

CLASSIC
BATTLETECH

RECORD SHEETS 3050 UPGRADE



CLAN & STAR LEAGUE

WWW.BATTLECORPS.COM

INTRODUCTION

GAME NOTES

Many of the variants and configurations that are new in *Record Sheets: 3050 Upgrade, Clan and Star League* are constructed with weaponry found in *Classic BattleTech Total Warfare*; the construction rules for said equipment can be found in *Classic BattleTech TechManual*. Additionally, note that some designs were slightly modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books published by FASA and/or FanPro. (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

ADVANCED RULES

Several units mount weapons and/or equipment not found in *Total Warfare* or *TechManual*, or mount equipment they cannot mount under those rules sets. They are: *Chaparral* and its variants, *Kanga*, *Thor Artillery Vehicle* and its variants, and *Marksman*. The rules governing the use of their weapons and their construction are beyond the Standard Rules presented in *Total Warfare* and *TechManual*. They are covered in the Advanced Rules presented in *Classic BattleTech Tactical Operations*.

'MECH DESIGNER SOFTWARE

The 'Mech record sheets in this book were created using *HeavyMetal Plus* for Windows. Players can use this software to create and edit their own 'Mech designs and print record sheets; *HeavyMetal Plus* also allows player to create and edit their own ProtoMechs, vehicles and infantry. Programmed by Rick Raisley, the program is available via mail order for \$55.00 plus \$3.00 shipping and handling, Richard Raisley, 327 West Passage, Columbia, SC 29212. Orders can also be placed at <http://www.heavymetalpro.com> or in the BattleCorps' BattleShop.

VERSION 1.0 (JULY 2007).

©2007 WizKids Inc. All Rights Reserved. Classic BattleTech Record Sheets: 3050 Upgrade, Clan and Star League, Classic BattleTech, BattleTech, 'Mech, BattleMech, and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

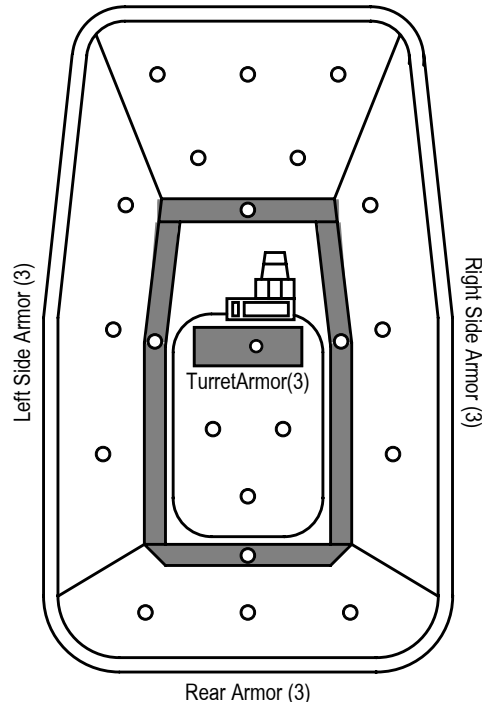
Published by BattleCorps.com,
a division of InMediaRes Productions, LLC
PMB 202 • 303 91st Ave NE • G701 • Lake Stevens, WA 98258

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Gabriel			Weapons Inventory						
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 13	1 Medium Laser	T	5	-	3	6	9
		Flank MP: 20							
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	☐	25 Omni Fusion Engine					
Lift Fan Destroyed	☐	Turret Locked	☐	1 Crew Members					

Total Armor Pts = 17
(Ferro-Fibrous)
Front Armor (5)



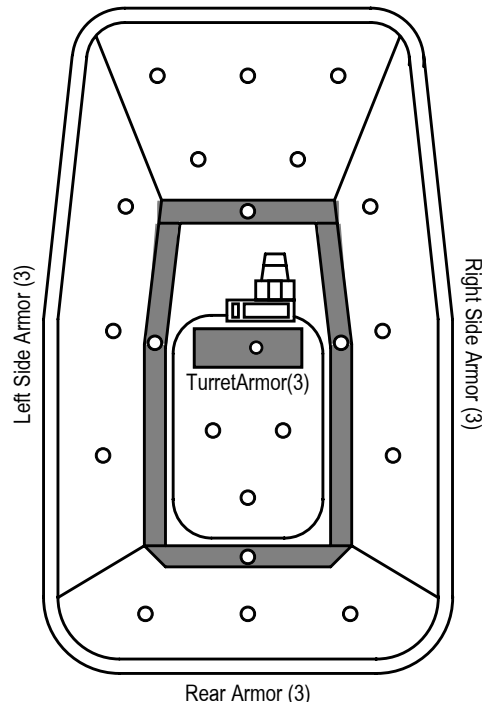
Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Gabriel (ERSL)			Weapons Inventory						
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 13	2 ER Small Laser	T	3	-	2	4	5
		Flank MP: 20							
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	☐	25 Omni Fusion Engine					
Lift Fan Destroyed	☐	Turret Locked	☐	1 Crew Members					

Total Armor Pts = 17
(Ferro-Fibrous)
Front Armor (5)



Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

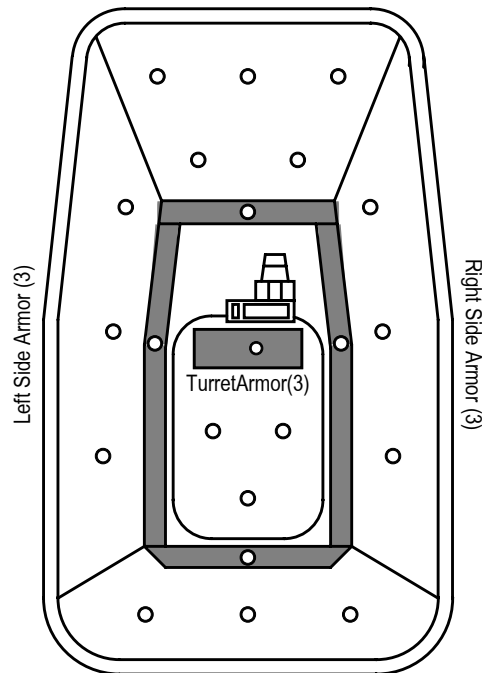
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Gabriel (TDF)			Weapons Inventory						
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 13	2 Rocket Launcher 10	T	1/hit	-	5	11	18
		Flank MP: 20							
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	☐	25 Omni Fusion Engine					
Lift Fan Destroyed	☐	Turret Locked	☐	1 Crew Members					

Total Armor Pts = 17
(Ferro-Fibrous)

Front Armor (5)



Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

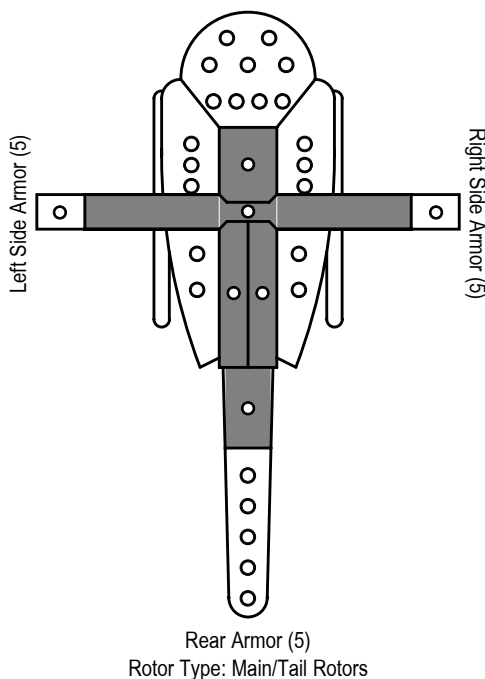
BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Ripper			Weapons Inventory						
Config: V.T.O.L.		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	1 Medium Laser	F	5	-	3	6	9
		Flank MP: 18	1 Medium Laser	F	5	-	3	6	9
Crew:									
Gunnery Skill:		Piloting Skill:							
Ammo									
Critical Damage			Fuselage Inventory						
Rotor Damaged	☐	Engine Hit	☐	70 Omni Fusion Engine					
Rotor Destroyed	☐			1 Crew Members					
			1.00T Infantry Bay						

Total Armor Pts = 26
(Ferro-Fibrous)

Front Armor (9)



Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

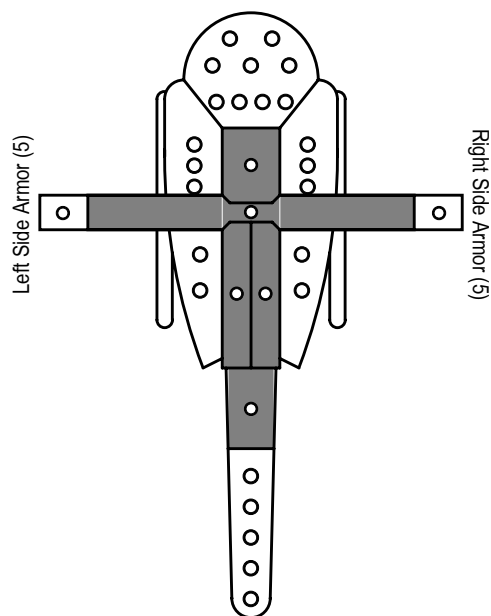
V.T.O.L. RECORD SHEET

Type: Ripper (ERML)				Weapons Inventory						
Config: V.T.O.L.			Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP:	Flank MP:	1 ER Medium Laser	F	5	-	4	8	12
		12	18	1 ER Medium Laser	F	5	-	4	8	12
Crew:										
Gunnery Skill:		Piloting Skill:								
Ammo										
Critical Damage				Fuselage Inventory						
Rotor Damaged		☐	Engine Hit	☐	70 Omni Fusion Engine					
Rotor Destroyed		☐			1 Crew Members					
				1.00T Infantry Bay						

Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

Total Armor Pts = 26
(Ferro-Fibrous)

Front Armor (9)



Rear Armor (5)
Rotor Type: Main/Tail Rotors

BATTLETECH®

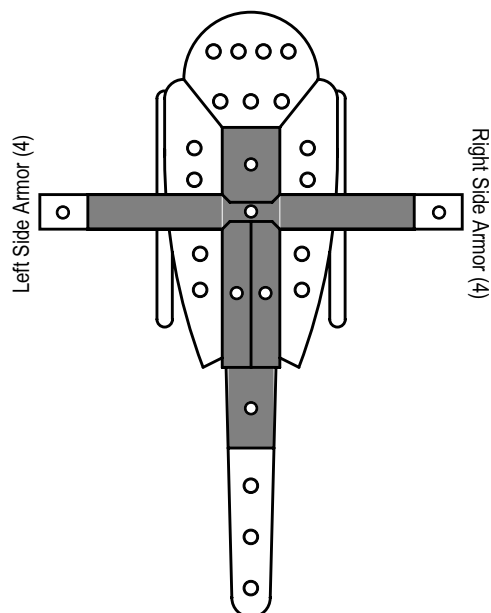
V.T.O.L. RECORD SHEET

Type: Ripper (Infantry)				Weapons Inventory												
Config: V.T.O.L.			Tons: 10	# Type	Loc	Dmg	Min	S	M	L						
Technology Base: Inner Sphere			Cruising MP: 12	Flank MP: 18		1 Small Pulse Laser					F	3	-	1	2	3
Crew:																
Gunnery Skill:		Piloting Skill:														
Ammo																
Critical Damage				Fuselage Inventory												
Rotor Damaged		☐		Engine Hit		☐		70 Omni XL Fusion Engine								
Rotor Destroyed		☐						1 Crew Members								
				4.00T Infantry Bay												

Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

Total Armor Pts = 20
(Hvy Ferro-Fibrous)

Front Armor (7)

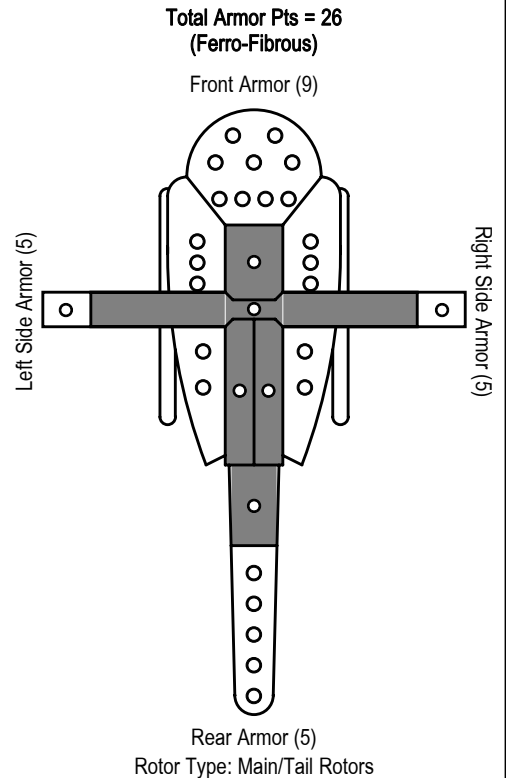


Rear Armor (3)
Rotor Type: Main/Tail Rotors

BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Ripper (SPL)			Weapons Inventory							
Config: V.T.O.L.		Tons: 10		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Small Pulse Laser	F	3	-	1	2	3
Inner Sphere		12	18	1 Small Pulse Laser	F	3	-	1	2	3
Crew:										
Gunnery Skill:		Piloting Skill:								
Ammo										
Critical Damage										
Rotor Damaged		☐	Engine Hit		☐					
Rotor Destroyed		☐								
Fuselage Inventory										
70 Omni Fusion Engine										
1 Crew Members										
1.00T Infantry Bay										

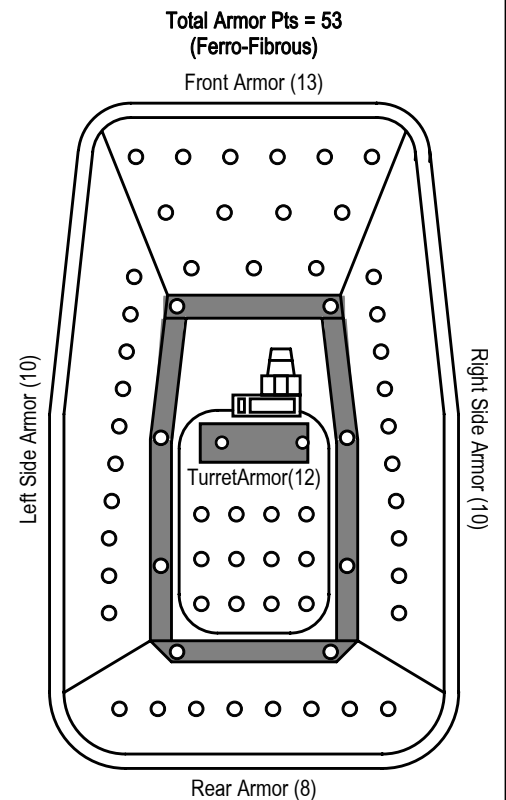


Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Beagle			Weapons Inventory							
Config: Hovercraft		Tons: 15		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Beagle Active Probe	T	-	-	-	-	4
Inner Sphere		12	18	1 Medium Laser	T	5	-	3	6	9
				1 Small Laser	F	3	-	1	2	3
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Body Inventory										
95 Nissan Fusion Engine										
1 Crew Members										
Critical Damage										
Airstart Damaged		☐	Engine Hit		☐					
Lift Fan Destroyed		☐	Turret Locked		☐					



Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

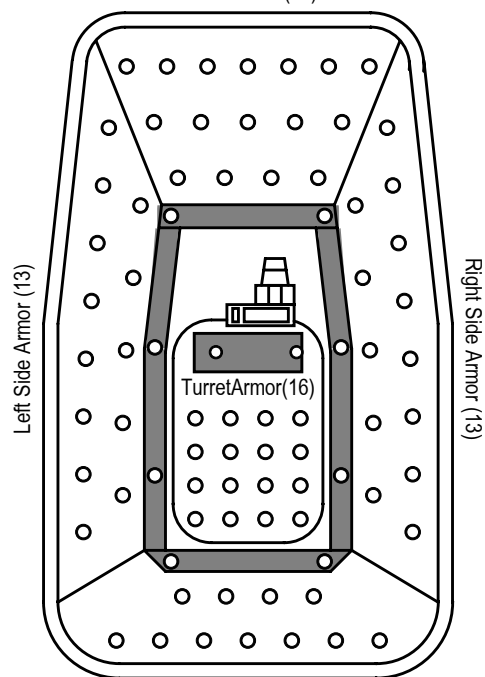
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Beagle (C3i)			Weapons Inventory						
Config: Hovercraft		Tons: 15	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Anti-Missile System	T	-	-	-	-	-
Inner Sphere		14							
		Flank MP:							
		21							
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Ammo Type	Rounds								
Anti-Missile System	12								
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	125 Nissan XL Fusion Engine						
Lift Fan Destroyed	☐	Turret Locked	1 Crew Members						
			1 Improved C3 CPU B						

Total Armor Pts = 69
(Hvy Ferro-Fibrous)

Front Armor (16)



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

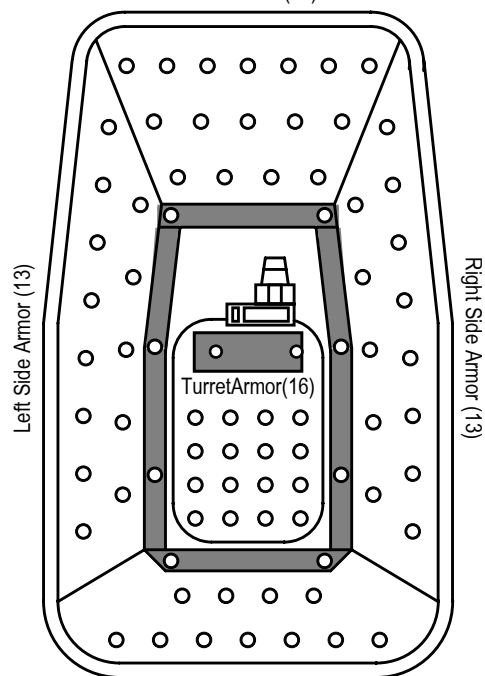
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Beagle (TAG)			Weapons Inventory						
Config: Hovercraft		Tons: 15	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Beagle Active Probe	T	-	-	-	-	4
Inner Sphere		14	1 TAG	T	-	-	5	9	15
		Flank MP:							
		21							
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	125 Nissan XL Fusion Engine						
Lift Fan Destroyed	☐	Turret Locked	1 Crew Members						
			1 Guardian ECM B 0 - - - 6						

Total Armor Pts = 69
(Hvy Ferro-Fibrous)

Front Armor (16)

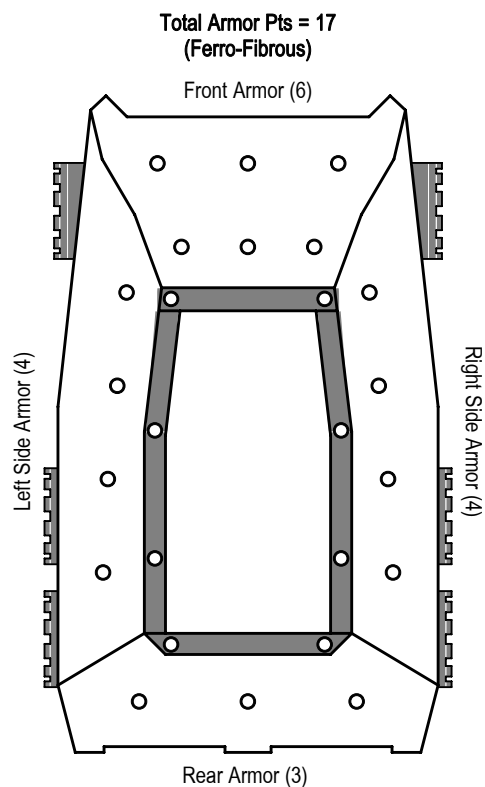


Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Rotunda			Weapons Inventory	
Config: Wheeled	Tons: 20		# Type	Loc Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 Large Laser	F 8 - 5 10 15
Inner Sphere	9	14	1 SRM 2	F 2/hit - 3 6 9
Crew:				
Gunnery Skill:	Driving Skill:			
Ammo				
Ammo Type	Rounds			
SRM 2	50			
Critical Damage			Body Inventory	
Wheel Damaged	☐	Engine Hit	☐	
Axle Destroyed	☐		160 LTV Fusion Engine	
			2 Crew Members	

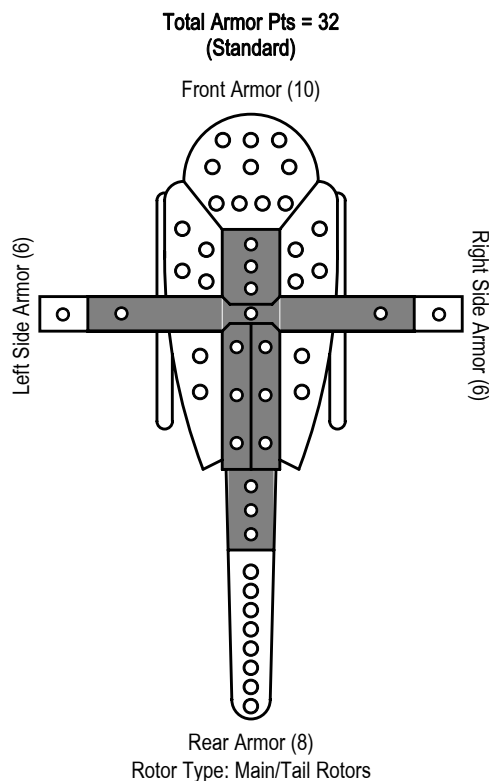


Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Nightshade			Weapons Inventory	
Config: V.T.O.L.	Tons: 25		# Type	Loc Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 Medium Laser	F 5 - 3 6 9
Inner Sphere	14	21		
Crew:				
Gunnery Skill:	Piloting Skill:			
Ammo				
Critical Damage			Fuselage Inventory	
Rotor Damaged	☐	Engine Hit	☐	
Rotor Destroyed	☐		210 GM Fusion Engine	
			2 Crew Members	
			1 Guardian ECM B 0 - - - 6	
			0.50T Cargo Bay Capacity	



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

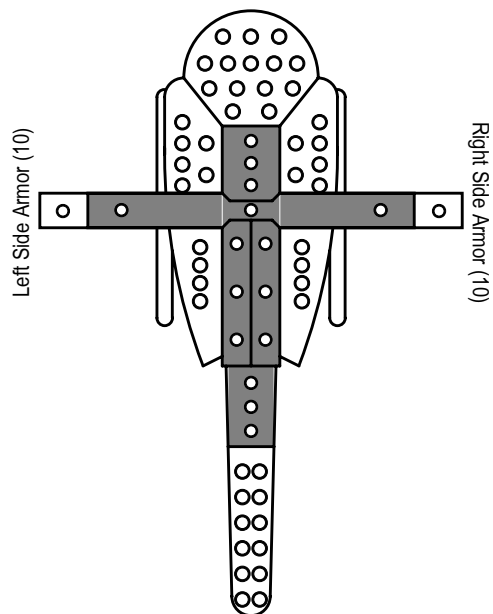
BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Nightshade (Armor)			Weapons Inventory						
Config: V.T.O.L.		Tons: 25	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 14	1 Medium Laser	F	5	-	3	6	9
Crew:			Fuselage Inventory 210 GM Fusion Engine 2 Crew Members 1.00T Cargo Bay Capacity						
Gunnery Skill:		Piloting Skill:							
Ammo									
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐									

Total Armor Pts = 48
(Standard)

Front Armor (14)



Rear Armor (12)

Rotor Type: Main/Tail Rotors

Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

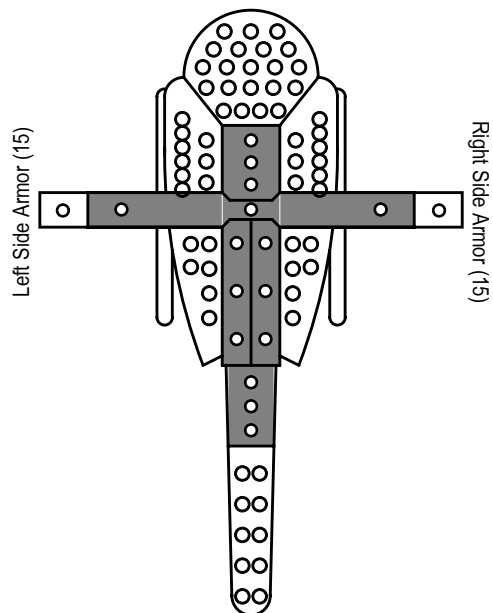
BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Nightshade (LAC 2)			Weapons Inventory						
Config: V.T.O.L.		Tons: 25	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	1 Light AC/2	F	2	-	6	12	18
		Flank MP: 18	1 TAG	F	-	-	5	9	15
Crew:			Fuselage Inventory 160 LTV Fusion Engine 2 Crew Members						
Gunnery Skill:		Piloting Skill:							
Ammo									
Ammo Type	Rounds								
Light AC/2	45								
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐									

Total Armor Pts = 63
(Ferro-Fibrous)

Front Armor (21)



Rear Armor (10)

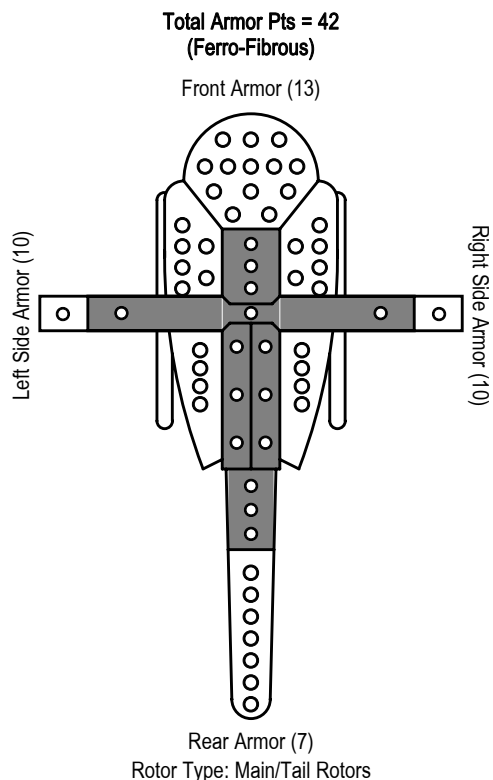
Rotor Type: Main/Tail Rotors

Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Nightshade (Light PPC)			Weapons Inventory						
Config: V.T.O.L.		Tons: 25	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	1 Light PPC	F	5	3	6	12	18
Crew:			Fuselage Inventory 160 LTV Fusion Engine 2 Crew Members 1 Guardian ECM B 0 - - - 6 1 Improved C3 CPU B						
Gunnery Skill:		Piloting Skill:							
Ammo									
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐									

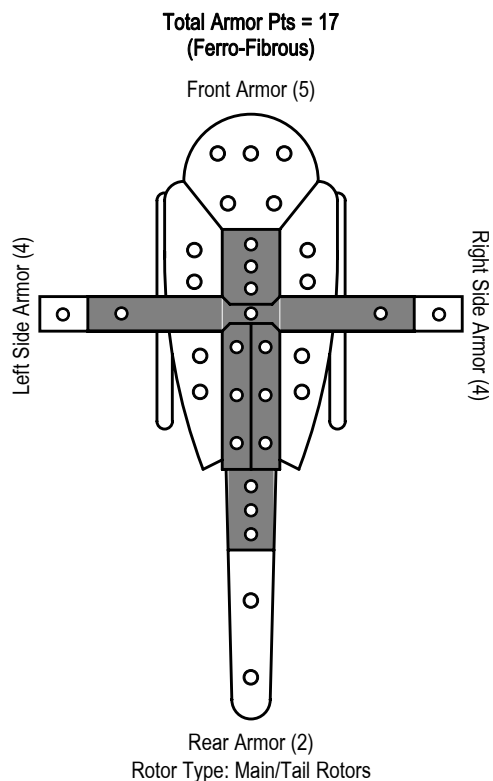


Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Cyrano			Weapons Inventory						
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	1 Large Laser	F	8	-	5	10	15
		Flank MP: 18	1 Beagle Active Probe	F	-	-	-	-	4
Crew:			Fuselage Inventory 220 DAV Fusion Engine 2 Crew Members						
Gunnery Skill:		Piloting Skill:							
Ammo									
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐									



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

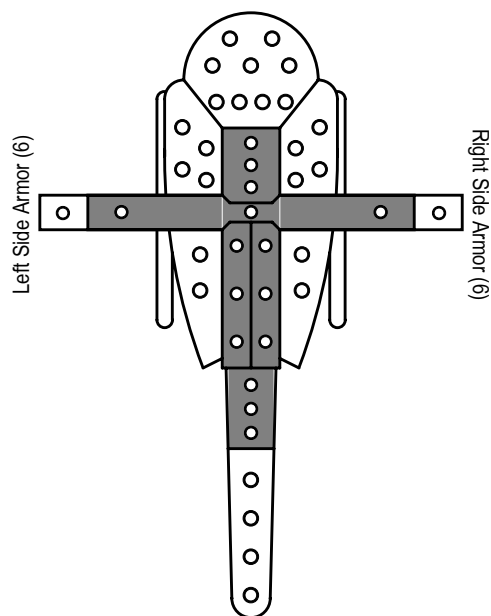
V.T.O.L. RECORD SHEET

Type: Cyrano (ML)				Weapons Inventory						
Config: V.T.O.L.			Tons: 30	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	Flank MP: 18	2 Medium Laser	F	5	-	3	6	9
Crew:				1 Beagle Active Probe	F	-	-	-	-	4
				1 Rocket Launcher 10	F	1/hit	-	5	11	18
				1 Rocket Launcher 10	F	1/hit	-	5	11	18
				1 Rocket Launcher 10	F	1/hit	-	5	11	18
				1 Rocket Launcher 10	F	1/hit	-	5	11	18
Gunnery Skill:		Piloting Skill:		1 Rocket Launcher 10	F	1/hit	-	5	11	18
				1 Rocket Launcher 10	F	1/hit	-	5	11	18
				1 Rocket Launcher 10	F	1/hit	-	5	11	18
Ammo				Fuselage Inventory						
Critical Damage				220 DAV Fusion Engine						
Rotor Damaged		☐	Engine Hit	☐	2 Crew Members					
Rotor Destroyed		☐								

Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

Total Armor Pts = 27
(Ferro-Fibrous)

Front Armor (9)



Rear Armor (4)
Rotor Type: Main/Tail Rotors

BATTLETECH®

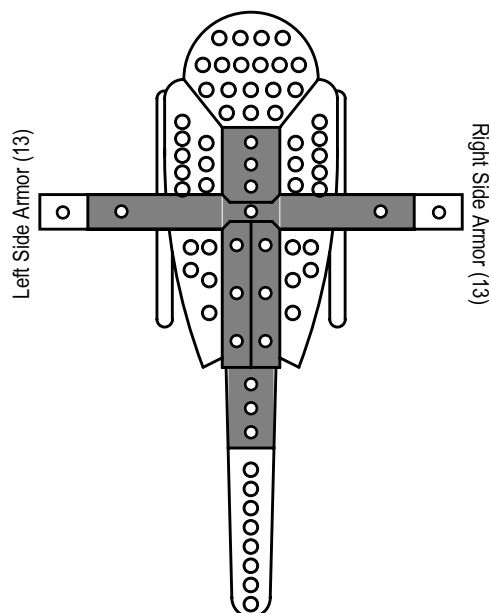
V.T.O.L. RECORD SHEET

Type: Cyrano (Plasma)				Weapons Inventory			
Config: V.T.O.L.		Tons: 30		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere		Cruising MP: 12	Flank MP: 18	1 Plasma Rifle	F	10	- 5 10 15
Crew:							
Gunnery Skill:		Piloting Skill:					
Ammo							
Ammo Type		Rounds					
Plasma Rifle		20					
Critical Damage				Fuselage Inventory			
Rotor Damaged ☐		Engine Hit ☐		220 DAV Light Fusion Engine			
Rotor Destroyed ☐				2 Crew Members			

Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (18)



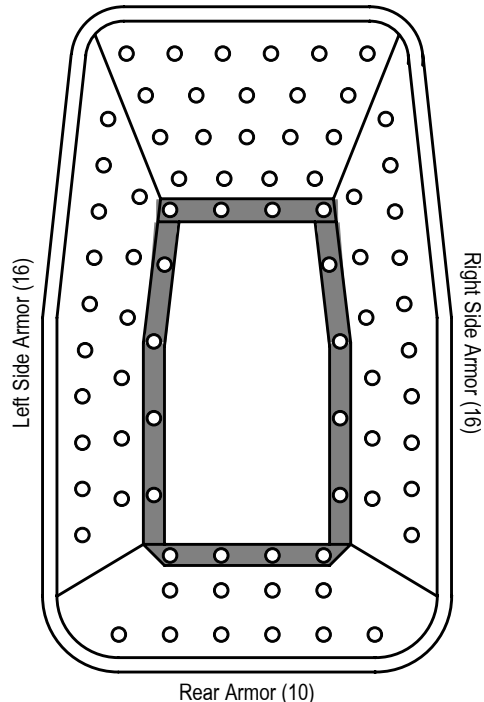
Rear Armor (8)
Rotor Type: Main/Tail Rotors

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Lightning			Weapons Inventory		
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Medium Pulse Laser	F	6 - 2 4 6
Inner Sphere		Flank MP:	1 Medium Pulse Laser	F	6 - 2 4 6
		11	1 SRM 4 (OS)	LS	2/hit - 3 6 9
		17	1 SRM 4 (OS)	RS	2/hit - 3 6 9
Crew:					
Gunnery Skill:		Driving Skill:			
Ammo					
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	210 GM Fusion Engine		
Lift Fan Destroyed	☐		3 Crew Members		

Total Armor Pts = 62
(Ferro-Fibrous)
Front Armor (20)



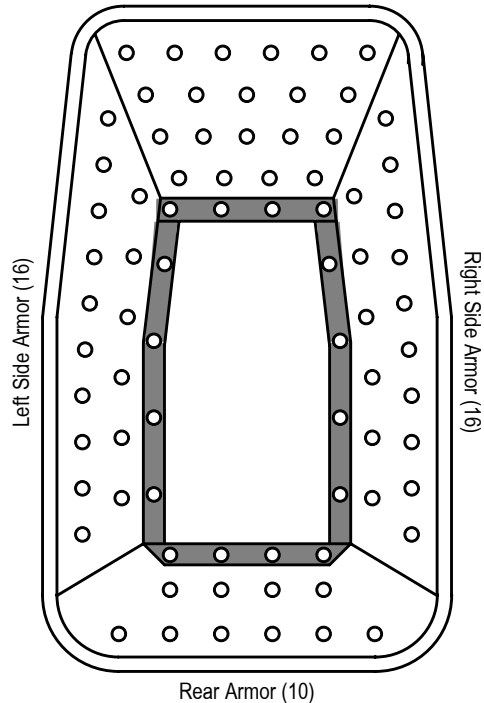
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Lightning (ERML)			Weapons Inventory		
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	7 Rocket Launcher 15	F	1/hit - 4 9 15
Inner Sphere		Flank MP:	2 ER Medium Laser	F	5 - 4 8 12
		11			
		17			
Crew:					
Gunnery Skill:		Driving Skill:			
Ammo					
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	210 GM Fusion Engine		
Lift Fan Destroyed	☐		3 Crew Members		

Total Armor Pts = 62
(Ferro-Fibrous)
Front Armor (20)



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

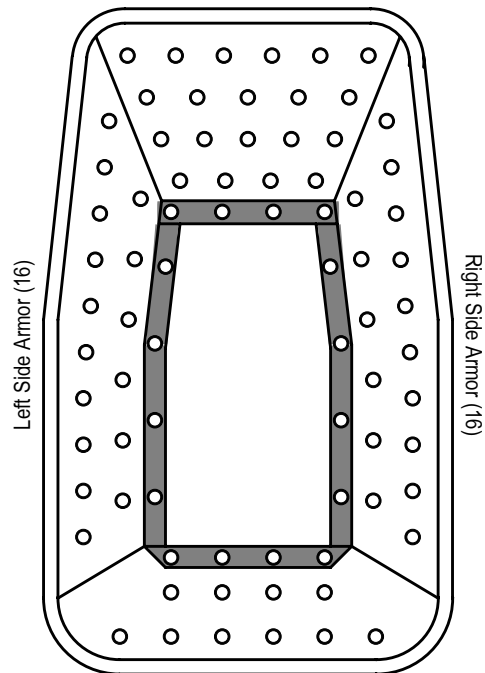
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Lightning (ERSL)			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	7 Rocket Launcher	15	F	1/hit	-	4	9 15
Inner Sphere		Flank MP:	2 ER Small Laser		F	3	-	2	4 5
			1 ER Medium Laser		F	5	-	4	8 12
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Critical Damage			Body Inventory						
Airstart Damaged ☐		Engine Hit ☐	210 GM Fusion Engine						
Lift Fan Destroyed ☐			3 Crew Members						

Total Armor Pts = 62
(Ferro-Fibrous)

Front Armor (20)



Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

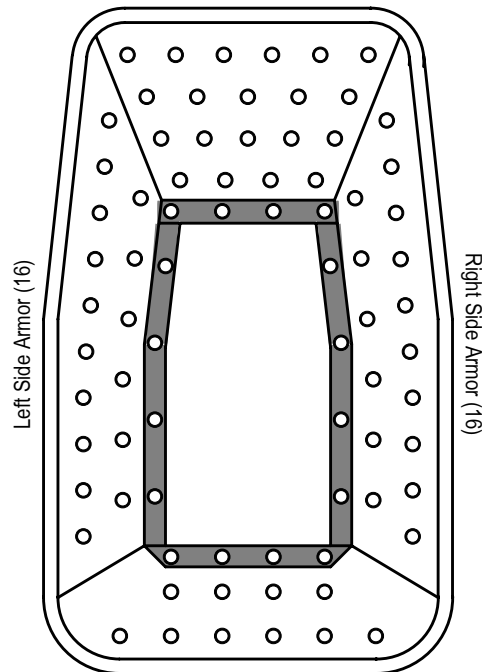
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Lightning (RL)			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	7 Rocket Launcher	15	F	1/hit	-	4	9 15
Inner Sphere		Flank MP:	2 Anti-Missile System		F	-	-	-	-
Crew:									
Gunnery Skill:		Driving Skill:							
Ammo									
Ammo Type		Rounds							
Anti-Missile System		12							
Critical Damage			Body Inventory						
Airstart Damaged ☐		Engine Hit ☐	210 GM Fusion Engine						
Lift Fan Destroyed ☐			3 Crew Members						

Total Armor Pts = 62
(Ferro-Fibrous)

Front Armor (20)



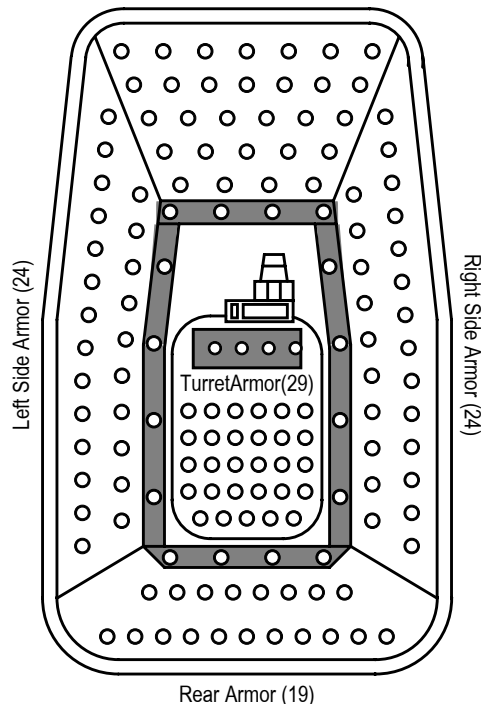
Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Zephyr			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Medium Laser	T	5	-	3	6	9
Inner Sphere		9	14	1 Medium Laser	T	5	-	3	6	9
Crew:				1 Medium Laser	T	5	-	3	6	9
Gunnery Skill:		Driving Skill:		1 TAG	T	-	-	5	9	15
				1 SRM 6	F	2/hit	-	3	6	9
				1 Small Laser	R	3	-	1	2	3
Ammo				Body Inventory						
Ammo Type	Rounds			185 GM Fusion Engine						
SRM 6	30			3 Crew Members						
				1 Guardian ECM B 0 - - - 6						
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							

Total Armor Pts = 125
(Ferro-Fibrous)
Front Armor (29)



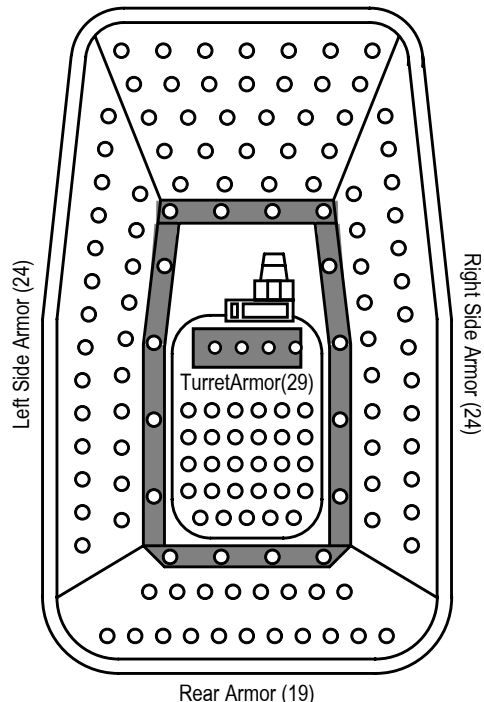
Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Zephyr (C3i)			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Medium Laser	T	5	-	3	6	9
Inner Sphere		9	14	1 Medium Laser	T	5	-	3	6	9
Crew:				1 Medium Laser	T	5	-	3	6	9
Gunnery Skill:		Driving Skill:		1 TAG	T	-	-	5	9	15
				1 Streak SRM 2	F	2/hit	-	3	6	9
				1 Small Laser	R	3	-	1	2	3
Ammo				Body Inventory						
Ammo Type	Rounds			185 GM Fusion Engine						
Streak SRM 2	50			3 Crew Members						
				1 Guardian ECM B 0 - - - 6						
				1 Improved C3 CPU B						
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							

Total Armor Pts = 125
(Ferro-Fibrous)
Front Armor (29)



Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

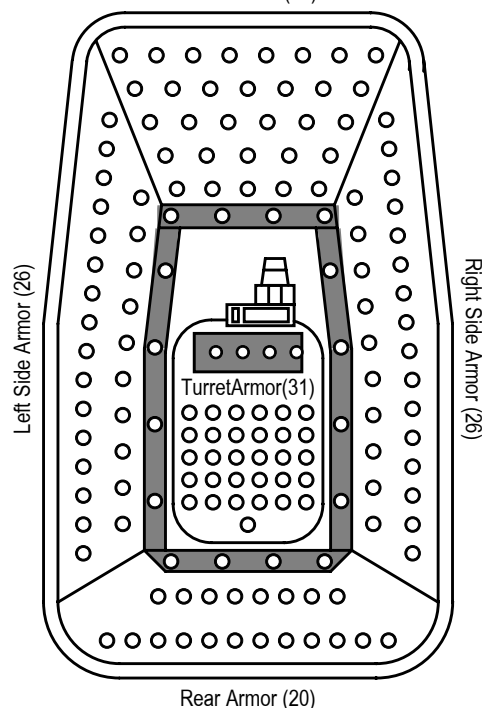
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Zephyr (LRM)			Weapons Inventory		
Config: Hovercraft		Tons: 40	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 ER Medium Laser	T	5 - 4 8 12
Inner Sphere		Flank MP:	1 ER Medium Laser	T	5 - 4 8 12
		9	1 LRM 5	F	1/hit 6 7 14 21
		14	1 LRM 5	F	1/hit 6 7 14 21
Crew:					
Gunnery Skill:		Driving Skill:			
Ammo					
Ammo Type	Rounds				
LRM 5	48				
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	185 GM Fusion Engine		
Lift Fan Destroyed	☐	Turret Locked	3 Crew Members		
			1 Improved C3 CPU B		

Total Armor Pts = 134
(Ferro-Fibrous)

Front Armor (31)



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

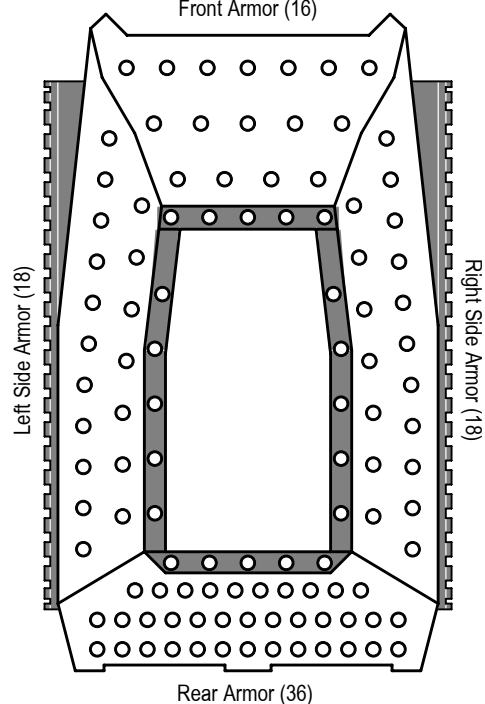
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Chaparral			Weapons Inventory		
Config: Tracked		Tons: 50	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Medium Laser	RS	5 - 3 6 9
Inner Sphere		Flank MP:	1 Medium Laser	LS	5 - 3 6 9
Advanced Rules		4	1 SRM 6	R	2/hit - 3 6 9
		6	1 Arrow IV System	F	20/10 - - -
Crew:					
Gunnery Skill:		Driving Skill:			
Ammo					
Ammo Type	Rounds				
SRM 6	15				
Arrow IV System	15				
Critical Damage			Body Inventory		
Drive Damaged	☐	Engine Hit	200 Nissan Fusion Engine		
Track Destroyed	☐		4 Crew Members		

Total Armor Pts = 88
(Standard)

Front Armor (16)



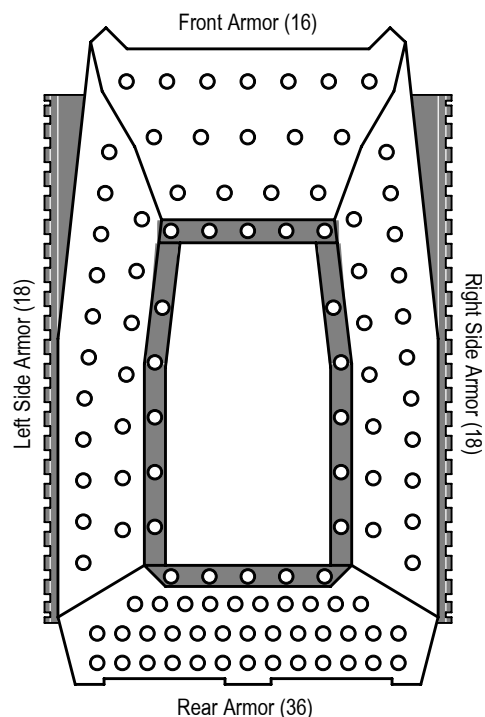
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Chaparral (ERML)			Weapons Inventory		
Config: Tracked		Tons: 50	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 ER Medium Laser	RS	5 - 4 8 12
Inner Sphere Advanced Rules		Flank MP:	1 ER Medium Laser	LS	5 - 4 8 12
		4 6	1 SRM 6	R	2/hit - 3 6 9
Crew:			1 Arrow IV System	F	20/10 - - -
Gunnery Skill:	Driving Skill:				
Ammo					
Ammo Type	Rounds				
SRM 6	15				
Arrow IV System	15				
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐				
			Body Inventory		
			200 Nissan Fusion Engine		
			4 Crew Members		

Total Armor Pts = 88
(Standard)



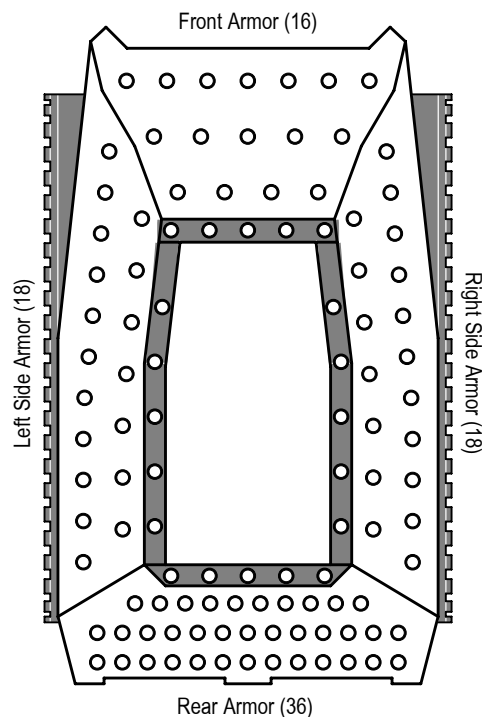
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Chaparral (MG)			Weapons Inventory		
Config: Tracked		Tons: 50	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Medium Laser	RS	5 - 3 6 9
Inner Sphere Advanced Rules		Flank MP:	1 Medium Laser	LS	5 - 3 6 9
		4 6	1 SRM 4	R	2/hit - 3 6 9
Crew:			1 Arrow IV System	F	20/10 - - -
Gunnery Skill:	Driving Skill:		1 Machine Gun	R	2 - 1 2 3
Ammo					
Ammo Type	Rounds				
SRM 4	25				
Arrow IV System	15				
Machine Gun	100				
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐				
			Body Inventory		
			200 Nissan Fusion Engine		
			4 Crew Members		

Total Armor Pts = 88
(Standard)



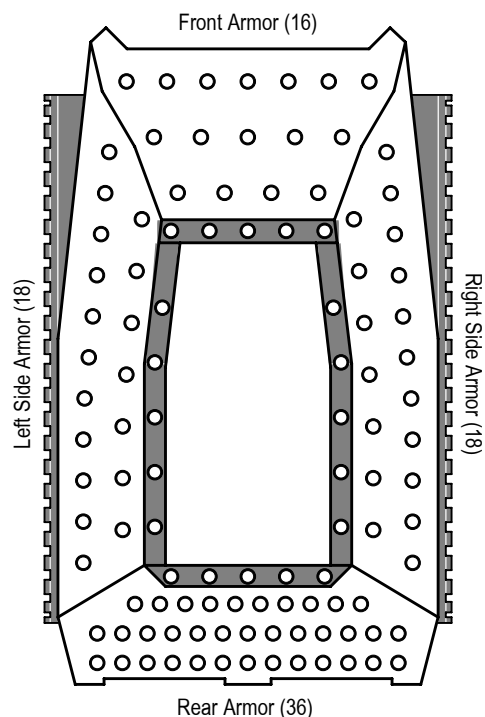
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Chaparral (SRM 4)			Weapons Inventory							
Config: Tracked		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Medium Laser	RS	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Laser	LS	5	-	3	6	9
Advanced Rules		4	6	1 SRM 4	R	2/hit	-	3	6	9
Crew:				1 Arrow IV System	F	20/10	-	-	-	-
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type		Rounds								
SRM 4		25								
Arrow IV System		20								
Critical Damage										
Drive Damaged		☐		Engine Hit		☐				
Track Destroyed		☐								
				Body Inventory						
				200 Nissan Fusion Engine						
				4 Crew Members						

Total Armor Pts = 88
(Standard)



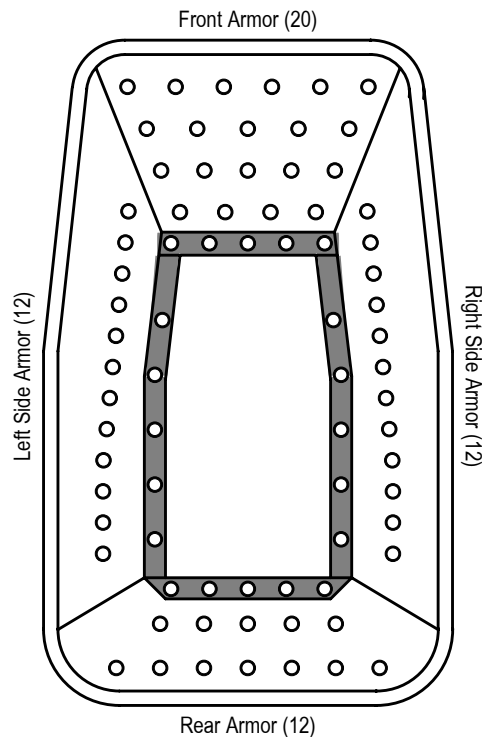
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Kanga			Weapons Inventory							
Config: Hovercraft		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Autocannon/5	F	5	3	6	12	18
Inner Sphere		MP:	MP:	1 LRM 10	F	1/hit	6	7	14	21
Advanced Rules		8	12	1 SRM 4	F	2/hit	-	3	6	9
Crew:				1 Machine Gun	F	2	-	1	2	3
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type		Rounds								
Autocannon/5		20								
LRM 10		12								
SRM 4		25								
Machine Gun		100								
Critical Damage										
Airstart Damaged		☐		Engine Hit		☐				
Lift Fan Destroyed		☐								
				Body Inventory						
				6 Jump Jets (6 Jump MP)						
				165 I.C.E. Engine						
				4 Crew Members						

Total Armor Pts = 56
(Standard)



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Thor Artillery Vehicle			Weapons Inventory							
Config: Wheeled		Tons: 55		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Thumper Artillery	F	5/2	-	-	-	-
Inner Sphere		MP:	MP:	1 Medium Laser	T	5	-	3	6	9
Advanced Rules		5	8	1 Medium Laser	T	5	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type		Rounds								
Thumper Artillery		40								
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							

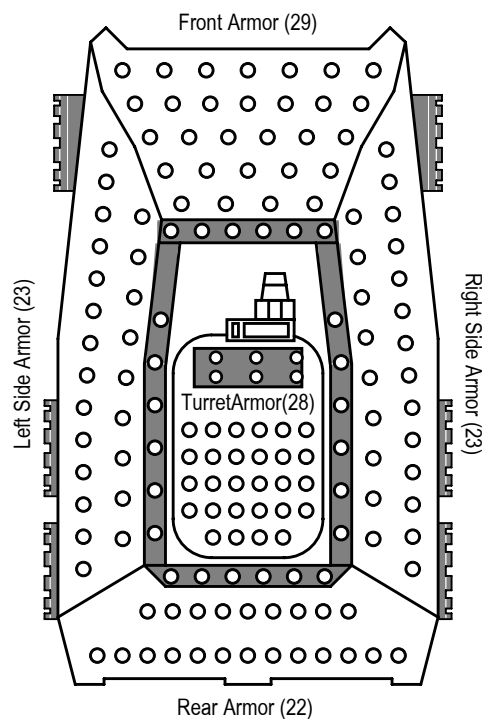
Body Inventory

255 Strand Fusion Engine

4 Crew Members

1 CASE System

Total Armor Pts = 125
(Ferro-Fibrous)



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Thor Artillery Vehicle (C3i)			Weapons Inventory							
Config: Wheeled		Tons: 55		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Thumper Artillery	F	5/2	-	-	-	-
Inner Sphere		MP:	MP:							
Advanced Rules		5	8							
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type		Rounds								
Thumper Artillery		40								
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							

Body Inventory

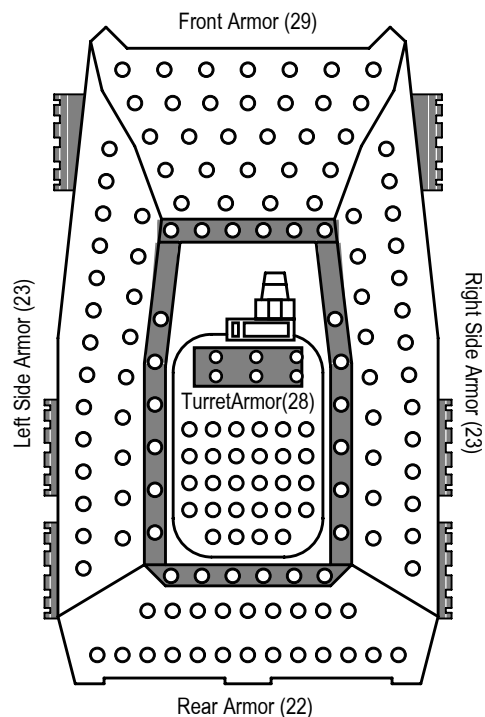
255 Strand Fusion Engine

4 Crew Members

1 Improved C3 CPU B

1 CASE System

Total Armor Pts = 125
(Ferro-Fibrous)

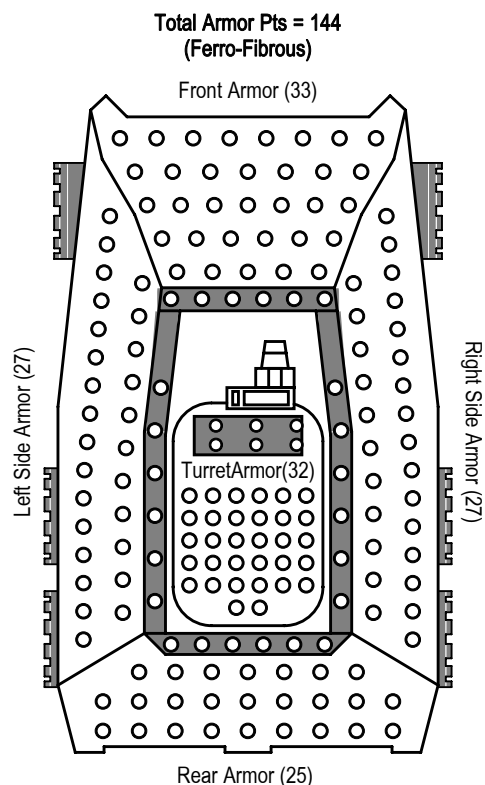


Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Thor Artillery Vehicle (Clan)			Weapons Inventory							
Config: Wheeled		Tons: 55		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Thumper Artillery	F	5/2	-	-	-	-
Clan Advanced Rules		5	8	1 ER Medium Laser	T	7	-	5	10	15
				1 ER Medium Laser	T	7	-	5	10	15
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Thumper Artillery	40									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							

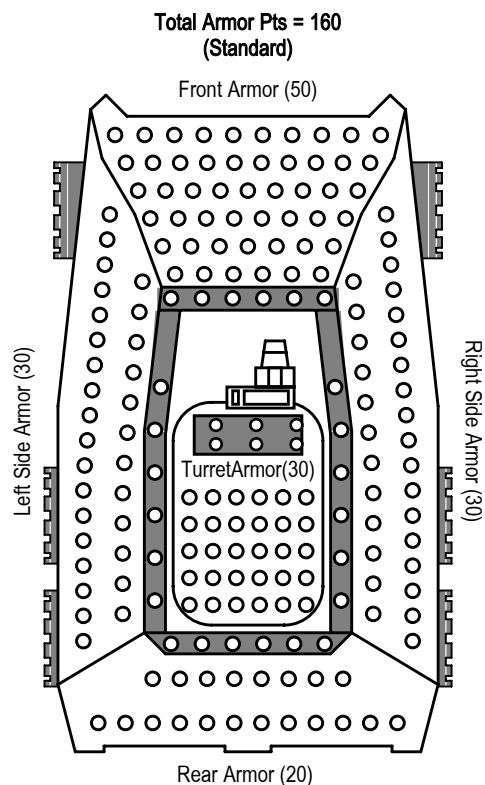


Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Demon			Weapons Inventory							
Config: Wheeled		Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Gauss Rifle	T	15	2	7	15	22
Inner Sphere		4	6	1 Medium Laser	LS	5	-	3	6	9
				1 Medium Laser	RS	5	-	3	6	9
Crew:			1 SRM 6							
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Gauss Rifle	16									
SRM 6	30									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							



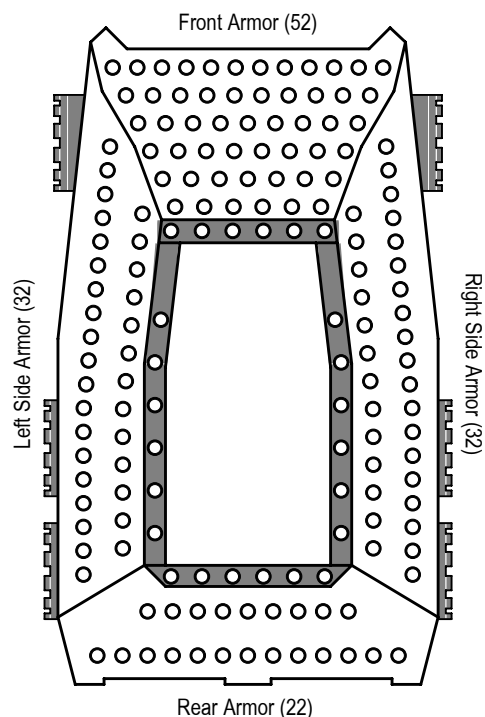
Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Demon (HGR)			Weapons Inventory		
Config: Wheeled		Tons: 60	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 Heavy Gauss Rifle	F 25/20/10	4 6 13 20
Inner Sphere		Flank MP:	1 ER Medium Laser	LS 5 -	4 8 12
			1 ER Medium Laser	RS 5 -	4 8 12
Crew:			1 Streak SRM 6	F 2/hit -	3 6 9
Gunnery Skill:		Driving Skill:			
Ammo			Body Inventory		
Ammo Type	Rounds		220 DAV XL Fusion Engine		
Heavy Gauss Rifle	12		4 Crew Members		
Streak SRM 6	15		1 Improved C³ CPU B		
Critical Damage			1 CASE System		
Wheel Damaged	☐	Engine Hit	☐	1 Targeting Computer B	
Axle Destroyed	☐				

Total Armor Pts = 138
(Hvy Ferro-Fibrous)



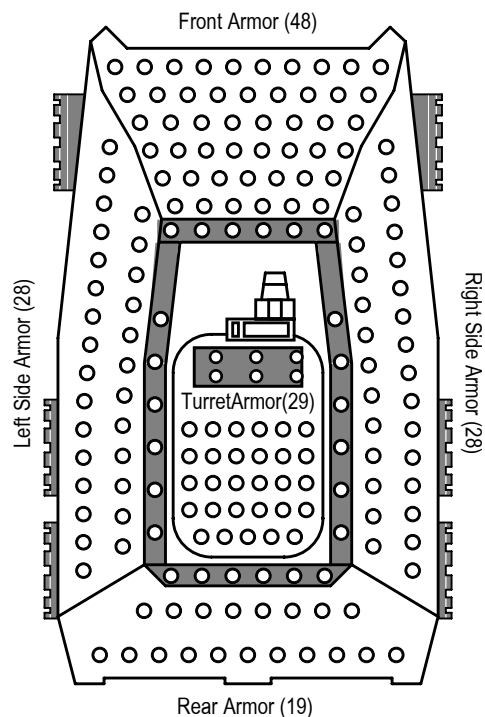
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Demon (PPC)			Weapons Inventory		
Config: Wheeled		Tons: 60	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 PPC	T 10 3 6	12 18
Inner Sphere		Flank MP:	1 PPC	T 10 3 6	12 18
Crew:					
Gunnery Skill:		Driving Skill:			
Ammo			Body Inventory		
			220 DAV Fusion Engine		
			4 Crew Members		
			1 CASE System		
			0.50T Cargo Bay Capacity		
Critical Damage					
Wheel Damaged	☐	Engine Hit	☐		
Axle Destroyed	☐	Turret Locked	☐		

Total Armor Pts = 152
(Standard)



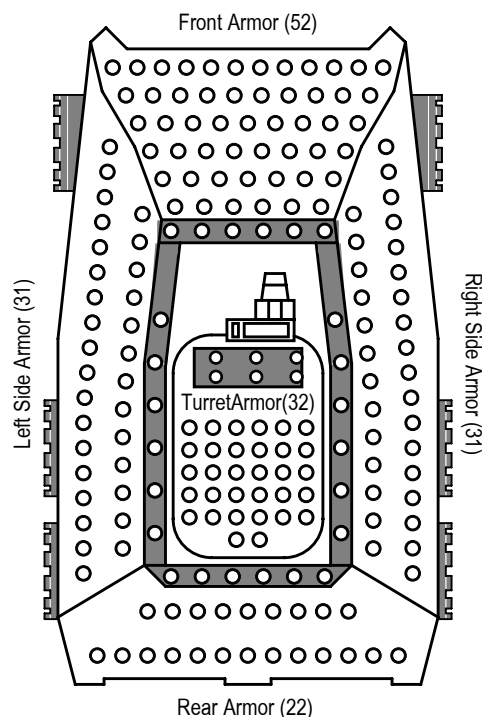
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Horned Demon			Weapons Inventory							
Config: Wheeled		Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Gauss Rifle	T	15	2	7	15	22
Inner Sphere		MP:	MP:	1 Medium Laser	F	5	-	3	6	9
		4	6	1 Medium Laser	F	5	-	3	6	9
Crew:				1 Medium Laser	F	5	-	3	6	9
Gunnery Skill:		Driving Skill:		1 Medium Laser	F	5	-	3	6	9
Ammo										
Ammo Type	Rounds									
Gauss Rifle	24									
Critical Damage				Body Inventory						
Wheel Damaged	☐	Engine Hit	☐	220 DAV Fusion Engine						
Axle Destroyed	☐	Turret Locked	☐	4 Crew Members						

Total Armor Pts = 168
(Standard)



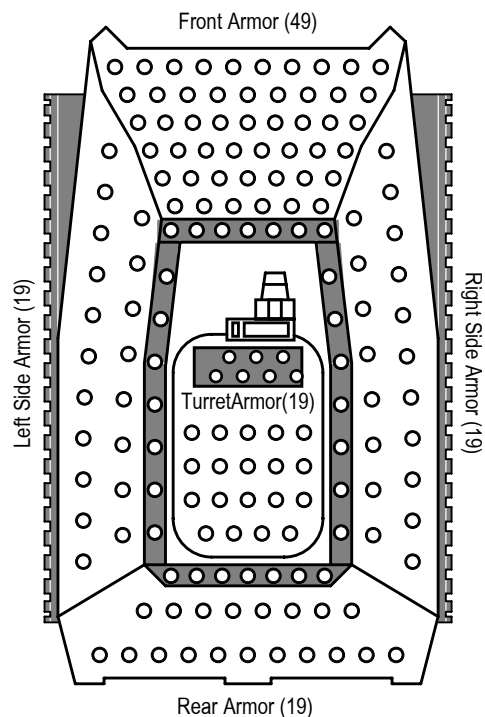
Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Marksman			Weapons Inventory							
Config: Tracked		Tons: 65		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Sniper Artillery	F	10/5	-	-	-	-
Inner Sphere		MP:	MP:	1 Large Laser	T	8	-	5	10	15
Advanced Rules		4	6							
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Sniper Artillery	20									
Critical Damage				Body Inventory						
Drive Damaged	☐	Engine Hit	☐	260 Magna Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	5 Crew Members						

Total Armor Pts = 125
(Ferro-Fibrous)



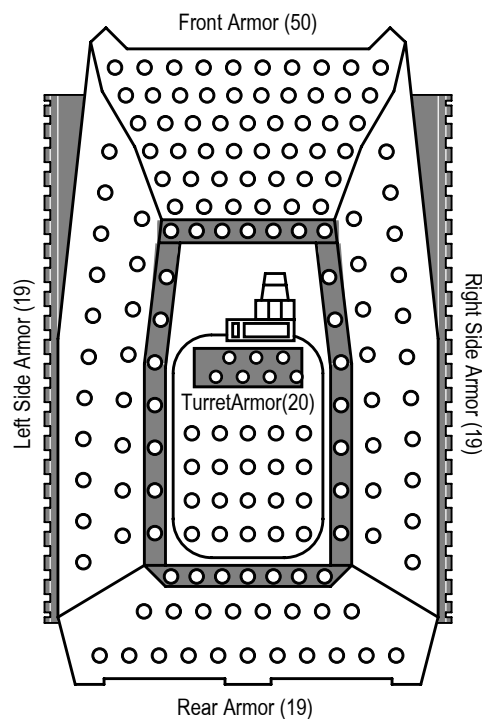
Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Marksman (Light PPC)			Weapons Inventory							
Config: Tracked		Tons: 65		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Sniper Artillery	F	10/5	-	-	-	-
Inner Sphere Advanced Rules		4	6	1 Light PPC	T	5	3	6	12	18
Crew:				1 Heavy Machine Gun	T	3	-	1	2	2
Gunnery Skill:		Driving Skill:		1 Heavy Machine Gun	T	3	-	1	2	2
				1 Heavy Machine Gun	F	3	-	1	2	2
				1 Heavy Machine Gun	F	3	-	1	2	2
Ammo										
Ammo Type		Rounds								
Sniper Artillery		20								
Heavy Machine Gun		200								
Critical Damage				Body Inventory						
Drive Damaged ☐		Engine Hit ☐		260 Magna Light Fusion Engine						
Track Destroyed ☐		Turret Locked ☐		5 Crew Members						

Total Armor Pts = 127
(Lt Ferro-Fibrous)



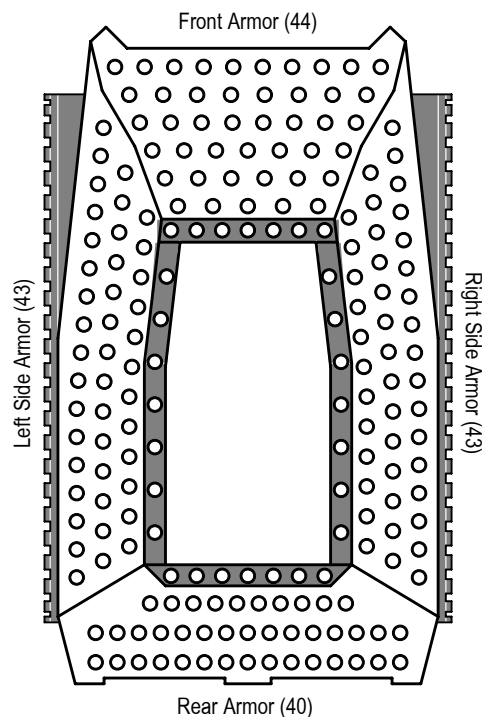
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Magi			Weapons Inventory							
Config: Tracked		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		5	8	1 Medium Laser	RS	5	-	3	6	9
Crew:				1 Medium Laser	LS	5	-	3	6	9
Gunnery Skill:		Driving Skill:		1 Machine Gun	F	2	-	1	2	3
				1 Machine Gun	F	2	-	1	2	3
Ammo										
Ammo Type		Rounds								
Machine Gun		200								
Critical Damage				Body Inventory						
Drive Damaged ☐		Engine Hit ☐		350 Magna Fusion Engine						
Track Destroyed ☐				5 Crew Members						
				1 CASE System						

Total Armor Pts = 170
(Ferro-Fibrous)



Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

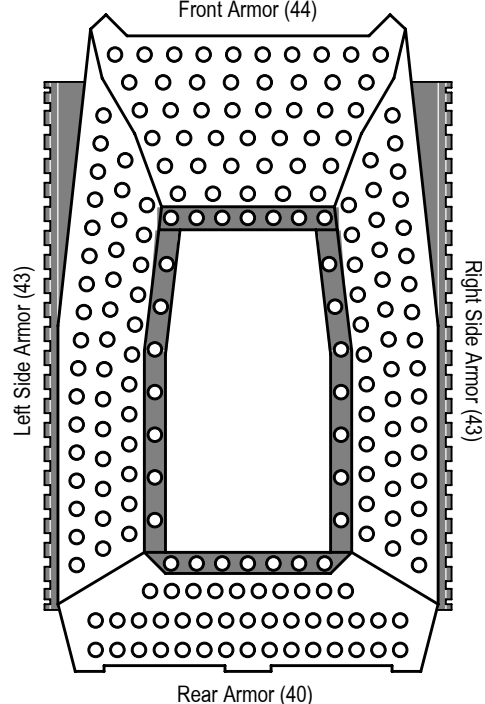
TRACKED VEHICLE RECORD SHEET

Type: Magi (UCSV)				Weapons Inventory						
Config: Tracked			Tons: 70	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 5	Flank MP: 8	1 Medium Laser	F	5	-	3	6	9
				1 Medium Laser	RS	5	-	3	6	9
				1 Medium Laser	LS	5	-	3	6	9
Crew:				4 Machine Gun	F	2	-	1	2	3
Gunnery Skill:		Driving Skill:		1 Machine Gun Array	F	-	-	-	-	-
Ammo										
Ammo Type		Rounds								
Machine Gun		300								
Critical Damage				Body Inventory						
Drive Damaged		☐	Engine Hit	☐	350 Magna Light Fusion Engine					
Track Destroyed		☐			5 Crew Members					
				1 Improved C3 CPU		B				
				1 CASE System						
				6.00T Infantry Bay						

Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (44)



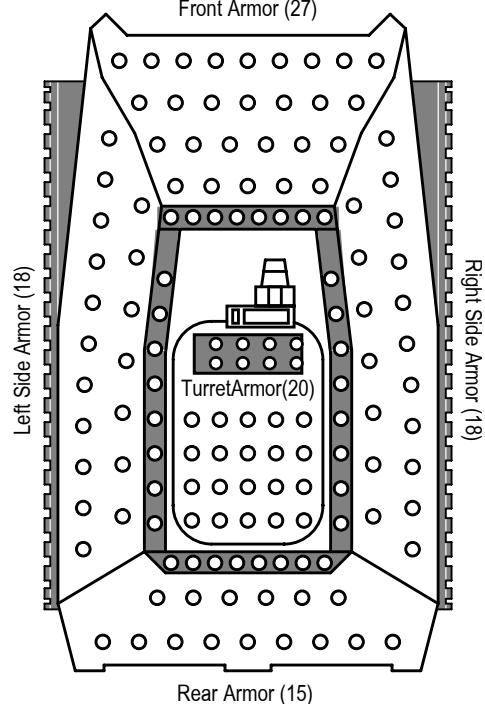
TRACKED VEHICLE RECORD SHEET

Type: Burke				Weapons Inventory									
Config: Tracked			Tons: 75	# Type	Loc	Dmg	Min	S	M	L			
Technology Base: Inner Sphere		Cruising MP: 2	Flank MP: 3	1 PPC	T	10	3	6	12	18			
				1 PPC	T	10	3	6	12	18			
				1 PPC	T	10	3	6	12	18			
Crew:				1 LRM 10	F	1/hit	6	7	14	21			
Gunnery Skill:		Driving Skill:											
Ammo													
Ammo Type		Rounds											
LRM 10		12											
Critical Damage													
Drive Damaged		☐	Engine Hit		☐	150 Omni Fusion Engine							
Track Destroyed		☐	Turret Locked		☐	5 Crew Members							

Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

Total Armor Pts = 98
(Ferro-Fibrous)

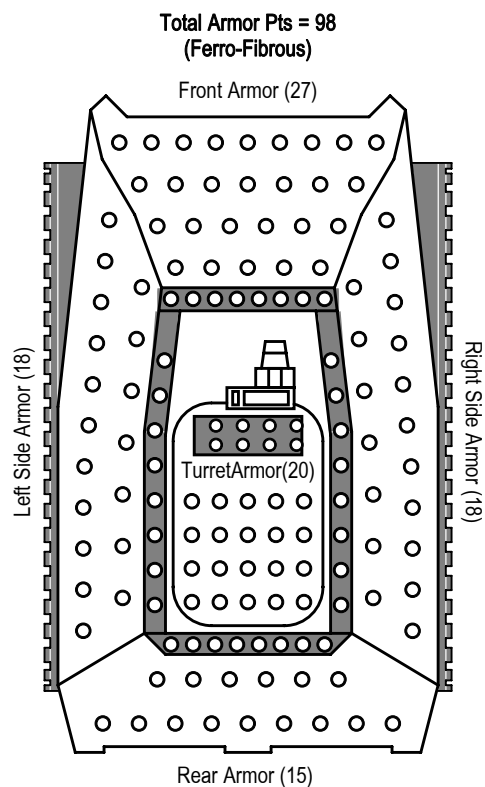
Front Armor (27)



BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Burke (Heavy PPC)			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Heavy PPC	T	15	3	6	12	18
Inner Sphere		MP:	MP:	1 Heavy PPC	T	15	3	6	12	18
		2	3	1 Streak SRM 4	F	2/hit	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Streak SRM 4	50									
Critical Damage			Body Inventory							
Drive Damaged	☐	Engine Hit	☐	150 Omni Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	5 Crew Members						
			1 Improved C3 CPU B							

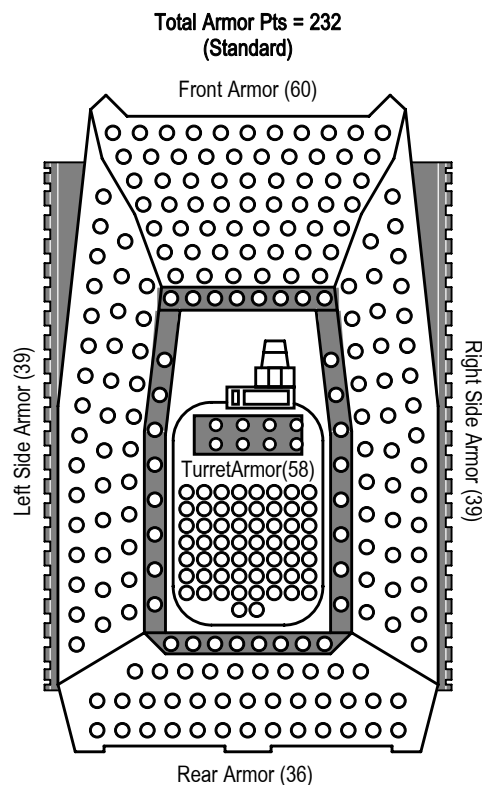


Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Fury			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Gauss Rifle	T	15	2	7	15	22
Inner Sphere		MP:	MP:							
		4	6							
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Gauss Rifle	16									
Critical Damage			Body Inventory							
Drive Damaged	☐	Engine Hit	☐	320 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	6 Crew Members						
			1.00T Infantry Bay							

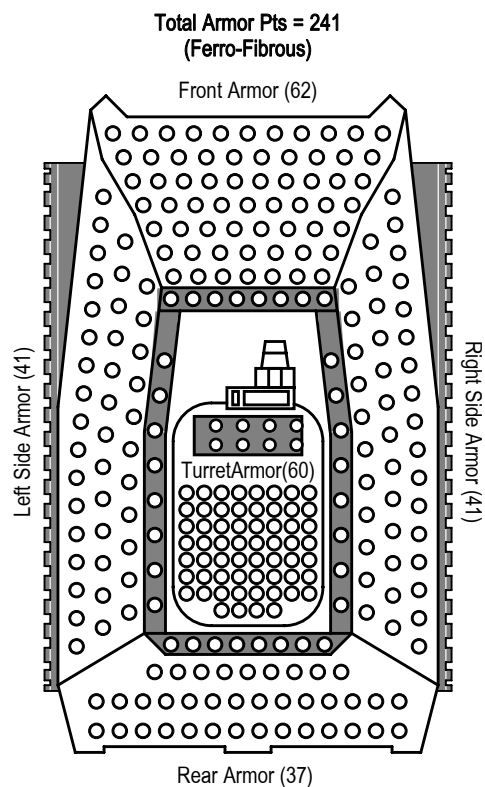


Printed by **HEAVYMETAL VEE**, Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Fury (C3M)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Plasma Rifle	T	10	-	5	10	15
Inner Sphere		MP:	MP:	1 Rotary AC/5	T	5	-	5	10	15
		4	6							
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Plasma Rifle	10									
Rotary AC/5	20									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

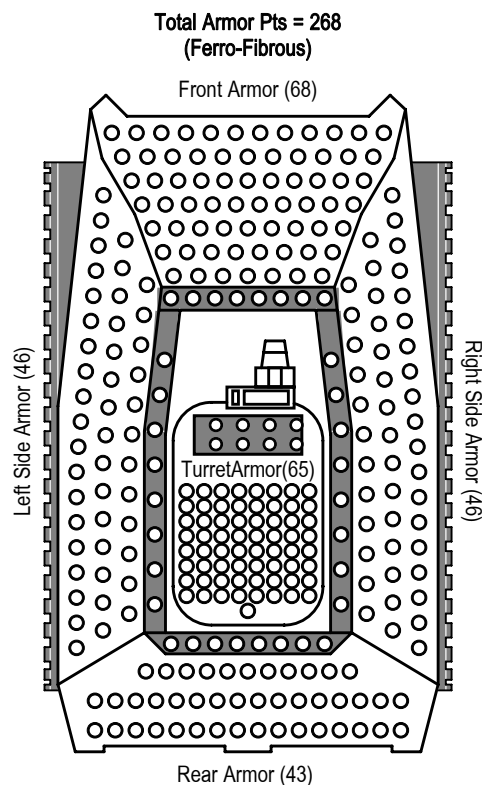


Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Fury (C3S)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Gauss Rifle	T	15	2	7	15	22
Inner Sphere		MP:	MP:	1 Light AC/5	F	5	-	5	10	15
		4	6							
Crew:										
Gunnery Skill:		Driving Skill:								
Ammo										
Ammo Type	Rounds									
Gauss Rifle	24									
Light AC/5	40									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							



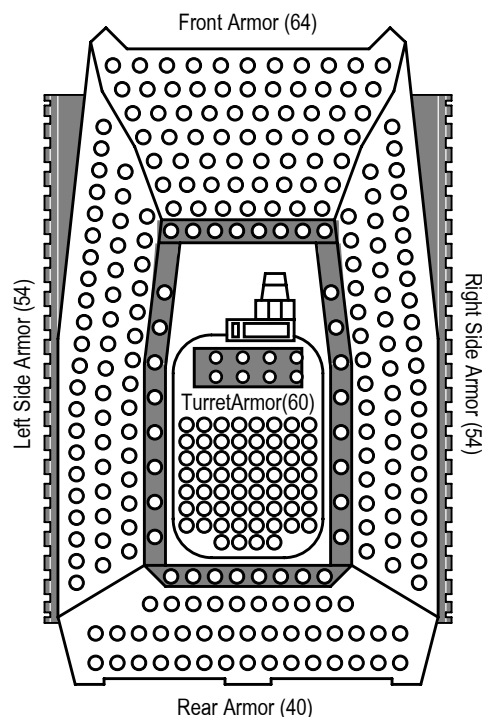
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Rhino (MG)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 LRM 20	T	1/hit	6	7	14	21
Inner Sphere		3	5	1 LRM 20	T	1/hit	6	7	14	21
Crew:				1 Medium Laser	T	5	-	3	6	9
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
				1 SRM 6	F	2/hit	-	3	6	9
				3 Machine Gun	F	2	-	1	2	3
Ammo										
Ammo Type	Rounds									
LRM 20	18									
SRM 6	15									
Machine Gun	100									
Critical Damage				Body Inventory						
Drive Damaged	☐	Engine Hit	☐	240 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	6 Crew Members						

Total Armor Pts = 272
(Standard)



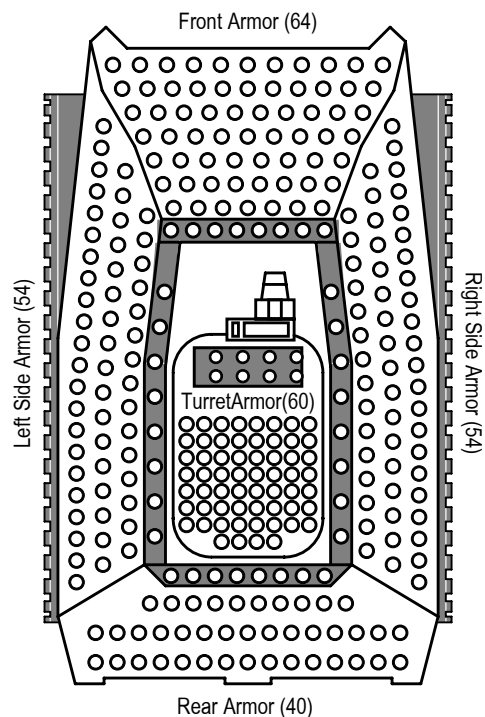
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Rhino (ML)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 LRM 20	T	1/hit	6	7	14	21
Inner Sphere		3	5	1 LRM 20	T	1/hit	6	7	14	21
Crew:				1 Medium Laser	T	5	-	3	6	9
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
				2 Medium Laser	F	5	-	3	6	9
				1 SRM 2	F	2/hit	-	3	6	9
Ammo										
Ammo Type	Rounds									
LRM 20	18									
SRM 2	50									
Critical Damage				Body Inventory						
Drive Damaged	☐	Engine Hit	☐	240 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	6 Crew Members						

Total Armor Pts = 272
(Standard)



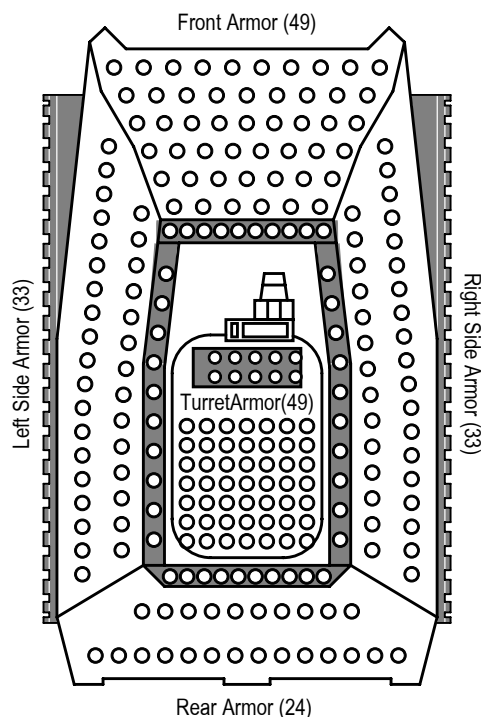
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Puma Assault Tank PAT-007			Weapons Inventory							
Config: Tracked		Tons: 95		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 MML 7	RS	-	-	-	-	-
Inner Sphere		MP:	MP:	LRM (17 salvos/ton)		1/hit	6	7	14	21
		3	5	SRM (14 salvos/ton)		2/hit	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:		1 MML 7	LS	-	-	-	-	-
				1 Heavy PPC	T	15	3	6	12	18
				1 Medium Laser	F	5	-	3	6	9
				1 Medium Laser	F	5	-	3	6	9
				1 MML 7	F	-	-	-	-	-
				1 Flamer (Vehicle)	R	2	-	1	2	3
				1 Small Laser	R	3	-	1	2	3
				1 B-Pod	F	**	-	-	-	-
				1 Machine Gun	LS	2	-	1	2	3
				1 Machine Gun Array	LS	-	-	-	-	-
				2 Machine Gun	RS	2	-	1	2	3
				1 Machine Gun Array	RS	-	-	-	-	-
Ammo			Body Inventory							
Ammo Type	Rounds		285 Pitban Light Fusion Engine							
MML 7			7 Crew Members							
Flamer (Vehicle)	20		1 Improved C3 CPU							
Machine Gun	200		B							
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

Total Armor Pts = 188
(Hvy Ferro-Fibrous)



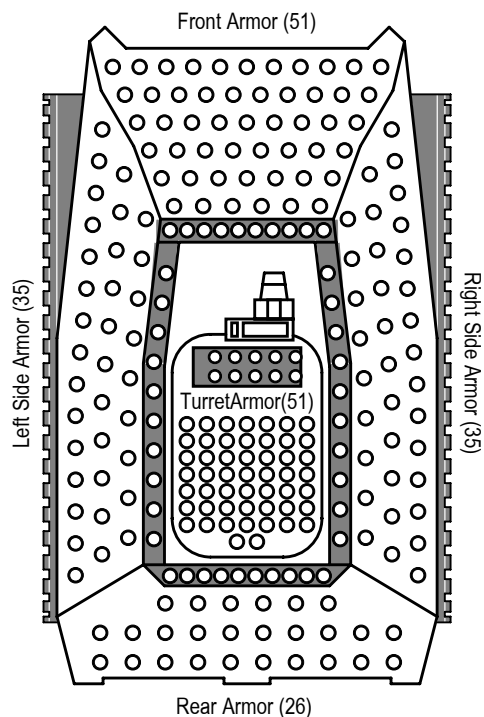
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Puma Assault Tank PAT-008			Weapons Inventory								
Config: Tracked		Tons: 95		# Type	Loc	Dmg	Min	S	M	L	
Technology Base:		Cruising	Flank	1 MML 9 w/ Artemis IV	LS	-	-	-	-	-	
Inner Sphere		MP:	MP:	LRM (13 salvos/ton)		1/hit	6	7	14	21	
		3	5	SRM (11 salvos/ton)		2/hit	-	3	6	9	
Crew:											
Gunnery Skill:		Driving Skill:		1 MML 9 w/ Artemis IV	RS	-	-	-	-	-	
				1 MML 9 w/ Artemis IV	F	-	-	-	-	-	
				1 ER PPC	T	10	-	7	14	23	
				1 B-Pod	F	**	-	-	-	-	
				1 B-Pod	LS	**	-	-	-	-	
				1 B-Pod	RS	**	-	-	-	-	
				1 Anti-Missile System	T	-	-	-	-	-	
				2 Anti-Missile System	F	-	-	-	-	-	
				1 Anti-Missile System	LS	-	-	-	-	-	
				1 Anti-Missile System	RS	-	-	-	-	-	
				1 Anti-Missile System	R	-	-	-	-	-	
Ammo			Body Inventory								
Ammo Type	Rounds		285 Pitban Light Fusion Engine								
MML 9			7 Crew Members								
Anti-Missile System	60		1 Guardian ECM								
				1 Targeting Computer							
				B							
Critical Damage											
Drive Damaged	☐	Engine Hit	☐								
Track Destroyed	☐	Turret Locked	☐								

Total Armor Pts = 198
(Hvy Ferro-Fibrous)



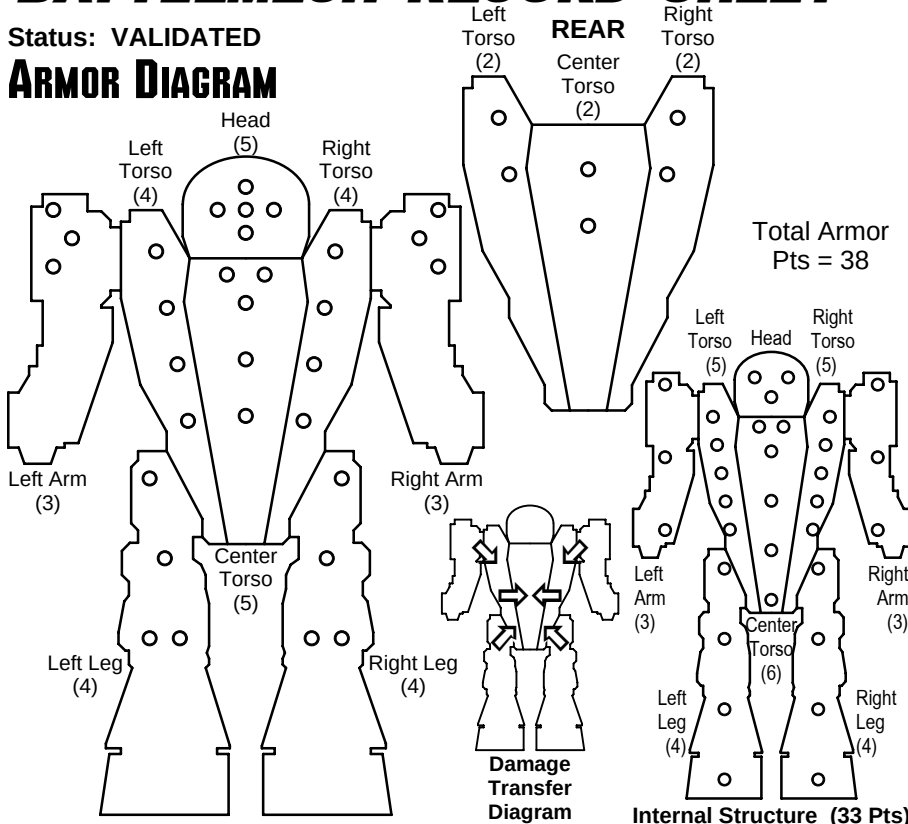
Printed by **HEAVYMETAL VEE**. Copyright © 2007 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher Prime**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20] Biped OmniMech**

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
2	ER Medium Laser	LA	5	7	-	5	10	15
1	SRM 4	RT	3	2/hit	-	3	6	9

Ammo Type:

Rounds:

SRM 6

15

SRM 4

25

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Ammo (SRM 4) 25

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

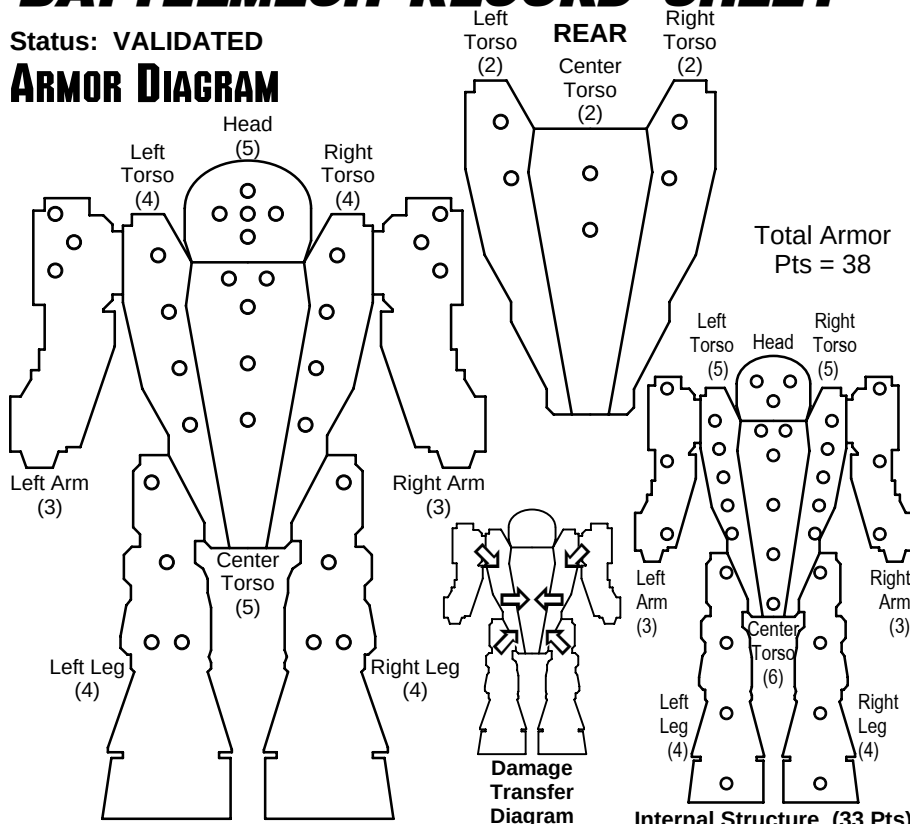
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher A**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RA	0	-	-	5	9	15
1	Active Probe	RA	0	-	-	-	-	5
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Streak SRM 4	RT	3	2/hit	-	4	8	12

Ammo Type:

Rounds:

Anti-Missile System 24

Streak SRM 4 25

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(4)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Ammo (AMS) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Active Probe

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4
- Ammo (Streak 4) 25

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

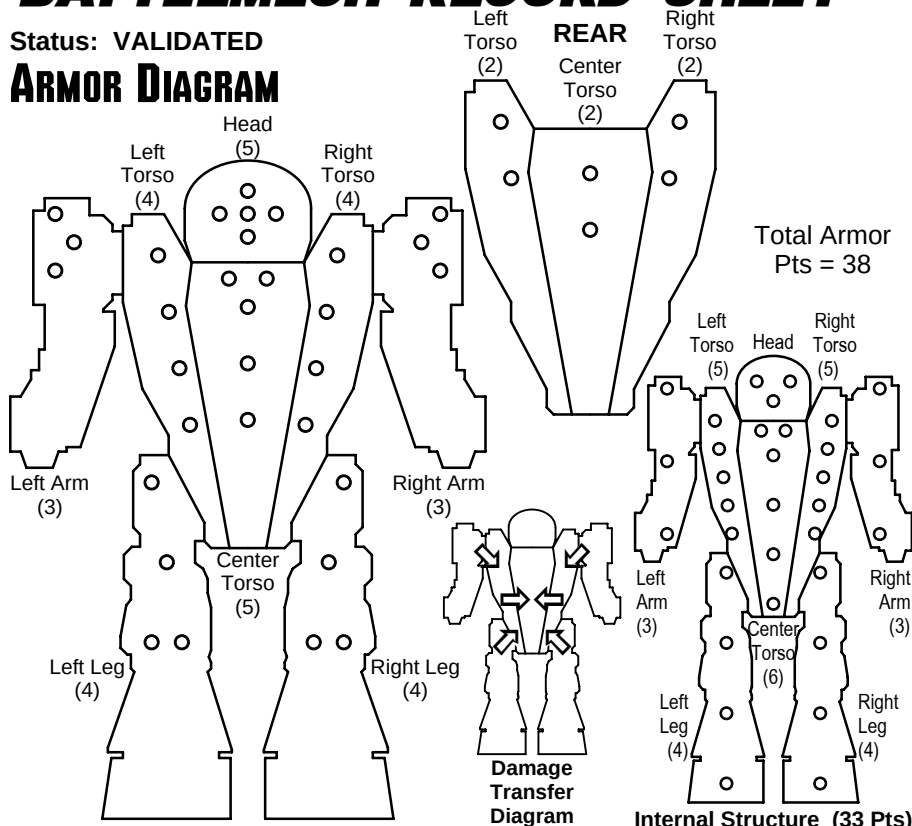
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher B**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RA	0	-	-	-	-	6
2	Machine Gun	RA	0	2	-	1	2	3
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type:

Rounds:

Machine Gun

100

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ECM Suite
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel

1-3

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

4-6

Right Leg

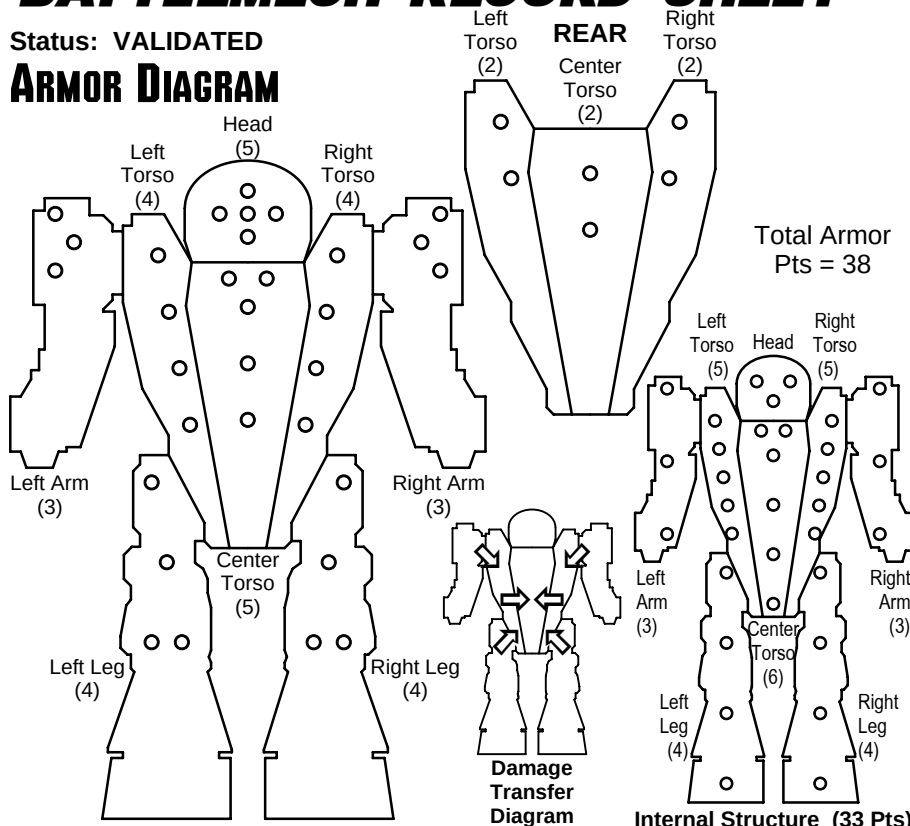
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher C**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	-	7	14	21
1	LRM 5	LA	2	1/hit	-	7	14	21
1	Anti-Missile System	RT	1	-	-	-	-	-

Ammo Type:

Rounds:

LRM 5 48

Anti-Missile System 48

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. Ammo (LRM 5) 24

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. MASC
6. Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (LRM 5) 24
6. LRM 5

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Anti-Missile System
6. Ammo (AMS) 24

1. Ammo (AMS) 24
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

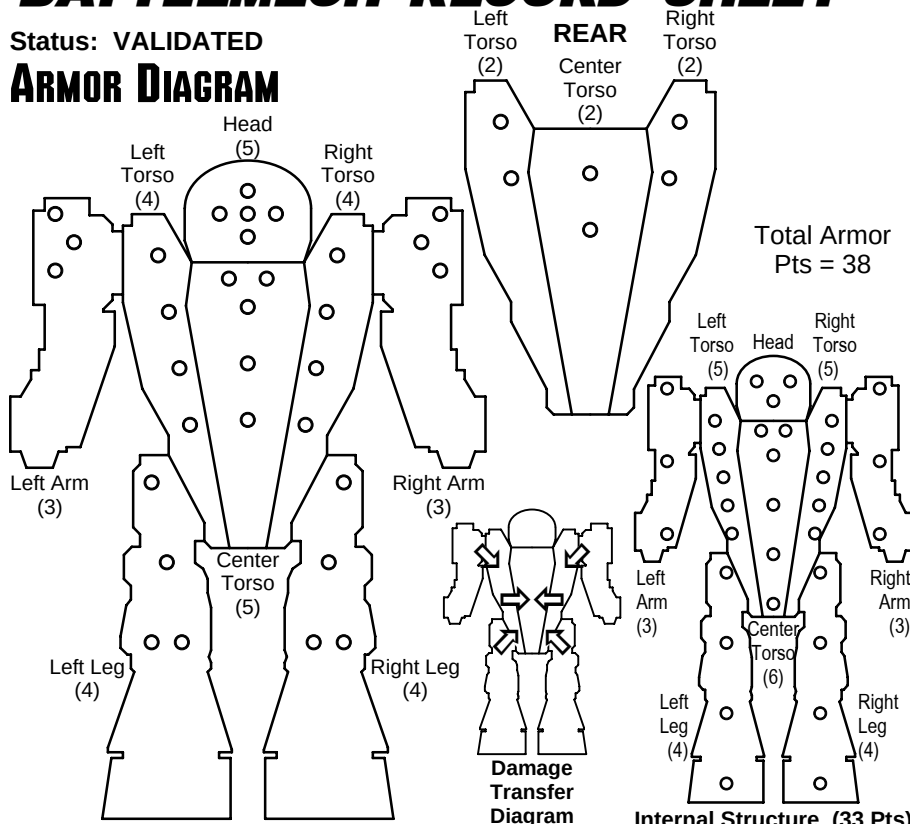
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher D**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Flamer	RT	3	2	-	1	2	3
1	Targeting Computer							

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- ER Medium Laser

1-3

- Flamer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

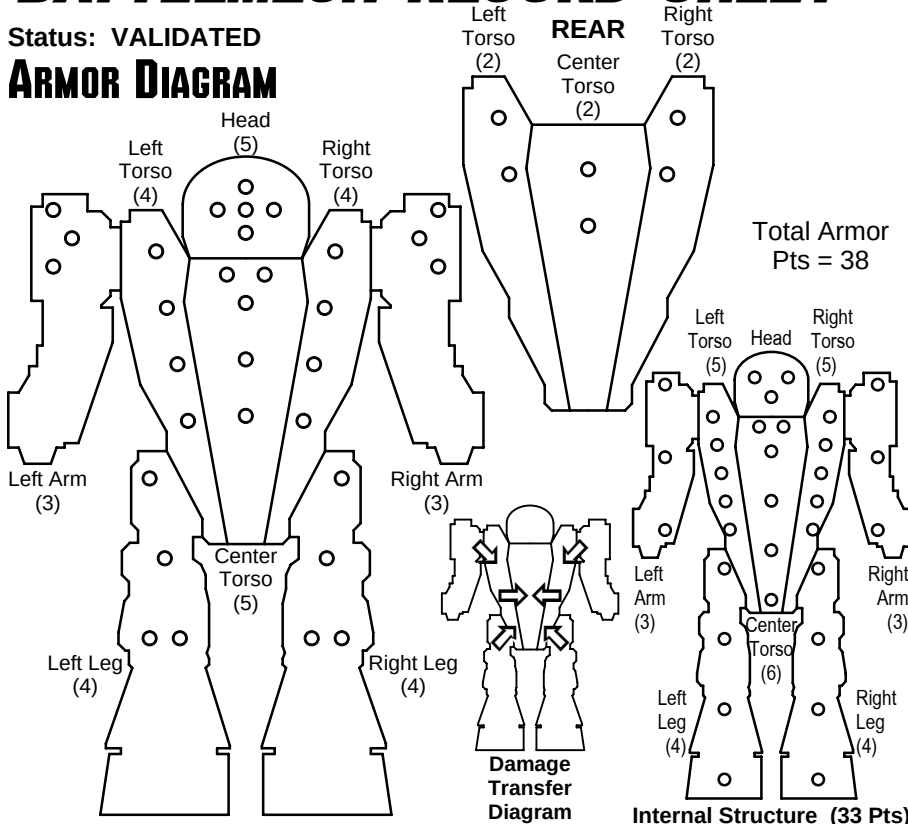
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher E**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9

Ammo Type: Rounds:

Adv. Tact. Msl. 6 30

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(4)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6

1-3

- Adv. Tact. Msl. 6
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso

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

1-3

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

4-6

Right Leg

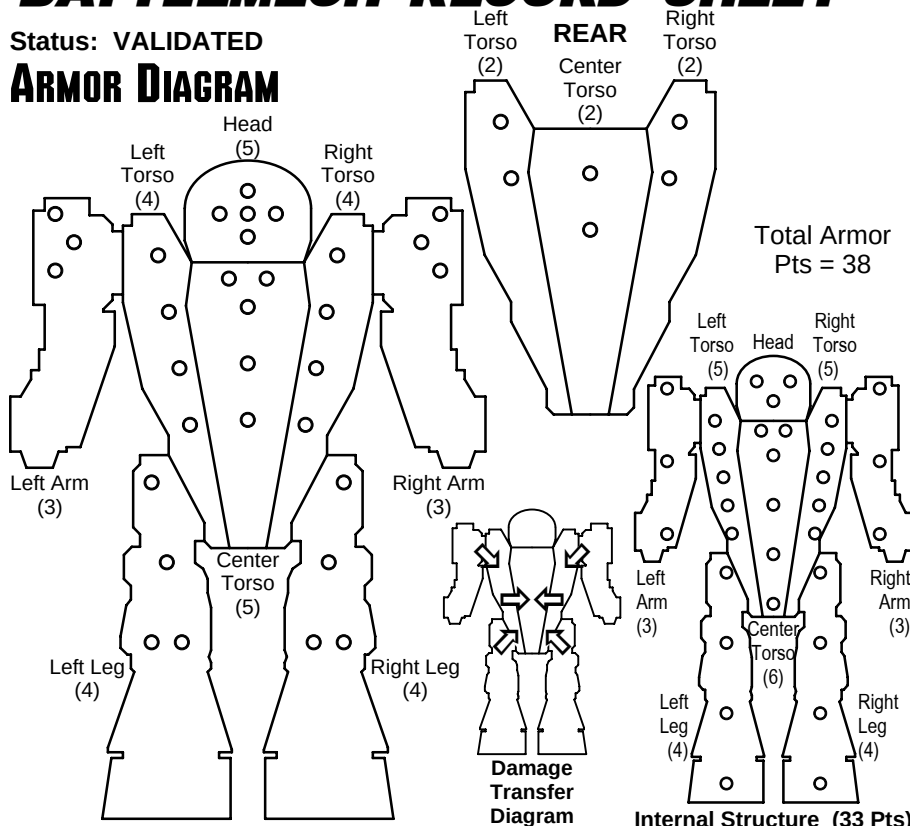
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher F**

Mass: **20 tons**

Movement Points: **Tech & Configuration:**

Walking: **10**

Clan

Running: **15 [20] Biped OmniMech**

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	AP Gauss Rifle	RA	1	3	-	3	6	9
3	ER Medium Laser	LA	5	7	-	5	10	15
1	Active Probe	LT	0	-	-	-	-	5

Ammo Type:

Rounds:

AP Gauss Rifle

40

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	
4	
3	
2	
1	
0	-1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Active Probe
- Endo Steel

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

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (APGR) 40

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

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

Right Leg

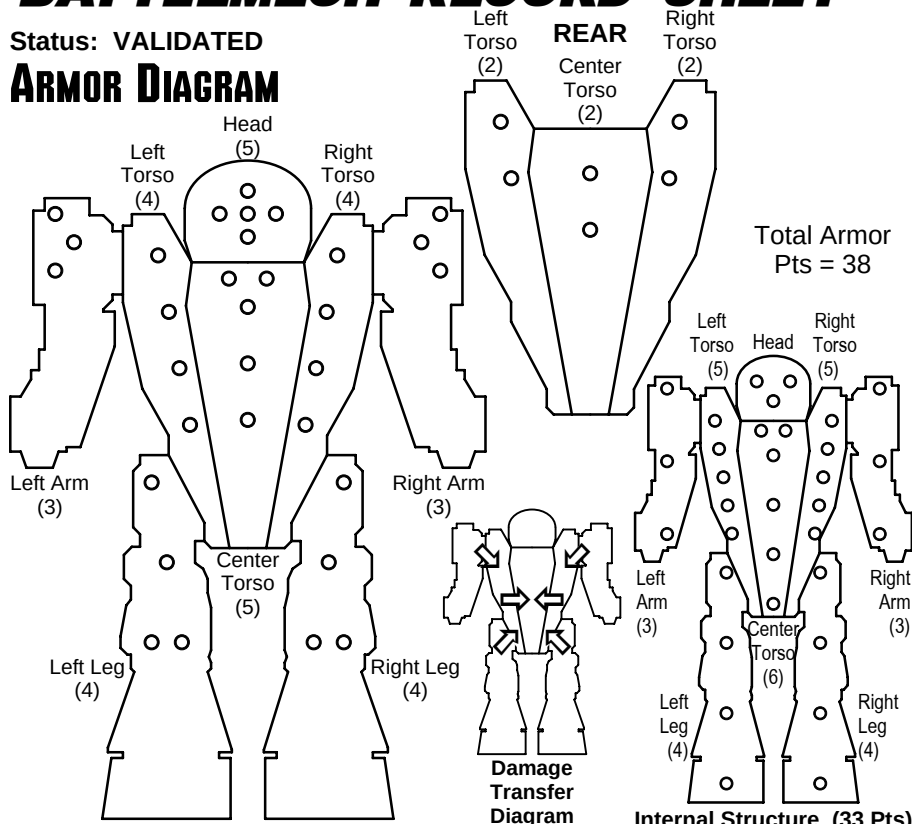
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher H**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Small Laser	RA	3	6	-	1	2	3
4	Heavy Small Laser	LA	3	6	-	1	2	3
1	Targeting Computer							

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

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Double Heat Sink

- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

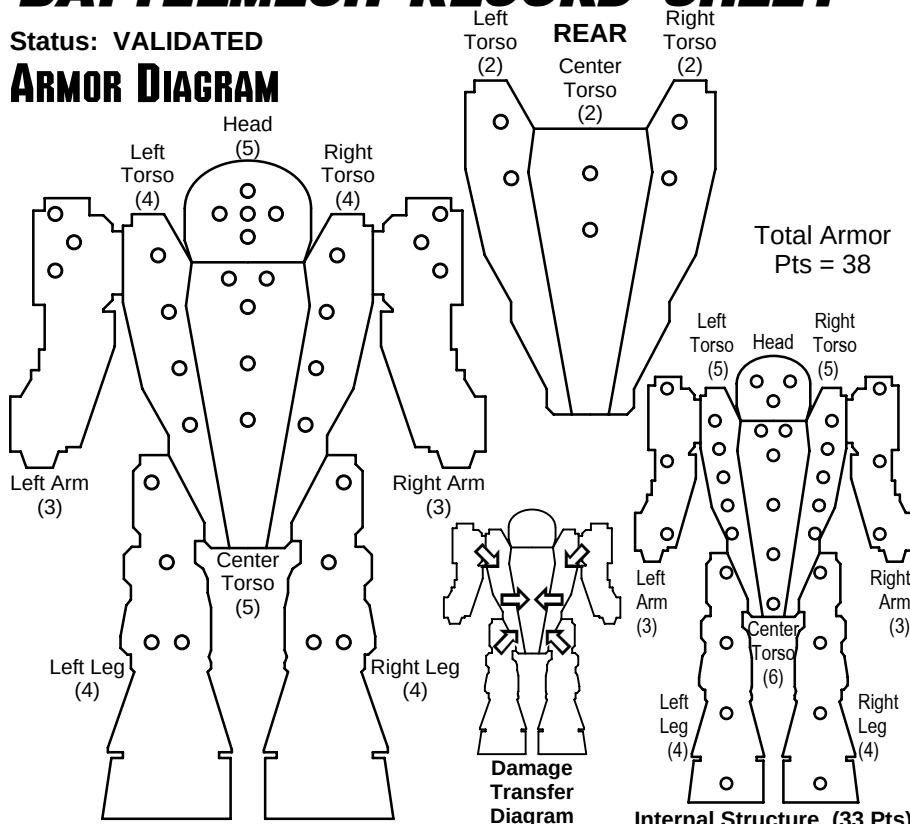
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dasher K**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **10**

Clan

Running: **15 [20] Biped OmniMech**

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	RA	7	10	-	3	6	9
3	Light Machine Gun	RA	0	1	-	2	4	6
1	Machine Gun Array	RA	0	-	-	-	-	-
1	Heavy Medium Laser	LA	7	10	-	3	6	9
3	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	B-Pod	LL	0	-	-	-	-	-
1	B-Pod	RL	0	-	-	-	-	-

Ammo Type: Rounds:

Light Machine Gun 100

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Light Machine Gun
 - Light Machine Gun
 - Light Machine Gun
 - Machine Gun Array
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (LMG) 100
 - Endo Steel
- 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
- B-Pod
- Endo Steel

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
 - MASC
 - Endo Steel
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Light Machine Gun
 - Light Machine Gun
 - Light Machine Gun
 - Machine Gun Array
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Right Torso

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

Right Leg

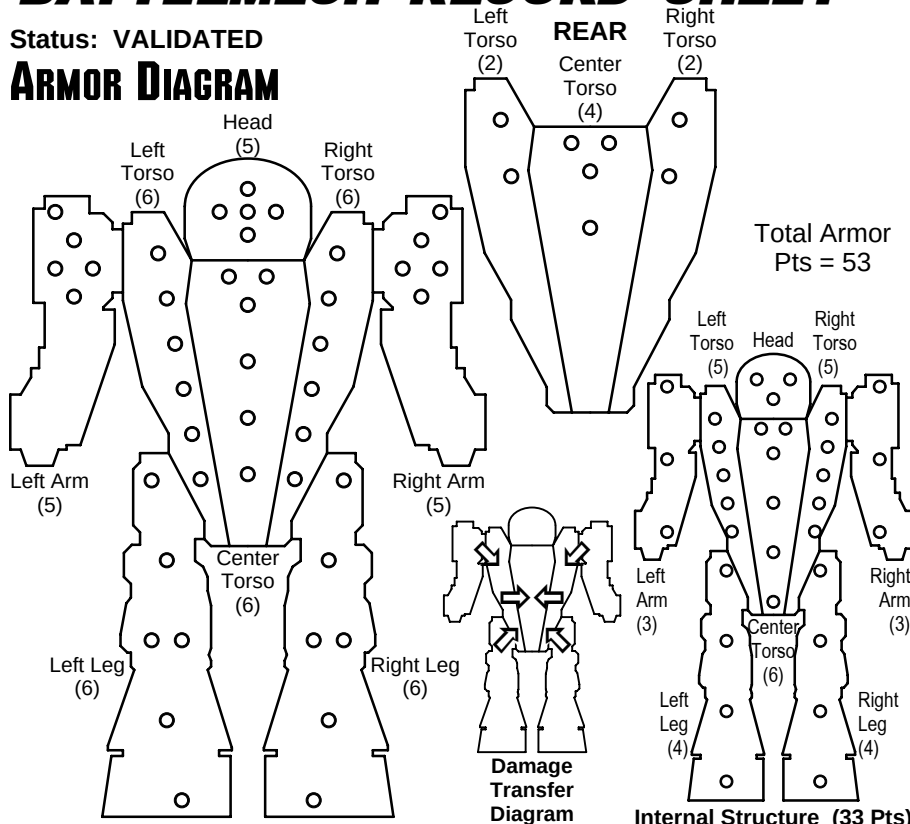
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mercury MCY-97**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** [16] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(4)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Beagle Active Probe
- Beagle Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- MASC
- Small Laser

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

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

Right Torso

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

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

Right Leg

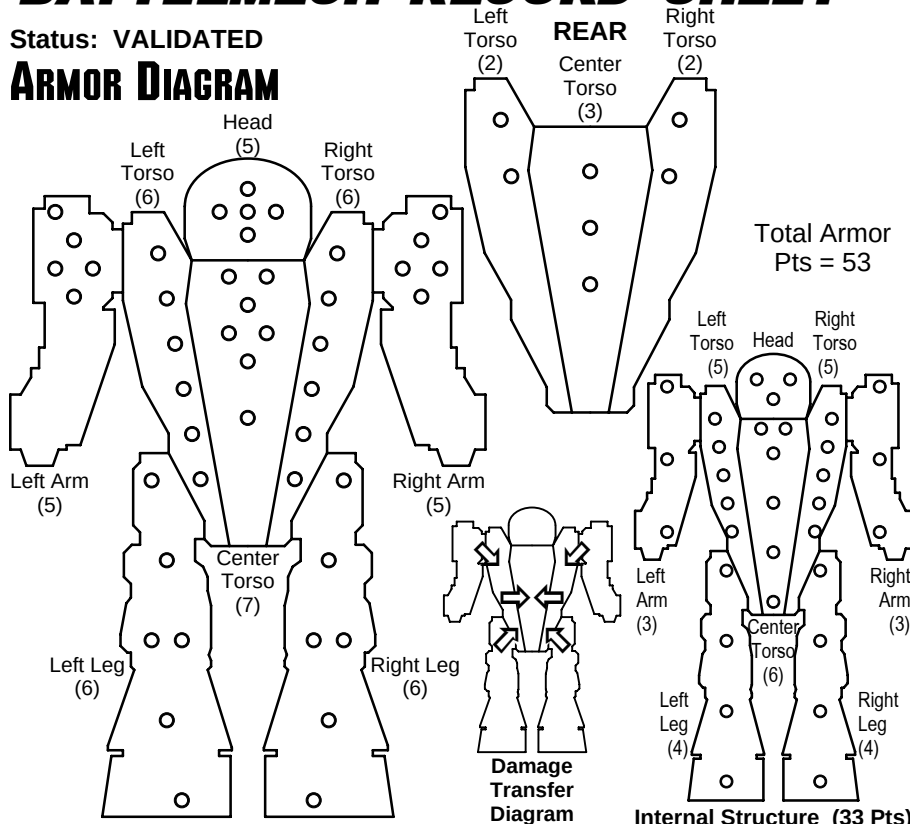
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mercury MCY-99**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** [16] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. MASC
6. Small Laser

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

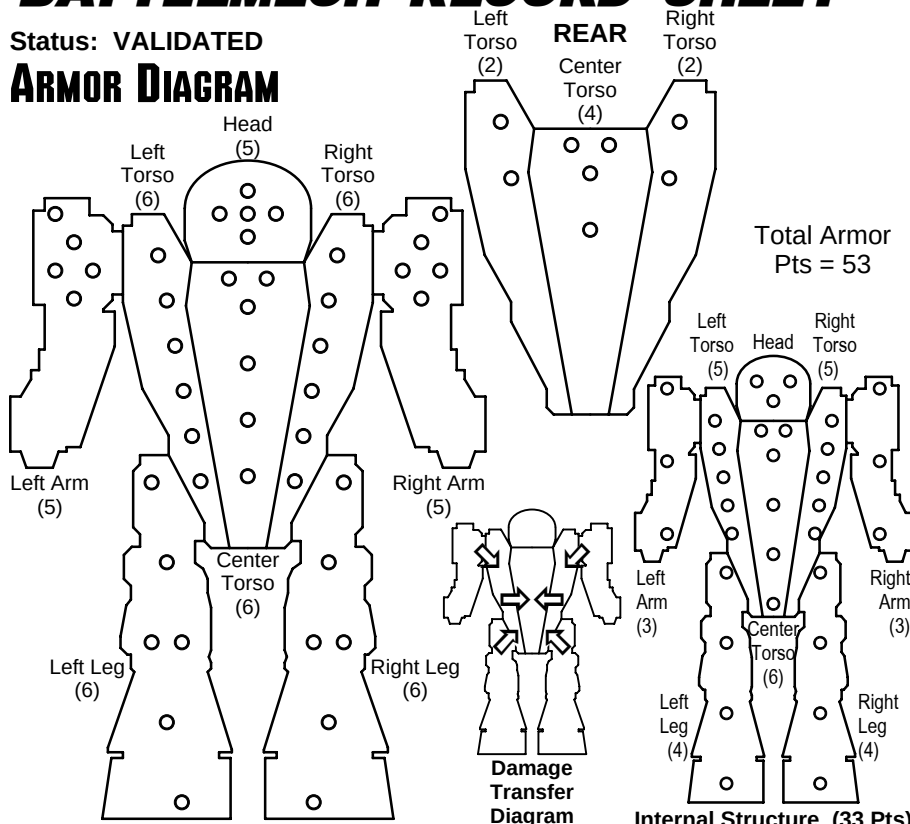
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mercury MCY-102**

Mass: **20 tons**

Movement Points: **8** Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** [16] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- Improved C³ CPU
- Improved C³ CPU
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

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

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

Right Leg

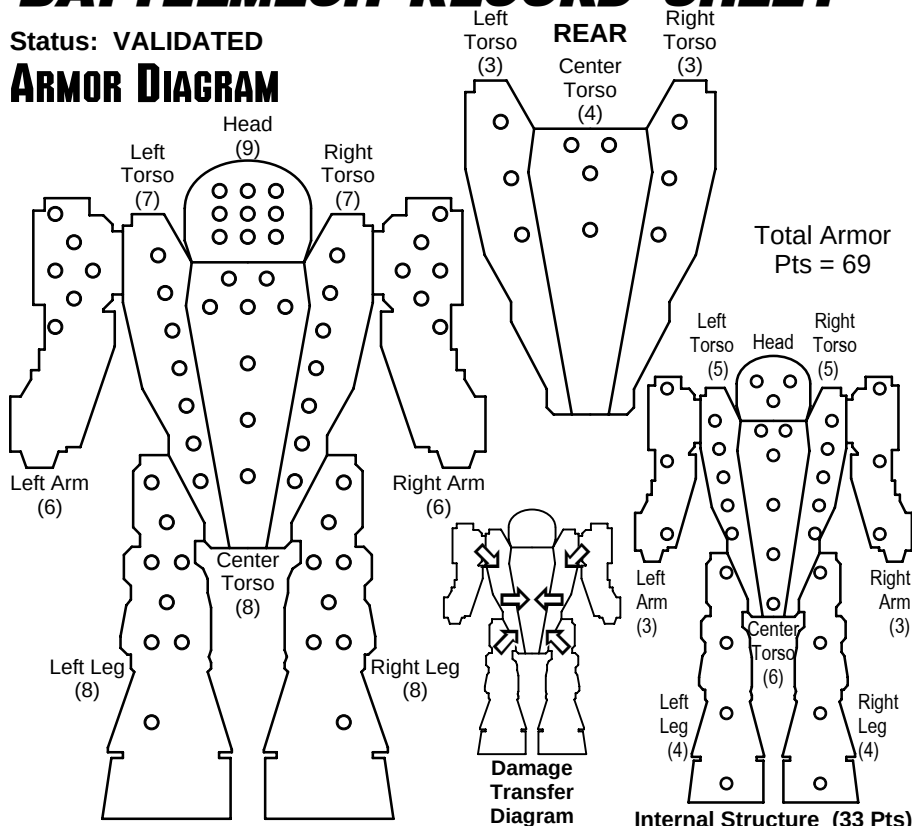
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mercury MCY-104**

Mass: **20 tons**

Movement Points: **Tech & Configuration:**

Walking: **8** Inner Sphere

Running: **12 [16]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	TAG	CT	0	*	-	5	9	15
1	ER Small Laser	HD	2	3	-	2	4	5

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Improved C³ CPU
- Improved C³ CPU
- Ferro-Fibrous

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- TAG

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

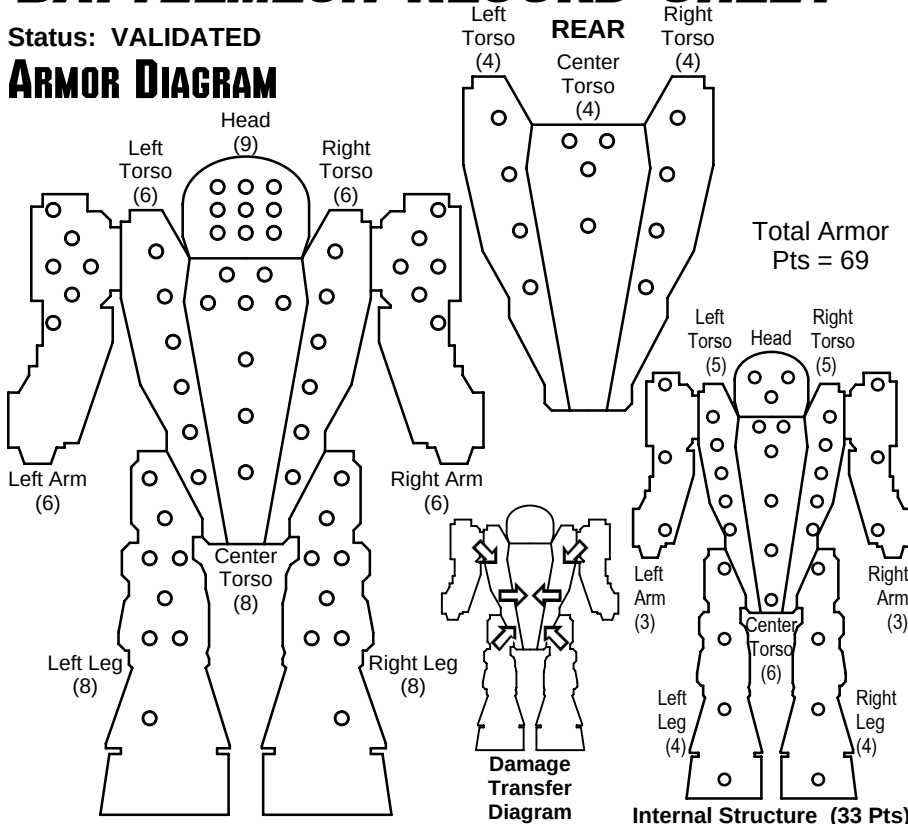
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thorn THE-N**

Mass: **20 tons**

Movement Points: Tech & Configuration:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5
Rounds: 24

Total Heat Sinks: **10 Single**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

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

Left Torso

- Single Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

- Single Heat Sink
- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- CASE
- Roll Again
- Roll Again

Right Leg

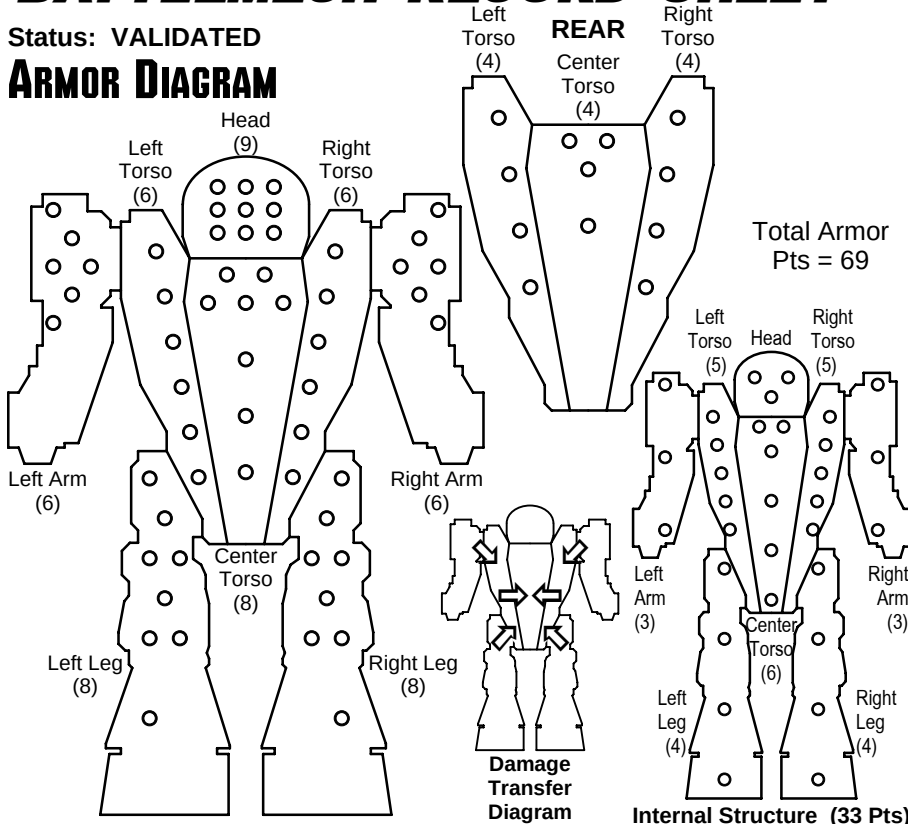
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thorn THE-N1**

Mass: **20 tons**

Movement Points: **Tech & Configuration:**

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Small Laser	HD	1	3	-	1	2	3

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

Left Torso

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

Right Torso

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

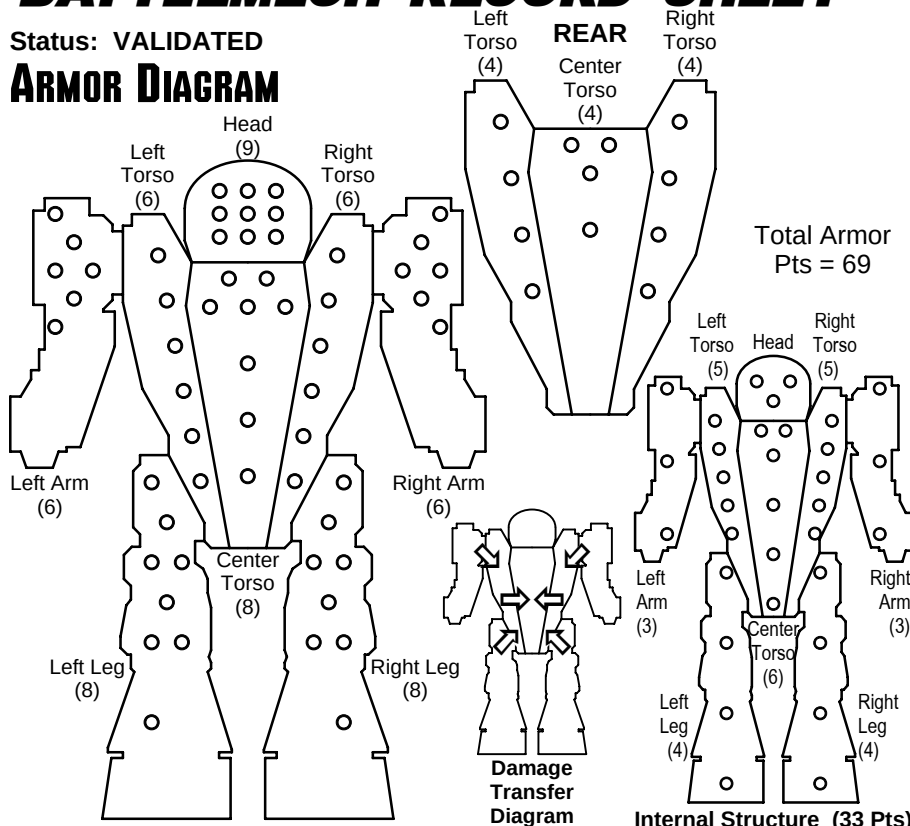
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thorn THE-N2**

Mass: **20 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	RA	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type:

Rounds:

MML 7

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - MML 7
 - MML 7
 - MML 7
 - MML 7
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Ammo (MML7) 17/14
 - Ammo (MML7) 17/14
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

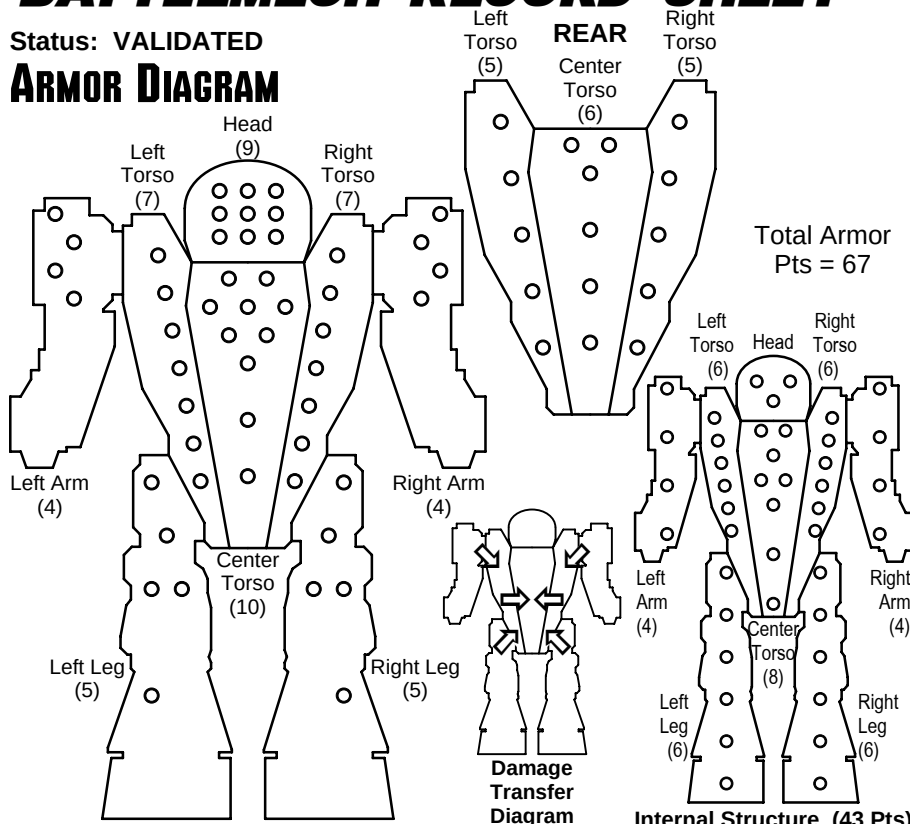
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi Prime**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

Streak SRM 4	25
Machine Gun	100
LRM 10	12

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Ammo (LRM 10) 12

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Machine Gun

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

Right Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

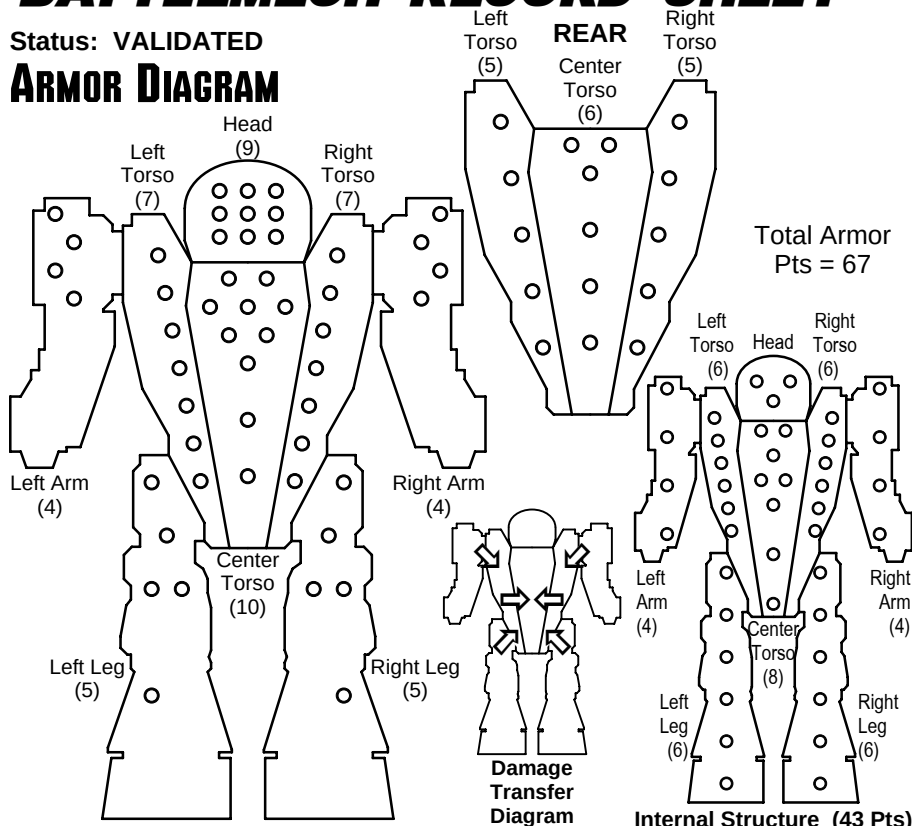
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi A**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
2	Machine Gun	RA	0	2	-	1	2	3
1	TAG	LA	0	-	-	5	9	15
2	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type: Rounds:

Machine Gun 100

Anti-Missile System 72

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Anti-Missile System

1-3

- Anti-Missile System
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

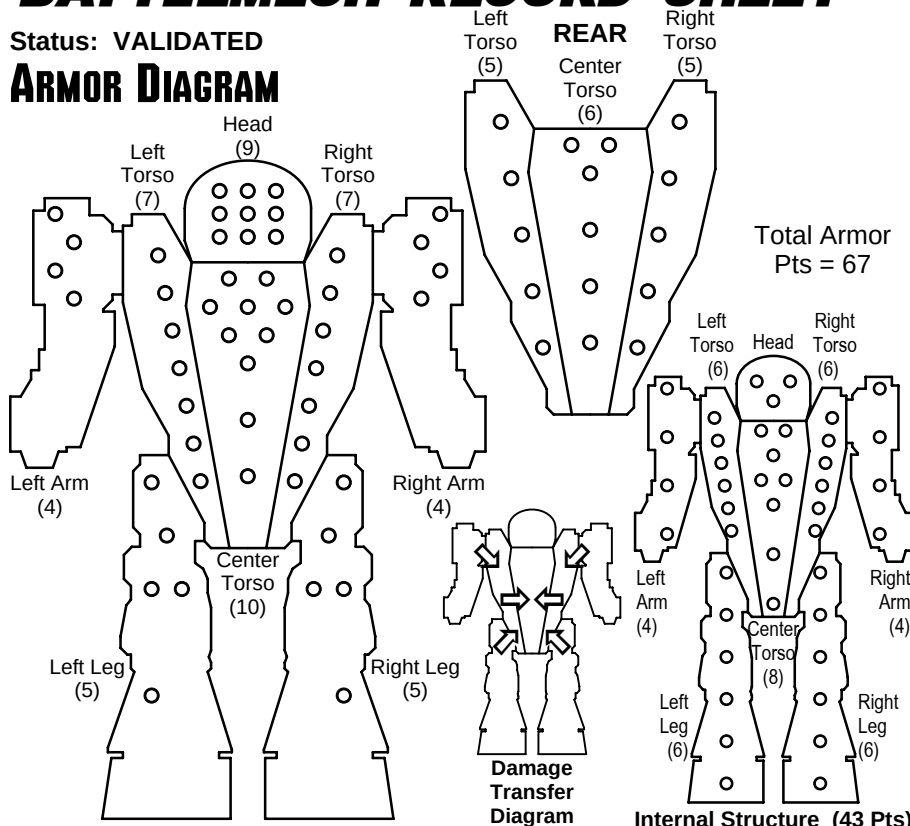
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi B**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6	RA	4	2/hit	-	3	6	9
1	ER Small Laser	RA	2	5	-	2	4	6
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:

Rounds:

SRM 6

30

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- SRM 6
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

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

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

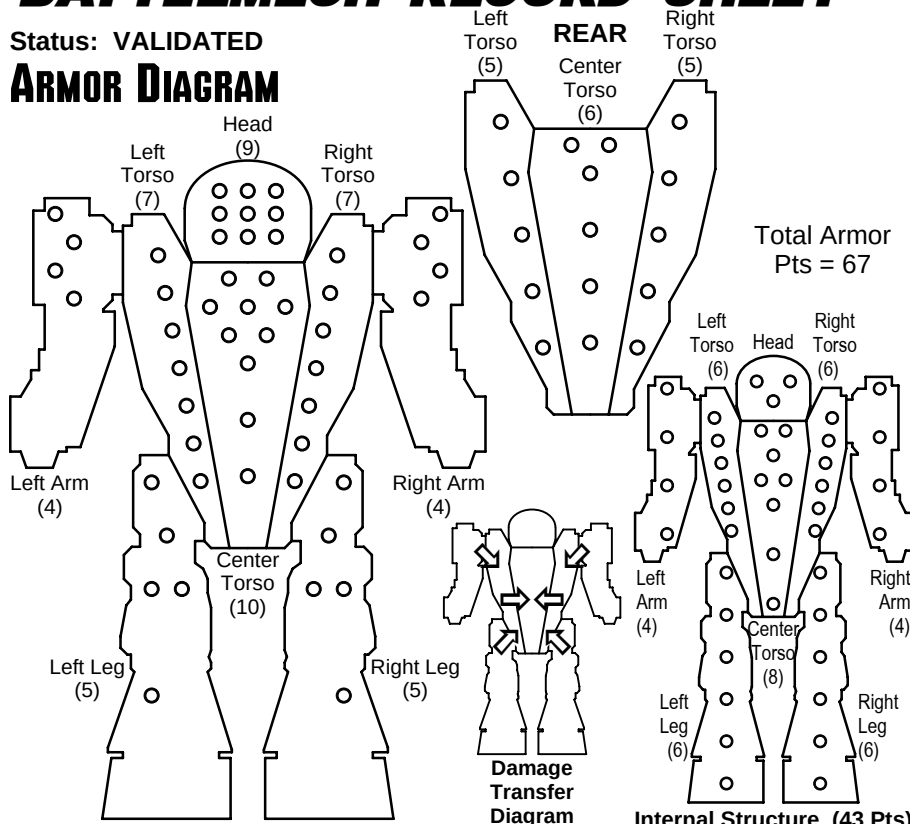
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi C**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ECM Suite	LA	0	-	-	-	-	6
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type: Rounds:

Anti-Missile System 24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ECM Suite
- Anti-Missile System

1-3

- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

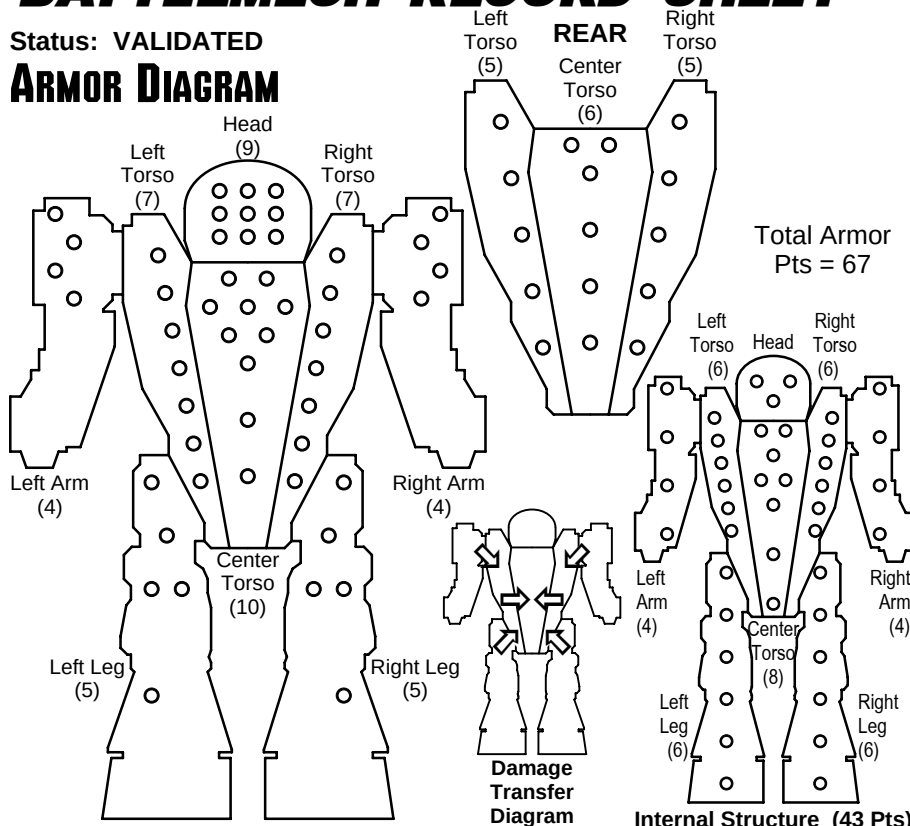
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi D**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	Ultra AC/2	LA	1	2	2	9	18	27
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:

Rounds:

Ultra AC/2

45

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZ KIDS GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45
- Endo Steel

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

Left Torso

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

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

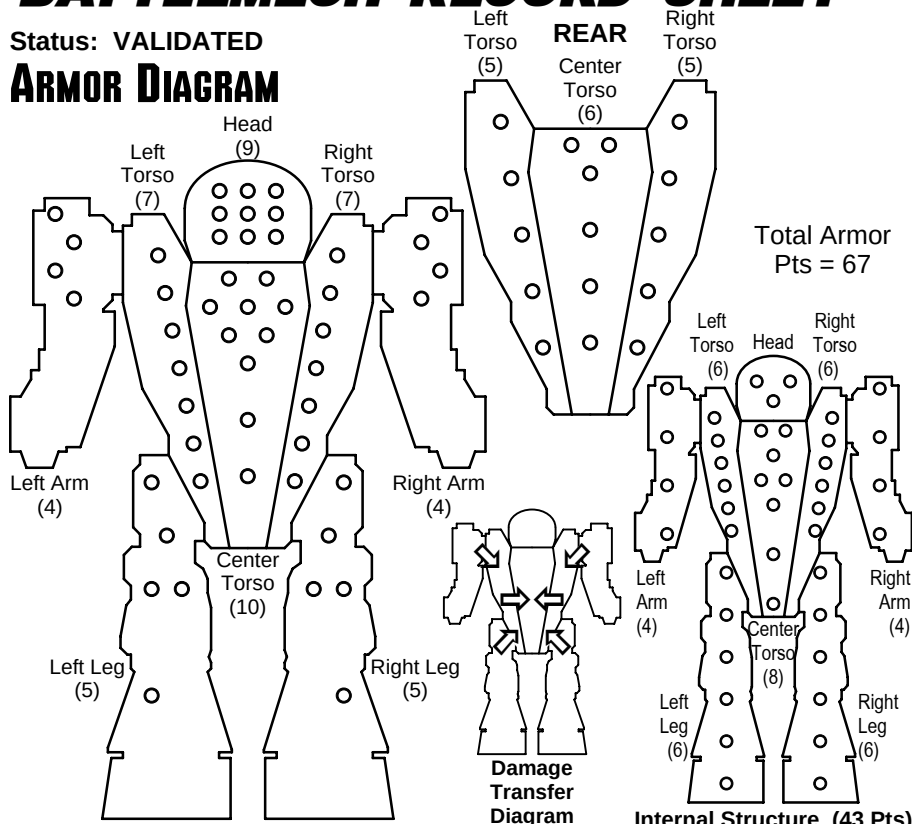
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi E**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	RA	2	5	-	2	4	6
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:

Rounds:

Adv. Tact. Msl. 6

20

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Adv. Tact. Msl. 6
 - Adv. Tact. Msl. 6
- 1-3
- Adv. Tact. Msl. 6
 - Ammo (ATM 6) 10
 - Ammo (ATM 6) 10
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

Right Torso

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

Right Leg

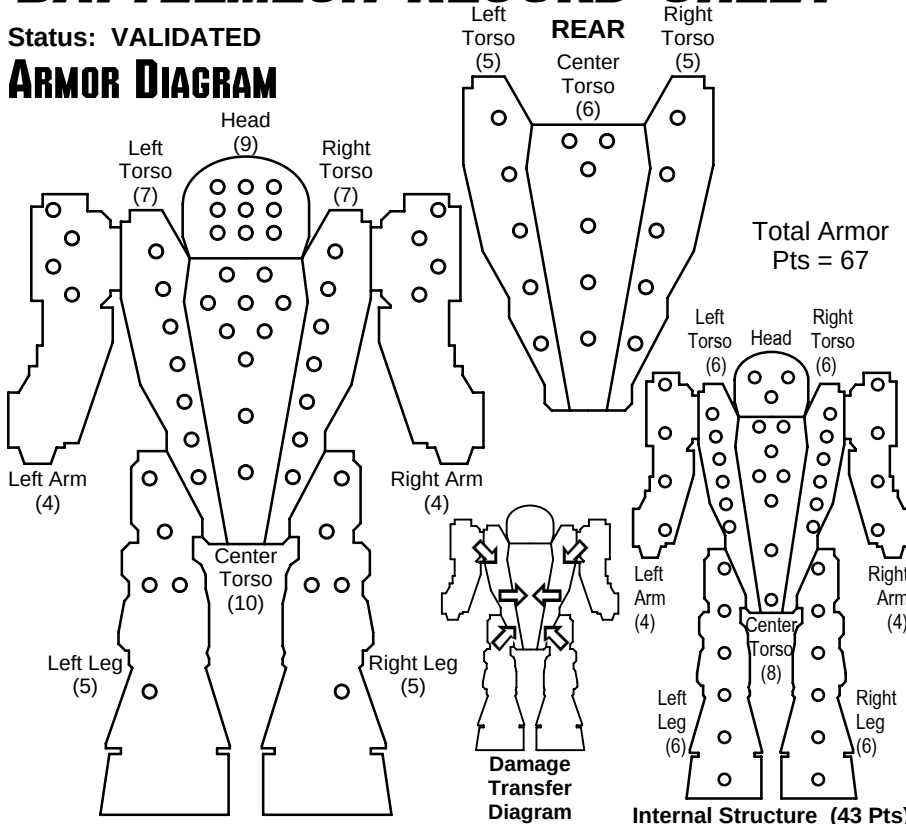
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi F**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RA	7	10	-	3	6	9
2	Heavy Small Laser	RA	3	6	-	1	2	3
1	Heavy Medium Laser	LA	7	10	-	3	6	9
2	Heavy Small Laser	LA	3	6	-	1	2	3
1	Light TAG	LA	0	-	-	3	6	9
1	ECM Suite	RT	0	-	-	-	-	6
1	Active Probe	HD	0	-	-	-	-	5
1	Targeting Computer							

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Heavy Small Laser
- Heavy Small Laser
- Light TAG
- Endo Steel
- Ferro-Fibrous
- Roll Again

Left Torso

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

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous

Right Torso

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

- Jump Jet
- ECM Suite
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

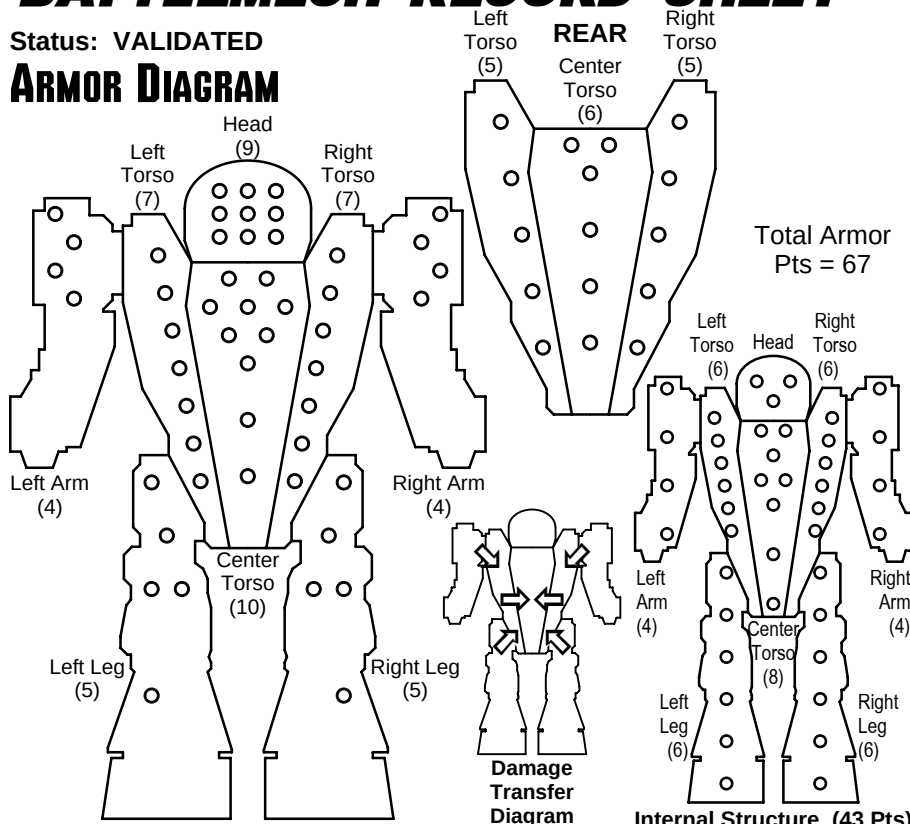
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi G**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RA	2	5	-	2	4	6
4	Heavy Machine Gun	RA	0	3	-	1	2	-
1	Machine Gun Array	RA	0	-	-	-	-	-
1	ER Small Laser	LA	2	5	-	2	4	6
4	Heavy Machine Gun	LA	0	3	-	1	2	-
1	Machine Gun Array	LA	0	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5
1	ER Small Laser	LL	2	5	-	2	4	6
1	ER Small Laser	RL	2	5	-	2	4	6

Ammo Type: Rounds:

Heavy Machine Gun 100

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Small Laser
 - Heavy Machine Gun
- 1-3
- Heavy Machine Gun
 - Heavy Machine Gun
 - Heavy Machine Gun
 - Machine Gun Array
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Left Torso

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Small Laser
 - Heavy Machine Gun
- 1-3
- Heavy Machine Gun
 - Heavy Machine Gun
 - Heavy Machine Gun
 - Machine Gun Array
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3
- Jump Jet
 - Ammo (HMG) 100
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Leg

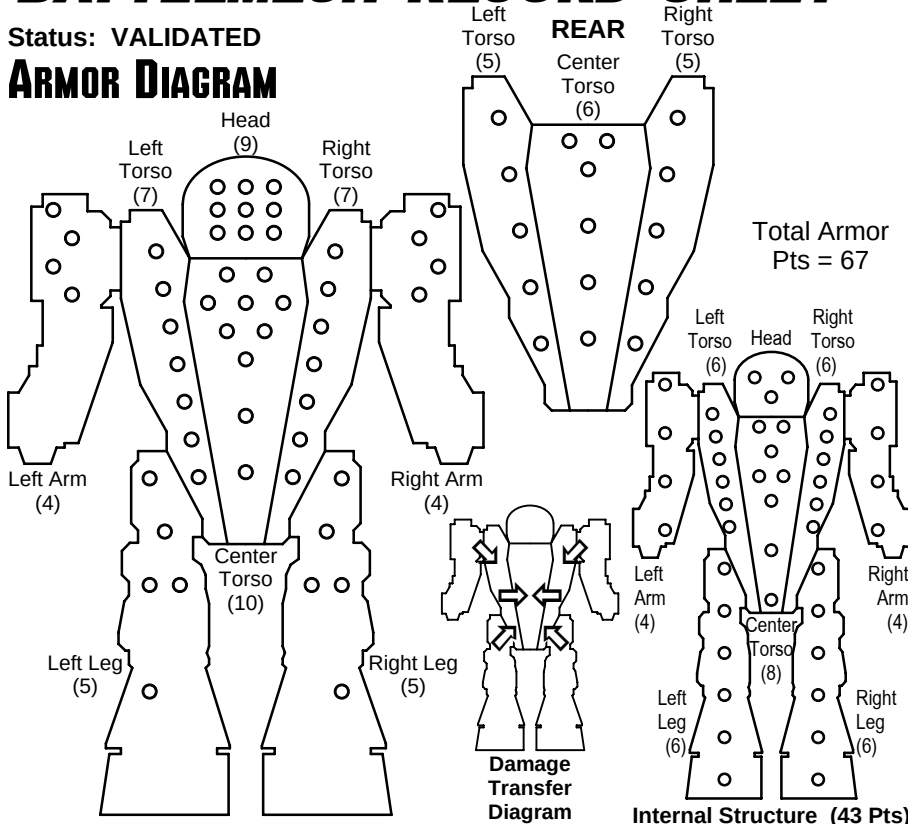
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi H**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Small Laser	RA	3	6	-	1	2	3
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:

Rounds:

Streak SRM 6

15

Anti-Missile System

24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Anti-Missile System
- Ammo (Streak 6) 15
- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

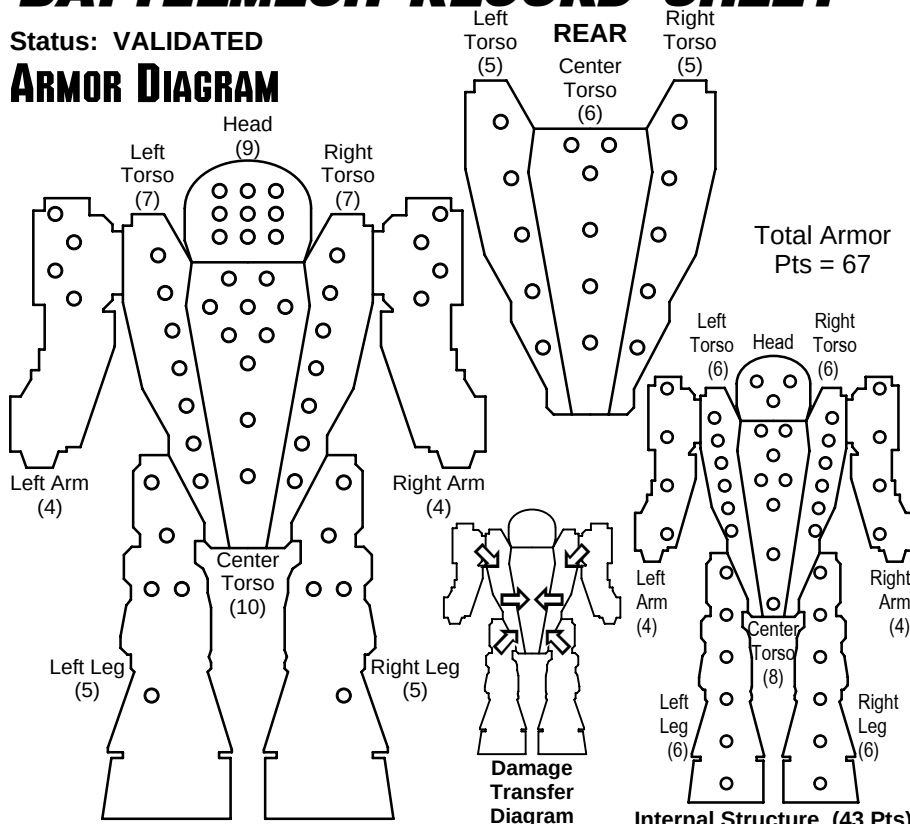
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi P**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	RA	1	3	-	1	2	3
2	ER Micro Laser	RA	1	2	-	1	2	4
1	ER Large Laser	RA	12	10	-	8	15	25
2	ER Micro Laser	LA	1	2	-	1	2	4
2	Micro Pulse Laser	LA	1	3	-	1	2	3
1	Active Probe	HD	0	-	-	-	-	5

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

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

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

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Micro Pulse Laser
- ER Micro Laser

- ER Micro Laser
- ER Large Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

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

- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

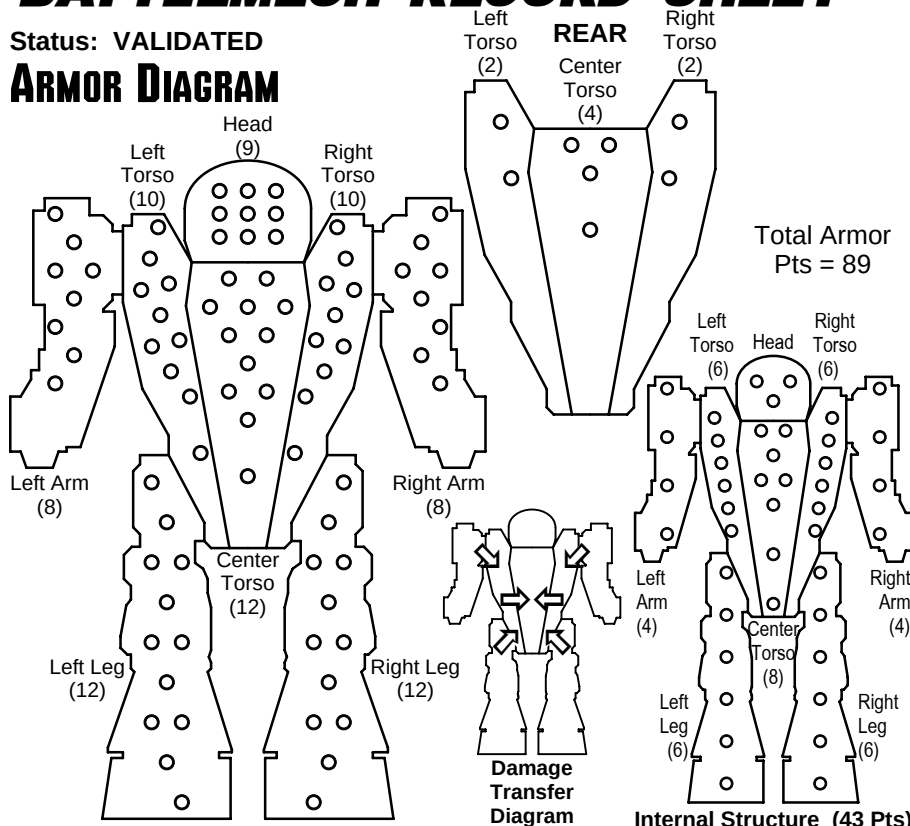
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mongoose MON-66**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:
(10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Beagle Active Probe
- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

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

Right Arm

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

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

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

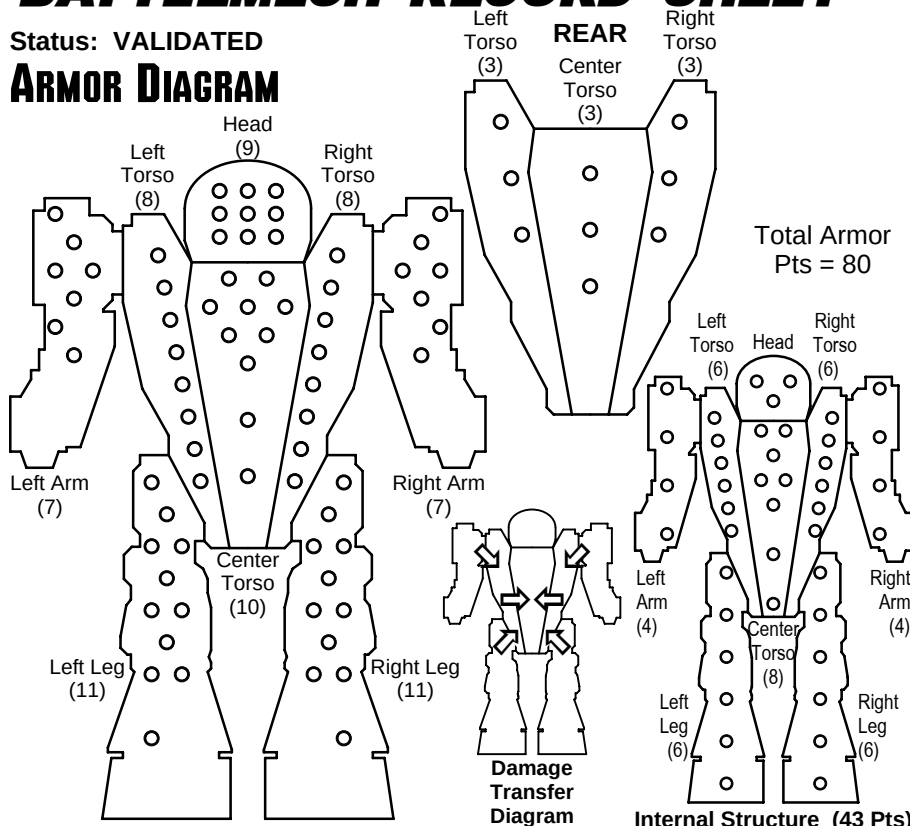
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mongoose MON-68**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 2	LT	2	2/hit	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:

SRM 2

Rounds:

50

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm

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

1-3

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

4-6

Left Torso

- SRM 2
- Ammo (SRM 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

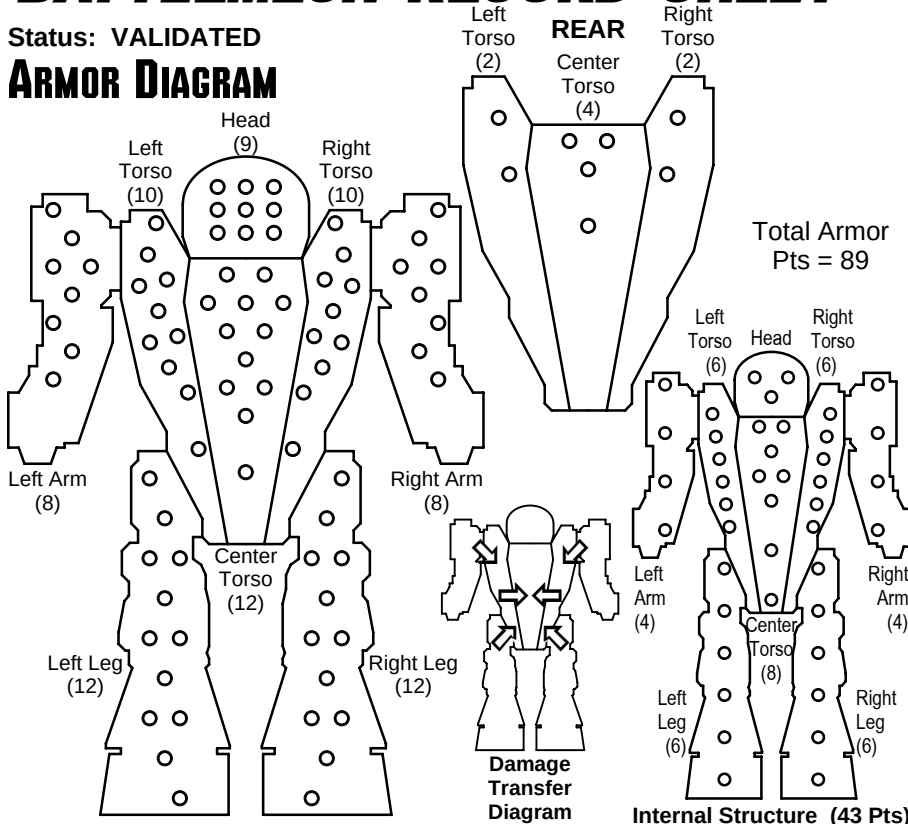
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mongoose MON-70**

Mass: **25 tons**

Movement Points: Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Ferro-Fibrous

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

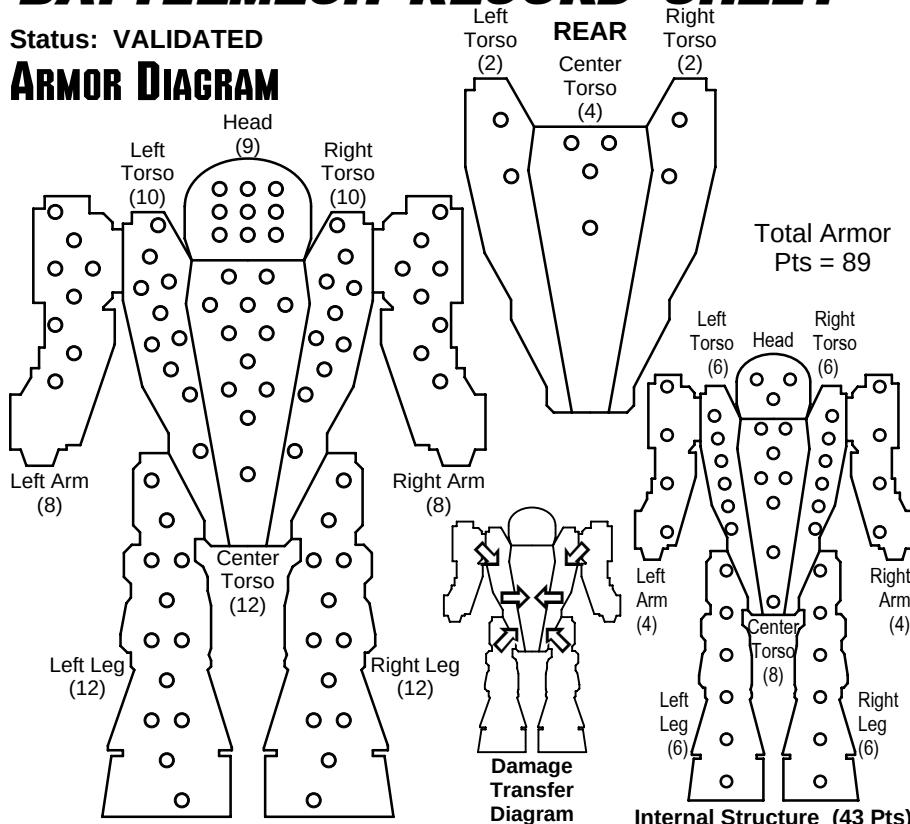
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mongoose MON-76**

Mass: **25 tons**

Movement Points: **Tech & Configuration:**

Walking: **8** Inner Sphere

Running: **12 [16]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Guardian ECM	LT	0	-	-	-	-	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

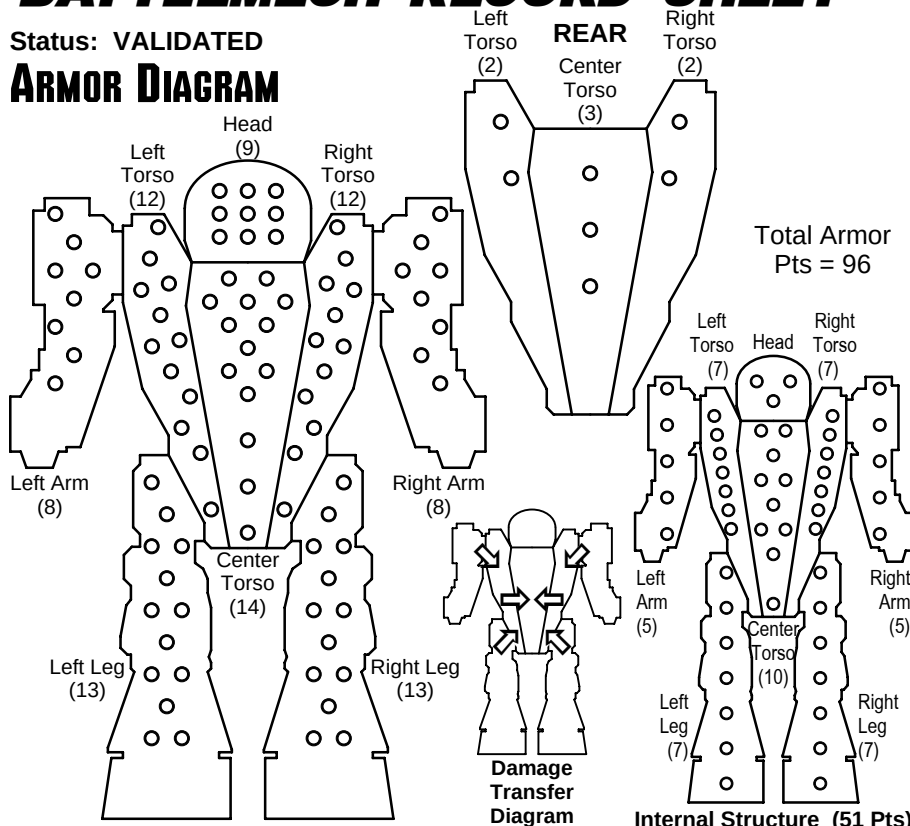
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Falcon FLC-6C**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Small Laser	LA	2	5	-	2	4	6
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:

Anti-Missile System 24

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Anti-Missile System
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- Jump Jet
- Jump Jet
- Targeting Computer
- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Right Leg

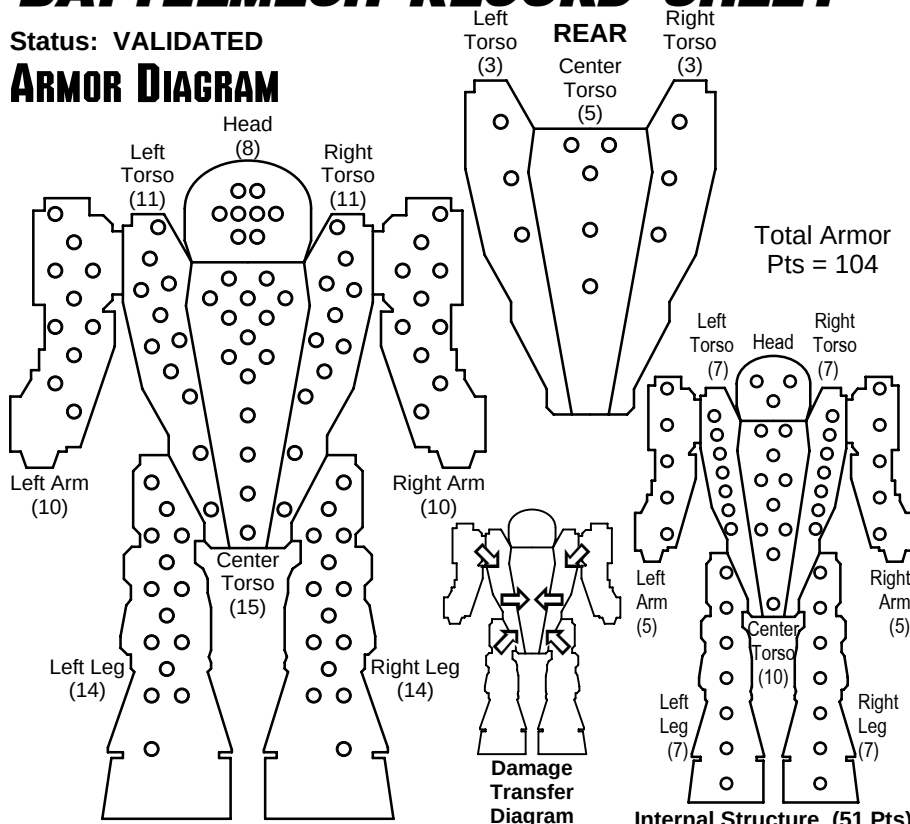
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firefly C**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: SRM 2
Rounds: 50

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- ER Small Laser
- Medium Pulse Laser
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- ER Small Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- SRM 2
- Ammo (SRM 2) 50
- Endo Steel

1-3

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

4-6

Right Leg

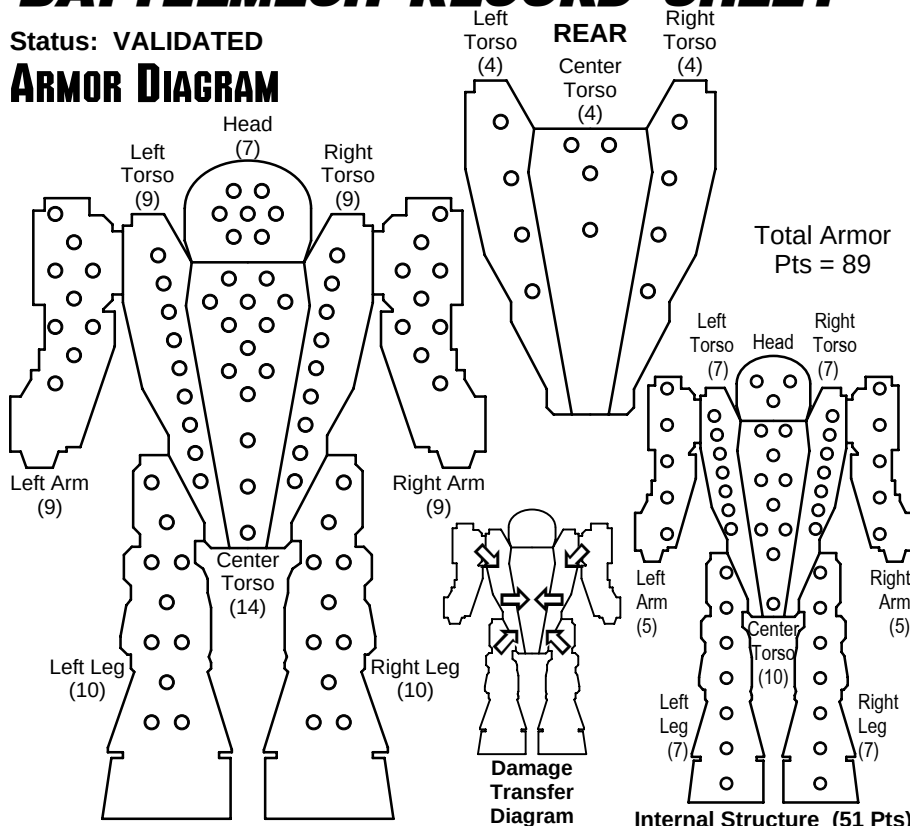
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-1S**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

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

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

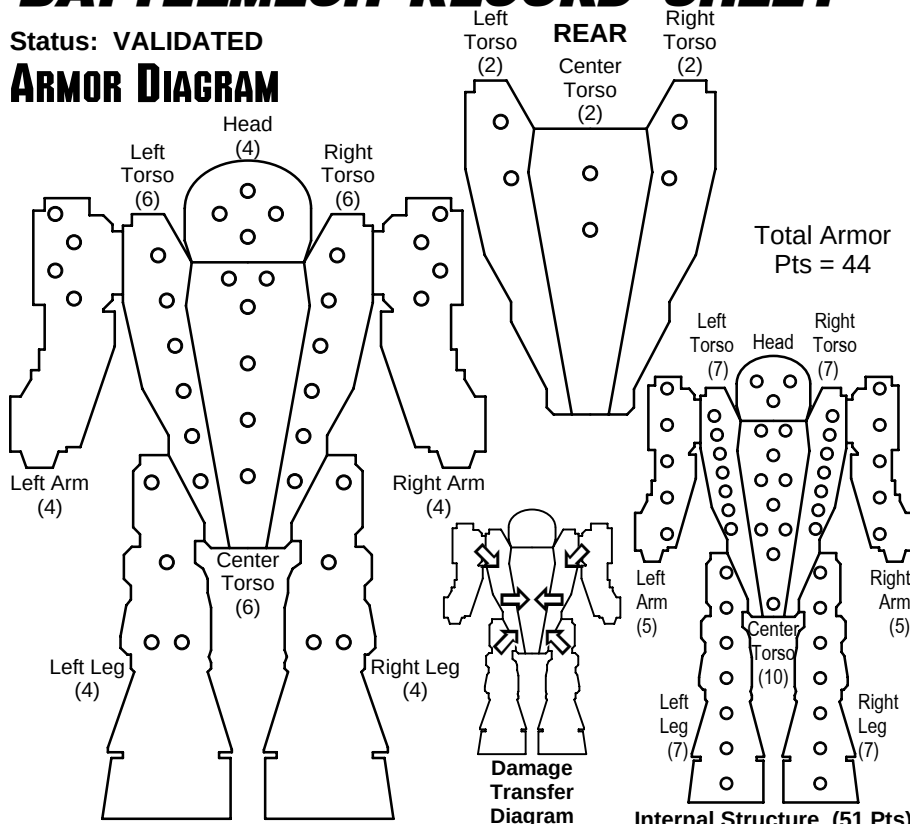
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-3S**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14 [18]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- MASC
- MASC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

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

Right Torso

- Beagle Active Probe
- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

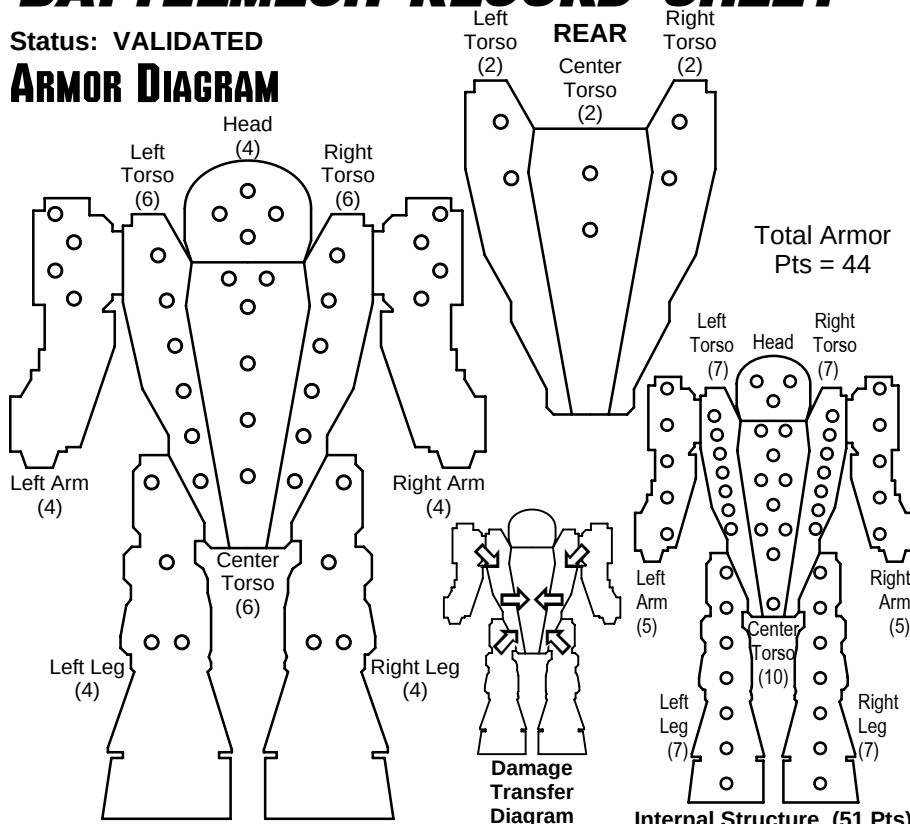
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-3S1**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14 [18]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- 1-3 MASC
- MASC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- 2-4 Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- 1-3 Guardian ECM
- Guardian ECM
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

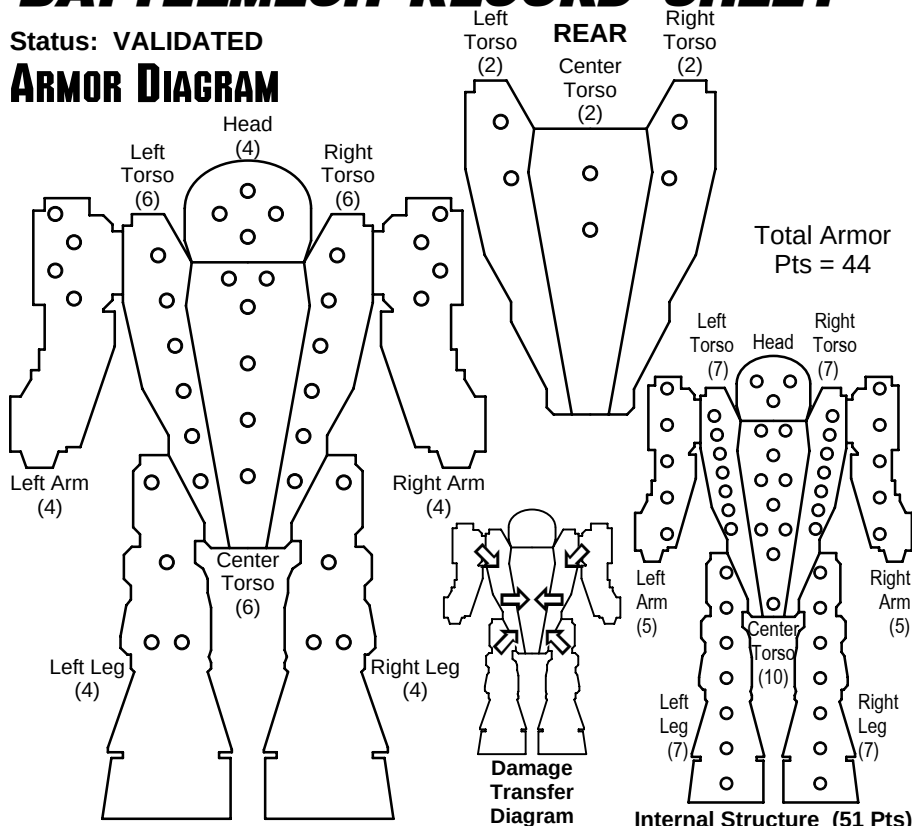
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-3S2**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **9** Inner Sphere

Running: **14** [18] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	TAG	LT	0	*	-	5	9	15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

- MASC
 - MASC
 - TAG
- 1-3
4. Endo Steel
5. Endo Steel
6. Endo Steel

- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
- 4-6
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

- Guardian ECM
 - Guardian ECM
 - Endo Steel
- 1-3
4. Endo Steel
5. Endo Steel
6. Endo Steel

- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

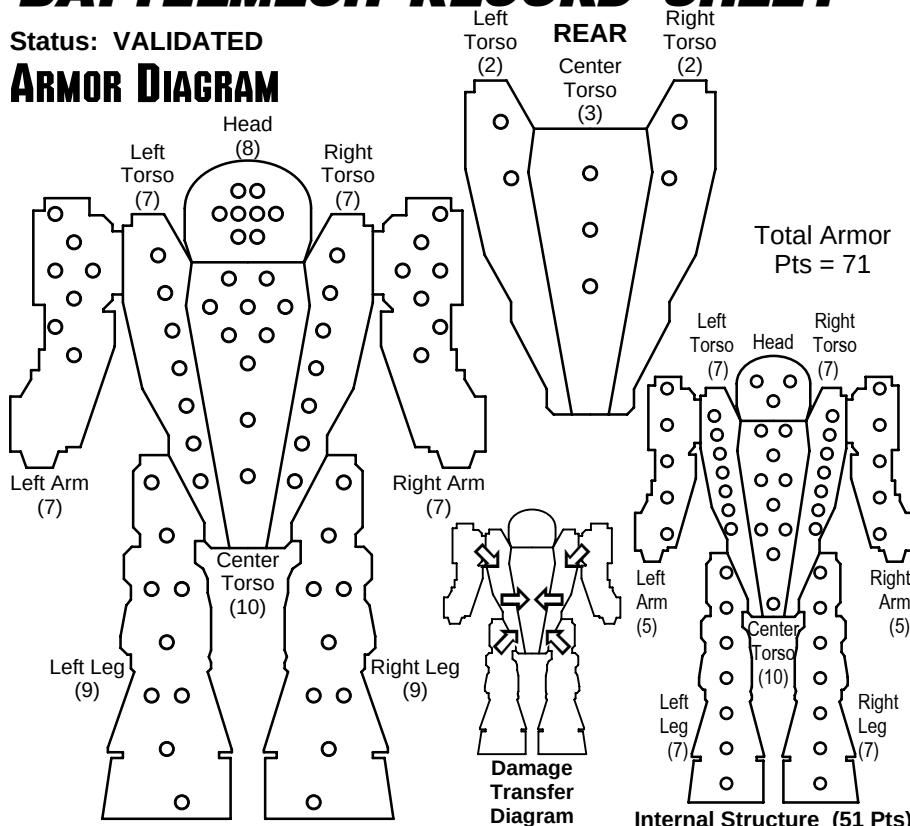
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-4K**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14** [18] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Small Laser	RT	2	3	-	2	4	5
1	Guardian ECM	RT	0	-	-	-	-	6
1	C³ Slave Unit	LT	0	-	-	-	-	-
2	ER Medium Laser	CT	5	5	-	4	8	12

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- C³ Slave Unit

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Guardian ECM
- Guardian ECM

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

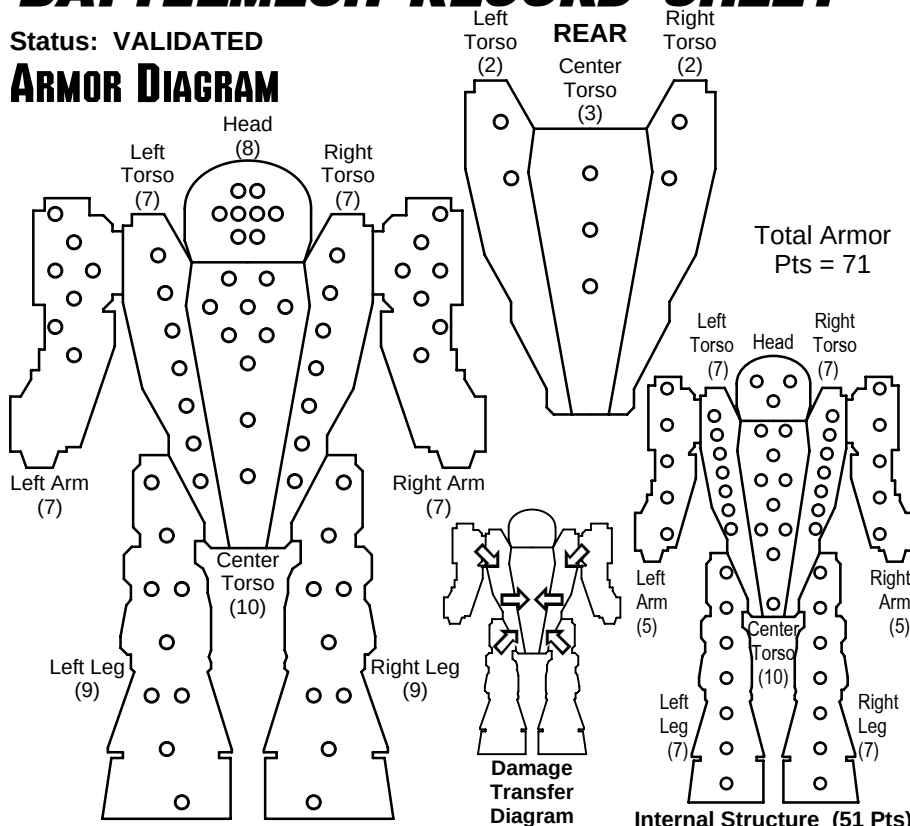
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-4M**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **9** Inner Sphere

Running: **14** [18] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Guardian ECM	RT	0	-	-	-	-	6
1	Improved C³ CPU	CT	0	-	-	-	-	-

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Improved C³ CPU
 - Improved C³ CPU

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

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Guardian ECM
- Guardian ECM

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

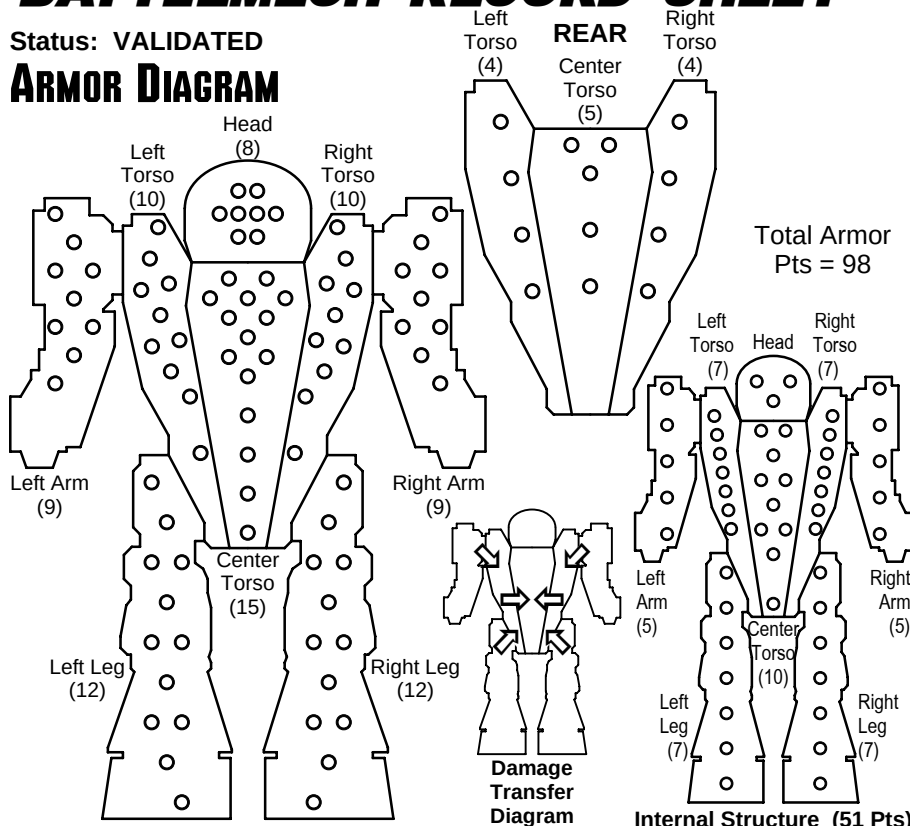
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-4S**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14** [18] Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Guardian ECM	RT	0	-	-	-	-	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again

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

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

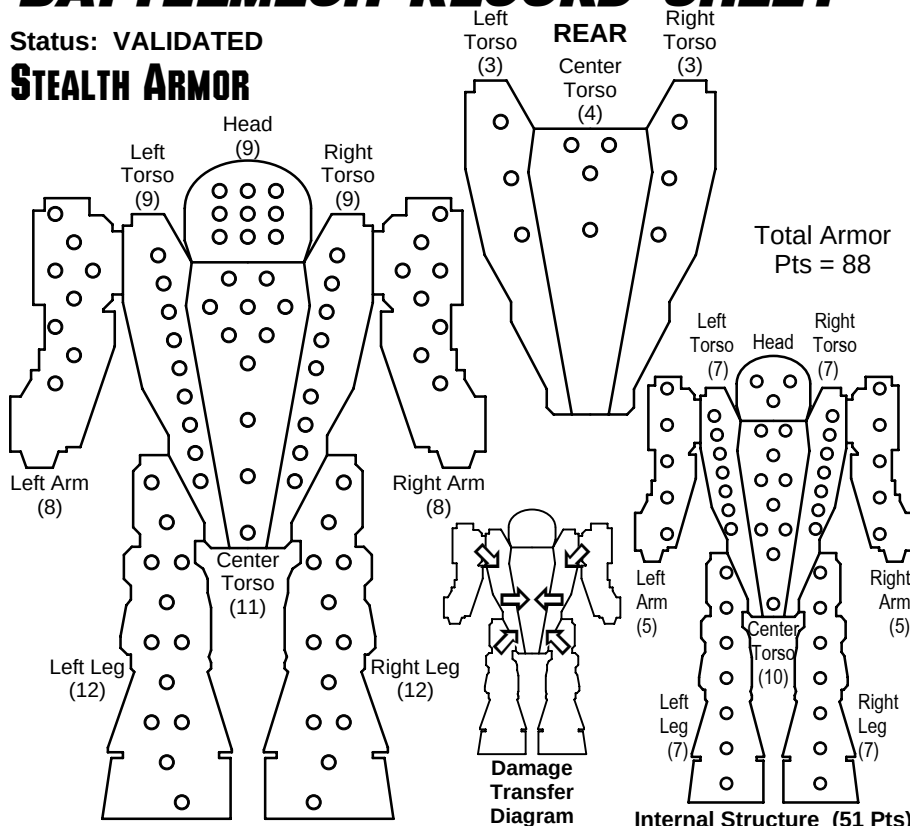
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

STEALTH ARMOR



'MECH DATA

Type: **Hermes HER-4WB**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14 [18]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Guardian ECM	RT	0	-	-	-	-	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Stealth Armor
- Stealth Armor
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth Armor
- Stealth Armor

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again

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

Right Arm

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

1-3

- Endo Steel
- Stealth Armor
- Stealth Armor
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth Armor
- Stealth Armor

4-6

Right Leg

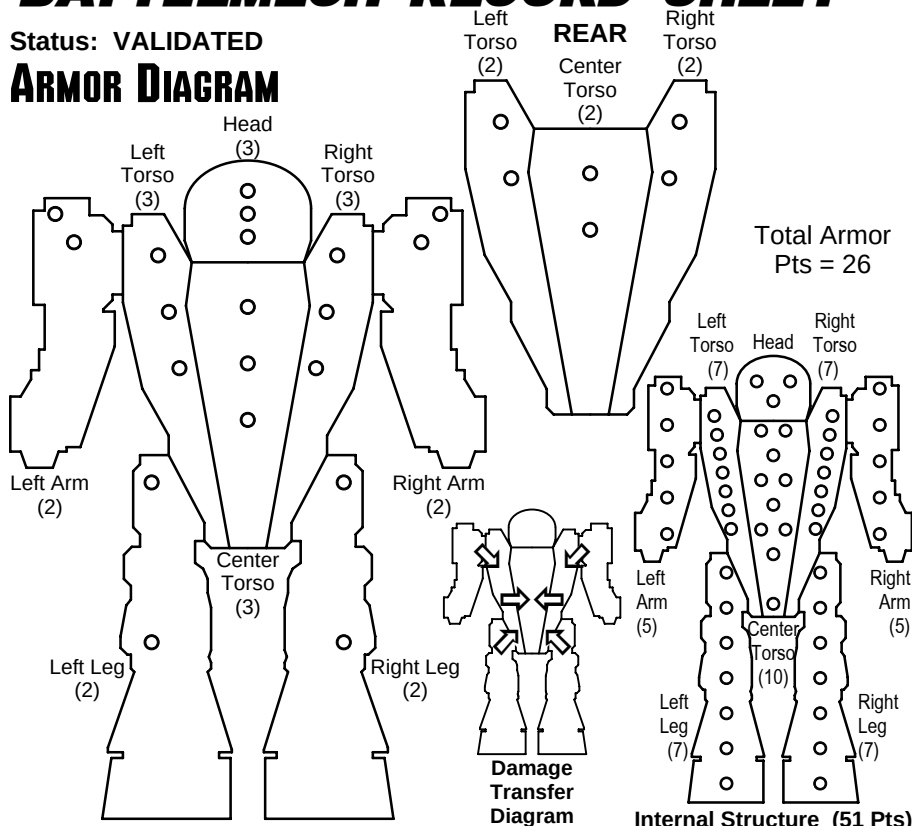
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-200-D**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9**

Inner Sphere

Running: **14**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8	-	7	14	19

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Right Arm

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

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

Right Torso

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

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

Right Leg

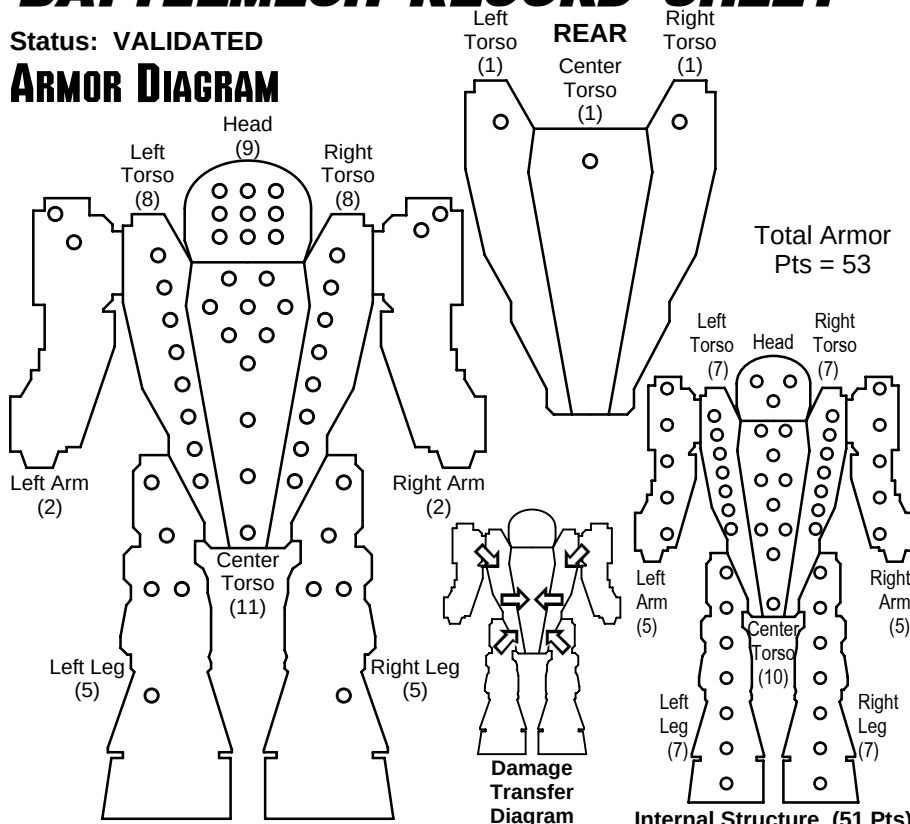
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-400-D**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: Rounds:

LB 10-X AC 10

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(2)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

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
- Ammo (LB 10-X) 10
- Ferro-Fibrous

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

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

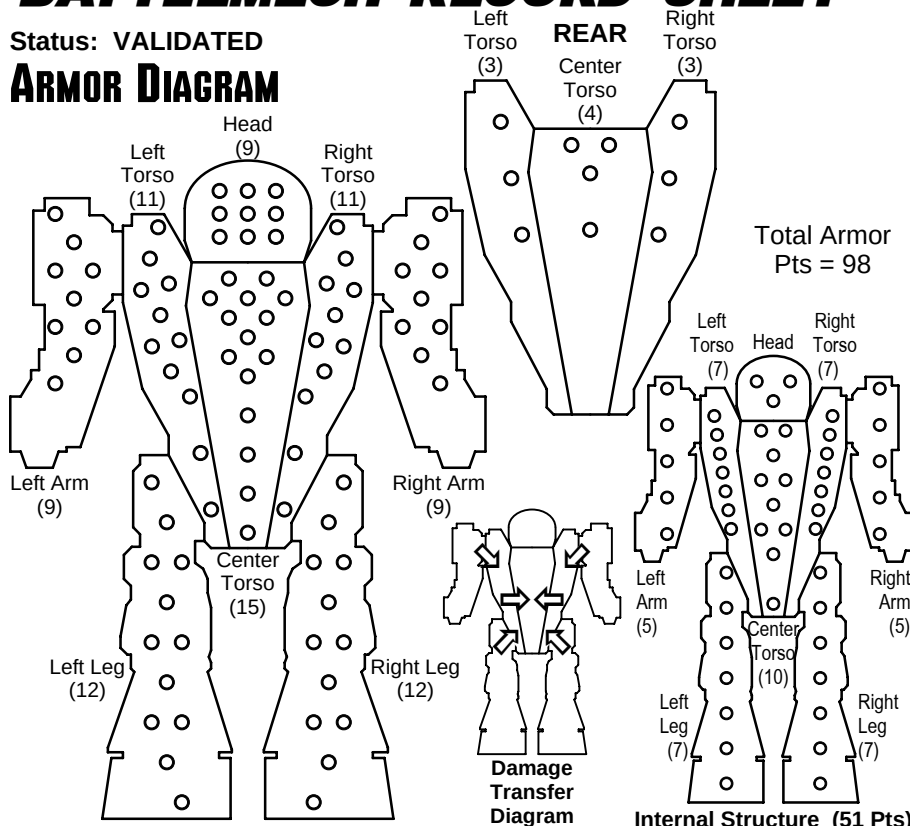
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-500-D**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
1	Improved C³ CPU	CT	0	-	-	-	-	-

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

oooooooooooo

Auto Eject:

☐ Operational

Weapon Heat:

☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

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

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

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
- Improved C³ CPU
- Improved C³ CPU

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

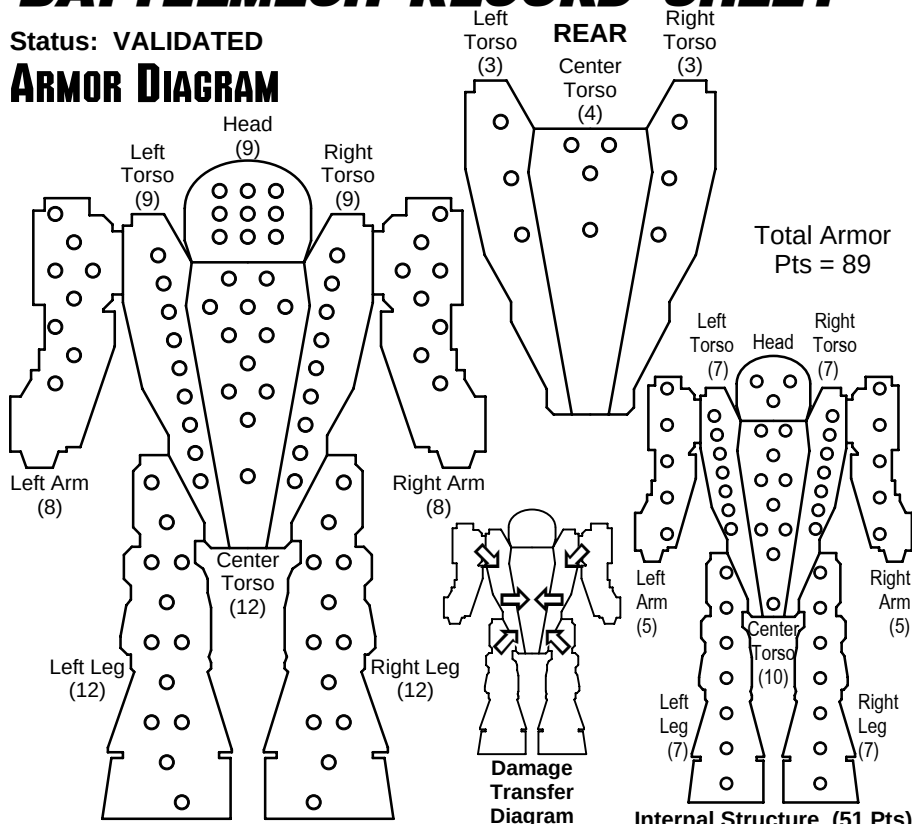
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-900-D**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **9** Inner Sphere

Running: **14** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Light AC/2 CT 1 2 - 6 12 18

Ammo Type:

Light AC/2

Rounds:

45

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Light AC/2
- Heavy Ferro-Fibrous

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo (LAC/2) 45
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Right Leg

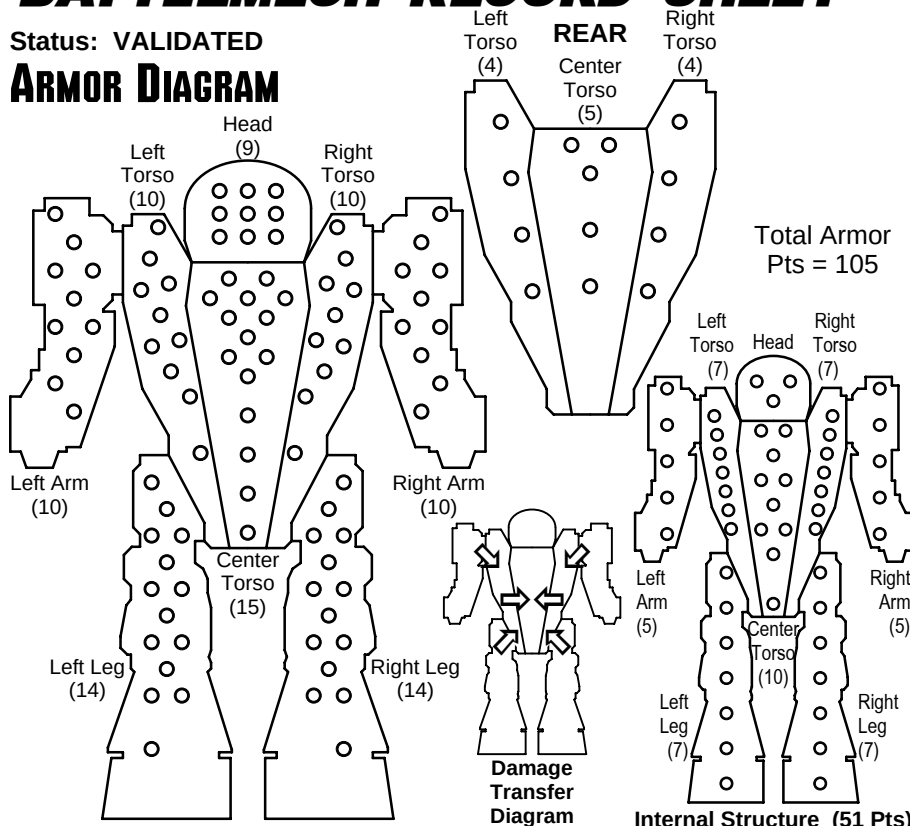
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-950-D**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **9** Inner Sphere

Running: **14** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Snub-Nose PPC	CT	10	10/8/5	-	9	13	15

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Snub-Nose PPC
- Snub-Nose PPC

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

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

Right Leg

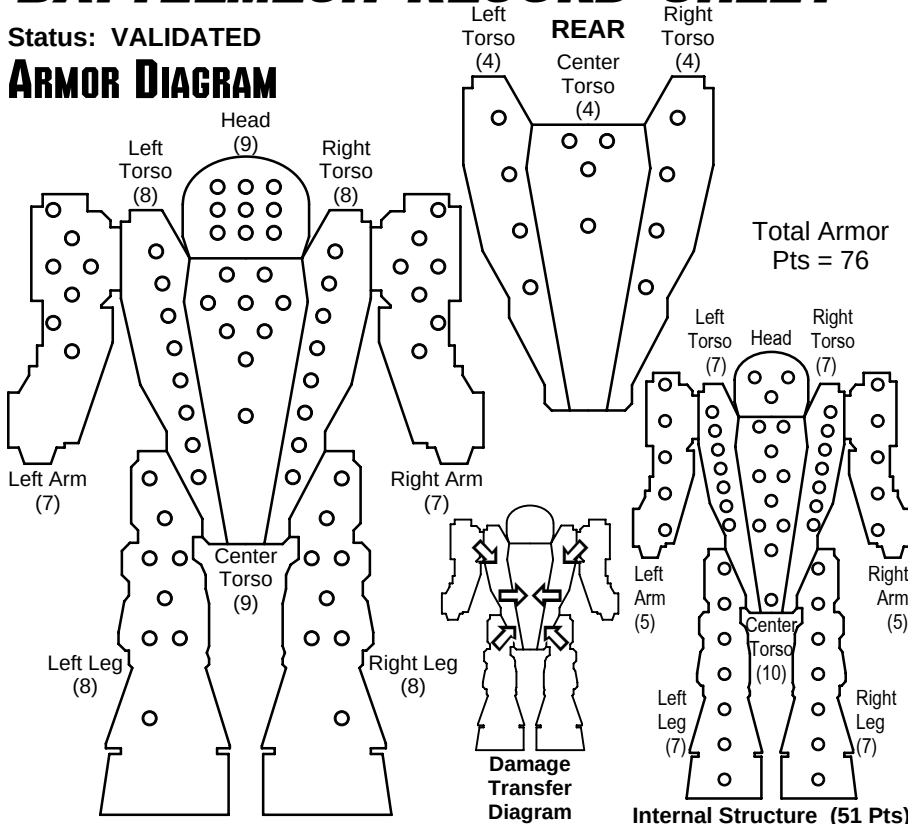
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller Prime**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
1	LB 5-X AC	RA	1	5	3	8	15	24
1	ER Large Laser	LA	12	10	-	8	15	25
1	Small Pulse Laser	LA	2	3	-	2	4	6

Ammo Type:

Rounds:

Streak SRM 4

25

LB 5-X AC

20

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 4
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- LB 5-X AC
- Ammo (Streak 4) 25
- Ammo (LB 5-X) 20
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

Right Leg

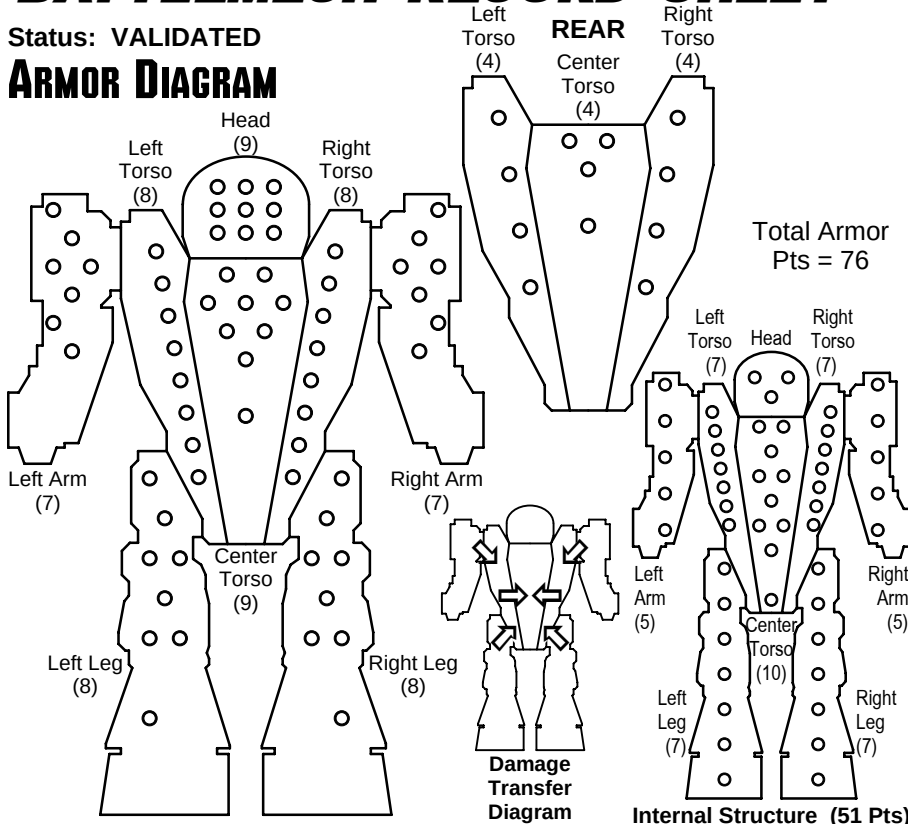
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller A**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

Gauss Rifle

16

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso

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

1-3

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

4-6

Right Leg

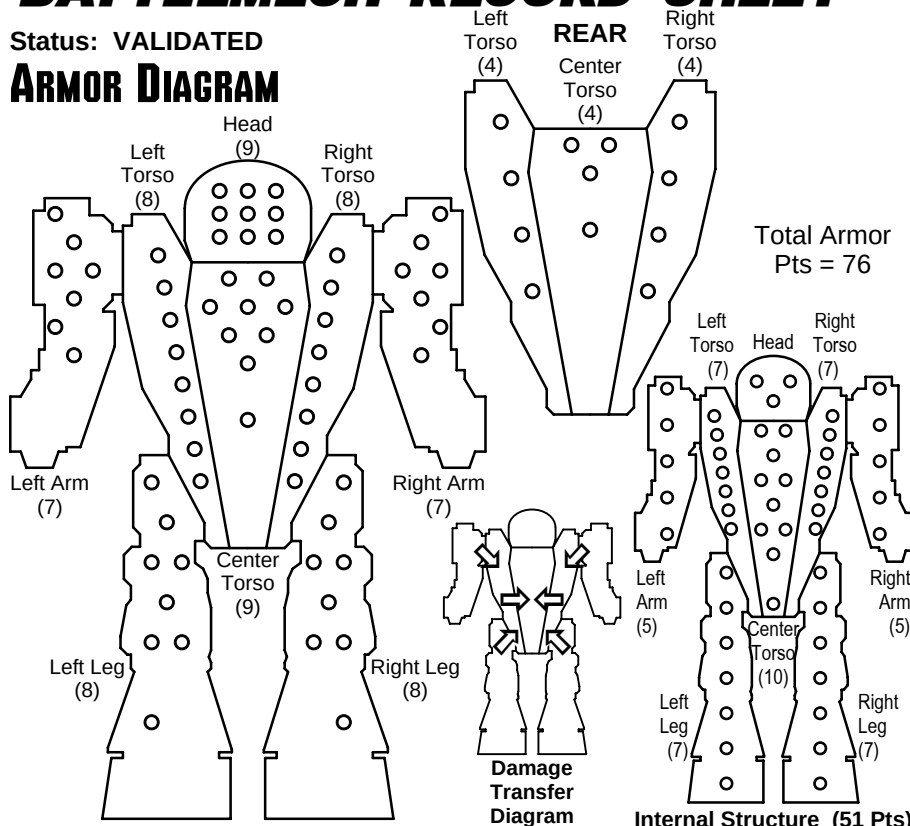
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller B**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	SRM 6	RA	4	2/hit	-	3	6	9
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

Ammo Type:

Rounds:

Ultra AC/10

20

SRM 6

15

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- SRM 6
- Ammo (SRM 6) 15
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

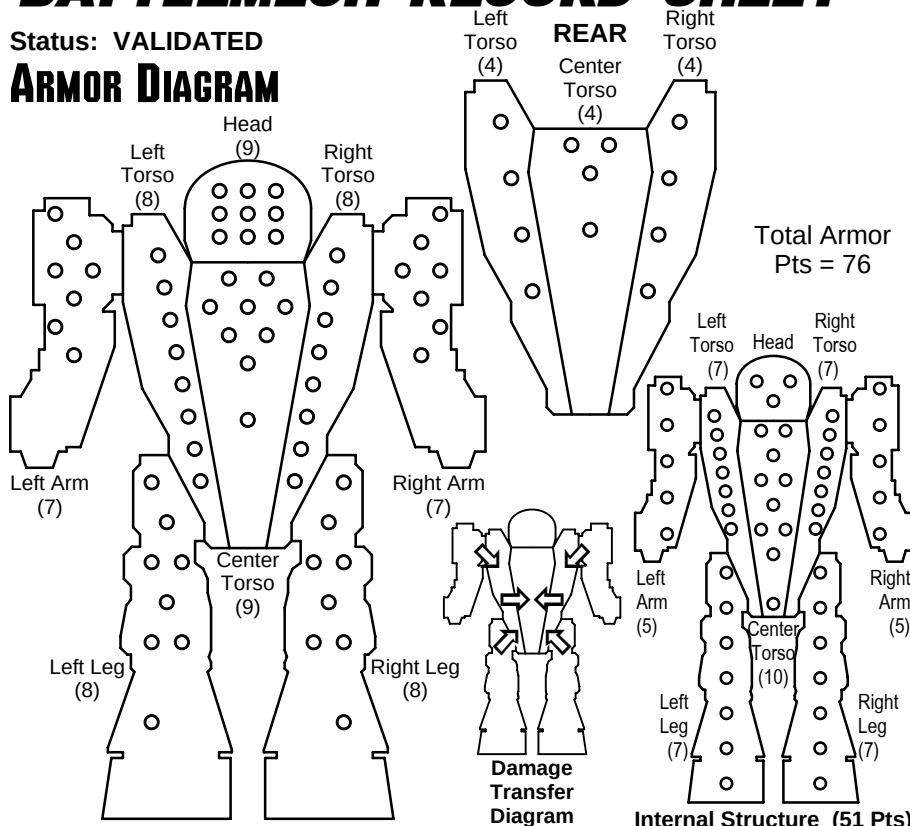
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller C**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Anti-Missile System	RA	1	-	-	-	-	-
1	ECM Suite	RA	0	-	-	-	-	6
1	TAG	RA	0	-	-	5	9	15
1	Active Probe	RA	0	-	-	-	-	5
1	ER Large Laser	LA	12	10	-	8	15	25
2	Machine Gun	LA	0	2	-	1	2	3
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type: Rounds:

Anti-Missile System 96
Machine Gun 200

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Machine Gun
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

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

1-3

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

Head

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

1-3

Center Torso

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

4-6

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Anti-Missile System

1-3

- Anti-Missile System
- ECM Suite
- TAG
- Active Probe
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

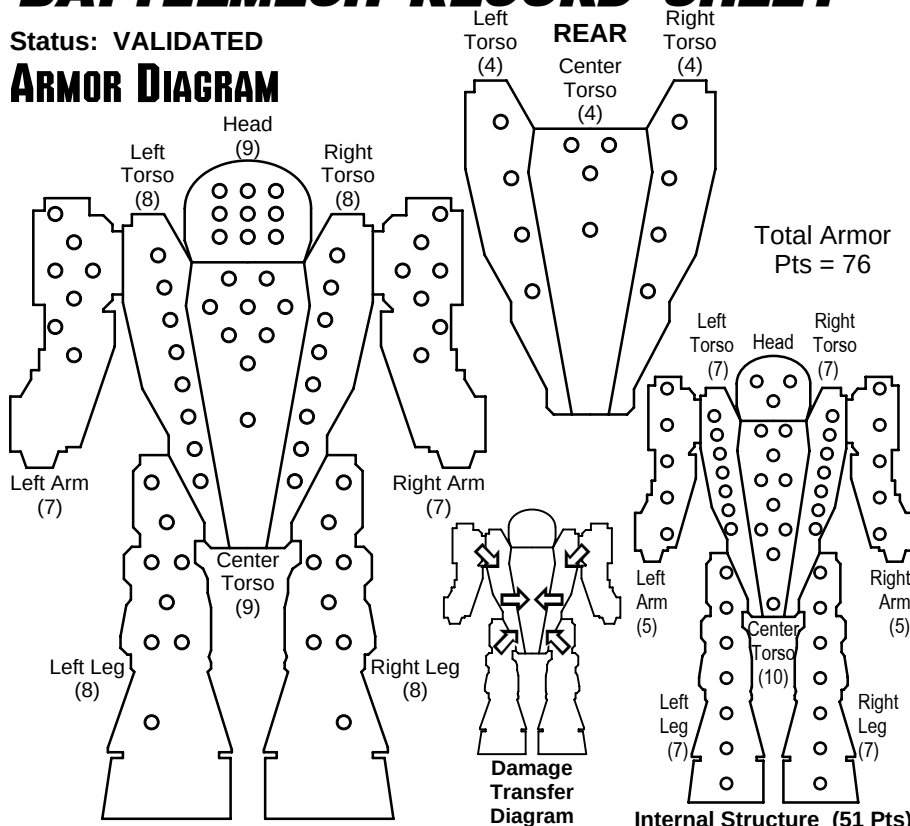
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller D**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	-	7	14	21
1	Narc Missile Beacon	RA	0	-	-	4	8	12
1	LRM 15	LA	5	1/hit	-	7	14	21
1	LRM 5	LA	2	1/hit	-	7	14	21

Ammo Type: Rounds:

LRM 15	32
Narc Missile Beacon	6
LRM 5	24

Total Heat Sinks: 10 Double (20)

oooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 5
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (LRM 5) 24
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. Narc Missile Beacon
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (Narc Pods) 6
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

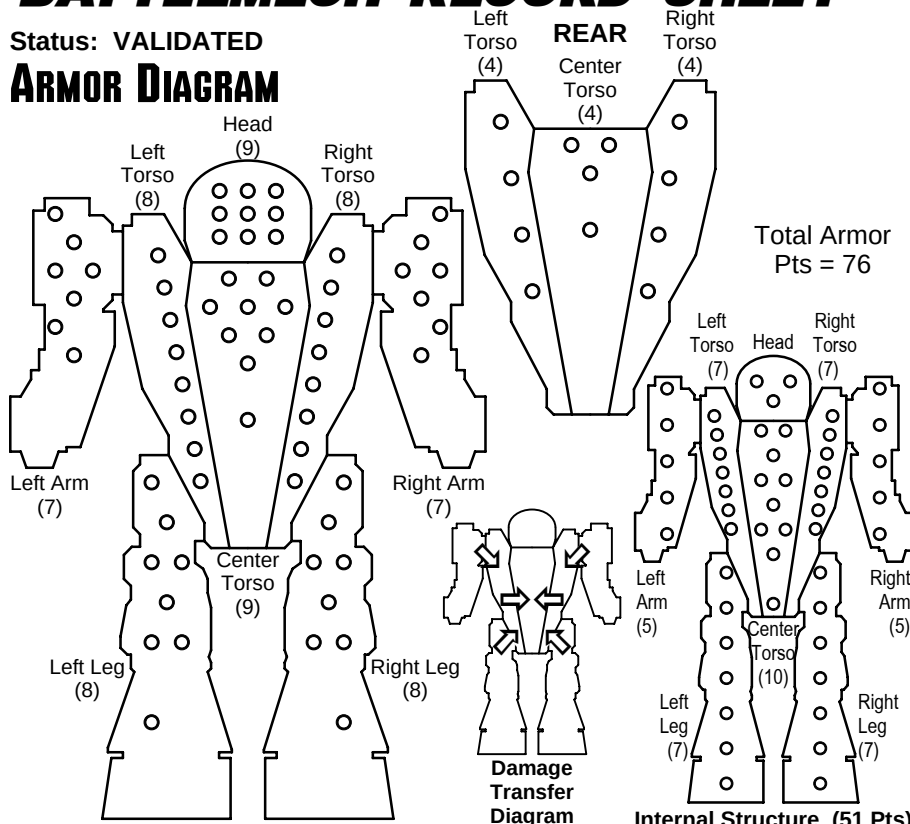
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller E**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER Small Laser	RA	2	5	-	2	4	6
1	Adv. Tact. Msl. 3	LA	2	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9

Ammo Type:

Rounds:

Adv. Tact. Msl. 3

60

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 3
- Adv. Tact. Msl. 3

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Right Arm

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

1-3

- ER PPC
- ER PPC
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (ATM 3) 20
- Ammo (ATM 3) 20
- Ammo (ATM 3) 20

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

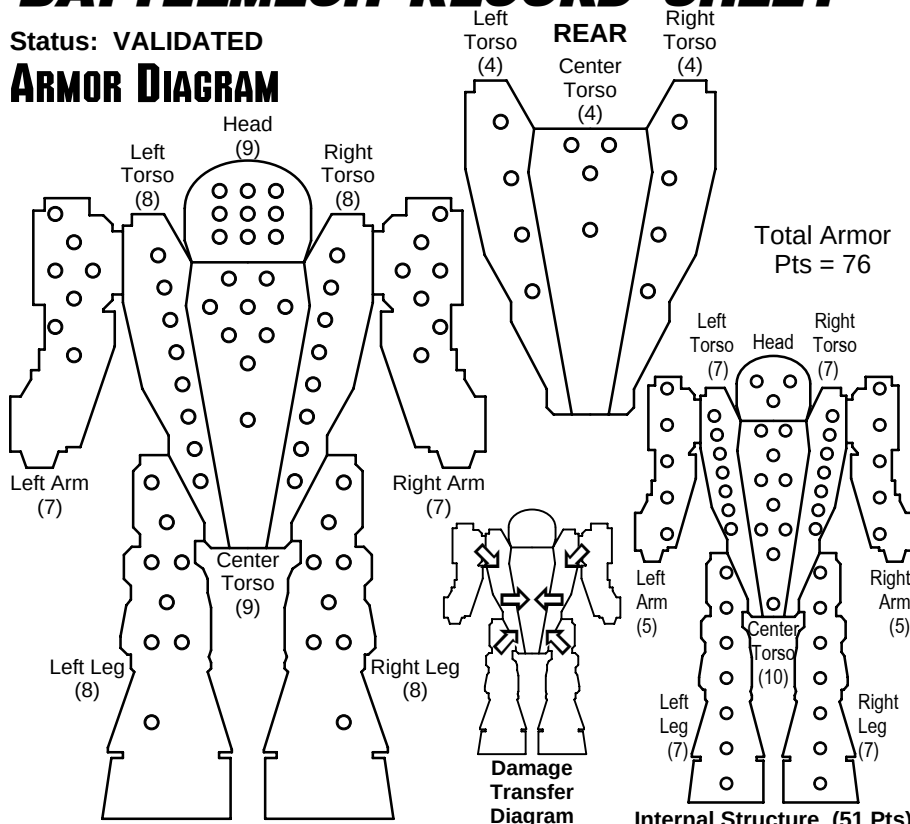
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (51 Pts)

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 20
- HAG 20
- HAG 20
- HAG 20

1-3

- HAG 20
- HAG 20
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso

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

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Uller F**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
2	Medium Pulse Laser	LA	4	7	-	4	8	12

Ammo Type:

HAG 20

Rounds:

12

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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

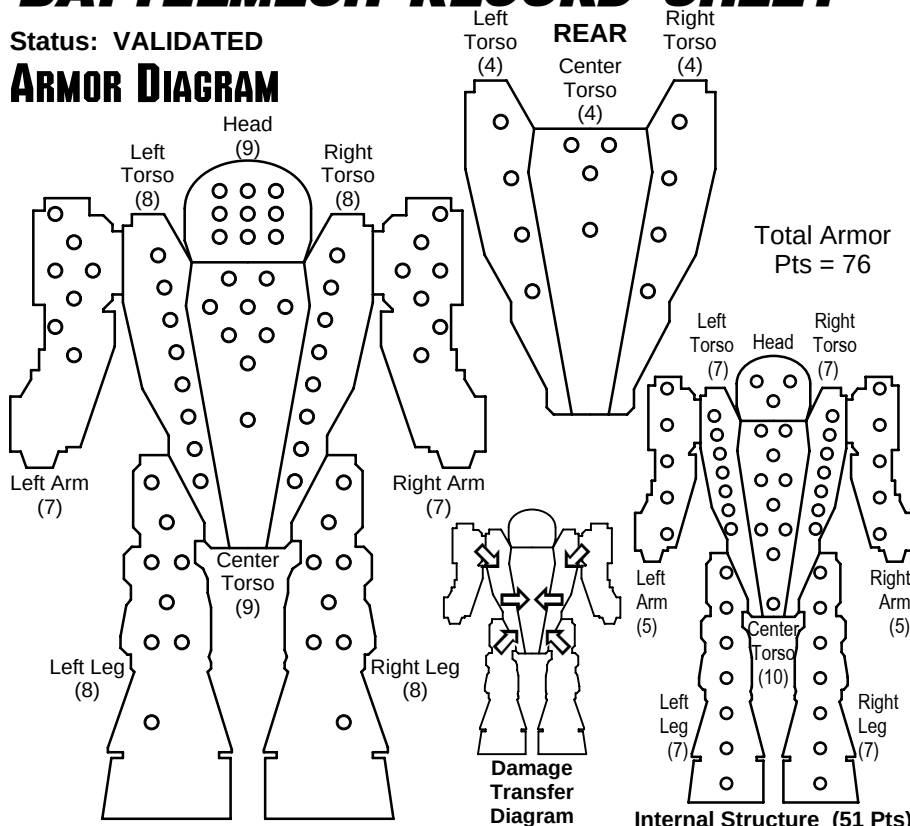
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller H**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Heavy Medium Laser	LA	7	10	-	3	6	9

Ammo Type:

Rounds:

Gauss Rifle

16

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

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

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm (CASE)

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

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

Right Torso

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

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

Right Leg

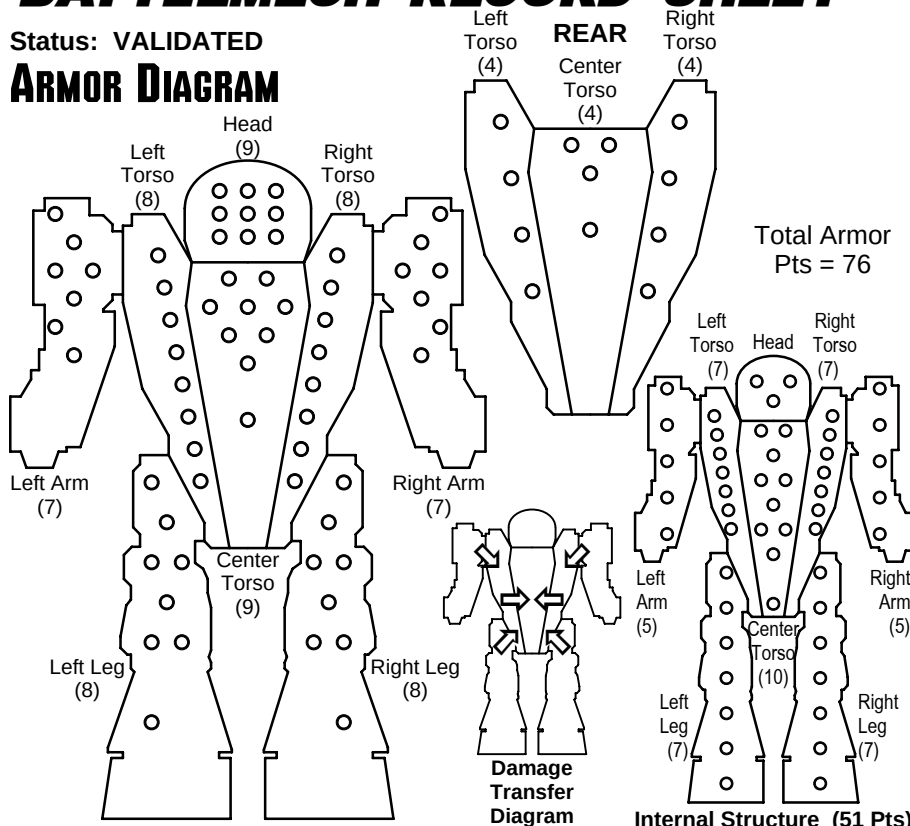
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller S**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Streak SRM 4	LA	3	2/hit	-	4	8	12
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:

Rounds:

Streak SRM 4

25

Machine Gun

100

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Streak SRM 4

1-3

- Ammo (Streak 4) 25
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Machine Gun
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser
- Endo Steel

1-3

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

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Machine Gun
- Ammo (MG) 100
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

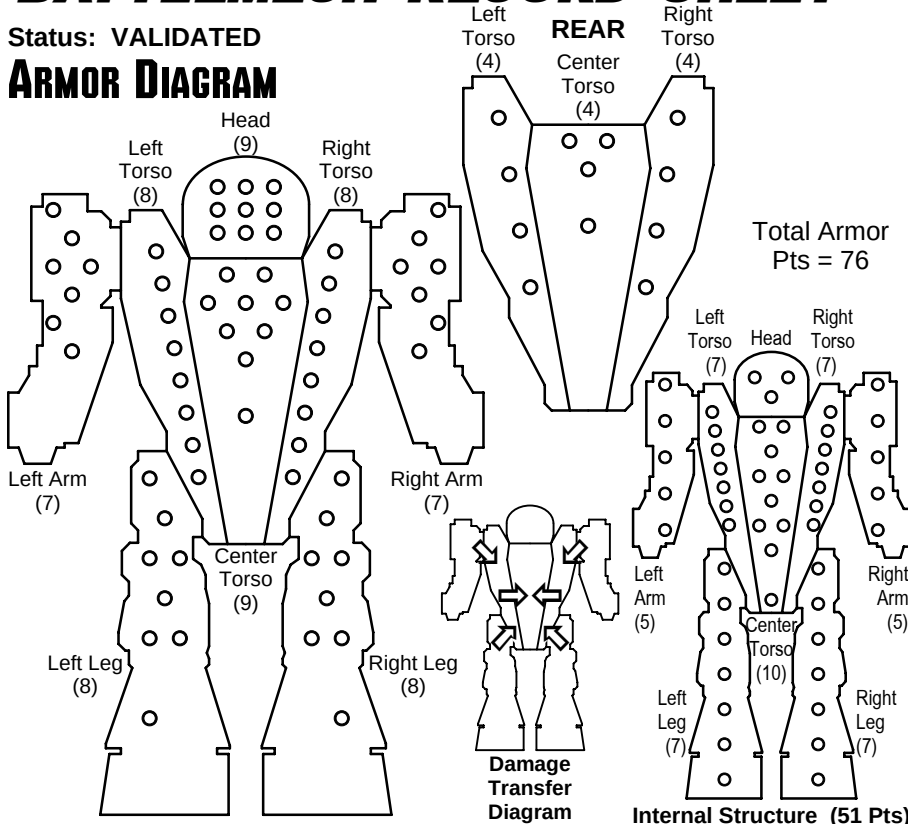
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller W**

Mass: **30 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

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

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

- Medium Pulse Laser
- Endo Steel
- 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

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

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

Right Leg

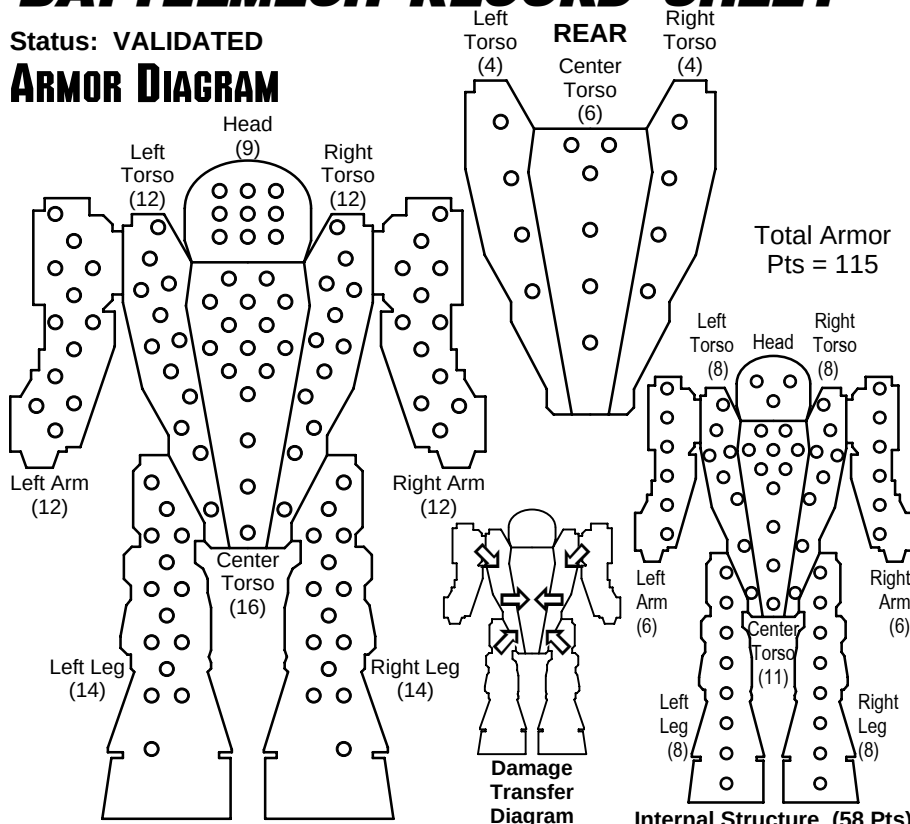
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma Prime**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

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

Left Torso

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

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

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

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

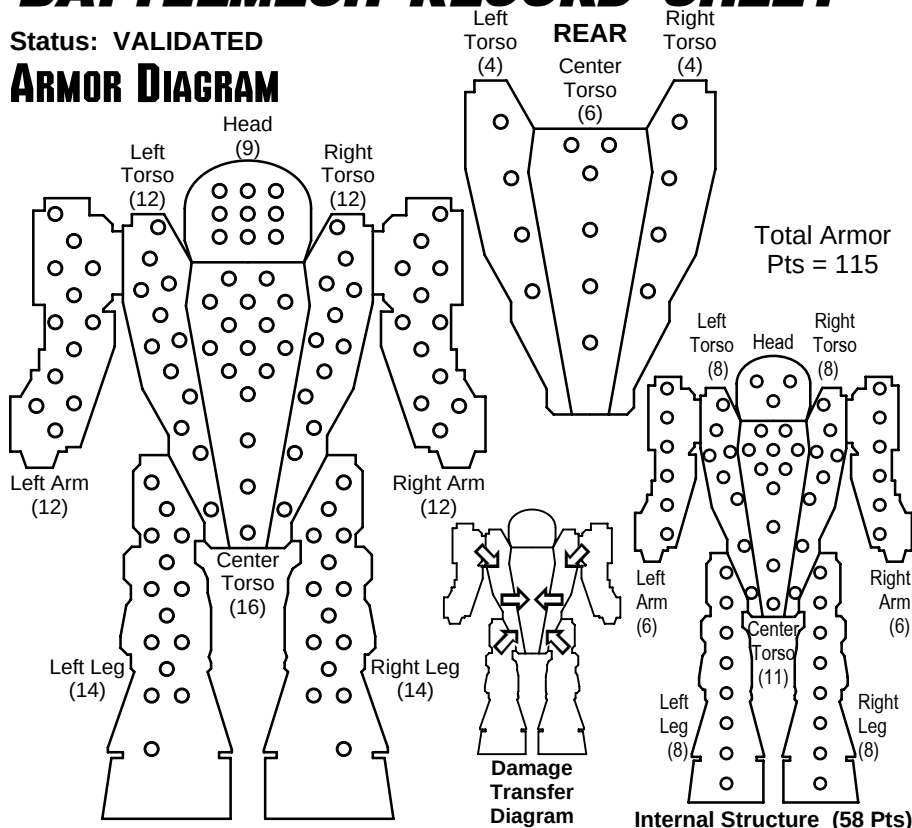
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma A**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LRM 20	LA	6	1/hit	-	7	14	21
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Small Pulse Laser	LT	2	3	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

LRM 20

Rounds:

24

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Small Pulse Laser
 - Endo Steel
- 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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

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
 - Flamer
 - Endo Steel
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Small Pulse Laser
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

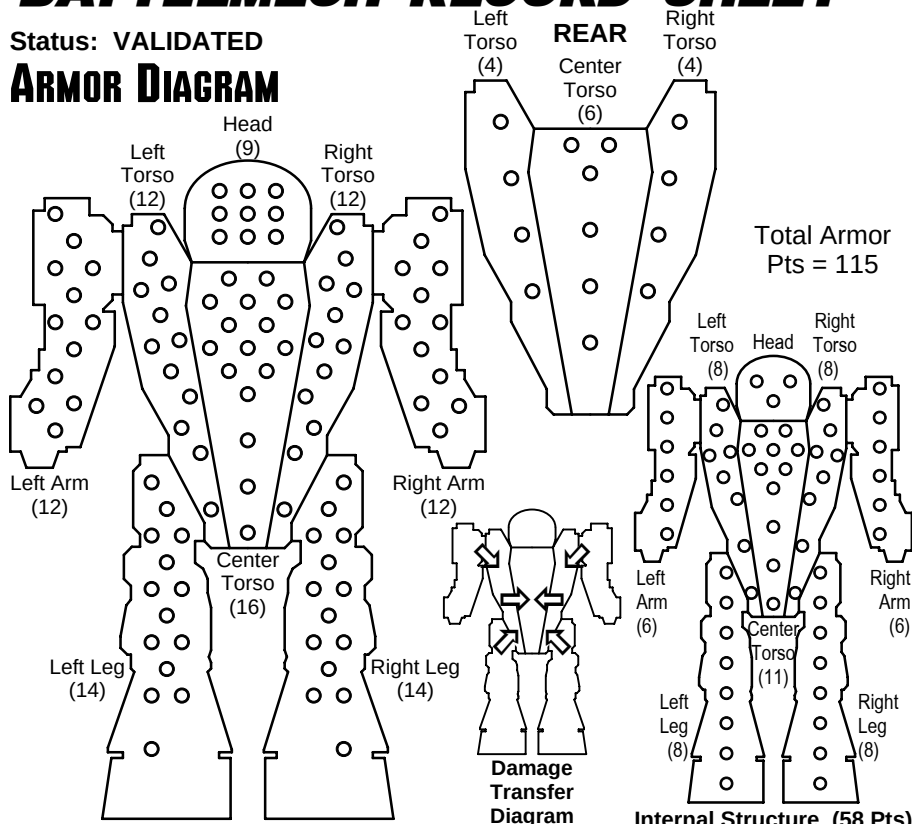
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma B**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	LB 5-X AC	LA	1	5	3	8	15	24
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

LB 5-X AC

Rounds:

20

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- Ammo (LB 5-X) 20
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Endo Steel

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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Endo Steel

1-3

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

4-6

Right Leg

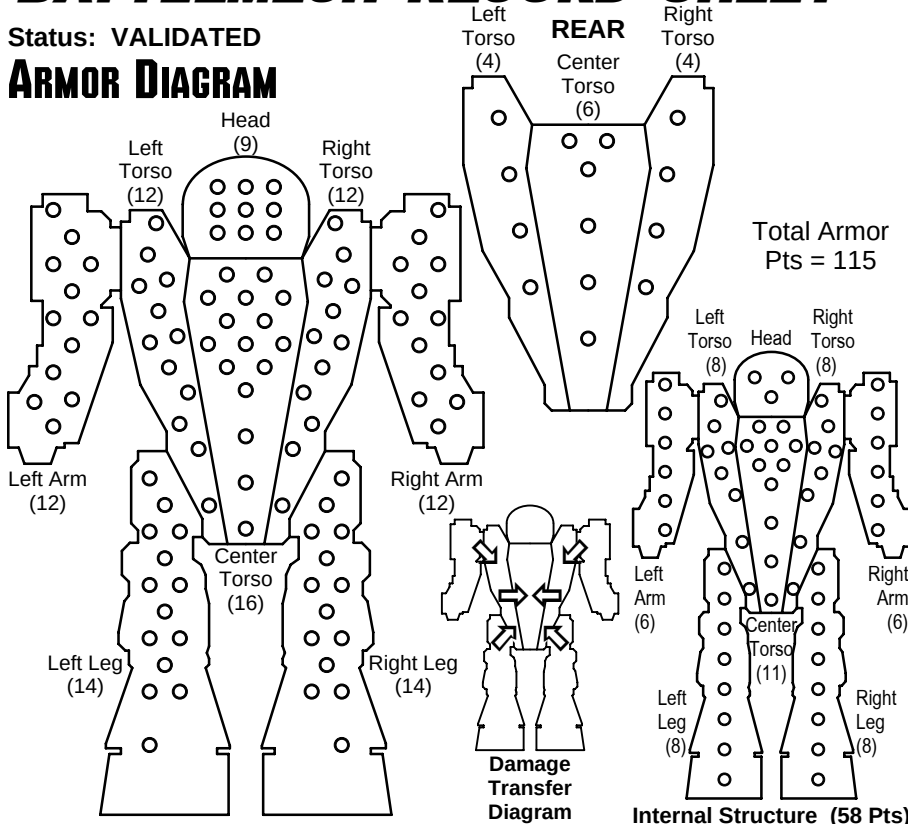
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma C**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	-	7	14	21
1	LRM 15	LA	5	1/hit	-	7	14	21
1	Narc Missile Beacon	RT	0	-	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

LRM 15

32

Narc Missile Beacon

6

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

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
- Gyro
- XL Engine
- XL Engine
- 4-6 Flamer
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8
- LRM 15
- LRM 15
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Narc Missile Beacon
- Ammo (Narc Pods) 6
- Endo Steel
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

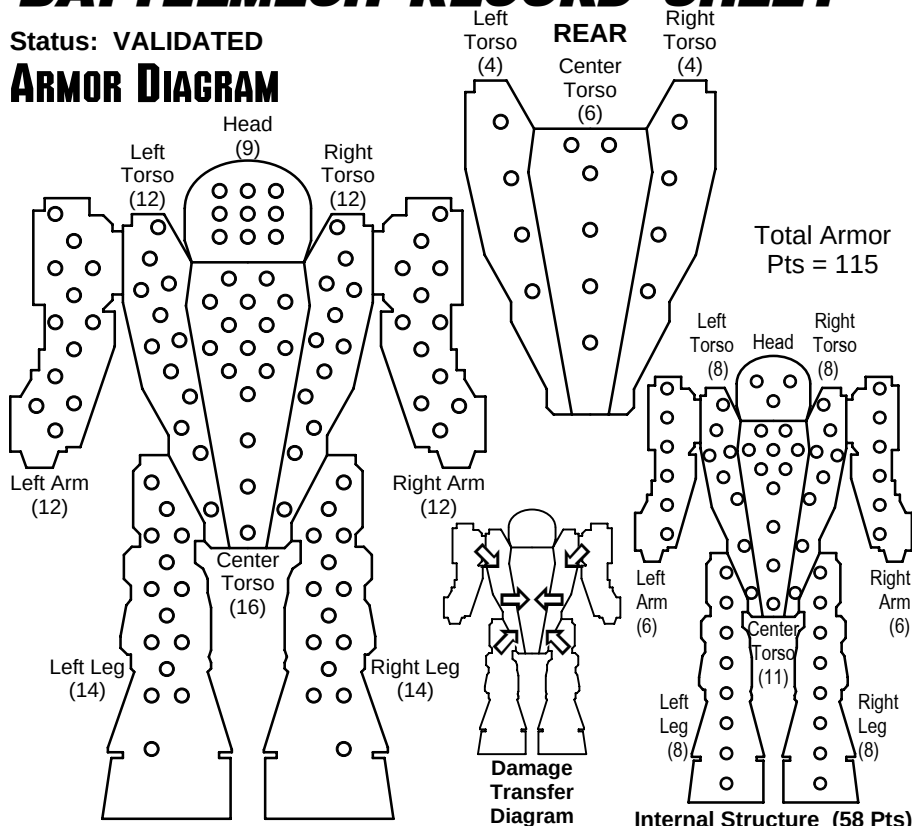
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma D**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
1	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 2	RT	2	2/hit	-	4	8	12
1	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

Ultra AC/5

20

Streak SRM 2

100

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

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

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

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

4-6

Right Torso (CASE)

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

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

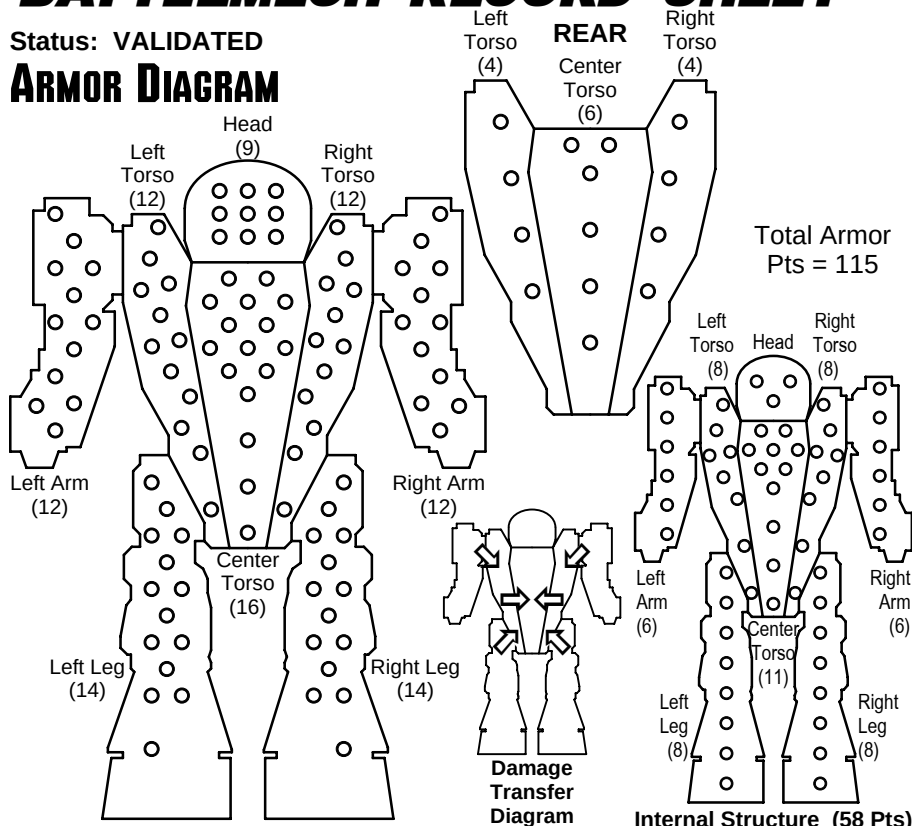
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma E**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
2	Micro Pulse Laser	RT	1	3	-	1	2	3
2	Micro Pulse Laser	LT	1	3	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: Rounds:

Adv. Tact. Msl. 9 28

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9
- 1-3
- Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9
 - Ammo (ATM 9) 7
 - Ammo (ATM 9) 7
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Micro Pulse Laser
 - Micro Pulse Laser
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

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
 - Flamer
 - Endo Steel
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9
- 1-3
- Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9
 - Ammo (ATM 9) 7
 - Ammo (ATM 9) 7
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Micro Pulse Laser
 - Micro Pulse Laser
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

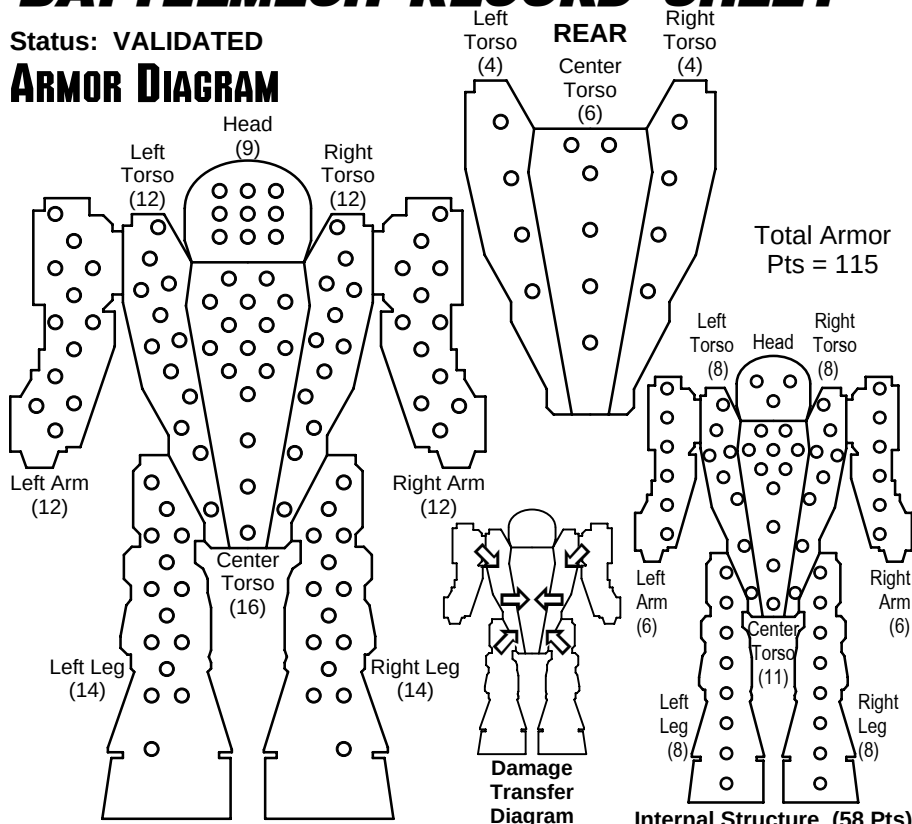
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma H**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
- 1-3
- Heavy Large Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

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

Left Leg

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

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
 - Flamer
 - Endo Steel
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Torso

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

Right Leg

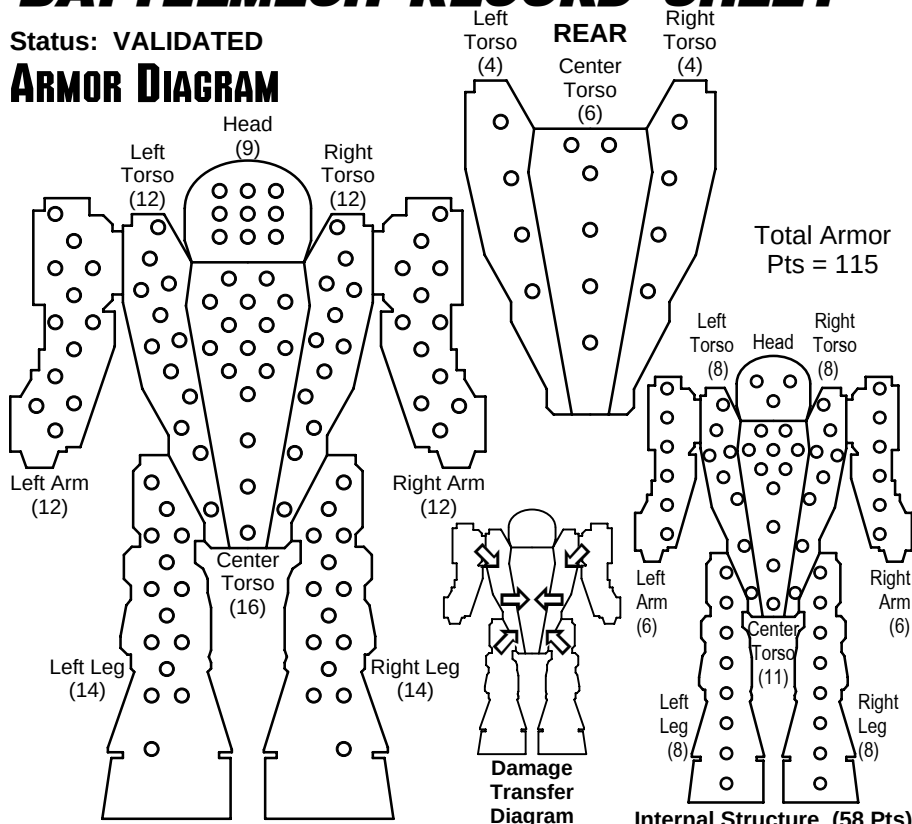
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma J**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
4	AP Gauss Rifle	LA	1	3	-	3	6	9
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

HAG 20 18

AP Gauss Rifle 40

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

1-3

- Ammo (APGR) 40
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Ferro-Fibrous

4-6

Left Torso

- XL Engine
- XL 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

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 20
- HAG 20
- HAG 20
- HAG 20

1-3

- HAG 20
- HAG 20
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL 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

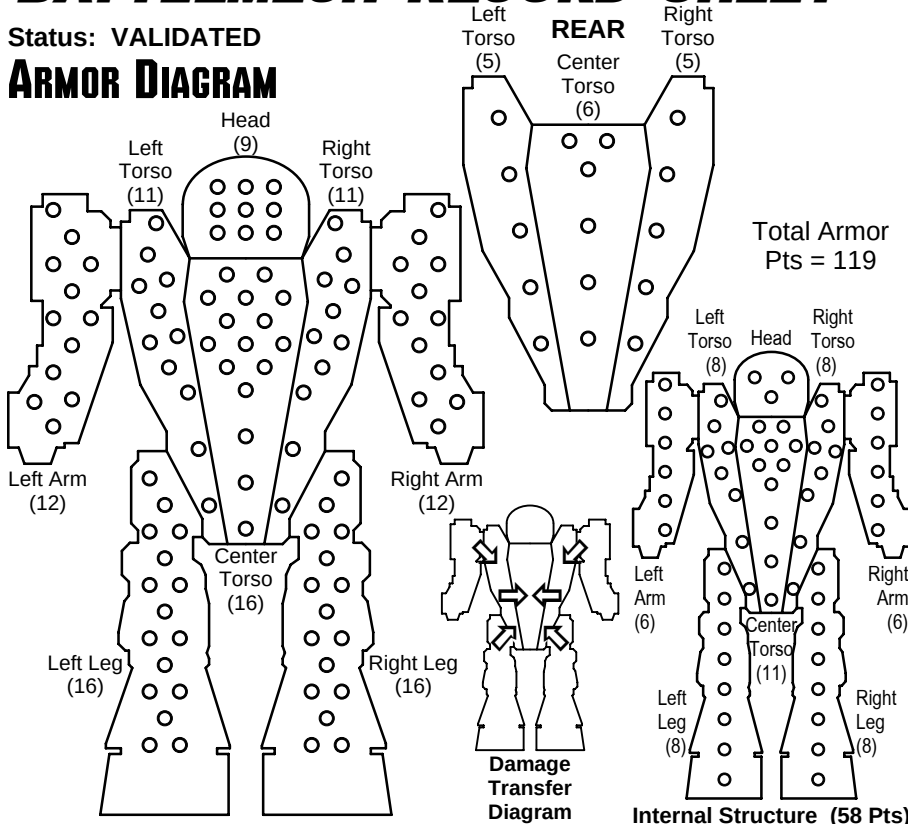
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolfhound IIC**

Mass: **35 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Medium Laser	CT(R)	5	7	-	5	10	15
1	ECM Suite	HD	0	-	-	-	-	6

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

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- ER Medium Laser (R)

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

Right Arm

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

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

Right Torso

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

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

Right Leg

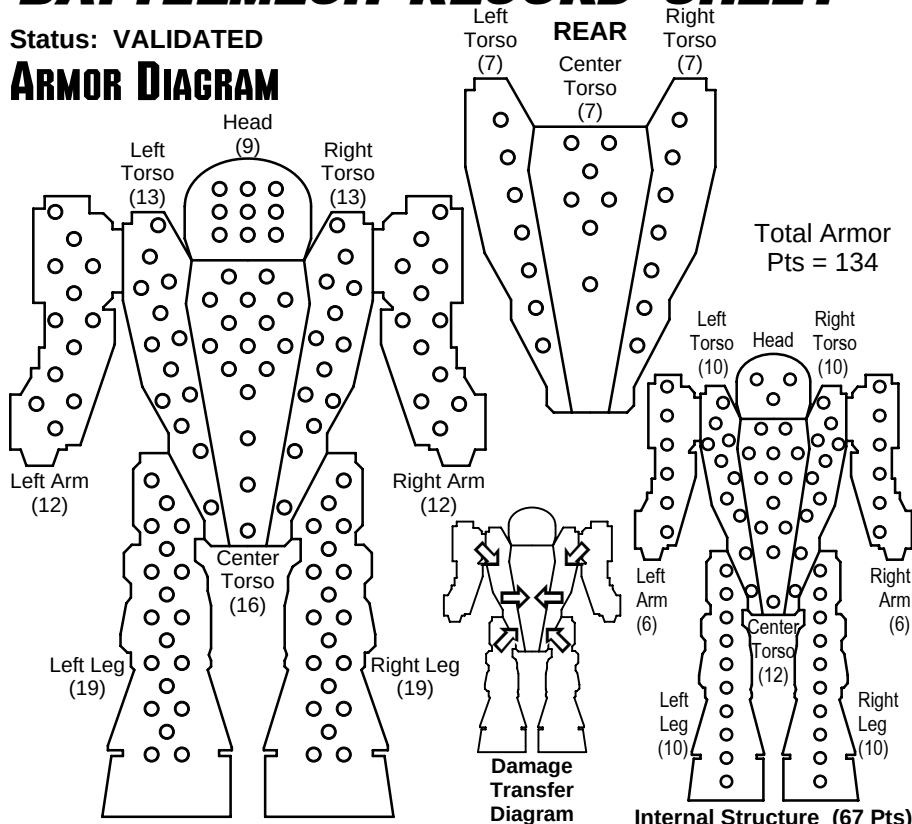
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly Prime**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8** Clan

Running: **12** Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	SRM 4	LA	3	2/hit	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-

Ammo Type: Rounds:

SRM 4	25
Machine Gun	100
Anti-Missile System	24

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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

WKGAMES

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Anti-Missile System
6. Ammo (AMS) 24

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Machine Gun
6. Machine Gun

1. Ammo (MG) 100
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg

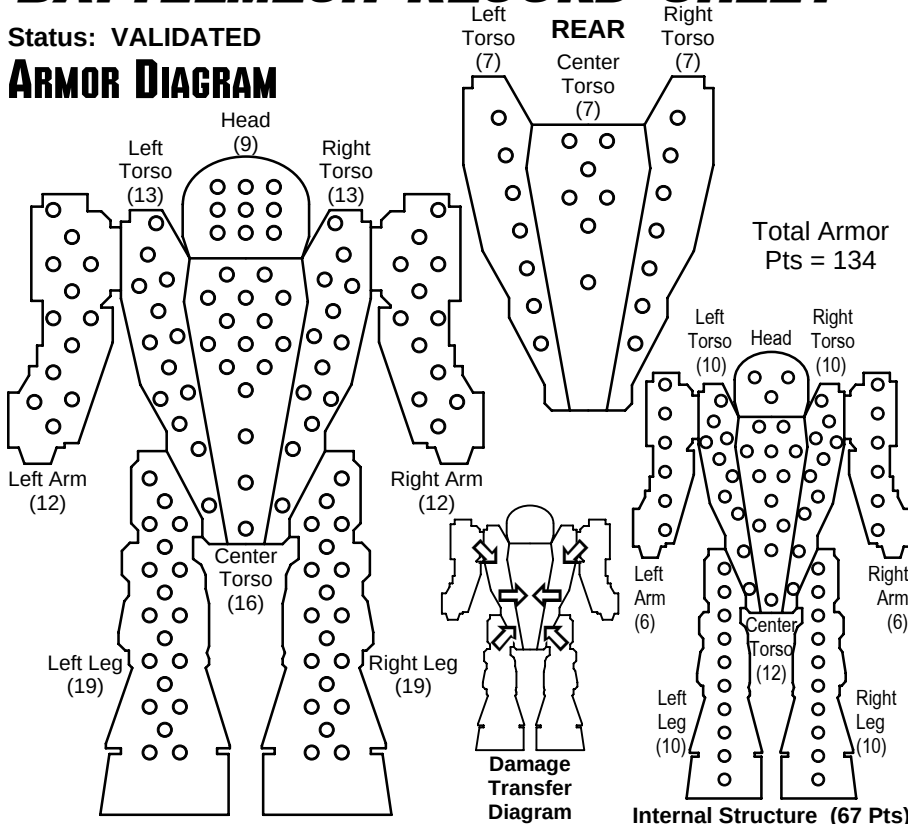
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly A**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8** Clan

Running: **12** Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	SRM 6 w/ Artemis IV LA	LA	4	2/hit	-	3	6	9
2	ER Medium Laser	RT	5	7	-	5	10	15
2	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type:

SRM 6

Rounds:

15

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Artemis IV FCS

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Leg

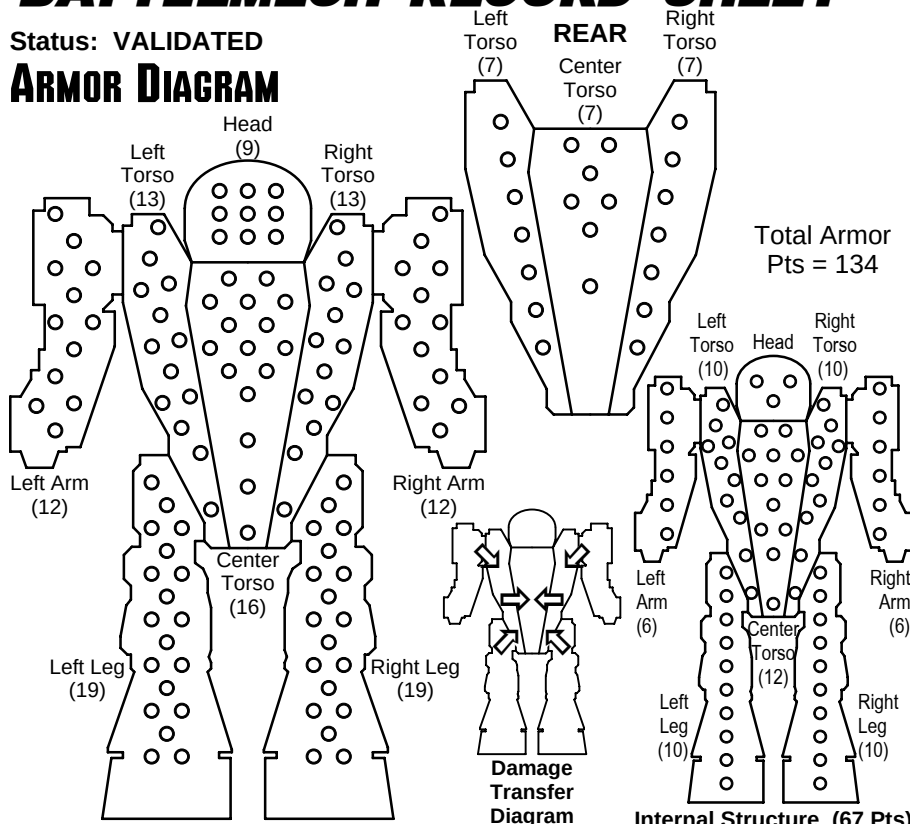
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly B**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	ER PPC	LA	15	15	-	7	14	23
1	Flamer	RT	3	2	-	1	2	3
1	Small Pulse Laser	LT	2	3	-	2	4	6

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Small Pulse Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Flamer
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

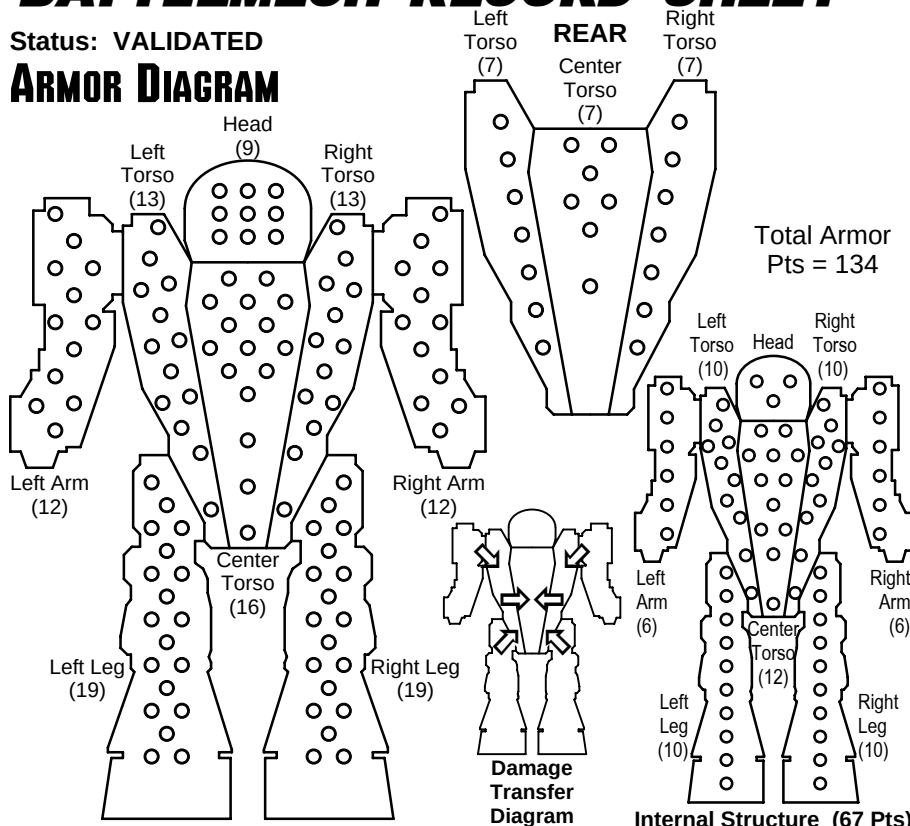
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly C**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

Machine Gun

600

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun

- Ammo (MG) 200
- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Flamer

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Leg

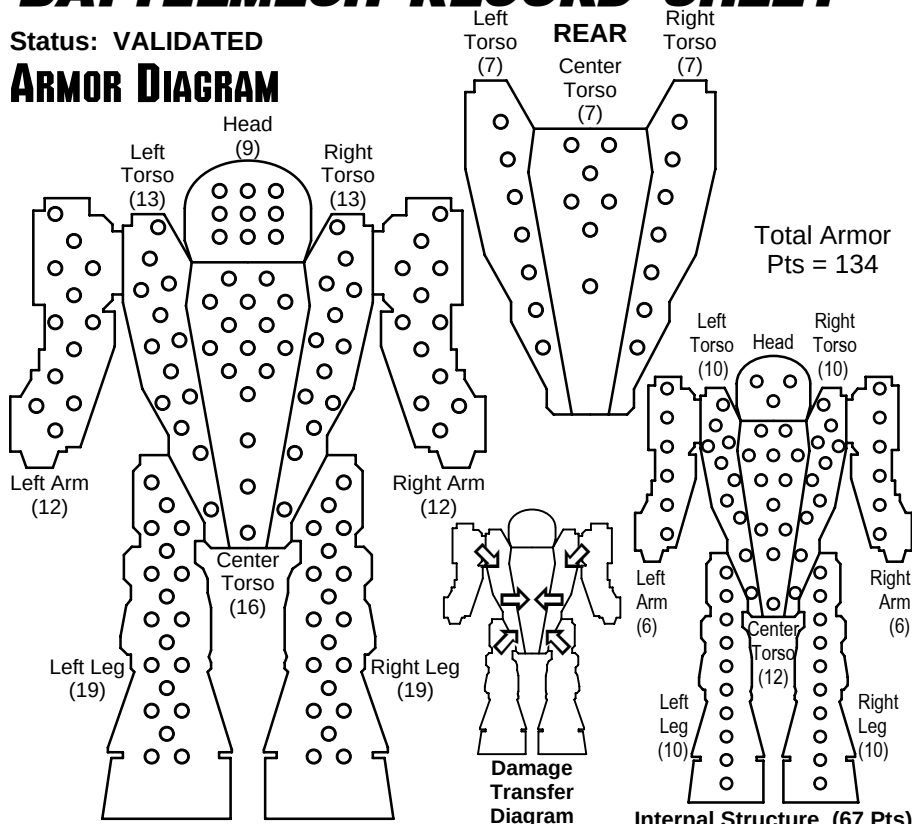
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly D**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 5	RT	2	1/hit	-	7	14	21
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:

Rounds:

Streak SRM 6

15

LRM 5

24

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Small Laser
- Ammo (Streak 6) 15

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

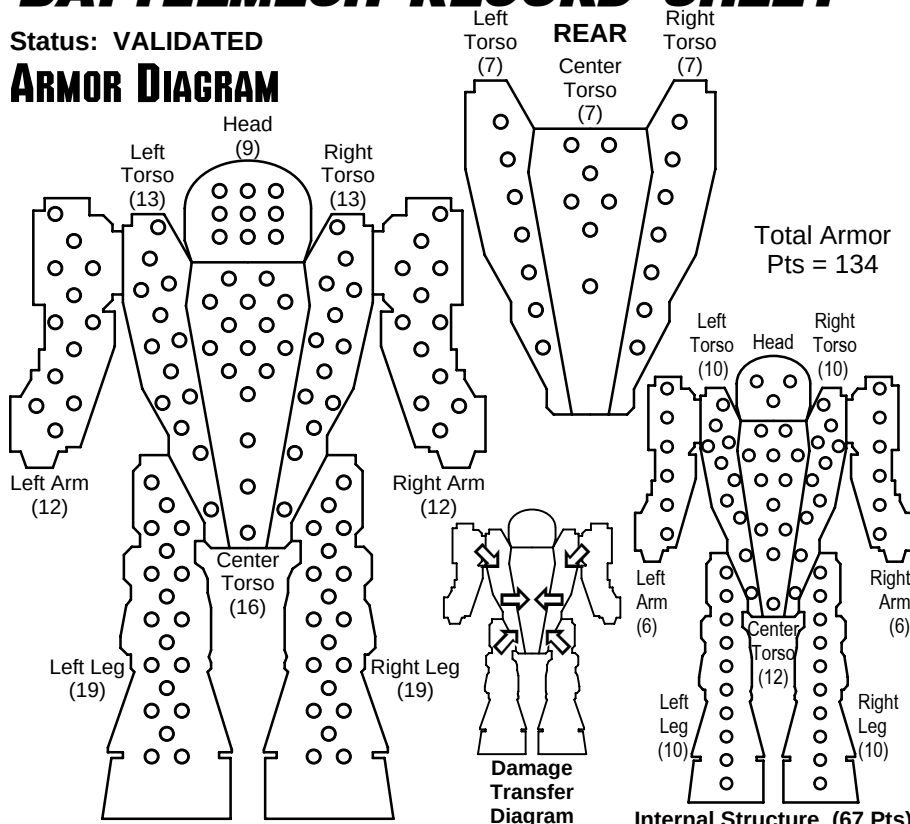
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Adv. Tact. Msl. 6
6. Adv. Tact. Msl. 6

1. Adv. Tact. Msl. 6
2. Ammo (ATM 6) 10
3. Ammo (ATM 6) 10
4. Ammo (ATM 6) 10
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. ER Small Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Roll Again

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. ER Small Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
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. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Dragonfly E**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Running: **12**

Jumping: **8**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:

Adv. Tact. Msl. 6

Rounds:

30

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

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

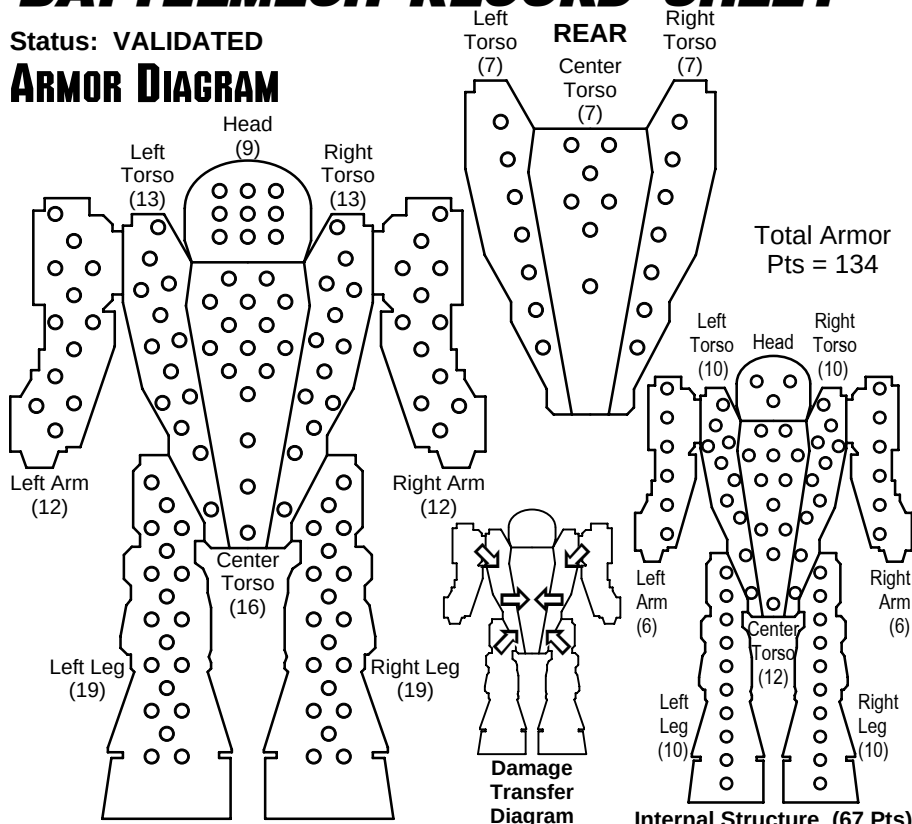
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly F**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Heavy Machine Gun	RA	0	3	-	1	2	-
1	Machine Gun Array	RA	0	-	-	-	-	-
4	Heavy Machine Gun	LA	0	3	-	1	2	-
1	Machine Gun Array	LA	0	-	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: Rounds:

Heavy Machine Gun 100

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Machine Gun
- Heavy Machine Gun

1-3

- Heavy Machine Gun
- Heavy Machine Gun
- Machine Gun Array
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- 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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Machine Gun
- Heavy Machine Gun

1-3

- Heavy Machine Gun
- Heavy Machine Gun
- Machine Gun Array
- Ammo (HMG) 100
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

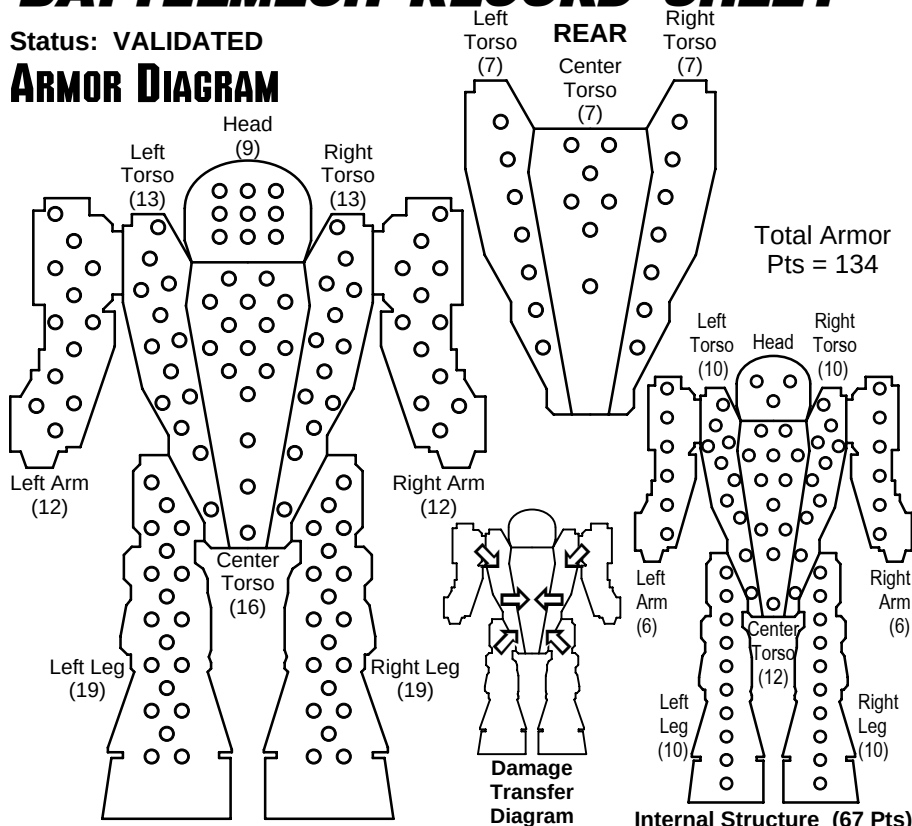
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly G**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	AP Gauss Rifle	RA	1	3	-	3	6	9
1	Plasma Cannon	LA	7	-	-	6	12	18
1	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Light Active Probe	CT	0	-	-	-	-	3

Ammo Type:

Rounds:

AP Gauss Rifle 40

Plasma Cannon 10

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Cannon
- Ammo (PC) 10

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Light Active Probe
- Endo Steel

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

1-3

- Ammo (APGR) 40
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

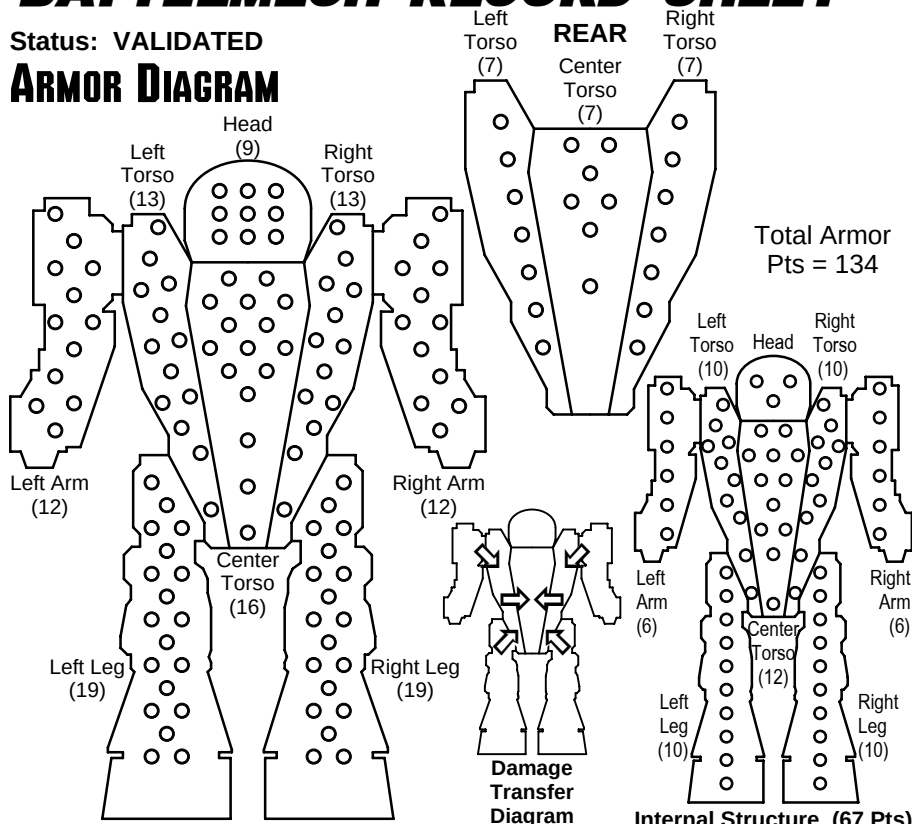
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly H**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Anti-Missile System	LT	1	-	-	-	-	-
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Small Pulse Laser	LT	2	3	-	2	4	6

Ammo Type: Rounds:

Anti-Missile System 24

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

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Anti-Missile System
- ER Medium Laser

- Small Pulse Laser
- Ammo (AMS) 24
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- Small Pulse Laser

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

Right Leg

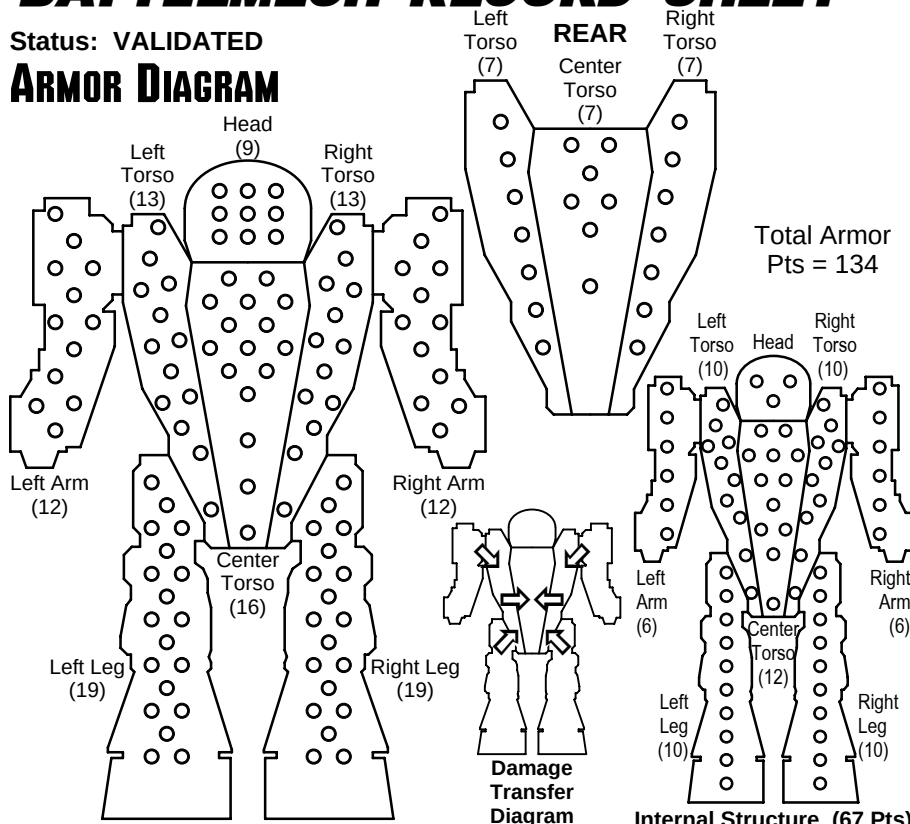
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1. Adv. Tact. Msl. 3
2. Adv. Tact. Msl. 3
3. Ammo (ATM 3) 20
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Anti-Missile System
6. Ammo (AMS) 24

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Roll Again

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Heavy Medium Laser
6. Heavy Medium Laser

1. Light Active Probe
2. Targeting Computer
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Dragonfly I**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **8** Clan
Running: **12** Biped OmniMech
Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	Adv. Tact. Msl. 3	LA	2	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Heavy Medium Laser	RT	7	10	-	3	6	9
1	Light Active Probe	RT	0	-	-	-	-	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:
Adv. Tact. Msl. 3 20
Anti-Missile System 24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
☐ Operational ☐ Disabled (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

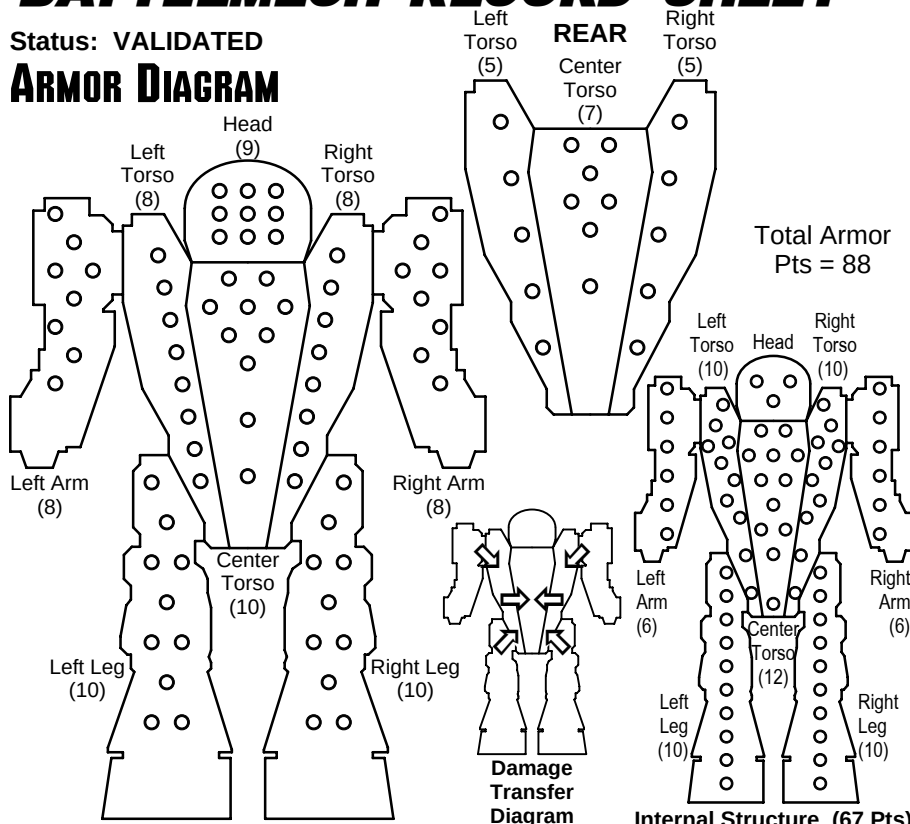
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-3L**

Mass: **40 tons**

Movement Points: **Tech & Configuration:**

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Small Laser	RT	1	3	-	1	2	3
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type:

Rounds:

Ultra AC/5

20

Streak SRM 2

50

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
- 1-3
- Ultra AC/5
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Single Heat Sink
 - Ammo (Ult AC/5) 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

Right Torso

- Small Laser
 - Streak SRM 2
 - Ammo (Streak 2) 50
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

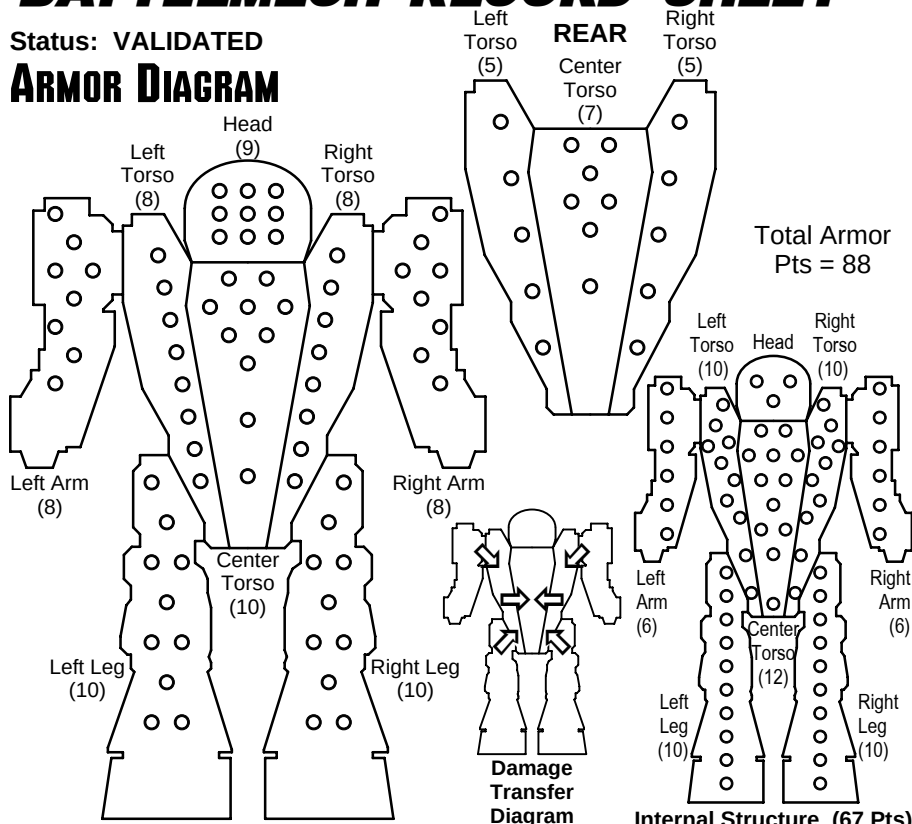
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-3M**

Mass: **40 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5	2	6	13	20
1	SRM 2	RT	2	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: **Ultra AC/5**

Rounds: **20**

SRM 2 **50**

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

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

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

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso

- SRM 2
- Medium Laser
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

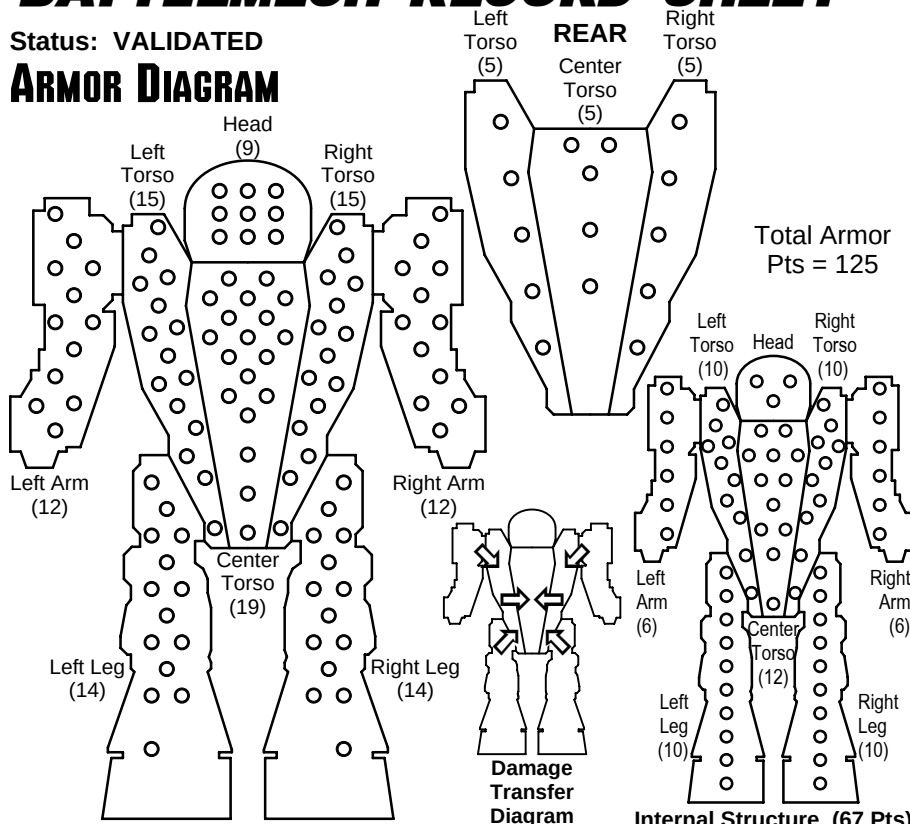
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-4D**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12

Ammo Type: Rounds:

Rotary AC/5 40

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

oooooooooooo

Auto Eject: Weapon Heat: (11)

☐ Operational ☐ Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3
- Rotary AC/5
 - Rotary AC/5
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - CASE
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

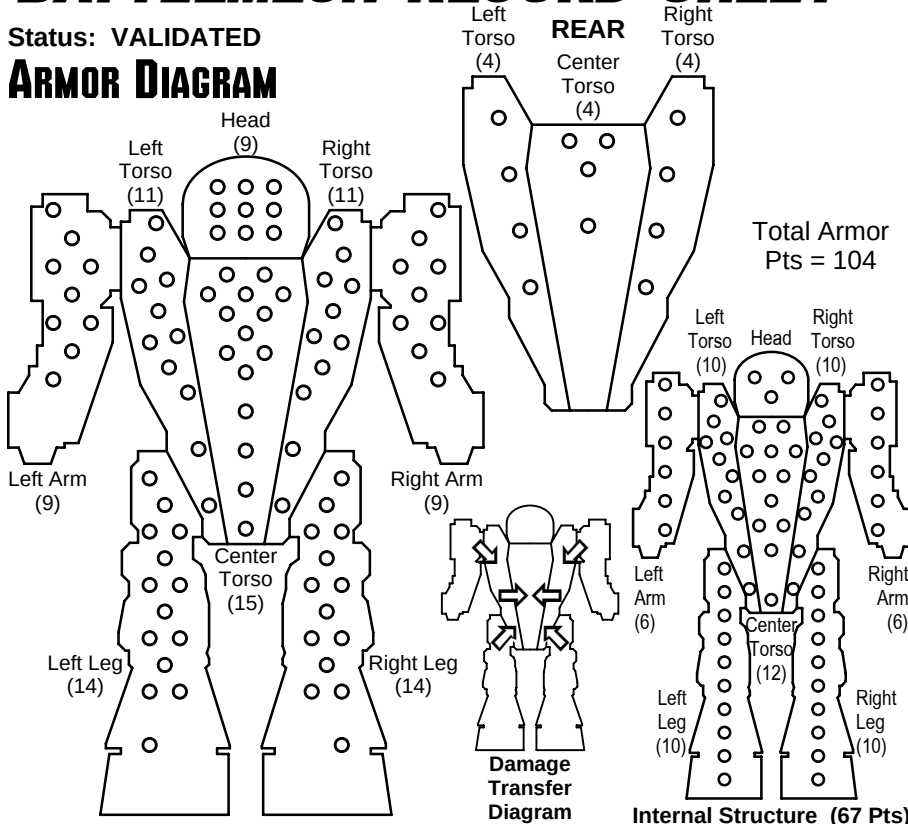
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-5WB**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

Light AC/5

20

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Ammo (LAC/5) 20
- CASE
- Roll Again

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Roll Again

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

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

4-6

Right Leg

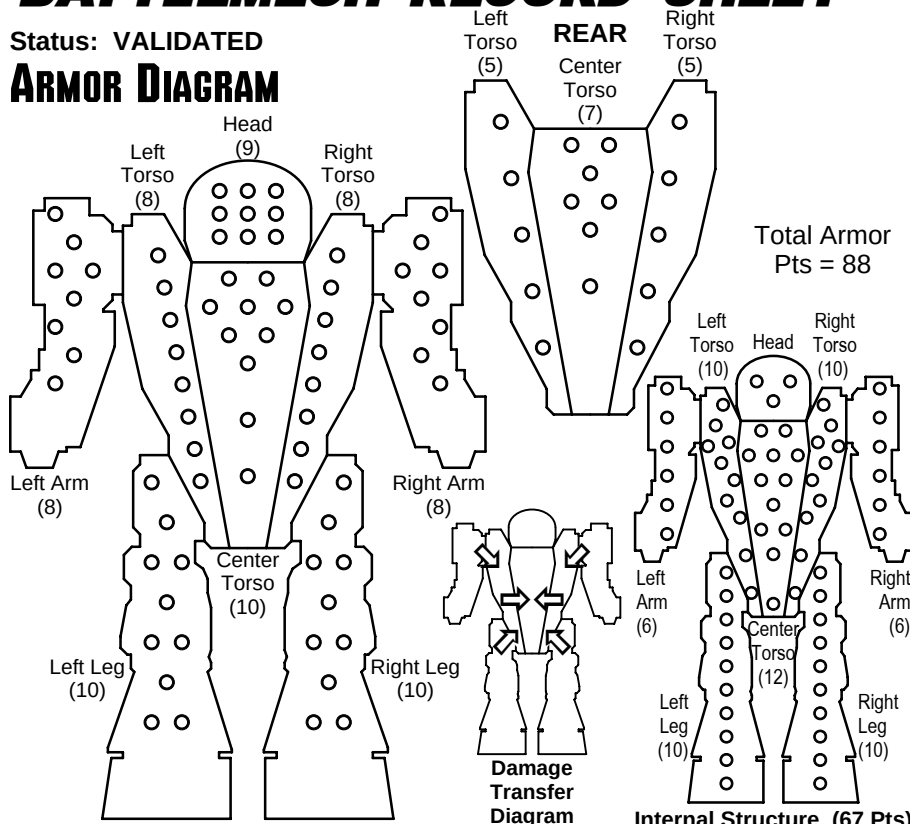
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-C**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5	2	6	13	20
1	SRM 2	RT	2	2/hit	-	3	6	9
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds:

Ultra AC/5 20
SRM 2 50

Total Heat Sinks: **10 Single**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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

WIZKIDSGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
- 1-3
- Ultra AC/5
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Ammo (Ult AC/5) 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - C³ Slave Unit
 - Roll Again
- 4-6

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
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- SRM 2
 - Ammo (SRM 2) 50
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

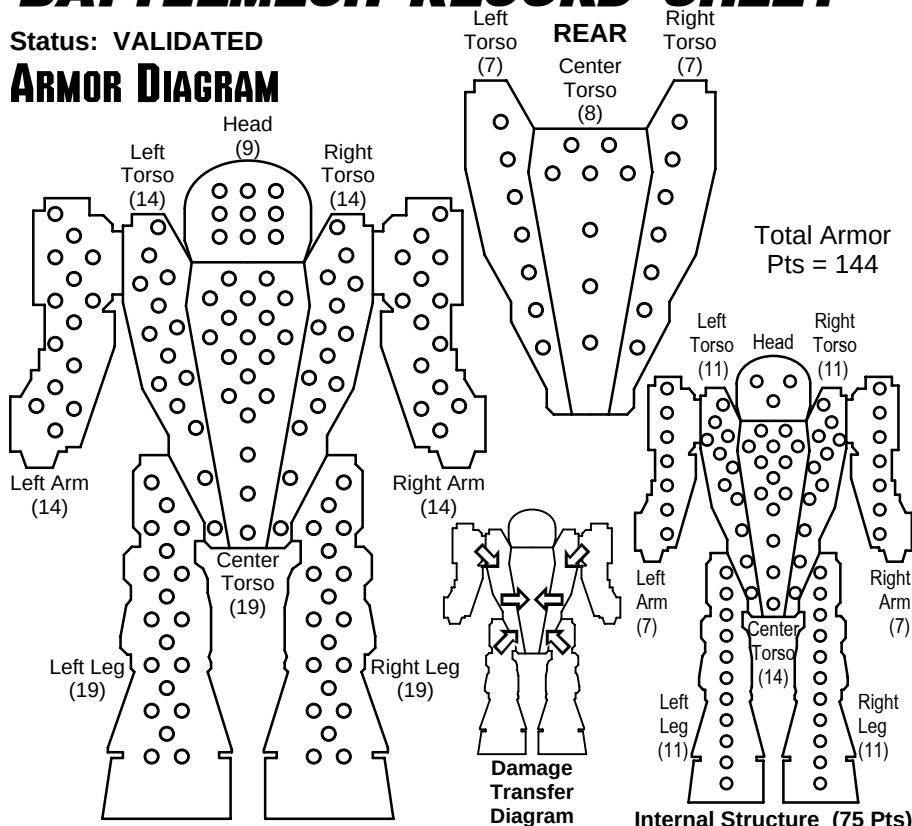
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris Prime**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

Streak SRM 2

50

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER Small Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Active Probe
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

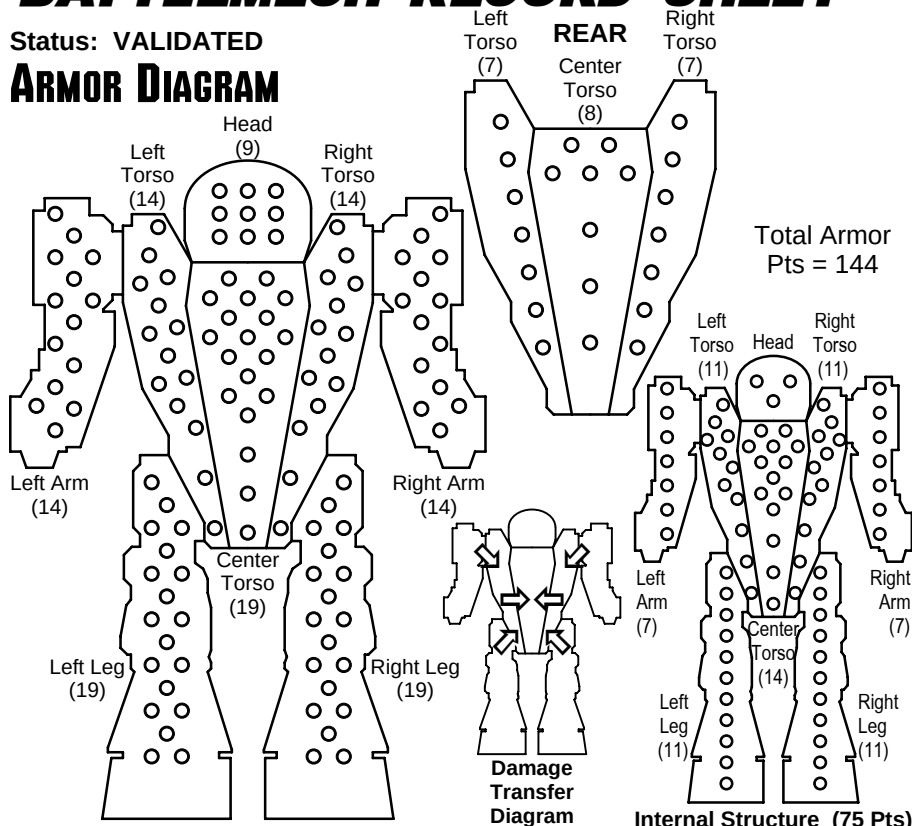
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris A**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Anti-Missile System	RA	1	-	-	-	-	-
1	LB 2-X AC	LA	1	2	4	10	20	30
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:

Rounds:

Anti-Missile System 24

LB 2-X AC 45

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LB 2-X) 45

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

Left Torso

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

- 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Anti-Missile System

- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

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

Right Leg

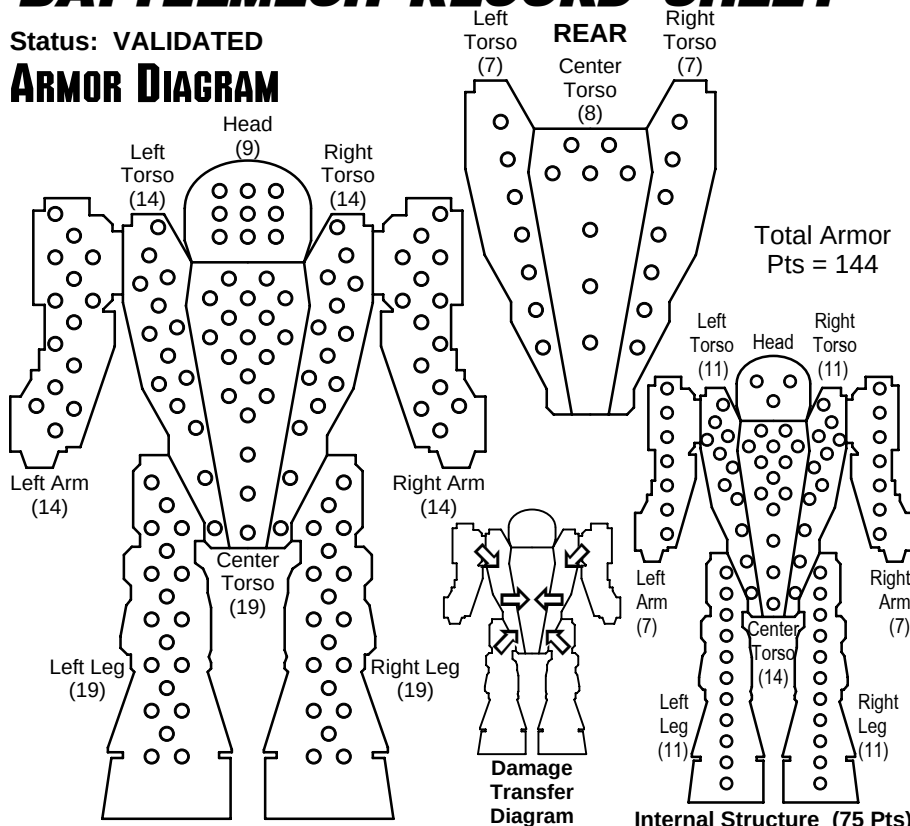
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris B**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
1	Small Pulse Laser	CT	2	3	-	2	4	6

Ammo Type:

Rounds:

SRM 6

15

SRM 4

25

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. ER Large Laser

1. Ammo (SRM 4) 25
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

CRITICAL HIT TABLE

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Small Pulse Laser
6. Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Ammo (SRM 6) 15

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

Right Leg

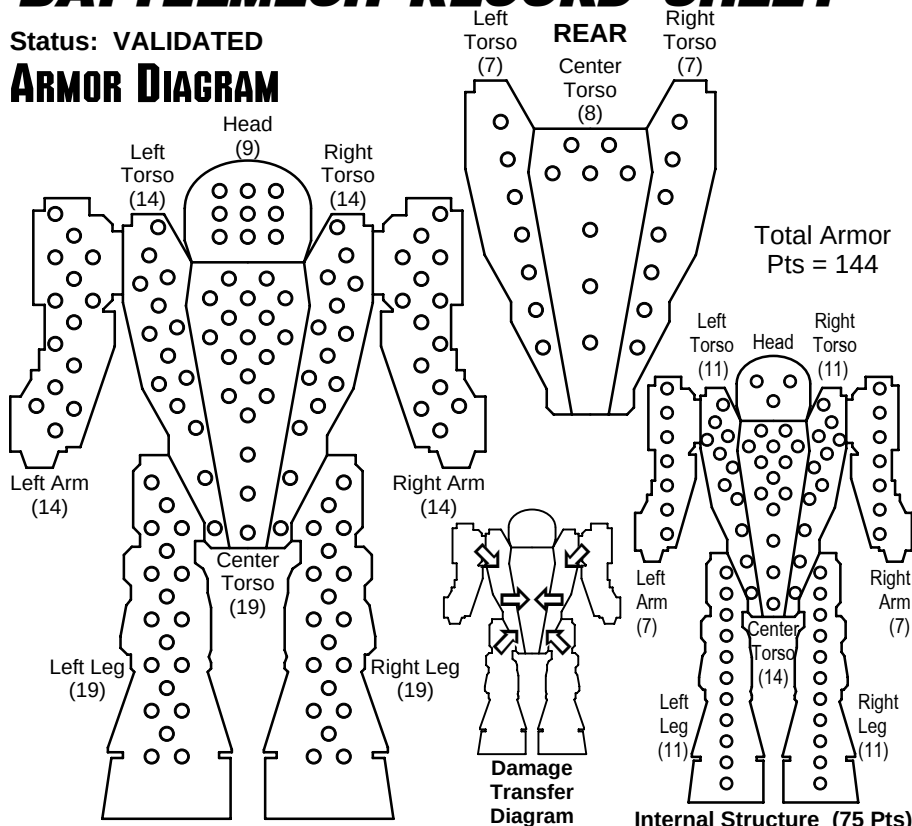
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris C**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5 w/ Artemis IV RA	2	1/hit	-	7	14	21	
1	LRM 5 w/ Artemis IV LA	2	1/hit	-	7	14	21	
1	LRM 5 w/ Artemis IV LT	2	1/hit	-	7	14	21	
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

LRM 5

Rounds:

72

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

oooooooooooo oo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Artemis IV FCS

1-3

- Ammo (LRM 5) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 5
- Artemis IV FCS
- Ammo (LRM 5) 24
- Endo Steel

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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Artemis IV FCS

1-3

- Ammo (LRM 5) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

Right Leg

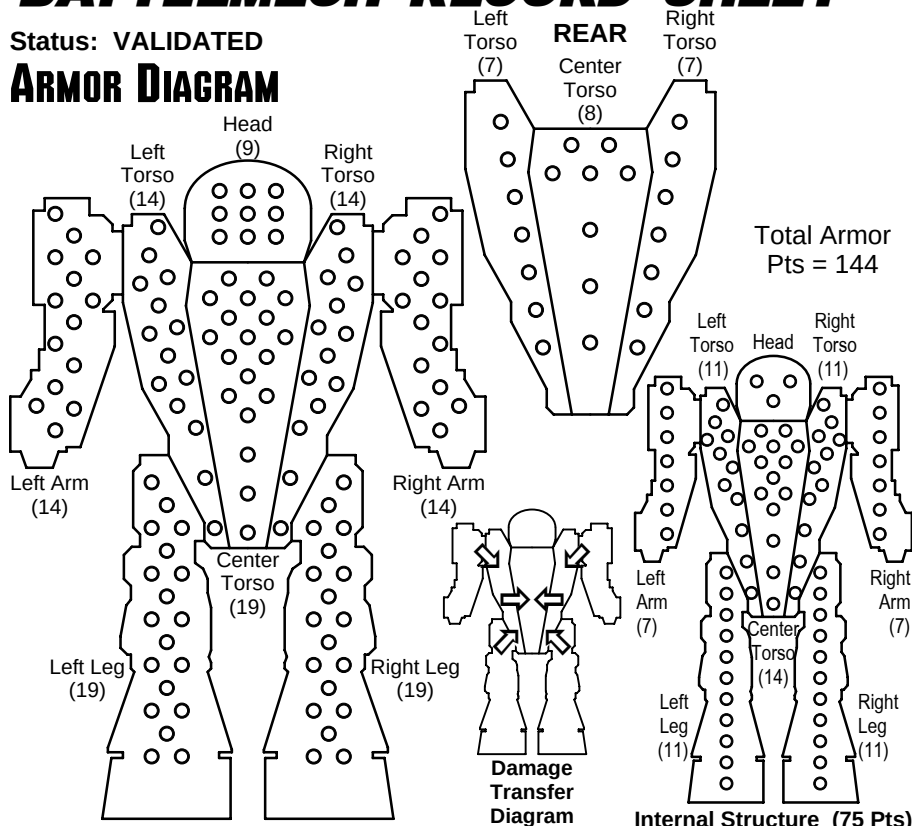
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris D**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12

Ammo Type: Rounds:

Anti-Missile System 24

Total Heat Sinks: 12 Double (24)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Medium Pulse Laser

- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

- 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

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

Right Leg

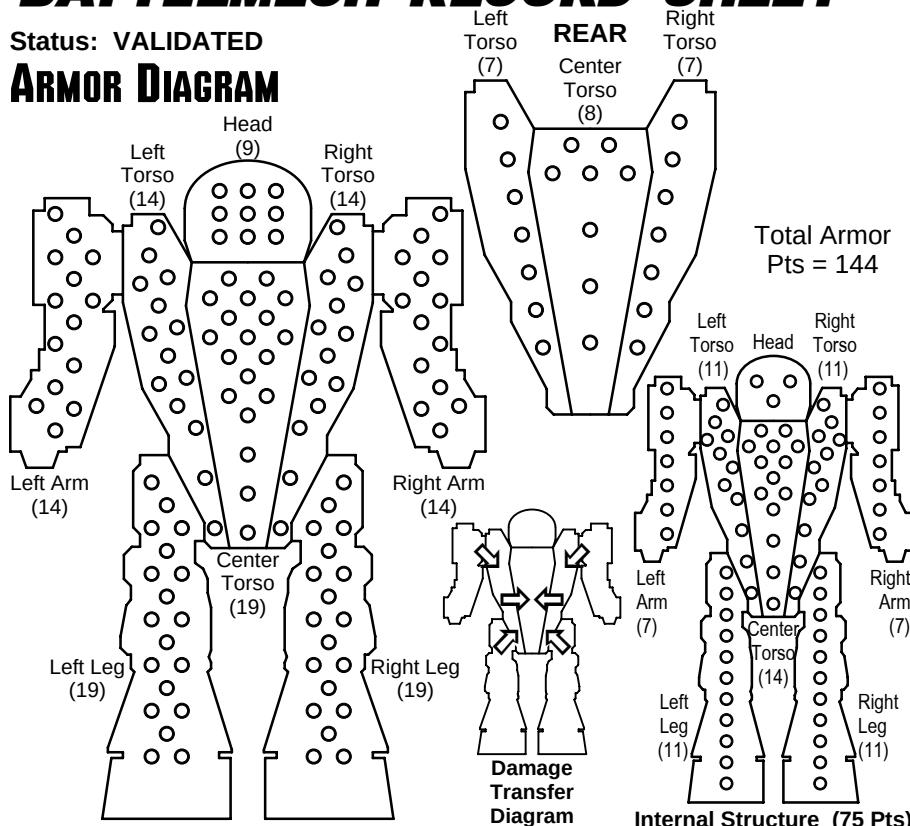
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris E**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9

Ammo Type:

Rounds:

Adv. Tact. Msl. 9

21

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

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

- 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

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

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

Right Torso

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

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

Right Leg

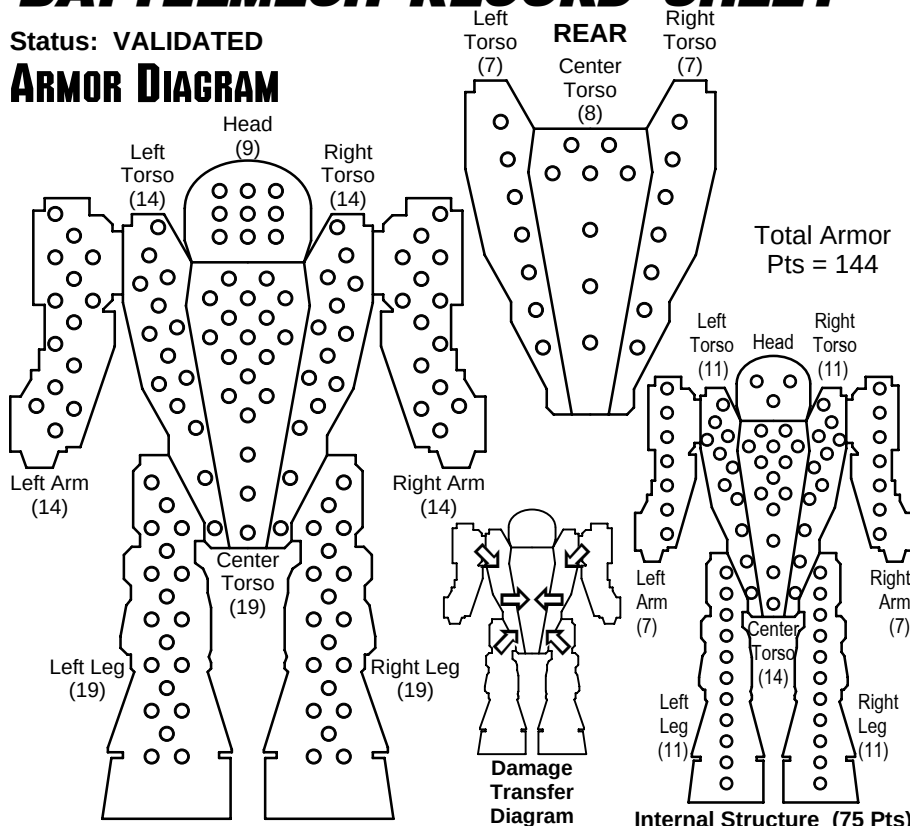
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris H**

Mass: **45 tons**

Movement Points: **Tech & Configuration:**

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 6	LA	4	2/hit	-	3	6	9

Ammo Type:

SRM 6

Rounds:

15

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

○○○○○○○○○○ ○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- SRM 6

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

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
- Endo Steel
- Roll Again

4-6

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

Right Arm

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

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

Right Leg

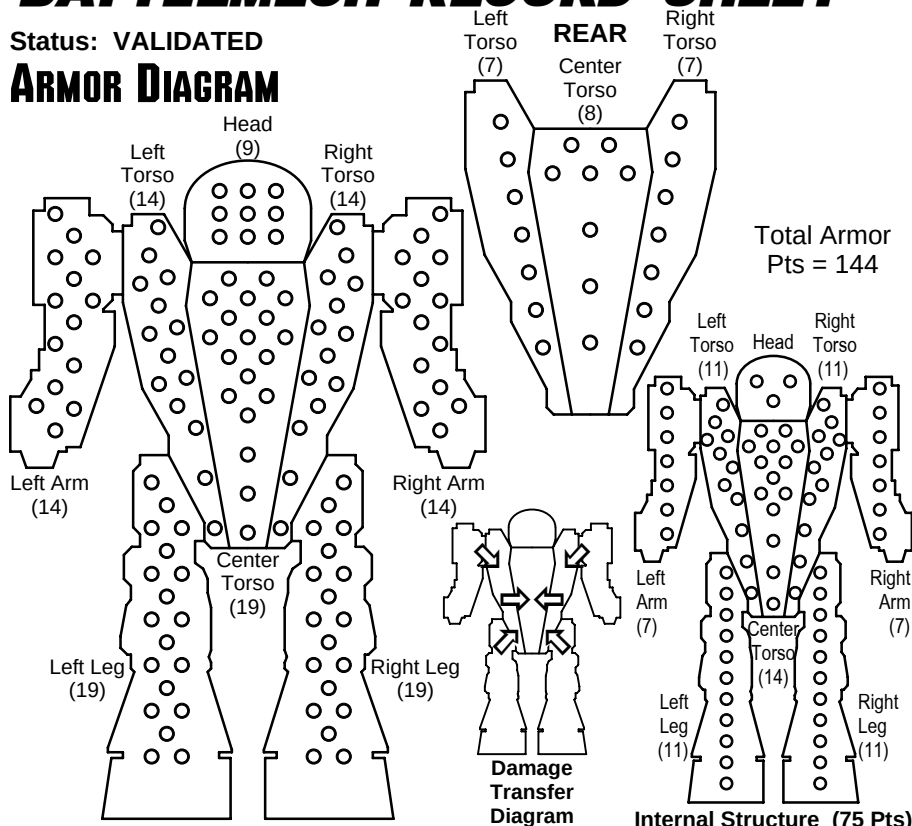
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris L**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	RA	7	-	-	6	12	18
3	AP Gauss Rifle	LA	1	3	-	3	6	9
1	Targeting Computer							

Ammo Type: Rounds:

Plasma Cannon	20
AP Gauss Rifle	80

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

○○○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:
(10)

☐ Operational ☐ Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - AP Gauss Rifle
 - AP Gauss Rifle
 - AP Gauss Rifle
 - Ammo (APGR) 40
- 1-3
- Ammo (APGR) 40
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

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

Left Leg

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

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
 - Targeting Computer
 - Endo Steel
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Plasma Cannon
 - Ammo (PC) 10
- 1-3
- Ammo (PC) 10
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

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

Right Leg

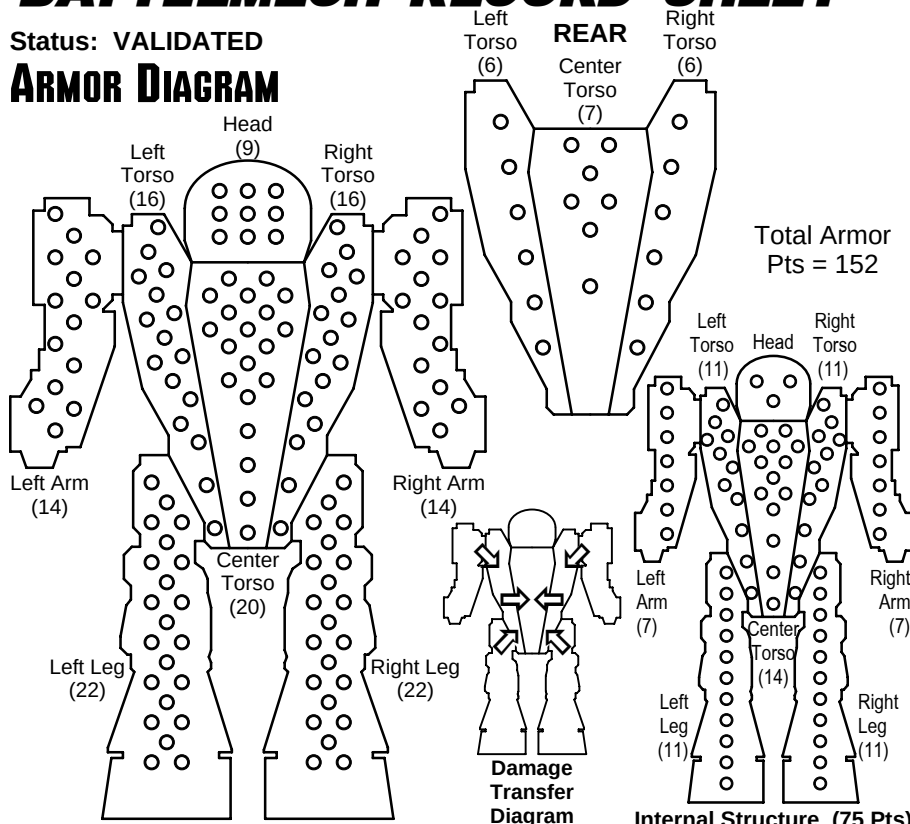
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wyvern WVE-5N**

Mass: **45 tons**

Movement Points: **Tech & Configuration:**

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
2	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type:

Rounds:

SRM 6

15

LRM 10

12

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

WKGAMES

Left Arm

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

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Jump Jet
- Ammo (LRM 10) 12
- CASE
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10

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

Right Arm

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

1-3

- Small Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

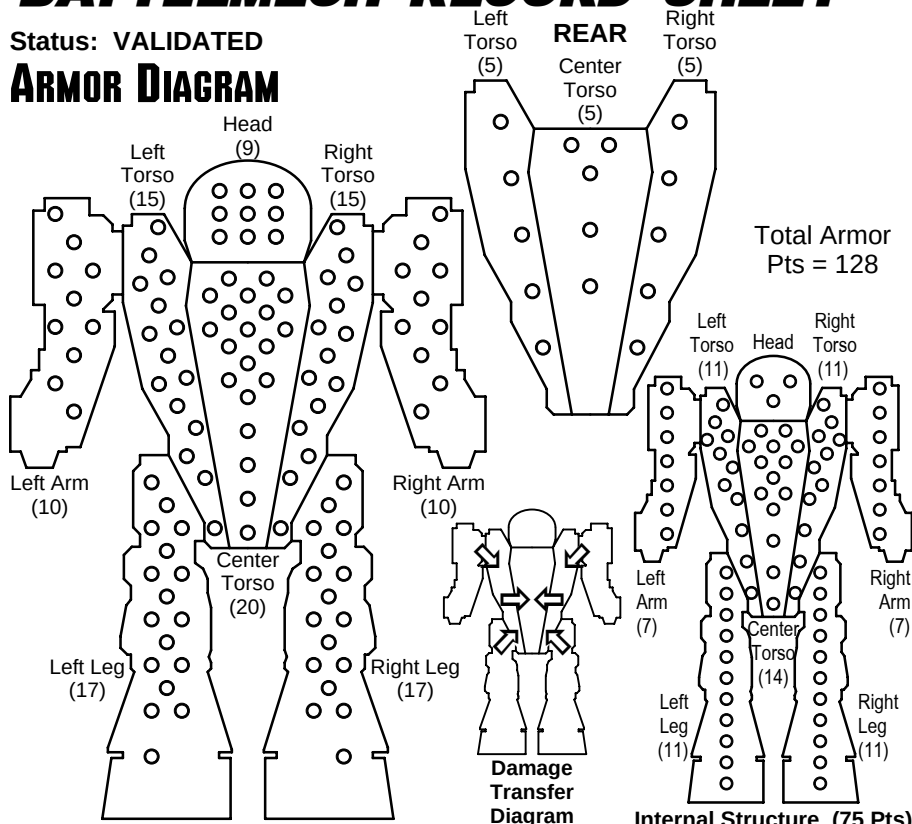
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wyvern WVE-9N**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds:

Streak SRM 2	50
LRM 10	12

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

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10

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

Right Arm

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

- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Streak SRM 2
- Ammo (Streak 2) 50

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

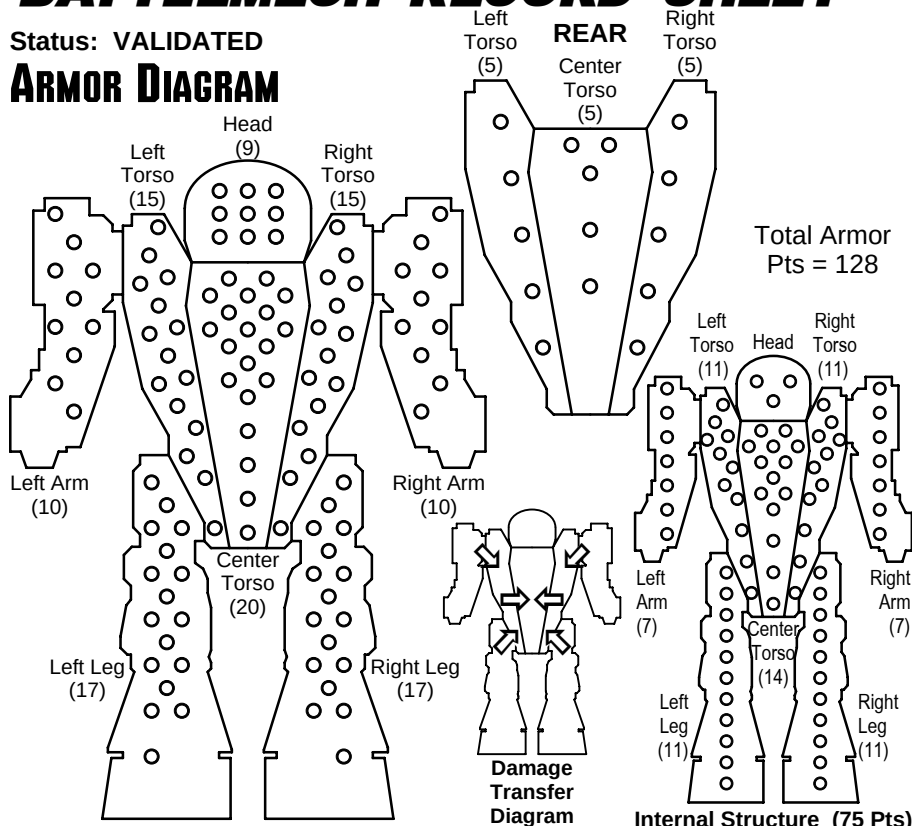
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wyvern WVE-10N**

Mass: **45 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Guardian ECM	RT	0	-	-	-	-	6
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type:

LRM 10

Rounds:

12

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

oooooooooooo o

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Ammo (LRM 10) 12
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - LRM 10
 - LRM 10
- 4-6

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

Right Arm

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Guardian ECM
 - Guardian ECM
- 1-3
- Improved C³ CPU
 - Improved C³ CPU
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Leg

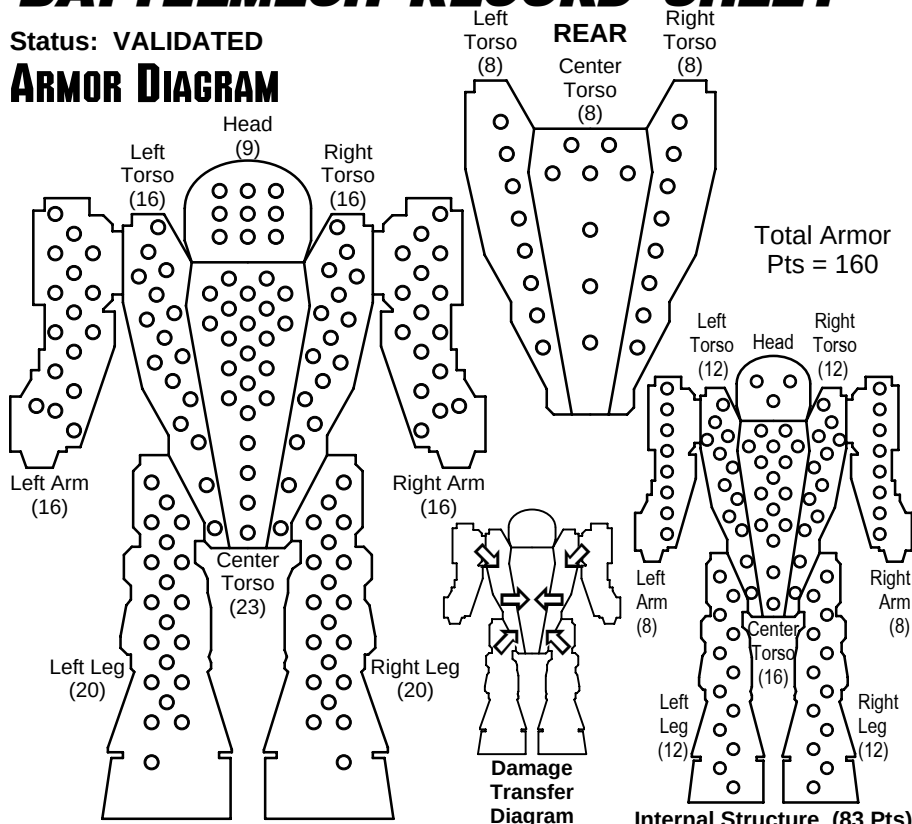
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk Prime**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7	-	5	10	15
6	ER Medium Laser	LA	5	7	-	5	10	15

Total Heat Sinks: **18 Double (36)**

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(60)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

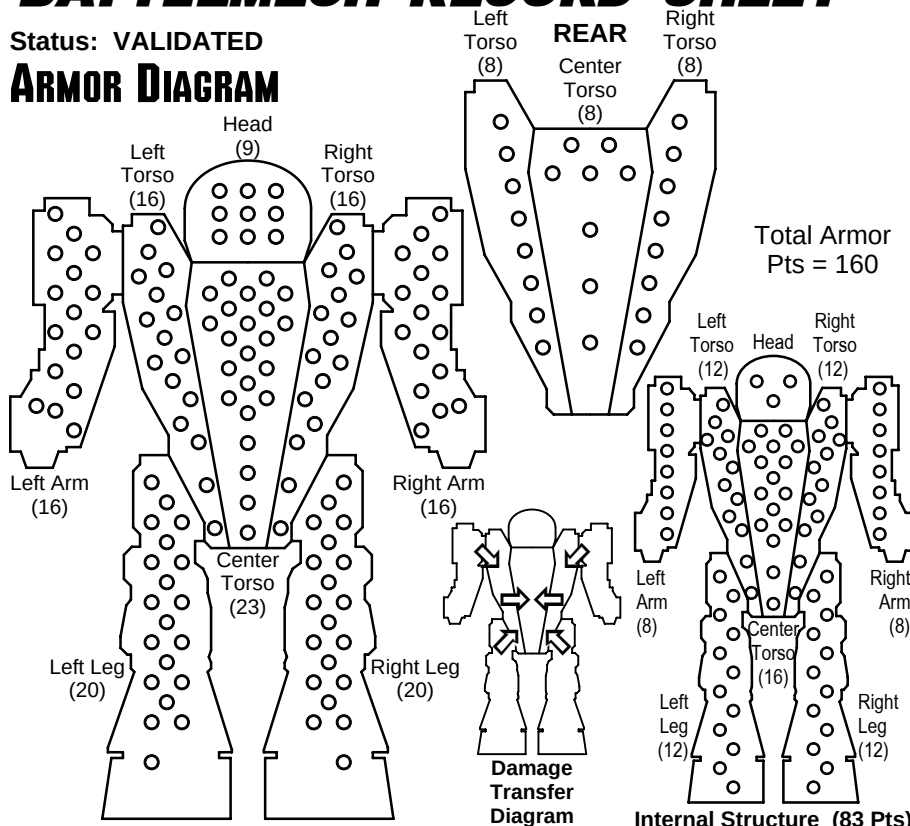
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk A**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Anti-Missile System	LT	1	-	-	-	-	-

Ammo Type:

Rounds:

Anti-Missile System 24

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

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

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

1-3

- Medium Pulse Laser
- Anti-Missile System
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso (CASE)

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

1-3

- Anti-Missile System
- Ammo (AMS) 24
- 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

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	

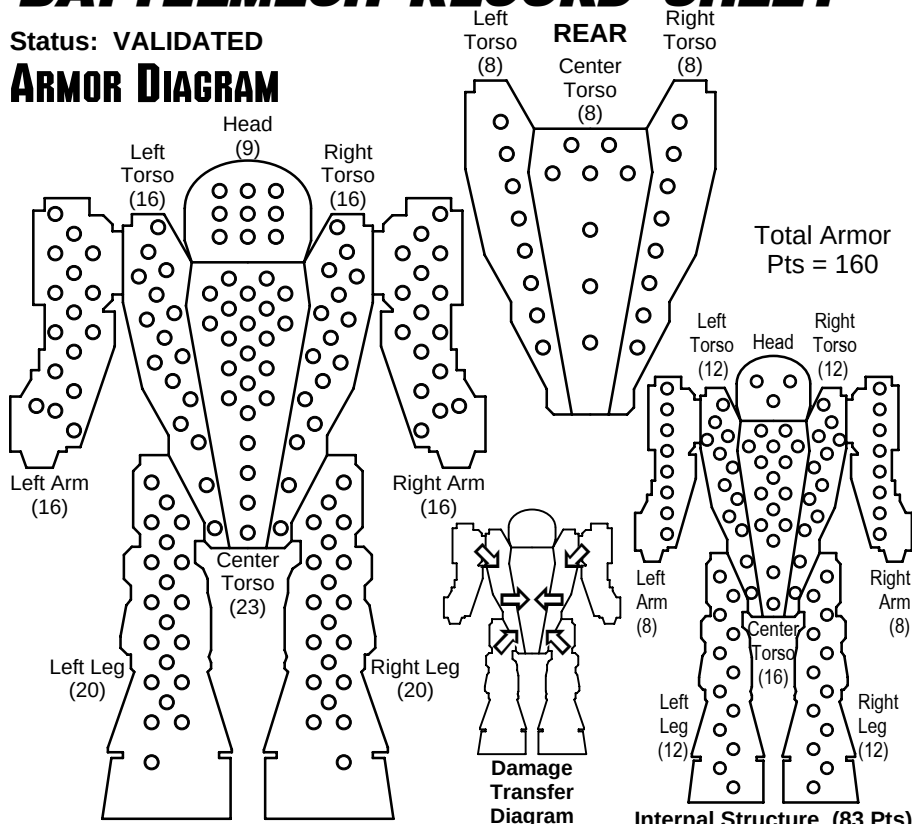
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk B**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

Ultra AC/5

20

Machine Gun

200

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

oooooooooooo ooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

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

1-3

- Machine Gun
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

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

4-6

Right Torso

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

1-3

- ER Small Laser
- 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

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	

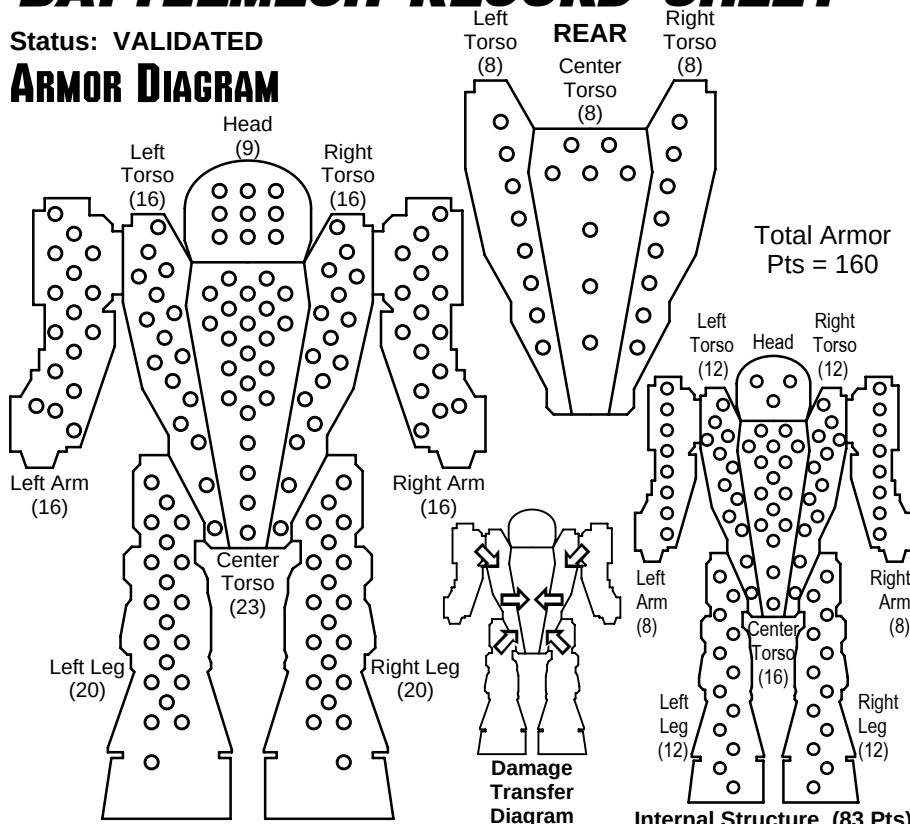
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
- 4-6 3. Ammo (Gauss) 8
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. SRM 4
2. Ammo (SRM 4) 25
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Small Pulse Laser
2. Roll Again
3. Roll Again
- 4-6 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. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Black Hawk C**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:

Gauss Rifle

SRM 4

Rounds:

8

25

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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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

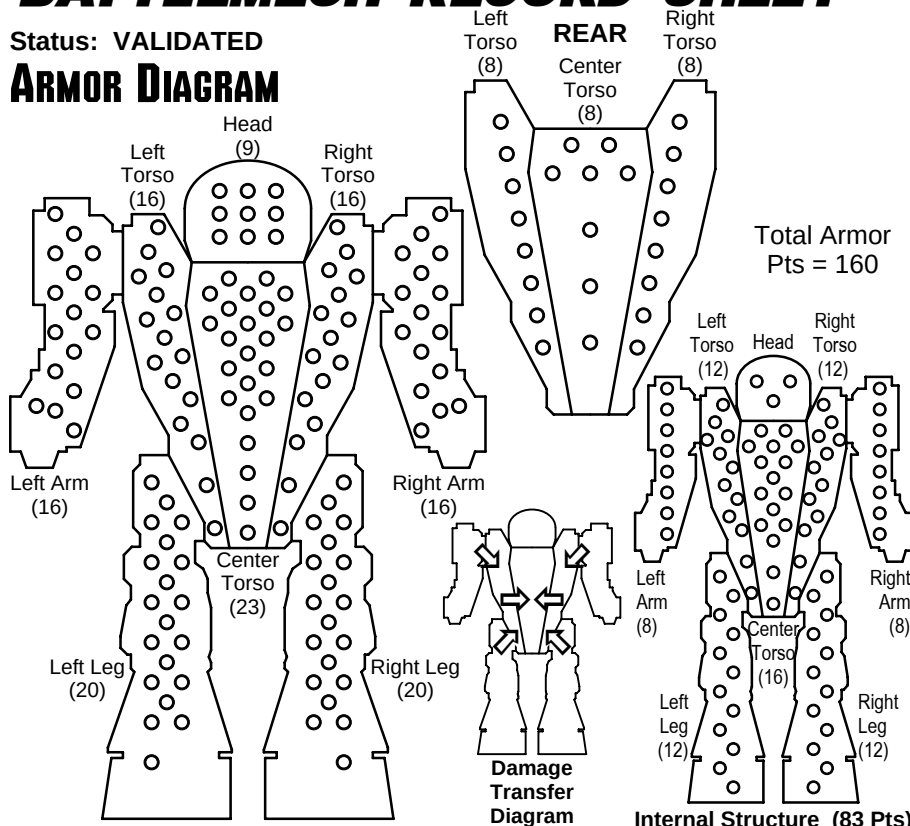
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk D**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LB 5-X AC	LA	1	5	3	8	15	24

Ammo Type:

Rounds:

LRM 20

12

LB 5-X AC

40

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

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- Ammo (LB 5-X) 20
- Ammo (LB 5-X) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

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
- Jump Jet
- Roll Again

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

Right Torso

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

- Roll Again
- 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	

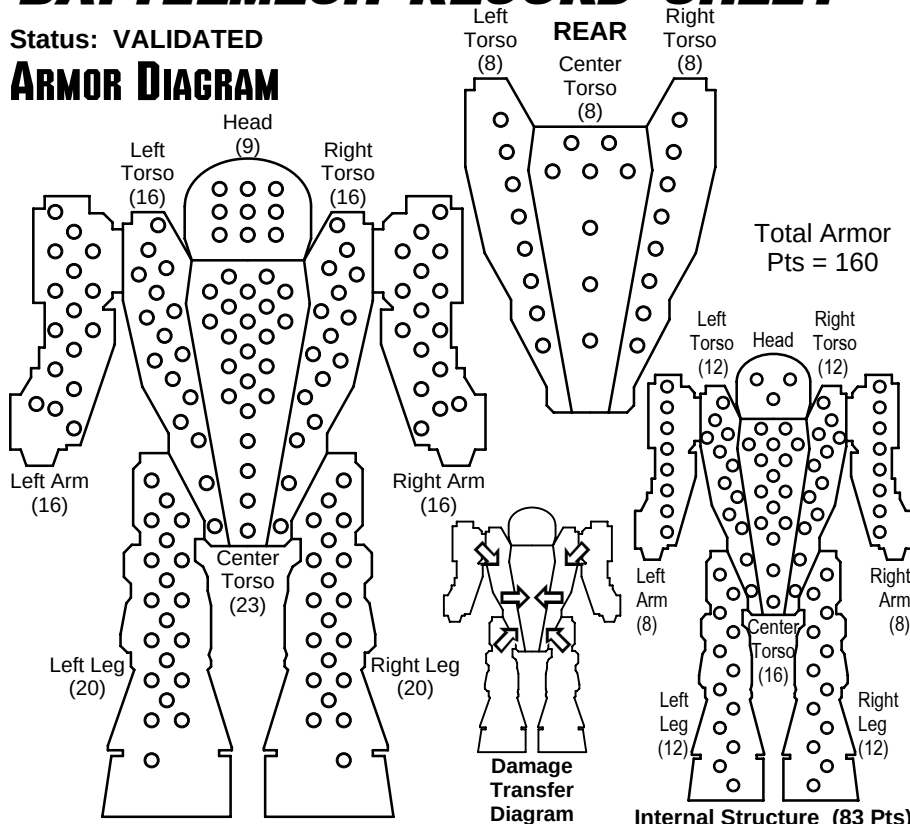
WIZKIDSGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk E**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 12	RA	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
3	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type: Rounds:

Adv. Tact. Msl. 12 30

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

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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	

WZK GAMES

Left Arm

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

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Roll Again
- Roll Again
- 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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12

1-3

- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

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

1-3

- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5

4-6

Right Leg

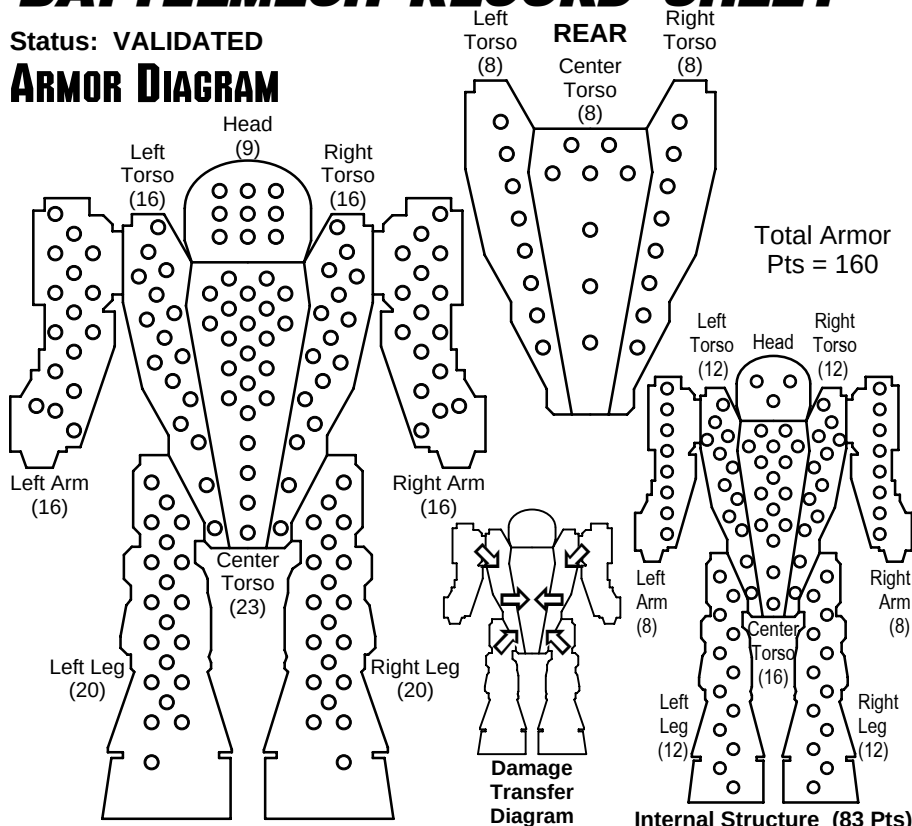
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk F**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
3	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type:

HAG 20

Rounds:

18

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

oooooooooooo oooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 20
- HAG 20
- HAG 20
- HAG 20

1-3

- HAG 20
- HAG 20
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

Right Leg

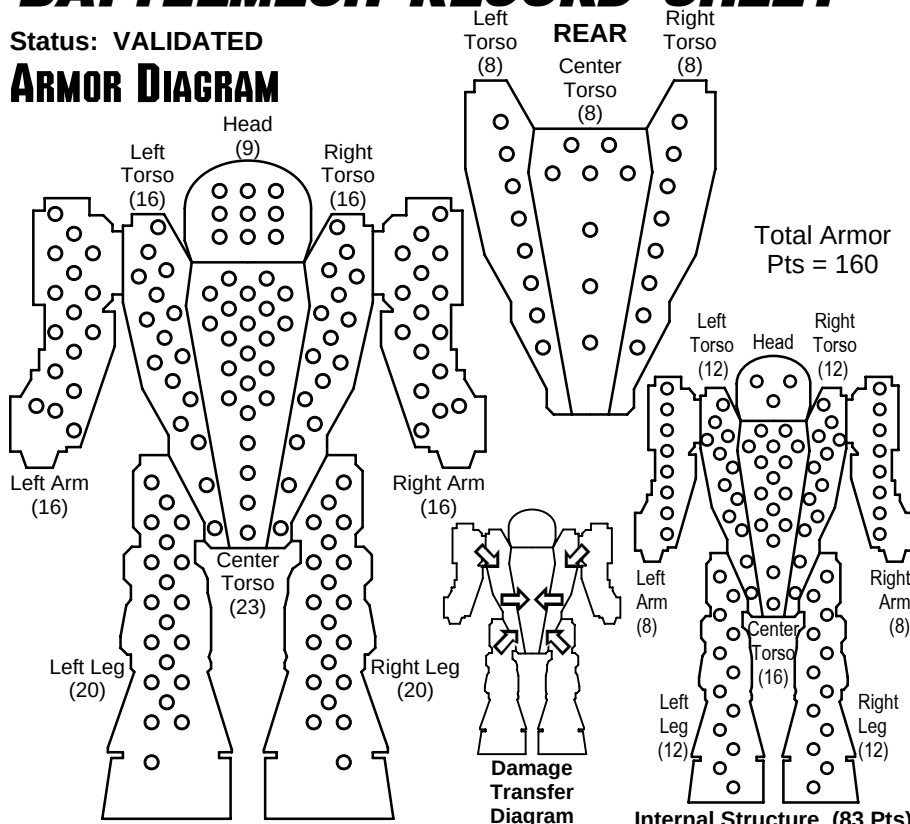
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk H**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Medium Laser	RA	7	10	-	3	6	9
5	Heavy Medium Laser	LA	7	10	-	3	6	9

Total Heat Sinks: 20 Double (40)

oooooooooooo oooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(70)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

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

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
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Leg

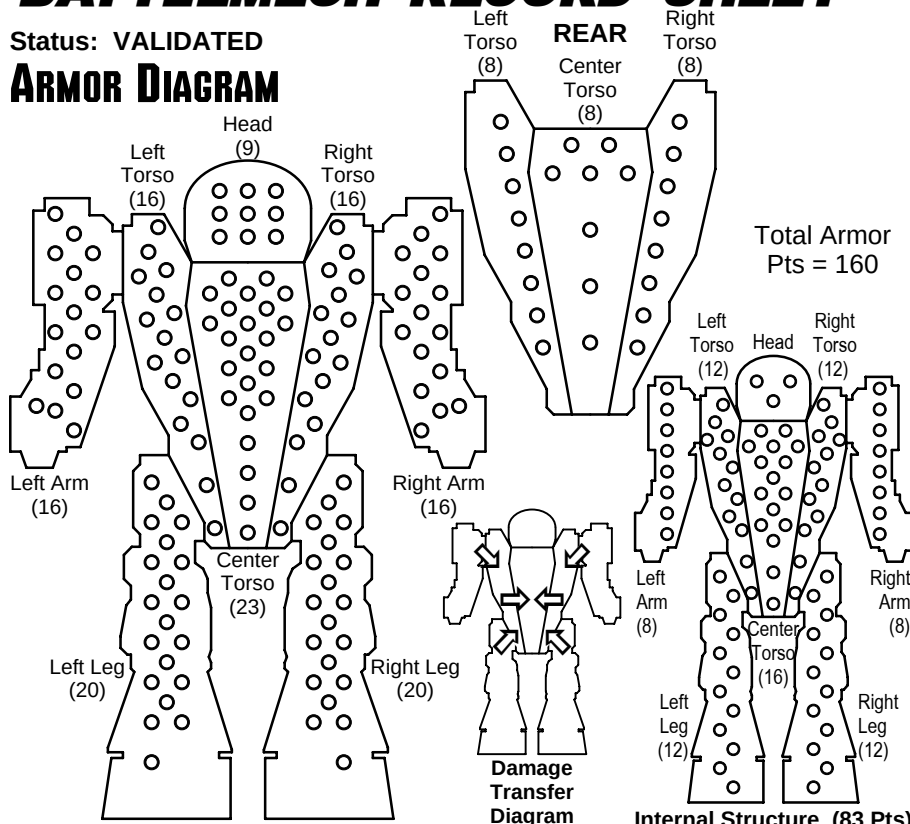
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk S**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	RA	4	7	-	4	8	12
3	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3
1	Anti-Missile System	CT	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type: Rounds:

Machine Gun 100

Anti-Missile System 24

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

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

- Machine Gun
- Machine Gun
- Ammo (MG) 100
- 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
- Active Probe
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Anti-Missile System

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

Right Arm

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

- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

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

- Machine Gun
- Machine Gun
- Ammo (AMS) 24
- Roll Again
- Roll Again
- Roll Again

Right Leg

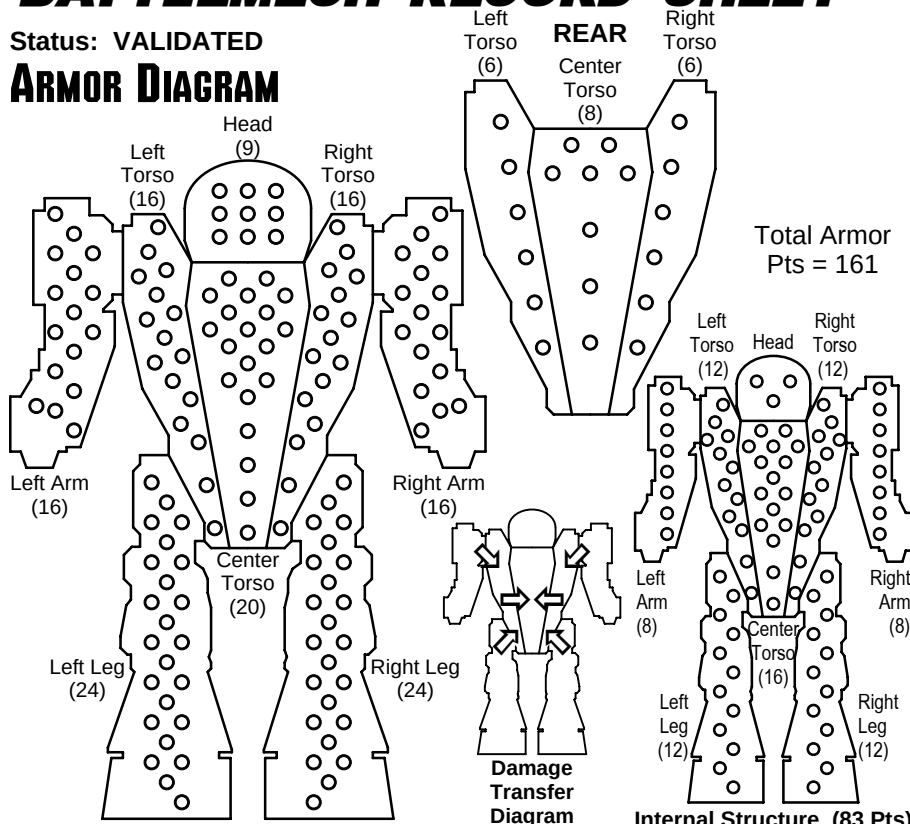
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-27**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **16 Single**

oooooooooooo oooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

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

Right Arm

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

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

Right Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

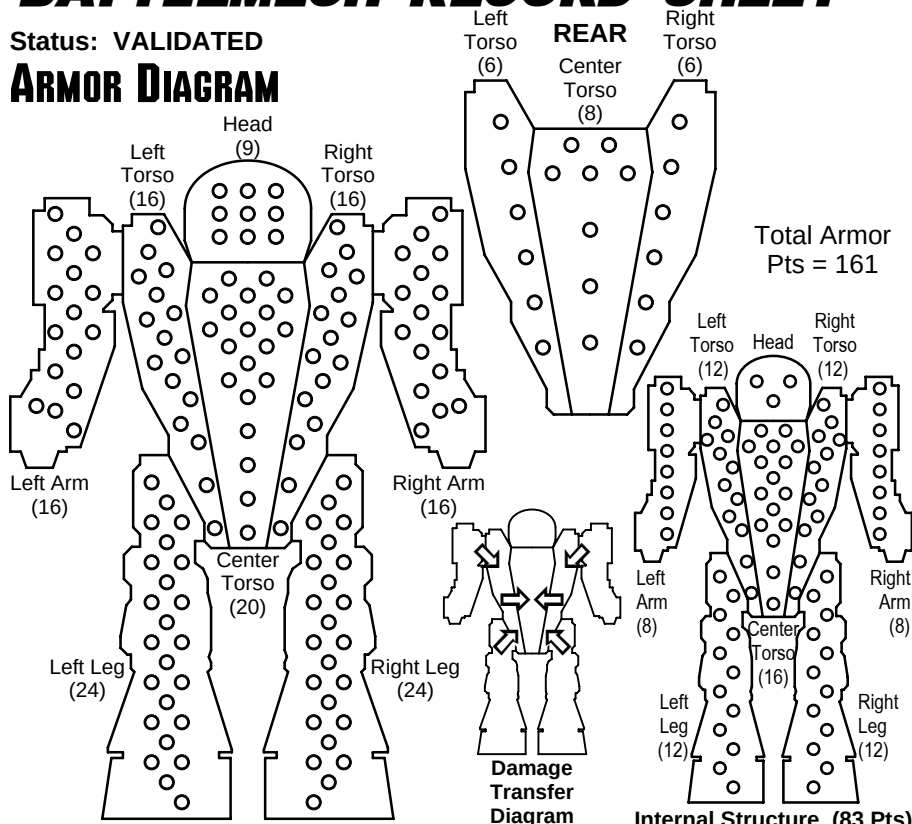
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-30**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Small Laser	HD	2	3	-	2	4	5

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

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(37)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

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

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- ER PPC
 - ER PPC
 - ER PPC

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Guardian ECM
 - Guardian ECM
 - Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
- 4-6
- ER Medium Laser
 - Roll Again

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

Right Arm

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

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- ER PPC
 - ER PPC
 - ER PPC

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Improved C³ CPU
 - Improved C³ CPU
 - Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Right Leg

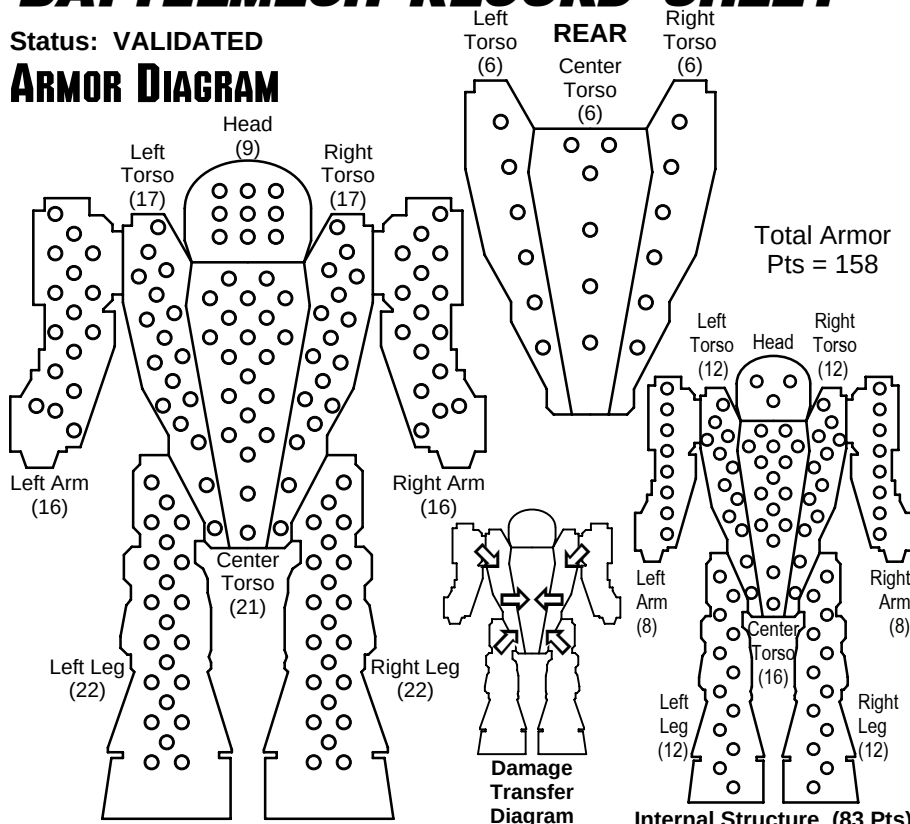
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-45**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Light PPC	LT	5	5	3	6	12	18
1	ER Large Laser	CT	12	8	-	7	14	19

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

oooooooooooo ooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(27)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Light PPC
- Light PPC
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Light PPC
- Light PPC
- Heavy Ferro-Fibrous

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

Left Leg

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

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
- ER Large Laser
- ER Large Laser

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

Right Arm

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

- Light PPC
- Light PPC
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Right Torso

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

- Improved C³ CPU
- Improved C³ CPU
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

Right Leg

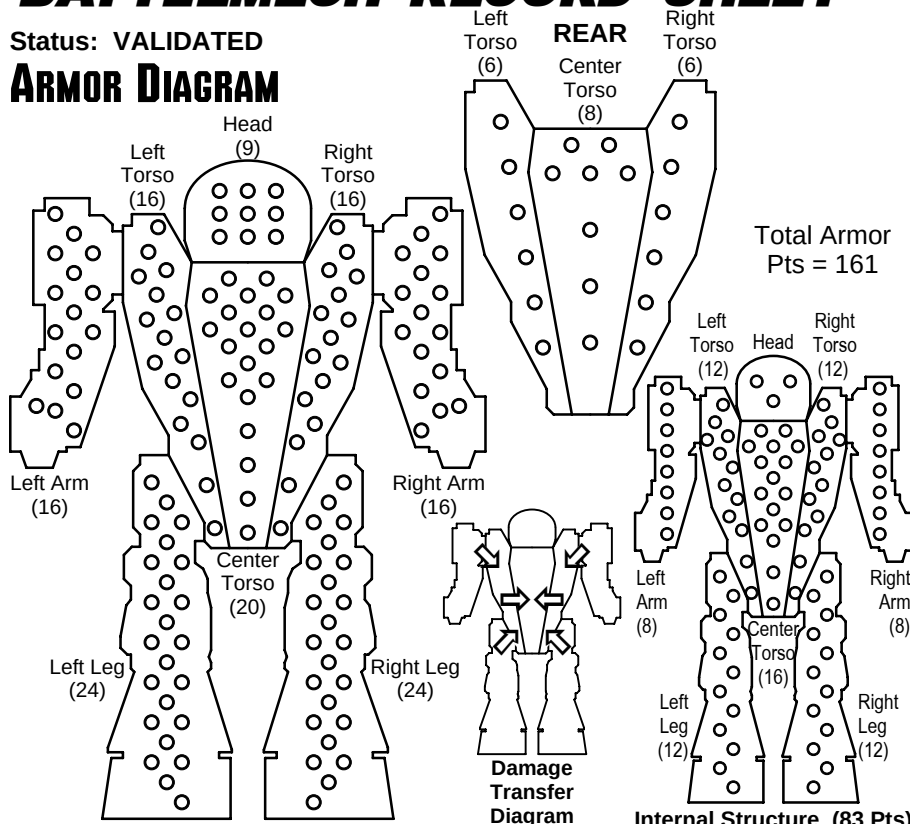
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-C**

Mass: **50 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **16 Single**

oooooooooooo oooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- C³ Slave Unit
- Roll Again

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

Right Arm

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

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

Right Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

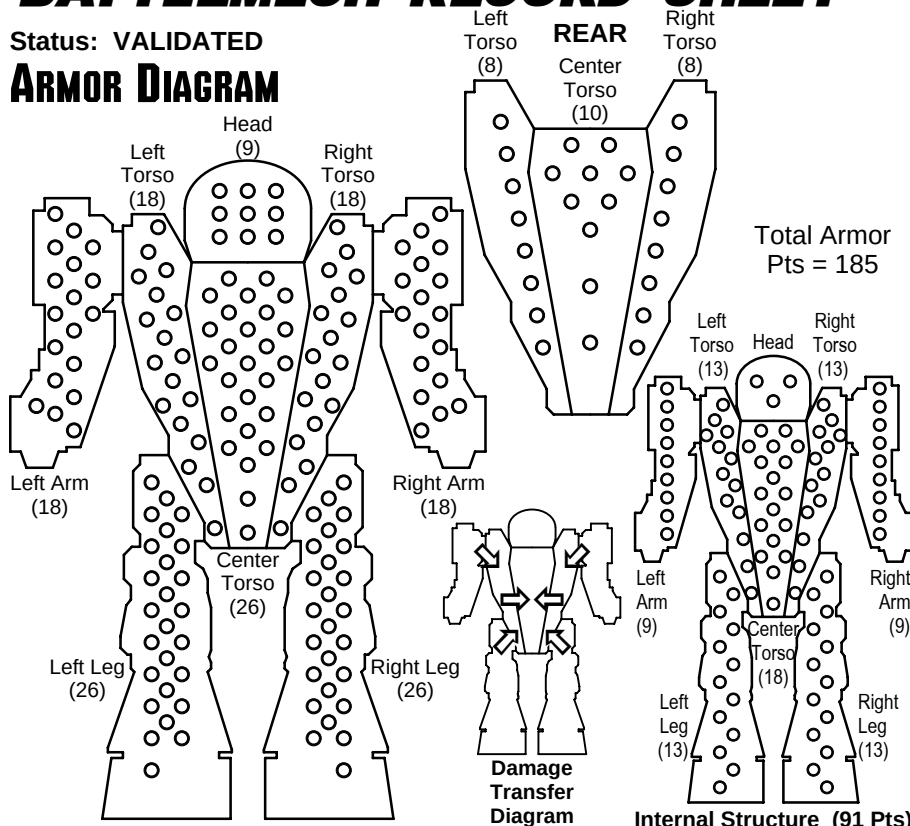
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hoplite C**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	LRM 15	LA	5	1/hit	-	7	14	21
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:

Rounds:

Ultra AC/10

30

LRM 15

16

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

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

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

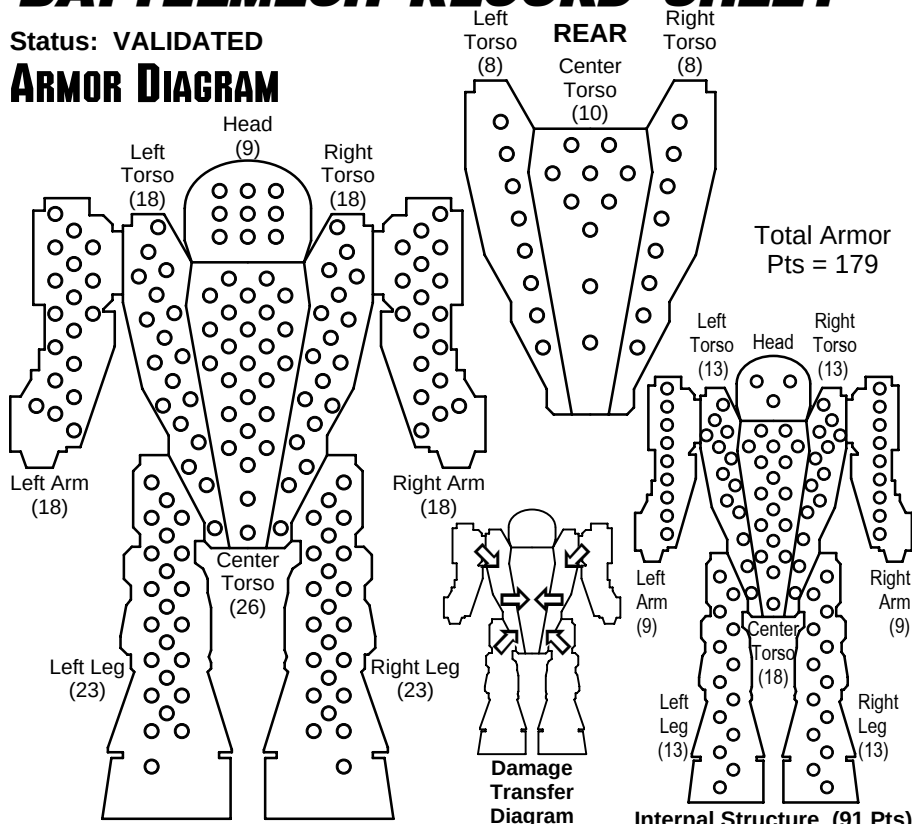
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-19**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

LRM 5	24
SRM 6	30
Narc Missile Beacon	12

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 5
 - SRM 6
- 1-3
- SRM 6
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Ammo (LRM 5) 24
 - Ammo (SRM 6) 15
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Narc Missile Beacon
 - Narc Missile Beacon
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ammo (Narc Pods) 6
 - Ammo (Narc Pods) 6
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Leg

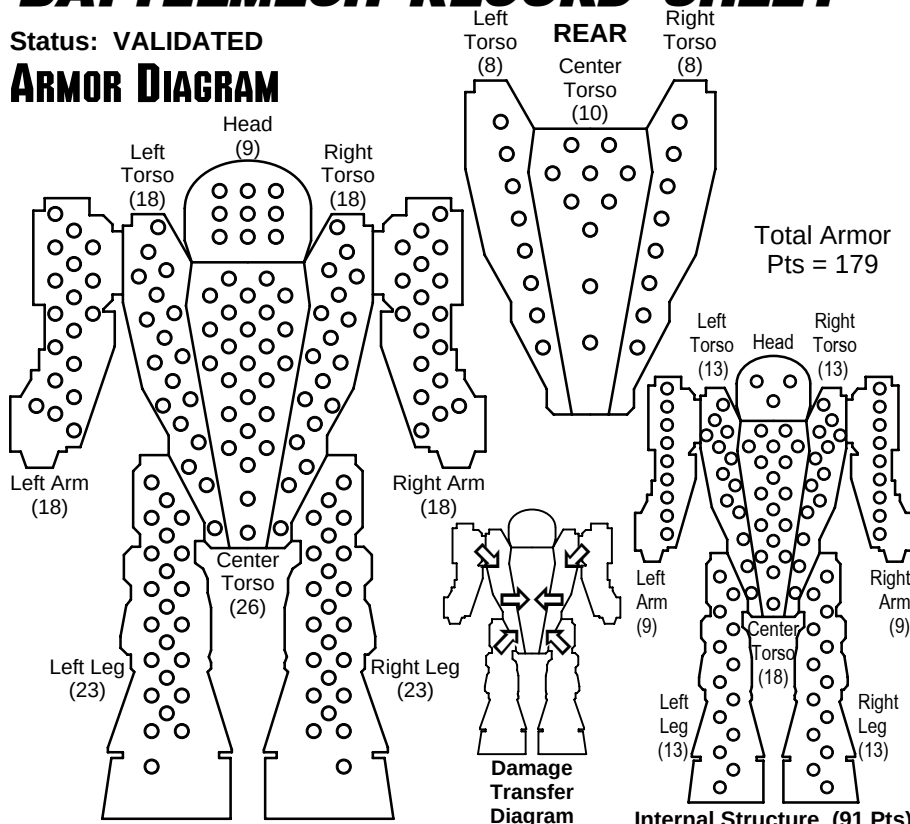
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-20**

Mass: **55 tons**

Movement Points: **Tech & Configuration:**

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Large Laser	CT	8	8	-	5	10	15

Ammo Type:

Rounds:

SRM 6

30

LRM 5

24

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Ammo (LRM 5) 24
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Laser
- Large Laser

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- LRM 5
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

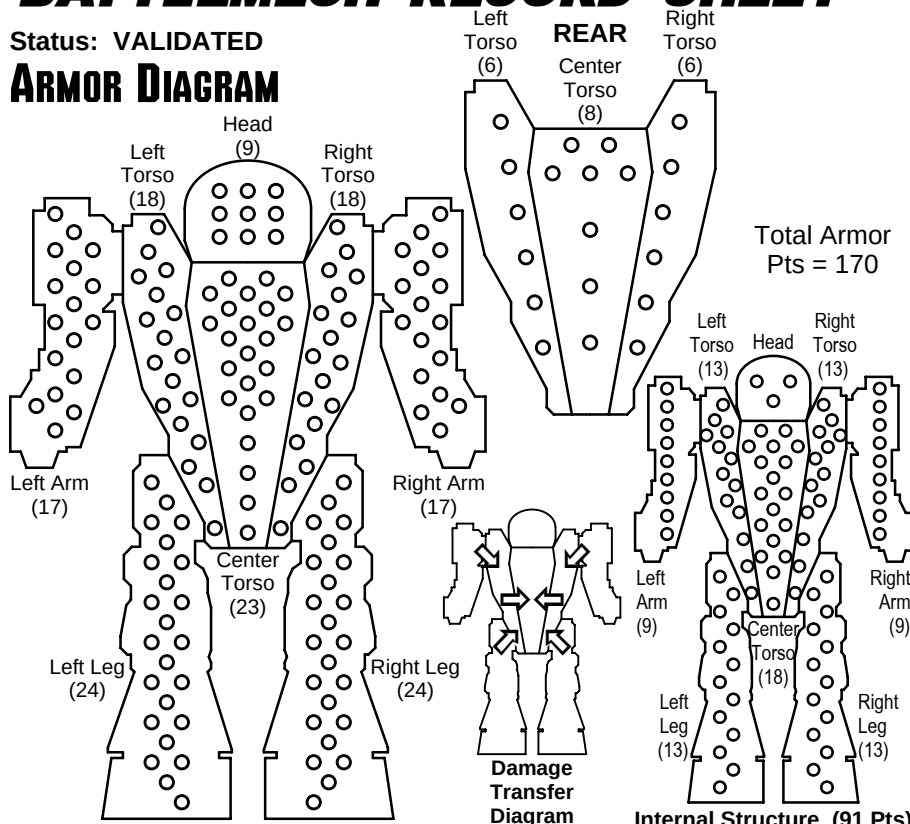
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-21**

Mass: **55 tons**

Movement Points: **5** Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	SRM 6	LA	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Improved Narc	LT	0	-	-	4	9	15
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type:

Rounds:

SRM 6

30

Improved Narc

12

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Improved Narc
- Improved Narc
- Improved Narc
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- SRM 6
- SRM 6
- Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

4-6

Right Leg

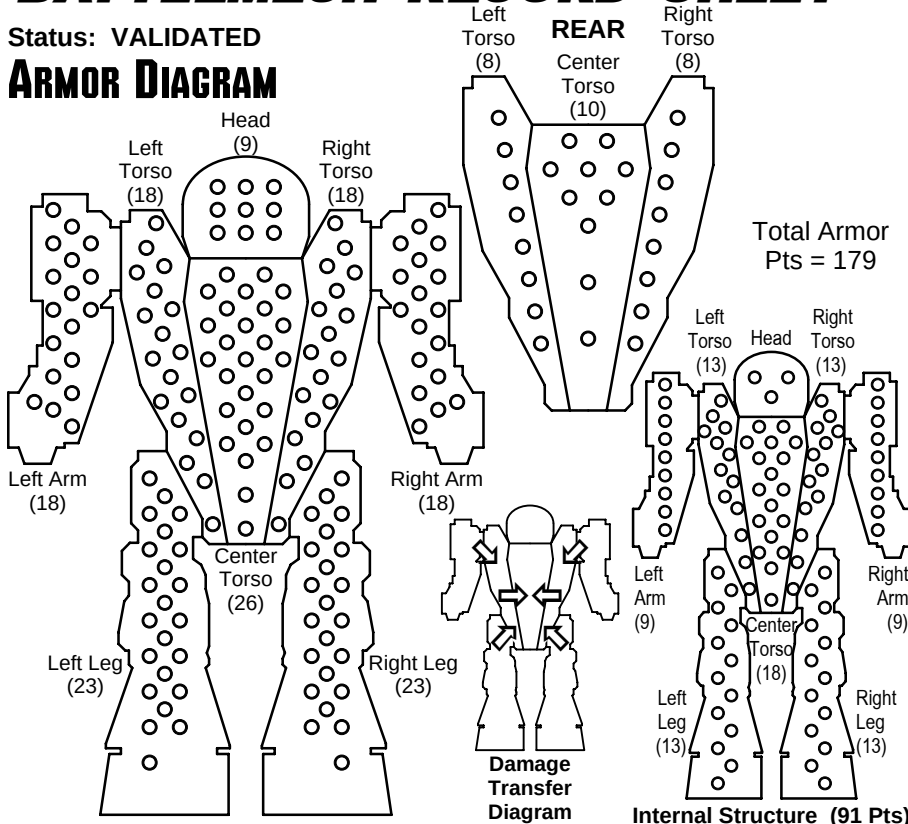
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-C**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Large Laser	CT	8	8	-	5	10	15

Ammo Type: SRM 6
LRM 5

Rounds: 30
24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (LRM 5) 24
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Laser
- Large Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

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

Right Torso

- LRM 5
- SRM 6
- SRM 6
- C³ Slave Unit
- Ammo (SRM 6) 15
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

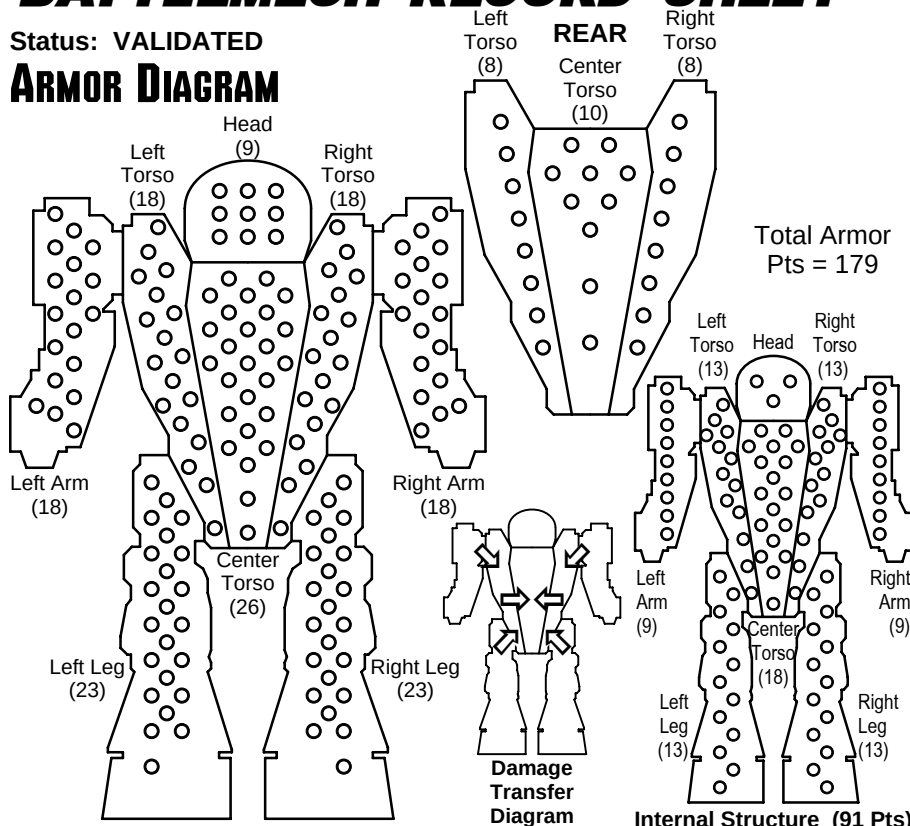
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-K**

Mass: **55 tons**

Movement Points: **5** Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	5	-	4	8	12
1	Streak SRM 6	LA	4	2/hit	-	3	6	9
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

Streak SRM 6

Rounds:

30

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Streak SRM 6
- Streak SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

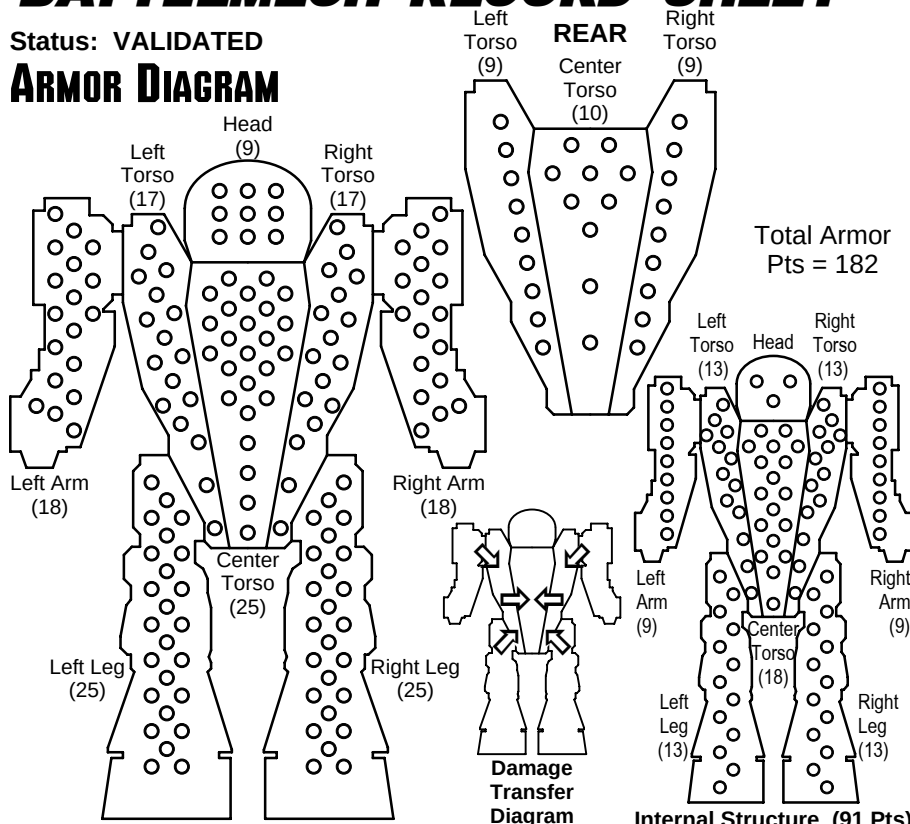
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken Prime**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	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 Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)

oooooooooooo ooooooooooooo
oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Medium Laser
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Medium Laser
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

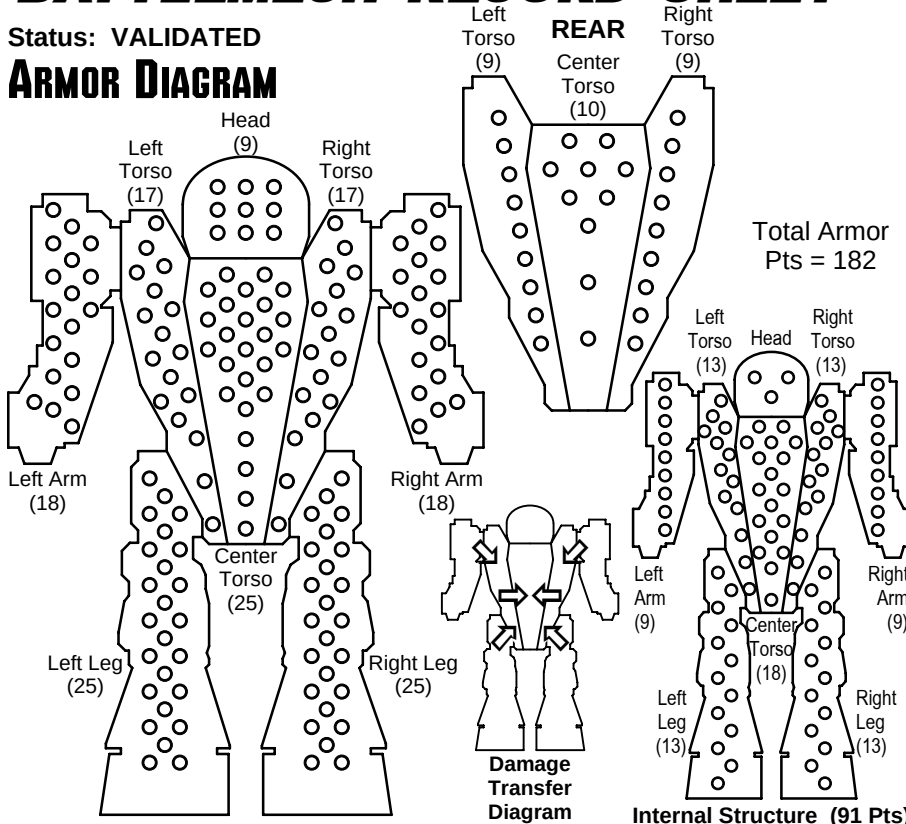
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken A**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
4	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type:

Rounds:

LRM 20

12

Streak SRM 6

30

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Endo Steel

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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

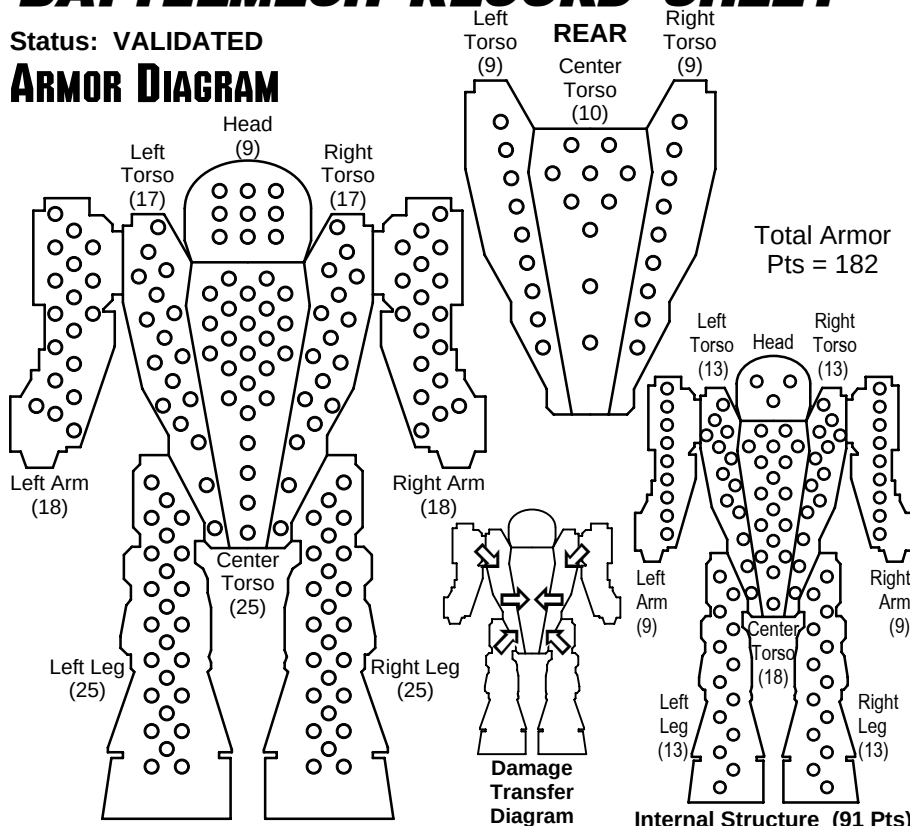
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken B**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/20	LA	7	20	-	4	8	12

Ammo Type:

Rounds:

Ultra AC/20

10

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(44)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

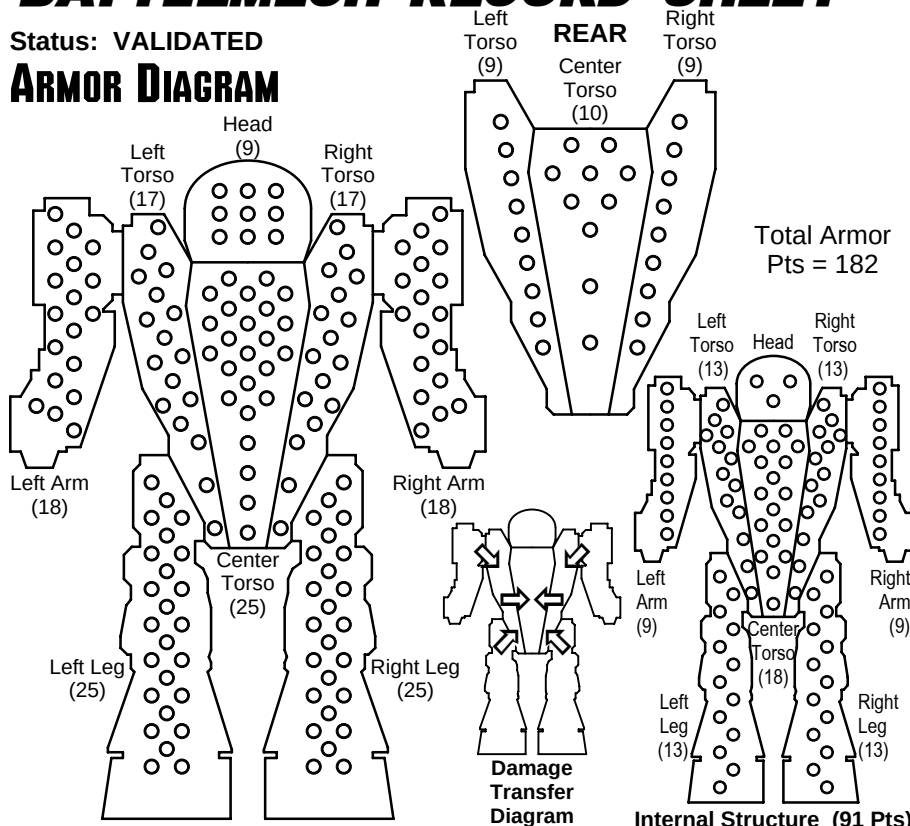
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken C**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Pulse Laser RT		4	7	-	4	8	12
1	Medium Pulse Laser LT		4	7	-	4	8	12

Ammo Type:

Rounds:

LB 10-X AC

30

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Left 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 (LB 10-X) 10
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- 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

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
 - Endo Steel
 - Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

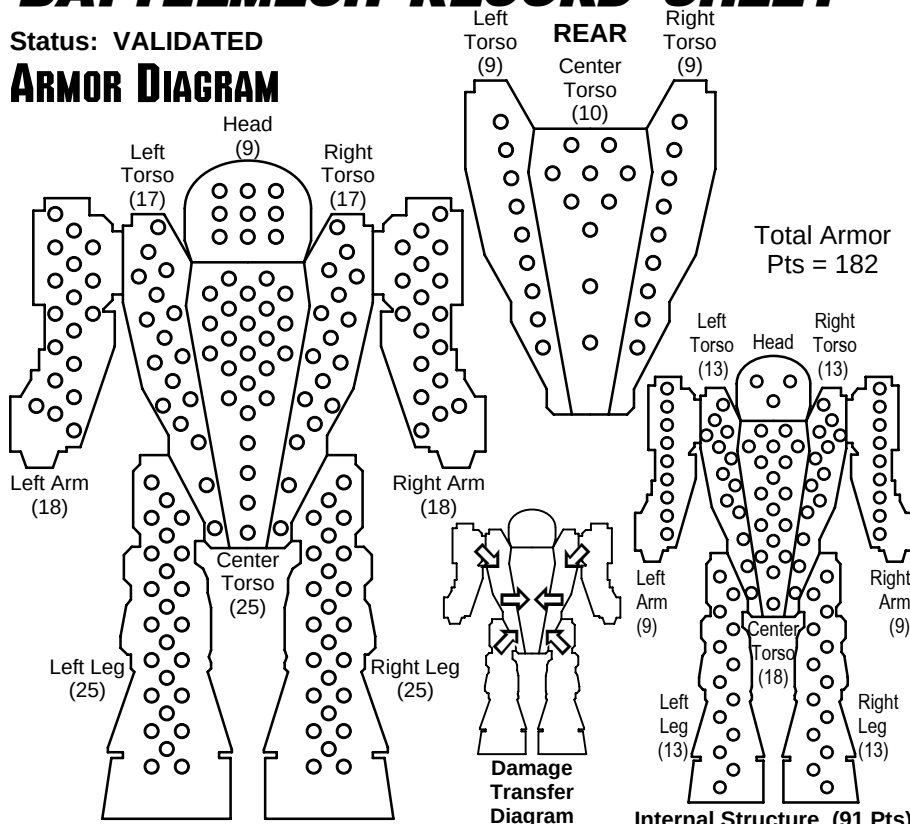
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken D**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LRM 20	LA	6	1/hit	-	7	14	21
1	Narc Missile Beacon	RT	0	-	-	4	8	12
2	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds:

LRM 20	36
Narc Missile Beacon	12
SRM 2	100

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - SRM 2
 - SRM 2
 - Ammo (SRM 2) 50
 - Ammo (SRM 2) 50
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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
 - Endo Steel
 - Ferro-Fibrous
- 1-3
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Ammo (Narc Pods) 6
 - Ammo (Narc Pods) 6
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

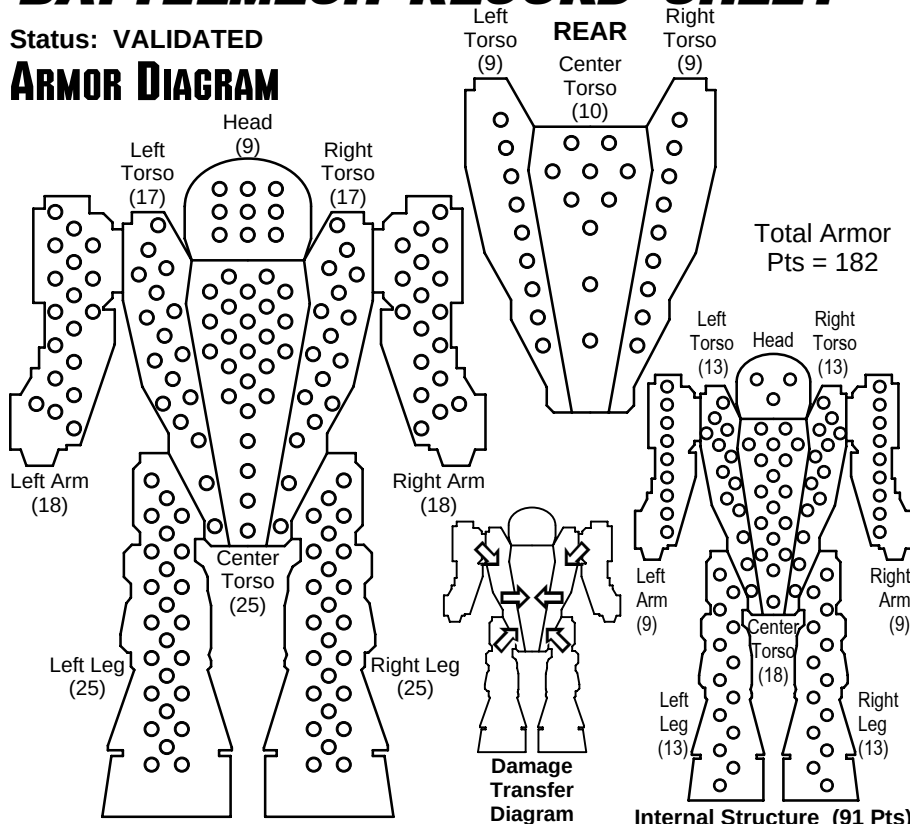
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 9
 6. Adv. Tact. Msl. 9
- 1-3
1. Adv. Tact. Msl. 9
 2. Adv. Tact. Msl. 9
 3. Ammo (ATM 9) 7
 4. Ammo (ATM 9) 7
 5. Ammo (ATM 9) 7
 6. ER Medium Laser
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. ER Small Laser
 4. ER Small Laser
 5. Double Heat Sink
 6. Double Heat Sink
- 1-3
1. Endo Steel
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again
- 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Endo Steel
 6. Ferro-Fibrous
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 9
 6. Adv. Tact. Msl. 9
- 1-3
1. Adv. Tact. Msl. 9
 2. Adv. Tact. Msl. 9
 3. Ammo (ATM 9) 7
 4. Ammo (ATM 9) 7
 5. Ammo (ATM 9) 7
 6. ER Medium Laser
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. ER Small Laser
 4. ER Small Laser
 5. Double Heat Sink
 6. Double Heat Sink
- 1-3
1. Endo Steel
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Ryoken E**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Running: **9**

Jumping: **0**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Small Laser	RT	2	5	-	2	4	6
2	ER Small Laser	LT	2	5	-	2	4	6
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type: Adv. Tact. Msl. 9
Rounds: 42

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○ ○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

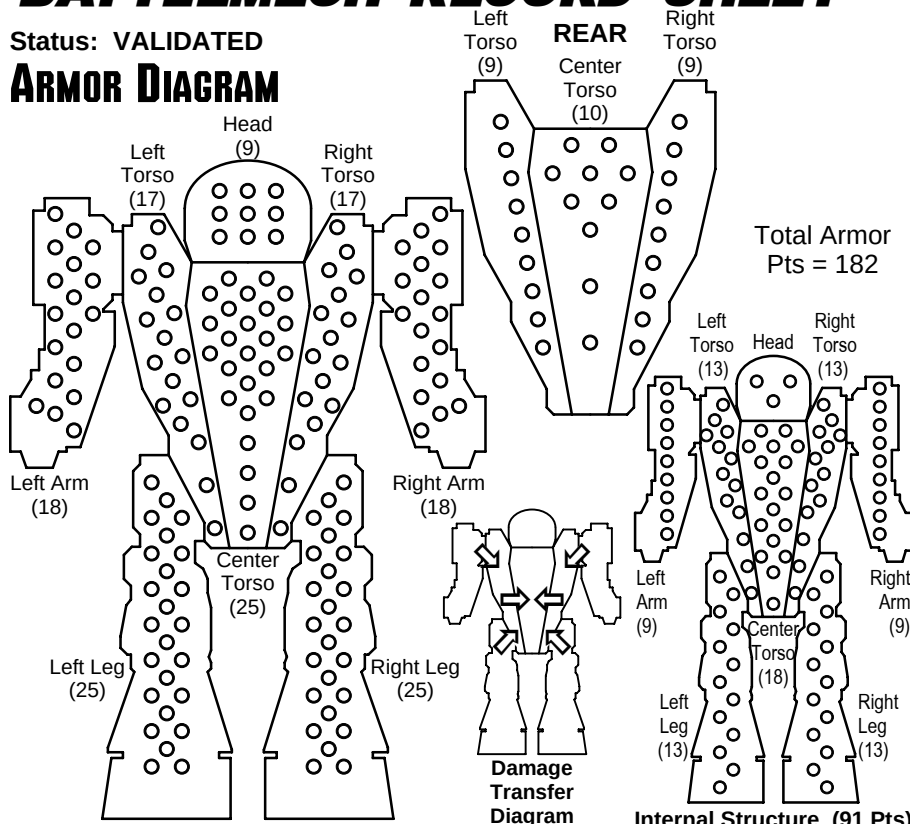
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken F**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	RA	7	-	-	6	12	18
2	AP Gauss Rifle	RA	1	3	-	3	6	9
1	Plasma Cannon	LA	7	-	-	6	12	18
2	AP Gauss Rifle	LA	1	3	-	3	6	9
2	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
2	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:	Rounds:
Plasma Cannon	60
AP Gauss Rifle	80

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Plasma Cannon
 - AP Gauss Rifle
 - AP Gauss Rifle
 - Ammo (PC) 10
- 1-3
- Ammo (PC) 10
 - Ammo (PC) 10
 - Ammo (APGR) 40
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- ER Small Laser
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Plasma Cannon
 - AP Gauss Rifle
 - AP Gauss Rifle
 - Ammo (PC) 10
- 1-3
- Ammo (PC) 10
 - Ammo (PC) 10
 - Ammo (APGR) 40
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- ER Small Laser
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Leg

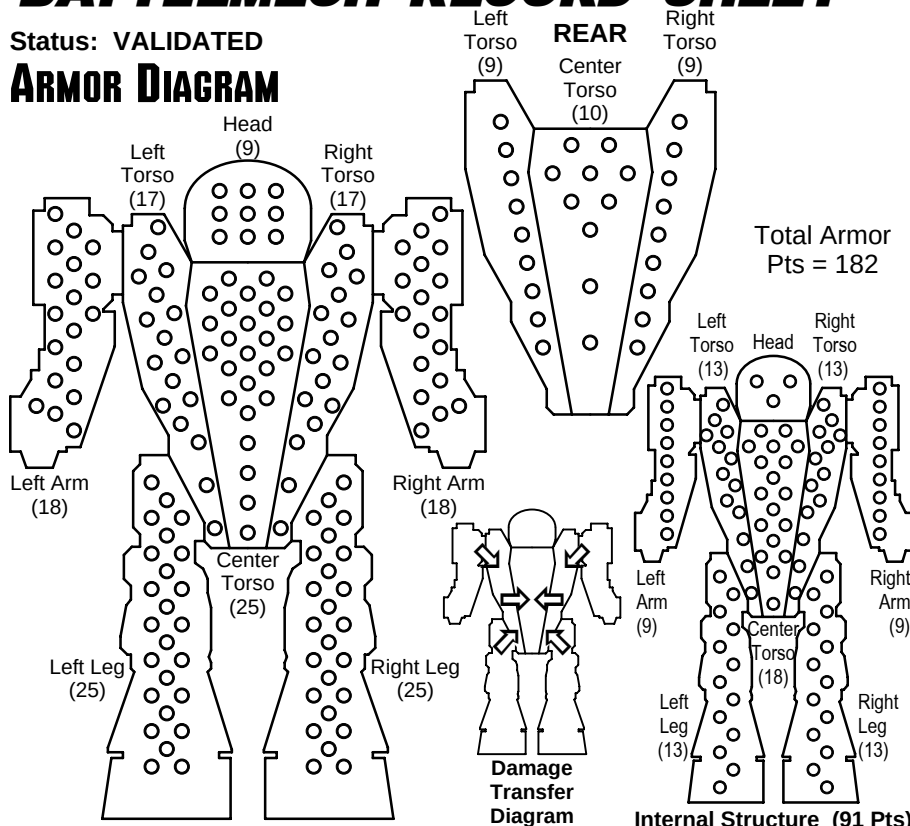
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken G**

Mass: **55 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	ER Medium Laser	RA	5	7	-	5	10	15
1	HAG 20	LA	4	20	2	8	16	24

Ammo Type:

HAG 20

Rounds:

12

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 20
 - HAG 20
 - HAG 20
 - HAG 20
- 1-3
- HAG 20
 - HAG 20
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

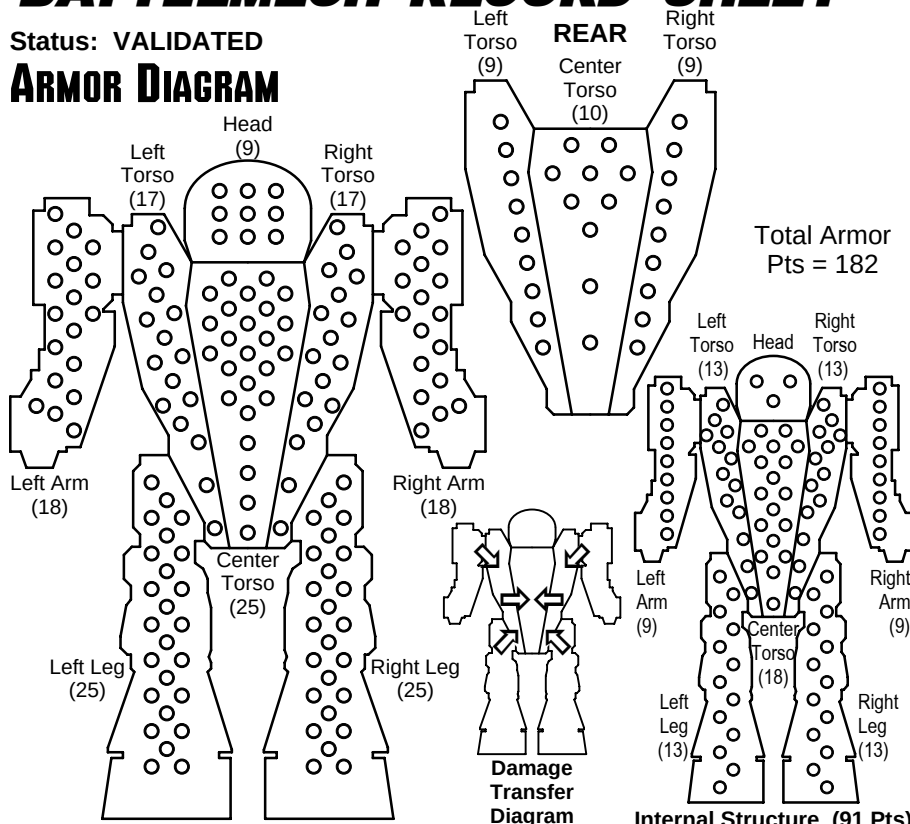
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken H**

Mass: **55 tons**

Movement Points: **Tech & Configuration:**

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)

oooooooooooo oooooooooooooo
oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(51)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - ER Medium Laser
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - ER Medium Laser
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

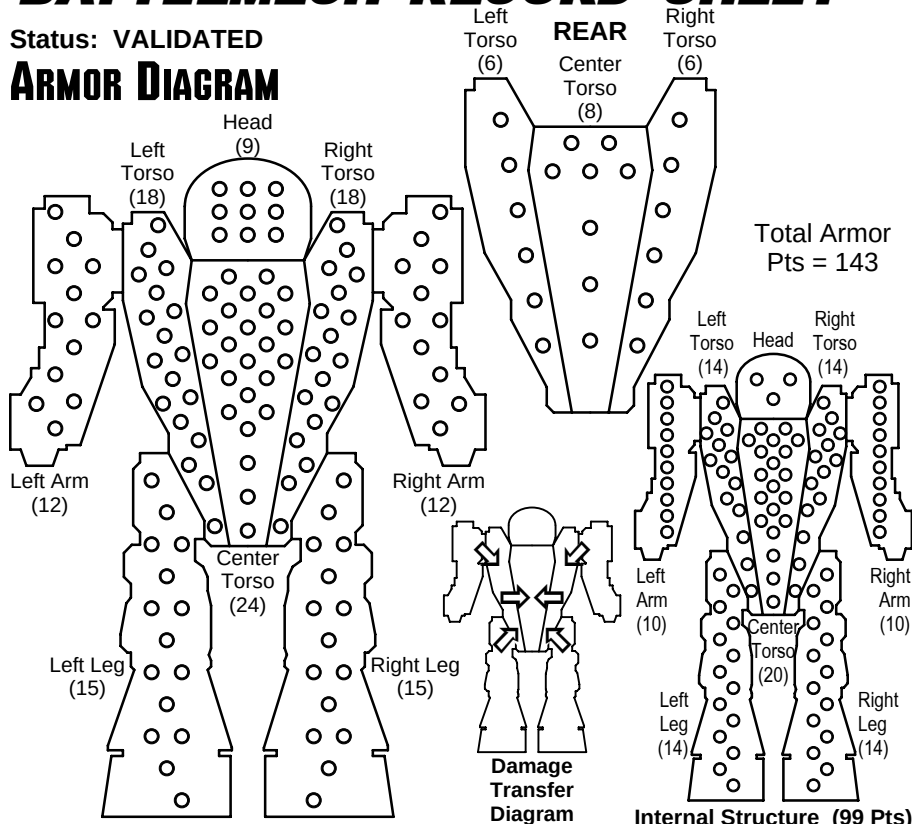
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Champion CHP-1N**

Mass: **60 tons**

Movement Points: **5** Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3

Ammo Type:

Rounds:

LB 10-X AC

20

SRM 6

15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- SRM 6
- SRM 6
- Artemis IV FCS
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

4-6

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Small Laser
- Small Laser

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

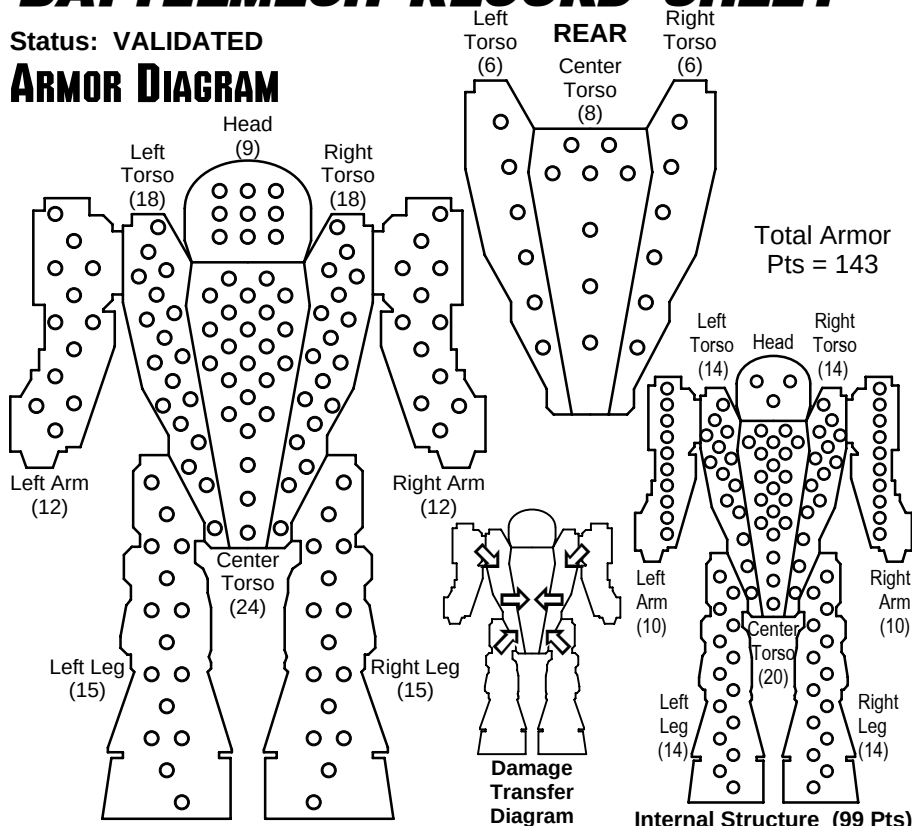
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Champion CHP-1N2**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3

Ammo Type:

Rounds:

LB 10-X AC

20

SRM 6

15

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1 2 3 4 5 6

Consciousness #

3 5 7 10 11 Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- SRM 6
- SRM 6
- Artemis IV FCS
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Small Laser
- Small Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

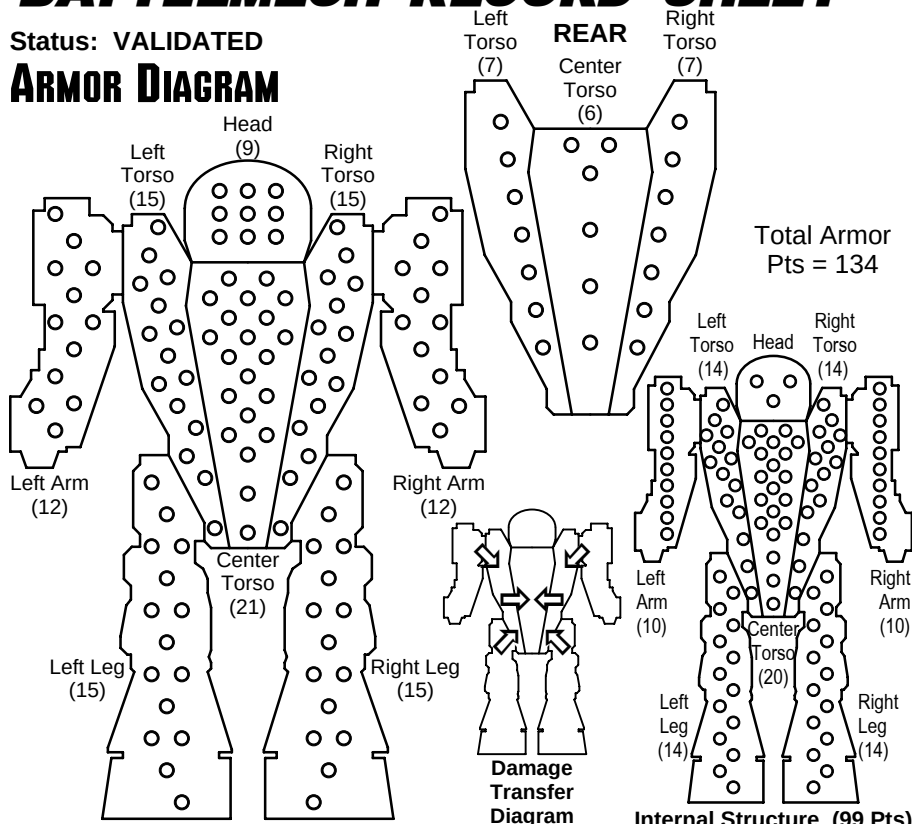
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Champion CHP-3N**

Mass: **60 tons**

Movement Points: **Tech & Configuration:**

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3

Ammo Type: **Rounds:**

LB 10-X AC **20**

SRM 6 **15**

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Artemis IV FCS

1-3

- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Small Laser
- Small Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ferro-Fibrous

4-6

Right Leg

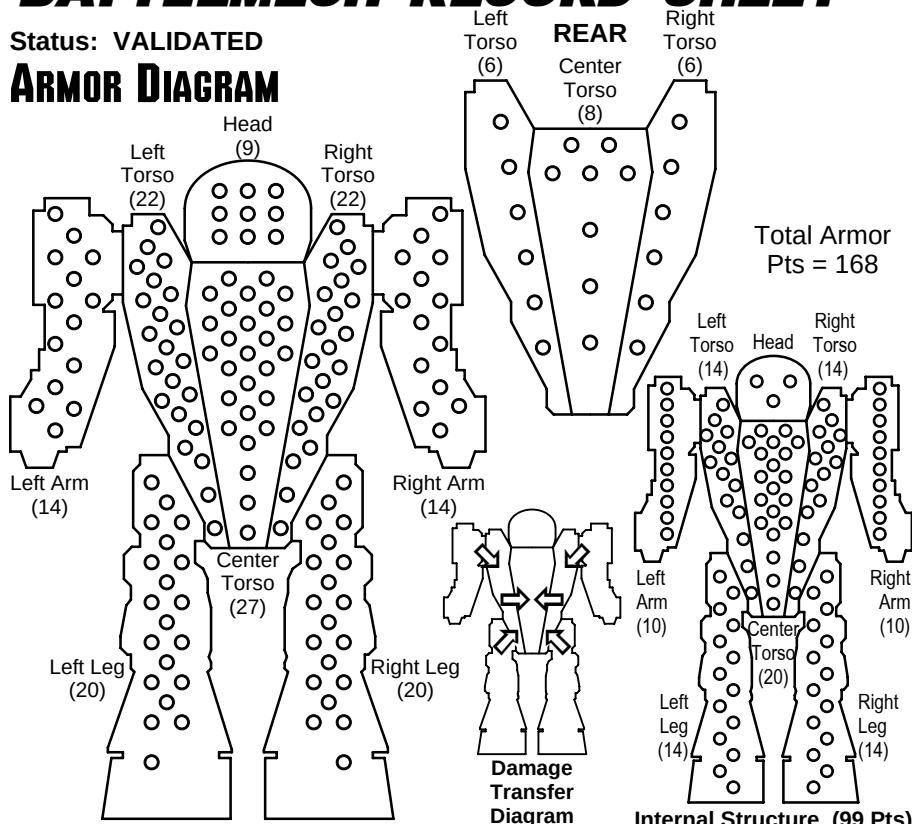
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Champion CHP-3P**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Ultra AC/10	RT	4	10	-	6	12	18
1	Improved Narc	LT	0	-	-	4	9	15
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type:

Rounds:

Ultra AC/10

30

Improved Narc

8

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Improved Narc
- Improved Narc
- Improved Narc

1-3

- Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Engine Hits ○ ○ ○
- Gyro Hits ○ ○
- Sensor Hits ○ ○
- Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again

4-6

Right Leg

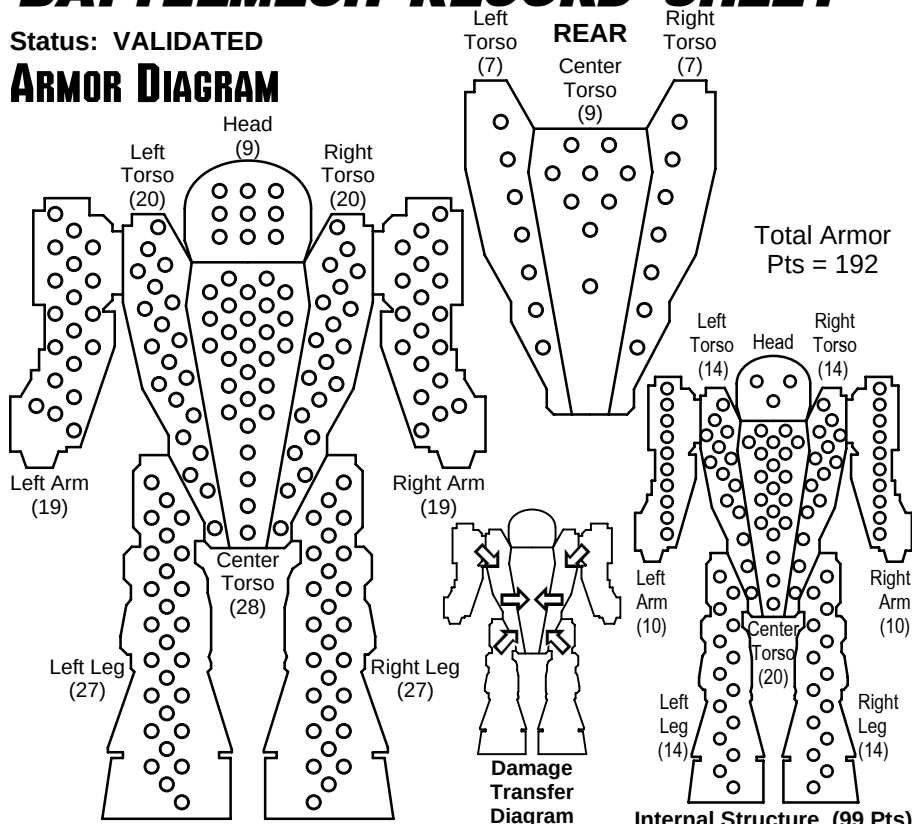
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMENT RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Champion C**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5** Clan
Running: **8** Biped 'Mech
Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	LB 10-X AC	RT	2	10	-	6	12	18
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
1	Small Pulse Laser	CT	2	3	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	2	4	6

Ammo Type: Rounds:
LB 10-X AC 20
SRM 6 15

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- SRM 6
- Artemis IV FCS

1-3

- Ammo (SRM 6) 15
- 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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Small Pulse Laser

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- 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
- Ammo (LB 10-X) 10
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

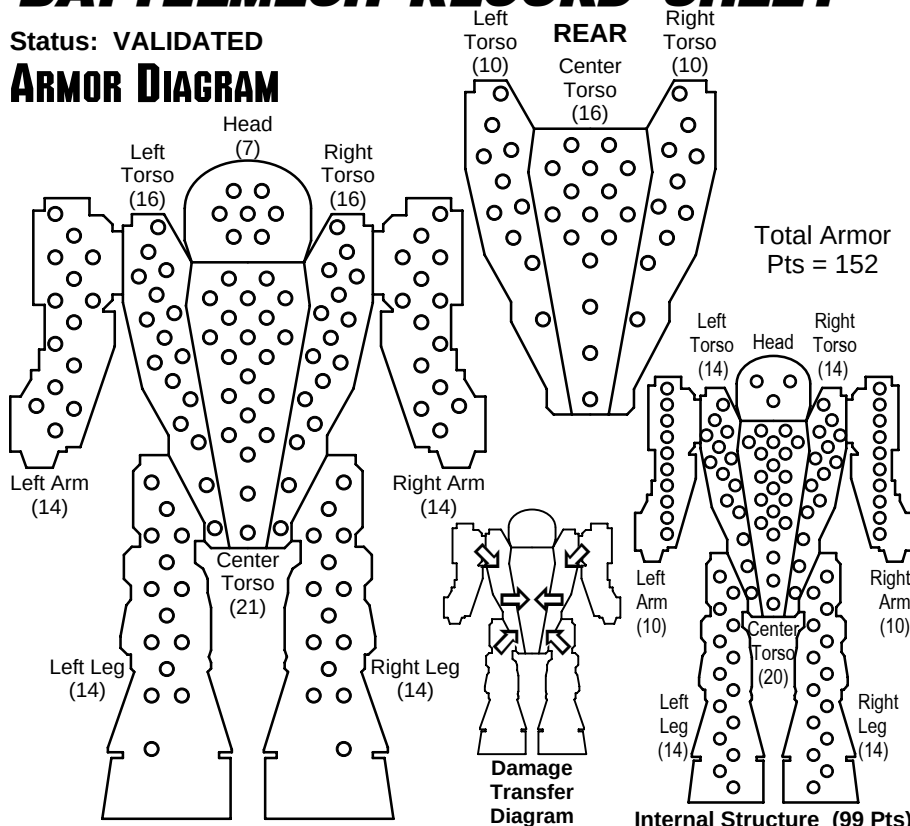
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-01**

Mass: **60 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- 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
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- PPC
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

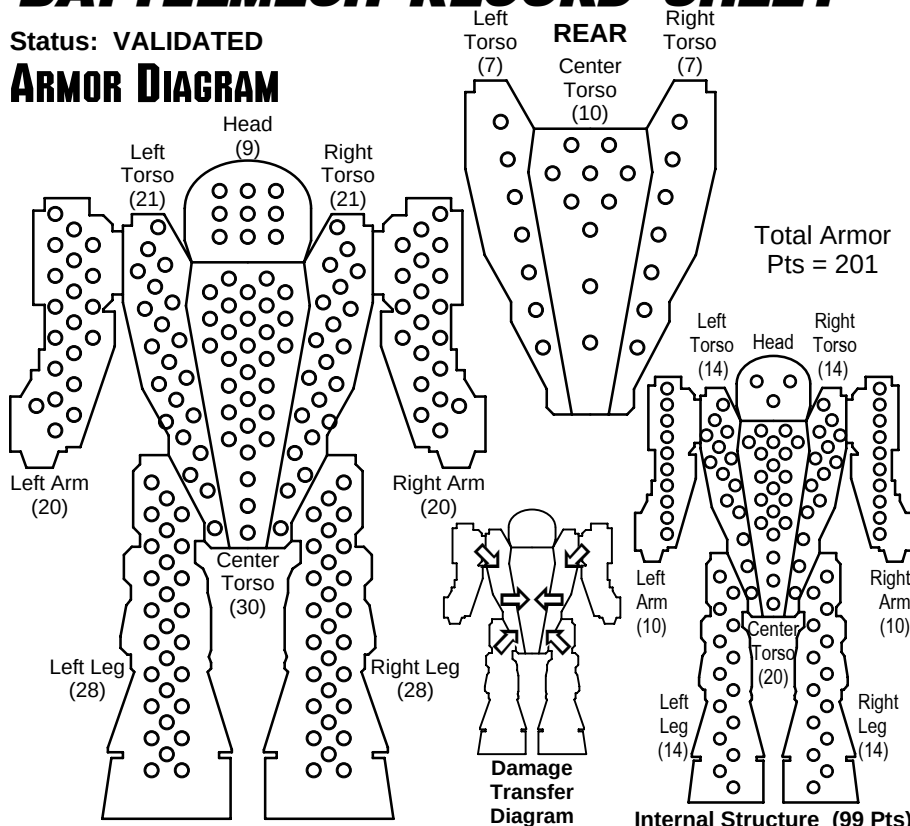
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-03**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	Autocannon/5	LA	1	5	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: Rounds:

Autocannon/5 20

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (AC/5) 20
- CASE
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- 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
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- PPC
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

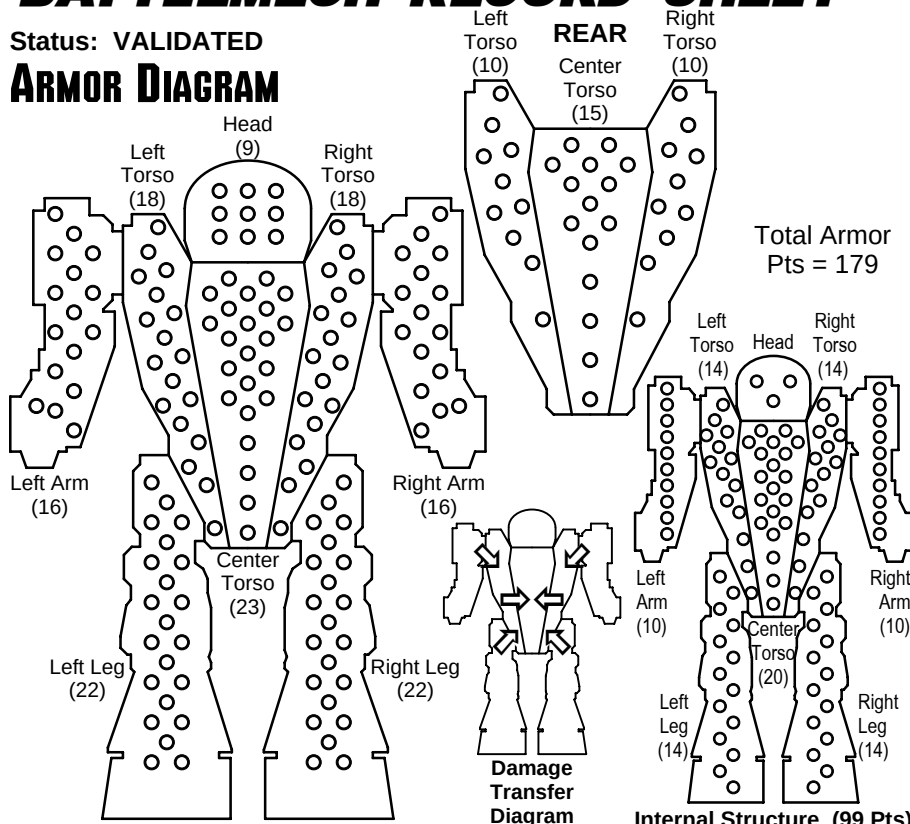
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-04**

Mass: **60 tons**

Movement Points: **Tech & Configuration:**

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER PPC	RT	15	10	-	7	14	23
1	Improved C³ CPU	CT	0	-	-	-	-	-

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

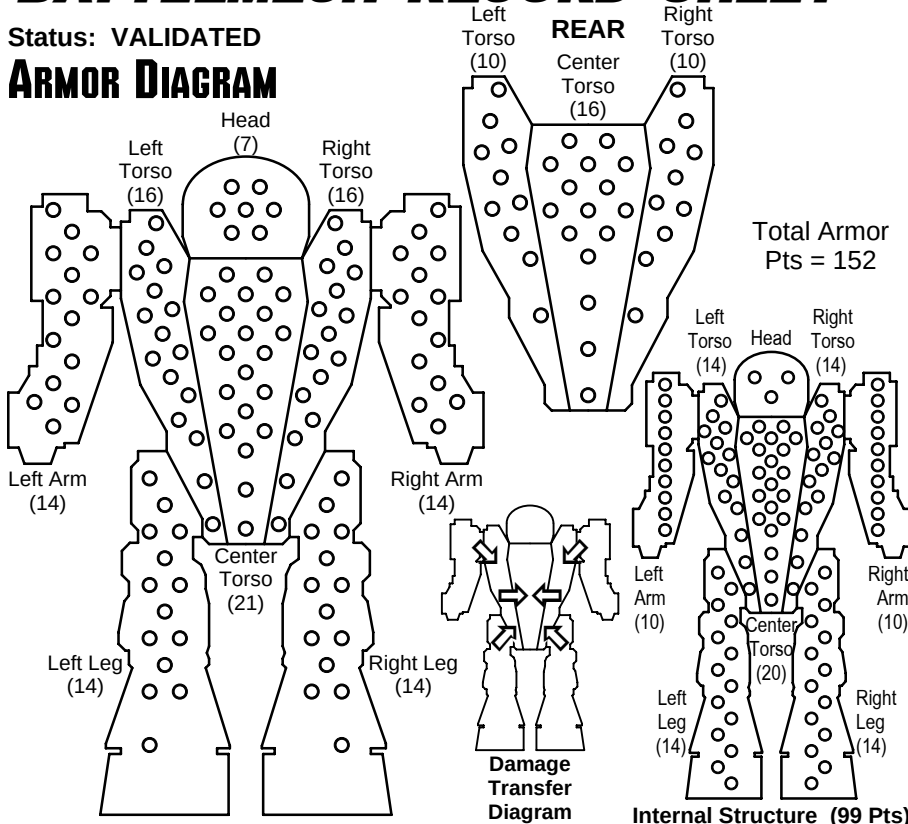
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-05**

Mass: **60 tons**

Movement Points: **Tech & Configuration:**

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
2	Machine Gun	RA	0	2	-	1	2	3
1	Large Laser	LA	8	8	-	5	10	15
2	Machine Gun	LA	0	2	-	1	2	3
1	PPC	RT	10	10	3	6	12	18

Ammo Type:

Rounds:

Machine Gun

200

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Machine Gun
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (MG) 200
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Machine Gun
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

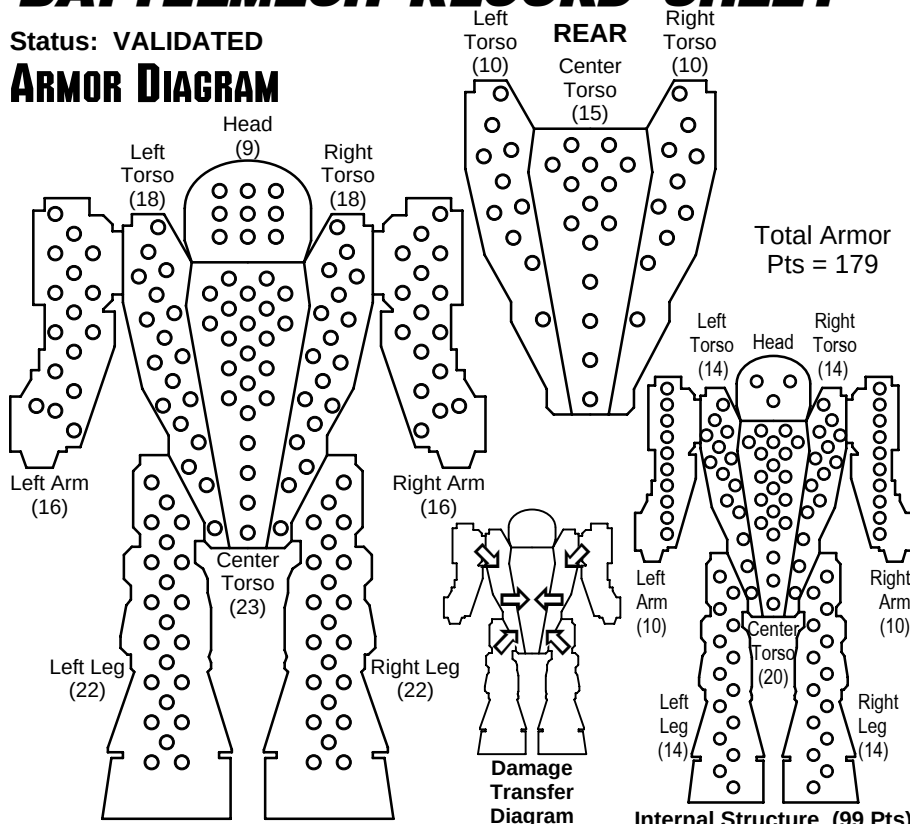
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-06**
 Mass: **60 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	PPC	RT	10	10	3	6	12	18
1	Improved C³ CPU	HD	0	-	-	-	-	-
1	Targeting Computer							

Total Heat Sinks: **12 Double (24)**
 ○○○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat: (34)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- PPC
- PPC
- PPC
- PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

Center Torso

- XL Engine
- XL Engine
- XL Engine
- XL Gyro
- XL Gyro
- XL Gyro
- XL Gyro
- XL Gyro
- XL Engine
- XL Engine
- XL Engine
- XL Engine

1-3

- XL Gyro
- XL Gyro
- XL Gyro
- XL Engine
- XL Engine
- XL Engine

4-6

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

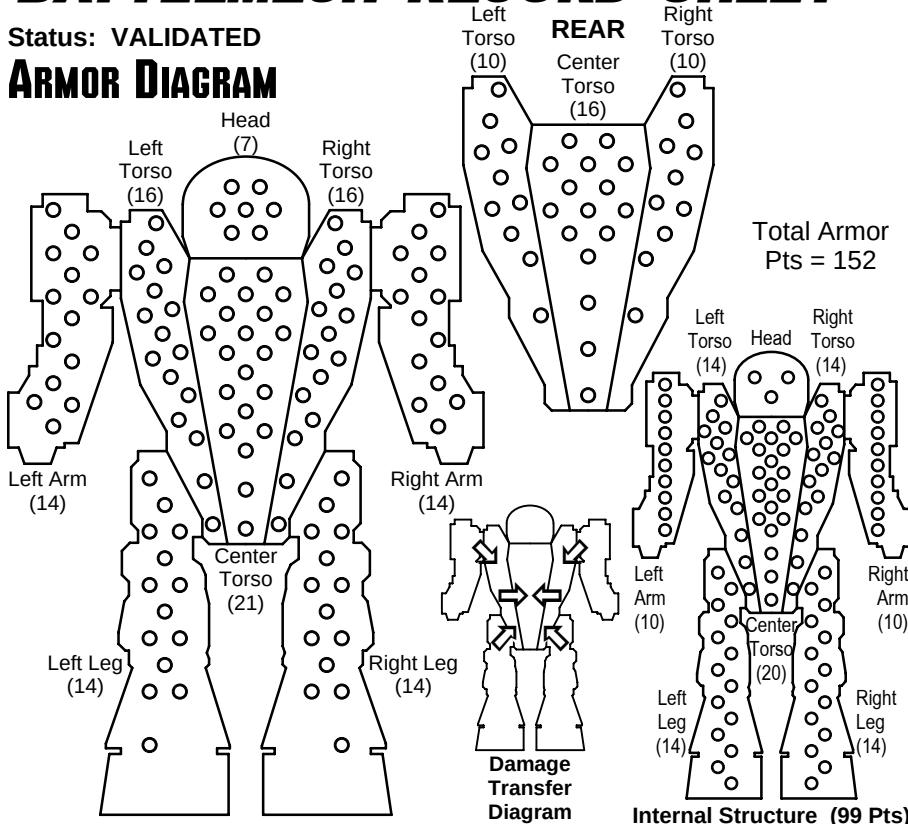
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-07**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- 4-6 XL Engine
- XL Engine
- Medium Laser
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 PPC
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

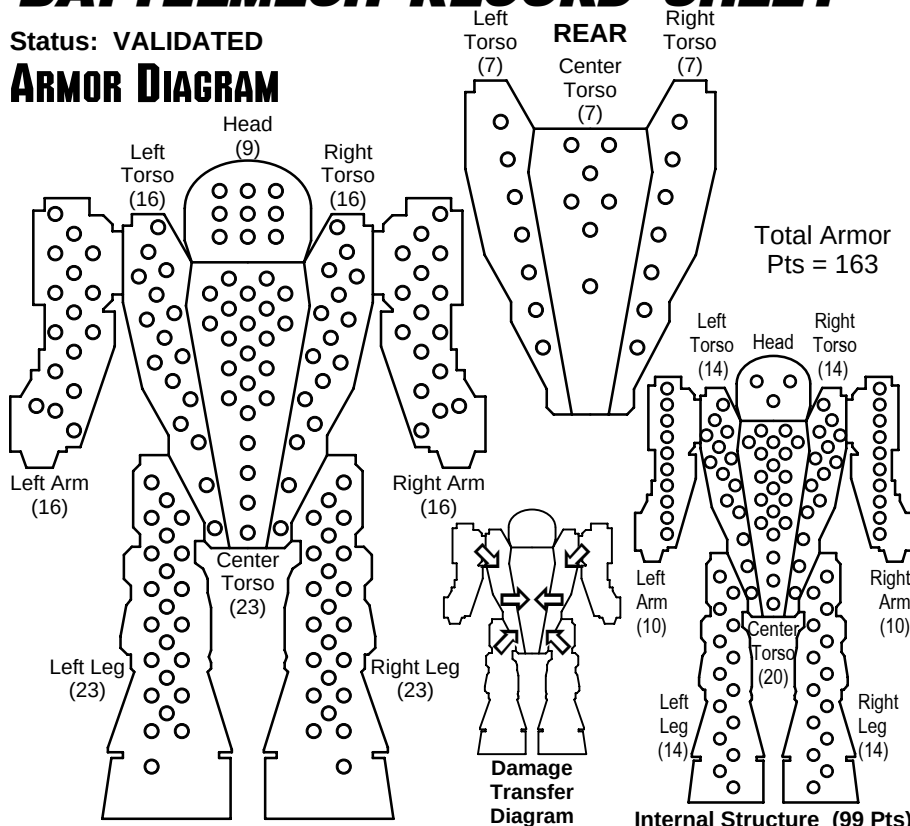
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture Prime**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type:

Rounds:

LRM 20

12

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (LRM 20) 6
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

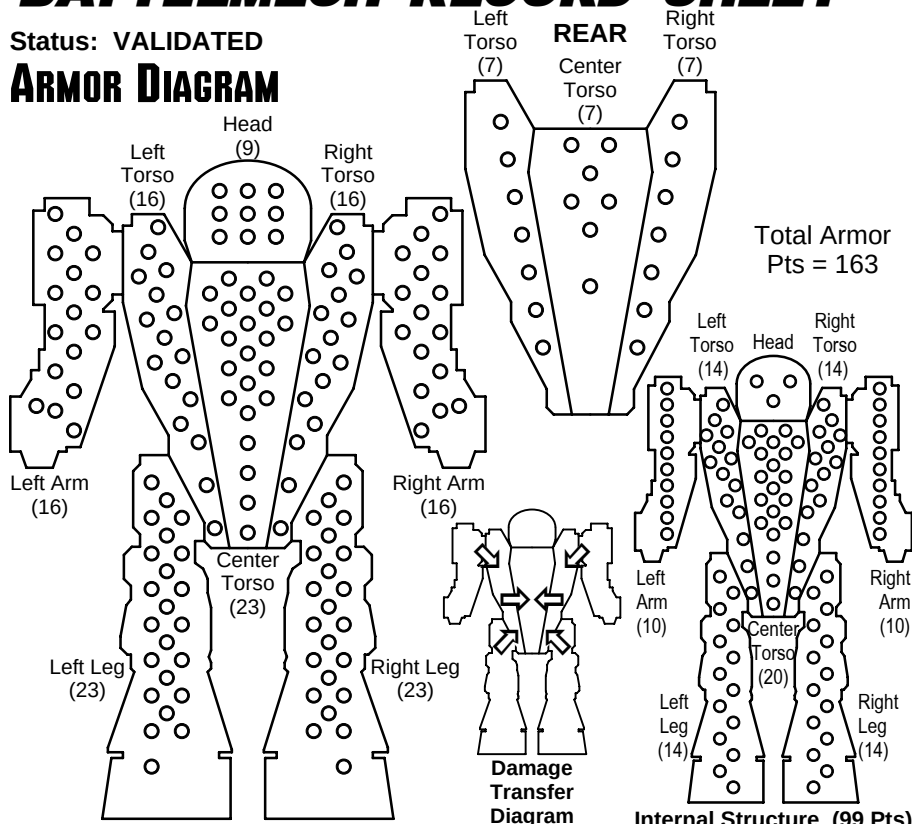
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture A**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 5-X AC	LA	1	5	3	8	15	24
3	SRM 6	RT	4	2/hit	-	3	6	9
3	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

LB 5-X AC

40

SRM 6

60

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- Ammo (LB 5-X) 20
- Ammo (LB 5-X) 20
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- SRM 6

1-3

- SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

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 (CASE)

- XL Engine
- XL Engine
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- SRM 6
- SRM 6

1-3

- SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

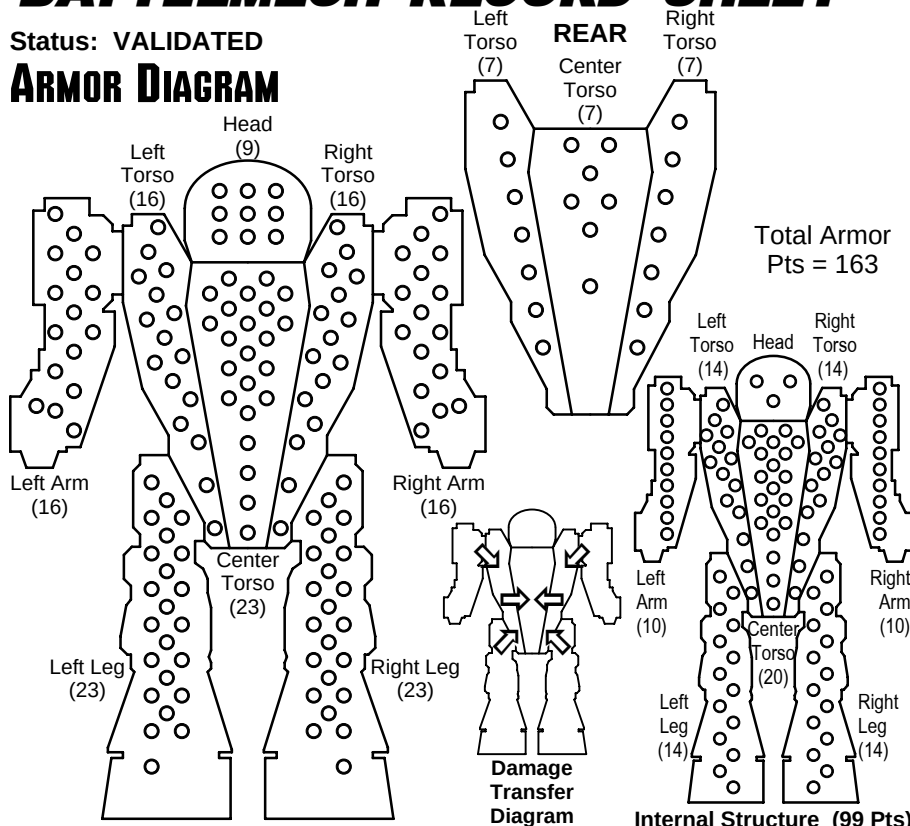
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture B**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	RA	4	7	-	4	8	12
2	ER Large Laser	LA	12	10	-	8	15	25
2	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21

Ammo Type:

Rounds:

Streak SRM 6

15

LRM 20

6

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

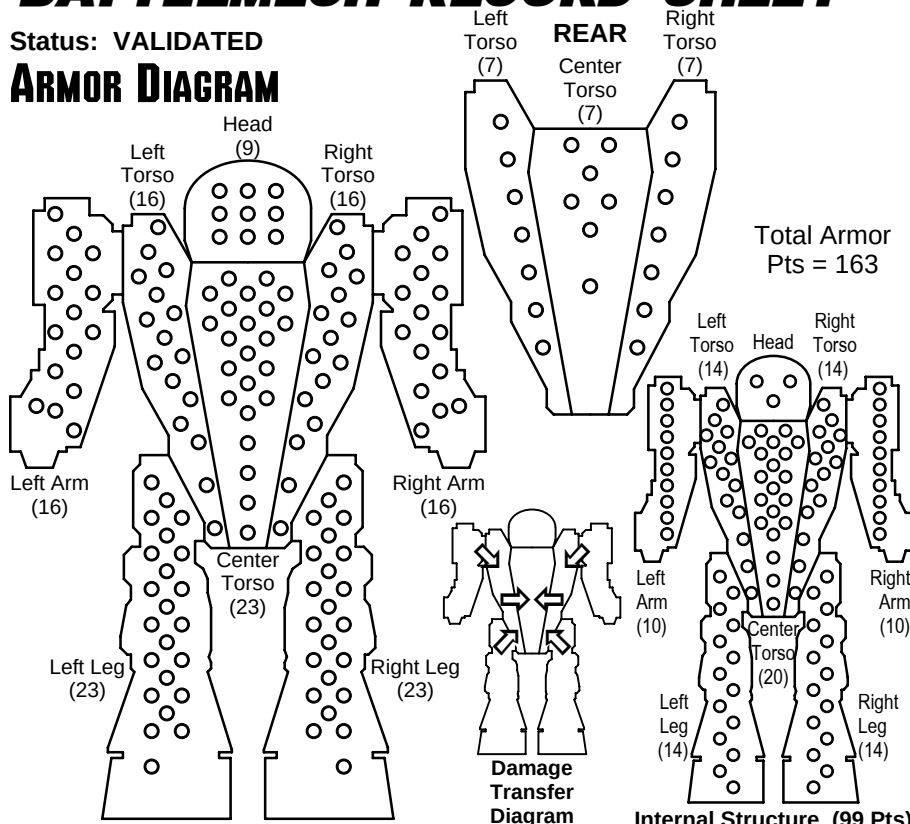
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture C**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22

Ammo Type:

Rounds:

Gauss Rifle

32

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(2)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left 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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ferro-Fibrous
 - 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

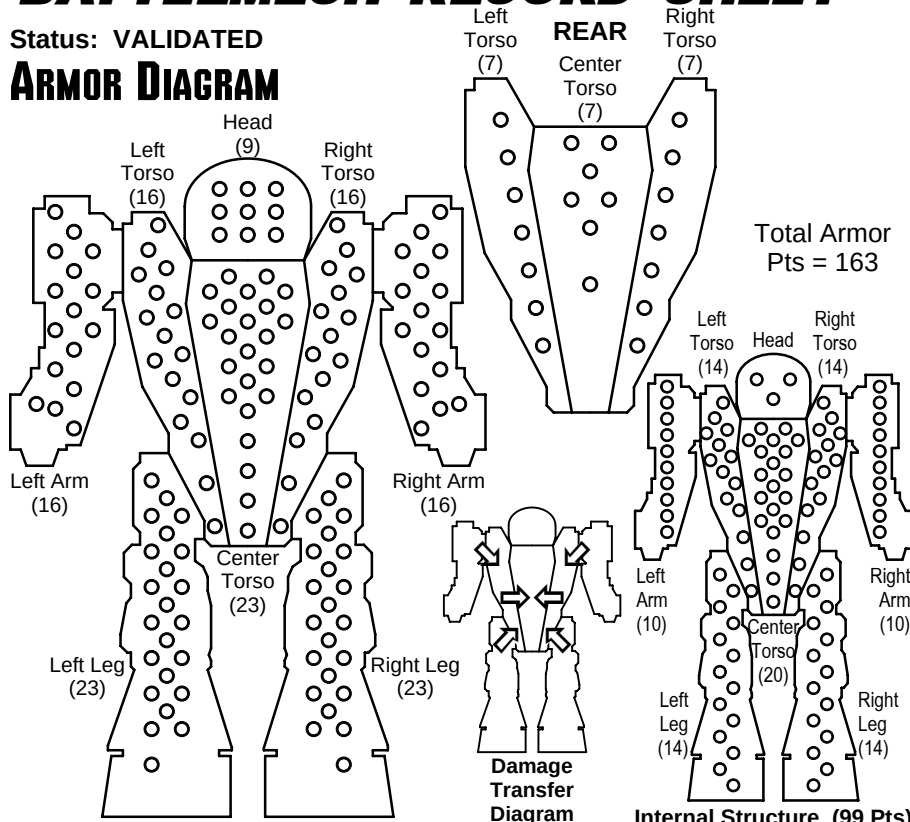
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture D**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6
1	Adv. Tact. Msl. 12	RT	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 12	LT	8	2/hit	4	5	10	15
2	Medium Pulse Laser	CT	4	7	-	4	8	12

Ammo Type: Rounds:

Adv. Tact. Msl. 12 30

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- ER Small Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Right Leg

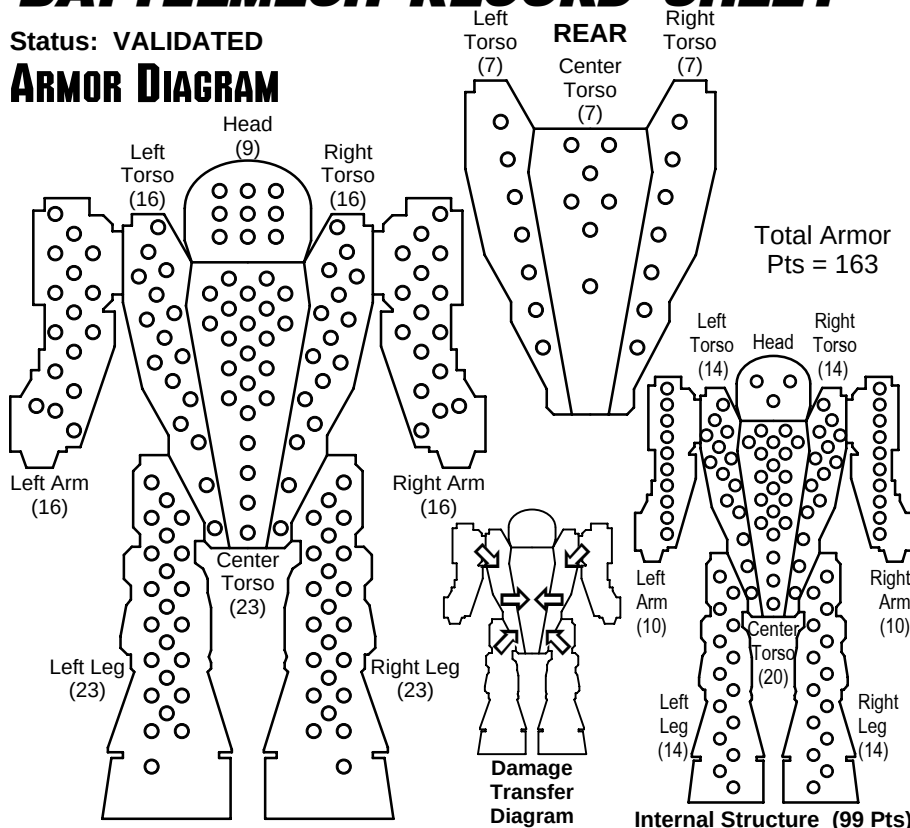
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture E**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 30	RA	6	30	2	8	16	24
1	HAG 30	LA	6	30	2	8	16	24

Ammo Type:

HAG 30

Rounds:

8

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 30
 - HAG 30
 - HAG 30
 - HAG 30
- 1-3
- HAG 30
 - HAG 30
 - HAG 30
 - HAG 30
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Ammo (HAG30) 4
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 30
 - HAG 30
 - HAG 30
 - HAG 30
- 1-3
- HAG 30
 - HAG 30
 - HAG 30
 - HAG 30
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Ammo (HAG30) 4
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

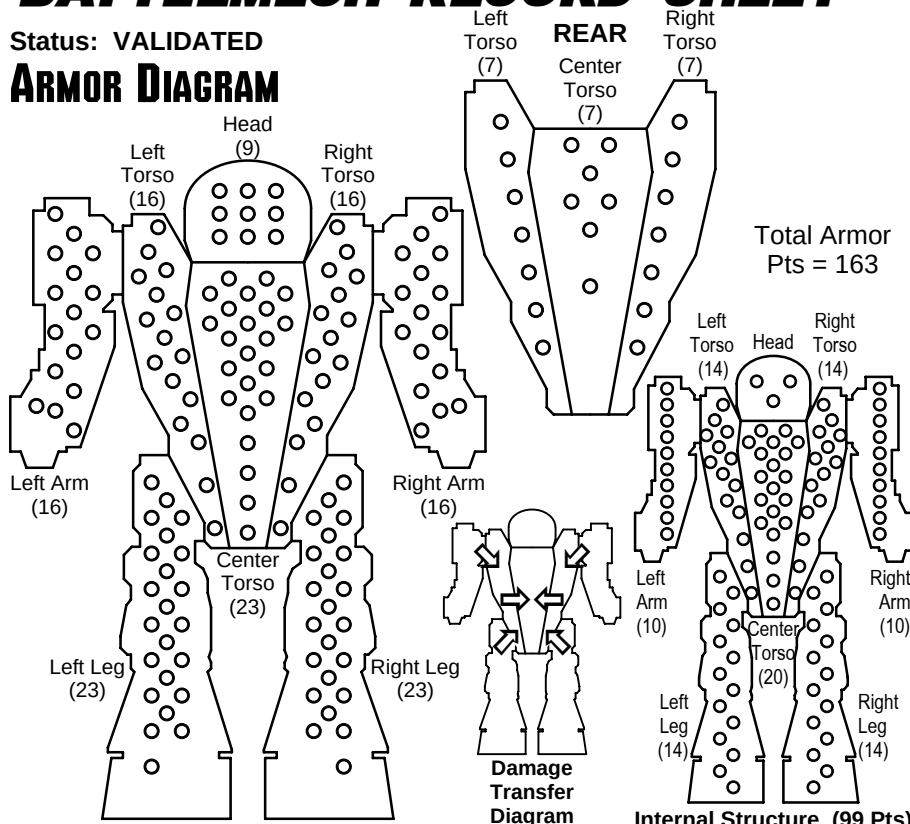
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture F**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
1	HAG 20	LA	4	20	2	8	16	24
2	ER Medium Laser	RT	5	7	-	5	10	15
2	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type:

Rounds:

HAG 20

24

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 20
 - HAG 20
 - HAG 20
 - HAG 20
- 1-3
- HAG 20
 - HAG 20
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - ER Medium Laser
 - ER Medium Laser
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
- 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
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 20
 - HAG 20
 - HAG 20
 - HAG 20
- 1-3
- HAG 20
 - HAG 20
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - ER Medium Laser
 - ER Medium Laser
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

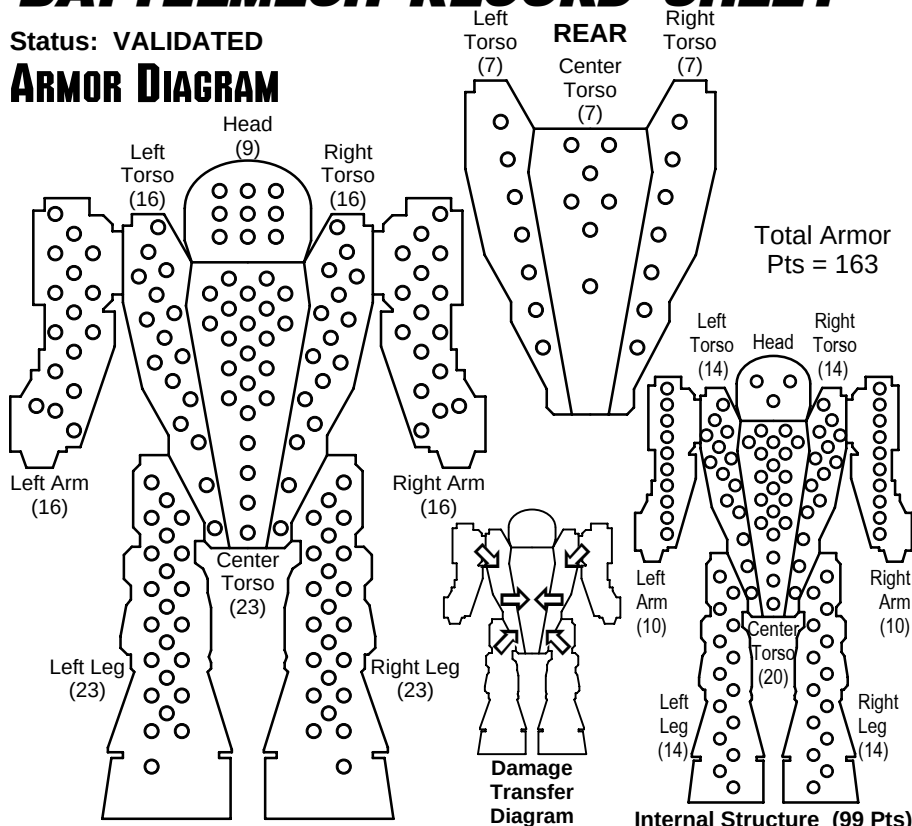
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulture H**

Mass: **60 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
3	Heavy Medium Laser	LA	7	10	-	3	6	9
1	LRM 15 w/ Artemis IV RT		5	1/hit	-	7	14	21
1	LRM 15 w/ Artemis IV LT		5	1/hit	-	7	14	21

Ammo Type:

LRM 15

Rounds:

32

Total Heat Sinks: **20 Double (40)**

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(49)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

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

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

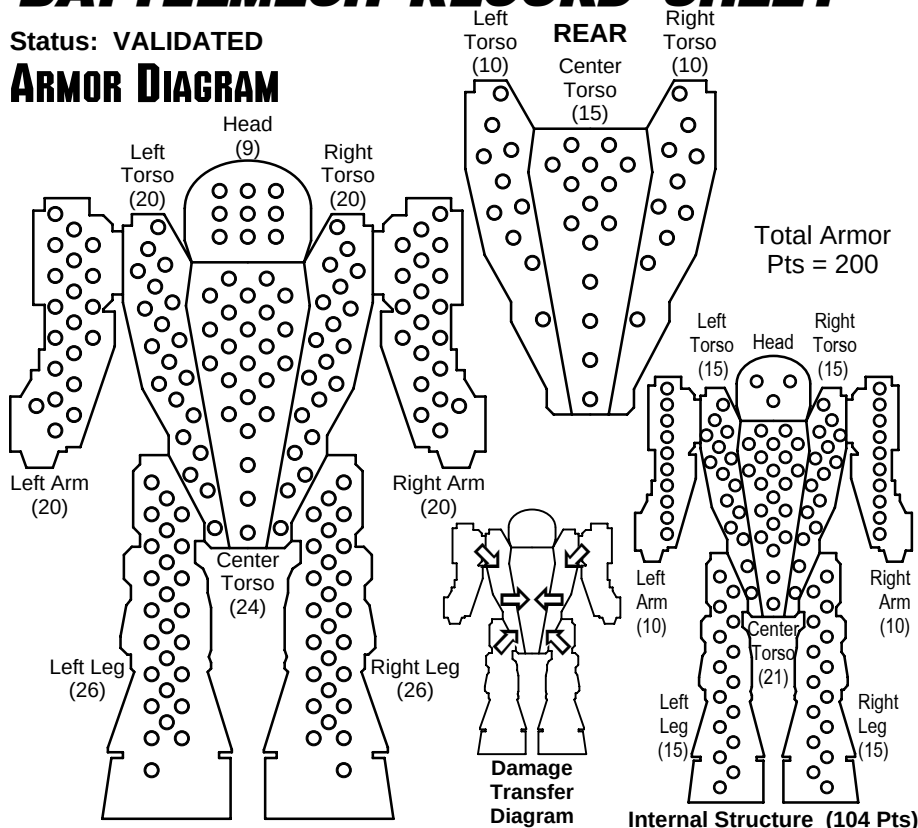
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bombardier BMB-12D**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/hit	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Anti-Missile System	CT	1	-	-	-	-	-

Ammo Type: Rounds:

SRM 4 25

LRM 20 12

Anti-Missile System 12

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM 4) 25

1-3

- Roll Again
- Roll Again
- 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
- CASE
- Roll Again

4-6

Right Leg

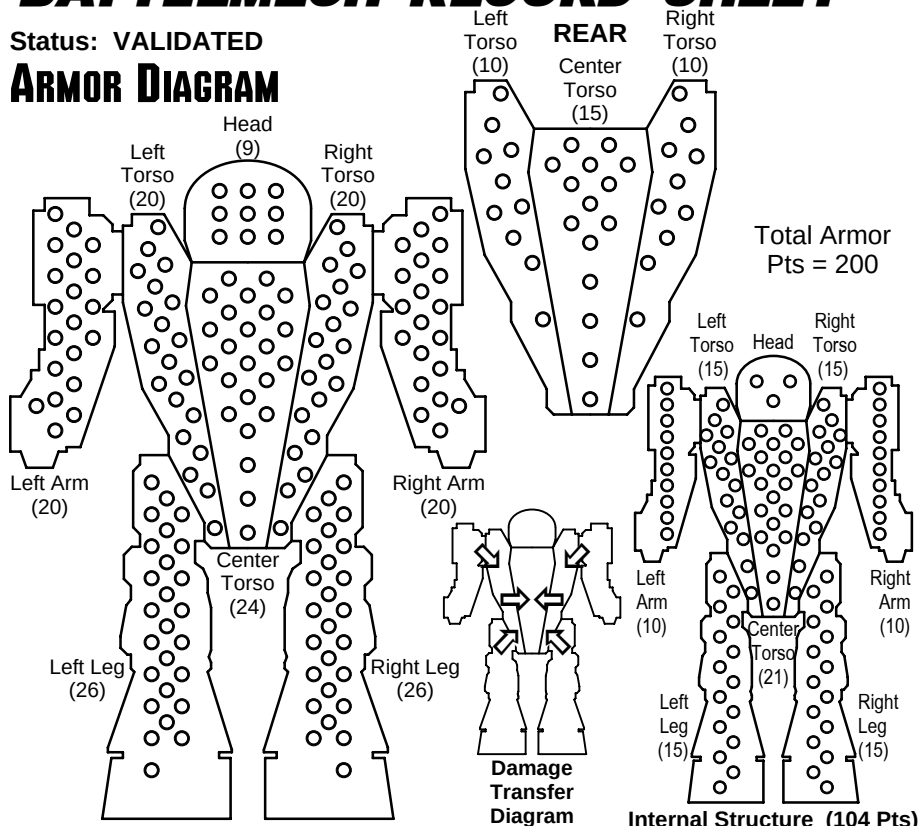
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
- 1-3
- Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Arrow IV System (Cont)
 - Arrow IV System (Cont)
 - Arrow IV System (Cont)
- 1-3
- Arrow IV System (Cont)
 - Arrow IV System (Cont)
 - Small Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
- 1-3
- Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
 - Rocket Launcher 20 (OS)
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Arrow IV) 5
 - Ammo (Arrow IV) 5
 - Ammo (Arrow IV) 5
- 1-3
- Ammo (Arrow IV) 5
 - Ammo (AMS) 12
 - Ammo (AMS) 12
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Bombardier BMB-05A**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Rocket Launcher 20 (OS)	RA	5	1/hit	-	3	7	12
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	Small Laser	LT	1	3	-	1	2	3
1	Anti-Missile System	HD	1	-	-	-	-	-

Ammo Type: Rounds:

Arrow IV System 20

Anti-Missile System 24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

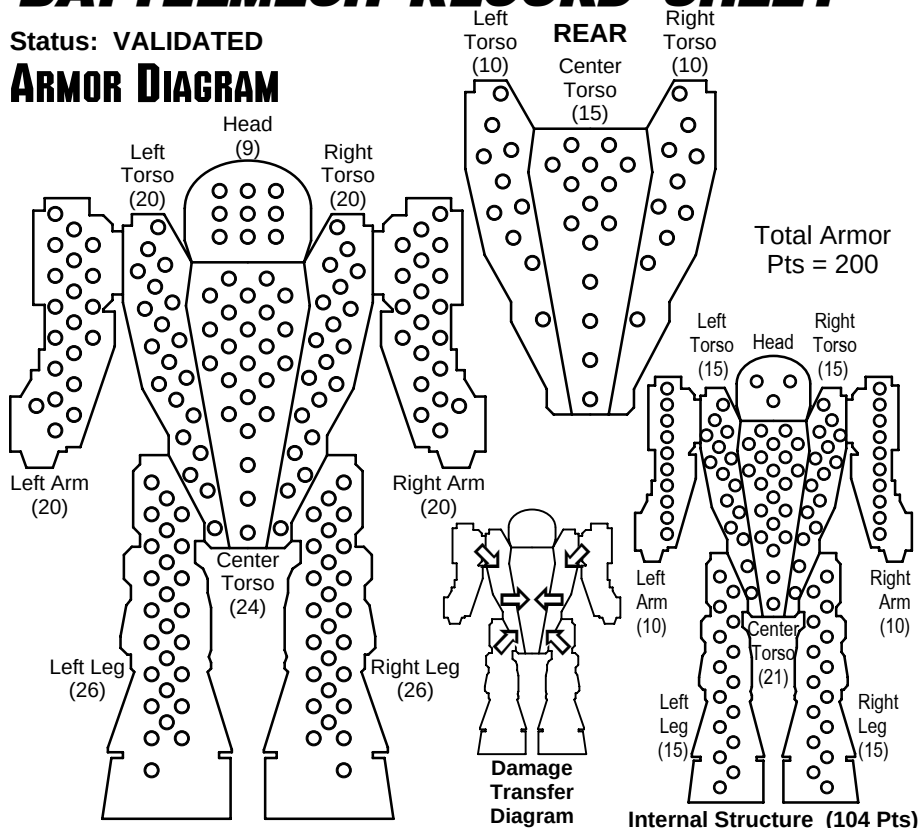
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bombardier BMB-14C**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV RT	6	1/hit	6	7	14	21	
1	LRM 20 w/ Artemis IV LT	6	1/hit	6	7	14	21	
1	Improved C³ CPU	CT	0	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type:

LRM 20

Rounds:

24

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDSGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

Right Leg

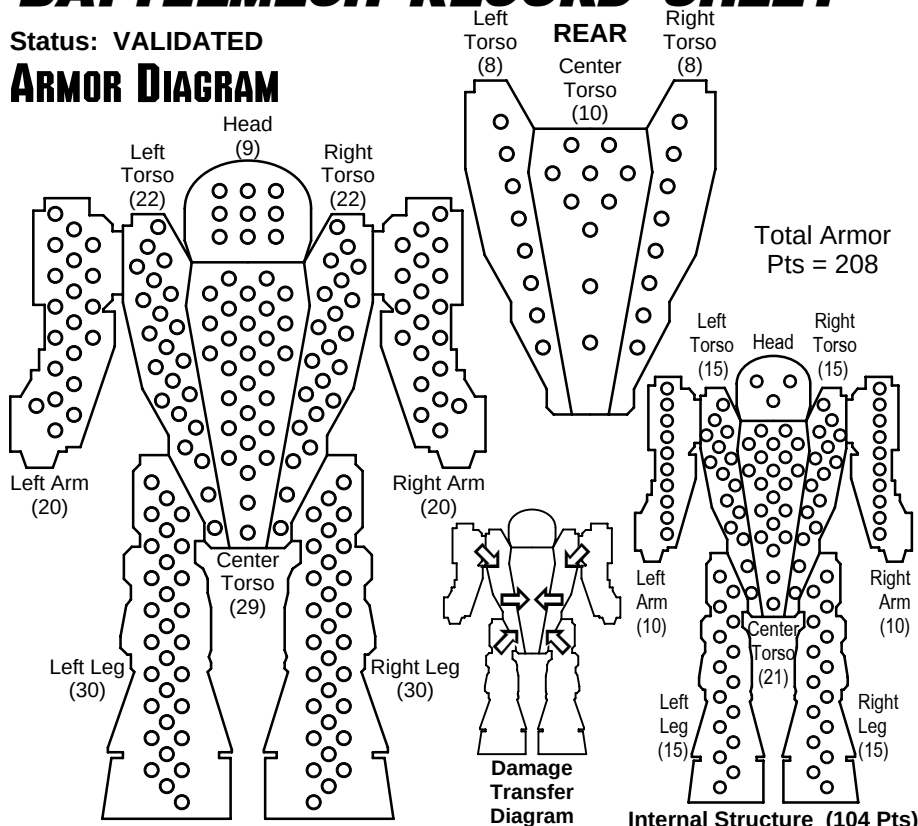
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bombardier BMB-14K**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun Array	RA	0	-	-	-	-	-
2	MML 7	RT	4	-	-	-	-	-
LRM (17 salvos/ton)				1/hit	6	7	14	21
SRM (14 salvos/ton)				2/hit	-	3	6	9
2	MML 7	LT	4	-	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

Machine Gun 100

MML 7

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (MML7) 17/14
- Ammo (MML7) 17/14

- Ammo (MML7) 17/14
- Ammo (MML7) 17/14
- Ammo (MML7) 17/14
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MML 7
- MML 7
- MML 7

- MML 7
- MML 7
- MML 7
- MML 7
- MML 7
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

- Machine Gun
- Machine Gun Array
- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- MML 7
- MML 7
- MML 7

- MML 7
- MML 7
- MML 7
- MML 7
- MML 7
- Roll Again

Right Leg

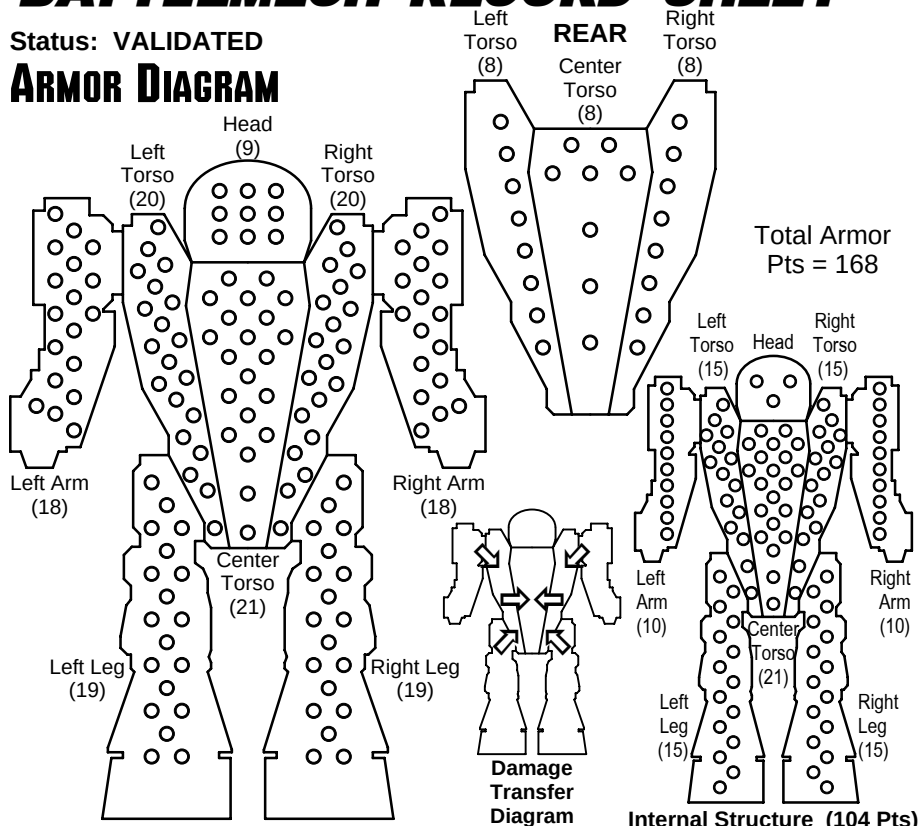
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Exterminator EXT-4D**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds:

Anti-Missile System 12
LRM 10 12

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Medium Laser
 - Medium Laser

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Jump Jet
 - Jump Jet
 - Jump Jet

- LRM 10
 - LRM 10
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ammo (LRM 10) 12
 - Roll Again
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Medium Laser
- 1-3

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3

- Anti-Missile System
 - Ammo (AMS) 12
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

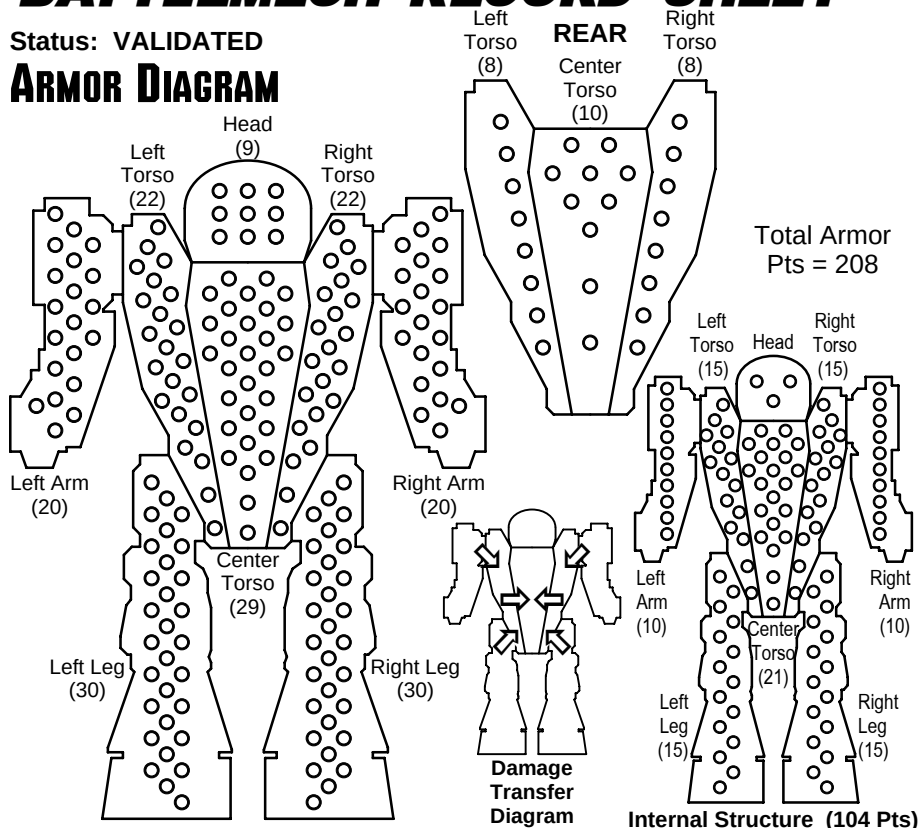
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Exterminator EXT-5E**

Mass: **65 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere

Running: **9 [12]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Improved Narc	LT	0	-	-	4	9	15
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type: **Improved Narc**

Rounds: **16**

Total Heat Sinks: **10 Double (20)**

○○○○○○○○○○

Auto Eject:

Weapon Heat: **(20)**

☐ Operational ☐ Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Improved Narc
- Improved Narc
- Improved Narc

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (iNarc) 4

- Ammo (iNarc) 4
- MASC
- MASC
- MASC
- Endo Steel
- Endo Steel

Right Leg

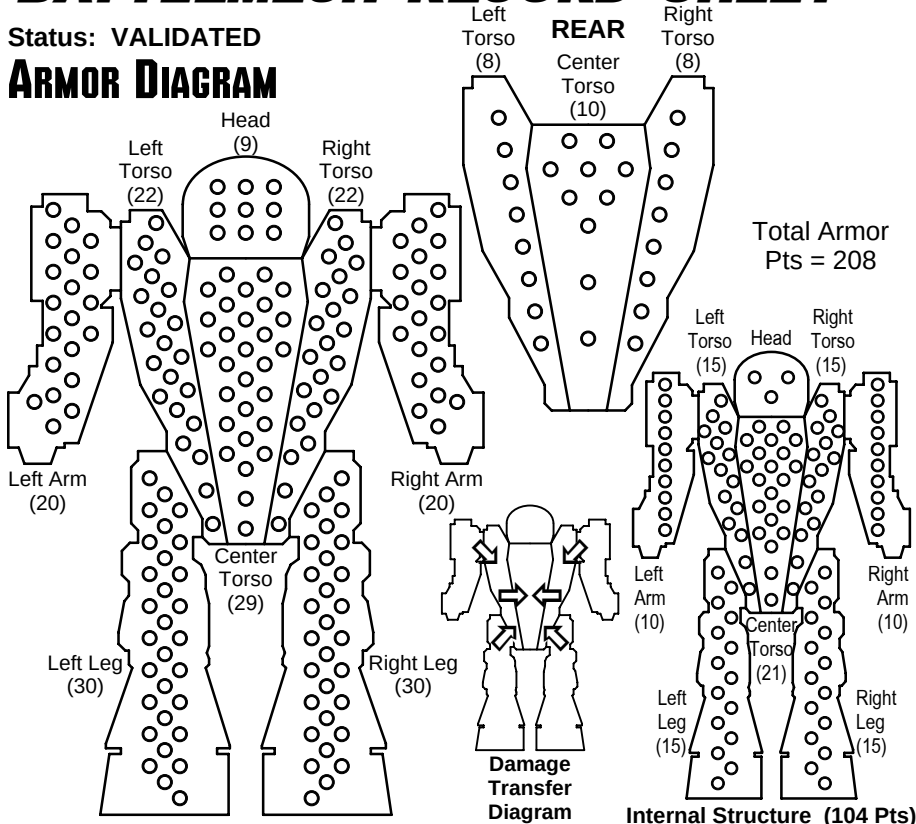
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light PPC

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. MML 7
5. MML 7
6. MML 7

1. MML 7
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Improved C³ CPU
6. Improved C³ CPU

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light PPC

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. MASC
5. MASC
6. MASC

1. Ammo (MML7) 17/14
2. Ammo (MML7) 17/14
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Exterminator EXT-5F**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **6** Inner Sphere

Running: **9 [12]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18
1	MML 7	LT	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
1	Improved C³ CPU	CT	0	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type:

Rounds:

MML 7

Total Heat Sinks: **10 Double (20)**

○○○○○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

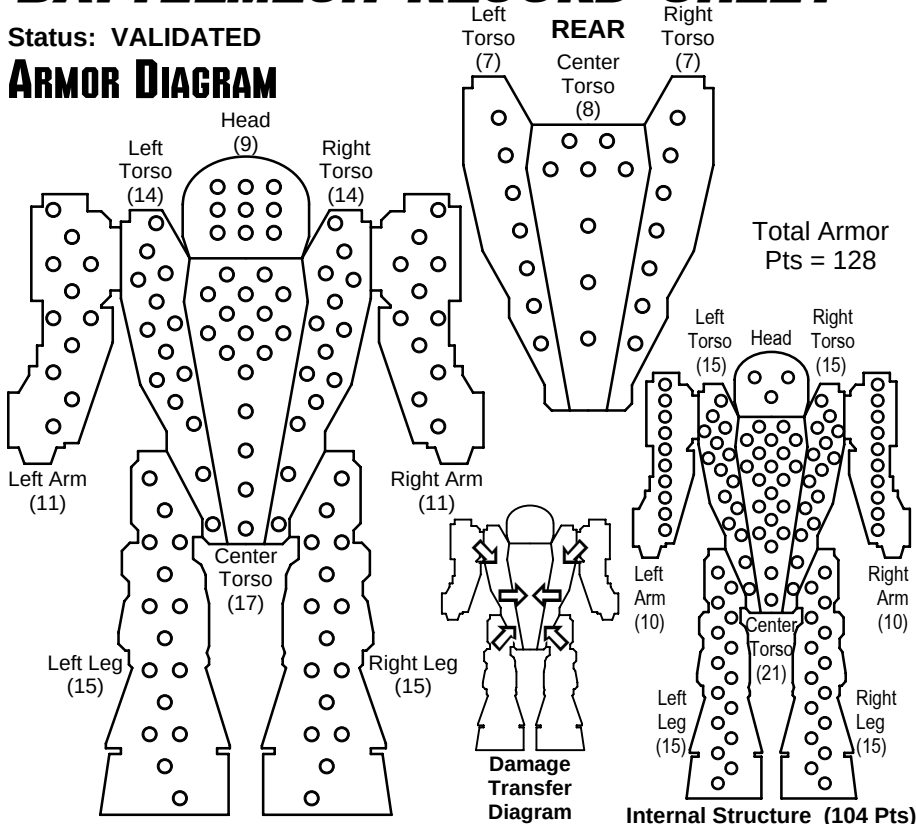
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki Prime**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3
1	ECM Suite	LT	0	-	-	-	-	6
1	Active Probe	LT	0	-	-	-	-	5
3	ER Medium Laser	LT	5	7	-	5	10	15
1	Anti-Missile System	HD	1	-	-	-	-	-
2	Anti-Personnel Pod	LL	0	-	-	-	-	-
2	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Targeting Computer							

Ammo Type:	Rounds:
Streak SRM 6	15
Machine Gun	100
Anti-Missile System	24

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - ECM Suite
- 1-3
- Active Probe
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso (CASE)

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ammo (AMS) 24
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - Machine Gun
 - Machine Gun
- 1-3
- Ammo (Streak 6) 15
 - Ammo (MG) 100
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

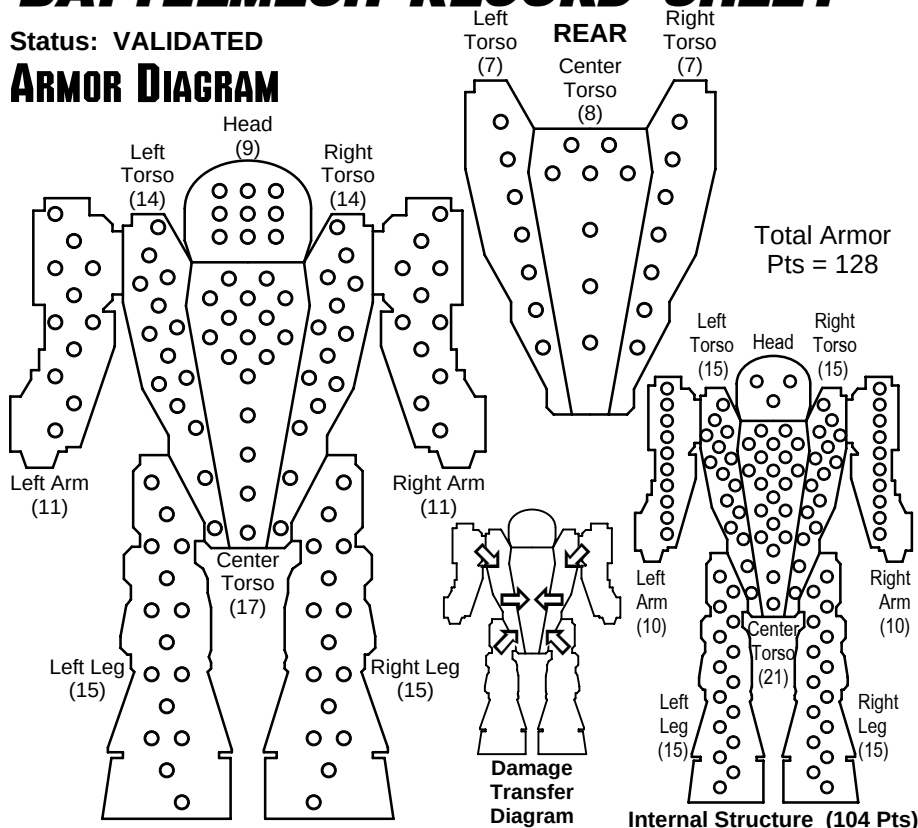
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki A**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 20	RT	6	1/hit	-	7	14	21
2	Machine Gun	RT	0	2	-	1	2	3
1	Narc Missile Beacon	LT	0	-	-	4	8	12
1	Active Probe	LT	0	-	-	-	-	5
1	ER Medium Laser	HD	5	7	-	5	10	15

Ammo Type: Rounds:

Ultra AC/5	20
LRM 20	6
Machine Gun	200
Narc Missile Beacon	6

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(37)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Narc Missile Beacon
- Active Probe
- Ammo (Narc Pods) 6
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso (CASE)

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Ammo (MG) 200
- Roll Again

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Machine Gun
- Machine Gun
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

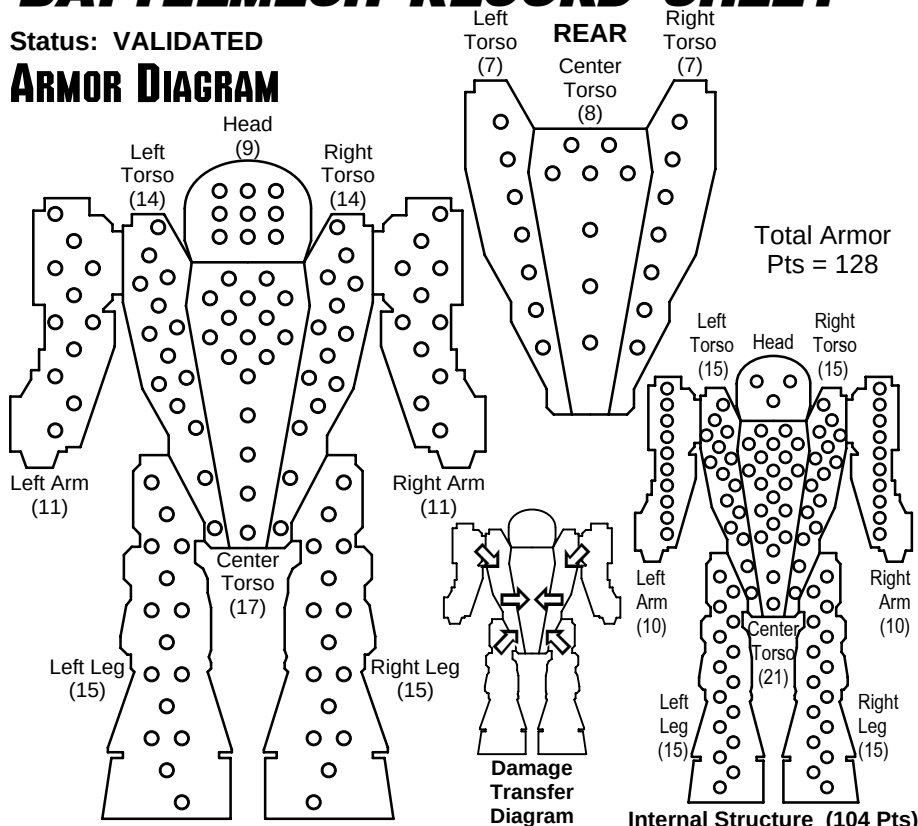
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki B**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LB 5-X AC	LA	1	5	3	8	15	24
2	SRM 6 w/ Artemis IV RT		4	2/hit	-	3	6	9
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:

Rounds:

Gauss Rifle	8
LB 5-X AC	20
SRM 6	30

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- Ammo (LB 5-X) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Artemis IV FCS
- SRM 6
- Artemis IV FCS

1-3

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

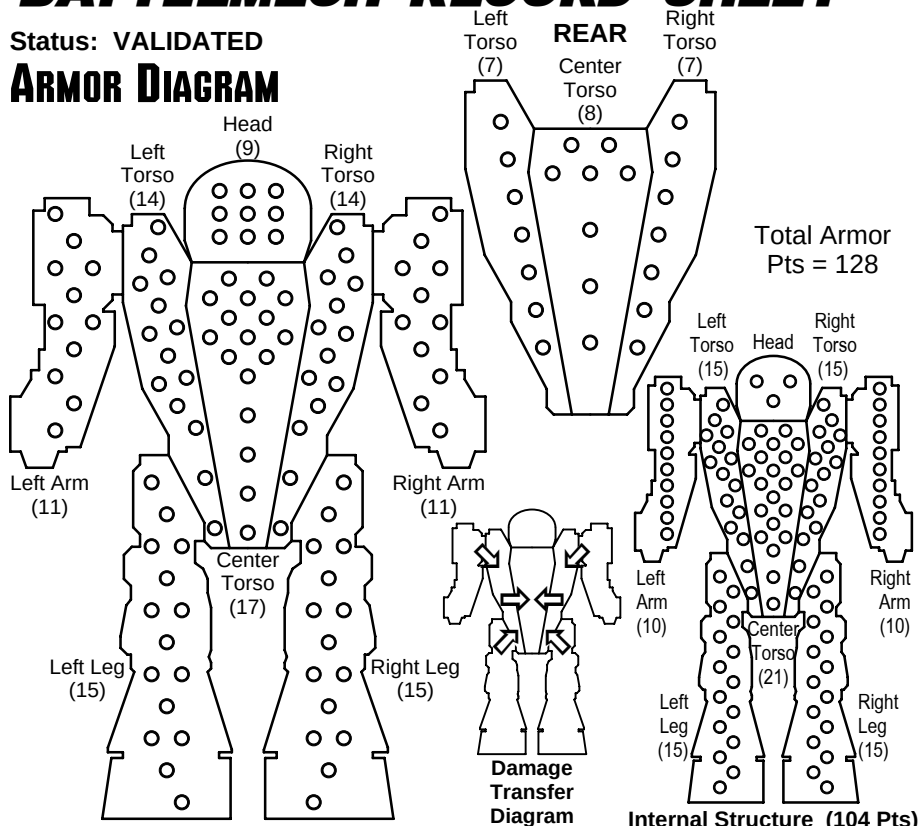
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki C**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
2	ER Small Laser	LA	2	5	-	2	4	6
1	LB 20-X AC	RT	6	20	-	4	8	12
2	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type: Rounds:

Adv. Tact. Msl. 6

30

LB 20-X AC

15

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Small Laser

1-3

- ER Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6

1-3

- Adv. Tact. Msl. 6
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ammo (LB 20-X) 5

4-6

Right Leg

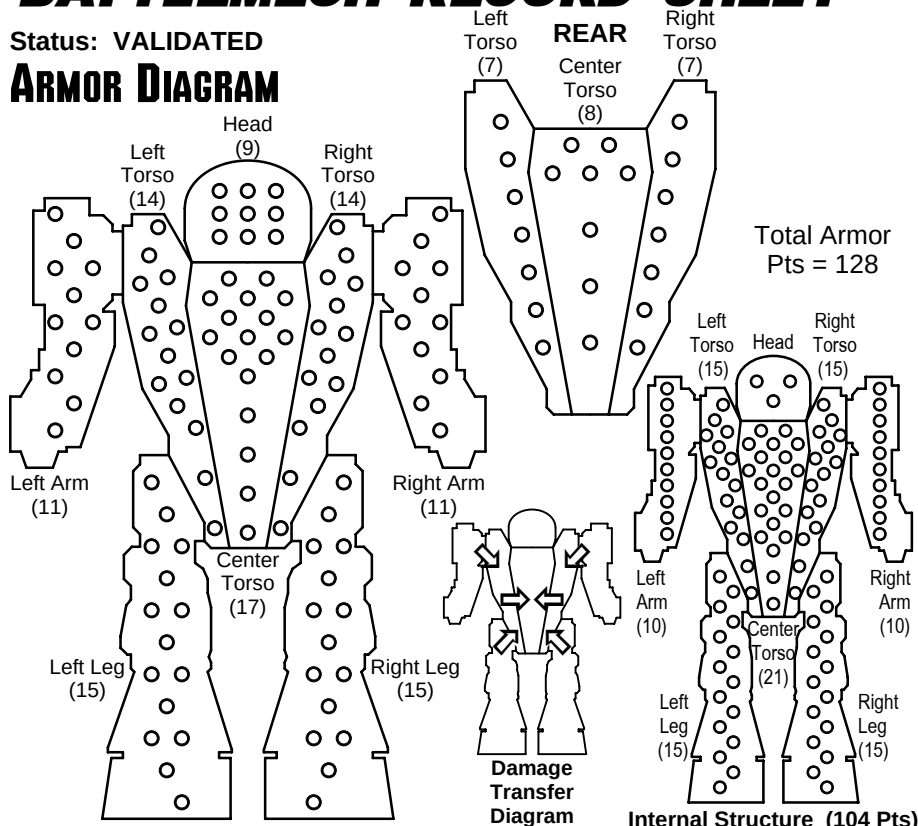
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki D**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Plasma Cannon	RA	7	-	-	6	12	18
2	Plasma Cannon	LA	7	-	-	6	12	18
2	Medium Pulse Laser	RT	4	7	-	4	8	12
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Micro Pulse Laser	HD	1	3	-	1	2	3
2	B-Pod	LL	0	-	-	-	-	-
2	B-Pod	RL	0	-	-	-	-	-

Ammo Type: Rounds:

Plasma Cannon 40

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(45)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Cannon
- Plasma Cannon
- Ammo (PC) 10

- Ammo (PC) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- B-Pod

Head

- Life Support
- Sensors
- Cockpit
- Micro Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Cannon
- Plasma Cannon
- Ammo (PC) 10

- Ammo (PC) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

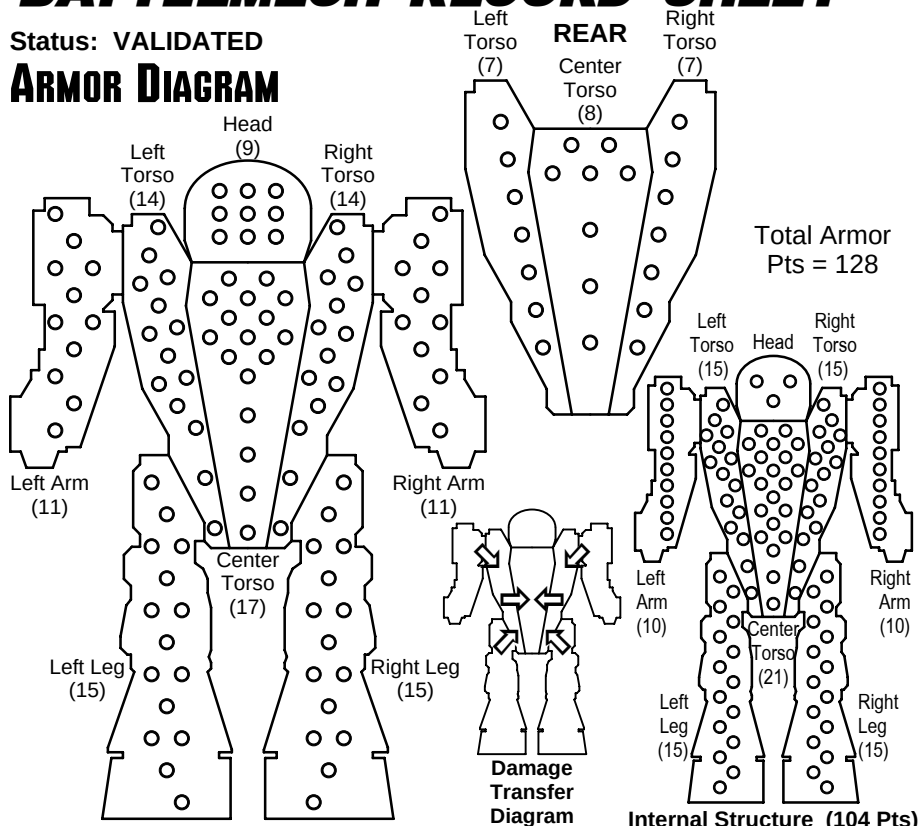
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- B-Pod

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki E**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
1	HAG 20	LA	4	20	2	8	16	24
1	LRM 10	RT	4	1/hit	-	7	14	21

Ammo Type:

Rounds:

HAG 20

12

LRM 10

12

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 20
 - HAG 20
 - HAG 20
 - HAG 20
- 1-3
- HAG 20
 - HAG 20
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - LRM 10
 - Ammo (LRM 10) 12
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

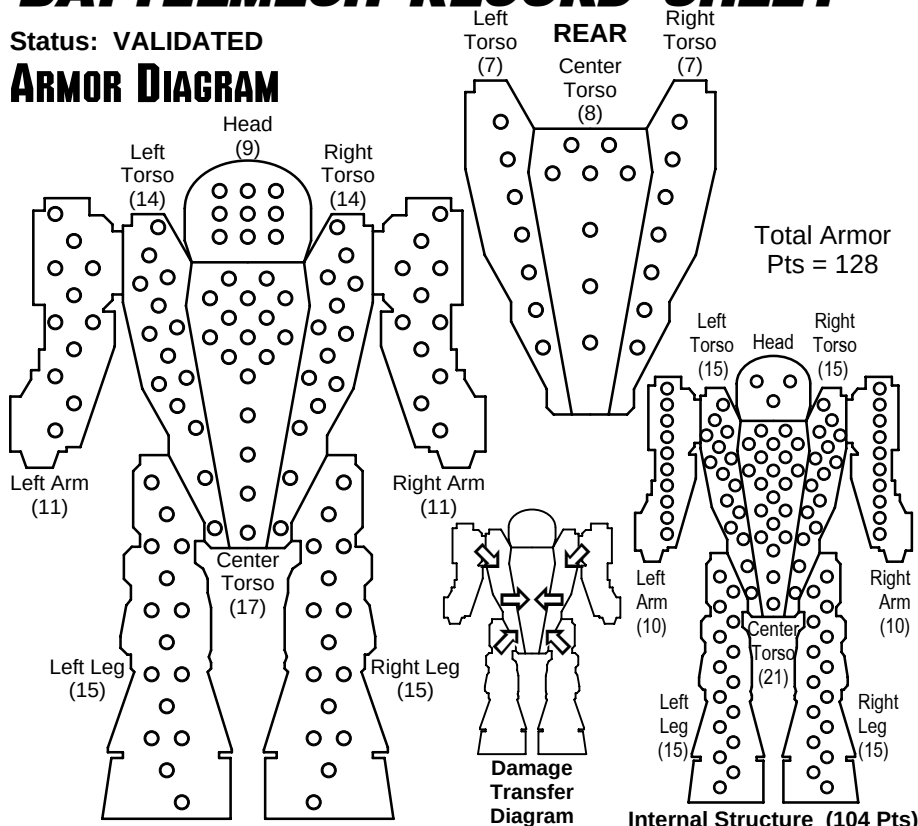
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Loki H**

Mass: **65 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Ultra AC/5	RT	1	5	-	7	14	21
4	Heavy Small Laser	LT	3	6	-	1	2	3
1	Active Probe	LT	0	-	-	-	-	5
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type:	Rounds:
Ultra AC/5	40
LRM 15	16

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(52)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser

1-3

- Active Probe
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

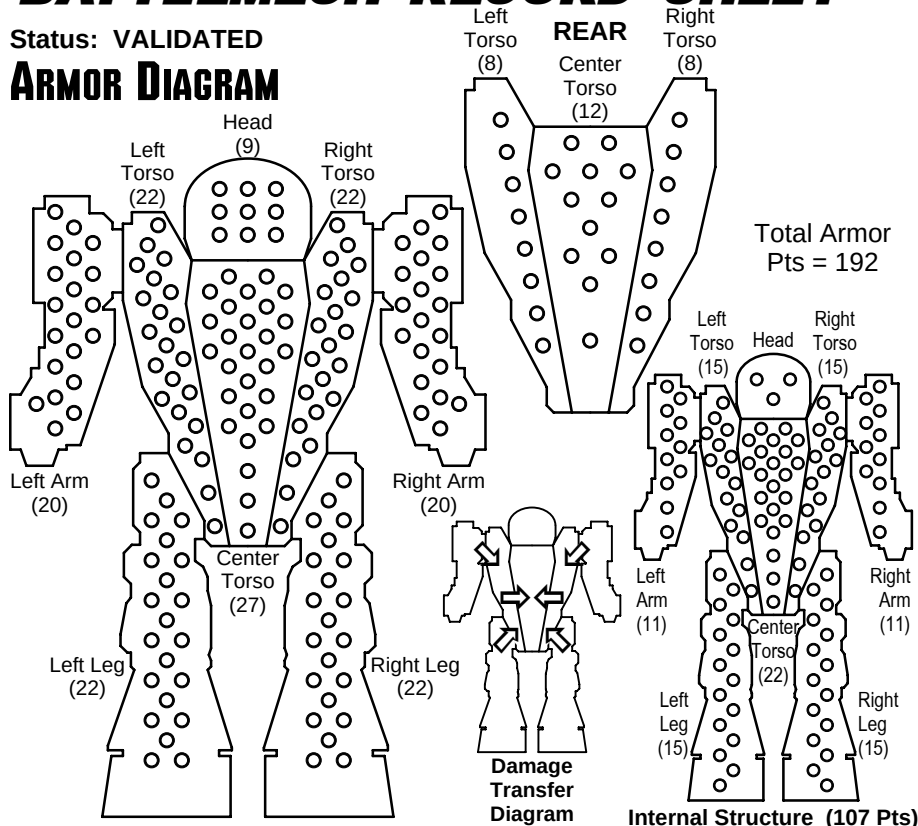
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-3N**

Mass: **70 tons**

Movement Points: **4** Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type:

SRM 6

Rounds:

15

Total Heat Sinks: 25 Single

oooooooooooo ooooooooooooo
ooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Single Heat Sink
- Jump Jet
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

CRITICAL HIT TABLE

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
- SRM 6
- SRM 6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Jump Jet

1-3

- Medium Laser
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

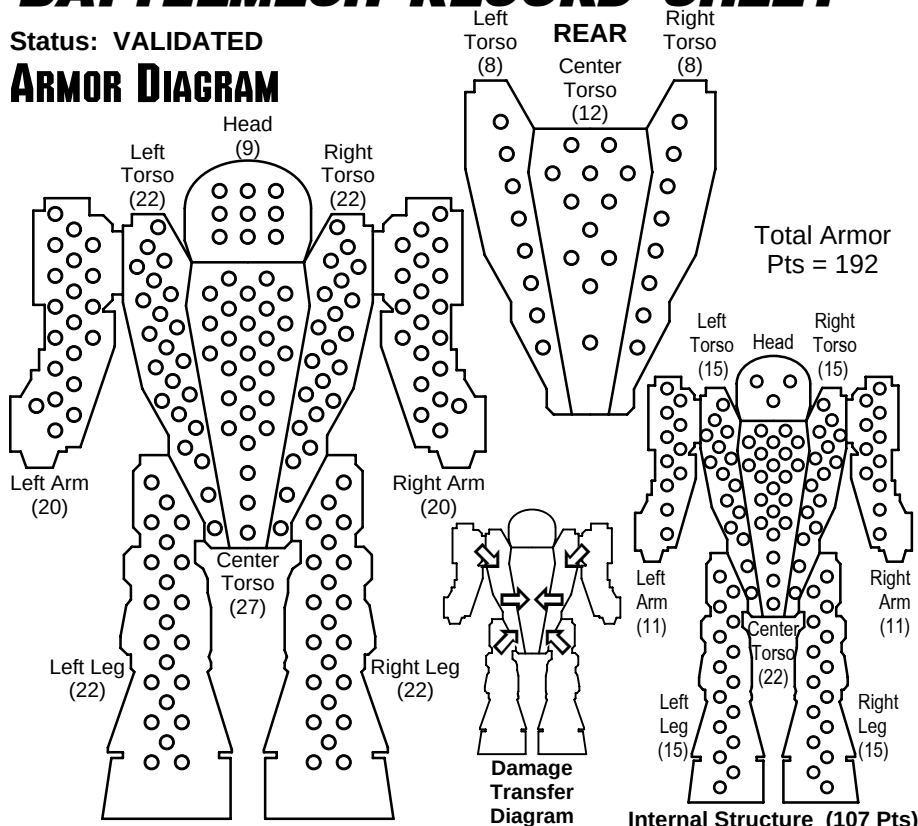
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-5M**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type:

SRM 6

Rounds:

15

Total Heat Sinks: 25 Single

○○○○○○○○○○ ○○○○○○○○○
○○○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Jump Jet
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Jump Jet
- Medium Laser
- Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again

4-6

Right Leg

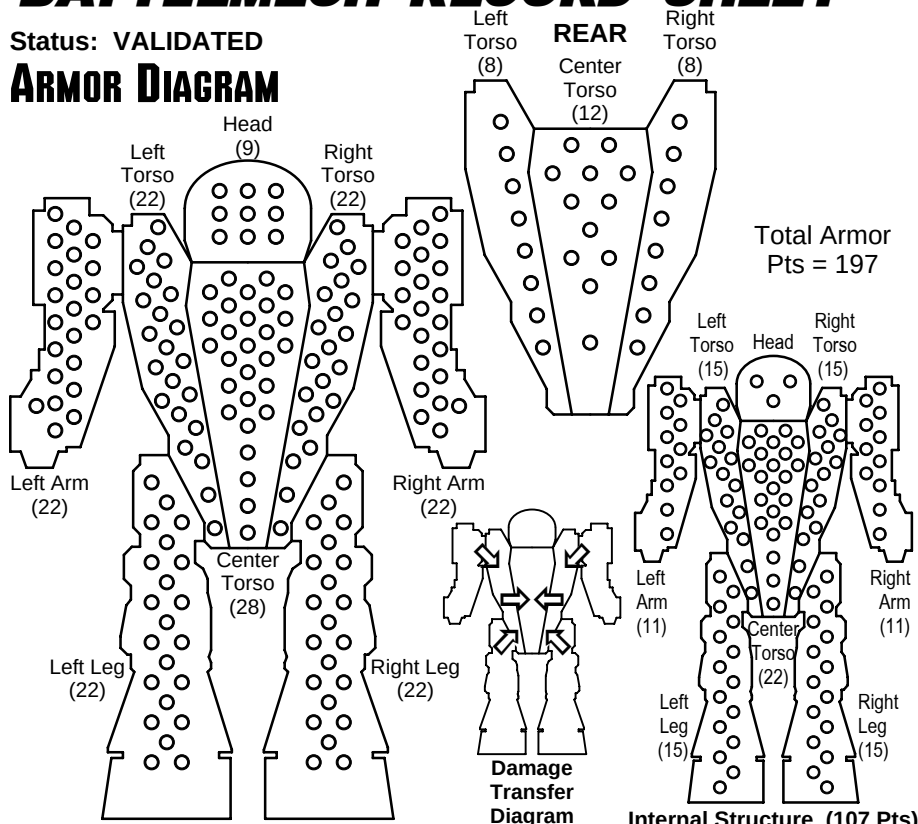
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-6WB**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Heavy PPC	LA	15	15	3	6	12	18
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	LRM 15	CT	5	1/hit	6	7	14	21
1	Improved C³ CPU	HD	0	-	-	-	-	-

Ammo Type:

LRM 15

Rounds:

8

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Compact Gyro
- Compact Gyro
- Fusion Engine

1-3

- Fusion Engine
- Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Roll Again

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- ER Medium Laser
- Ammo (LRM 15) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

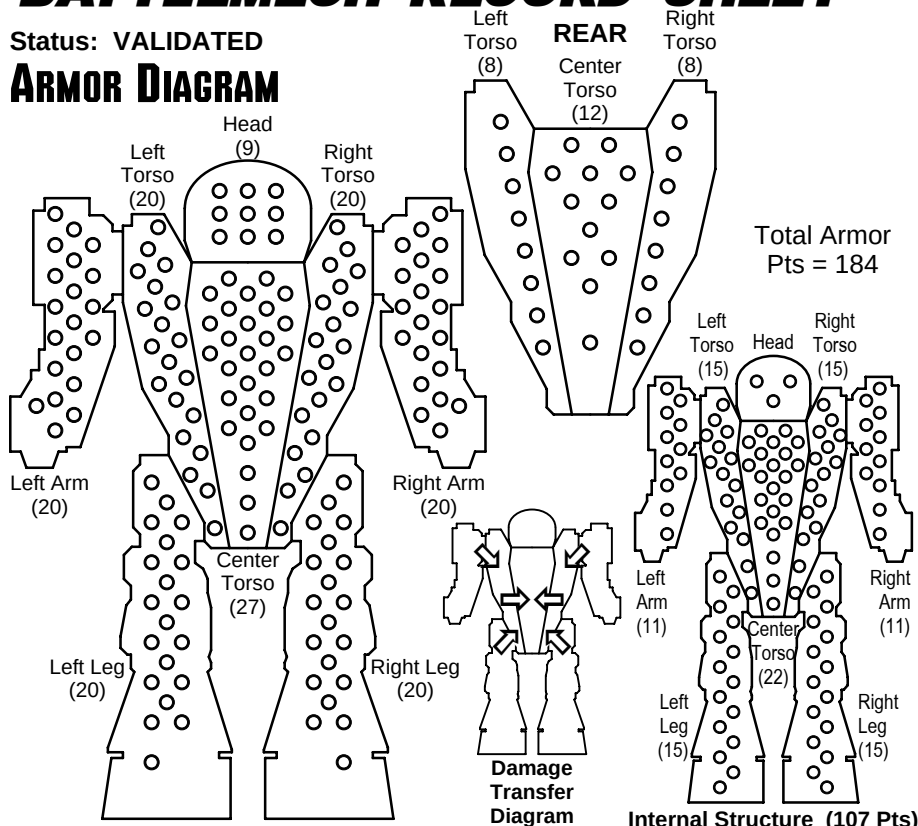
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-6WB2**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	RA	5	5	3	6	12	18
1	Light Gauss Rifle	LA	1	8	3	8	17	25
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	LRM 5 w/ Artemis IV	CT	2	1/hit	6	7	14	21
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type: Rounds:

Light Gauss Rifle 16
LRM 5 24

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3
- Light Gauss Rifle
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Improved Jump Jet
 - ER Medium Laser
 - Ammo (Lt Gauss) 16
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Compact Gyro
 - Compact Gyro
 - XL Engine
- 1-3
- XL Engine
 - XL Engine
 - LRM 5
 - Artemis IV FCS
 - Improved C³ CPU
 - Improved C³ CPU
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Light PPC
 - Light PPC
 - Light PPC
- 1-3
- Light PPC
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Improved Jump Jet
 - ER Medium Laser
 - Ammo (LRM 5) 24
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

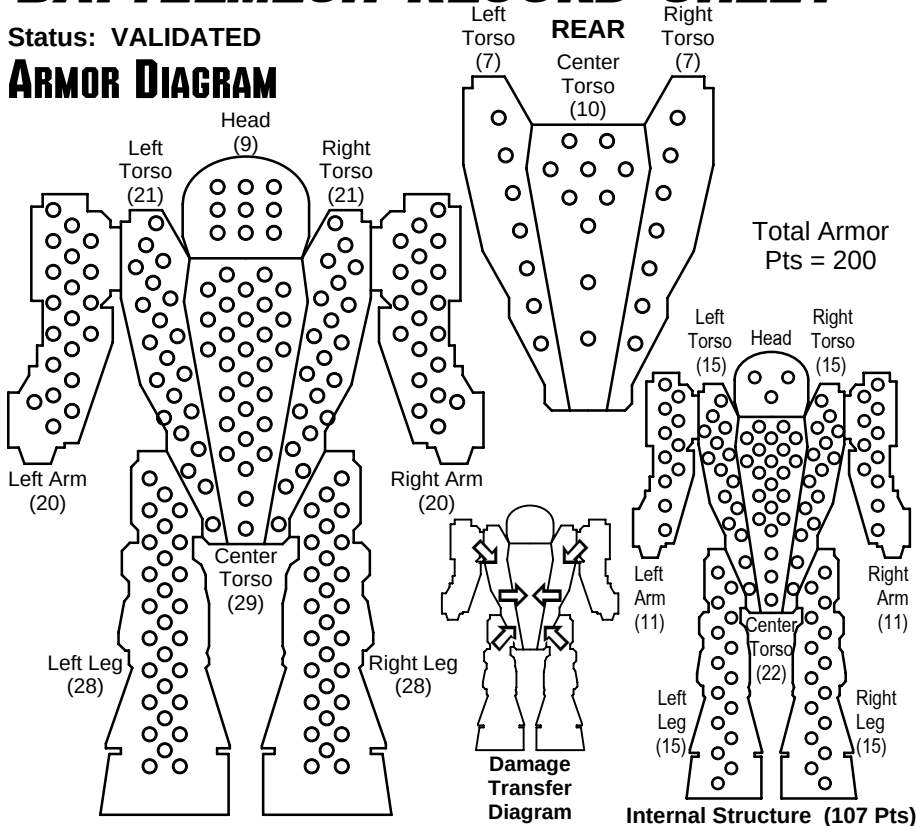
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-8D**

Mass: **70 tons**

Movement Points: **Tech & Configuration:**

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Streak SRM 6	CT	4	2/hit	-	3	6	9

1 Targeting Computer

Ammo Type:

Rounds:

Streak SRM 6

15

Total Heat Sinks: **14 Double (28)**

oooooooooooo ooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again
- Roll Again
- Roll Again

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Streak SRM 6
- Streak SRM 6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Ammo (Streak 6) 15
- CASE
- Roll Again

4-6

Right Leg

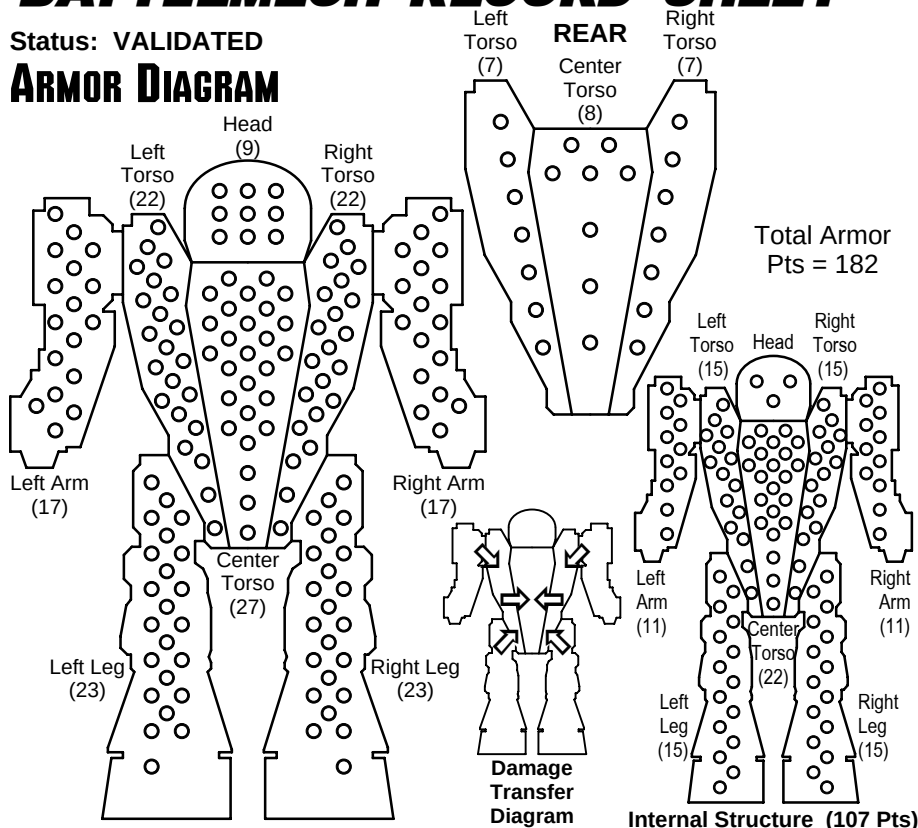
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor Prime**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:

Rounds:

LB 10-X AC

10

LRM 15

16

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left 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
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

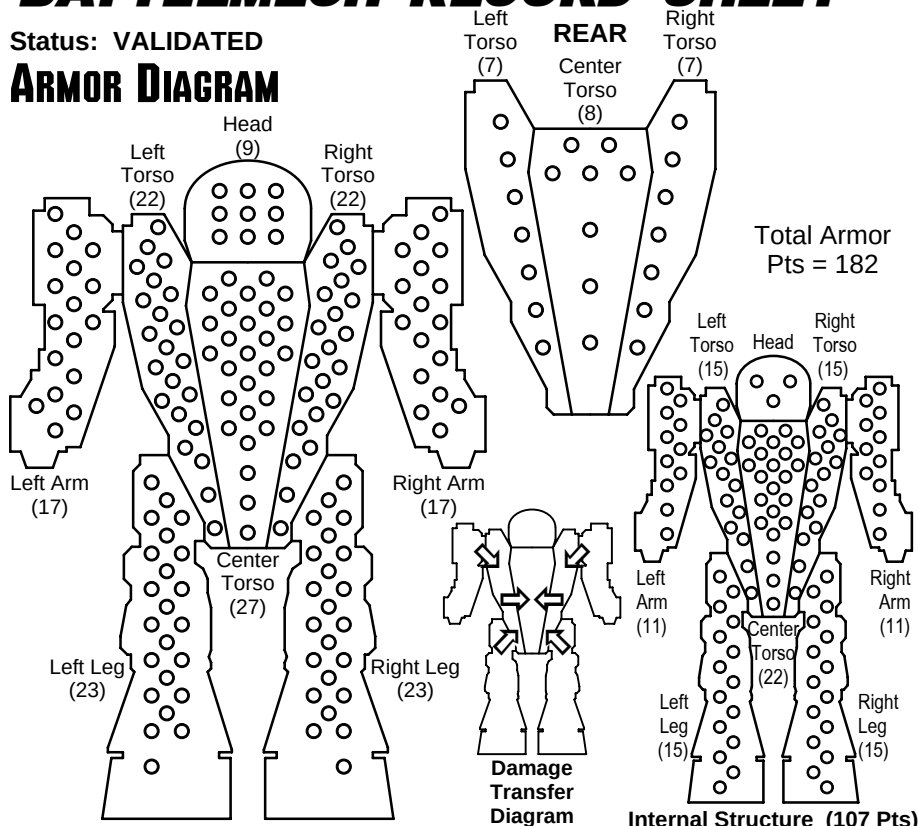
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor A**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Gauss Rifle	LA	1	15	2	7	15	22
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

Gauss Rifle

8

SRM 6

30

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

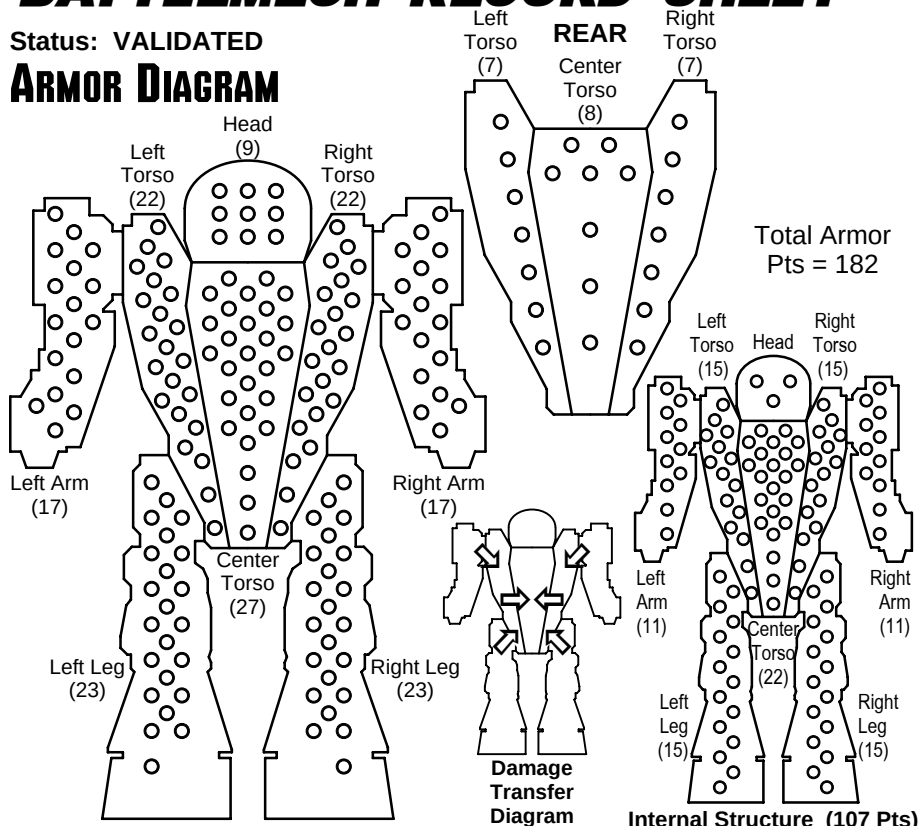
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor B**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9
1	LRM 20	LA	6	1/hit	-	7	14	21
1	SRM 4	LA	3	2/hit	-	3	6	9
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Narc Missile Beacon	LT	0	-	-	4	8	12

Ammo Type: Rounds:

LRM 20	24
SRM 4	50
Anti-Missile System	24
Narc Missile Beacon	6

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- SRM 4
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 4) 25
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Anti-Missile System
- Narc Missile Beacon
- Ammo (AMS) 24
- Ammo (Narc Pods) 6

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- SRM 4
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 4) 25
- Ferro-Fibrous

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

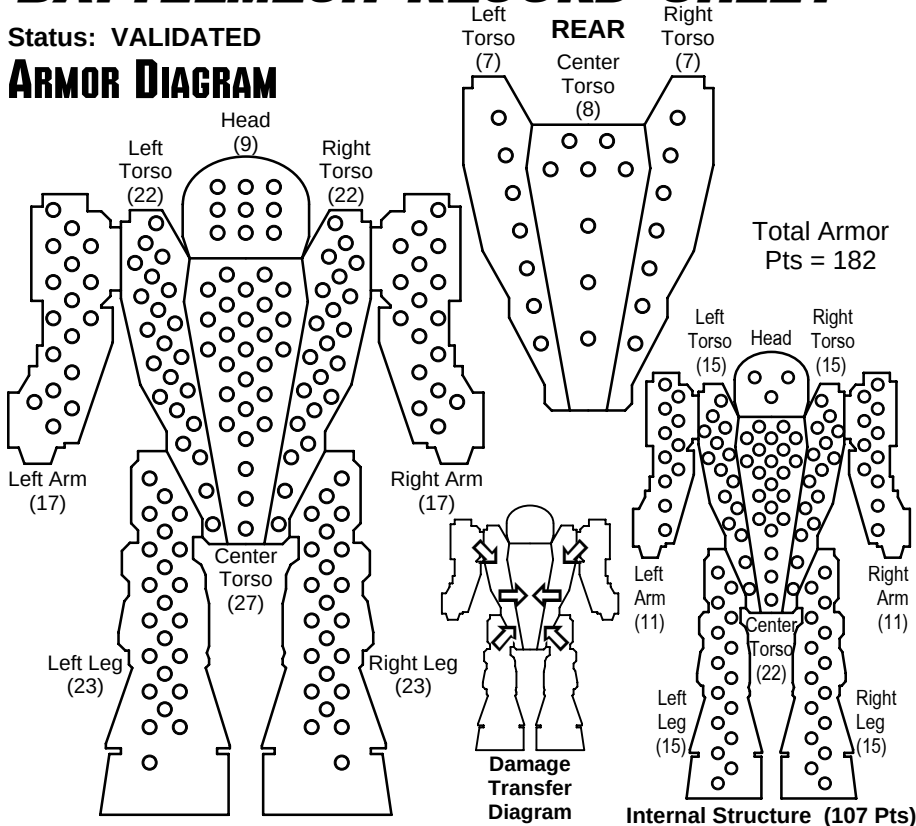
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor C**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Small Laser	RA	2	5	-	2	4	6
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type:

Rounds:

Ultra AC/20

10

Streak SRM 6

15

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 1-3
- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Ult AC/20) 5
 - Ammo (Ult AC/20) 5
- 1-3
- Ammo (Streak 6) 15
 - 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

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
 - Jump Jet
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Small Laser
 - Ferro-Fibrous
- 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

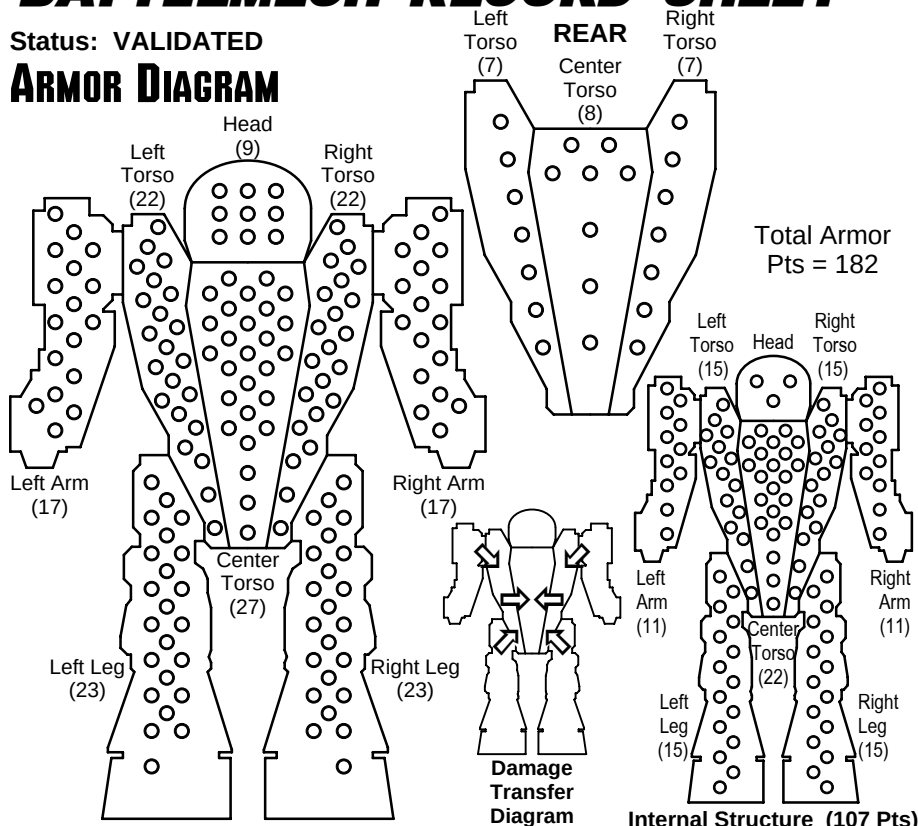
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor D**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	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	Anti-Missile System	RT	1	-	-	-	-	-
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:
 Anti-Missile System 48
 Machine Gun 200

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous

Left Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- Anti-Missile System
- Ammo (MG) 200
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Anti-Missile System
- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

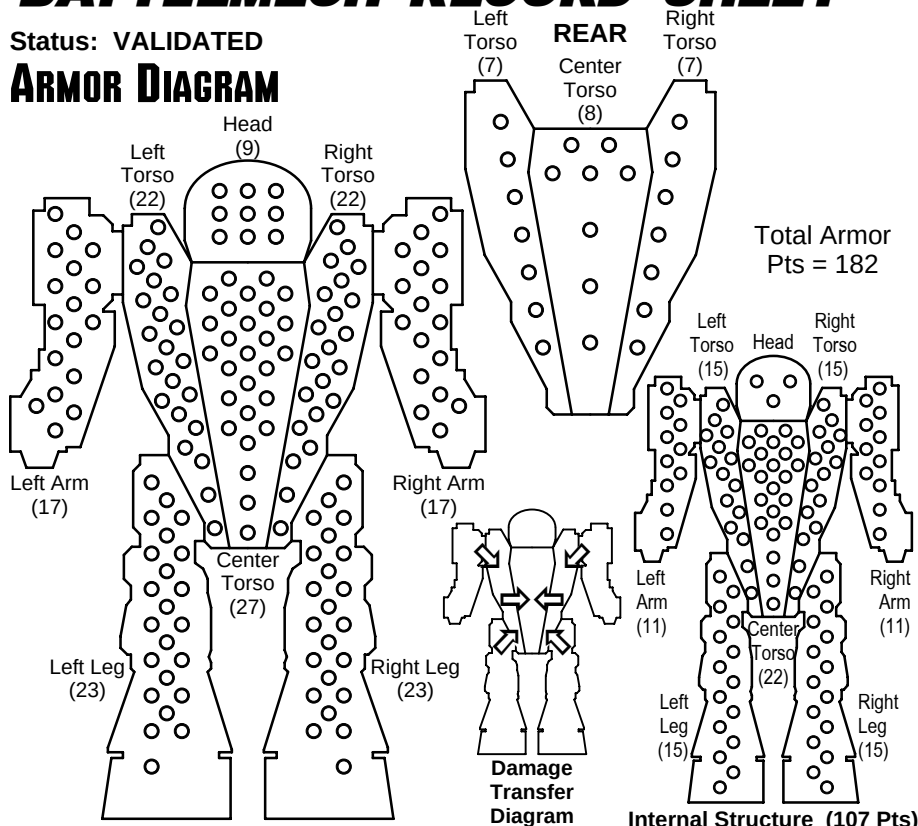
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor E**

Mass: **70 tons**

Movement Points: **Tech & Configuration:**

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 12	RA	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
1	ER PPC	LA	15	15	-	7	14	23

Ammo Type:

Rounds:

Adv. Tact. Msl. 12

15

Adv. Tact. Msl. 6

30

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- 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
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

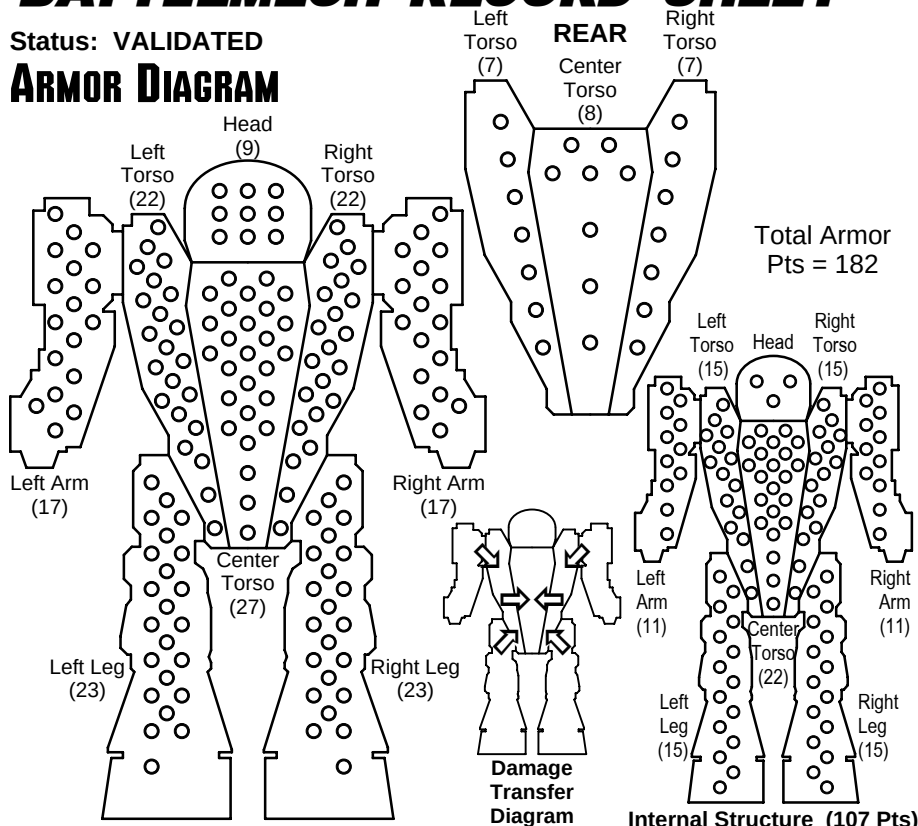
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor G**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER Large Laser	LA	12	10	-	8	15	25
3	SRM 4	RT	3	2/hit	-	3	6	9
3	SRM 4	LT	3	2/hit	-	3	6	9
1	Heavy Small Laser	CT	3	6	-	1	2	3

Ammo Type:

SRM 4

Rounds:

50

Total Heat Sinks: **18 Double (36)**

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 4
- SRM 4
- SRM 4
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

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
- Jump Jet
- Heavy Small Laser

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

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 (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 4
- SRM 4
- SRM 4
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

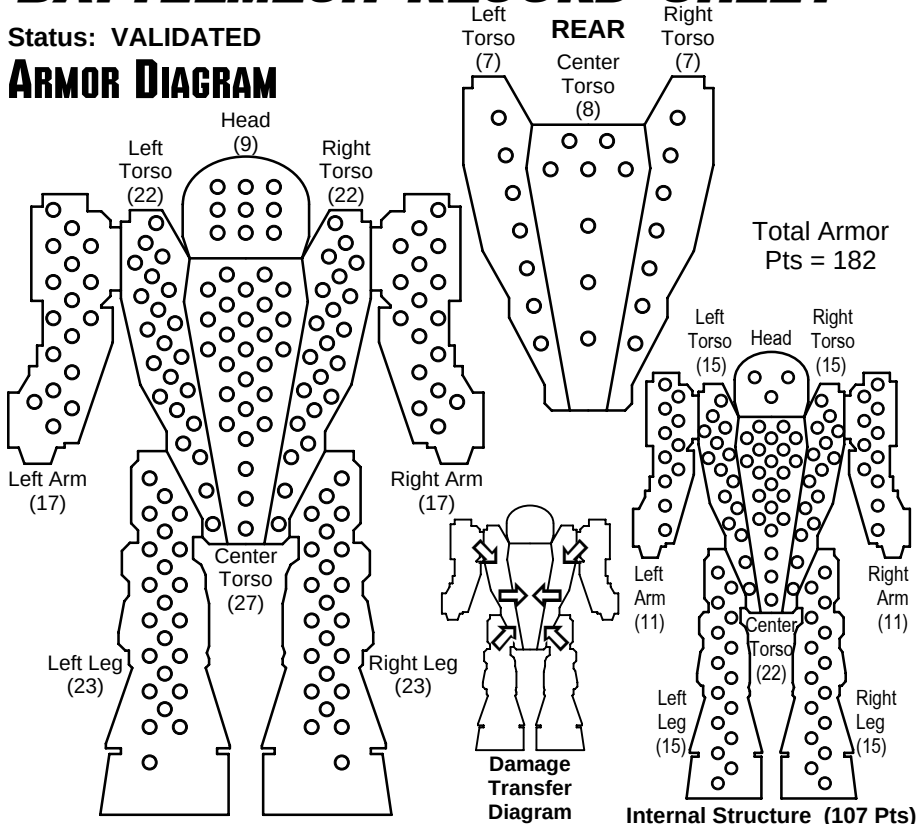
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor H**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:

Anti-Missile System 24

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(47)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser
- Ferro-Fibrous

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Anti-Missile System
- Ammo (AMS) 24
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

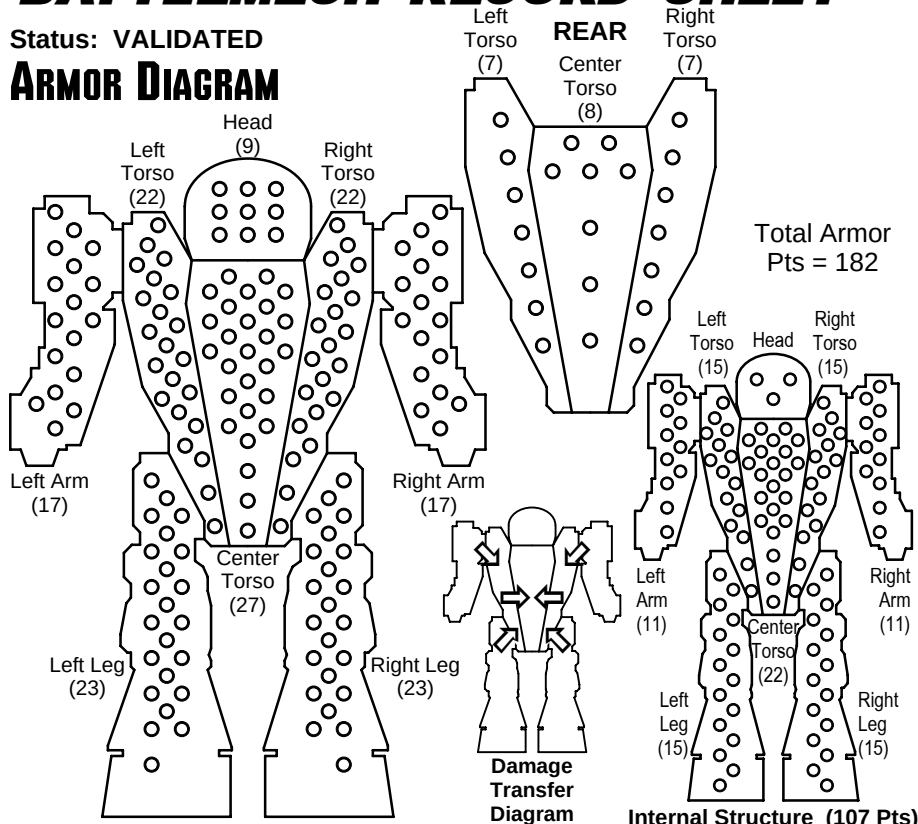
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor HH**

Mass: **70 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
1	ER Medium Laser	LA	5	7	-	5	10	15
1	AP Gauss Rifle	LA	1	3	-	3	6	9
1	Heavy Medium Laser	RT	7	10	-	3	6	9
1	Plasma Cannon	LT	7	-	-	6	12	18
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: Rounds:

HAG 20	18
AP Gauss Rifle	40
Plasma Cannon	20

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- AP Gauss Rifle
- Ammo (APGR) 40
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Plasma Cannon
- Ammo (PC) 10
- Ammo (PC) 10
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 20
- HAG 20
- HAG 20
- HAG 20

1-3

- HAG 20
- HAG 20
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL Engine
- Heavy Medium Laser
- Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

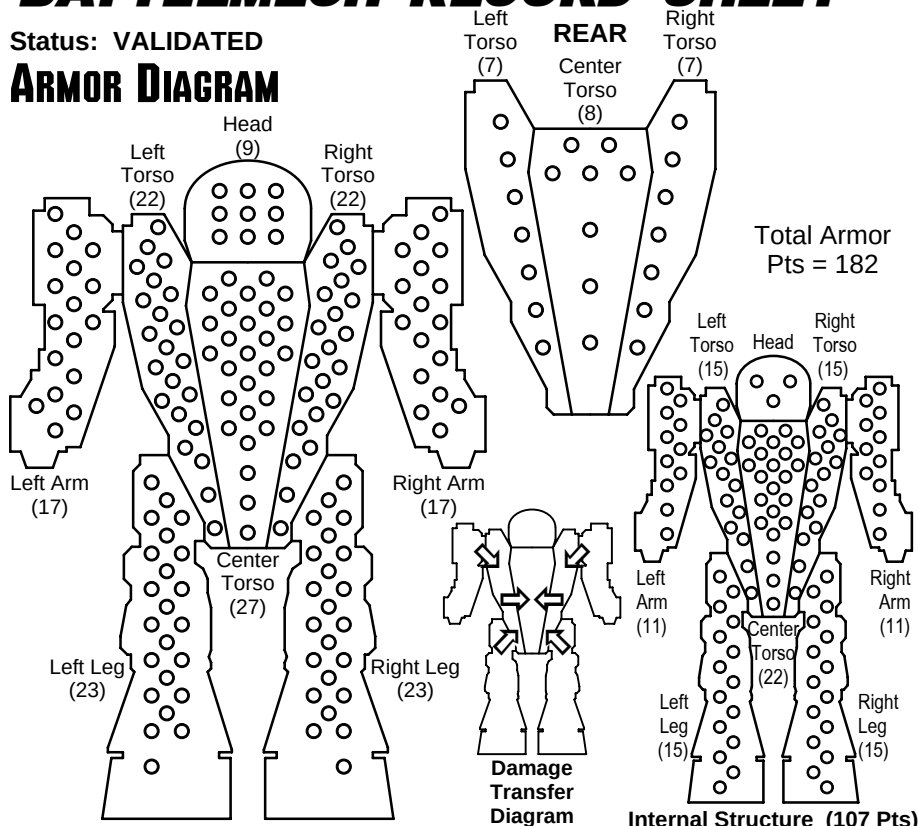
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor M**

Mass: **70 tons**

Movement Points: **Tech & Configuration:**

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:

Rounds:

LB 10-X AC

10

Streak SRM 6

30

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

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

Left Torso

- XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - ER Small Laser
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Roll Again
 - 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

CRITICAL HIT TABLE

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
 - Jump Jet
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

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 (CASE)

- XL Engine
 - XL Engine
 - Ammo (Streak 6) 15
 - Ammo (Streak 6) 15
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

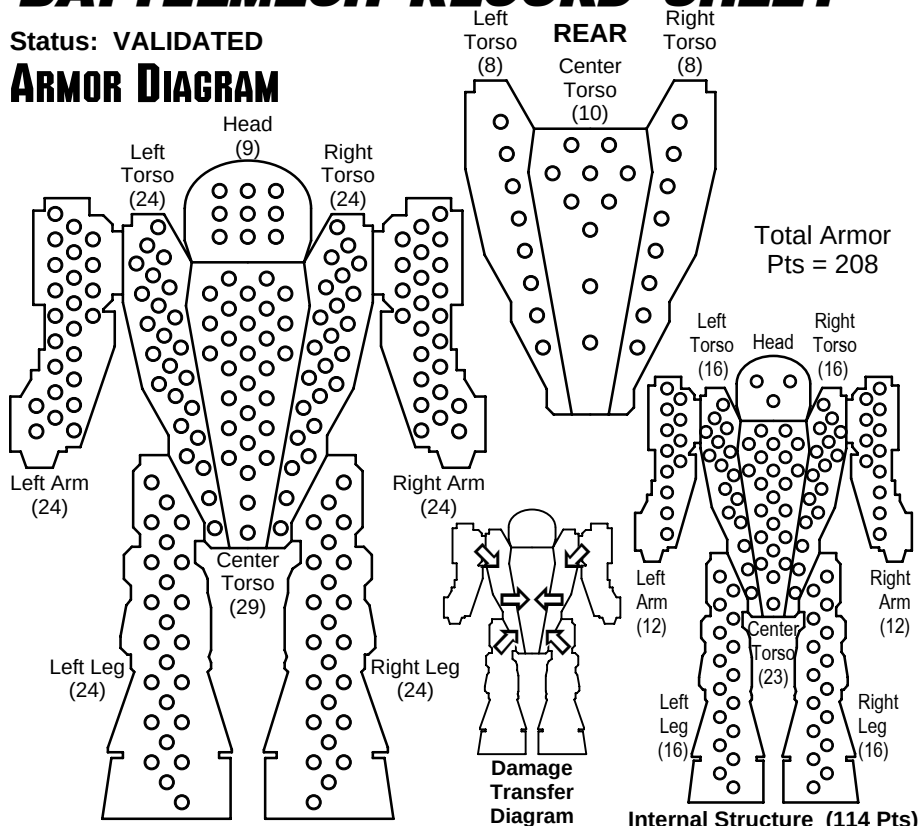
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL-6-KNT**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Large Laser
- Large Laser
- Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Beagle Active Probe
 - Beagle Active Probe

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

- PPC
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Large Laser
- Large Laser
- Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

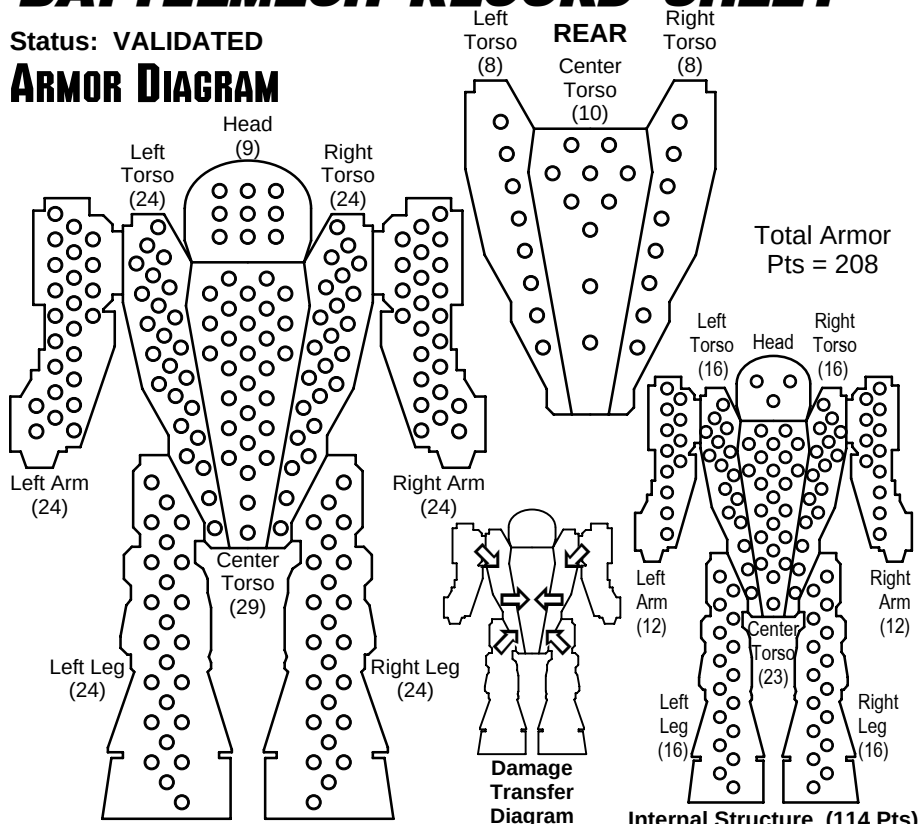
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

'MECH DATA

Type: **Black Knight BL-6b-KNT**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Medium Laser	RT	3	5	-	3	6	9
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	Medium Laser	LT	3	5	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Beagle Active Probe
 - Beagle Active Probe
- 4-6

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Medium Laser
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

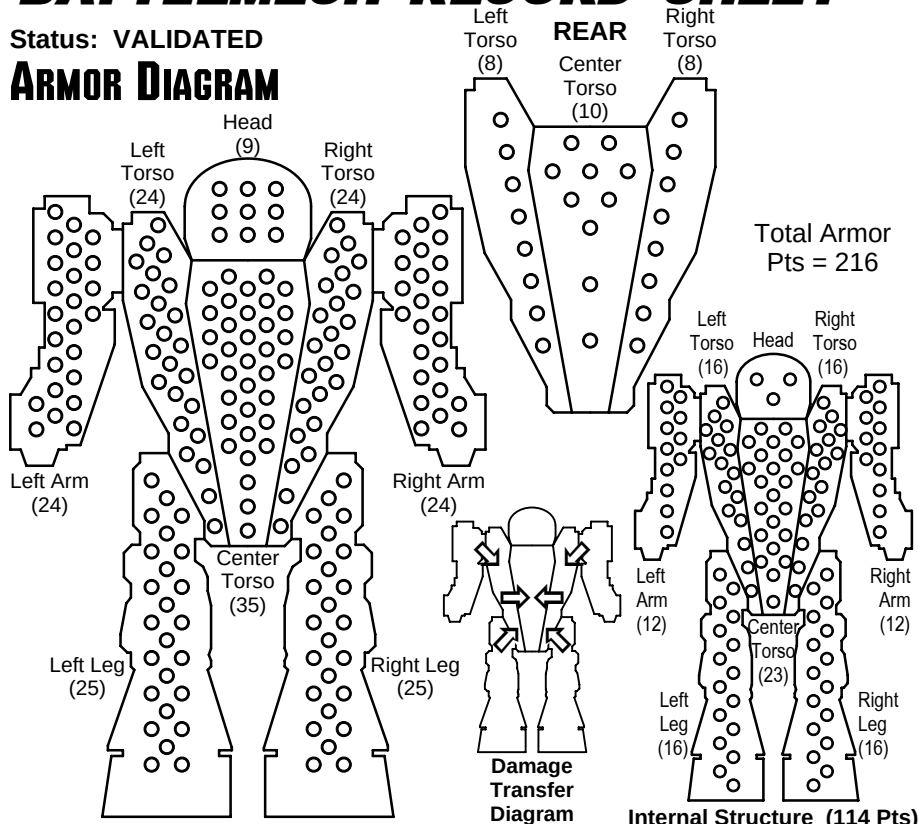
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL-9-KNT**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Large Pulse Laser	CT	10	9	-	3	7	10
1	Hatchet	LA	0	15				

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(57)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Hatchet
- 1-3
- Hatchet
 - Hatchet
 - Hatchet
 - Hatchet
 - Endo Steel
 - Endo Steel
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Large Laser
 - Large Laser
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

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

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Large Pulse Laser
 - Large Pulse Laser
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Medium Pulse Laser
 - Endo Steel
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Large Laser
 - Large Laser
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

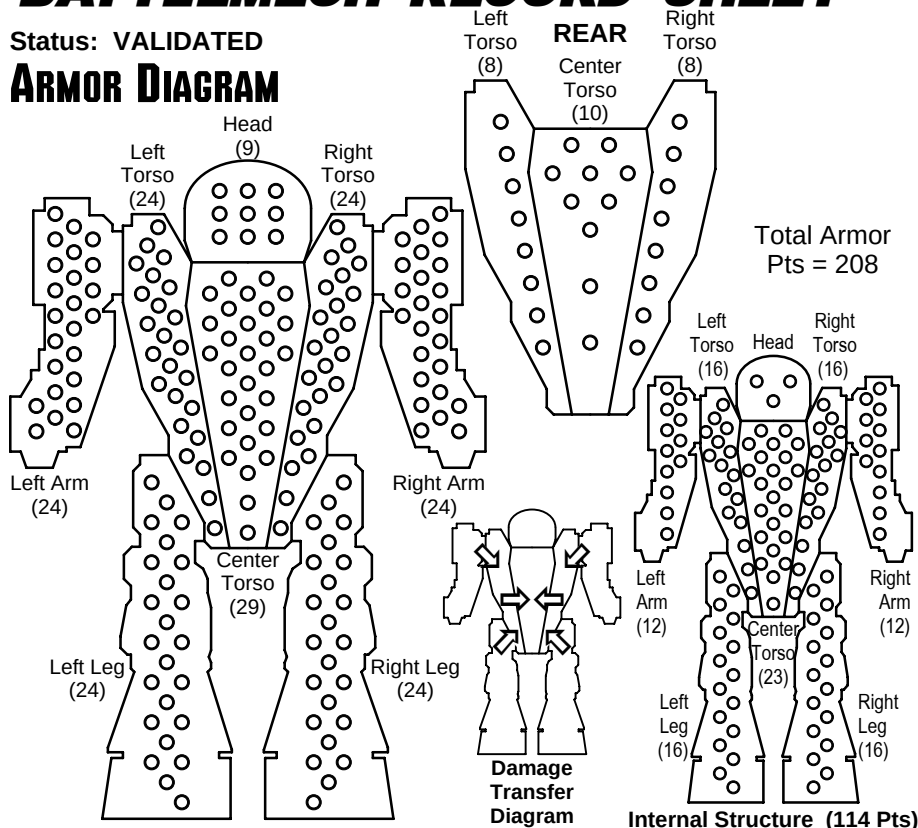
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL-12-KNT**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Large Laser	RT	8	8	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Large Laser	LT	8	8	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(51)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Large Laser
- Large Laser
- ER Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- ER Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

4-6

Right Torso

- Large Laser
- Large Laser
- ER Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

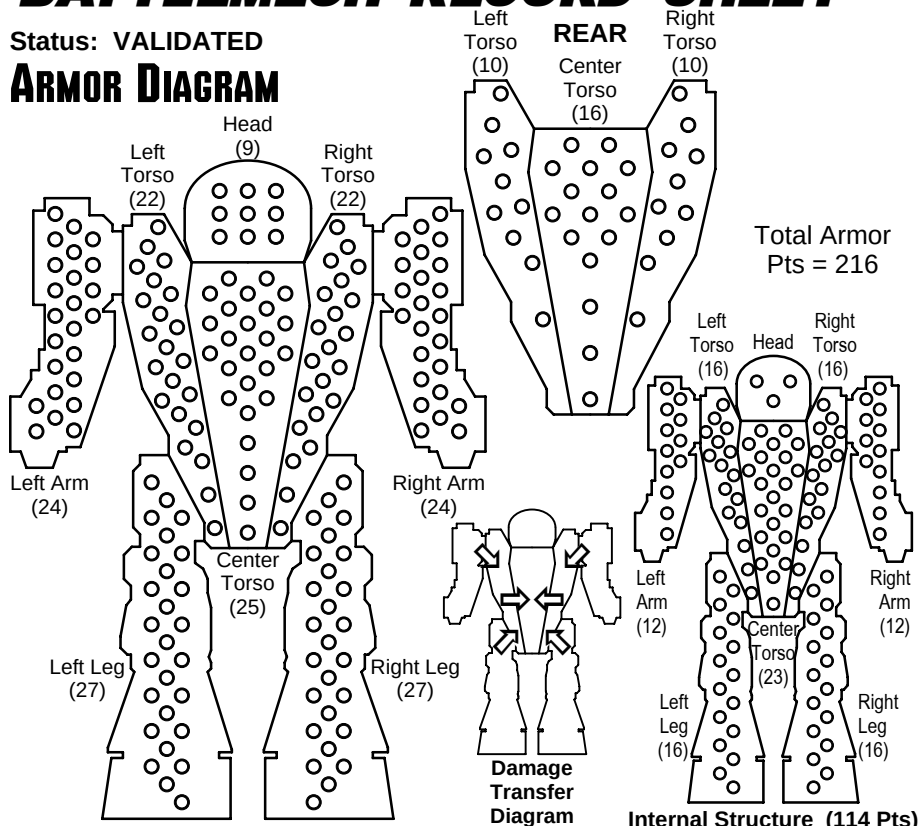
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-8K**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Large Laser	CT	8	8	-	5	10	15
1	Flamer	HD	3	2	-	1	2	3

Ammo Type: Anti-Missile System Rounds: 12

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (43)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Large Laser
6. Large Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Laser
5. Anti-Missile System
6. Ammo (AMS) 12

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

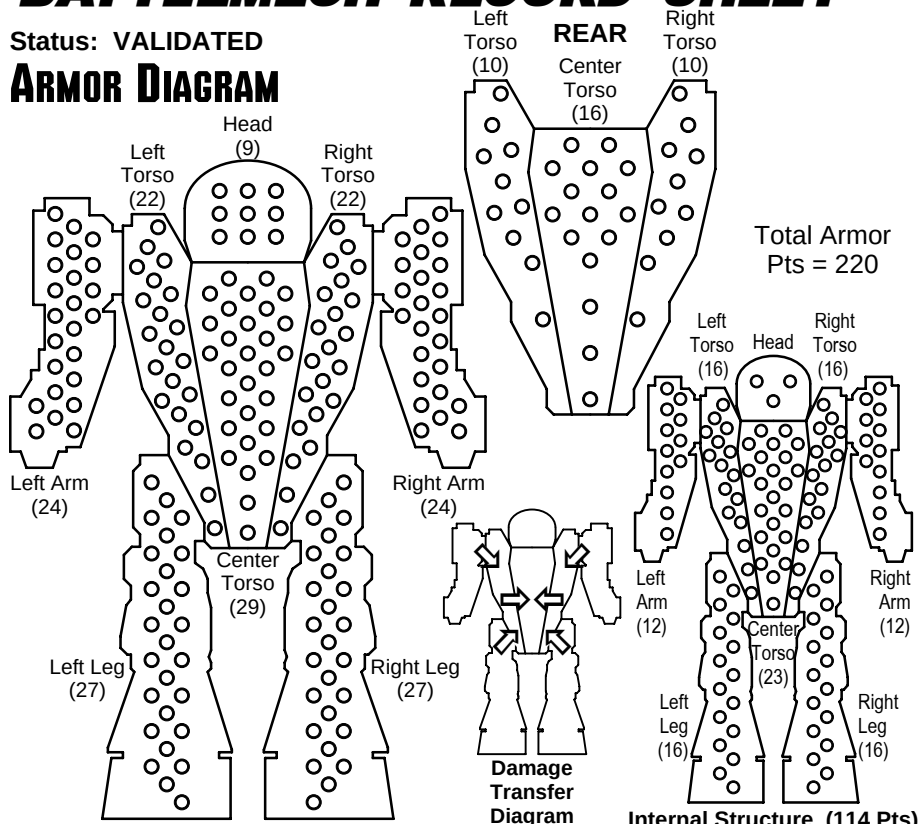
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-9B**

Mass: **75 tons**

Movement Points: **Tech & Configuration:**

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Small Laser	CT	2	3	-	2	4	5
1	Improved C³ CPU	HD	0	-	-	-	-	-

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(44)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Compact Gyro
- Compact Gyro
- Light Fusion Engine

- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Leg

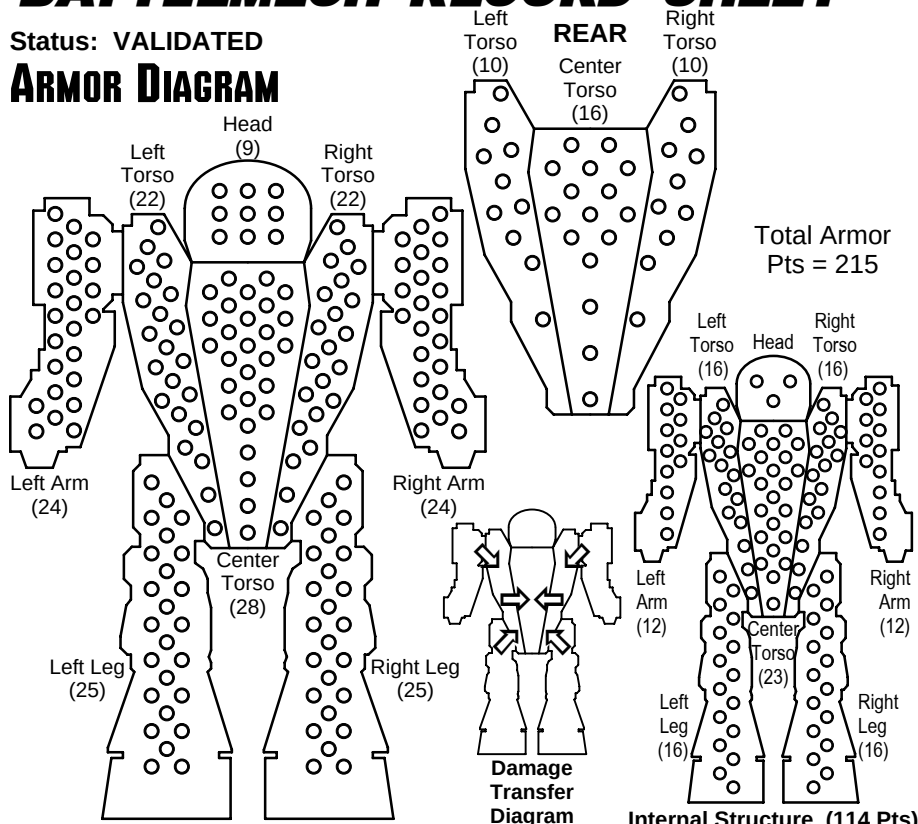
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-9C**

Mass: **75 tons**

Movement Points: **Tech & Configuration:**

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	ER Large Laser	CT	12	8	-	7	14	19

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(55)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - Medium Pulse Laser
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Medium Laser (R)
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

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
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - ER Large Laser
 - ER Large Laser
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - Medium Pulse Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Improved C³ CPU
 - Improved C³ CPU
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

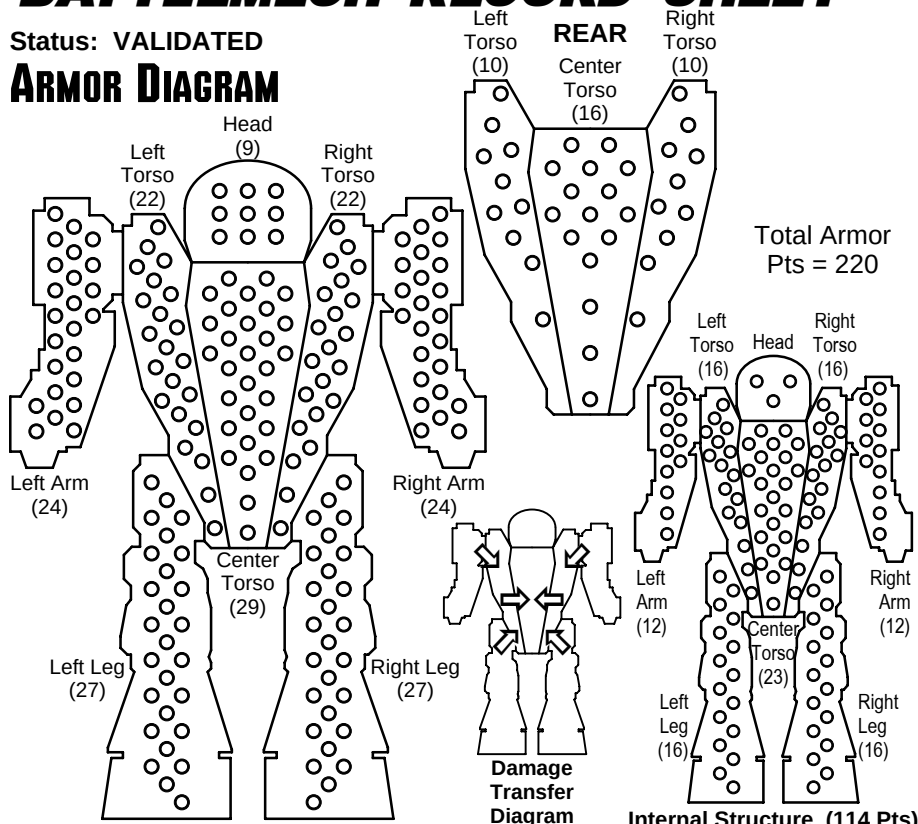
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-9M**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Heavy PPC	LA	15	15	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Laser	RT	3	5	-	3	6	9
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(59)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	
4	-1 Movement Point
3	
2	
1	
0	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Endo Steel
- Light Ferro-Fibrous

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Laser
- Light Ferro-Fibrous

4-6

Right Leg

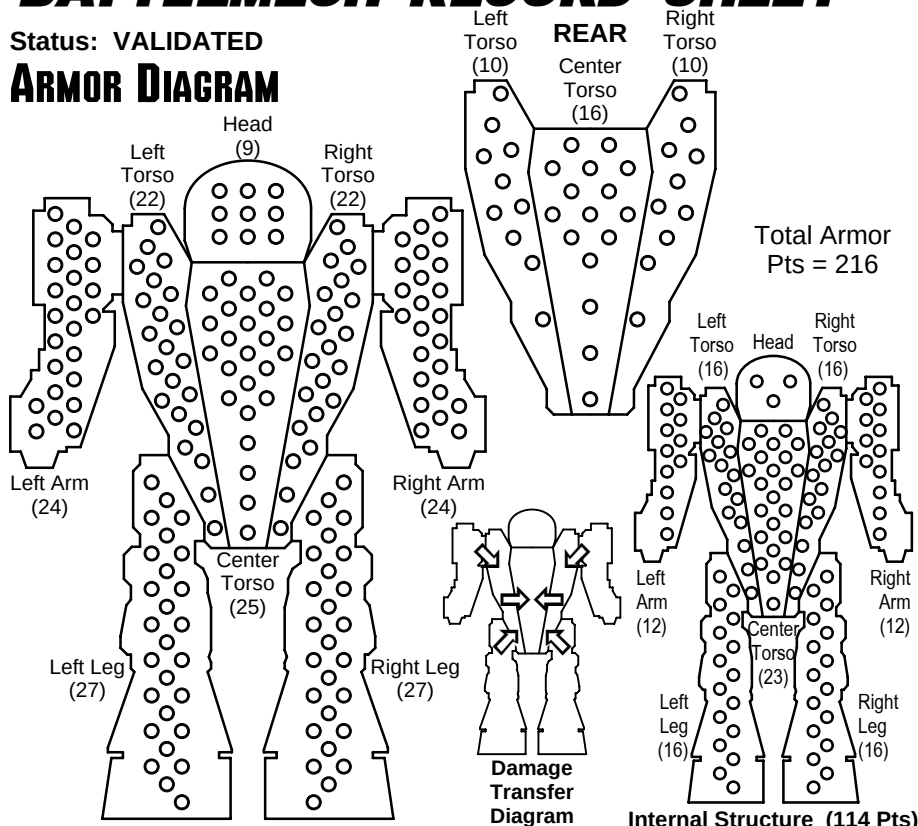
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-C**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Large Laser	CT	8	8	-	5	10	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Anti-Missile System
Rounds: 12

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Medium Laser
- Medium Laser (R)
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Large Laser
- Large Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Medium Laser
- Anti-Missile System
- Ammo (AMS) 12

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

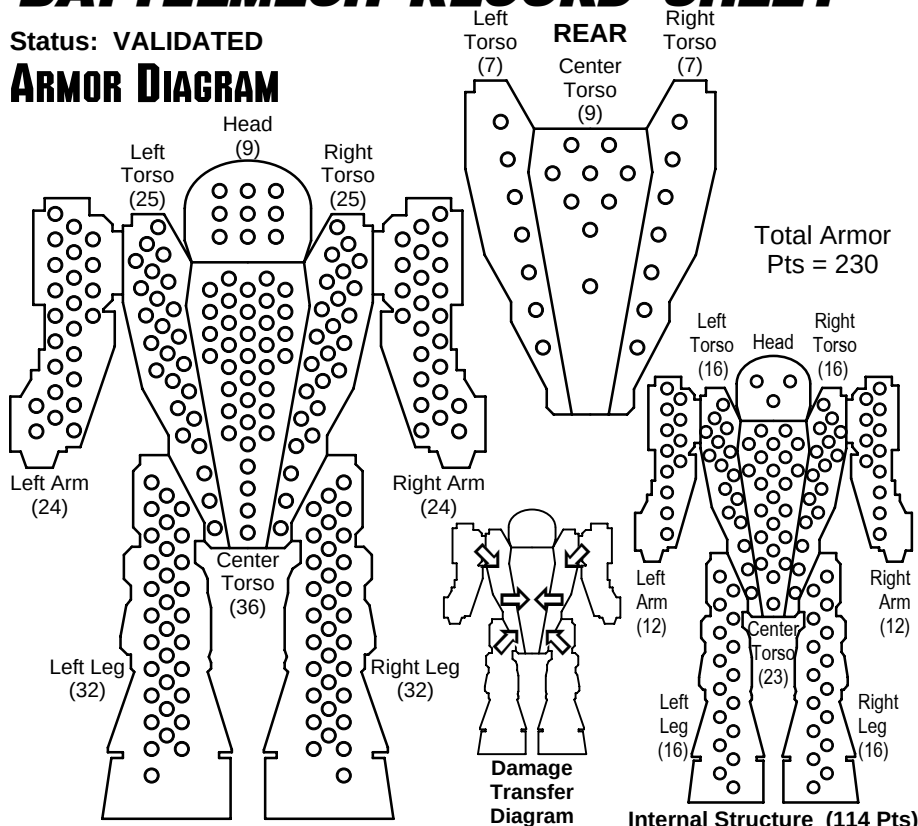
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat Prime**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	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	Machine Gun	RT	0	2	-	1	2	3
1	LRM 20	RT	6	1/hit	-	7	14	21
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
1	Machine Gun	CT	0	2	-	1	2	3

Ammo Type: Machine Gun
LRM 20

Rounds: 200
12

Total Heat Sinks: 17 Double (34)

oooooooooooo ooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Medium Pulse Laser
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Machine Gun
- Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (MG) 200
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

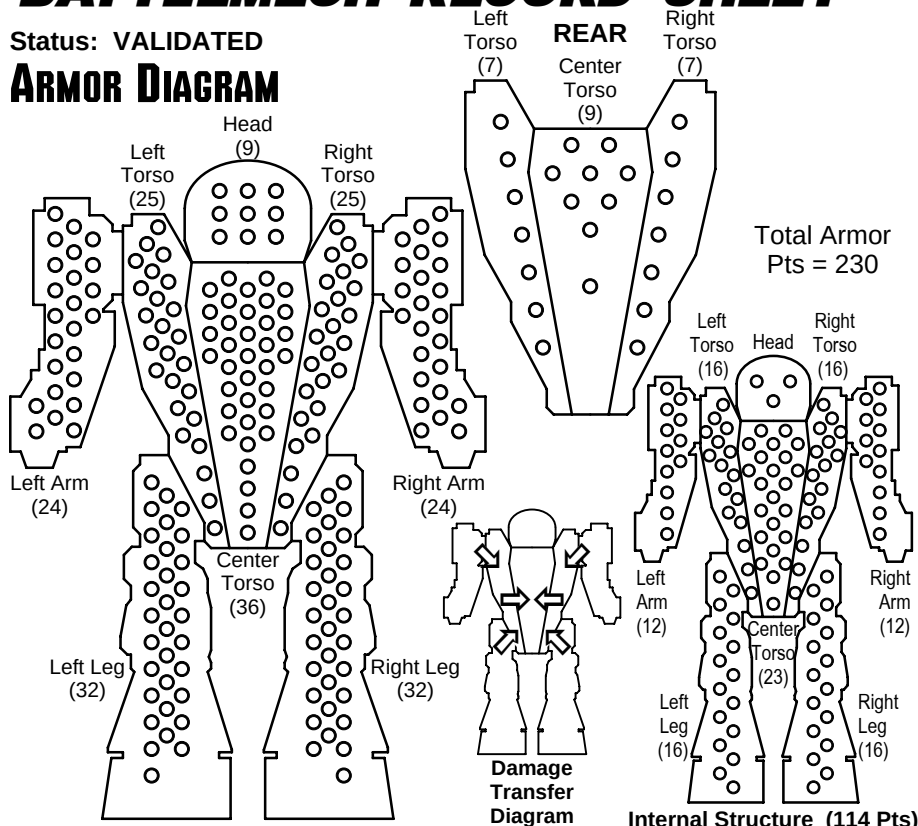
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat A**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

Streak SRM 6

Rounds:

15

Total Heat Sinks: 20 Double (40)

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Endo Steel
- 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
- Endo Steel
- Endo Steel

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
 - ER Small Laser
 - Endo Steel
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

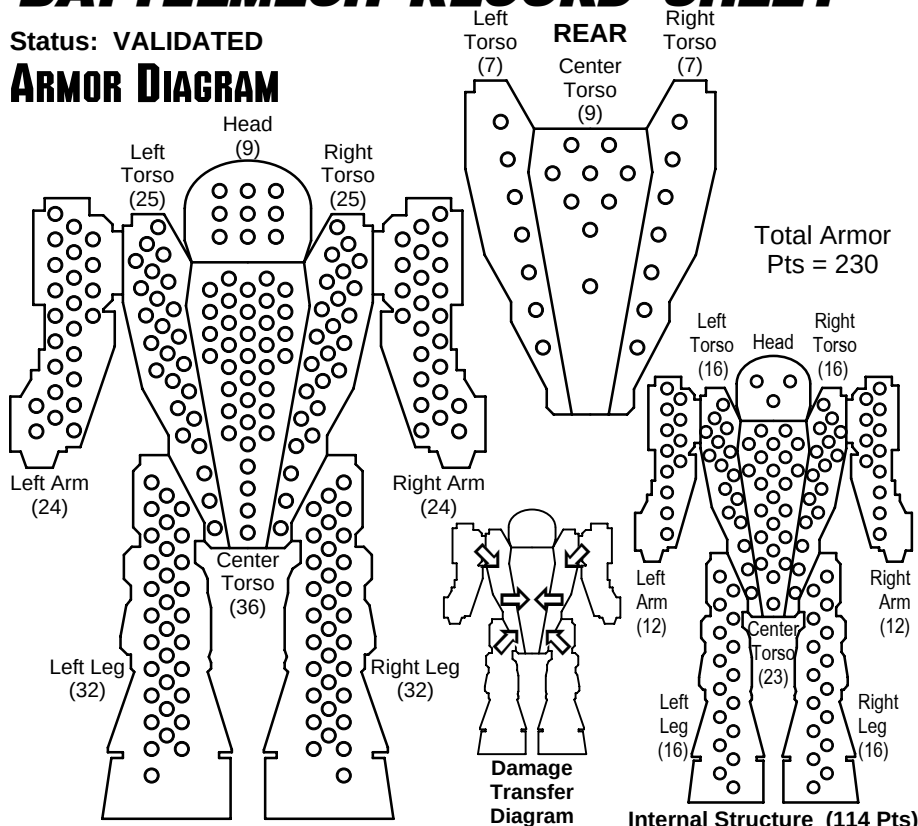
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat B**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	SRM 4 w/ Artemis IV RT	3	2/hit	-	3	6	9	
1	LRM 10 w/ Artemis IV LT	4	1/hit	-	7	14	21	

Ammo Type: Rounds:

Gauss Rifle	8
SRM 4	25
LRM 10	12

Total Heat Sinks: 15 Double (30)

oooooooooooo ooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10) 12
- Endo Steel

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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- SRM 4
- Artemis IV FCS
- Ammo (SRM 4) 25
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

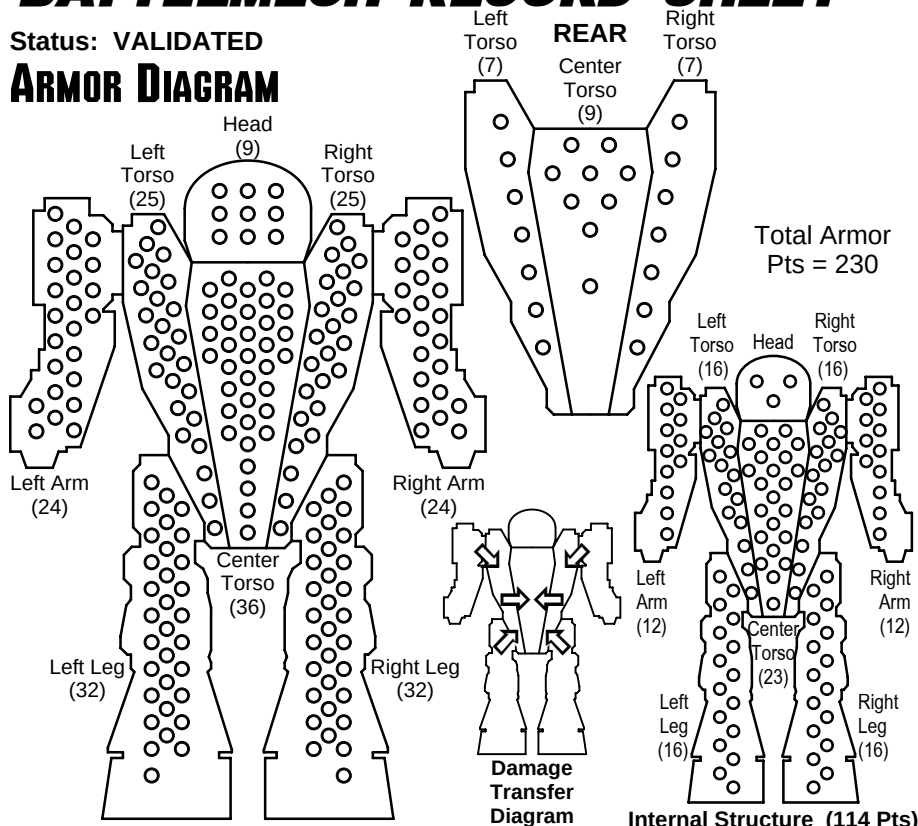
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat C**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 15	RT	5	1/hit	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Anti-Missile System	LT	1	-	-	-	-	-
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: Rounds:

Ultra AC/5	20
LRM 15	16
Anti-Missile System	24

Total Heat Sinks: 15 Double (30)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Anti-Missile System
- Ammo (LRM 15) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (AMS) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

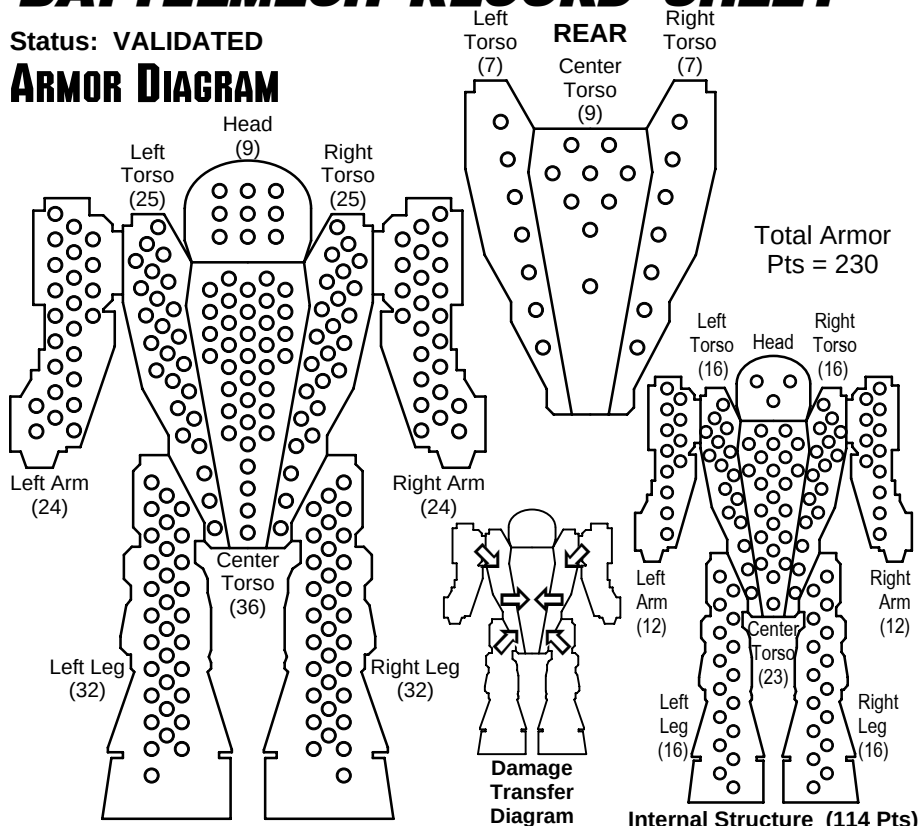
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat D**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	RT(R)	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT(R)	4	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Streak SRM 6

Rounds: 45

Total Heat Sinks: 15 Double (30)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6 (R)
- Streak SRM 6 (R)
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6 (R)
- Streak SRM 6 (R)
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

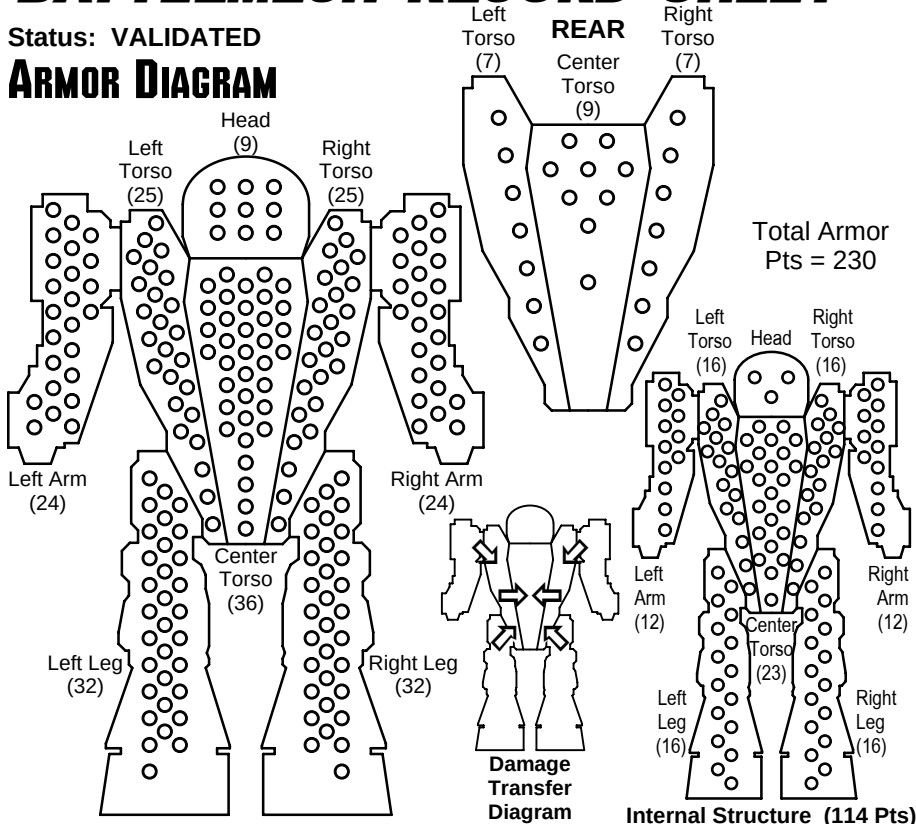
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat E**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	Adv. Tact. Msl. 9	RT	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9	LT	6	2/hit	4	5	10	15
1	Light TAG	CT	0	-	-	3	6	9

Ammo Type: Rounds:

Adv. Tact. Msl. 9

42

Total Heat Sinks: **18 Double (36)**

oooooooooooo ooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

1-3

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Light TAG
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

1-3

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

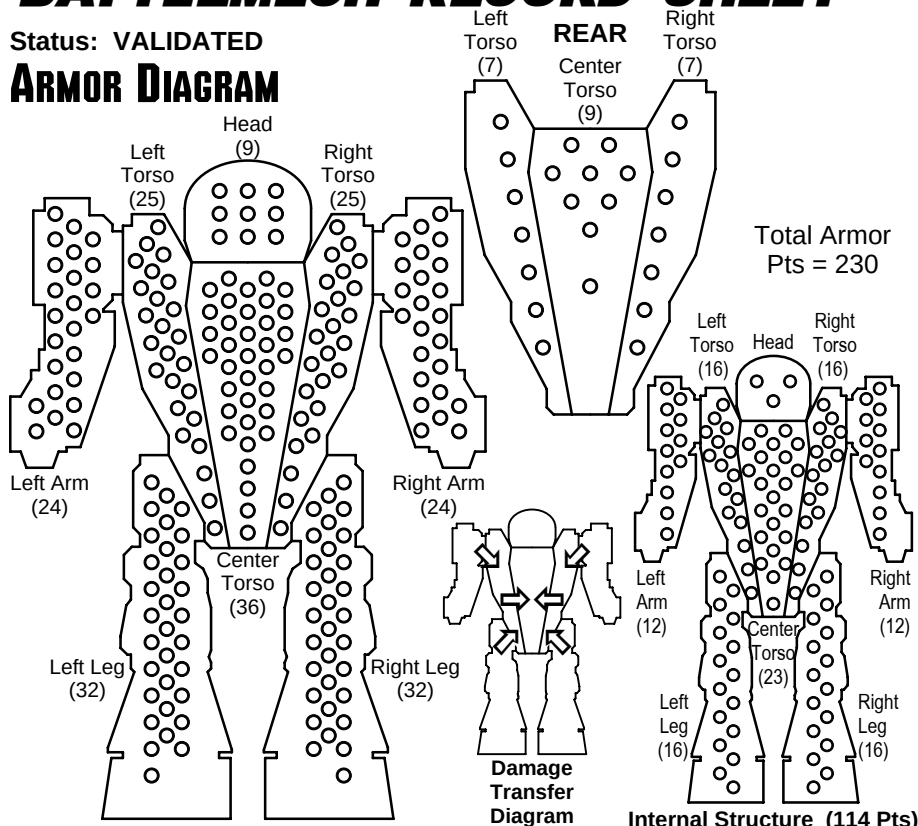
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat F**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	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	LRM 20	RT	6	1/hit	-	7	14	21
1	AP Gauss Rifle	RT	1	3	-	3	6	9
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Medium Laser	LT	5	7	-	5	10	15
1	AP Gauss Rifle	LT	1	3	-	3	6	9
1	AP Gauss Rifle	CT	1	3	-	3	6	9

Ammo Type:

Rounds:

LRM 20

12

AP Gauss Rifle

40

Total Heat Sinks: **17 Double (34)**

oooooooooooo ooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(54)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- ER Medium Laser
- AP Gauss Rifle
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- AP Gauss Rifle
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- AP Gauss Rifle
- Ammo (APGR) 40
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

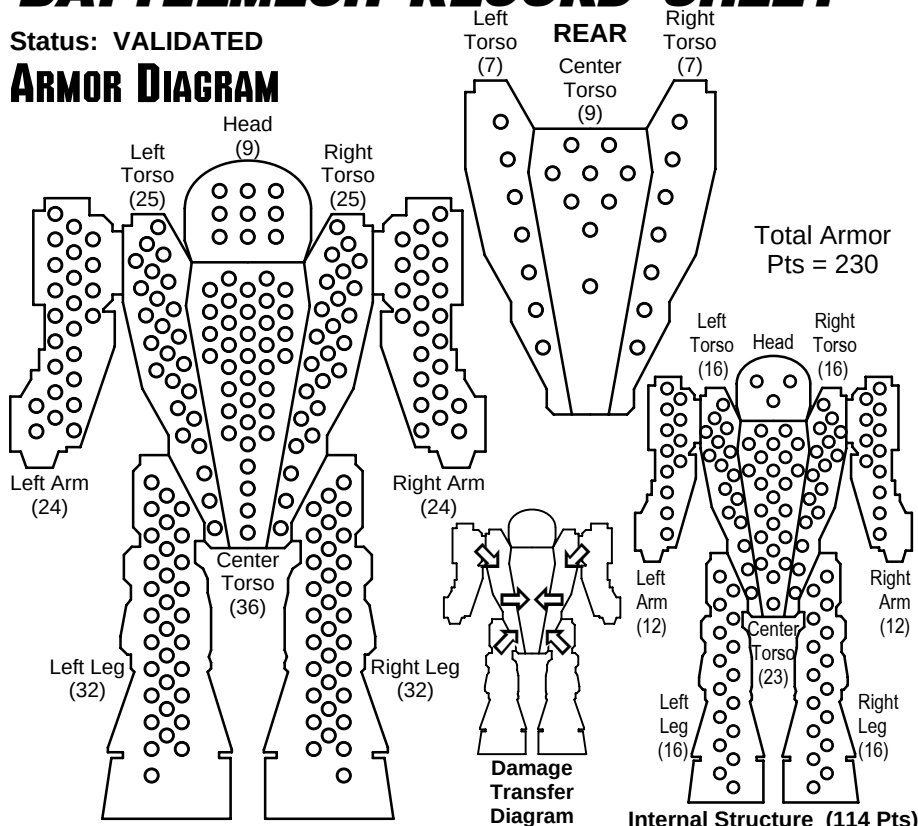
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat H**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	LRM 20 w/ Artemis IV RT		6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV LT		6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

LRM 20

Rounds:

24

Total Heat Sinks: **18 Double (36)**

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser

1-3

- Heavy Large Laser
- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

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
- ER Small Laser
- Endo Steel

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

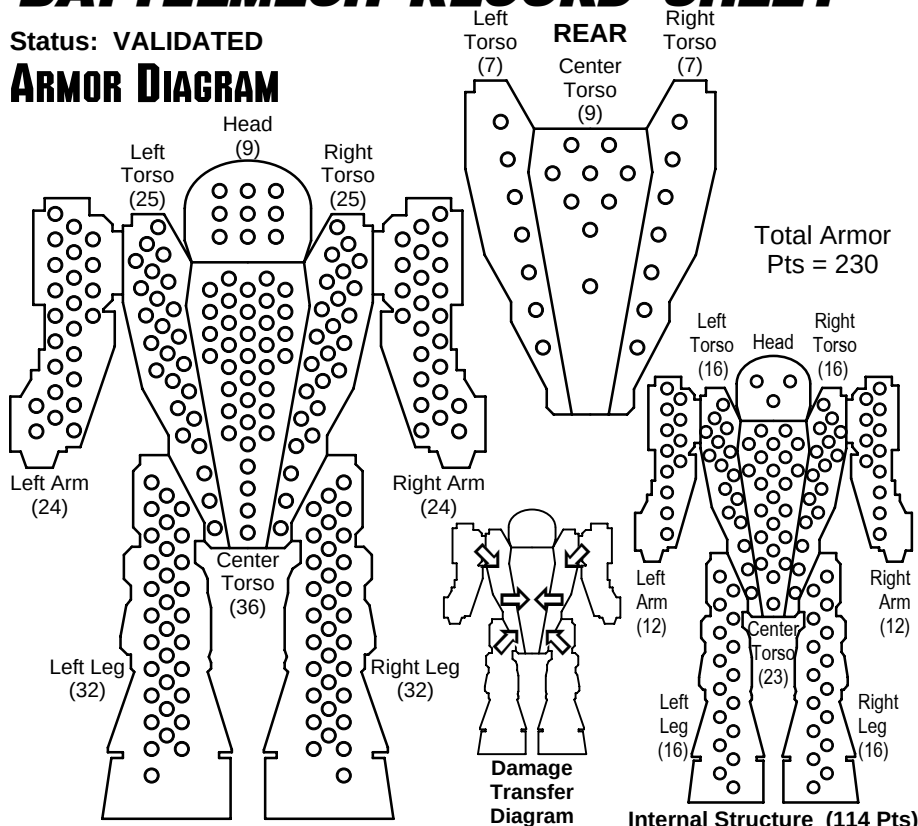
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat S**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	ER Small Laser	RT	2	5	-	2	4	6
1	Machine Gun	RT	0	2	-	1	2	3
2	SRM 6	RT	4	2/hit	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3
2	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds:

Machine Gun 100

SRM 6 60

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- SRM 6
- SRM 6
- Ammo (MG) 100

1-3

- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- ER Small Laser
- Machine Gun
- SRM 6
- SRM 6

1-3

- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

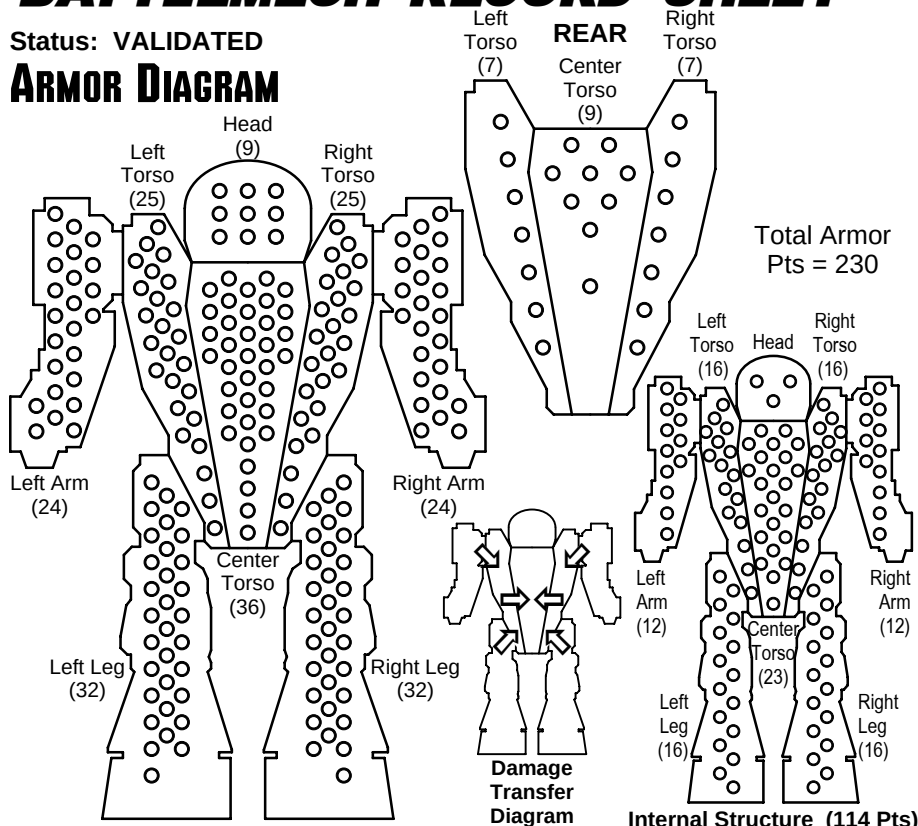
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat Pryde**

Mass: **75 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	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	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

Rounds:

LRM 20

12

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Right Leg

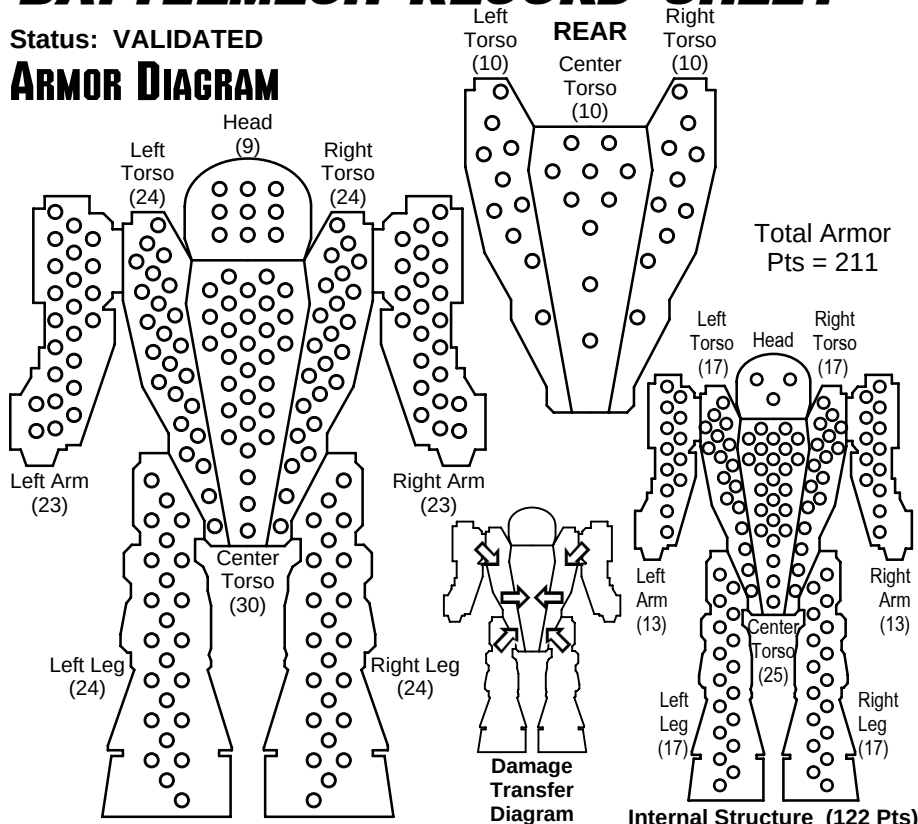
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War Prime**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	RA	1	5	3	8	15	24
1	SRM 6	RA	4	2/hit	-	3	6	9
1	LB 5-X AC	LA	1	5	3	8	15	24
1	SRM 6	LA	4	2/hit	-	3	6	9
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

Rounds:

LB 5-X AC

40

SRM 6

30

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (LB 5-X) 20
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (LB 5-X) 20
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

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
- Ferro-Fibrous
- Roll Again

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

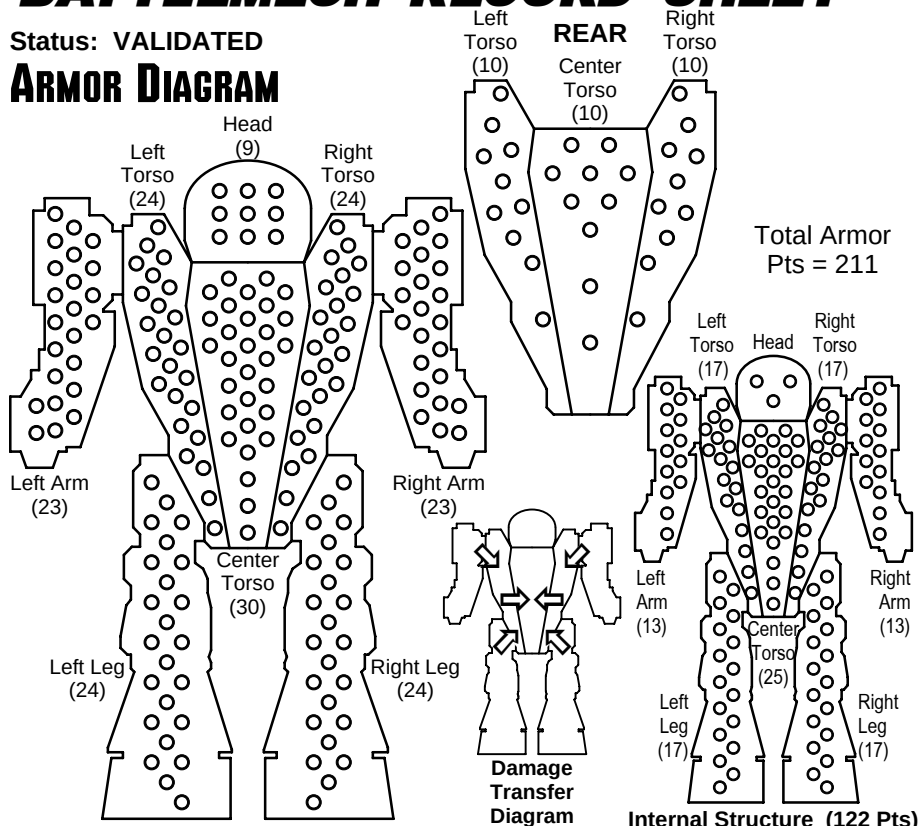
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War A**

Mass: **80 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(51)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Medium Pulse Laser
- ER Medium Laser
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left 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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- ER PPC

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

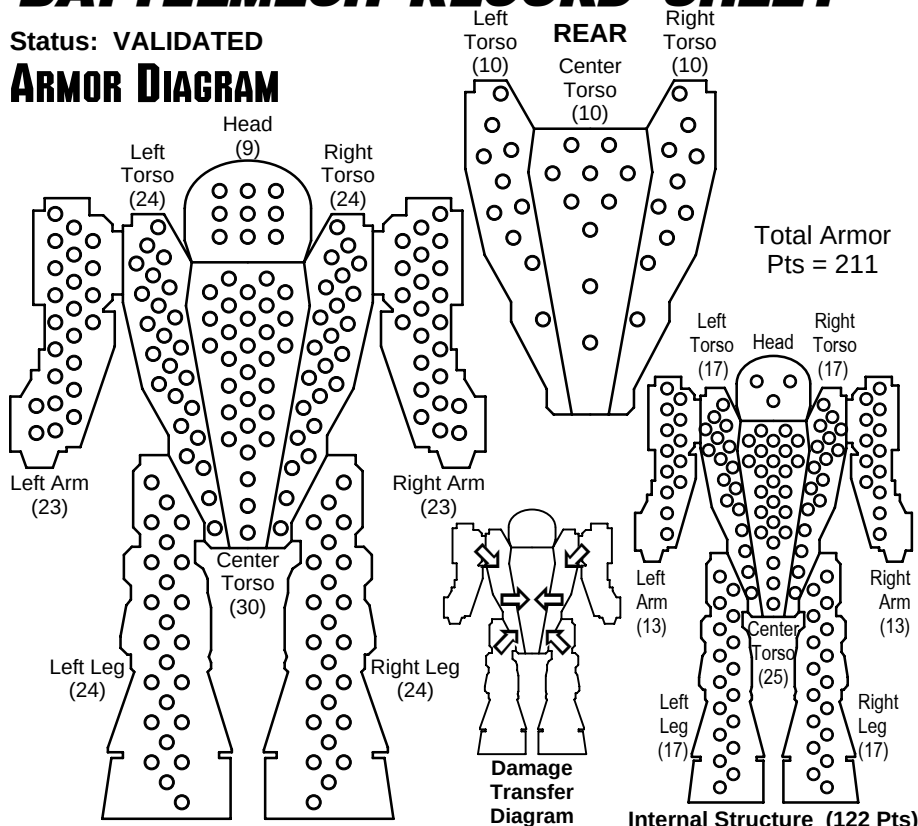
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War B**

Mass: **80 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LRM 10 w/ Artemis IV LA	LA	4	1/hit	-	7	14	21
1	SRM 4 w/ Artemis IV LA	LA	3	2/hit	-	3	6	9

Ammo Type: Rounds:

Gauss Rifle	16
LRM 10	12
SRM 4	25

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Artemis IV FCS

1-3

- SRM 4
- Artemis IV FCS
- Ammo (LRM 10) 12
- Ammo (SRM 4) 25
- Roll Again
- Roll Again

4-6

Left 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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- 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

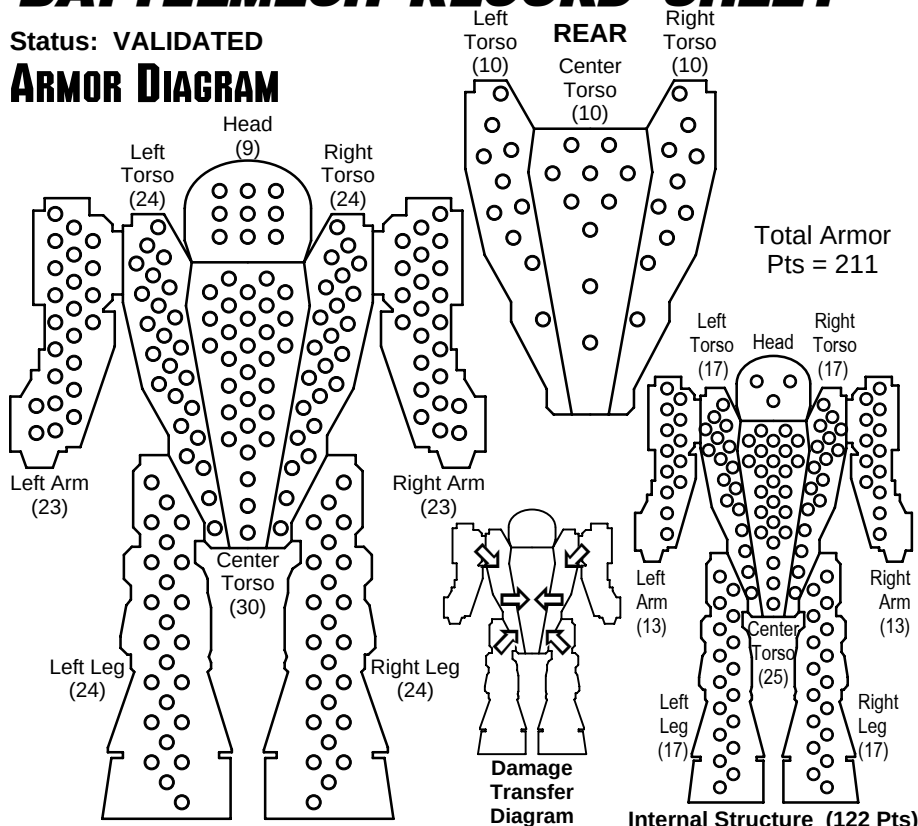
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War C**

Mass: **80 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
2	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type:

Rounds:

Ultra AC/20

10

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(44)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

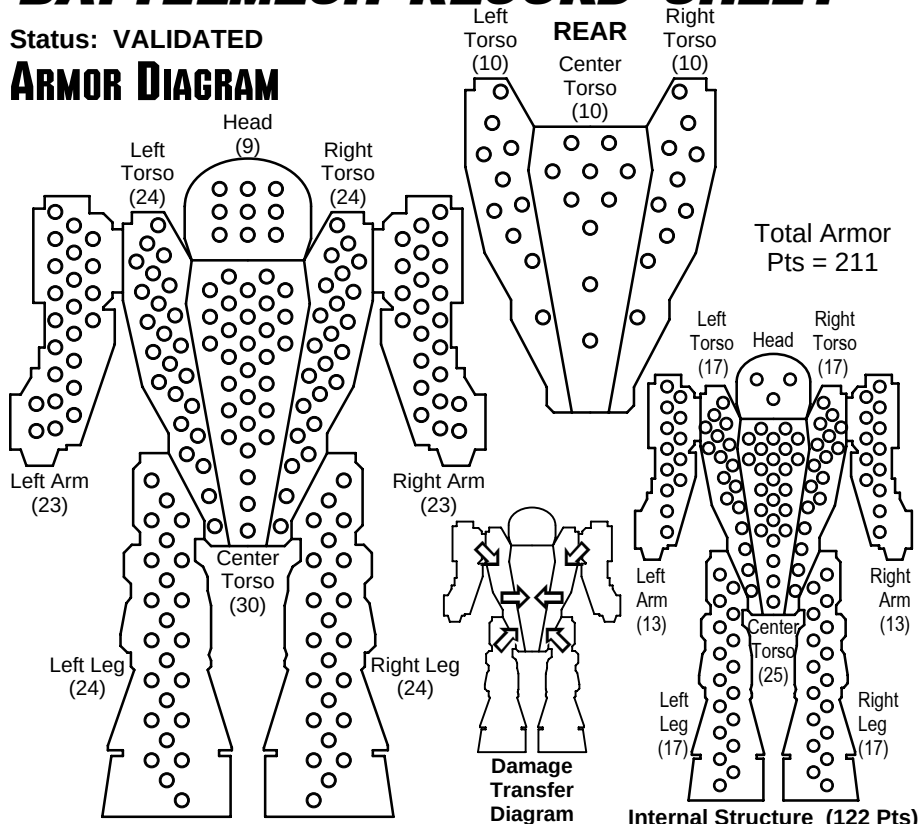
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War D**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Large Laser	LA	12	10	-	8	15	25
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6
1	Targeting Computer							

Total Heat Sinks: **20 Double (40)**

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(38)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Medium Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Engine Hits ○ ○ ○
- Gyro Hits ○ ○
- Sensor Hits ○ ○
- Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Medium Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

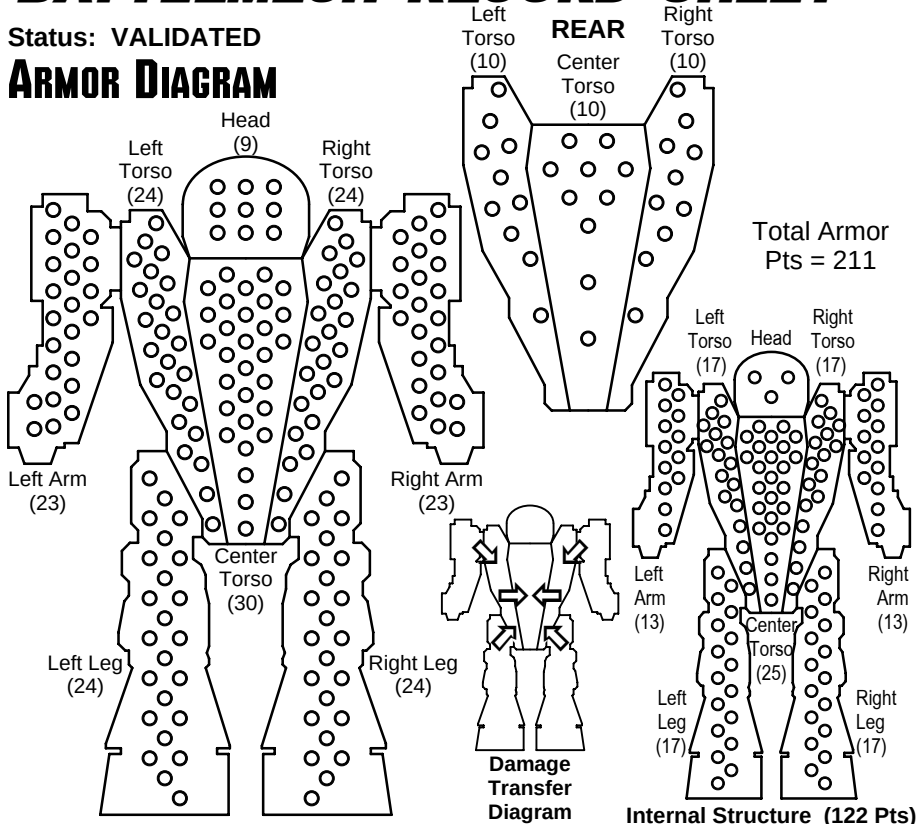
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War E**

Mass: **80 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 12	RA	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	Heavy Medium Laser	LA	7	10	-	3	6	9
2	ER Micro Laser	RT	1	2	-	1	2	4
2	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Targeting Computer							

Ammo Type:	Rounds:
Adv. Tact. Msl. 12	15
Streak SRM 6	15

Total Heat Sinks: **18 Double (36)**

○○○○○○○○○○ ○○○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Heavy Medium Laser
 - Heavy Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Heavy Medium Laser
 - Heavy Medium Laser
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

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
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Targeting Computer
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 12
- 1-3
- Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 12
 - Ammo (ATM 12) 5
 - Ammo (ATM 12) 5
 - Ammo (ATM 12) 5
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - ER Micro Laser
 - ER Micro Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

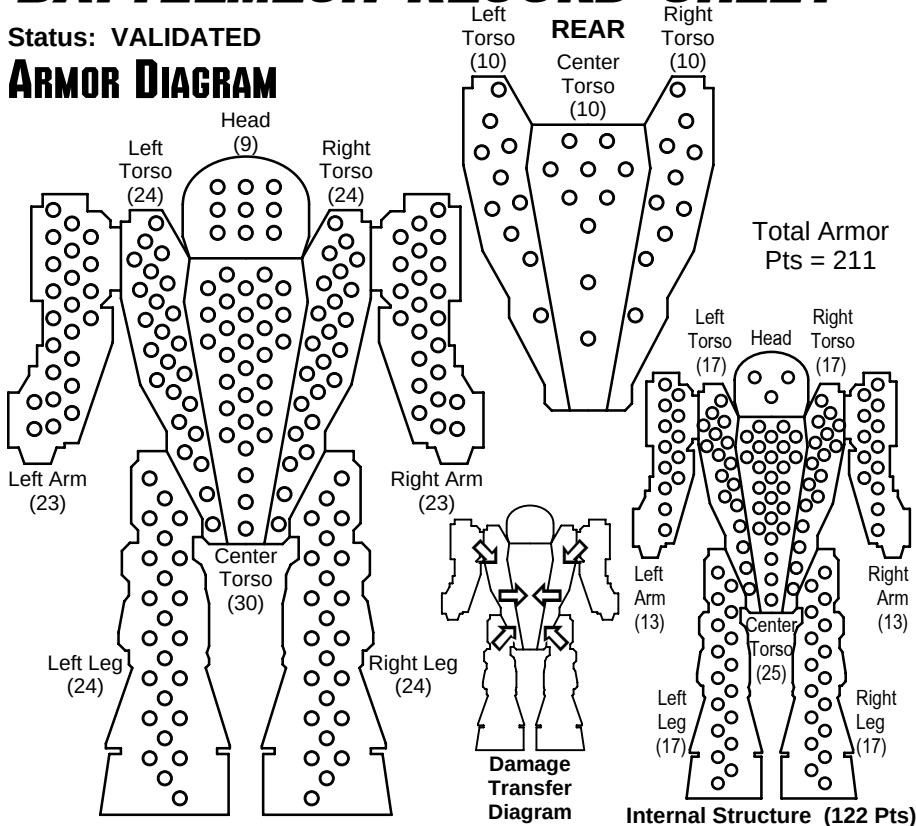
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War G**

Mass: **80 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RA	6	20	-	4	8	12
3	AP Gauss Rifle	LA	1	3	-	3	6	9
4	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type:

Rounds:

LB 20-X AC

15

AP Gauss Rifle

40

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (APGR) 40

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

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
- Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

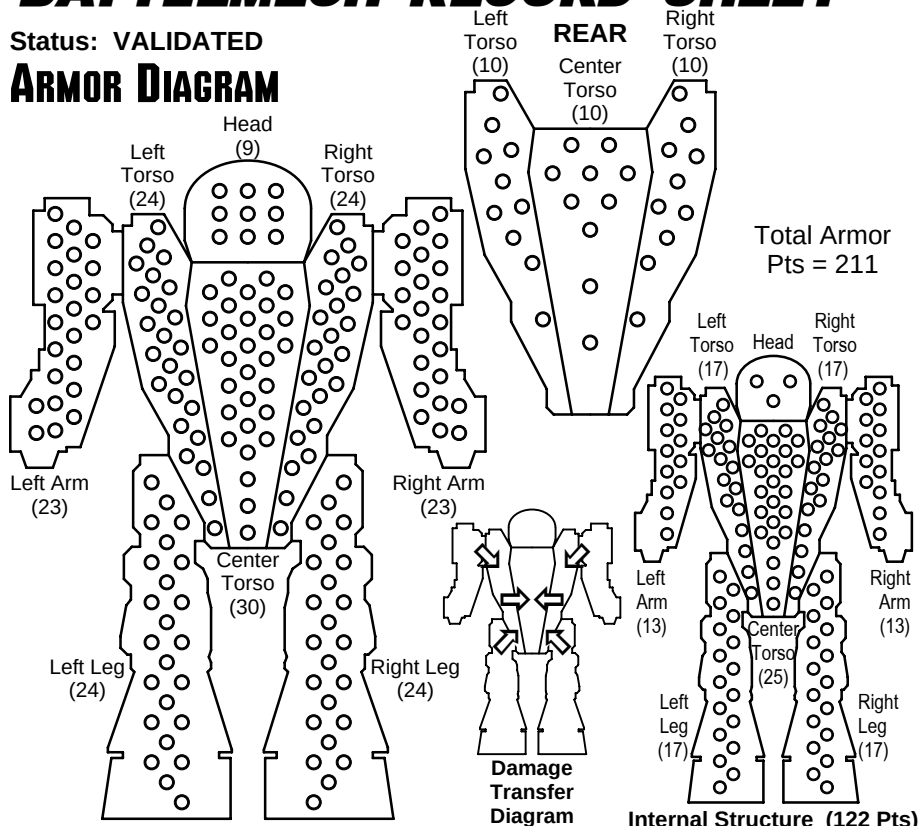
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War H**

Mass: **80 tons**

Movement Points: Tech & Configuration:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	Heavy Large Laser	LA	18	16	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type:

Rounds:

Ultra AC/10

20

LRM 10

12

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Large Laser
- Heavy Large Laser

1-3

- Heavy Large Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ferro-Fibrous
- Ferro-Fibrous

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
- Roll Again
- Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

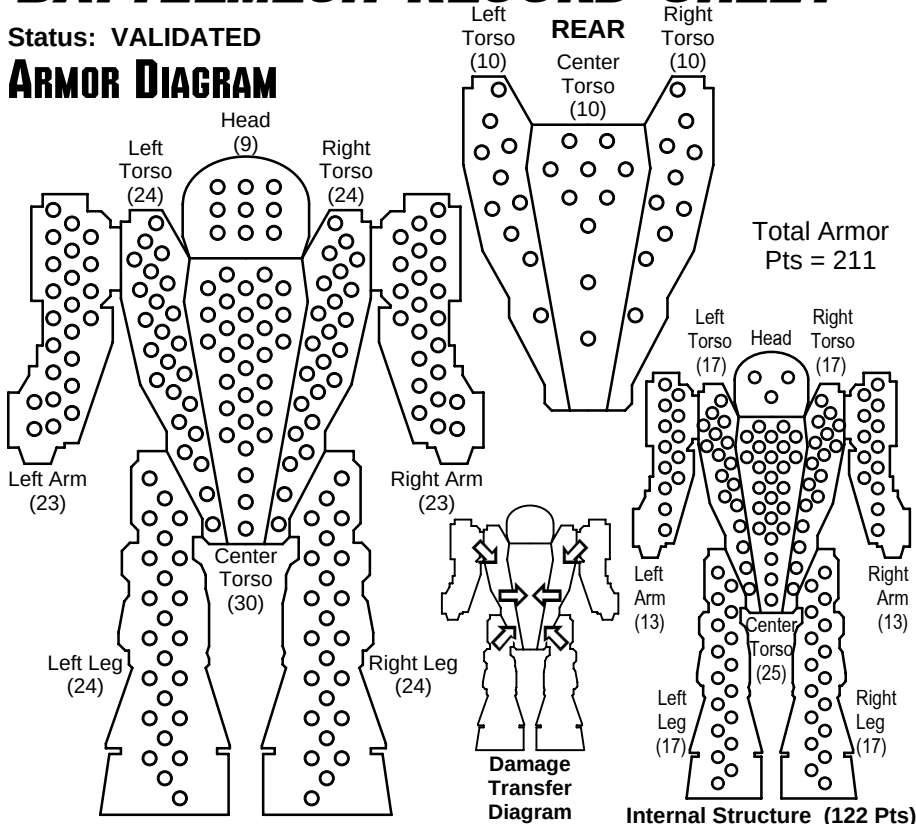
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War M**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
1	ER PPC	LA	15	15	-	7	14	23
3	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:

Rounds:

HAG 20 18

SRM 2 50

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 2
- SRM 2
- SRM 2
- Ammo (SRM 2) 50

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
- Ferro-Fibrous
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 20
- HAG 20
- HAG 20
- HAG 20

1-3

- HAG 20
- HAG 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

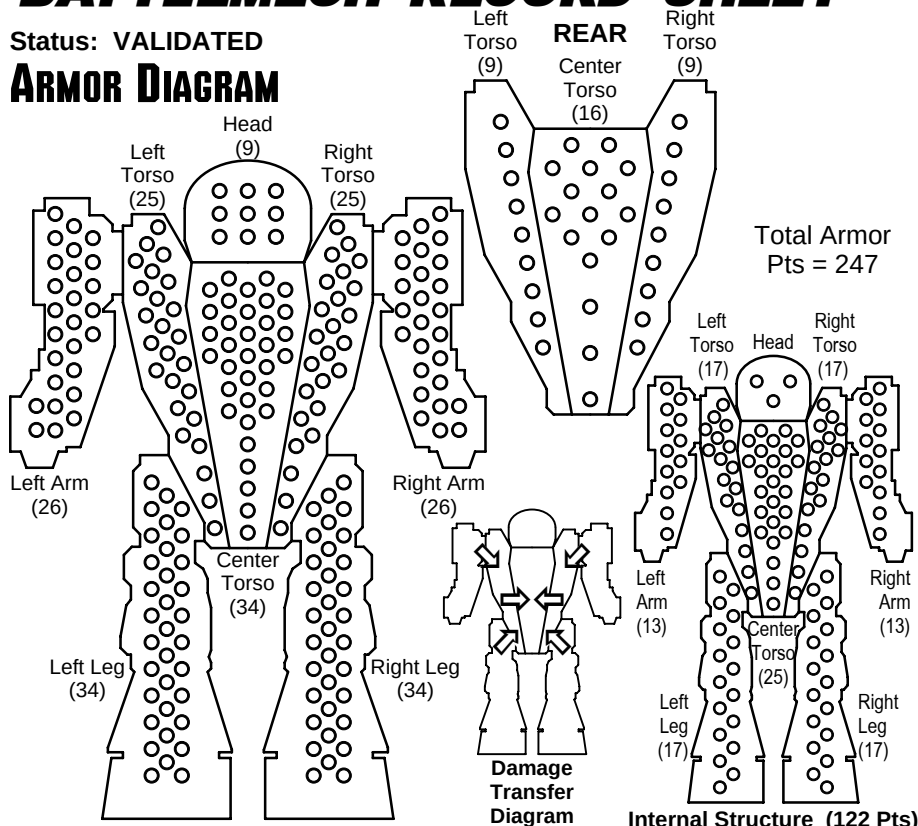
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thug THG-11E**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:

SRM 6

Rounds:

30

Total Heat Sinks: **18 Double (36)**

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- PPC
- PPC
- PPC
- Endo Steel
- Endo Steel

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- PPC
- PPC
- PPC
- Endo Steel
- Endo Steel

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel

4-6

Right Leg

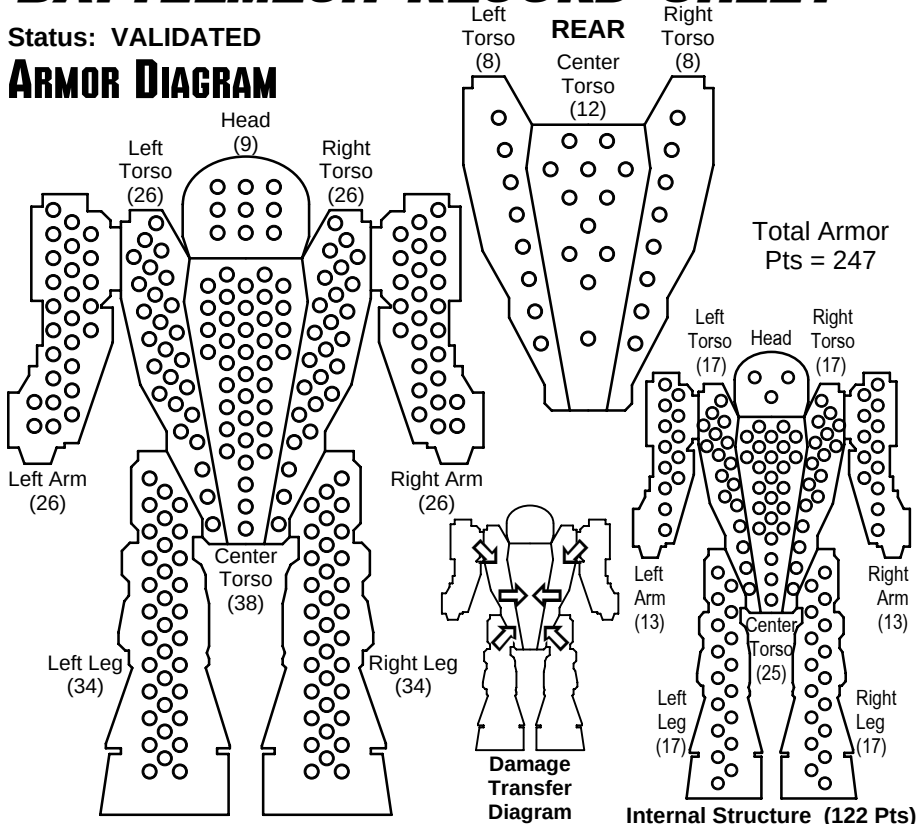
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thug THG-12E**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type:

SRM 6

Rounds:

15

Total Heat Sinks: **17 Double (34)**

oooooooooooo ooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - SRM 6
 - SRM 6
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Improved C³ CPU
 - Improved C³ CPU
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - 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
- 1-3
- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

Right Leg

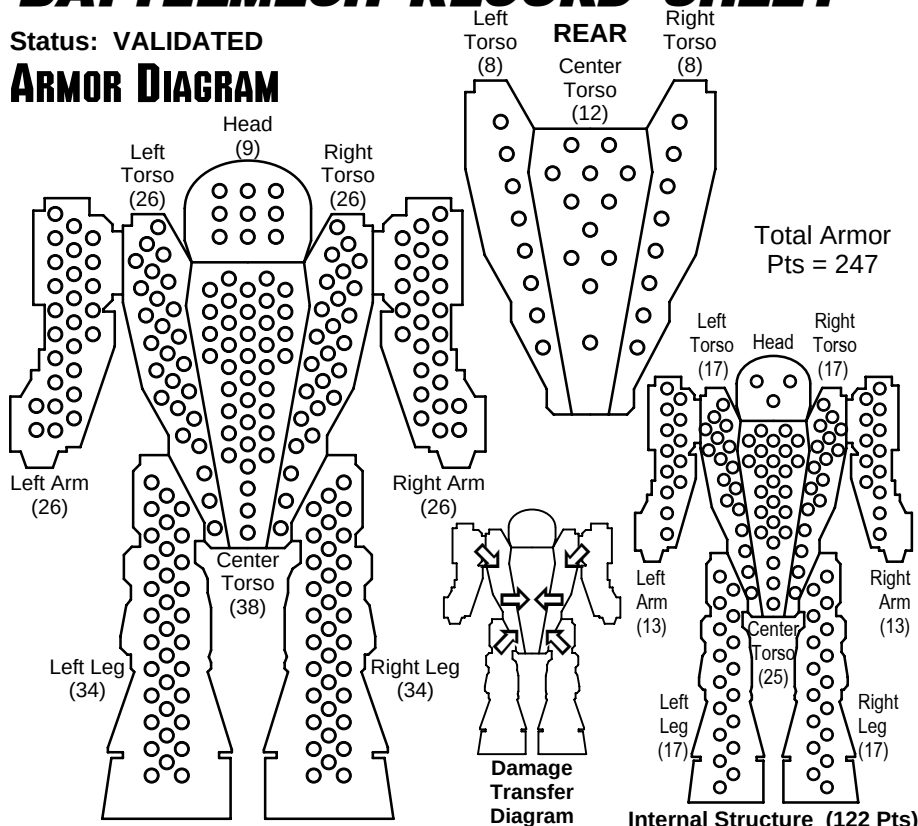
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thug THG-12K**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

SRM 6

Rounds:

15

Total Heat Sinks: **17 Double (34)**

oooooooooooo ooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - SRM 6
 - SRM 6
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Guardian ECM
 - Guardian ECM
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Endo Steel
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

Right Leg

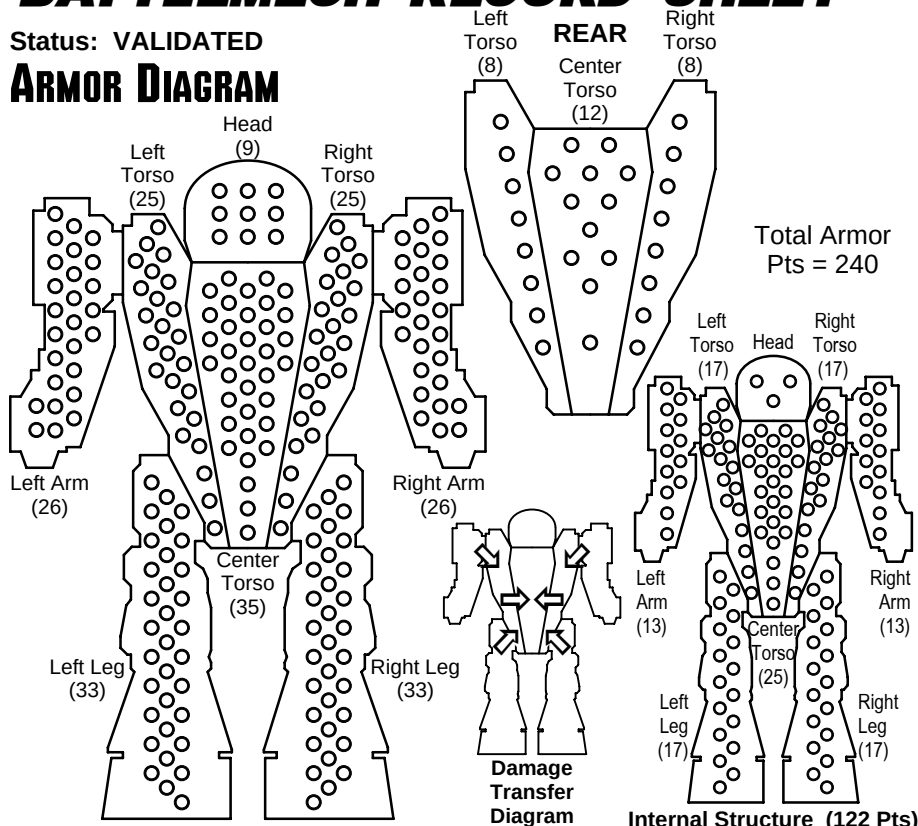
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thug THG-13K**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Heavy PPC	RT	15	15	3	6	12	18
1	Heavy PPC	LT	15	15	3	6	12	18
1	Improved C³ CPU	CT	0	-	-	-	-	-

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(53)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel

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

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel

Right Leg

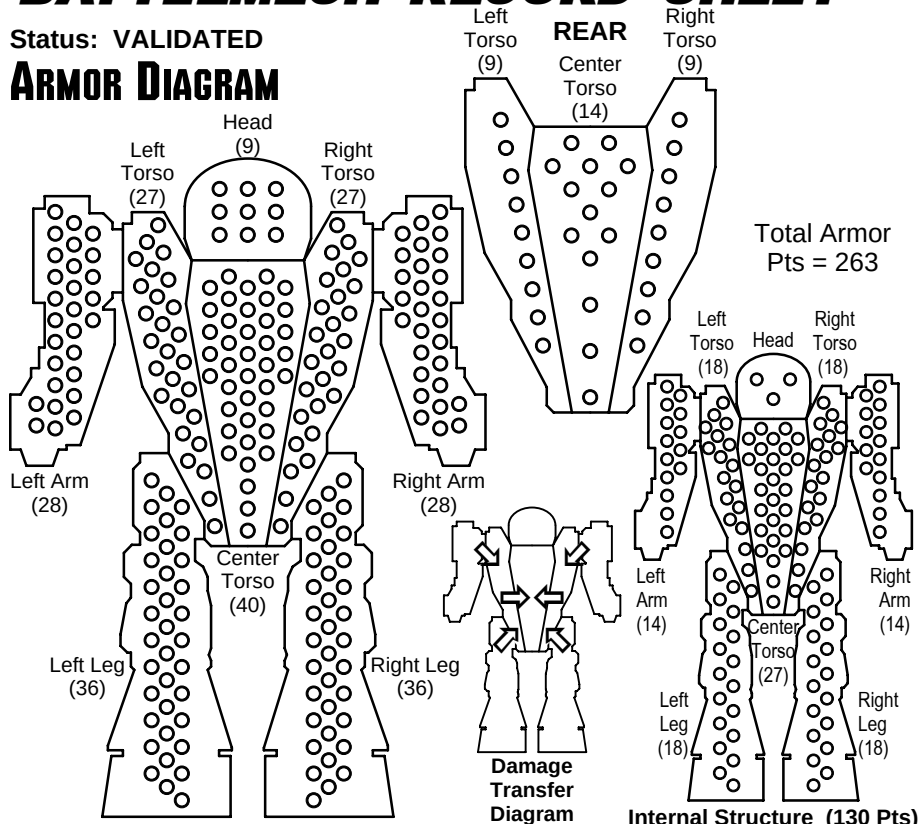
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5003-1**

Mass: **85 tons**

Movement Points: **3** Tech & Configuration:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RA	1	3	-	1	2	3
1	ER Large Laser	RA	12	8	-	7	14	19
1	Small Laser	LA	1	3	-	1	2	3
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: **SRM 6** Rounds: **30**

LB 10-X AC **30**

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

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

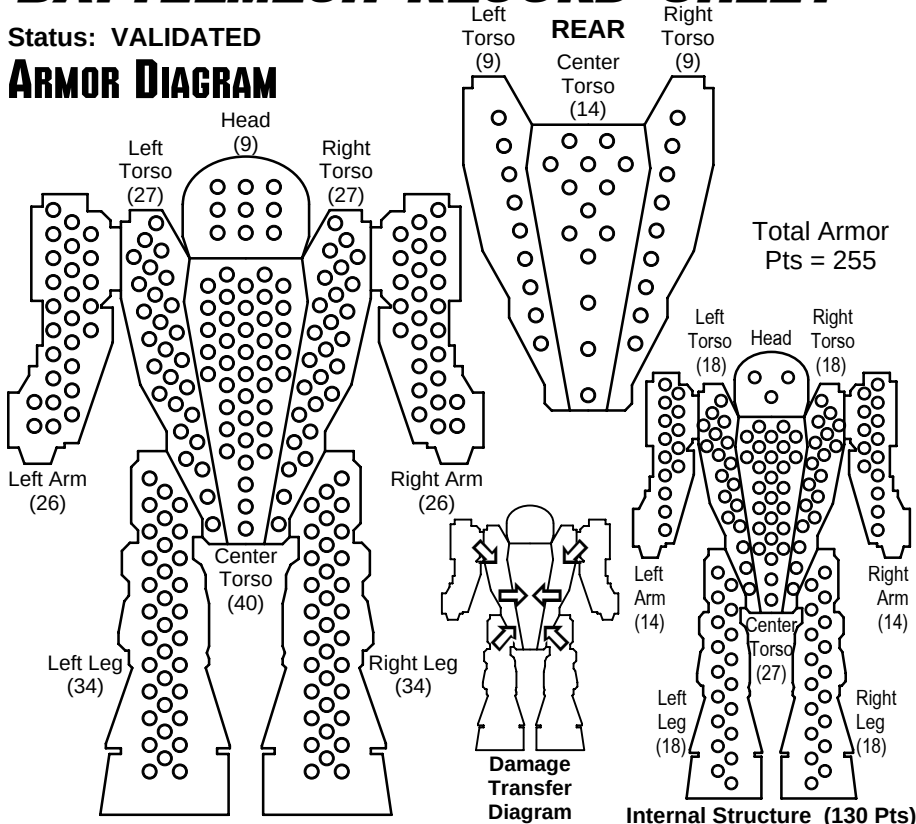
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5003-3**

Mass: **85 tons**

Movement Points: **Tech & Configuration:**

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RA	1	3	-	1	2	3
1	ER Large Laser	RA	12	8	-	7	14	19
1	Small Laser	LA	1	3	-	1	2	3
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: **Rounds:**

SRM 6 **30**

LB 10-X AC **30**

Total Heat Sinks: **15 Double (30)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

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

WZK GAMES

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

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

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

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 6
- SRM 6
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE

4-6

Right Leg

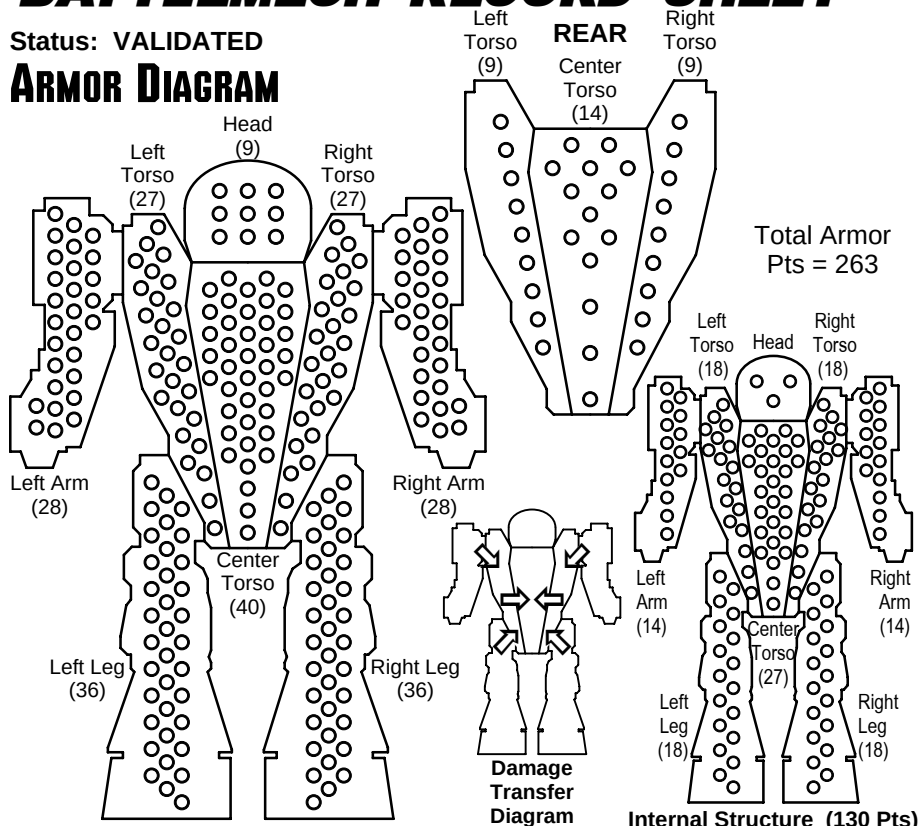
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5003-4**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Small Laser	RA	2	3	-	2	4	5
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Small Laser	LA	2	3	-	2	4	5
1	SRM 4	RT	3	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Improved C³ CPU	LT	0	-	-	-	-	-

Ammo Type:	Rounds:
SRM 4	50
LB 10-X AC	20

Total Heat Sinks: **15 Double (30)**

oooooooooooo ooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- SRM 4
- Improved C³ CPU
- Improved C³ CPU

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- ER Small 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

1-3

- SRM 4
- Ammo (SRM 4) 25
- Ammo (SRM 4) 25
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE

4-6

Right Leg

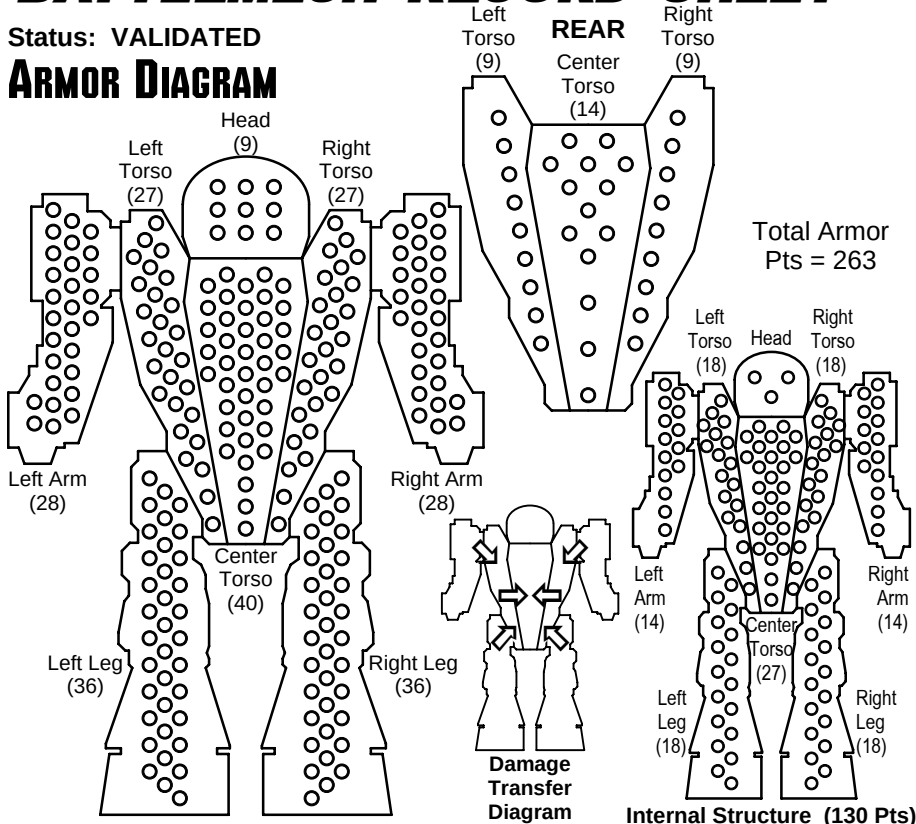
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5005-1**

Mass: **85 tons**

Movement Points: **Tech & Configuration:**

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 4	RT	3	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Improved C³ CPU	HD	0	-	-	-	-	-

Ammo Type: **SRM 4** Rounds: **25**

LB 10-X AC **20**

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- SRM 4
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet

1-3

- Improved Jump Jet
- SRM 4
- Ammo (SRM 4) 25
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE

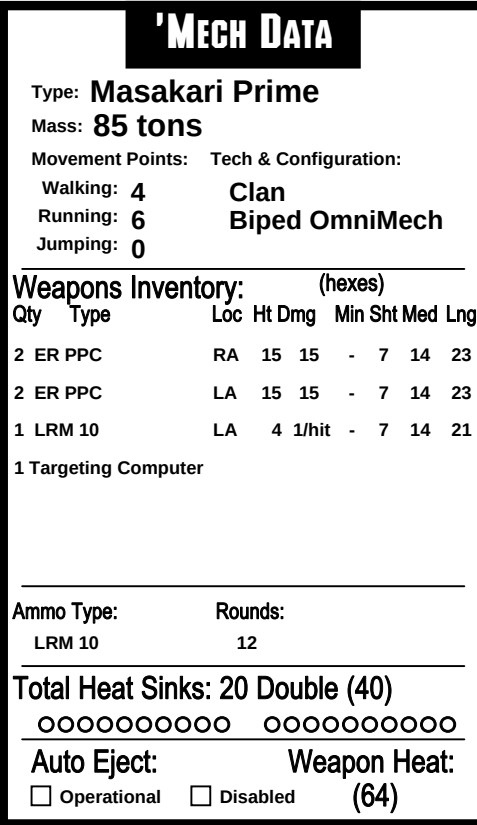
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Status: **VALIDATED**

ARMOR DIAGRAM



Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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	

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
1-3 3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC
1. LRM 10
2. Ammo (LRM 10) 12
4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3	1.	XL Engine
	2.	XL Engine
	3.	Double Heat Sink
	4.	Double Heat Sink
4-6	5.	Double Heat Sink
	6.	Double Heat Sink
	1.	Double Heat Sink
	2.	Double Heat Sink
4-6	3.	Double Heat Sink
	4.	Double Heat Sink
	5.	Ferro-Fibrous
	6.	Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso

- 1-3**
1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 4-6**
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Roll Again
 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

1. Shoulder
2. Upper Arm Actuator
1-3 3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC
1. Ferro-Fibrous
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Targeting Computer
1. Targeting Computer
2. Targeting Computer
4-6 3. Targeting Computer
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

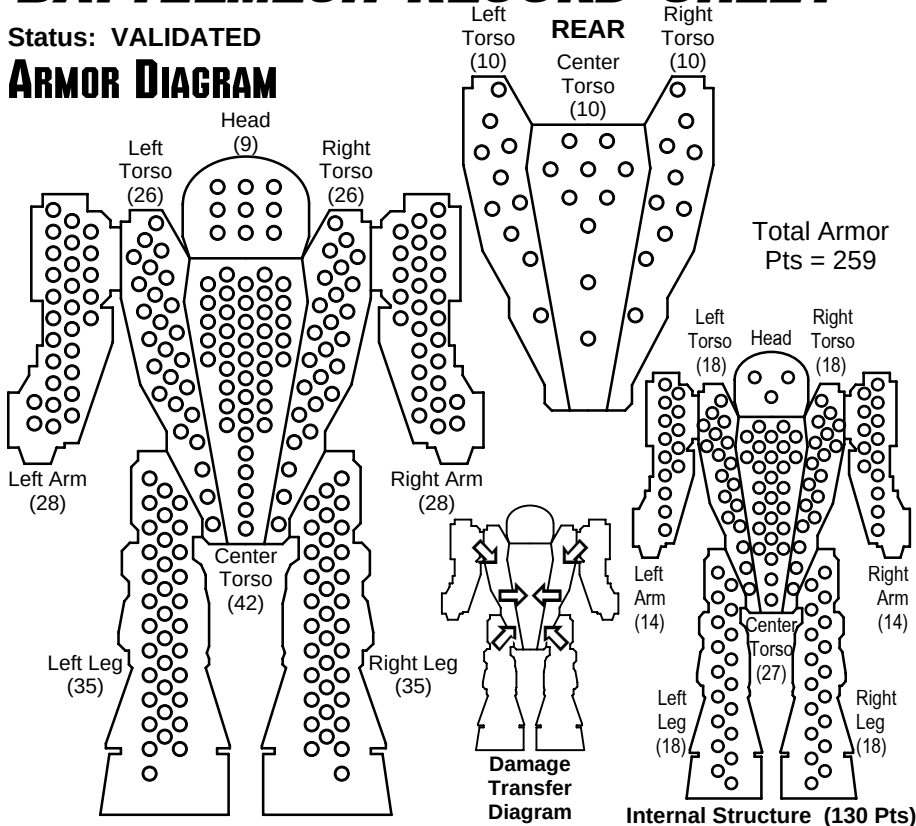
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari A**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
2	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 15	RT	5	1/hit	-	7	14	21

1 Targeting Computer

Ammo Type: Rounds:

LB 10-X AC 20

Streak SRM 6 15

LRM 15 8

Total Heat Sinks: 20 Double (40)

oooooooooooo oooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(35)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

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
- Gyro
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

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
- Targeting Computer
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

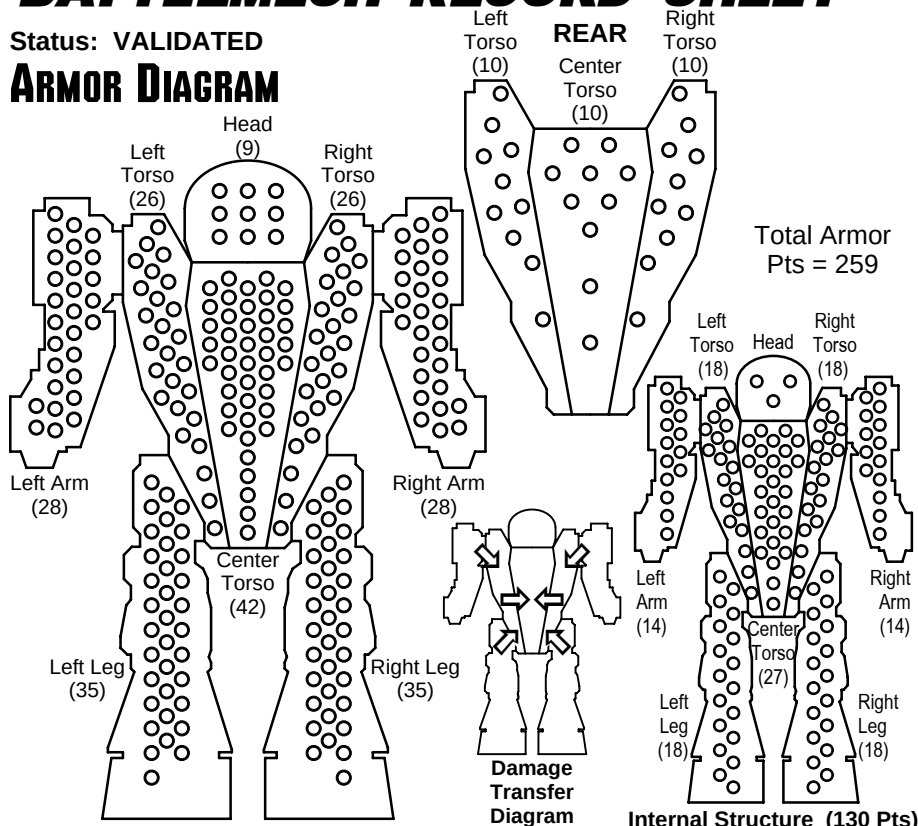
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari B**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	7	-	5	10	15
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER Small Laser	LA	2	5	-	2	4	6
2	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	4	8	12

1 Targeting Computer

Ammo Type: Rounds:

Gauss Rifle 16

SRM 6 75

Narc Missile Beacon 6

Total Heat Sinks: 20 Double (40)

oooooooooooo oooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- ER Small Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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 (CASE)

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Narc Missile Beacon
- Ammo (Narc Pods) 6

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- SRM 6
- SRM 6
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

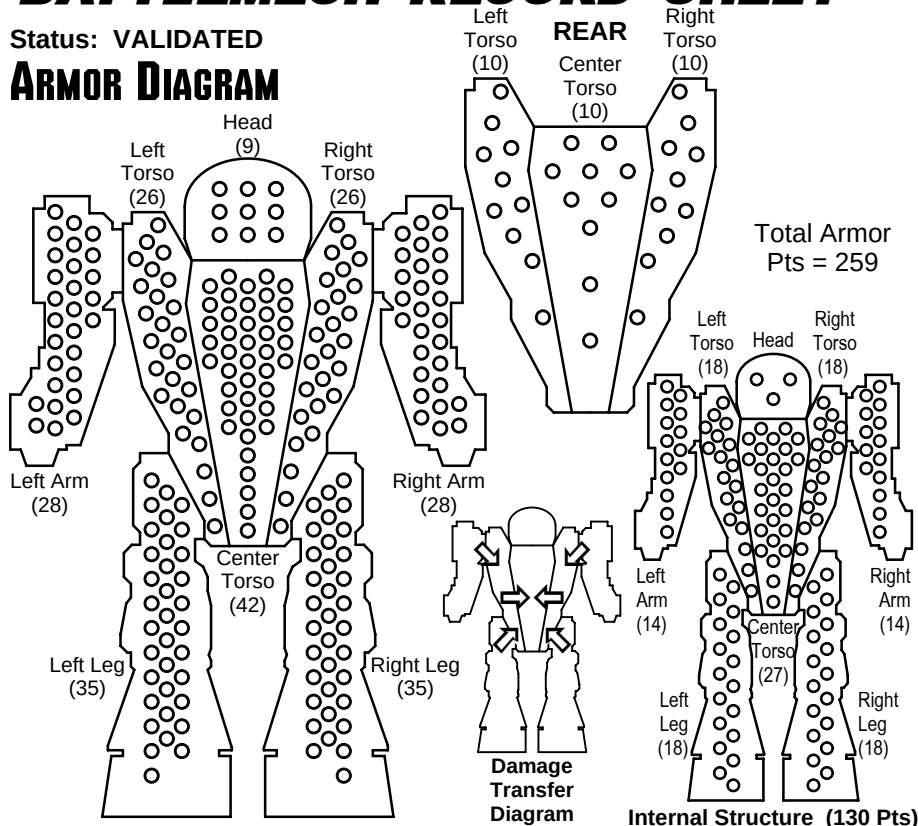
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari C**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	RA	10	10	-	6	14	20
2	ER PPC	LA	15	15	-	7	14	23
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: 23 Double (46)

oooooooooooo ooooooooooooo
ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(53)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

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
- Ferro-Fibrous
- 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
- 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 Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser

- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

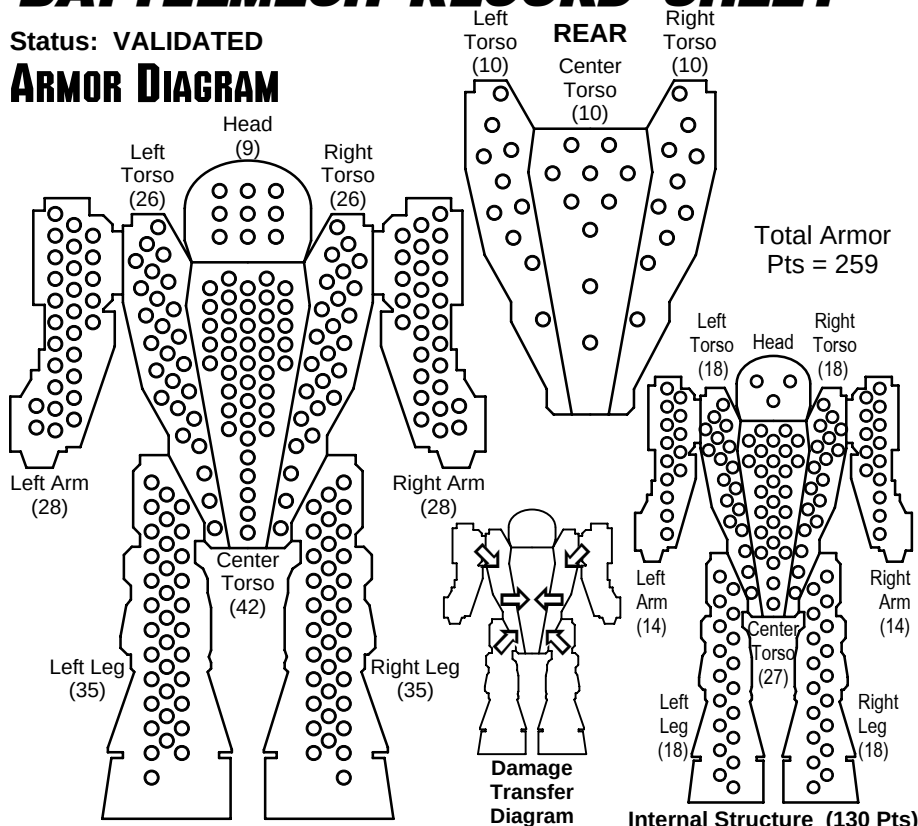
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari D**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	ER Large Laser	RT	12	10	-	8	15	25
1	ER Small Laser	CT	2	5	-	2	4	6

1 Targeting Computer

Ammo Type: Rounds:

Ultra AC/10 20

Adv. Tact. Msl. 9 21

Total Heat Sinks: 20 Double (40)

oooooooooooo oooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

1-3

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Roll Again

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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	

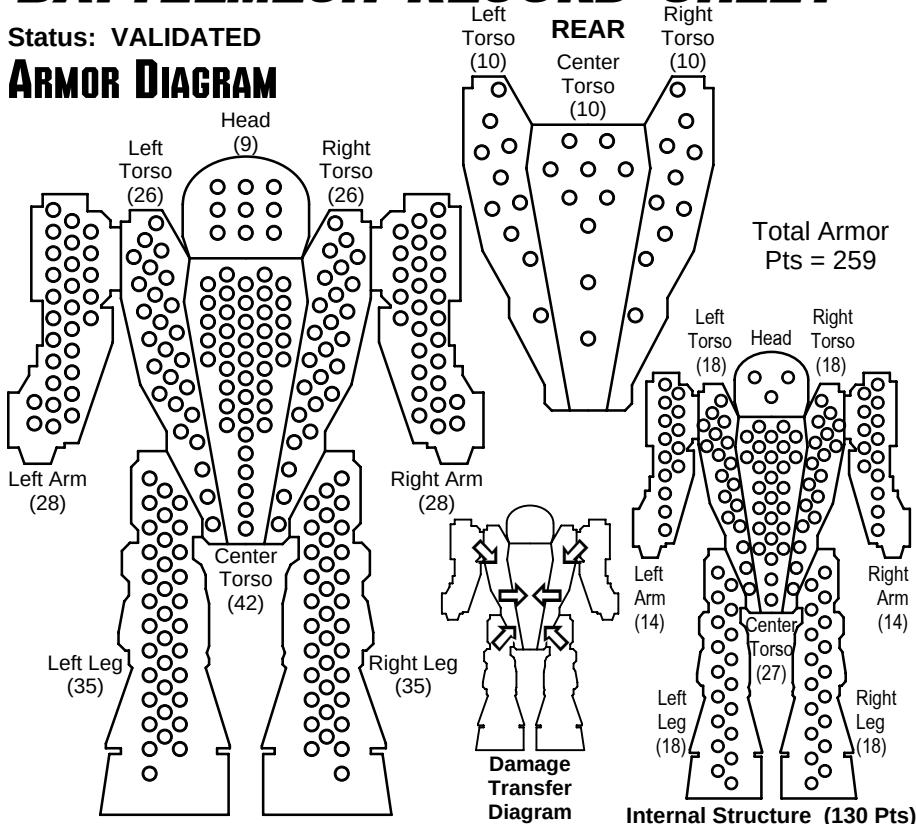
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari E**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	RA	10	10	-	6	14	20
3	Plasma Cannon	LA	7	-	-	6	12	18
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Targeting Computer							

Ammo Type: Rounds:

Plasma Cannon	40
SRM 6	15

Total Heat Sinks: 20 Double (40)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Plasma Cannon
- Plasma Cannon
- Plasma Cannon
- Ammo (PC) 10

1-3

- Ammo (PC) 10
- Ammo (PC) 10
- Ammo (PC) 10
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Large Pulse Laser
- Large Pulse Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

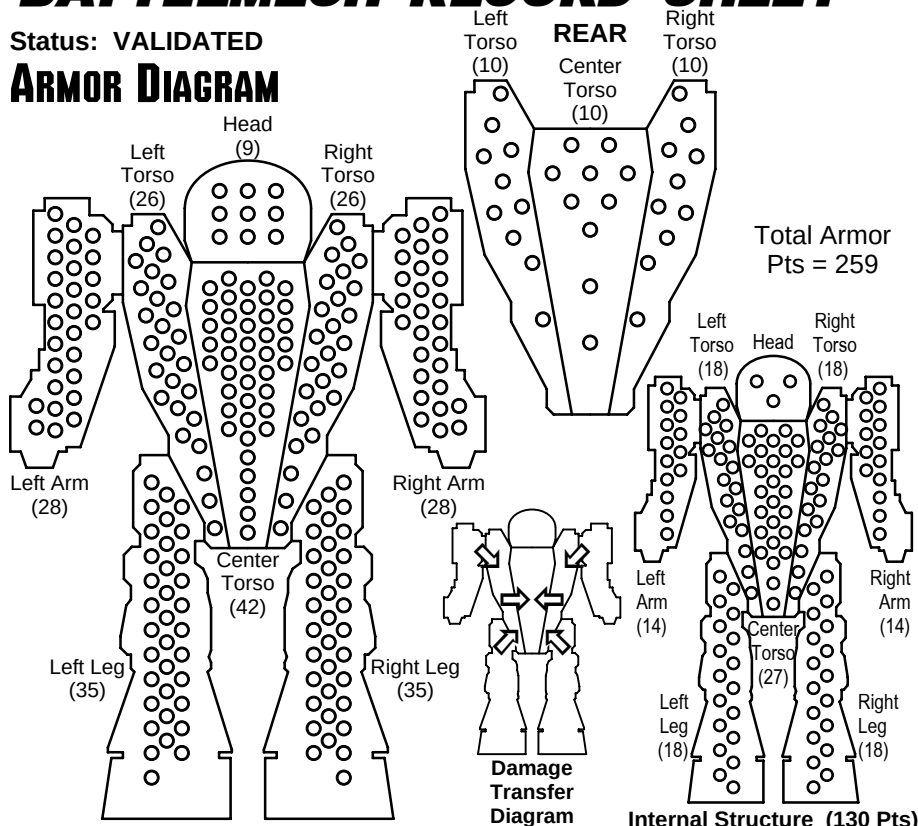
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari H**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	LRM 10	RA	4	1/hit	-	7	14	21
2	Heavy Large Laser	LA	18	16	-	5	10	15
1	Targeting Computer							

Ammo Type:

Rounds:

LRM 10

12

Total Heat Sinks: 25 Double (50)

○○○○○○○○○○ ○○○○○○○○○
○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(60)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (LRM 10) 12
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 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
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- LRM 10
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

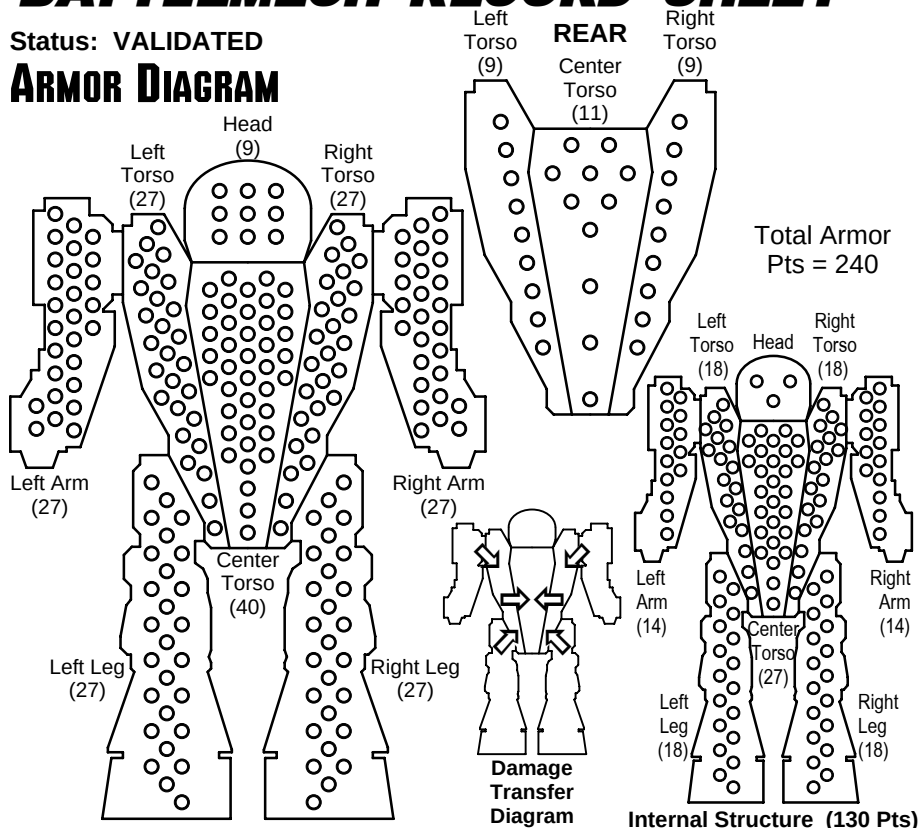
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shogun C**

Mass: **85 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Clan

Running: **5**

Biped 'Mech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV RA		6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV LA		6	1/hit	-	7	14	21
2	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	ER PPC	RT	15	15	-	7	14	23
2	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type:

Rounds:

LRM 20	24
Streak SRM 6	30

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(43)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- ER PPC
- ER PPC
- Ammo (Streak 6) 15
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous

Right Leg

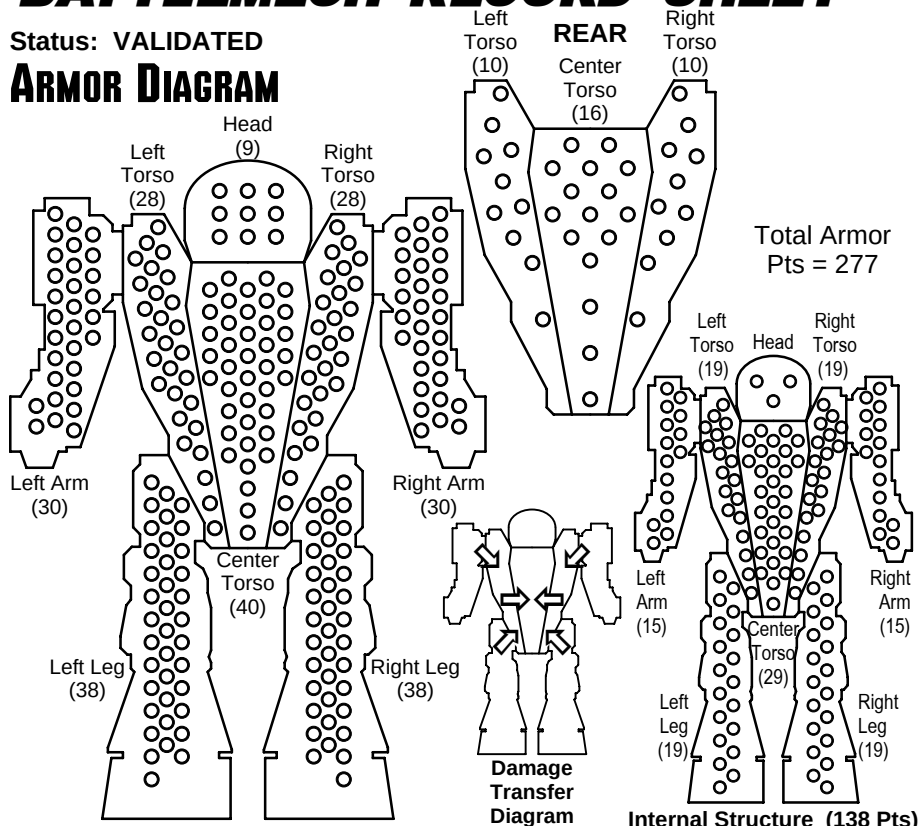
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Highlander HGN-732**

Mass: **90 tons**

Movement Points: **3** Tech & Configuration:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	SRM 6	LA	4	2/hit	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21

Ammo Type: Rounds:

Gauss Rifle	16
SRM 6	30
LRM 20	12

Total Heat Sinks: 12 Single

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 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
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- Jump Jet
- Medium Laser
- Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

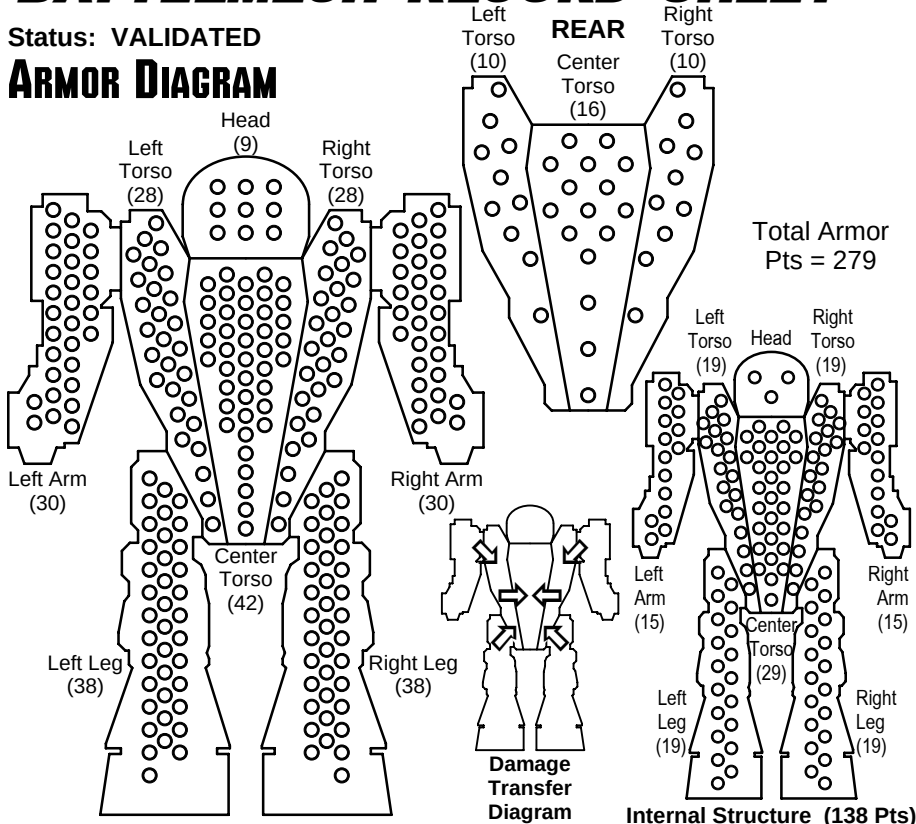
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Highlander HGN-734**

Mass: **90 tons**

Movement Points: Tech & Configuration:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RA	6	20	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
2	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	CT	4	6	-	2	4	6

Ammo Type: Rounds:

LB 20-X AC 15
Streak SRM 6 15

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(40)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
- 1-3
- Ammo (Streak 6) 15
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
 - CASE
 - Roll Again
- 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

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Medium Pulse Laser
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 1-3
- LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - ER Large Laser
 - ER Large Laser
- 4-6

Right Leg

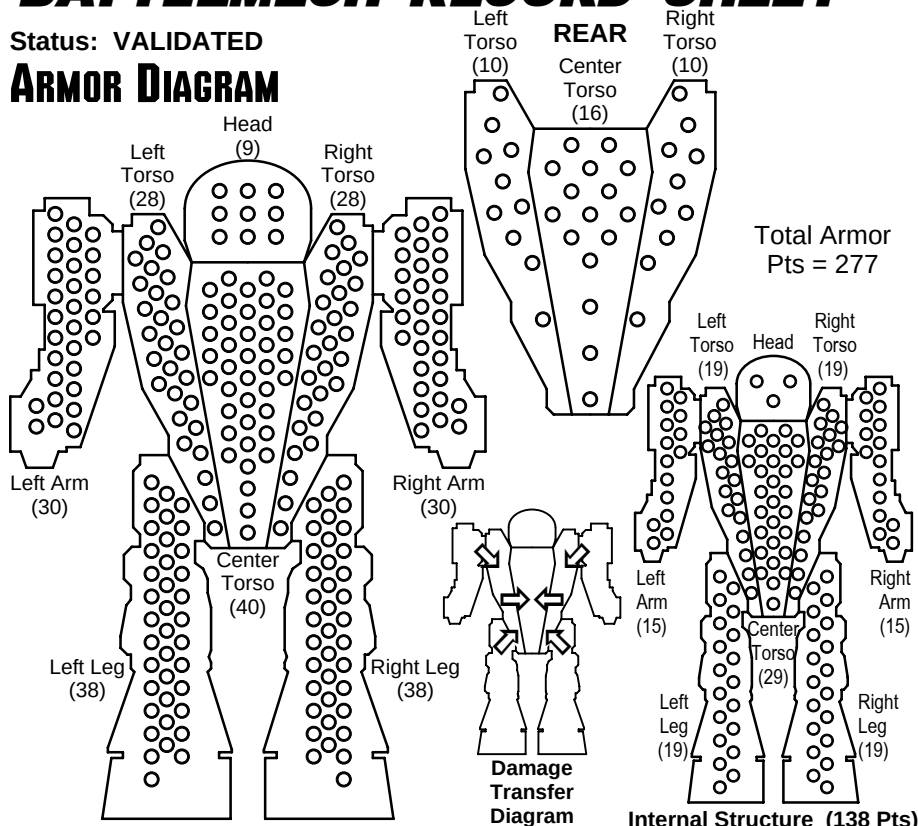
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Highlander HGN-736**

Mass: **90 tons**

Movement Points: Tech & Configuration:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Streak SRM 4	LA	3	2/hit	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	LRM 20 w/ Artemis IV LT	LT	6	1/hit	6	7	14	21

Ammo Type: Rounds:

Gauss Rifle	16
Streak SRM 4	25
LRM 20	12

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:
(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Streak SRM 4
 - Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Roll Again
 - Roll Again

Left Torso

- Jump Jet
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

- Artemis IV FCS
 - Ammo (Streak 4) 25
- 4-6
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
 - 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

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Ferro-Fibrous
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Jump Jet
 - Medium Laser
- 1-3
- Medium Laser
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Improved C³ CPU

- Improved C³ CPU
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Leg

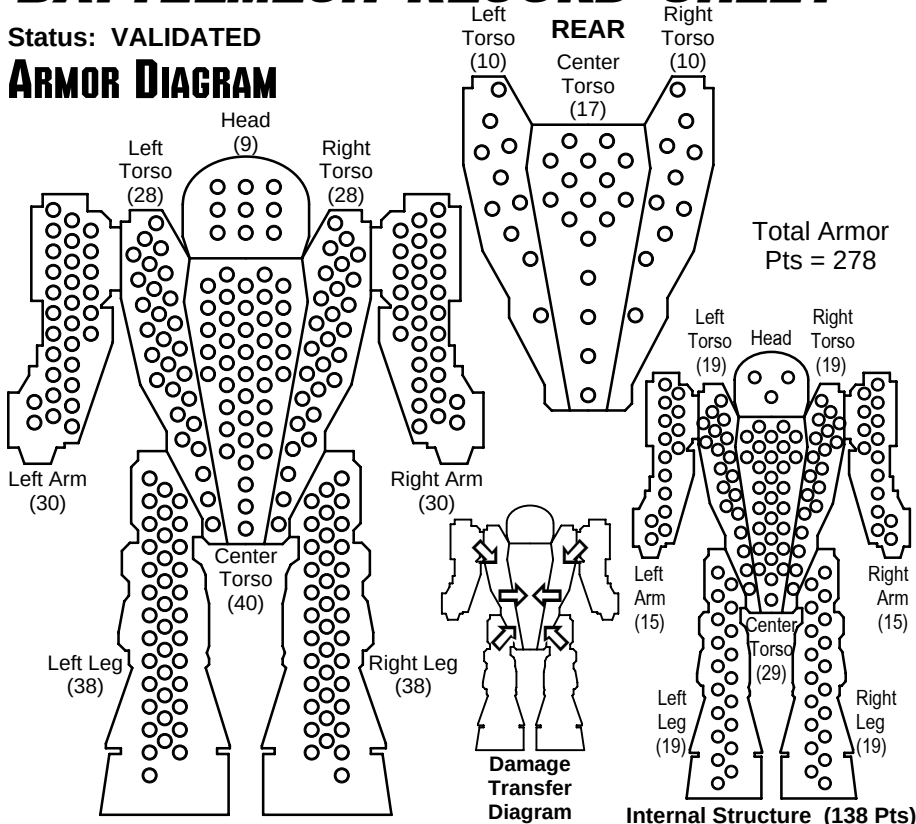
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Highlander HGN-738**

Mass: **90 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Heavy Gauss Rifle	RT 2	25/20/10	4	6	13	20	
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	Streak SRM 4	CT	3	2/hit	-	3	6	9
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type: Rounds:

Heavy Gauss Rifle 12

LRM 15 8

Streak SRM 4 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (Streak 4) 25

1-3

- Ammo (LRM 15) 8
- Ammo (Hvy Gauss) 4
- Ammo (Hvy Gauss) 4
- Ammo (Hvy Gauss) 4
- CASE
- Roll Again

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Streak SRM 4

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

1-3

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

4-6

Right Leg

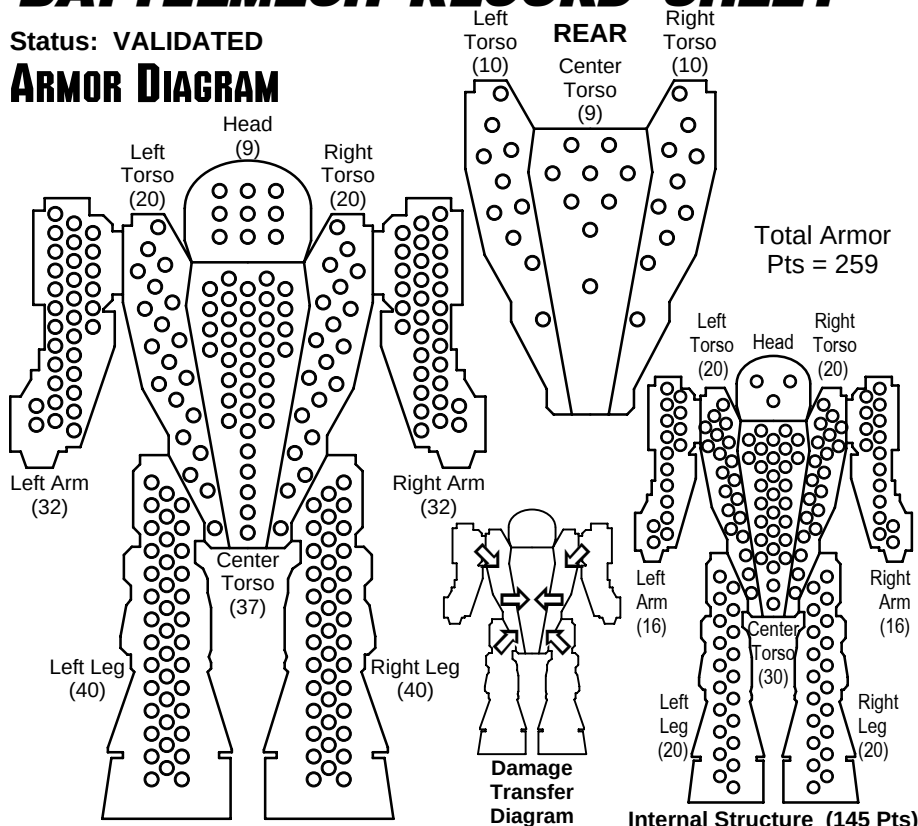
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator Prime**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
1	Gauss Rifle	LA	1	15	2	7	15	22
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:

Rounds:

Gauss Rifle 16

Machine Gun 200

Total Heat Sinks: **19 Double (38)**

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(25)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - MASC
 - MASC
 - MASC
 - MASC
- 1-3
- Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - 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

CRITICAL HIT TABLE

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
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Large Laser
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Machine Gun
 - Machine Gun
- 1-3
- Ammo (MG) 200
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

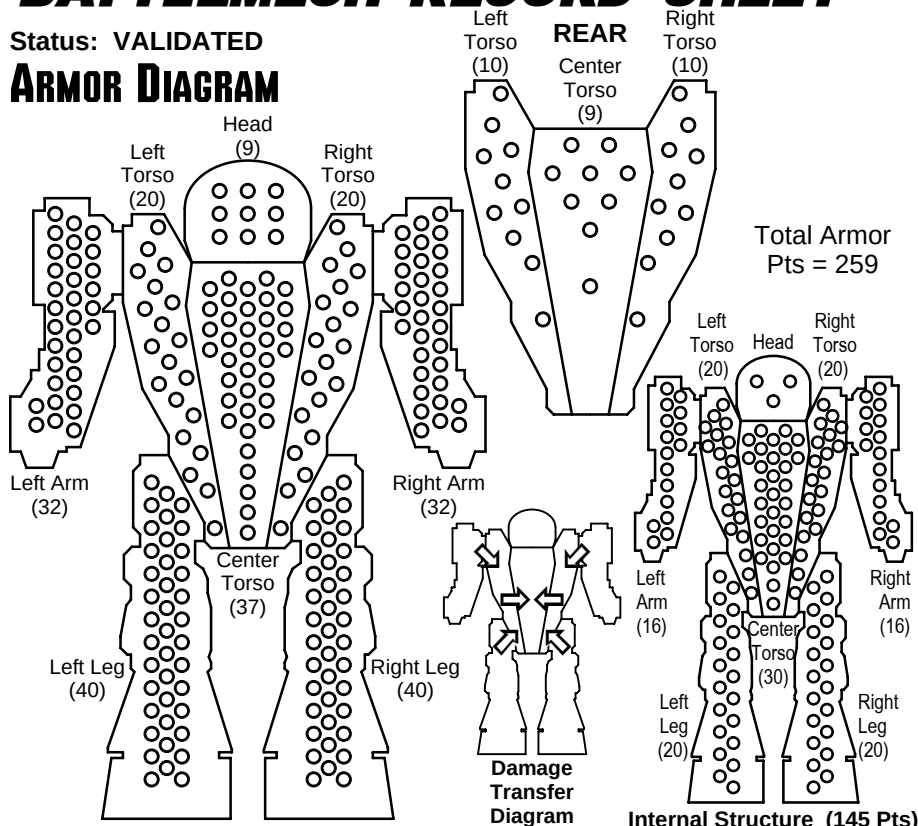
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator A**

Mass: **95 tons**

Movement Points: **Tech & Configuration:**

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	7	-	5	10	15
3	Large Pulse Laser	LA	10	10	-	6	14	20
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:

Rounds:

Machine Gun

200

Total Heat Sinks: 19 Double (38)

oooooooooooo ooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - MASC
 - MASC
 - MASC
 - MASC
- 1-3
- Roll Again
 - Roll Again
 - 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

CRITICAL HIT TABLE

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
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - Ferro-Fibrous
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Machine Gun
 - Machine Gun
- 1-3
- Ammo (MG) 200
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

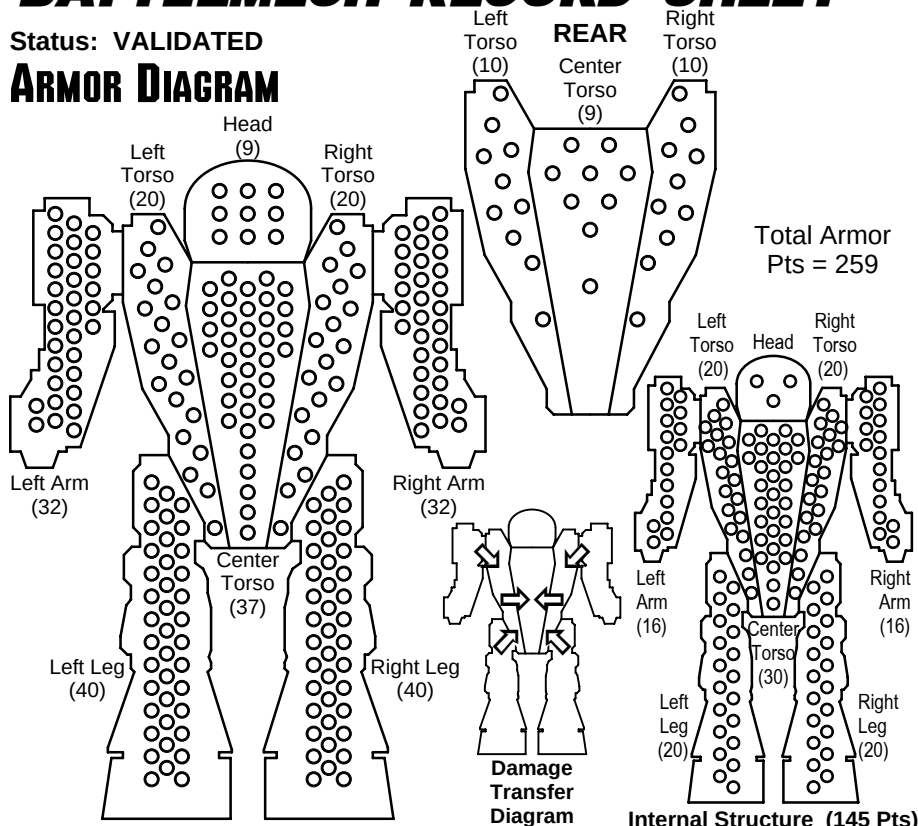
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator B**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Anti-Missile System	RT	1	-	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15

Ammo Type:

Rounds:

Ultra AC/20

15

Anti-Missile System

24

Total Heat Sinks: 19 Double (38)

oooooooooooo ooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(35)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- MASC
- MASC
- MASC
- MASC

1-3

- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Anti-Missile System
- ER Medium Laser

1-3

- Ammo (AMS) 24
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

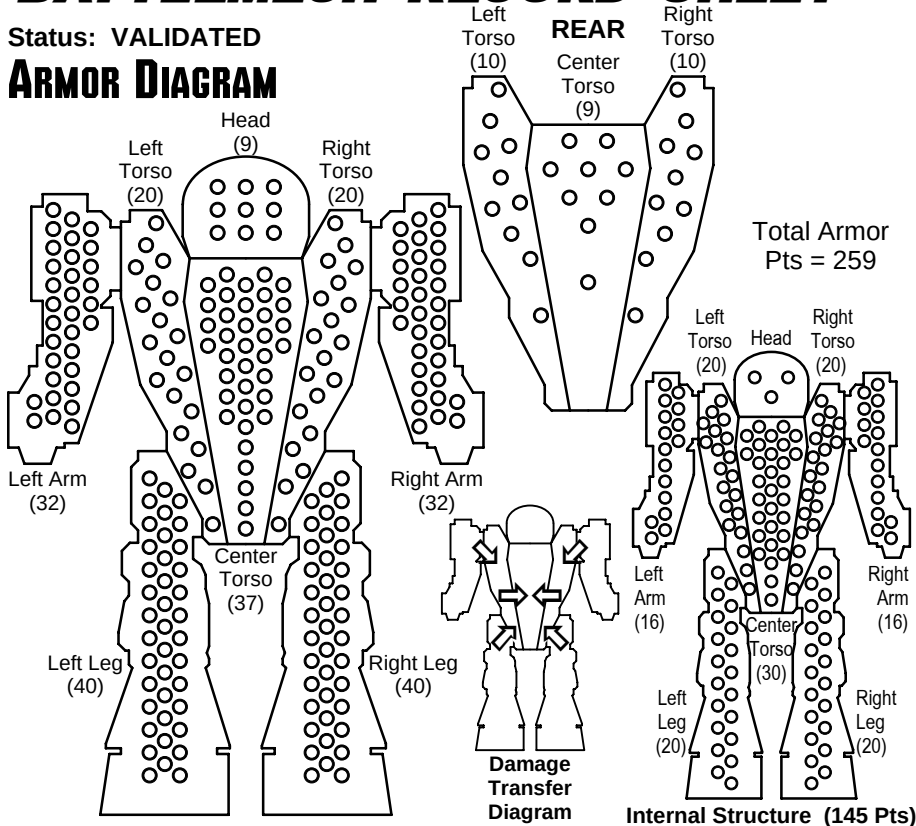
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3
4. LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
2. Artemis IV FCS
3. Ammo (LRM 20) 6
- 4-6
4. Ammo (LRM 20) 6
5. Ferro-Fibrous
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
- 1-3
3. MASC
4. MASC
5. MASC
6. MASC
1. ER Small Laser
2. Roll Again
3. Roll Again
- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
- 1-3
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6
4. XL Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3
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
- 4-6
4. Ultra AC/20
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3
3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Targeting Computer
1. Targeting Computer
2. Ammo (Ult AC/20) 5
3. Ammo (Ult AC/20) 5
- 4-6
4. Ammo (Ult AC/20) 5
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Gladiator C**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RA	7	20	-	4	8	12
1	LRM 20 w/ Artemis IV LA	LA	6	1/hit	-	7	14	21
1	ER Small Laser	LT	2	5	-	2	4	6
1	Targeting Computer							

Ammo Type:

Rounds:

Ultra AC/20

15

LRM 20

12

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

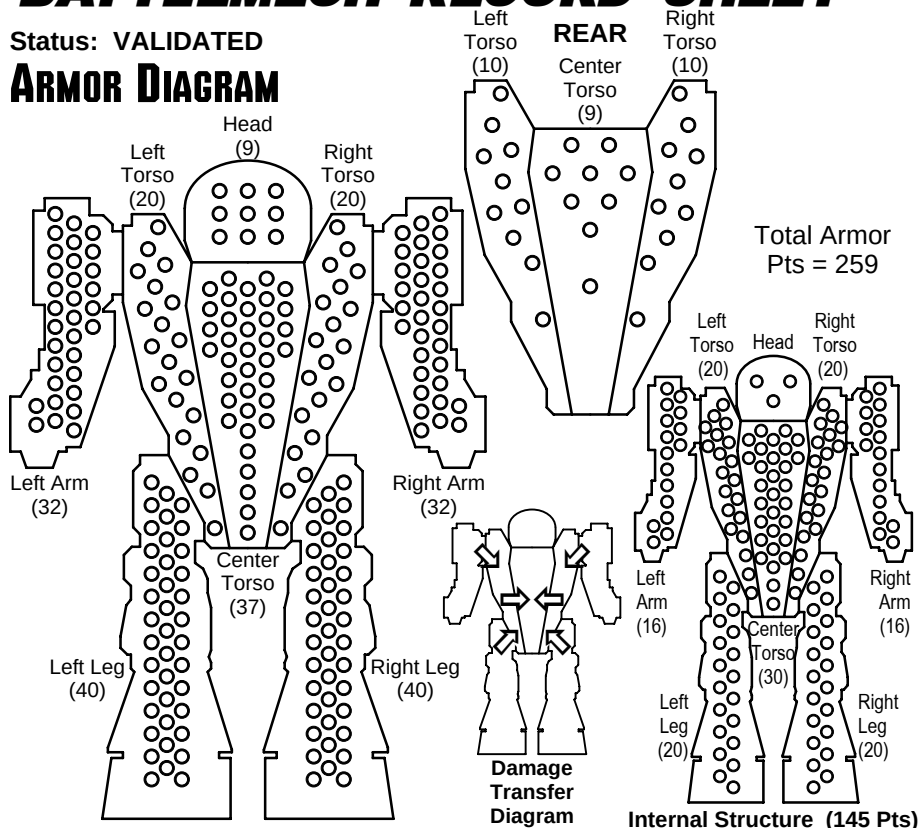
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator D**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
3	Medium Pulse Laser	RA	4	7	-	4	8	12
3	Small Pulse Laser	RA	2	3	-	2	4	6
2	SRM 6	LA	4	2/hit	-	3	6	9
2	Small Pulse Laser	RT	2	3	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:

SRM 6

Rounds:

45

Total Heat Sinks: **19 Double (38)**

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WZK GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- MASC
- MASC
- MASC
- MASC

1-3

- Double Heat Sink
- Double Heat Sink
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

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
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

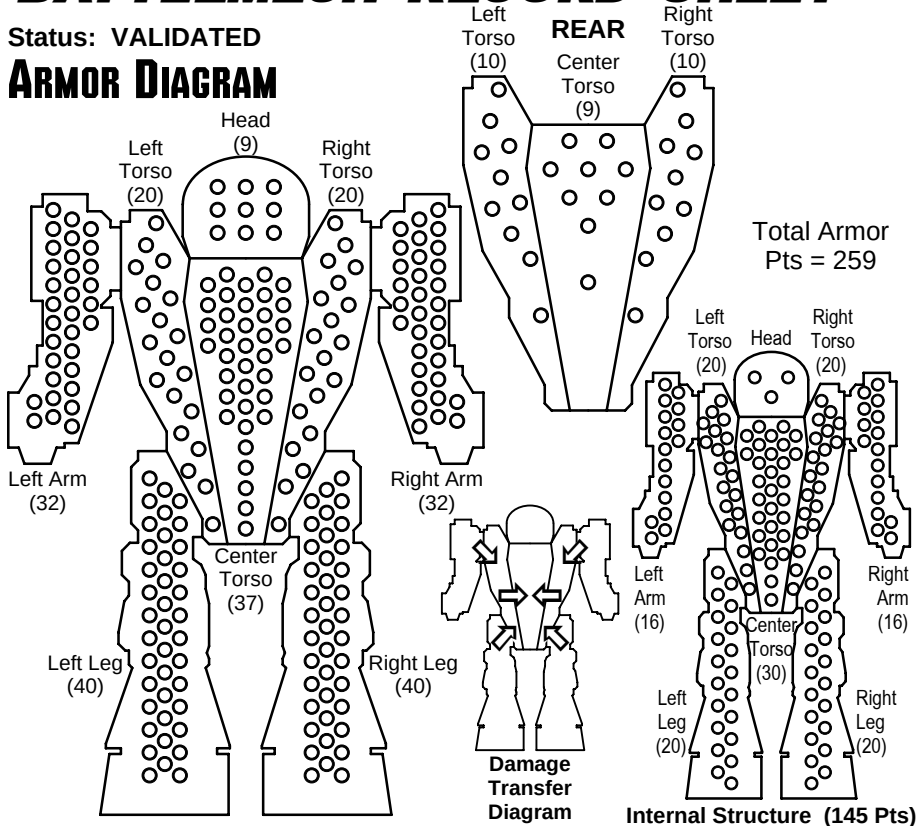
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator E**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
2	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	Heavy Medium Laser	RT	7	10	-	3	6	9
1	Heavy Small Laser	RT	3	6	-	1	2	3

Ammo Type:

Rounds:

Adv. Tact. Msl. 9

35

Total Heat Sinks: **17 Double (34)**

oooooooooooo oooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(53)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Ferro-Fibrous
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- MASC
- MASC
- MASC
- MASC

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- ER Large Laser
- ER Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Heavy Medium Laser
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

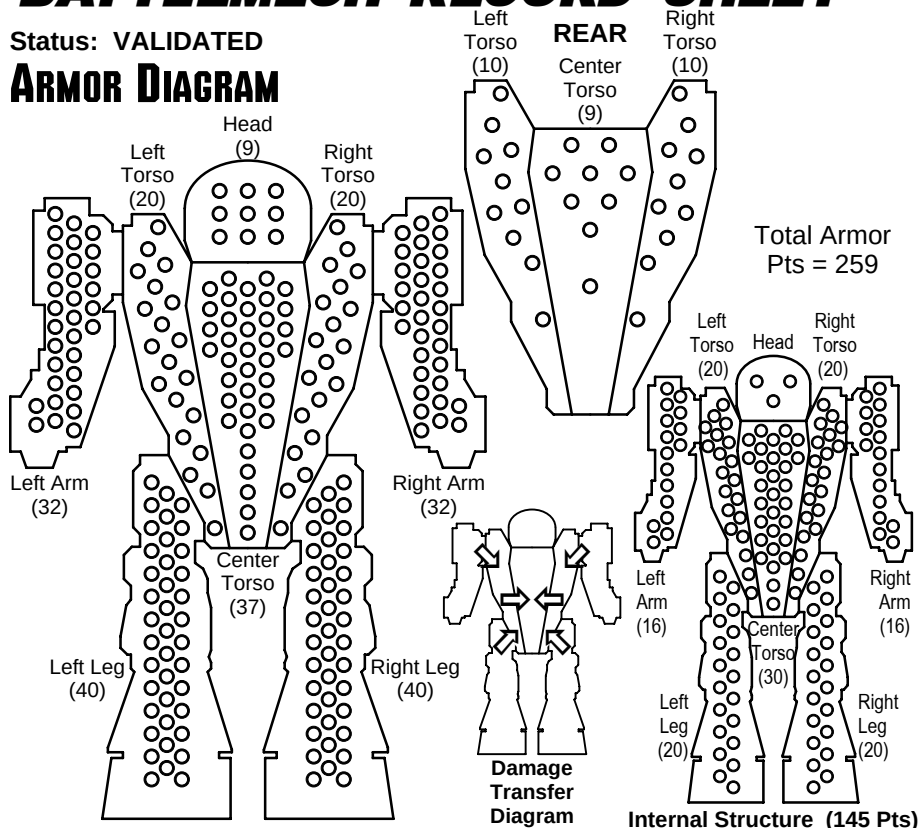
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator K**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
3	ER Medium Laser	RA	5	7	-	5	10	15
1	HAG 20	LA	4	20	2	8	16	24
1	Light Active Probe	RT	0	-	-	-	-	3

Ammo Type:

HAG 20

Rounds:

18

Total Heat Sinks: **18 Double (36)**

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(43)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 20
 - HAG 20
 - HAG 20
 - HAG 20
- HAG 20
 - HAG 20
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
 - Ferro-Fibrous

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - MASC
 - MASC
- MASC
 - MASC
 - 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
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- Light Active Probe
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

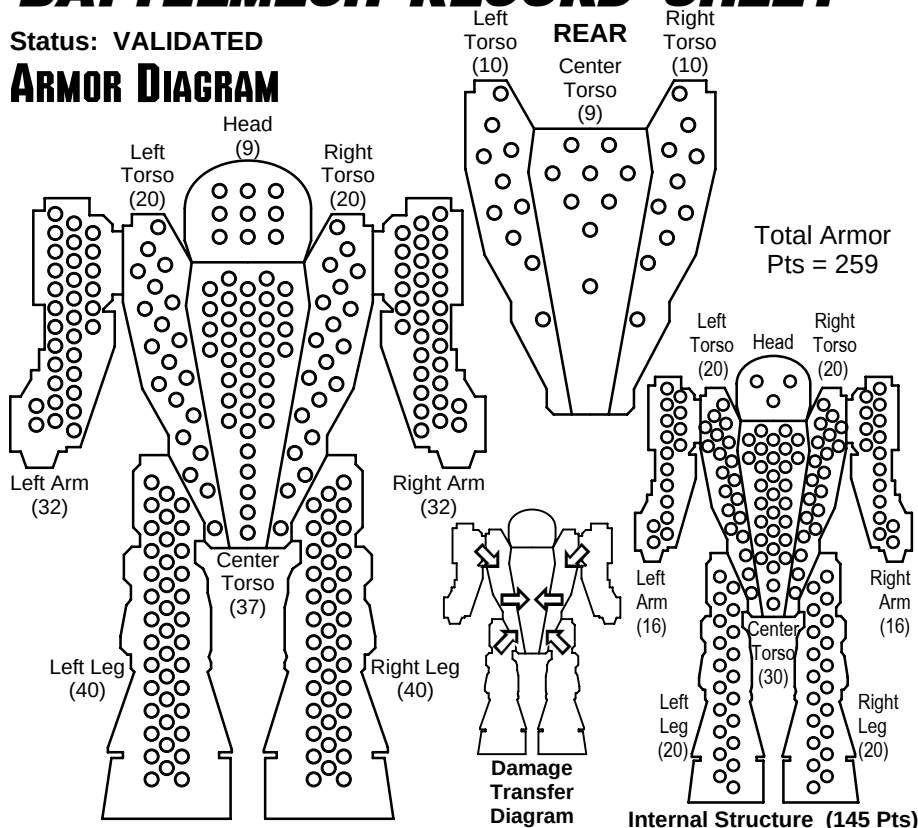
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (145 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Plasma Cannon
6. Ammo (PC) 10

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Engine
2. XL Engine
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. MASC
4. MASC
5. MASC
6. MASC

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. HAG 30
4. HAG 30
5. HAG 30
6. HAG 30

1-3

1. HAG 30
2. HAG 30
3. HAG 30
4. HAG 30
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (HAG30) 4

1-3

1. Ammo (HAG30) 4
2. Ammo (HAG30) 4
3. Ammo (LRM 10) 12
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Gladiator P**

Mass: **95 tons**

Movement Points: Tech & Configuration:

Walking: **4**

Clan

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 30	RA	6	30	2	8	16	24
1	Plasma Cannon	LA	7	-	-	6	12	18
1	LRM 10	RT	4	1/hit	-	7	14	21
3	Heavy Medium Laser	LT	7	10	-	3	6	9

Ammo Type:

Rounds:

HAG 30	12
Plasma Cannon	10
LRM 10	12

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

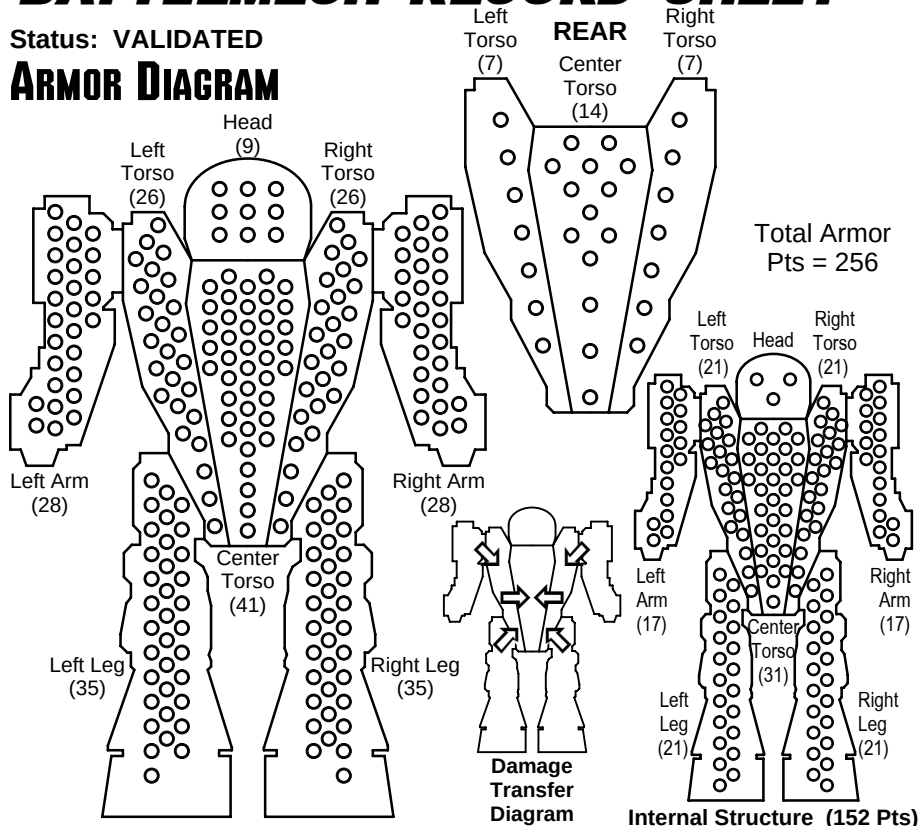
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Annihilator C**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3** Clan
Running: **5** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/10	LA	3	10	-	6	12	18
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Ultra AC/10	RT	3	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18
2	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: Ultra AC/10
Rounds: 80

Total Heat Sinks: 12 Double (24)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (44)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - ER Medium Laser
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
- 1-3
- Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - ER Medium Laser
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
- 1-3
- Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

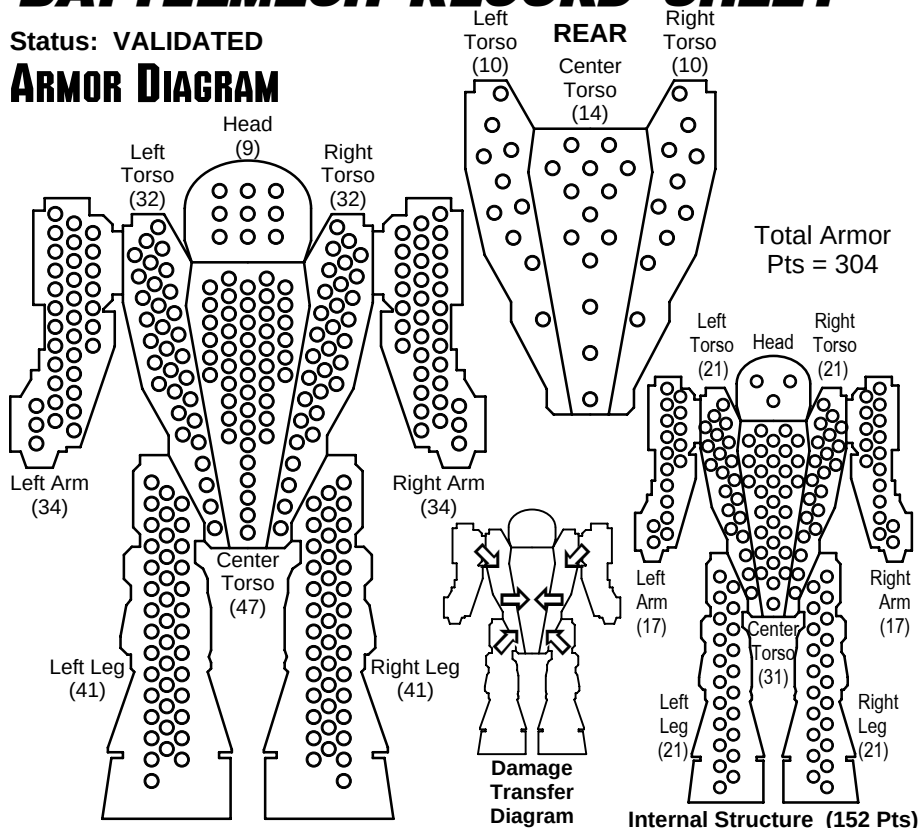
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi Prime**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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
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

Ammo Type:

Rounds:

Ultra AC/5

40

LRM 10

12

Total Heat Sinks: 22 Double (44)

○○○○○○○○○○ ○○○○○○○○○
○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(72)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Ammo (LRM 10) 12

4-6

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

4-6

Right Leg

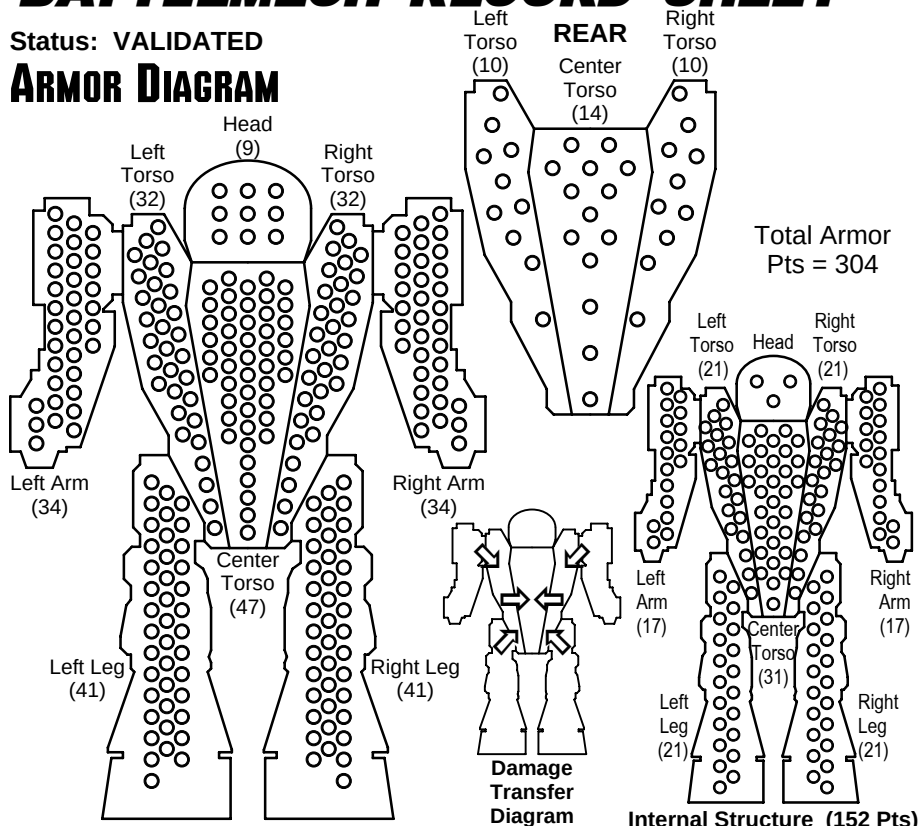
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi A**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Large Pulse Laser	RA	10	10	-	6	14	20
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Anti-Missile System	RT	1	-	-	-	-	-
2	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type:

Rounds:

Gauss Rifle	24
Anti-Missile System	72
Streak SRM 6	30

Total Heat Sinks: 21 Double (42)

○○○○○○○○○○ ○○○○○○○○○○
○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
 - Ammo (Streak 6) 15
- 4-6

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
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Anti-Missile System
 - Ammo (AMS) 24
 - Ammo (AMS) 24
 - Ammo (AMS) 24
- 4-6

Right Leg

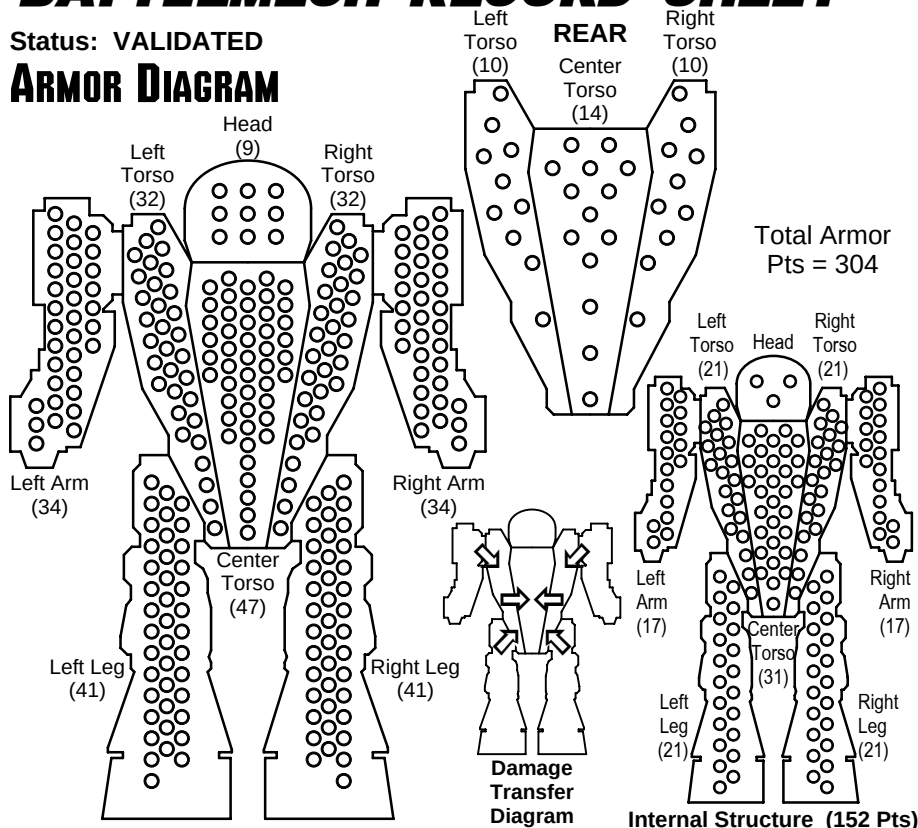
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi B**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
2	ER PPC	LA	15	15	-	7	14	23
2	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Ultra AC/2	RT	1	2	2	9	18	27
2	Ultra AC/2	LT	1	2	2	9	18	27
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

Rounds:

LB 10-X AC

20

Ultra AC/2

90

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- ER PPC

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ultra AC/2
- Ultra AC/2

1-3

- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right 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
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ultra AC/2
- Ultra AC/2

1-3

- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

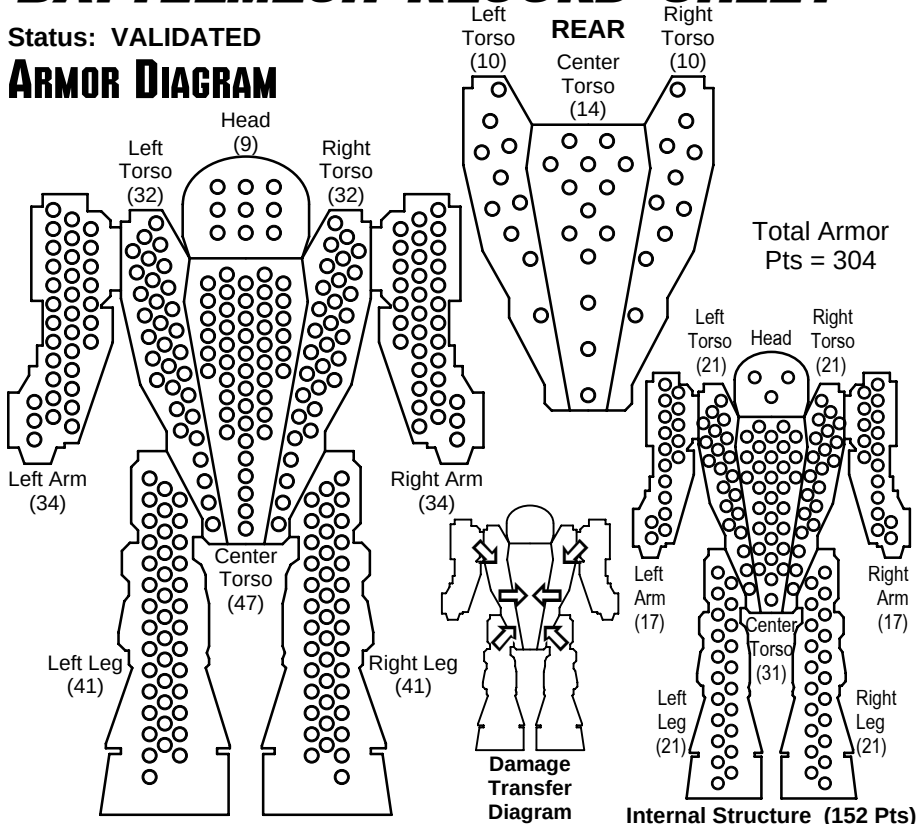
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi C**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER PPC	LA	15	15	-	7	14	23
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
1	Medium Pulse Laser	RT	4	7	-	4	8	12
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ECM Suite	CT	0	-	-	-	-	6
1	Streak SRM 4 (OS)	HD	3	2/hit	-	4	8	12
1	Targeting Computer							

Ammo Type: Adv. Tact. Msl. 6

Rounds: 20

Total Heat Sinks: 23 Double (46)

oooooooooooo ooooooooooooo
ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(54)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- Ammo (ATM 6) 10

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Jump Jet

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
- Streak SRM 4 (OS)
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ECM Suite

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- Ammo (ATM 6) 10

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Pulse Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Jump Jet

Right Leg

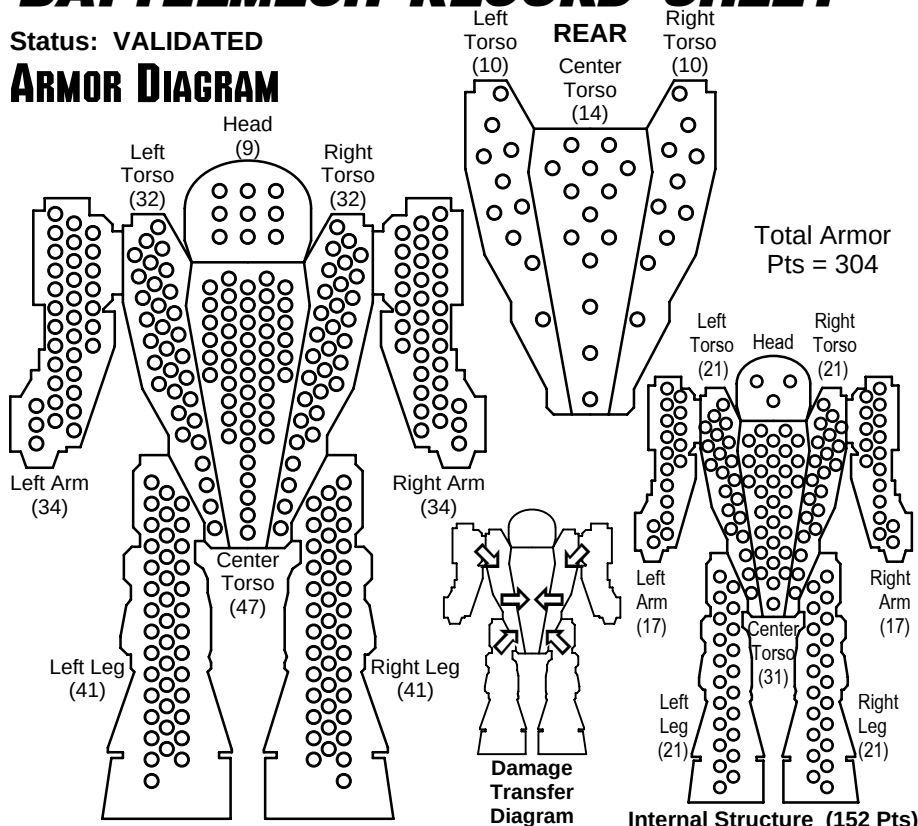
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi D**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 40	RA	8	40	2	8	16	24
1	HAG 40	LA	8	40	2	8	16	24
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
2	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:

Rounds:

HAG 40 30

Streak SRM 6 15

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- HAG 40
- HAG 40
- HAG 40
- HAG 40

1-3

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 40
- HAG 40
- HAG 40
- HAG 40

1-3

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (HAG40) 3
- Ammo (HAG40) 3
- Ammo (HAG40) 3
- Ammo (HAG40) 3
- Ammo (HAG40) 3
- Ammo (HAG40) 3
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Right Leg

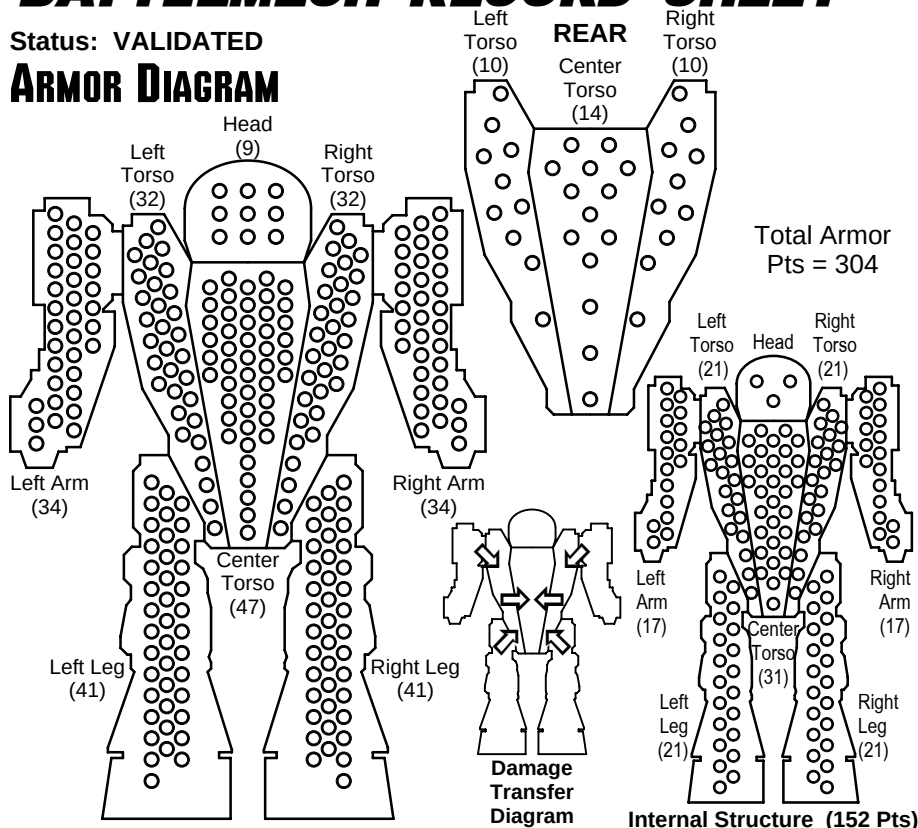
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLETECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi H**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Flamer	HD	3	2	-	1	2	3
1	Targeting Computer							

Ammo Type: **Gauss Rifle** Rounds: **32**

Total Heat Sinks: **20 Double (40)**

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(45)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Ammo (Gauss) 8
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 4-6

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
- Flamer
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Ammo (Gauss) 8
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Targeting Computer
 - Targeting Computer
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Medium Pulse Laser
- 4-6

Right Leg

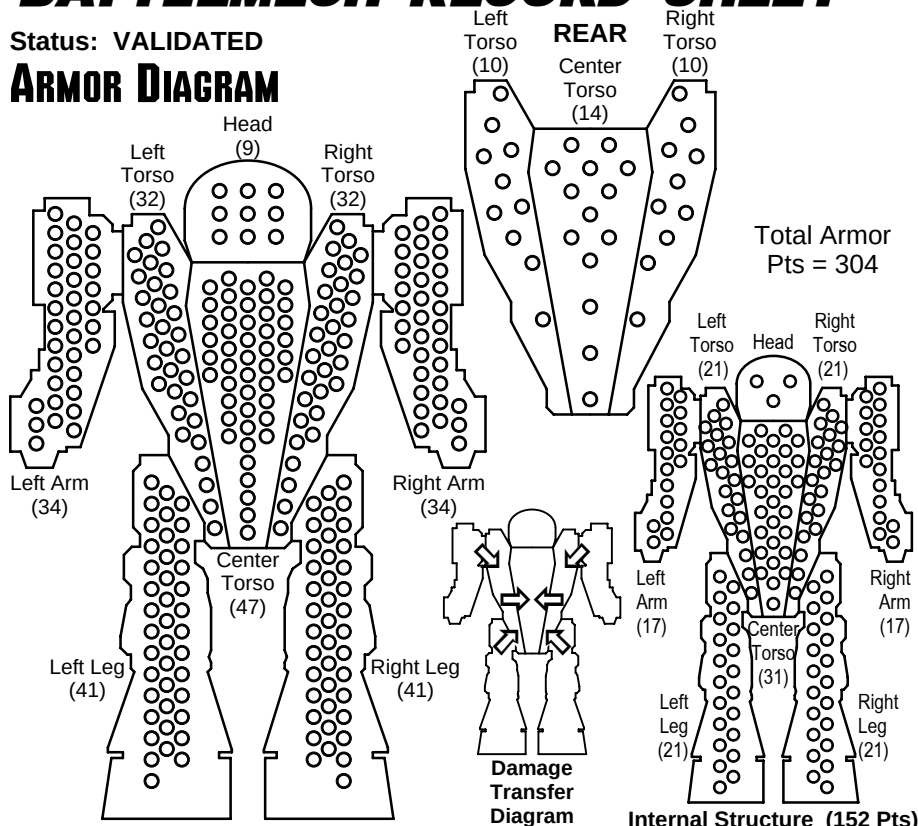
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi S**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RA	6	20	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
2	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Machine Gun	RT	0	2	-	1	2	3
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Machine Gun	LT	0	2	-	1	2	3
1	Streak SRM 4	LT	3	2/hit	-	4	8	12
1	Streak SRM 4	CT	3	2/hit	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12
2	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type:	Rounds:
LB 20-X AC	20
Machine Gun	200
Streak SRM 4	25

Total Heat Sinks: 20 Double (40)

oooooooooooo oooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Medium Pulse Laser
 - Medium Pulse Laser
 - Machine Gun
 - Streak SRM 4
 - Ammo (Streak 4) 25
 - Jump Jet
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Streak SRM 4
 - Jump Jet
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 1-3
- LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - Ammo (LB 20-X) 5
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Medium Pulse Laser
- 1-3
- Machine Gun
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
 - Ammo (MG) 200
 - Jump Jet
- 4-6

Right Leg

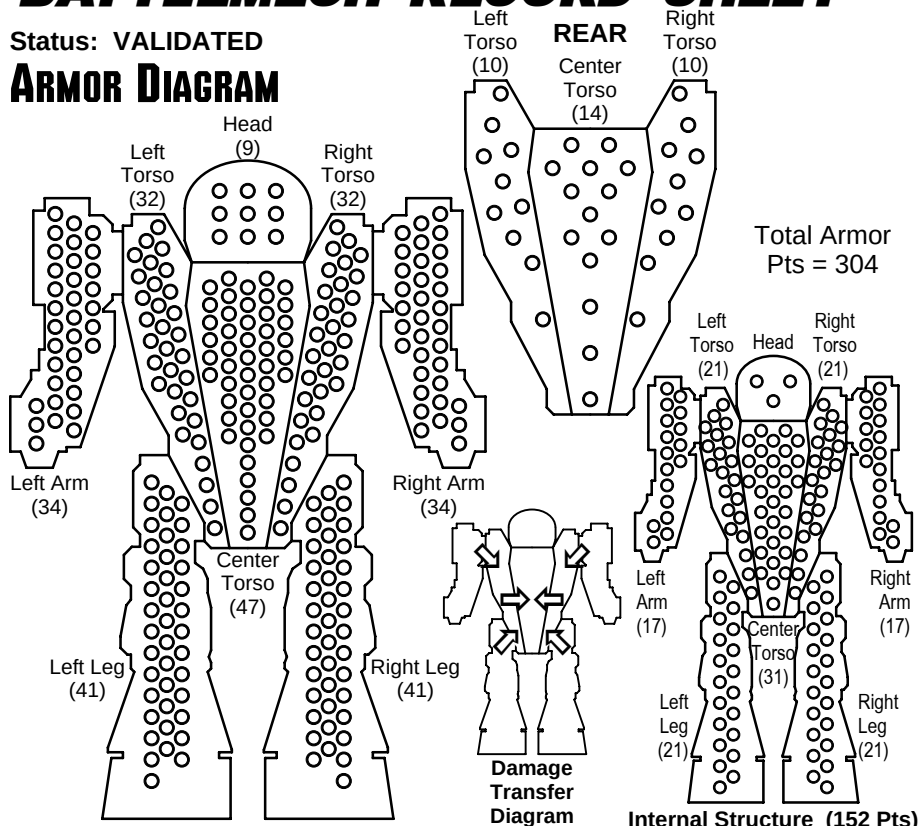
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi W**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Ultra AC/20	RT	7	20	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
2	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type: Rounds:

Gauss Rifle	32
Ultra AC/20	10
LRM 20	12

Total Heat Sinks: 20 Double (40)

oooooooooooo oooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(43)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (Ult AC/20) 5
 - Ammo (Ult AC/20) 5
- 4-6

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
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Medium Pulse Laser
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ultra AC/20
 - Ultra AC/20
- 1-3
- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 4-6

Right Leg

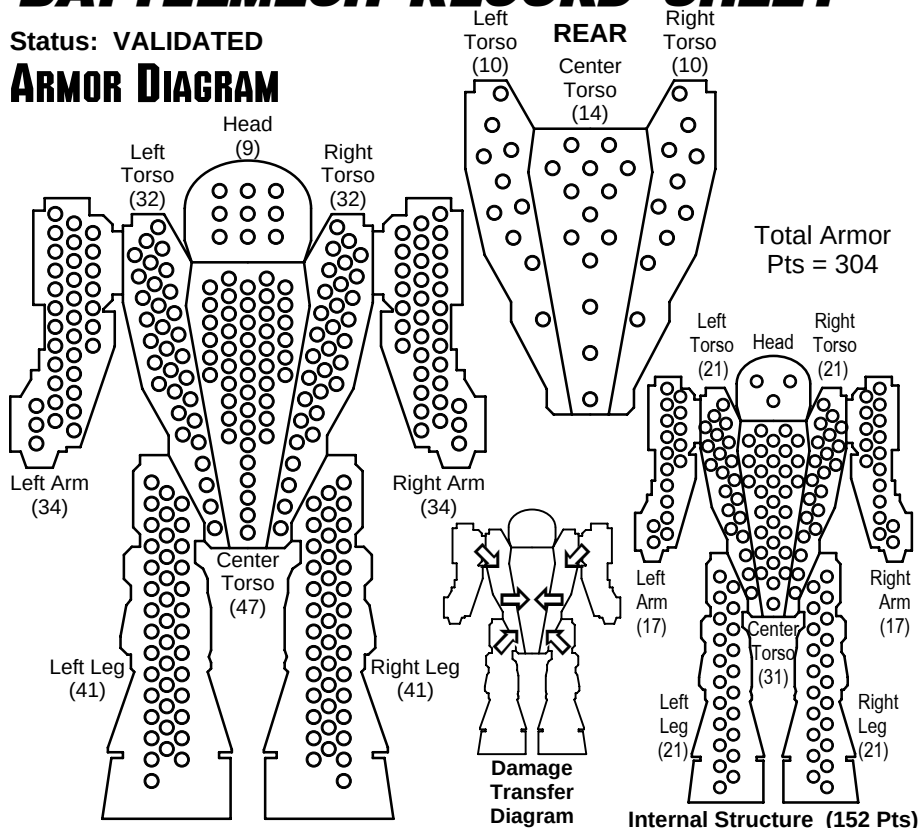
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi Hohiro**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
3	Large Pulse Laser	LT	10	10	-	6	14	20
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type: **Rounds:**

Gauss Rifle **16**

Streak SRM 6 **15**

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(52)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again

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
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Streak SRM 6
- Streak SRM 6
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Streak 6) 15
- Roll Again

Right Leg

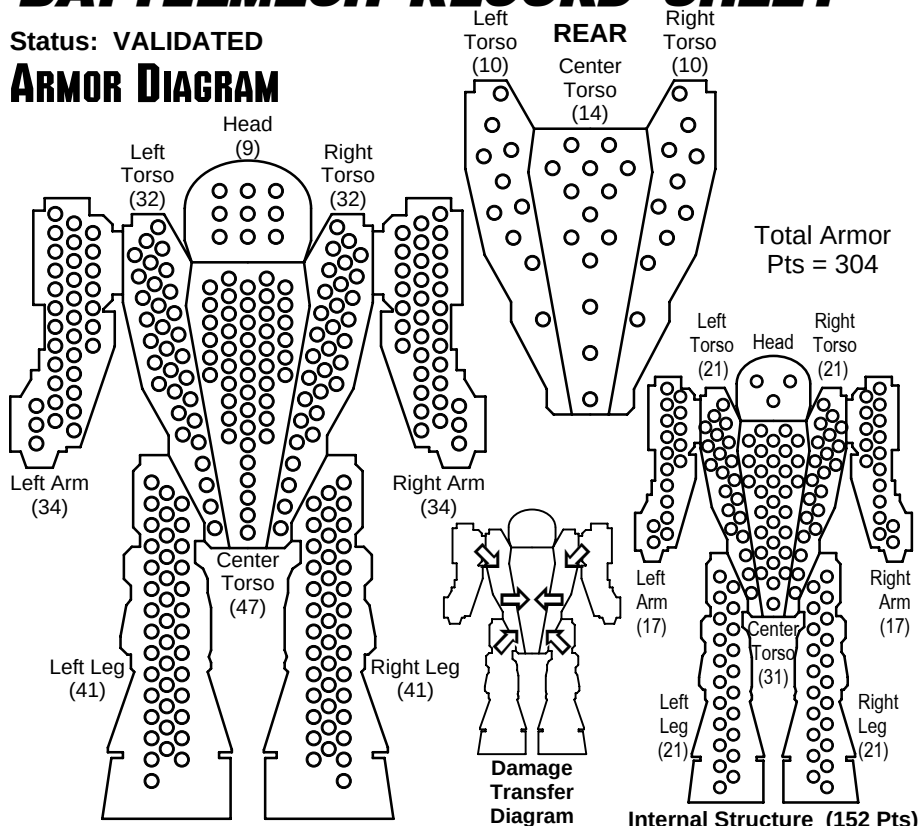
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi Prometheus**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
3	Large Pulse Laser	RT	10	10	-	6	14	20
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Ultra AC/20	LT	7	20	-	4	8	12

Ammo Type:

Rounds:

SRM 6

15

Ultra AC/20

10

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(72)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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

WKGAMES

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Ammo (Ult AC/20) 5
6. Ammo (Ult AC/20) 5

1-3

4-6

Left Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/20
6. Ultra AC/20

1-3

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

1-3

4-6

Right Leg

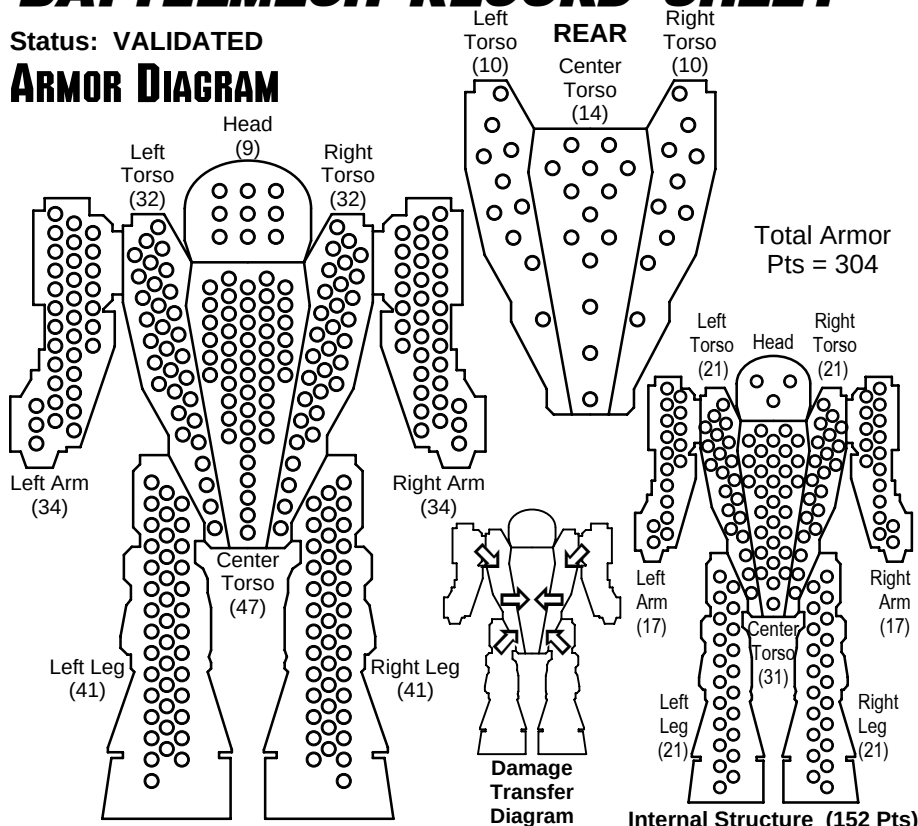
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi Widowmaker**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	ER PPC	LA	15	15	-	7	14	23
1	Ultra AC/20	RT	7	20	-	4	8	12
2	ER Medium Laser	CT	5	7	-	5	10	15
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type: **Ultra AC/20**

Rounds: **10**

Total Heat Sinks: **25 Double (50)**

○○○○○○○○○○ ○○○○○○○○○
○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(76)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- ER PPC
- ER PPC

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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - ER Medium Laser
 - ER Medium Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Large Pulse Laser
- Large Pulse Laser
- ER PPC
- ER PPC
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ultra AC/20
- Ultra AC/20

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

Right Leg

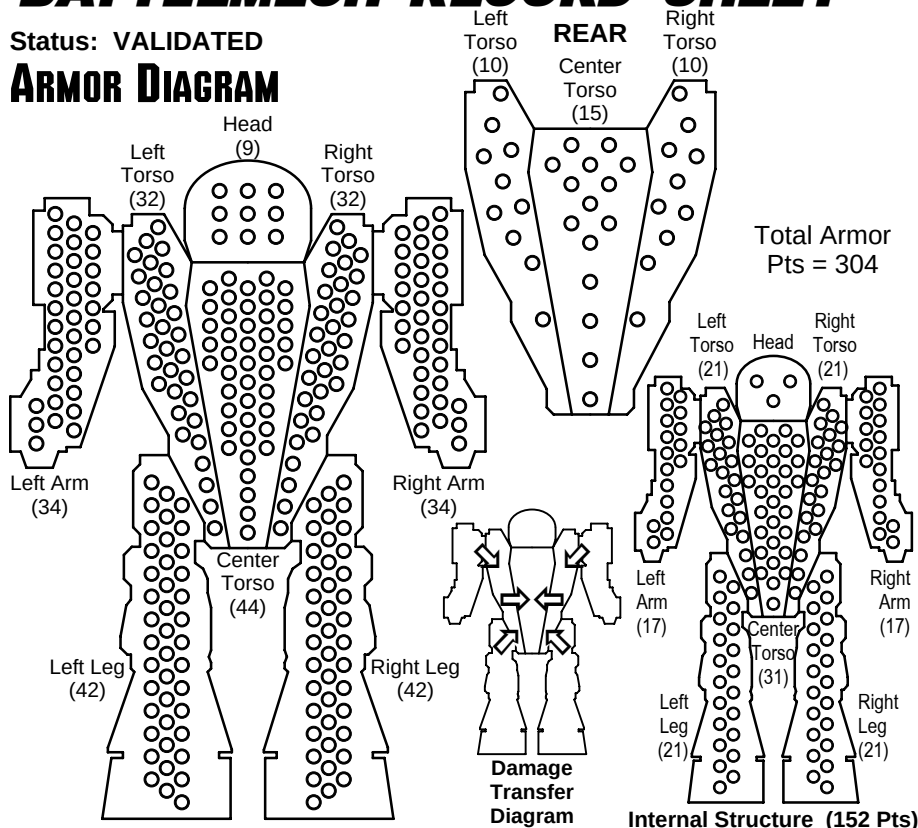
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Imp C**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3**

Clan

Running: **5**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV RA		6	1/hit	-	7	14	21
1	Medium Pulse Laser LA		4	7	-	4	8	12
1	ER PPC	RT	15	15	-	7	14	23
1	Medium Pulse Laser RT		4	7	-	4	8	12
1	ER PPC	LT	15	15	-	7	14	23
1	Medium Pulse Laser LT		4	7	-	4	8	12
2	Medium Pulse Laser CT		4	7	-	4	8	12

Ammo Type: LRM 20

Rounds: 18

Total Heat Sinks: 25 Double (50)

○○○○○○○○○○ ○○○○○○○○○
○○○○○

Auto Eject:

Weapon Heat: (56)

☐ Operational ☐ Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER PPC
 - ER PPC
 - Medium Pulse Laser
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Pulse Laser
 - Medium Pulse Laser
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
 - Artemis IV FCS
 - 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
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - Medium Pulse Laser
 - Roll Again
- 4-6

Right Leg

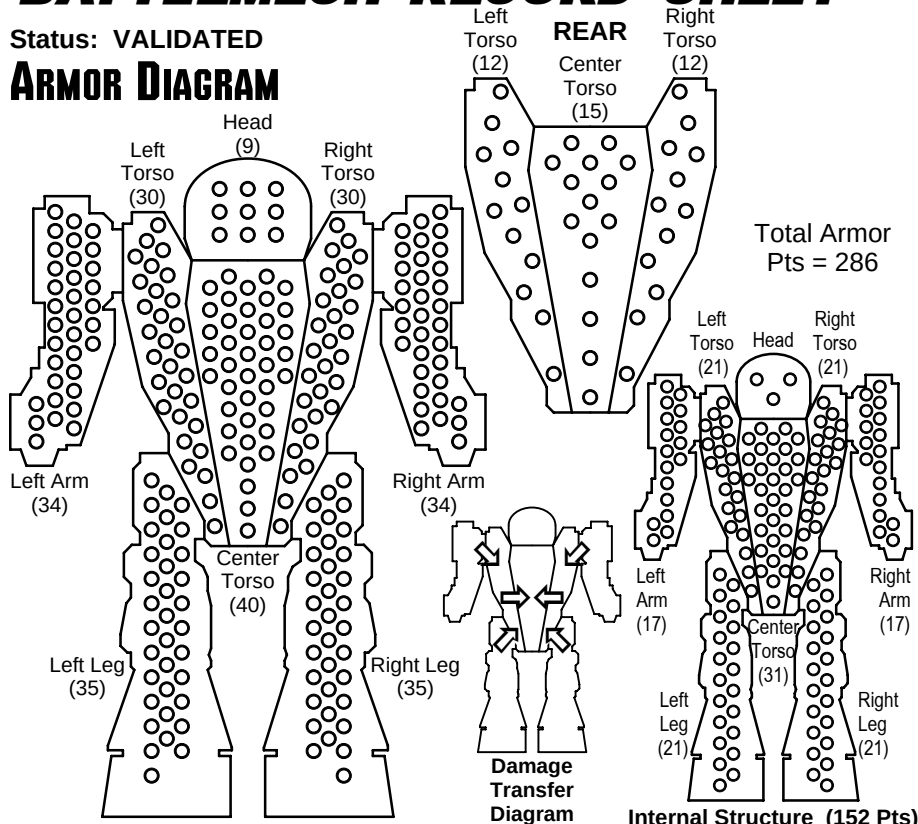
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-000**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	Autocannon/20	LA	7	20	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21

Ammo Type:

Rounds:

Autocannon/20

10

LRM 15

8

Total Heat Sinks: **15 Single**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/20 #2
- Autocannon/20 #2

1-3

- Autocannon/20 #2
- Autocannon/20 #2
- Autocannon/20 #2
- Autocannon/20 #2
- Autocannon/20 #2
- Autocannon/20 #2

4-6

Left Torso

- Autocannon/20 (Cont)#2
- Autocannon/20 (Cont)#2
- LRM 15
- LRM 15
- LRM 15
- Ammo (AC/20) 5

1-3

- Ammo (LRM 15) 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Engine Hits ○ ○ ○
- Gyro Hits ○ ○
- Sensor Hits ○ ○
- Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/20
- Autocannon/20

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

4-6

Right Torso

- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Large Laser
- Large Laser
- Ammo (AC/20) 5
- CASE

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

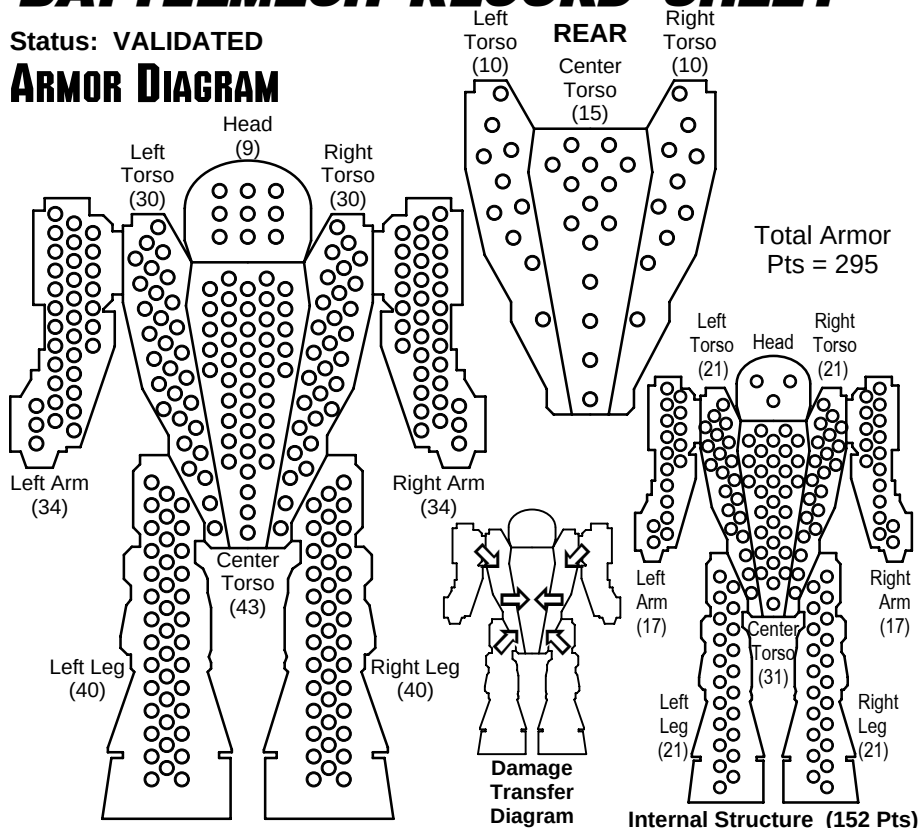
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-001**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds:

Gauss Rifle	32
Streak SRM 2	100
LRM 15	8

Total Heat Sinks: 13 Single

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ferro-Fibrous

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 15
 - LRM 15
 - LRM 15
- 1-3
- Streak SRM 2
 - Ammo (LRM 15) 8
 - Ammo (Streak 2) 50
- 4-6
- CASE
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

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
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ferro-Fibrous

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Large Pulse Laser
 - Large Pulse Laser
 - Streak SRM 2
- 1-3
- Ammo (Streak 2) 50
 - CASE
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

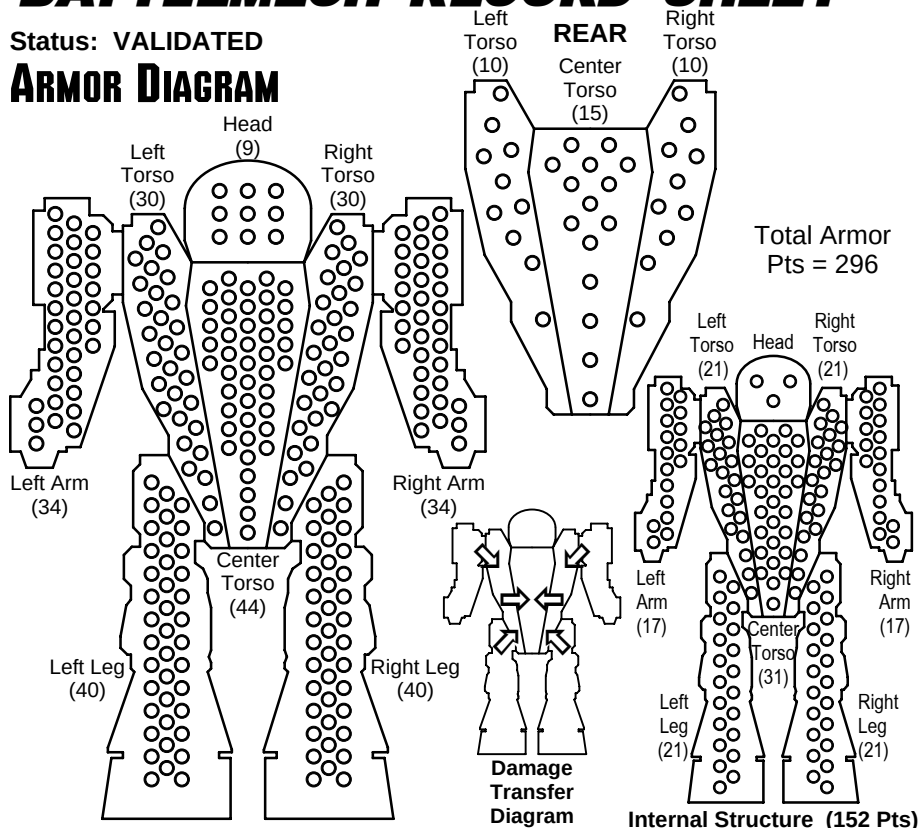
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-005**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RA	6	20	-	4	8	12
1	LB 20-X AC	LA	6	20	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
2	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type:

Rounds:

LB 20-X AC

30

Streak SRM 4

25

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 1-3
- LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - Endo Steel
- 4-6

Left Torso

- LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - Streak SRM 4
 - Streak SRM 4
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
- 1-3
- Ammo (LB 20-X) 5
 - Ammo (Streak 4) 25
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Improved C³ CPU
 - Improved C³ CPU
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LB 20-X AC #2
 - LB 20-X AC #2
 - LB 20-X AC #2
 - LB 20-X AC #2
- 1-3
- LB 20-X AC #2
 - LB 20-X AC #2
 - LB 20-X AC #2
 - LB 20-X AC #2
 - LB 20-X AC #2
 - Endo Steel
- 4-6

Right Torso

- LB 20-X AC (Cont)#2
 - LB 20-X AC (Cont)#2
 - ER Large Laser
 - ER Large Laser
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
- 1-3
- Ammo (LB 20-X) 5
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

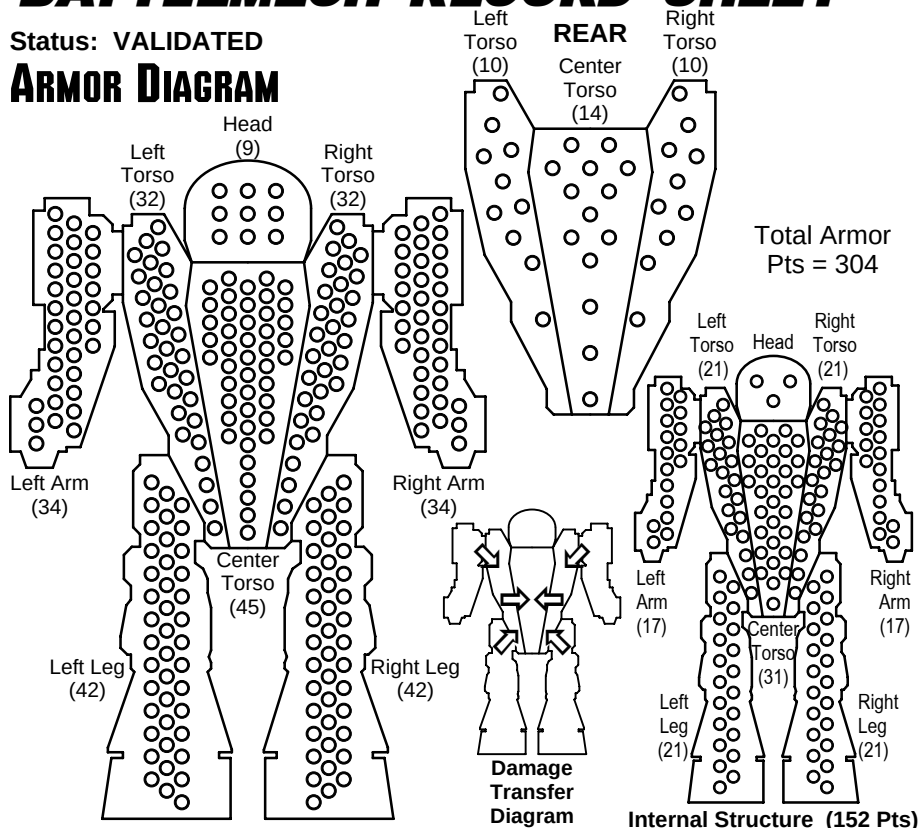
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-008**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Light AC/5	RA	1	5	-	5	10	15
1	Heavy PPC	LA	15	15	3	6	12	18
1	Light AC/5	LA	1	5	-	5	10	15
1	Improved C³ CPU	RT	0	-	-	-	-	-
2	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type:

Rounds:

Light AC/5

40

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Light AC/5
- Light AC/5
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- ER Medium Laser
- ER Medium Laser
- Ammo (LAC/5) 20
- CASE
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Light AC/5
- Light AC/5
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Improved C³ CPU
- Improved C³ CPU
- Ammo (LAC/5) 20
- CASE
- Ferro-Fibrous

4-6

Right Leg

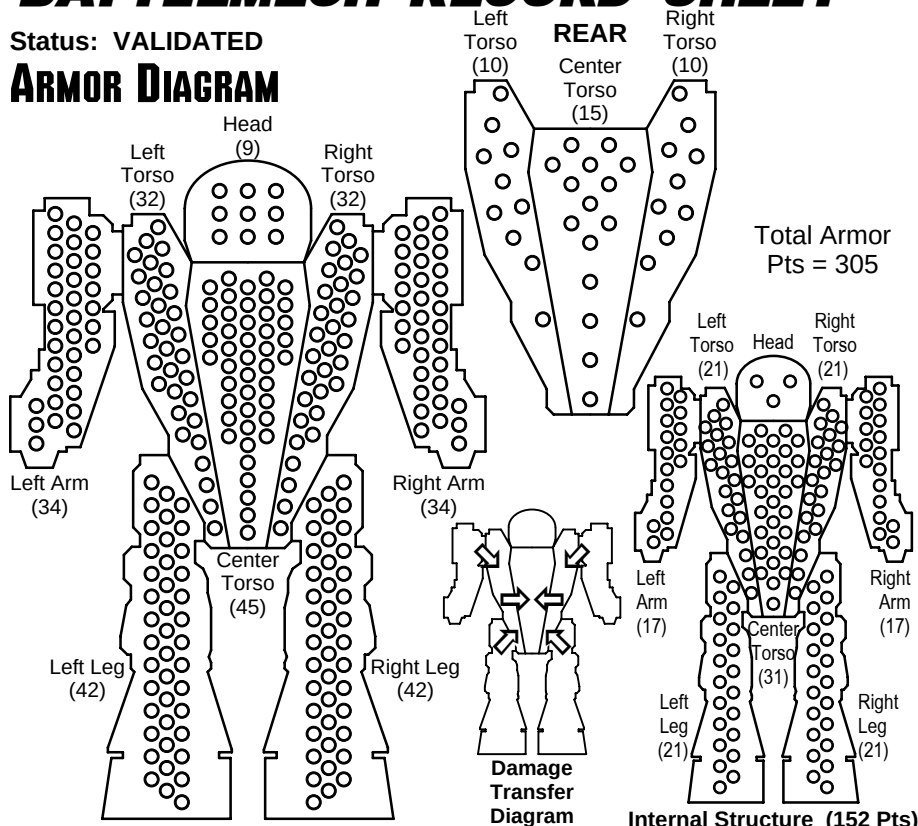
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-009**

Mass: **100 tons**

Movement Points: **Tech & Configuration:**

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1	5	-	5	10	15
1	Light PPC	RA	5	5	3	6	12	18
1	Rotary AC/5	LA	1	5	-	5	10	15
1	Light PPC	LA	5	5	3	6	12	18
1	Plasma Rifle	LT	10	10	-	5	10	15
1	Streak SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: Rounds:

Rotary AC/5	120
Plasma Rifle	20
Streak SRM 6	15

Total Heat Sinks: 11 Double (22)

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WKGAMES

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3
- Rotary AC/5
 - Rotary AC/5
 - Light PPC
 - Light PPC
 - Light Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- Plasma Rifle
 - Plasma Rifle
 - Ammo (PR) 10
 - Ammo (PR) 10
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Streak SRM 6
 - Streak SRM 6
- 4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3
- Rotary AC/5
 - Rotary AC/5
 - Light PPC
 - Light PPC
 - Light Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

- Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
- 1-3
- Ammo (Streak 6) 15
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

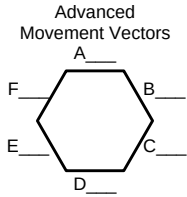
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

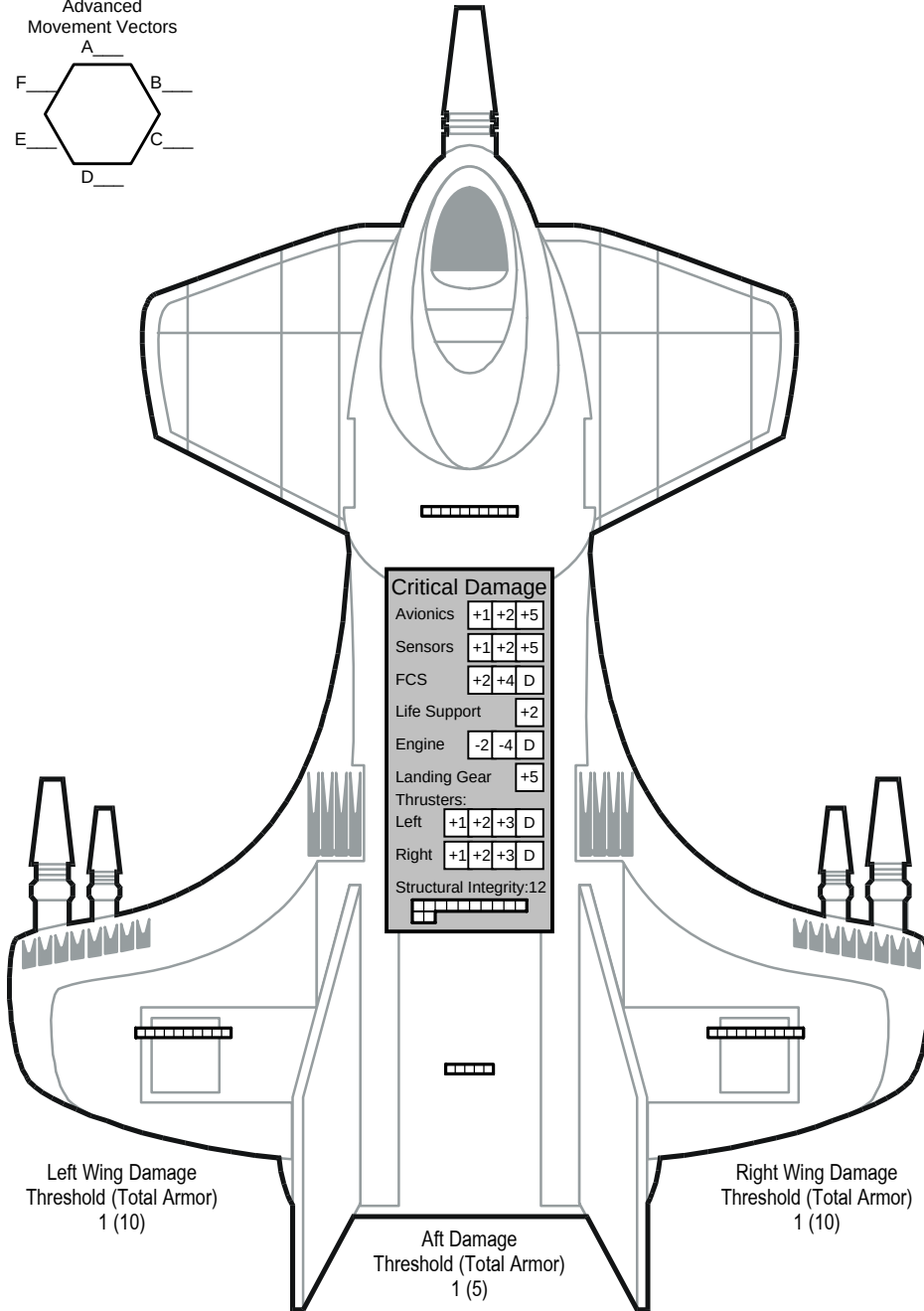
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
1 (10) - Standard Scale



VESSEL DATA

Name: **Trident TRN-3T**
 Type: **Aerospace Fighter**
 Mass: **20 tons**
 Thrust: Safe Thrust: **12** Max Thrust: **18**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Small Laser	Aft	1	3			Point Defense

Total Heat Sinks: **10 Single**

Total Weapon Heat: **10**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

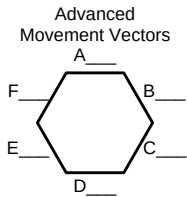
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	240																			

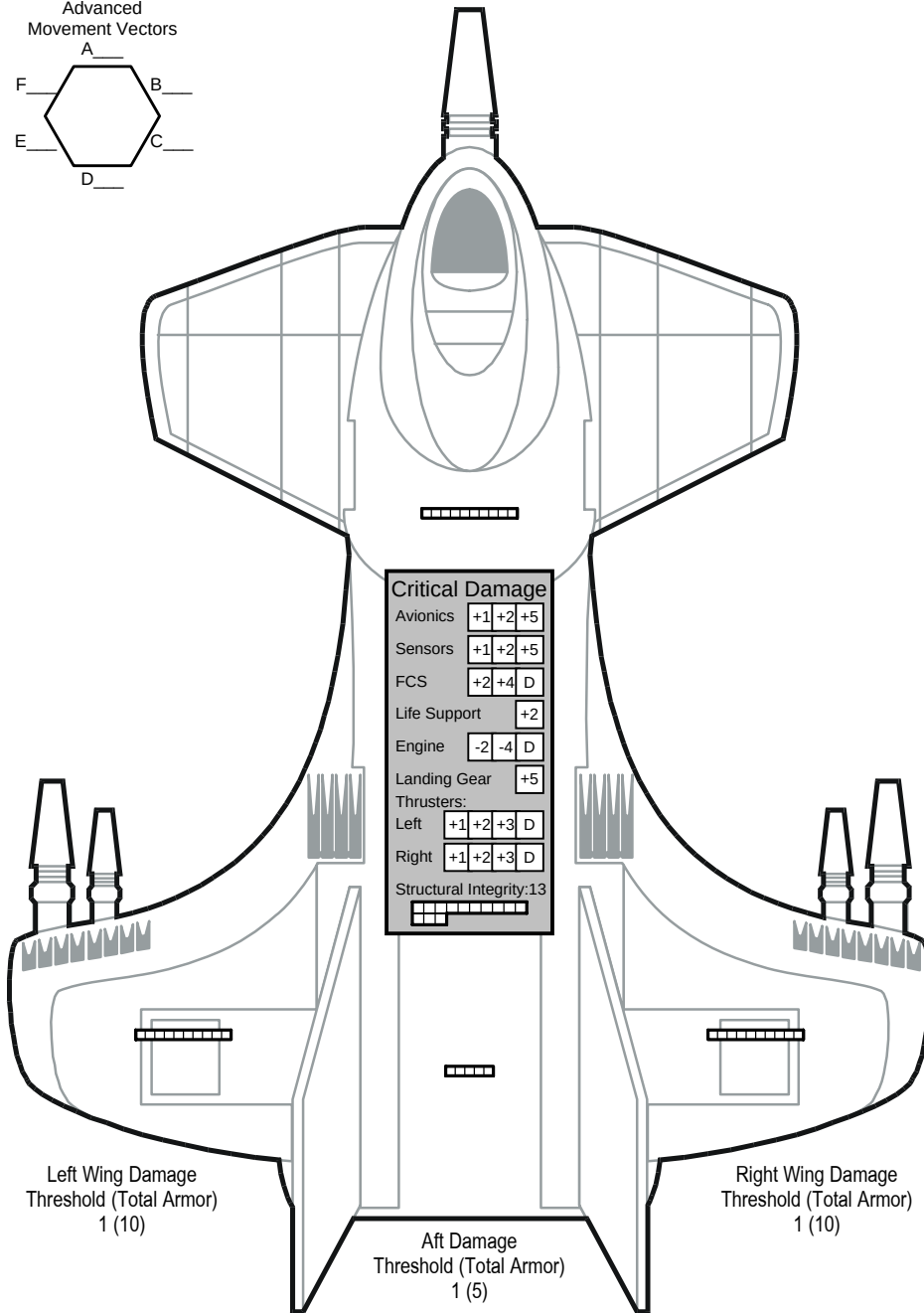
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
1 (10) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
1 (10)

Aft Damage
Threshold (Total Armor)
1 (5)

Right Wing Damage
Threshold (Total Armor)
1 (10)

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	240																			

VESSEL DATA

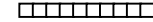
Name: **Swift SWF-606**
Type: **Aerospace Fighter**
Mass: **25 tons**
Thrust: Safe Thrust: **13** Max Thrust: **20**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 Small Laser	Nose	1	3		Point Defense	

Total Heat Sinks: **10 Single**



Total Weapon Heat: **4**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow



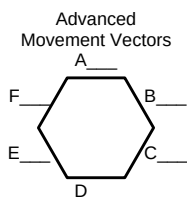
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

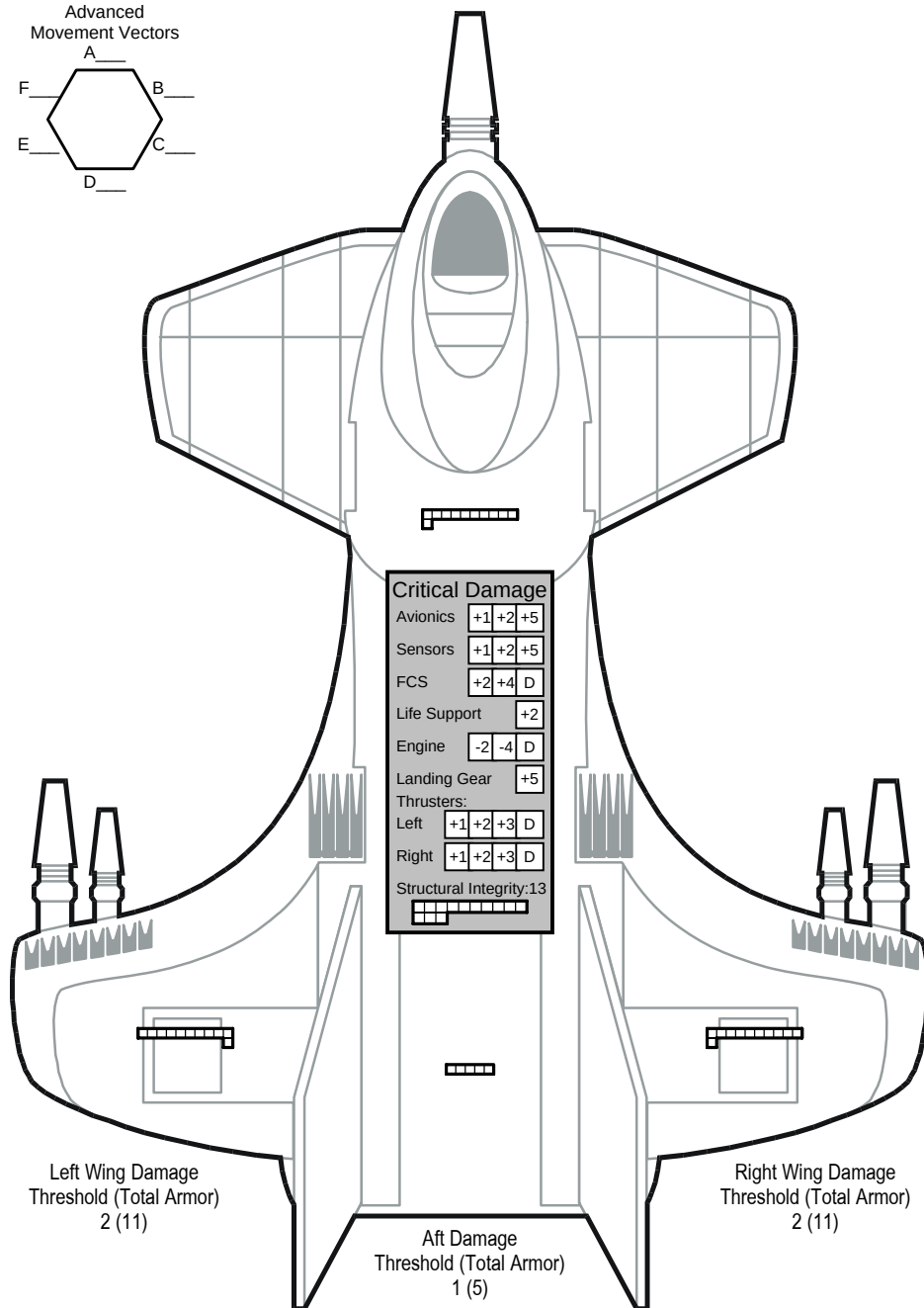
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
2 (11) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
2 (11)

Aft Damage
Threshold (Total Armor)
1 (5)

Right Wing Damage
Threshold (Total Armor)
2 (11)

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	240																			

VESSEL DATA

Name: **Swift C**
Type: **Aerospace Fighter**
Mass: **25 tons**
Thrust: **Safe Thrust: 13** Max Thrust: **20**
Tech: **Clan**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Medium Laser	Nose	5	7	7	--	--
1 ER Small Laser	Nose	2	5	--	--	--

Total Heat Sinks: **10 Single**

■■■■■■■■■■

Total Weapon Heat: **7**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat
Overflow

HEAT SCALE

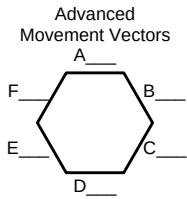
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

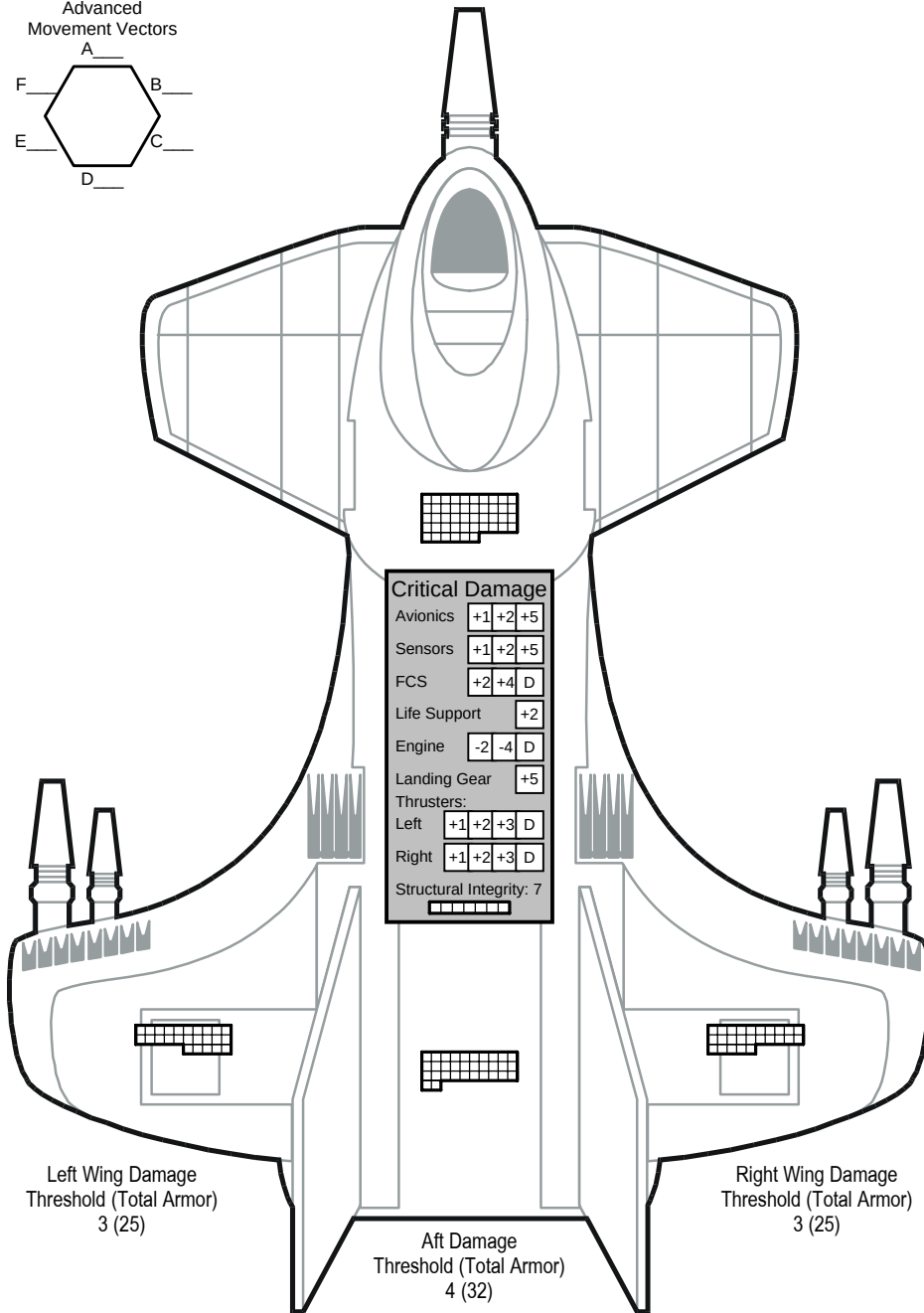
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
5 (46) - Standard Scale



Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Spad SPD-502**
 Type: **Aerospace Fighter**
 Mass: **30 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Small Laser	Nose	1	3	Point Defense		

Total Heat Sinks: **10 Single**

Total Weapon Heat: **14**

Pilot Data

Name: _____

Gunnery Skill:						
Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

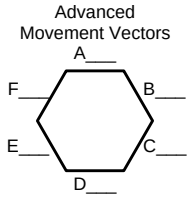
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

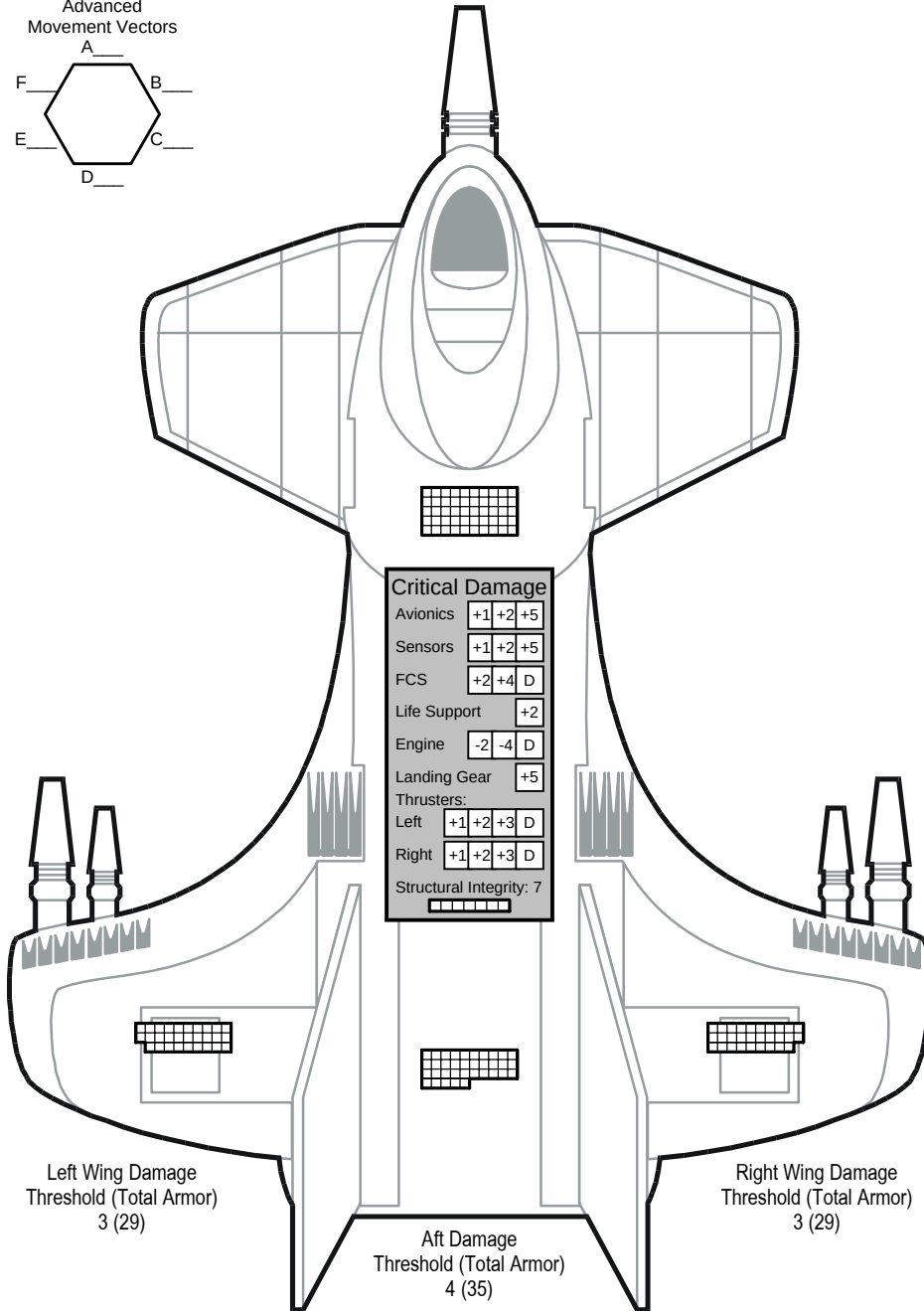
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
5 (50) - Standard Scale



VESSEL DATA

Name: **Spad SPD-503**
 Type: **Aerospace Fighter**
 Mass: **30 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Pulse Laser	Nose	10	9	9	--	--
1 Medium Pulse Laser	Nose	4	6	--	--	--
1 Medium Pulse Laser	Nose	4	6	--	--	--

Total Heat Sinks: 10 Double (20)

Total Weapon Heat: 18

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

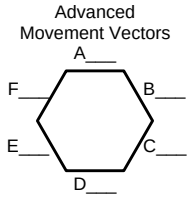
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

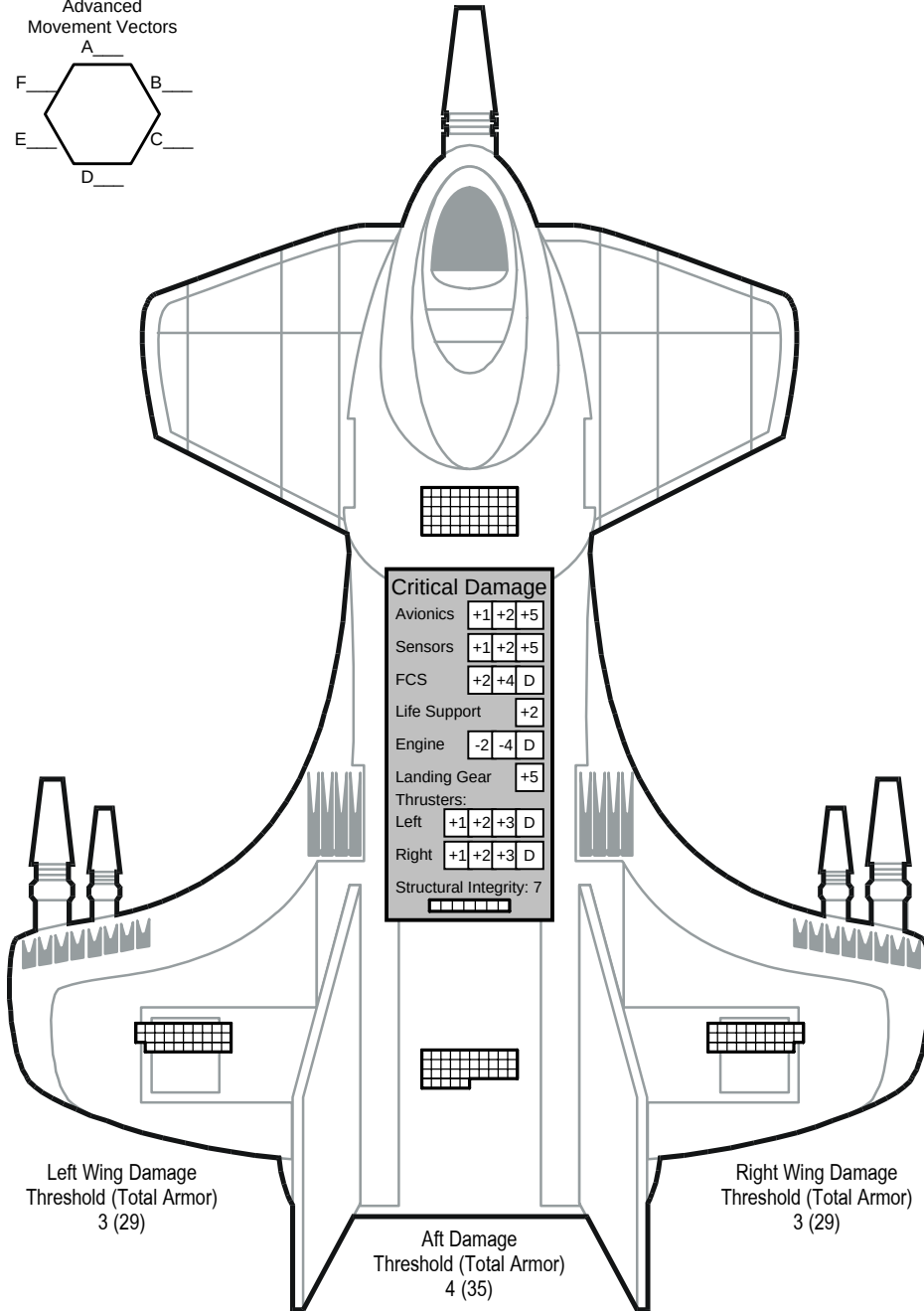
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
5 (50) - Standard Scale



Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Spad SPD-504**
 Type: **Aerospace Fighter**
 Mass: **30 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy PPC	Nose	15	15	15	--	--
1 ER Small Laser	Nose	2	3	--	--	--
1 ER Small Laser	Nose	2	3	--	--	--

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **19**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

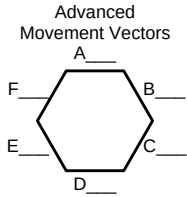
Random Movement, avoid on 5+

WIZKIDS

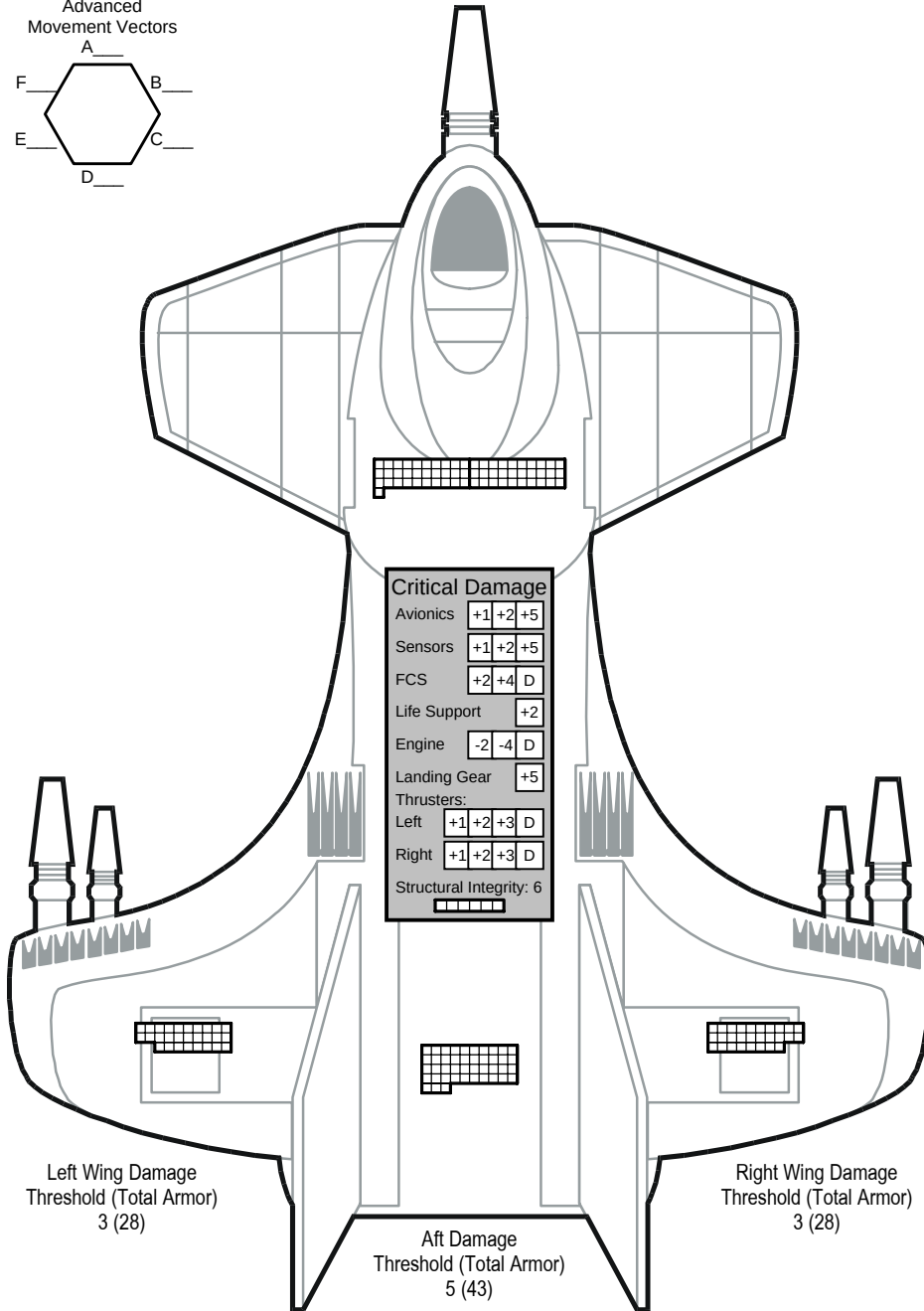
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (61) - Standard Scale



Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Zero ZRO-114**
 Type: **Aerospace Fighter**
 Mass: **35 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 10	Nose	4	6	6	6	--
1 Large Laser	Nose	8	8	8	--	--
1 Medium Laser	Nose	3	5	--	--	--

Ammo: LRM 10 (12)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **15**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat
Overflow

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

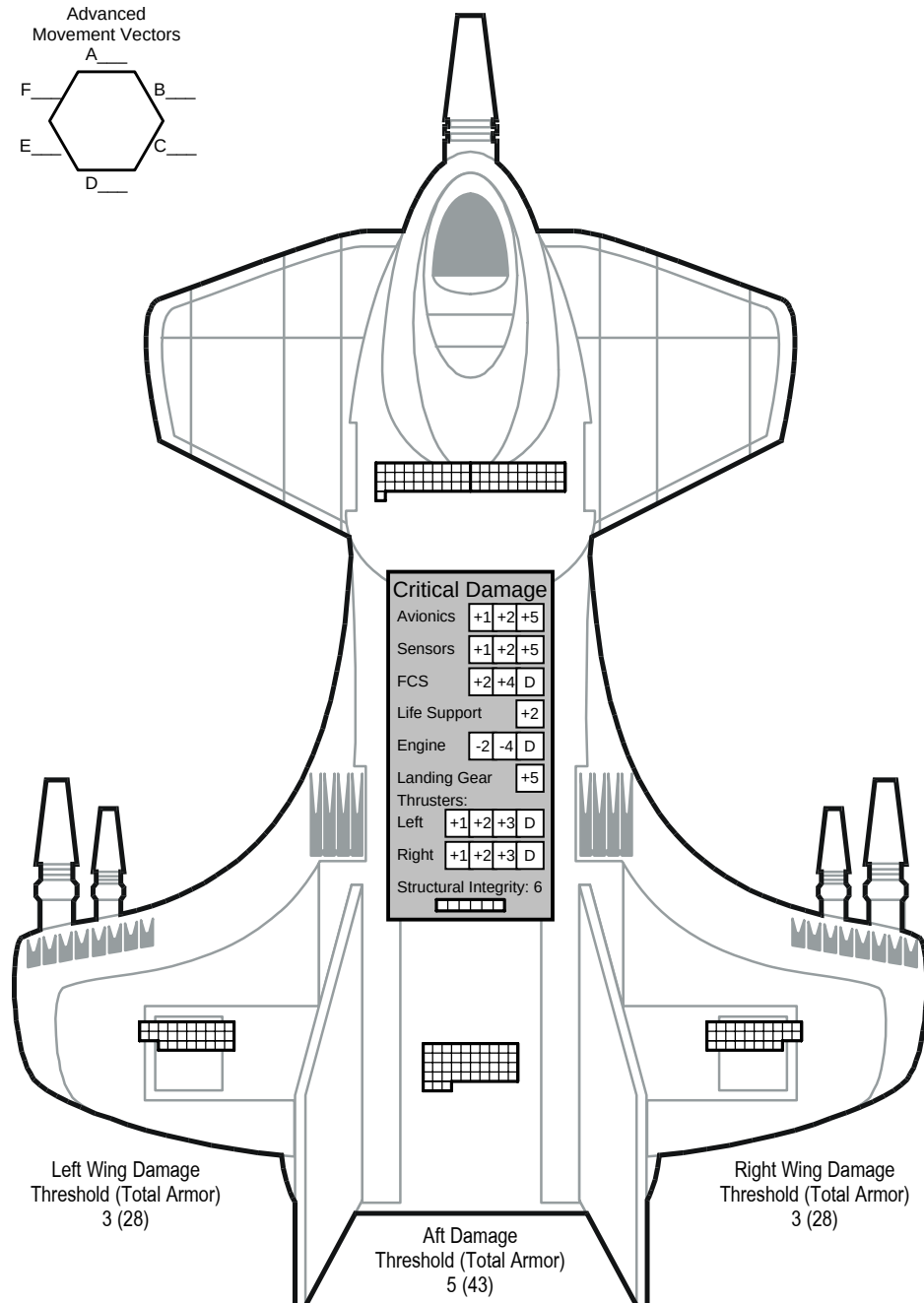
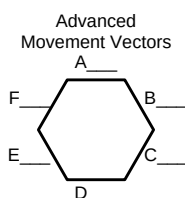
WIZKIDS

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
7 (61) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
3 (28)

Right Wing Damage
Threshold (Total Armor)
3 (28)

Aft Damage
Threshold (Total Armor)
5 (43)

VESSEL DATA

Name: **Zero ZRO-115**
Type: **Aerospace Fighter**
Mass: **35 tons**
Thrust: Safe Thrust: **6** Max Thrust: **9**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	10	10	10	--
1 Streak SRM 2	Nose	2	4	--	--	--
1 Streak SRM 2	Nose	2	4	--	--	--
1 Medium Laser	Nose	3	5	--	--	--

Ammo: Streak 2 (50)

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **22**

Pilot Data

Name:						
Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

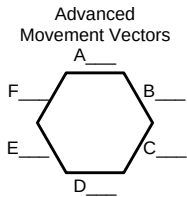
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

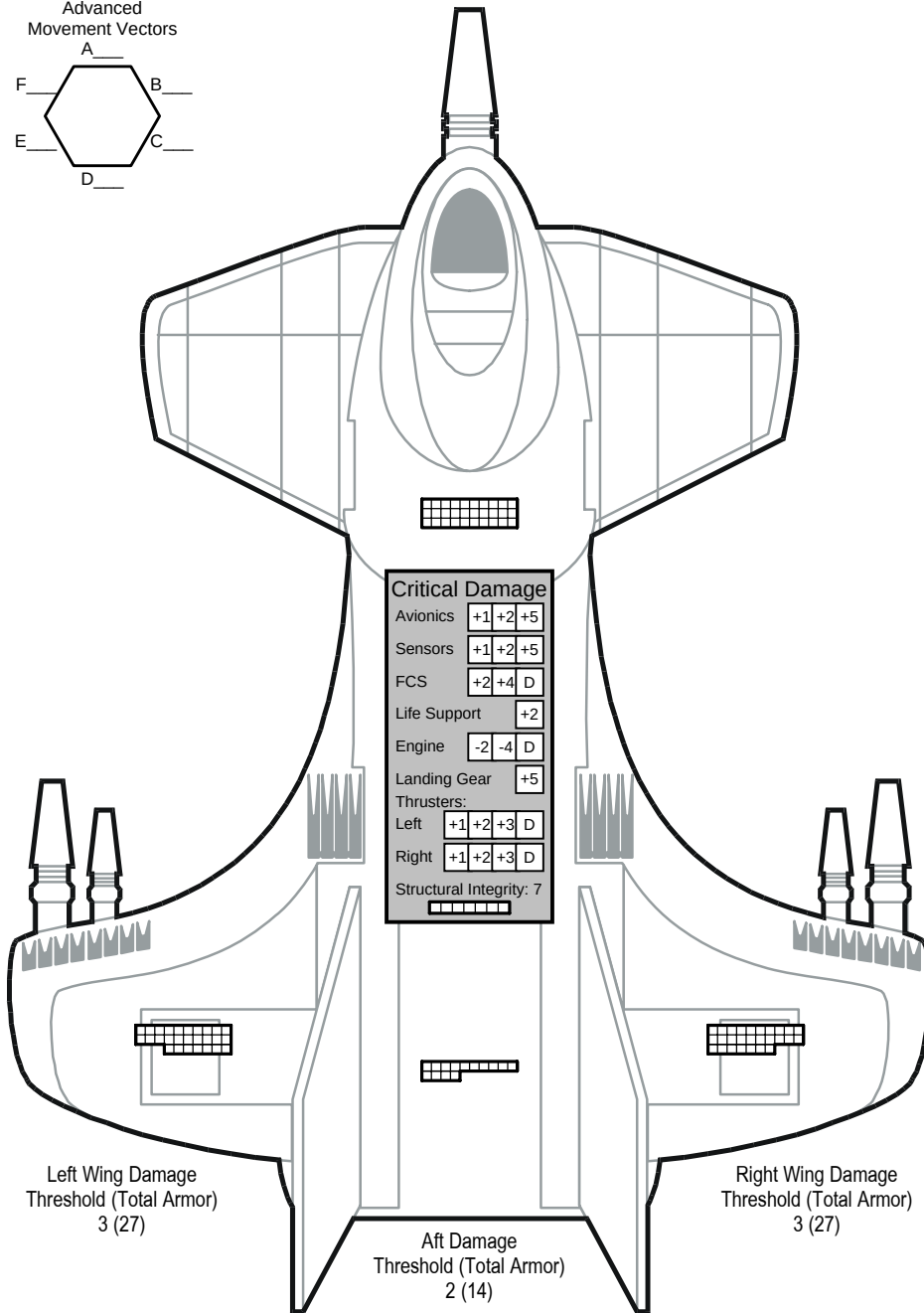
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
3 (30) - Standard Scale



Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Rogue RGU-133E**
Type: **Aerospace Fighter**
Mass: **40 tons**
Thrust: Safe Thrust: **7** Max Thrust: **11**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 LRM 15	LW	5	9	9	9	--
1 LRM 15	RW	5	9	9	9	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: LRM 15 (16)

Total Heat Sinks: **10 Single**

■■■■■■■■■■

Total Weapon Heat: **16**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



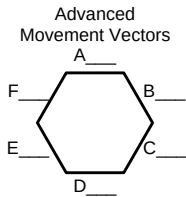
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

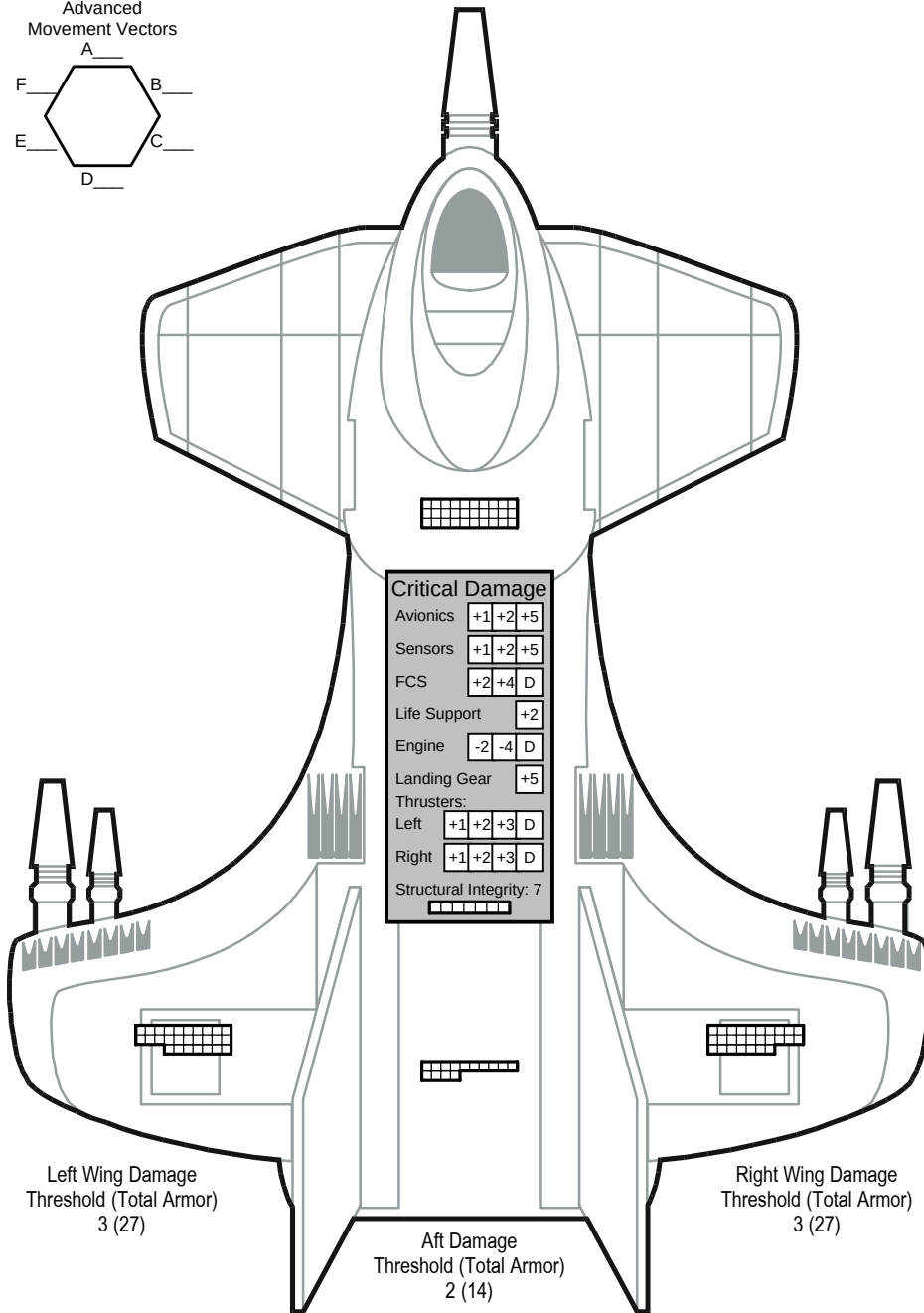
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
3 (30) - Standard Scale



Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Rogue RGU-133F**
Type: **Aerospace Fighter**
Mass: **40 tons**
Thrust: Safe Thrust: **7** Max Thrust: **11**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (60)

Total Heat Sinks: **10 Single**

■■■■■■■■■■

Total Weapon Heat: **22**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat
Overflow



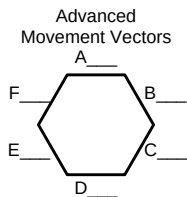
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

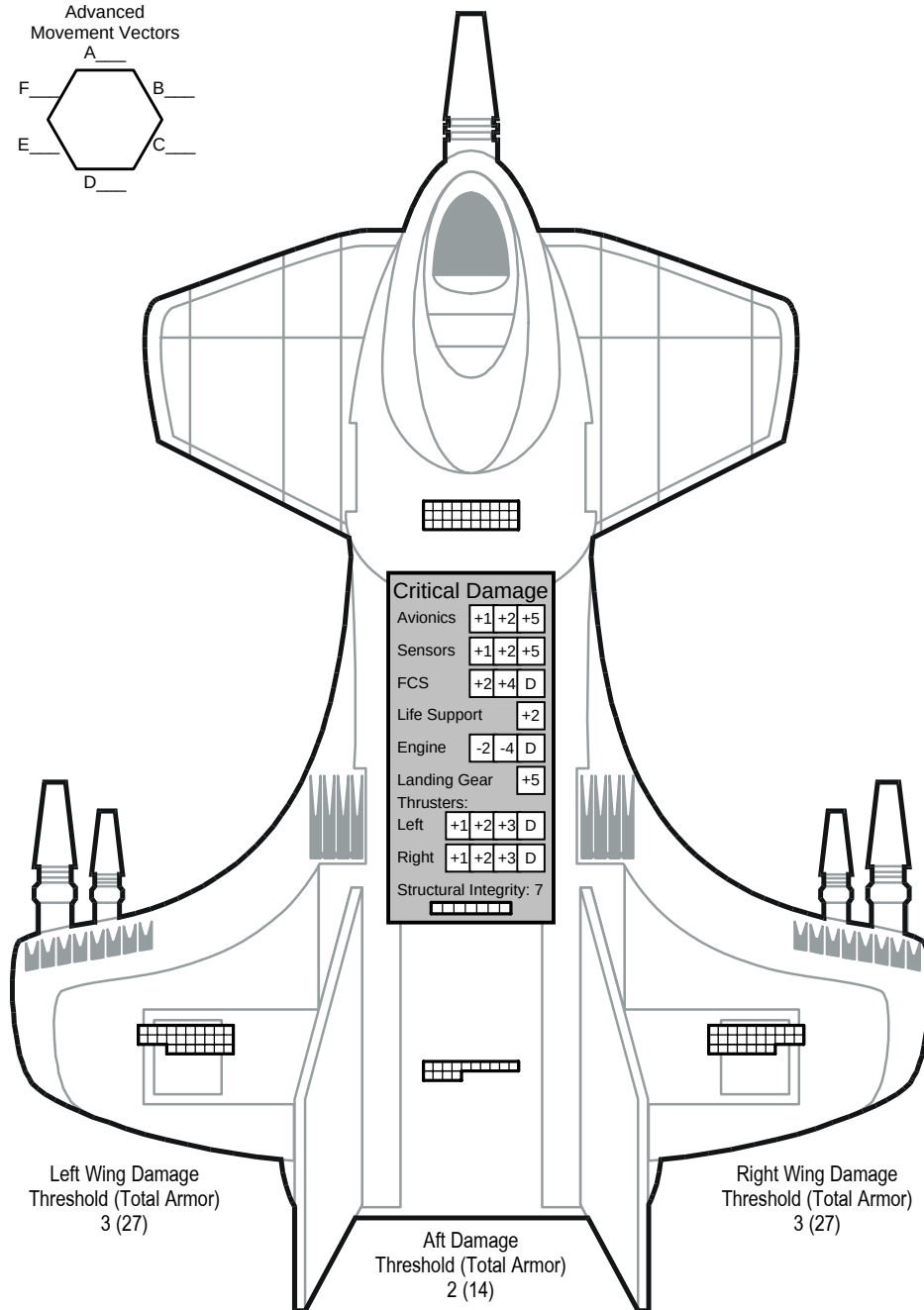
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
3 (30) - Standard Scale



Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Rogue RGU-133L**
 Type: **Aerospace Fighter**
 Mass: **40 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: **16 Single**

Heat Sink Array: [16 single hexes]

Total Weapon Heat: **22**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat Overflow

HEAT SCALE

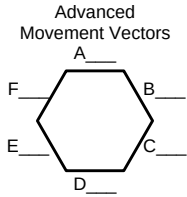
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

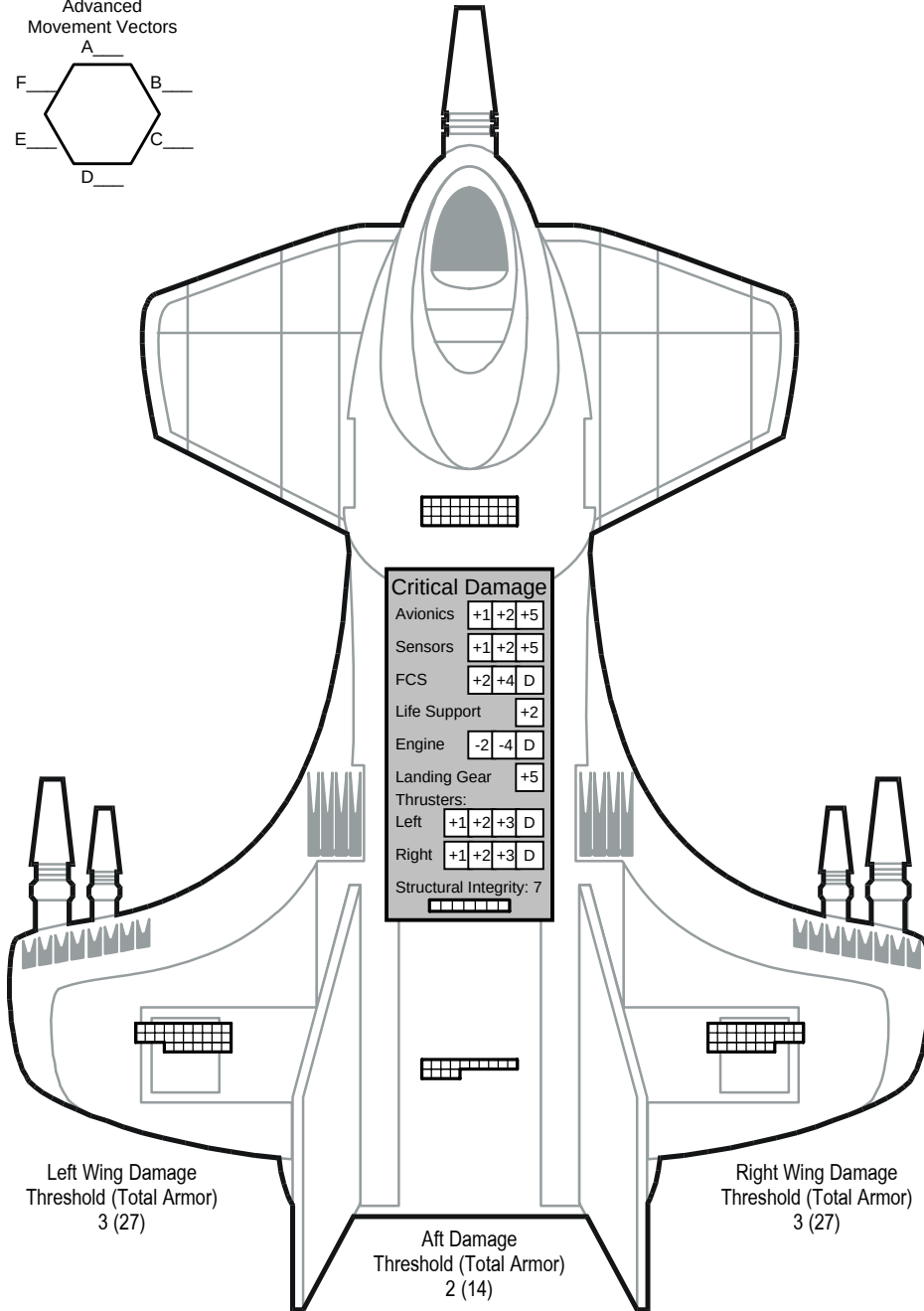
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
3 (30) - Standard Scale



VESSEL DATA

Name: **Rogue RGU-133LP**
 Type: **Aerospace Fighter**
 Mass: **40 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Pulse Laser	Nose	4	6	--	--	--
1 Large Pulse Laser	LW	10	9	9	--	--
1 Large Pulse Laser	RW	10	9	9	--	--
1 Medium Pulse Laser	Aft	4	6	--	--	--

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **28**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

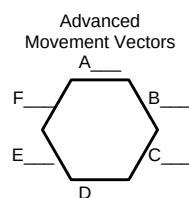
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

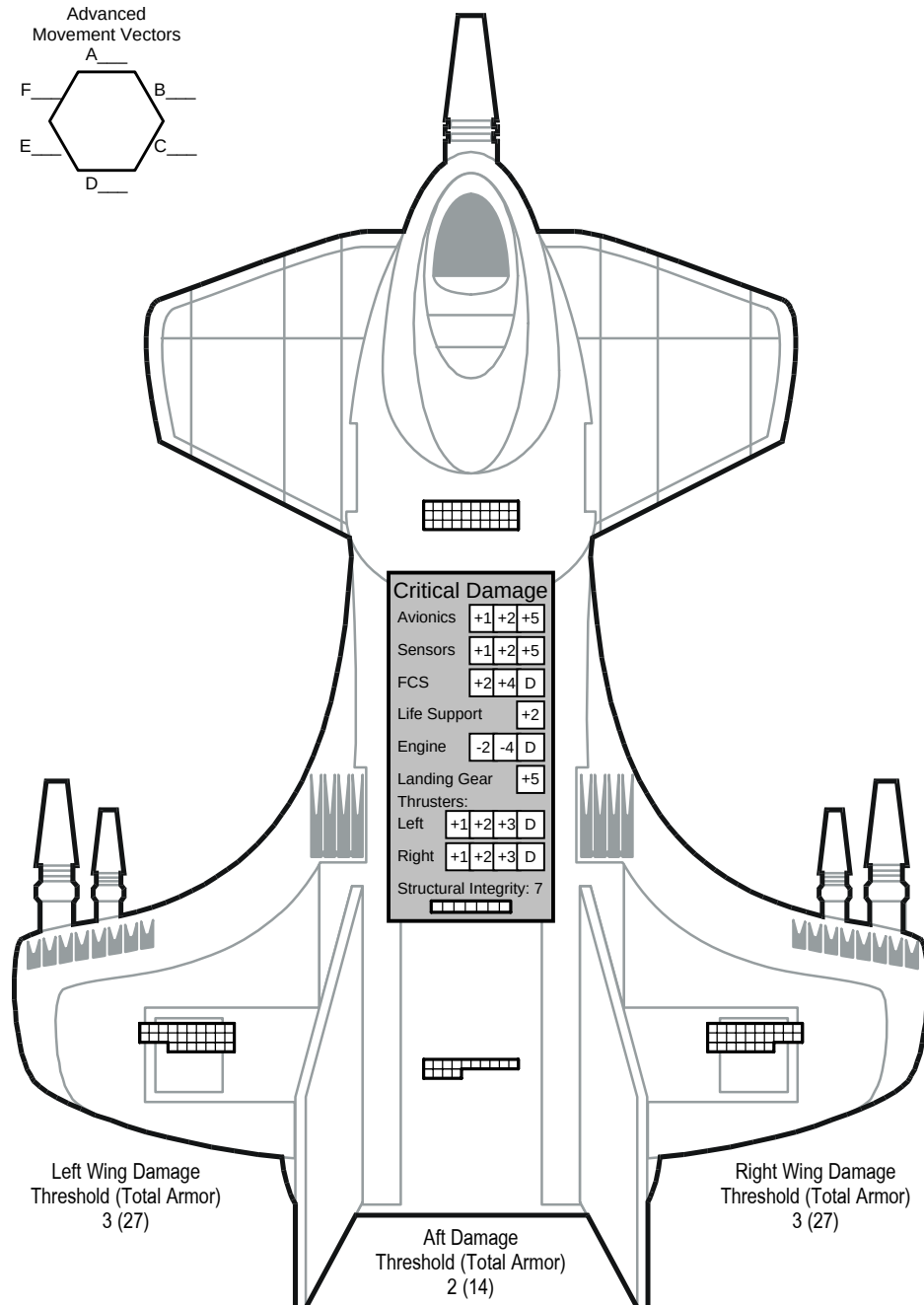
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
3 (30) - Standard Scale



VESSEL DATA

Name: **Rogue RGU-133P**
 Type: **Aerospace Fighter**
 Mass: **40 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 PPC	LW	10	10	10	--	--
1 PPC	RW	10	10	10	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: **12 Single**

□ □ □ □ □ □ □ □ □ □ □ □

Total Weapon Heat: **26**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

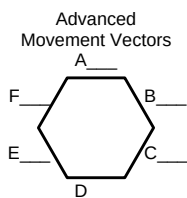
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

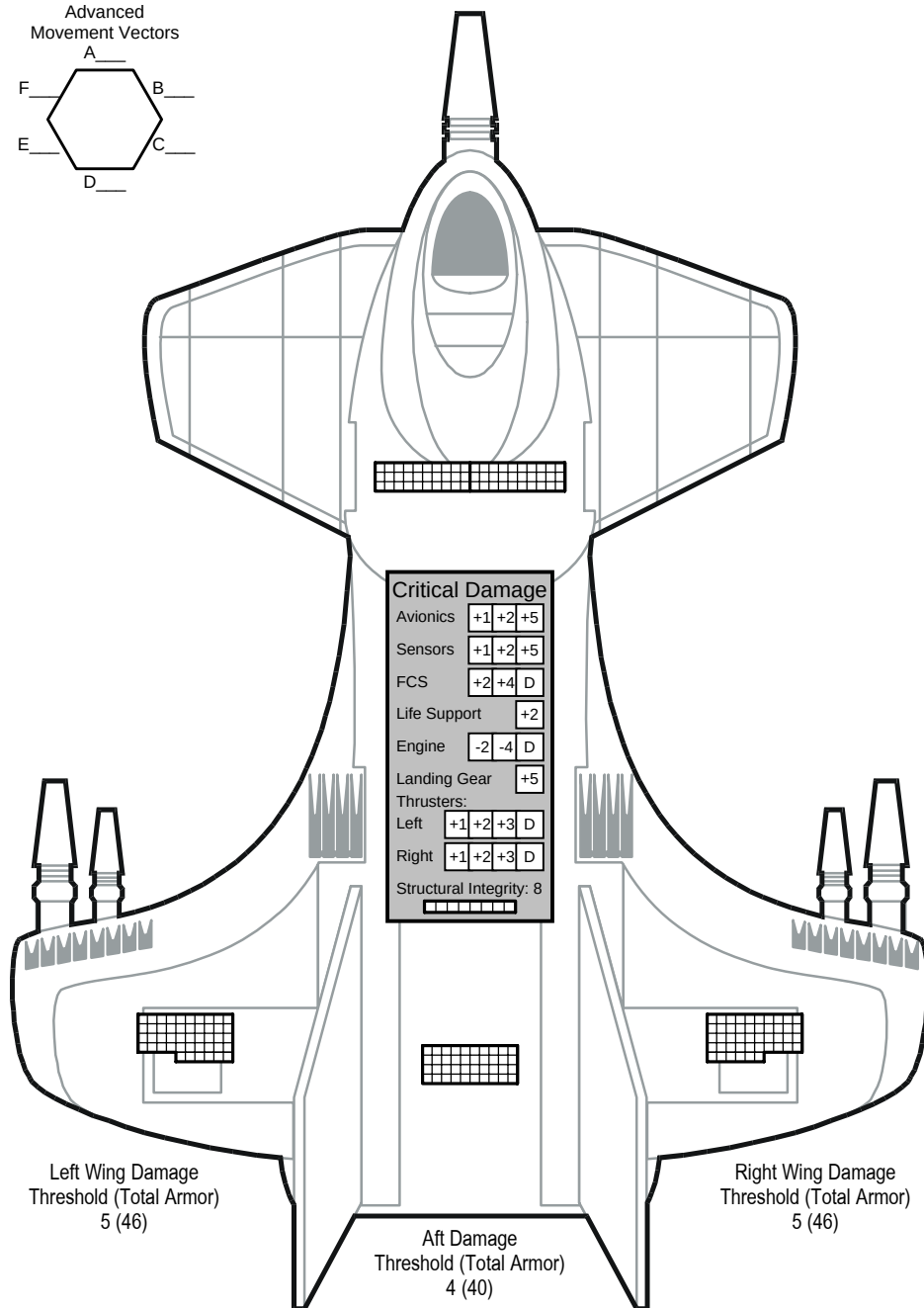
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
6 (60) - Standard Scale



VESSEL DATA

Name: **Tomahawk THK-33**
 Type: **Aerospace Fighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--

Total Heat Sinks: **10 Single**

Total Weapon Heat: **17**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

Velocity Record

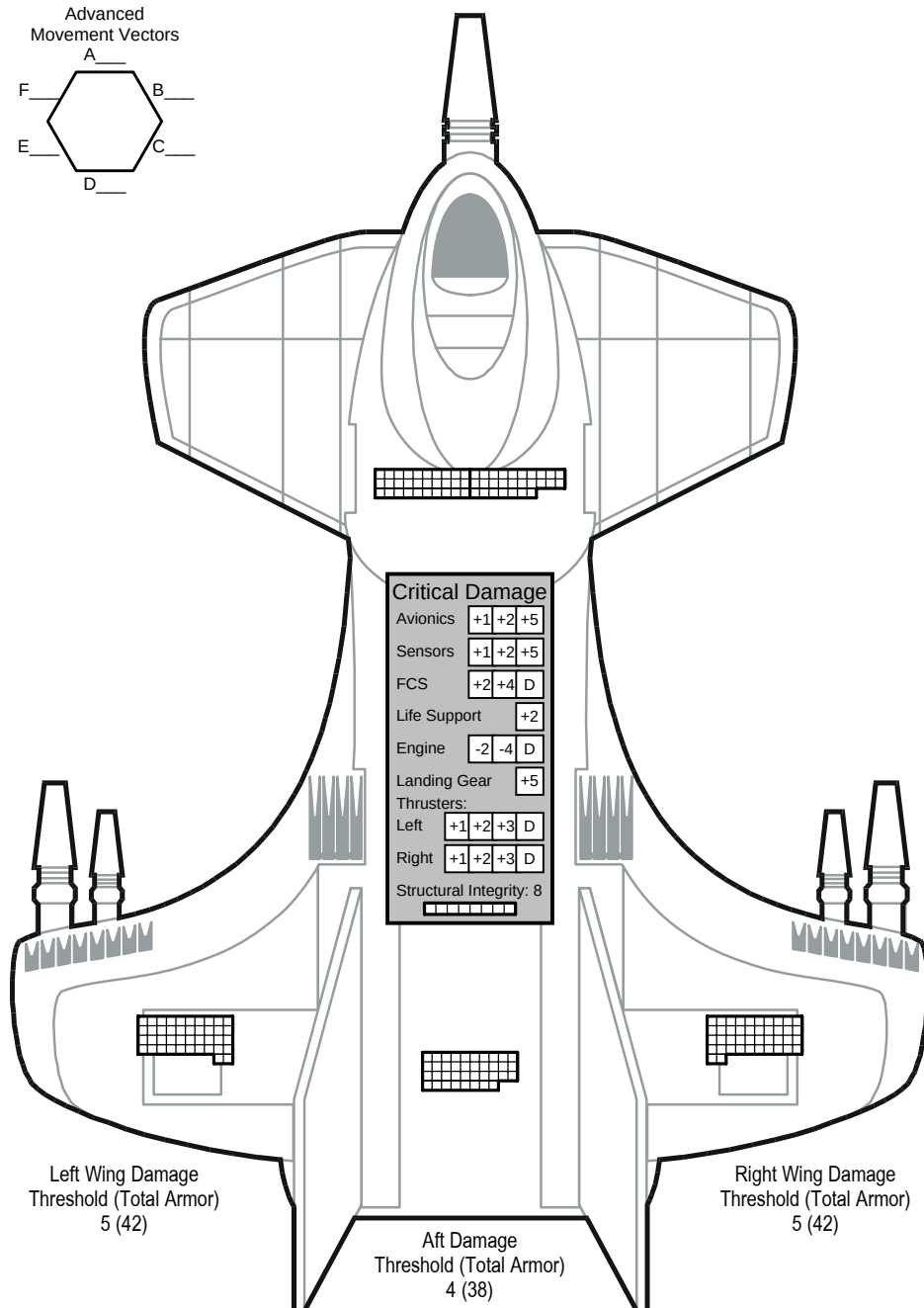
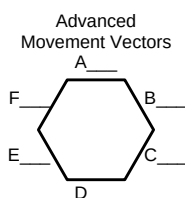
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
6 (57) - Standard Scale



VESSEL DATA

Name: **Tomahawk THK-43**
Type: **Aerospace Fighter**
Mass: **45 tons**
Thrust: Safe Thrust: **8** Max Thrust: **12**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--

Total Heat Sinks: **12 Single**

Heat Sink Icons: [12 icons]

Total Weapon Heat: **17**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

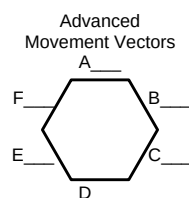
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

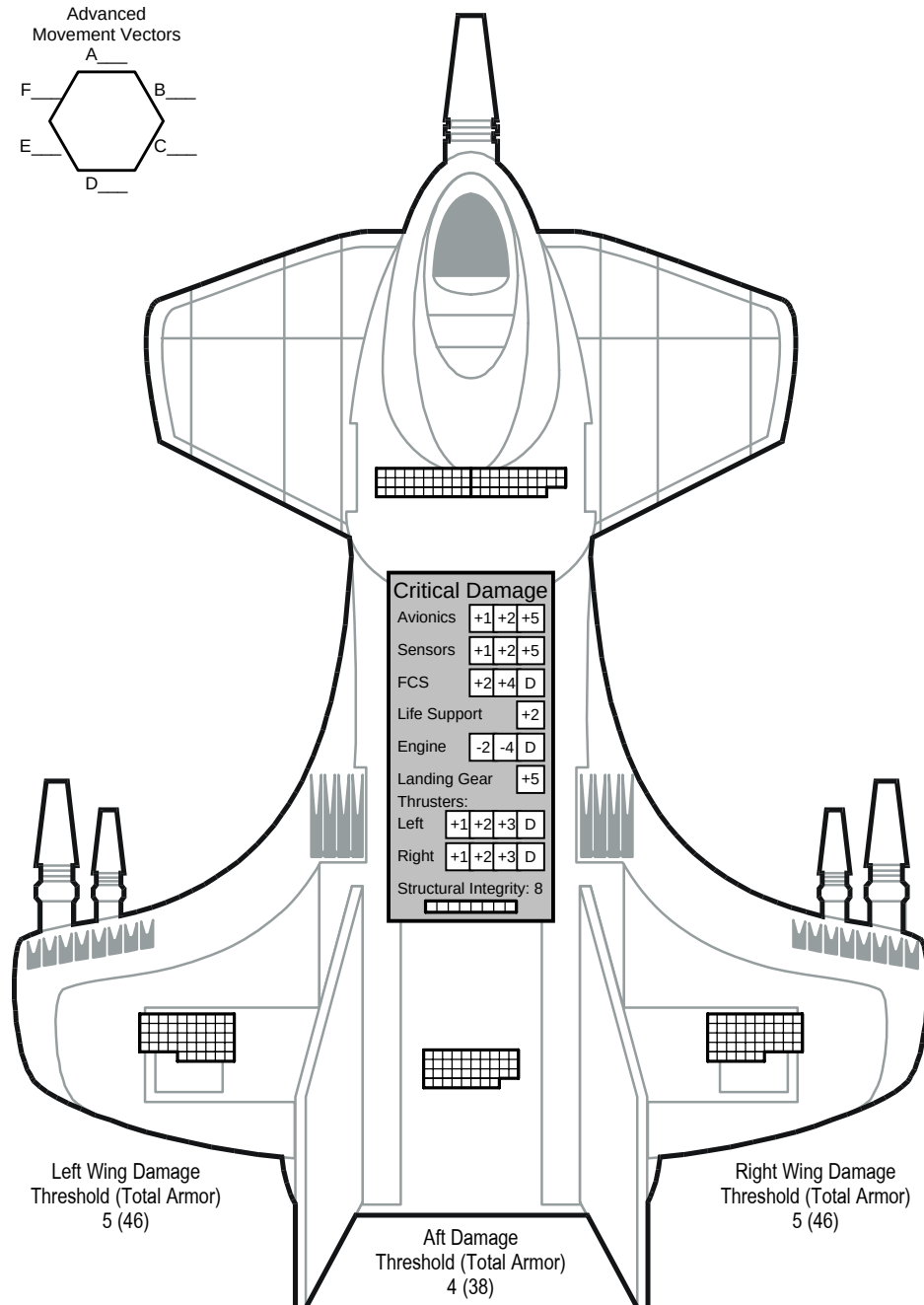
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
6 (58) - Standard Scale



VESSEL DATA

Name: **Tomahawk THK-53**
Type: **Aerospace Fighter**
Mass: **45 tons**
Thrust: Safe Thrust: **8** Max Thrust: **12**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Total Heat Sinks: **16 Double (32)**

Heat Sink Capacity:

Total Weapon Heat: **18**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

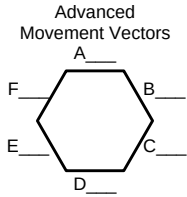
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

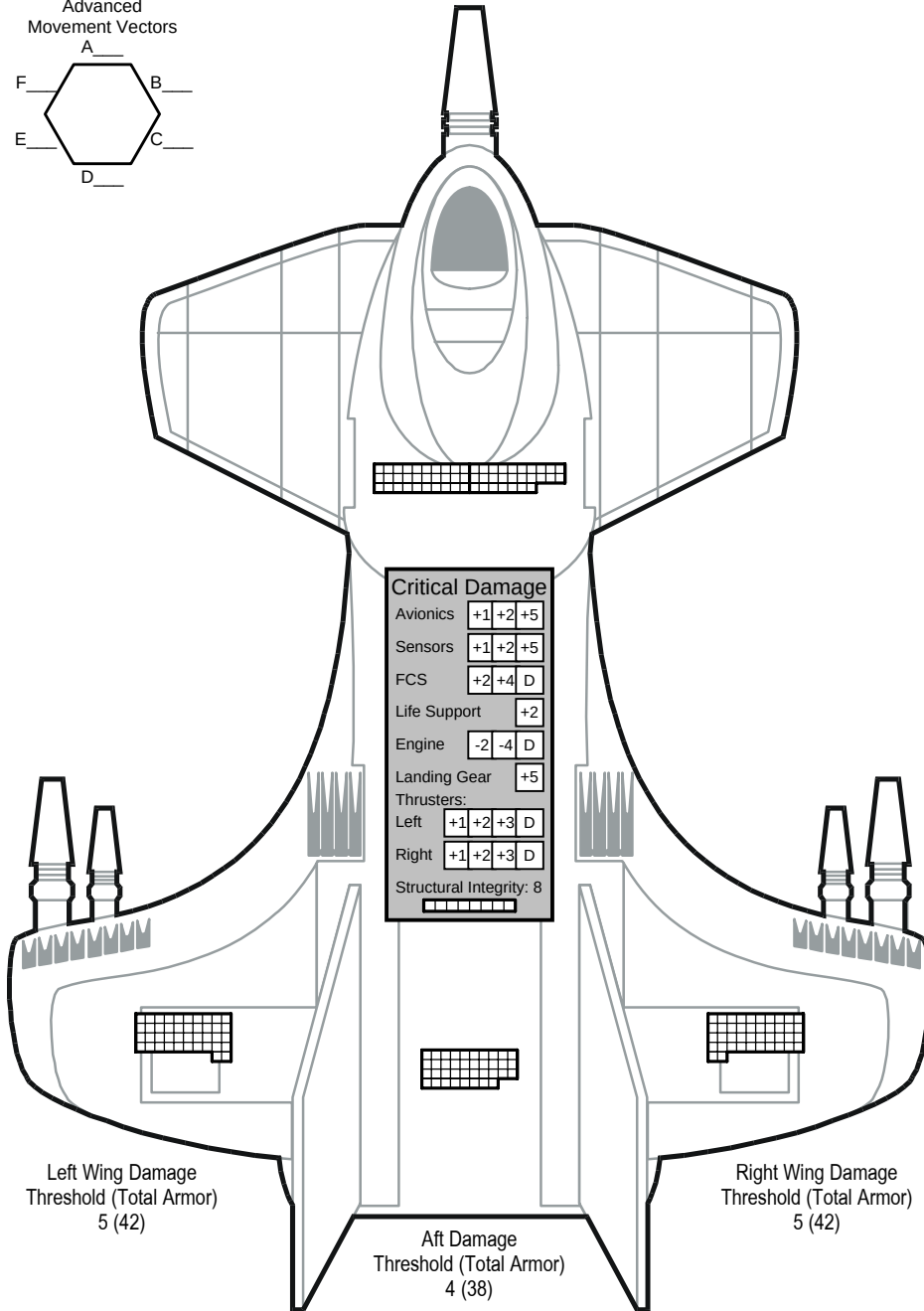
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
6 (57) - Standard Scale



VESSEL DATA

Name: **Tomahawk THK-63**
 Type: **Aerospace Fighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--

Total Heat Sinks: **12 Double (24)**

Heat Sink Icons: [Icons]

Total Weapon Heat: **17**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



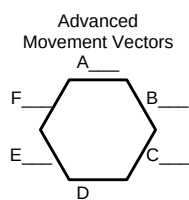
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



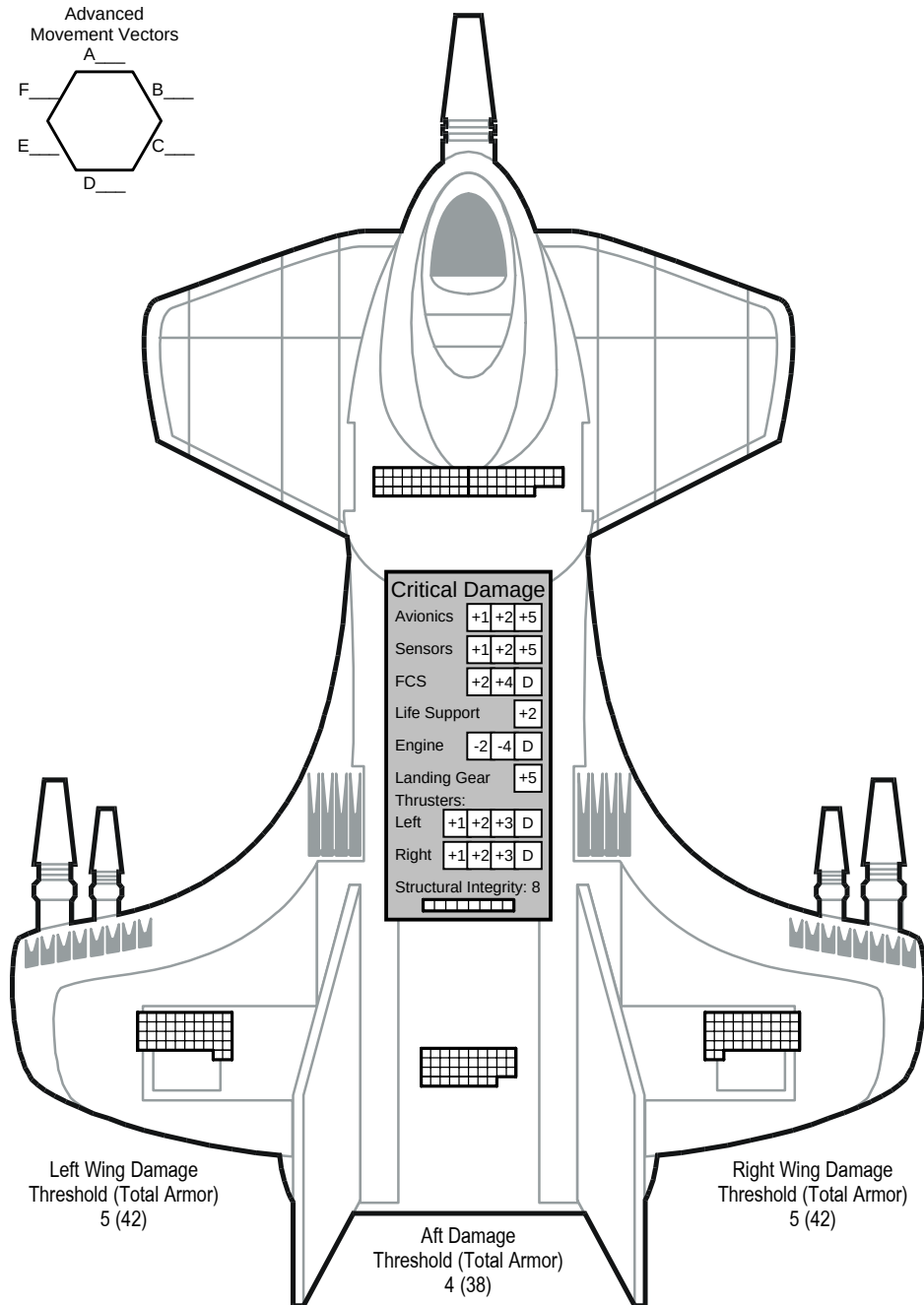
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
6 (57) - Standard Scale



Velocity Record

[illegible]

VESSEL DATA

Name: **Tomahawk THK-63CS**
Type: **Aerospace Fighter**
Mass: **45 tons**
Thrust: Safe Thrust: **8** Max Thrust: **12**
Tech: **Inner Sphere**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Small Laser	Nose	2	3	--	--	--
1 ER Large Laser	LW	12	8	8	8	--
1 ER Large Laser	RW	12	8	8	8	--

Total Heat Sinks: 12 Double (24)

	Total Heat Sink

Total Weapon Heat: 26

Pilot Data

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

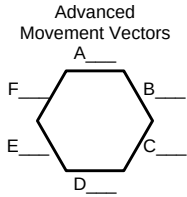
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

INKGAMES

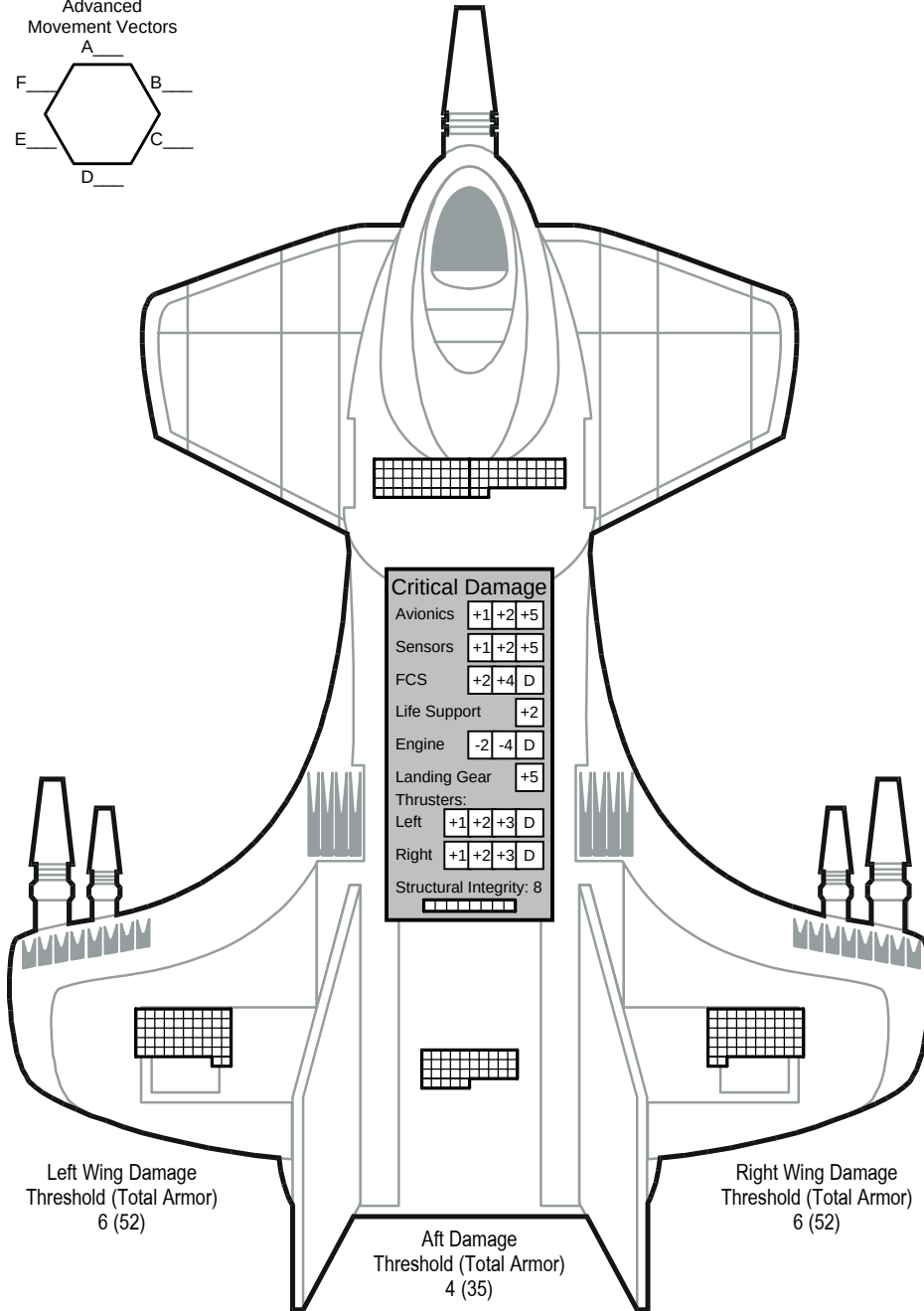
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (72) - Standard Scale



VESSEL DATA

Name: **Tomahawk C**
 Type: **Aerospace Fighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Clan**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Small Laser	Nose	2	5	--	--	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10

Total Heat Sinks: 13 Double (26)

Total Weapon Heat: 26

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

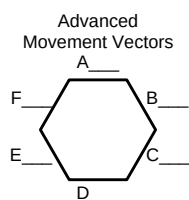
Random Movement, avoid on 5+

WIZKIDS

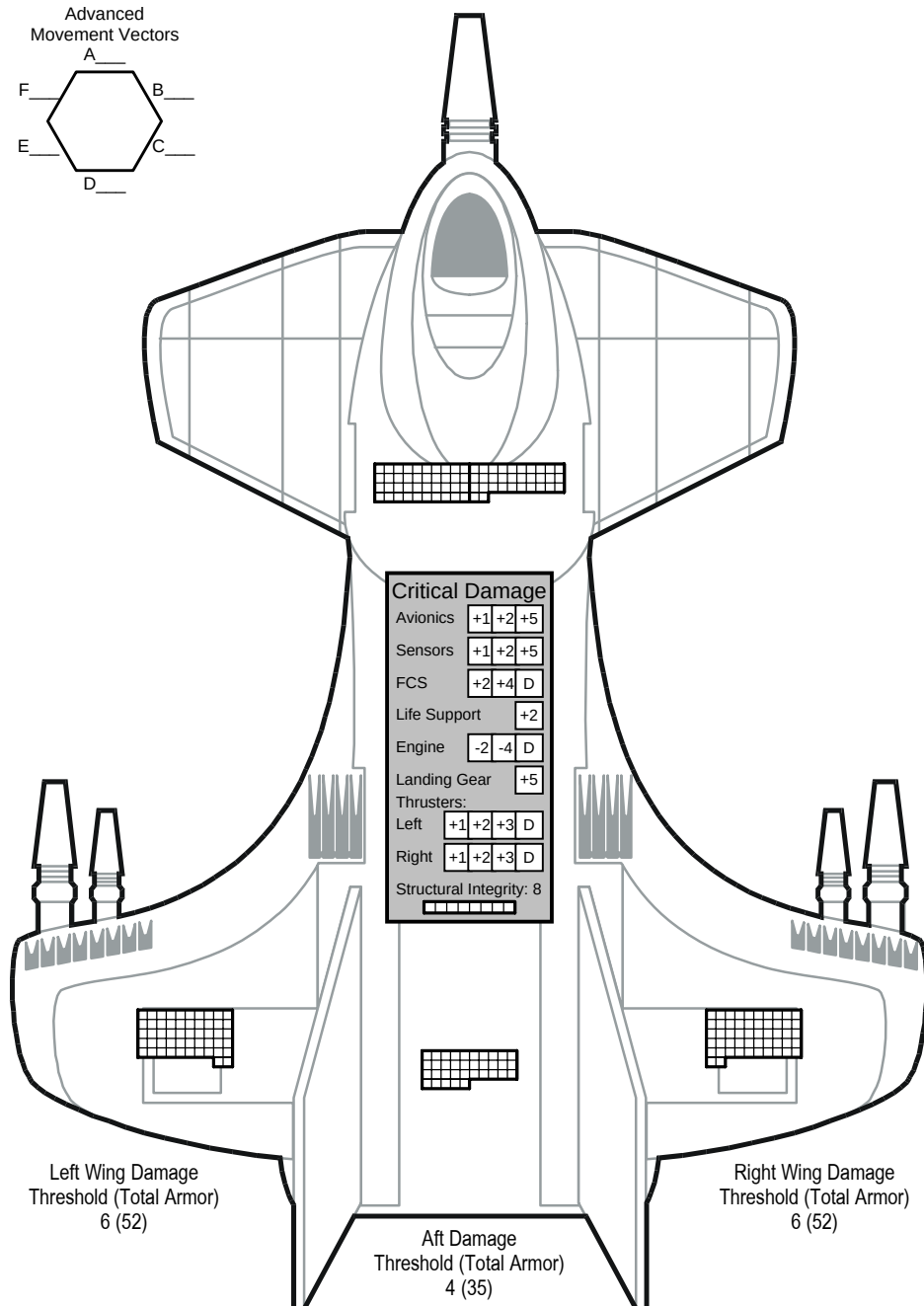
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (72) - Standard Scale

[illegible]

VESSEL DATA

Name: **Tomahawk CH**
Type: **Aerospace Fighter**
Mass: **45 tons**
Thrust: Safe Thrust: **8** Max Thrust: **12**
Tech: **Clan**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy Small Laser	Nose	3	6		Point	Defense
1 Heavy Large Laser	LW	18	16	16	--	--
1 Heavy Large Laser	RW	18	16	16	--	--

Total Heat Sinks: 13 Double (26)

[illegible]

Total Weapon Heat: 39

Pilot Data

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

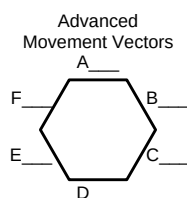
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

INKGAMES

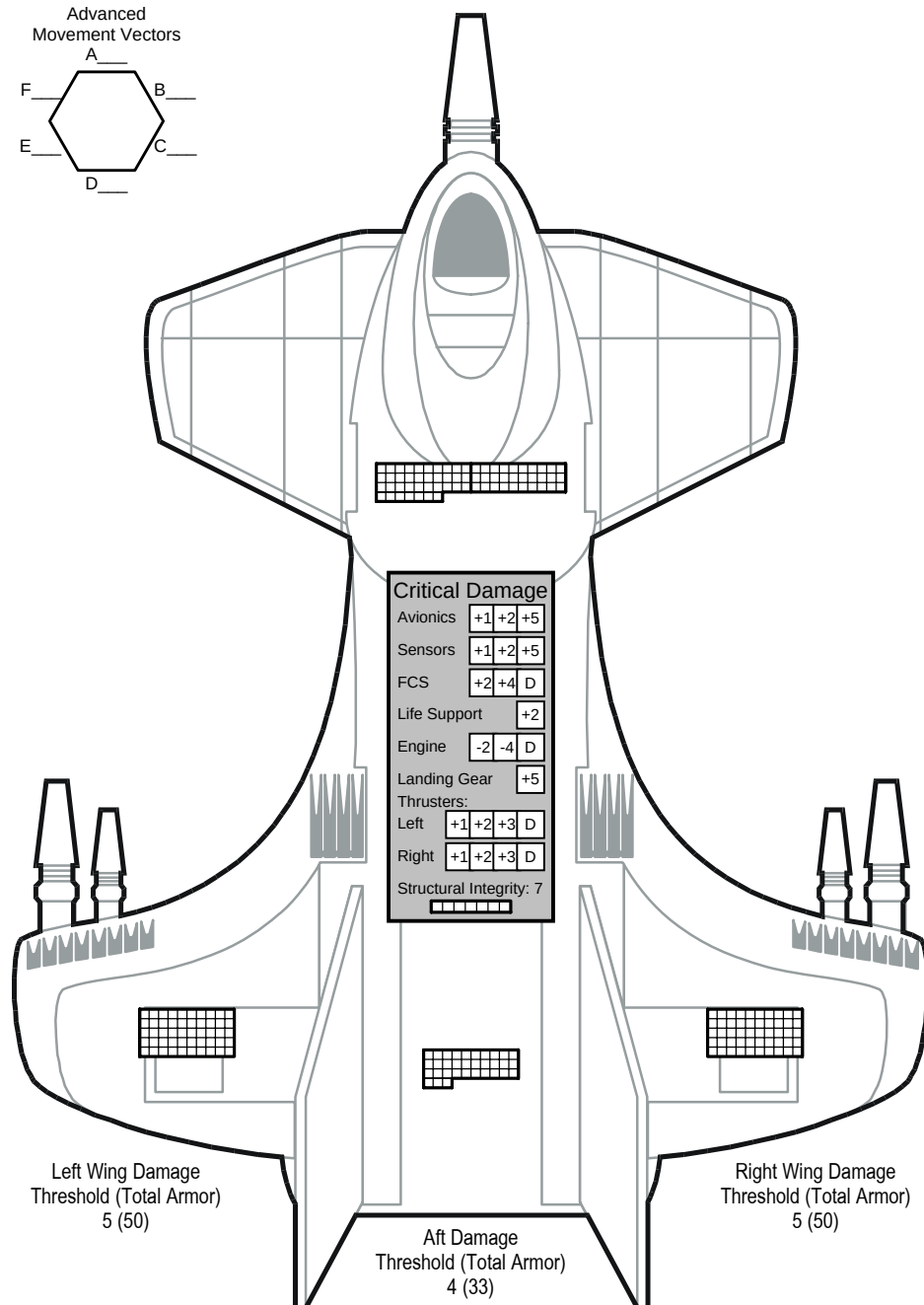
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (67) - Standard Scale



VESSEL DATA

Name: **Hellcat II HCT-212**
 Type: **Aerospace Fighter**
 Mass: **50 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 1 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--
1 Medium Laser	LW	0	--	--	--	--
1 Medium Laser	RW	0	--	--	--	--

Total Heat Sinks: **16 Single**

Heat Sink Array: [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

Total Weapon Heat: **19**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

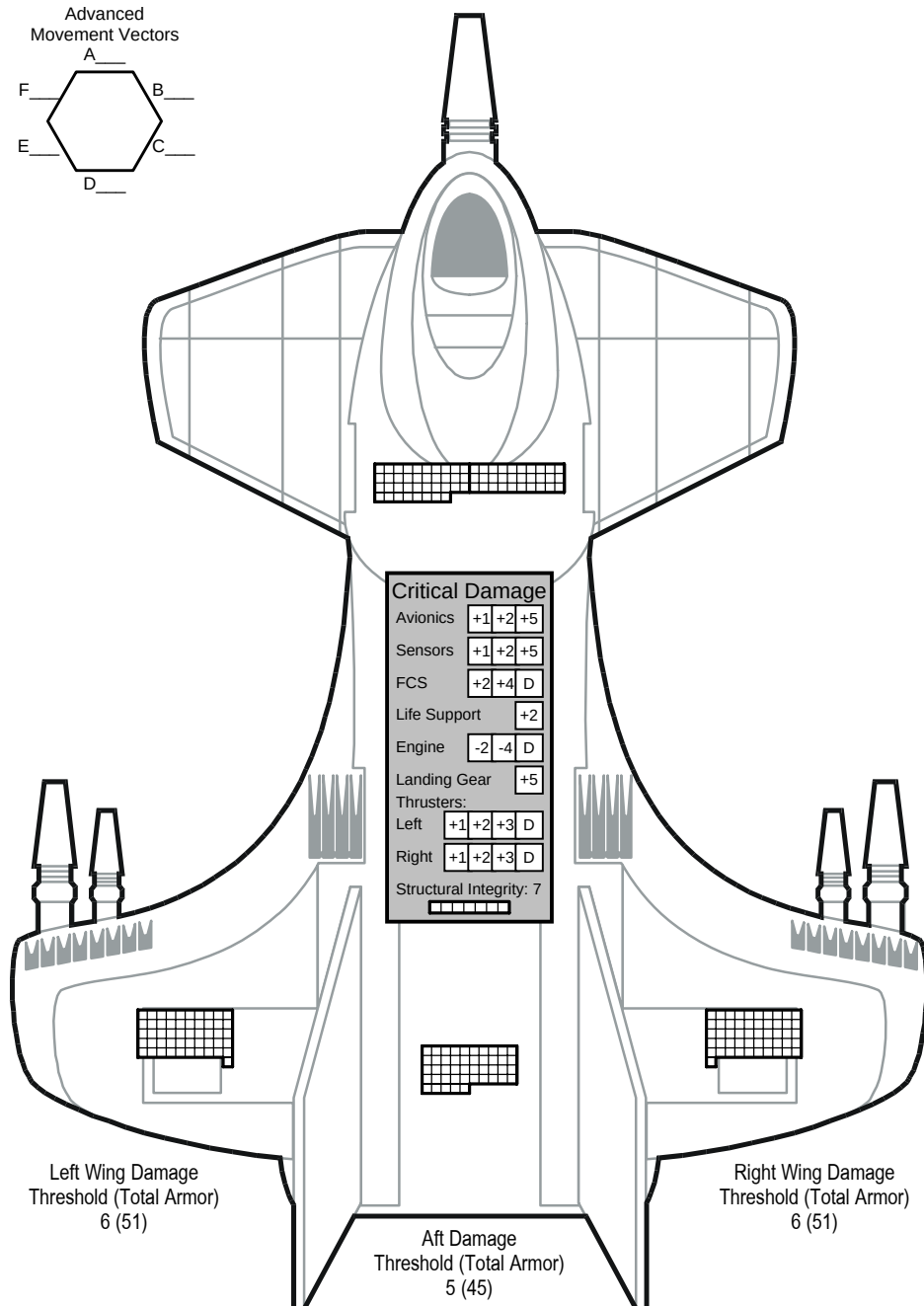
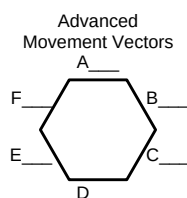
WIZKIDS

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROSPACE FIGHTER RECORD SHEET

Nose Damage
Threshold (Total Armor)
7 (68) - Standard Scale

[illegible]

Name: **Hellcat II HCT-213B**
Type: **Aerospace Fighter**
Mass: **50 tons**
Thrust: Safe Thrust: **7** Max Thrust: **11**
Tech: **Inner Sphere / Level 2 / 3067**

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Beagle Active Probe	Nose	0	--		Prnt Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sink:

Total Weapon Heat: 19

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

Heat
Overflow

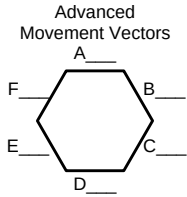
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WKGAMES

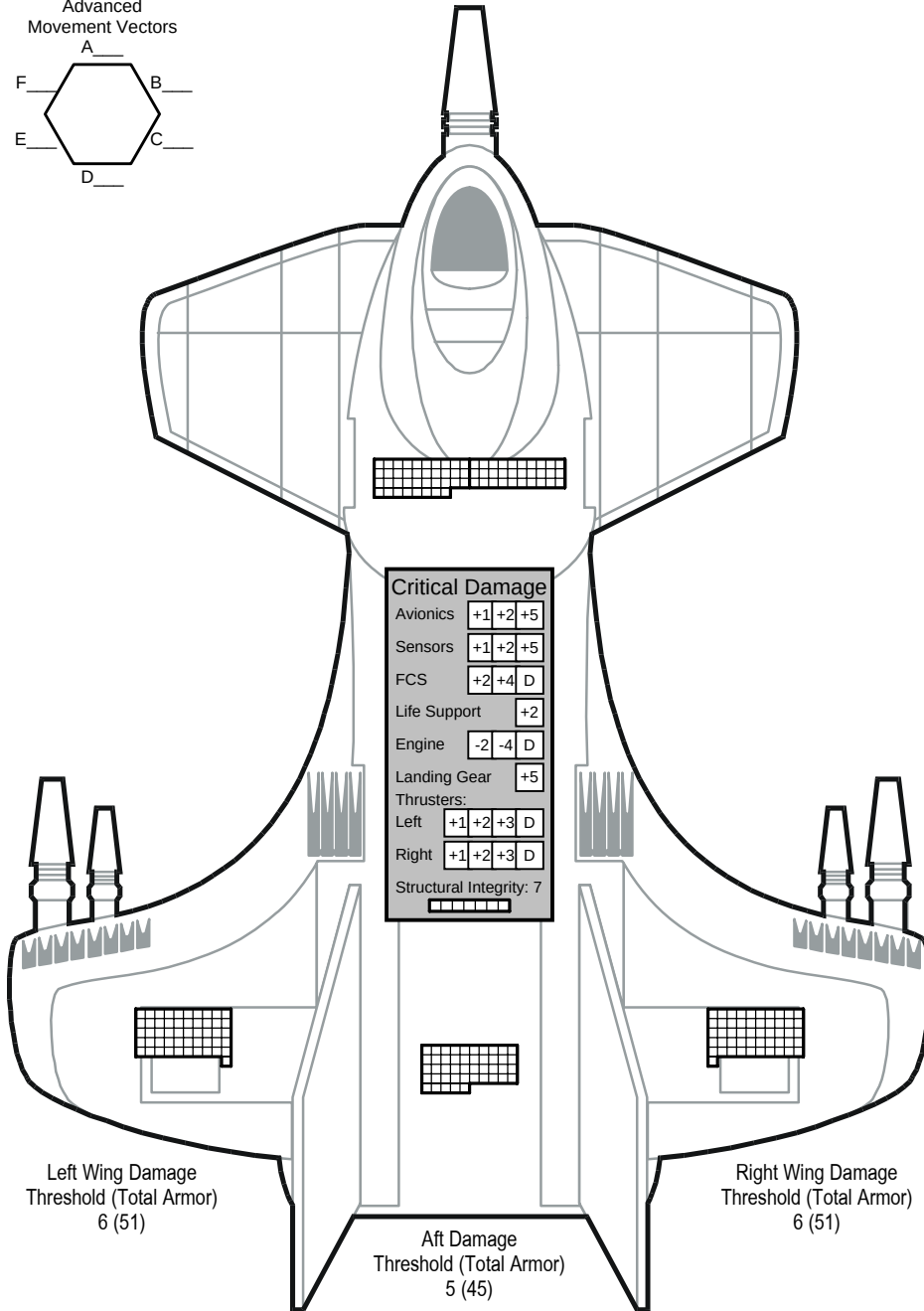
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (68) - Standard Scale



VESSEL DATA

Name: **Hellicat II HCT-214**
 Type: **Aerospace Fighter**
 Mass: **50 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Beagle Active Probe	Nose	0	--		Point Defense	
1 Medium Laser	Nose	3	5	--	--	--
1 ER Large Laser	LW	12	8	8	8	--
1 ER Large Laser	RW	12	8	8	8	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: **14 Double (28)**

Total Weapon Heat: **30**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

Velocity Record

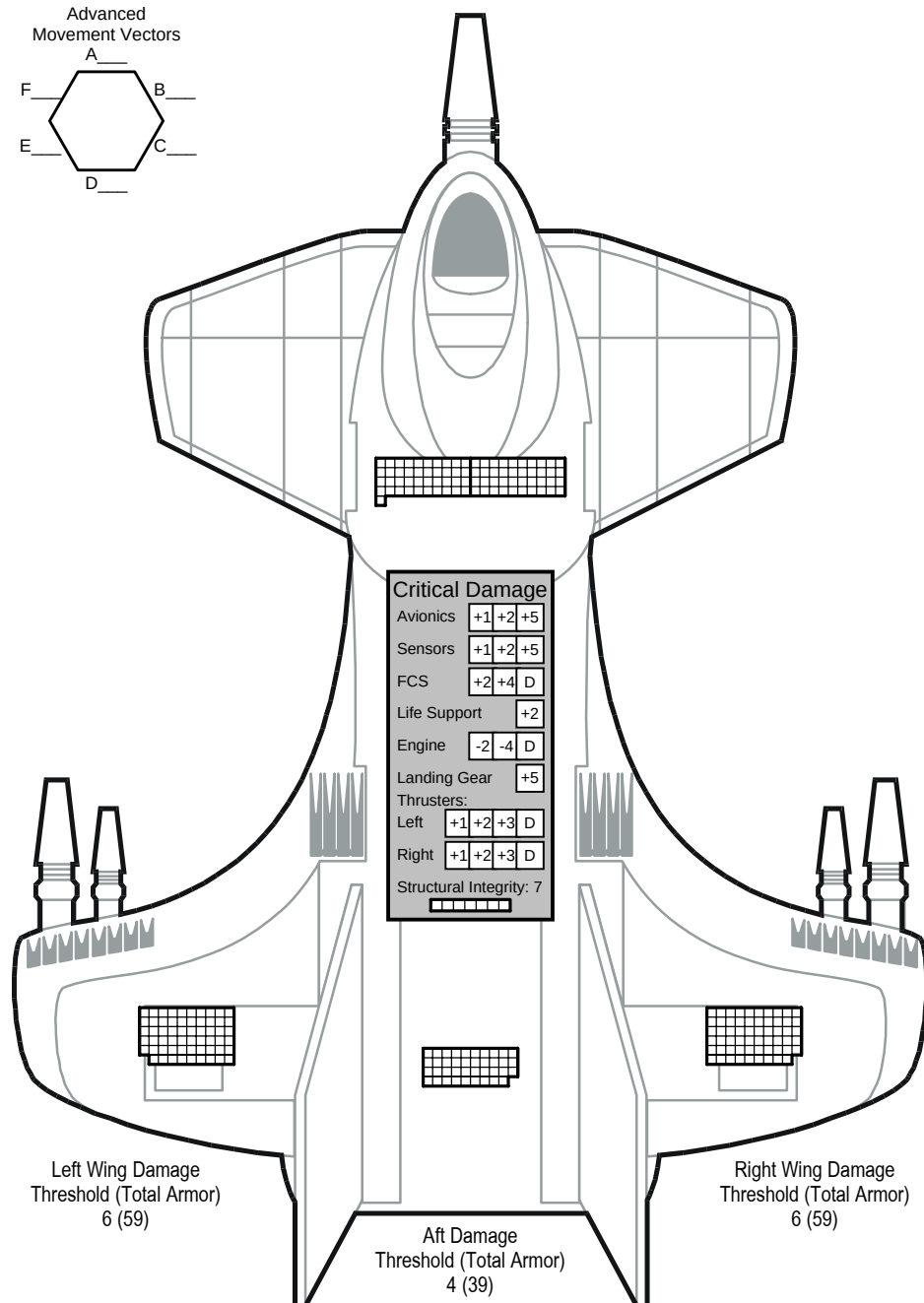
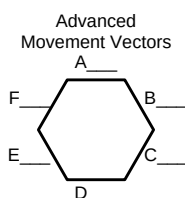
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (81) - Standard Scale



VESSEL DATA

Name: **Hellcat II HCT-215**
 Type: **Aerospace Fighter**
 Mass: **50 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 3 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Beagle Active Probe	Nose	0	--		Point Defense	
1 Light PPC	Nose	5	5	5	--	--
1 ER Medium Laser	Nose	5	5	5	--	--
1 Light PPC	LW	5	5	5	--	--
1 Light PPC	RW	5	5	5	--	--
1 Light PPC	LW	5	5	5	--	--
1 Light PPC	RW	5	5	5	--	--
1 ER Medium Laser	Aft	5	5	5	--	--

Total Heat Sinks: **15 Double (30)**

Total Weapon Heat: **35**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

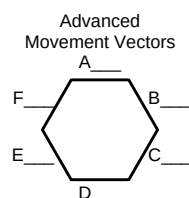
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

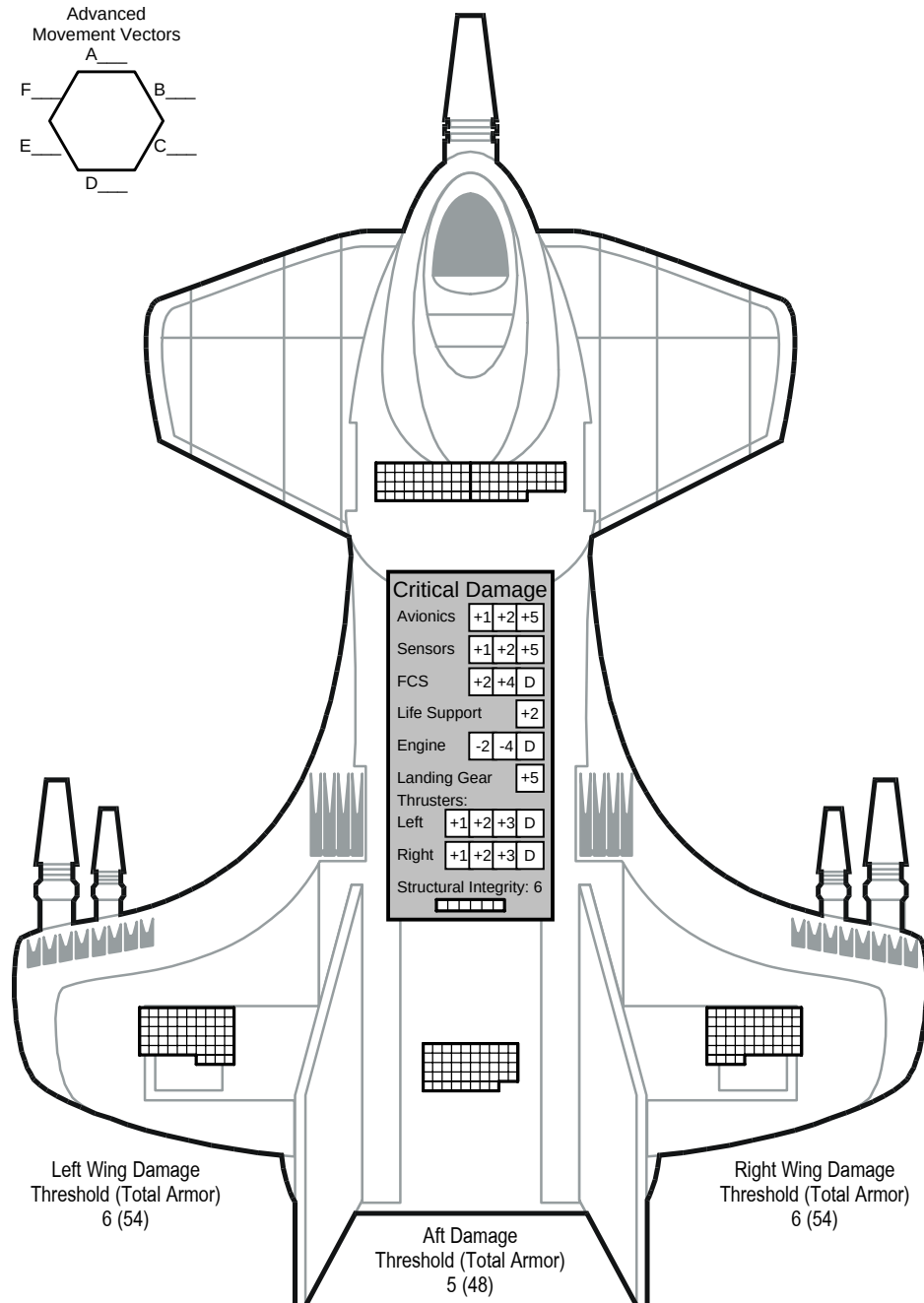
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



VESSEL DATA

Name: **Gotha GTHA-500**
 Type: **Aerospace Fighter**
 Mass: **60 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 LRM 15	LW	5	9	9	9	--
1 LRM 15	RW	5	9	9	9	--
1 Small Laser	LW	1	3	Point Defense		
1 Small Laser	RW	1	3	Point Defense		
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: LRM 15 (8)

Total Heat Sinks: **14 Single**

Heat Sink Capacity: 14

Total Weapon Heat: **34**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

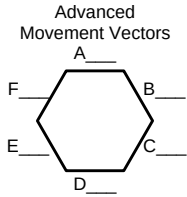
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	480																			

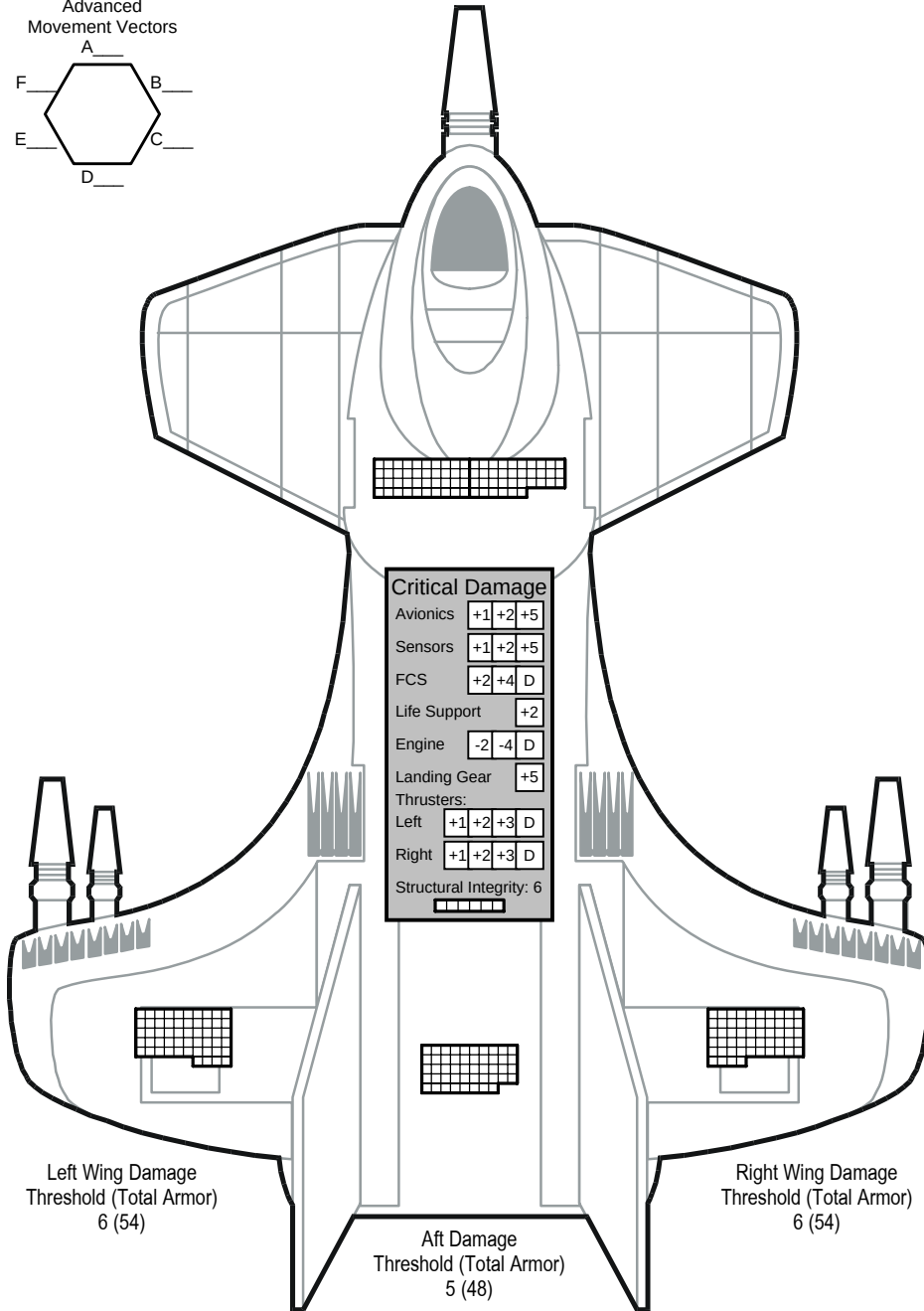
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



VESSEL DATA

Name: **Gotha GTHA-600**
 Type: **Aerospace Fighter**
 Mass: **60 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 3 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Snub-Nose PPC	Nose	10	10	10	--	--
1 ER Medium Laser	Nose	5	5	5	--	--
1 ER Medium Laser	Nose	5	5	5	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Small Laser	LW	1	3	Point Defense		
1 Small Laser	RW	1	3	Point Defense		
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (30)

Total Heat Sinks: **14 Double (28)**

Total Weapon Heat: **44**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

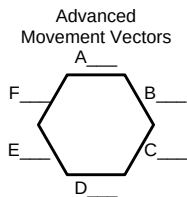
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	480																			

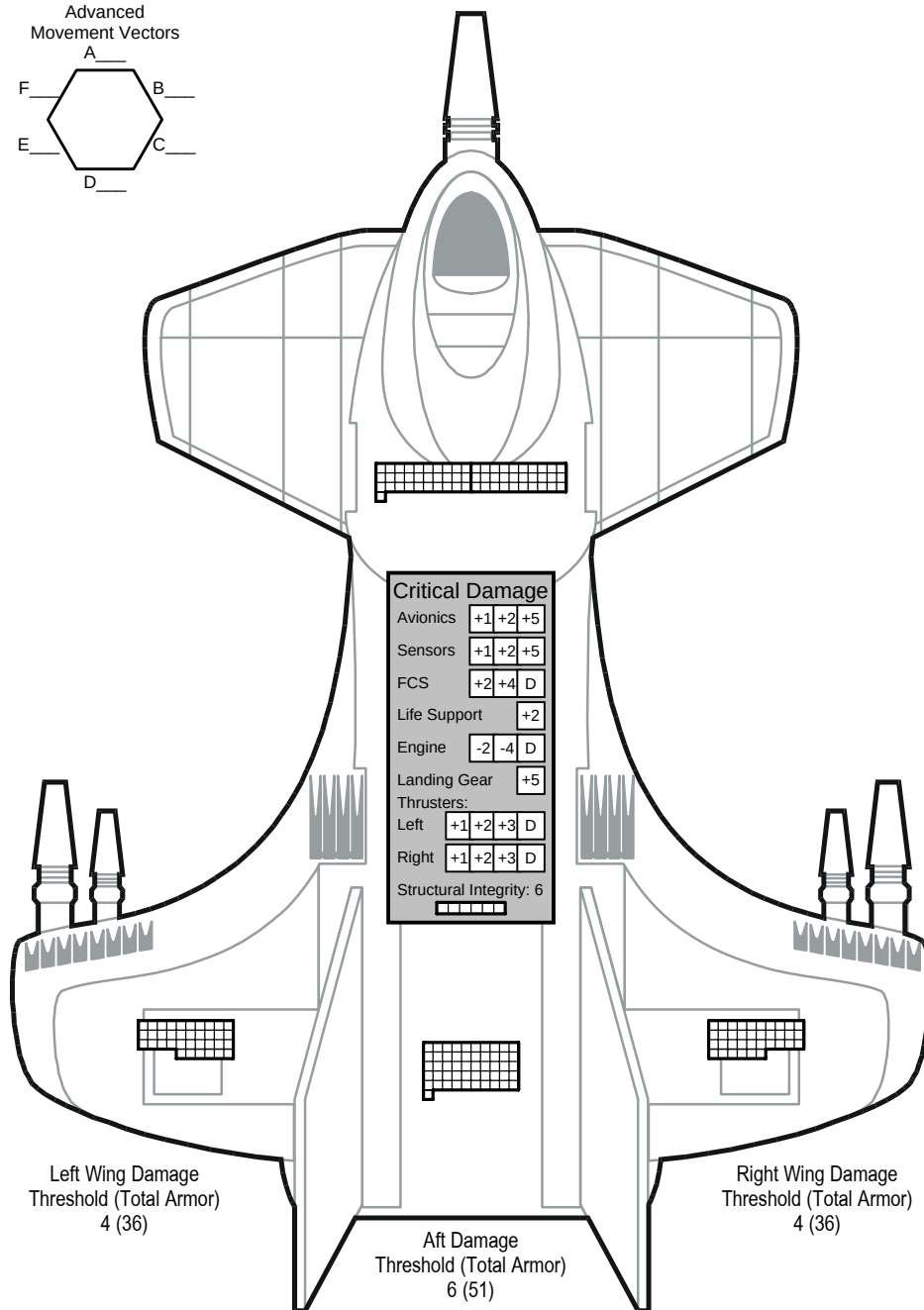
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (61) - Standard Scale



VESSEL DATA

Name: **Ironsides IRN-SD1**
 Type: **Aerospace Fighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 SRM 6	Nose	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Ammo: SRM 6 (15)

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **46**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

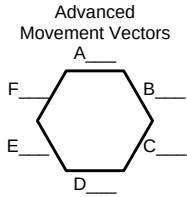
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

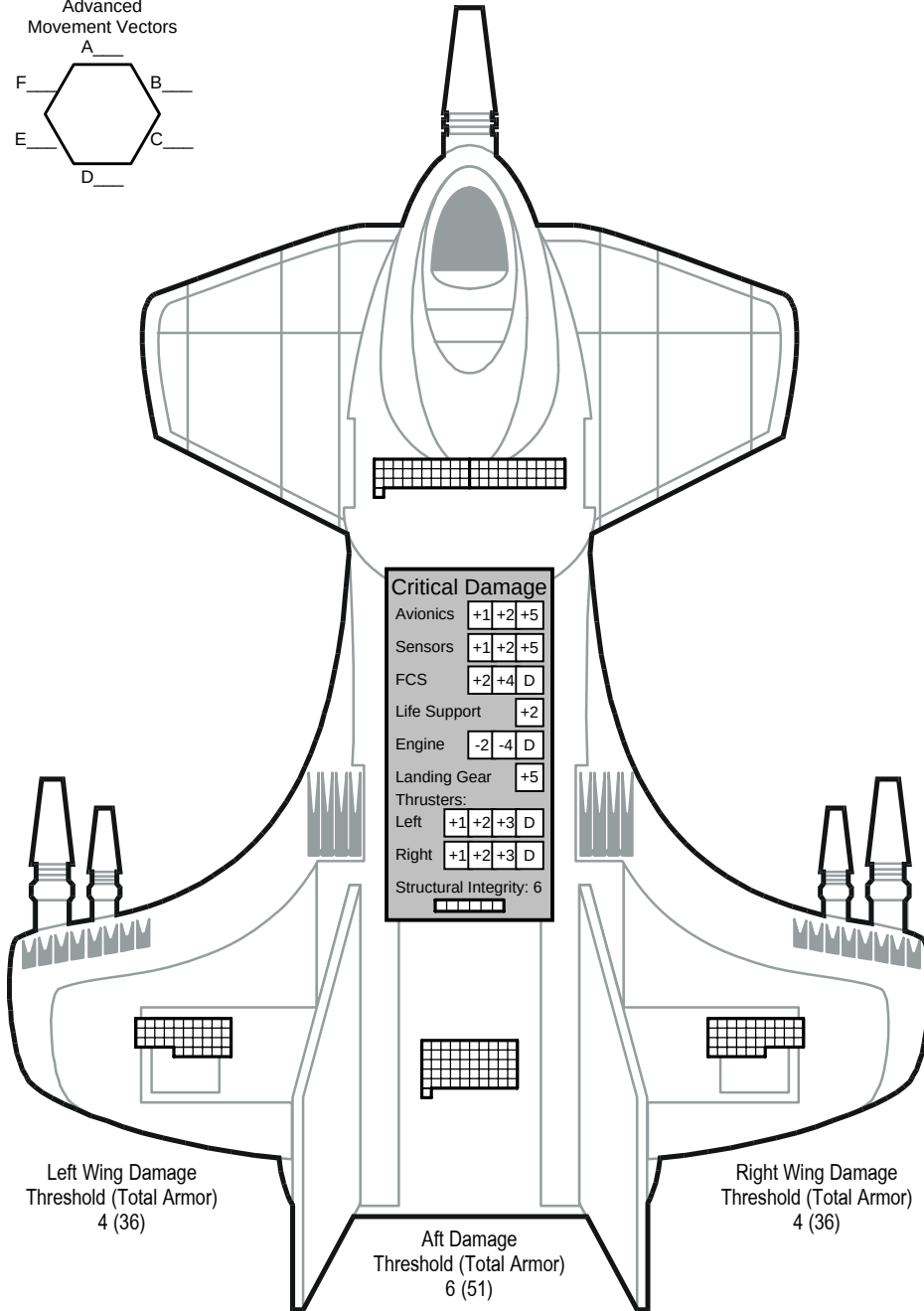
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (61) - Standard Scale



VESSEL DATA

Name: **Ironsides IRN-SD2**
 Type: **Aerospace Fighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 SRM 6	Nose	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--

Ammo: SRM 6 (30)

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **44**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

Velocity Record

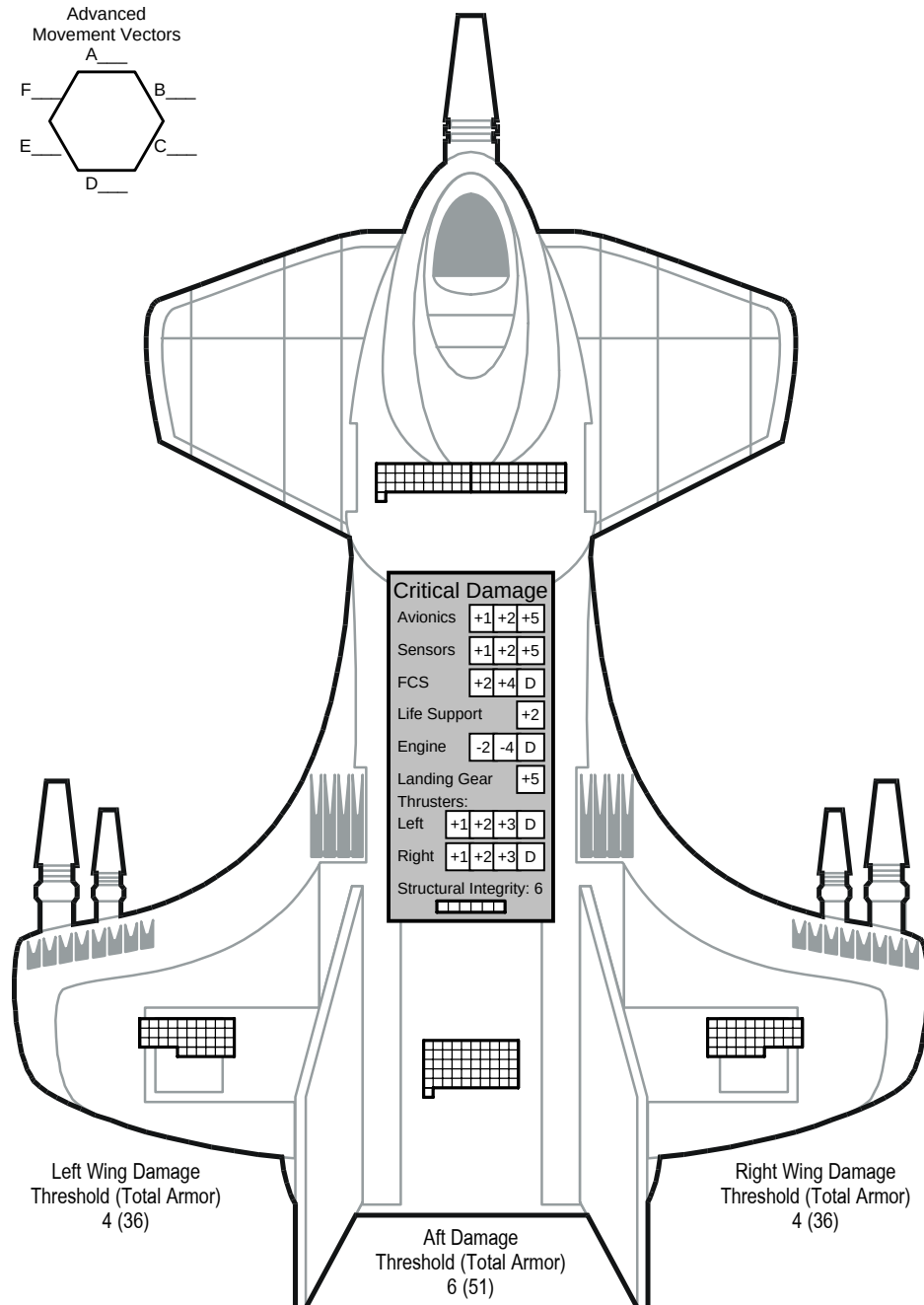
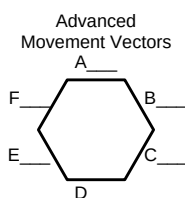
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
7 (61) - Standard Scale



VESSEL DATA

Name: **Ironsides IRN-SD3**
 Type: **Aerospace Fighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	10	10	10	--
1 ER Large Laser	Nose	12	8	8	8	--
1 MRM 10	Nose	4	6	6	--	--
1 MRM 10	LW	4	6	6	--	--
1 MRM 10	RW	4	6	6	--	--
1 MRM 10	LW	4	6	6	--	--
1 MRM 10	RW	4	6	6	--	--

Ammo: MRM 10 (120)

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **47**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

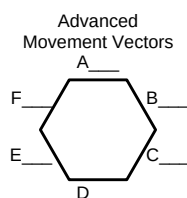
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

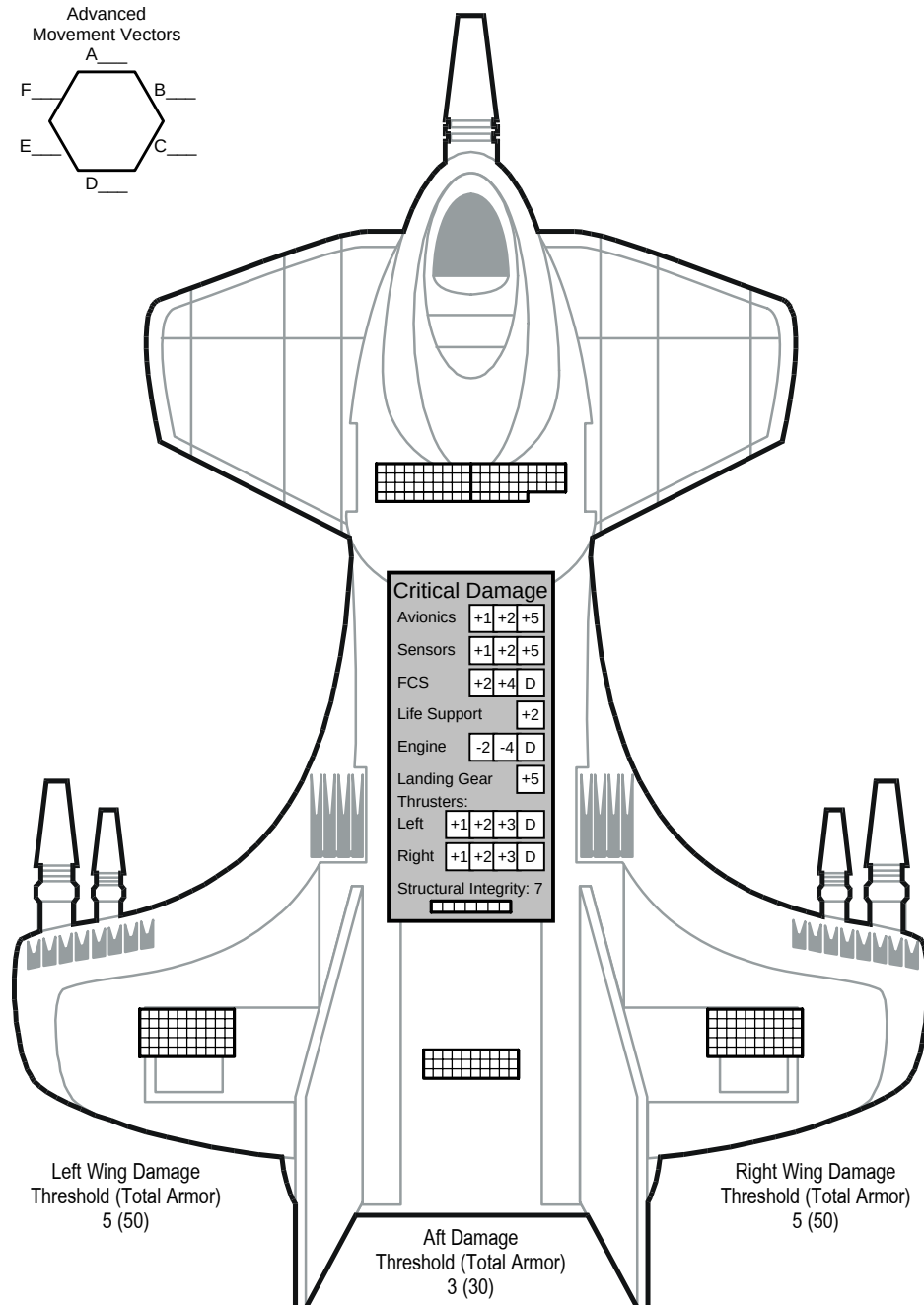
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



VESSEL DATA

Name: **Hammerhead HMR-HD**
 Type: **Aerospace Fighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	7	20	--	--	--

Ammo: AC/20 (15)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **7**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

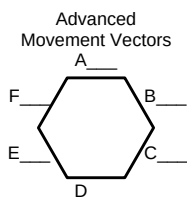
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

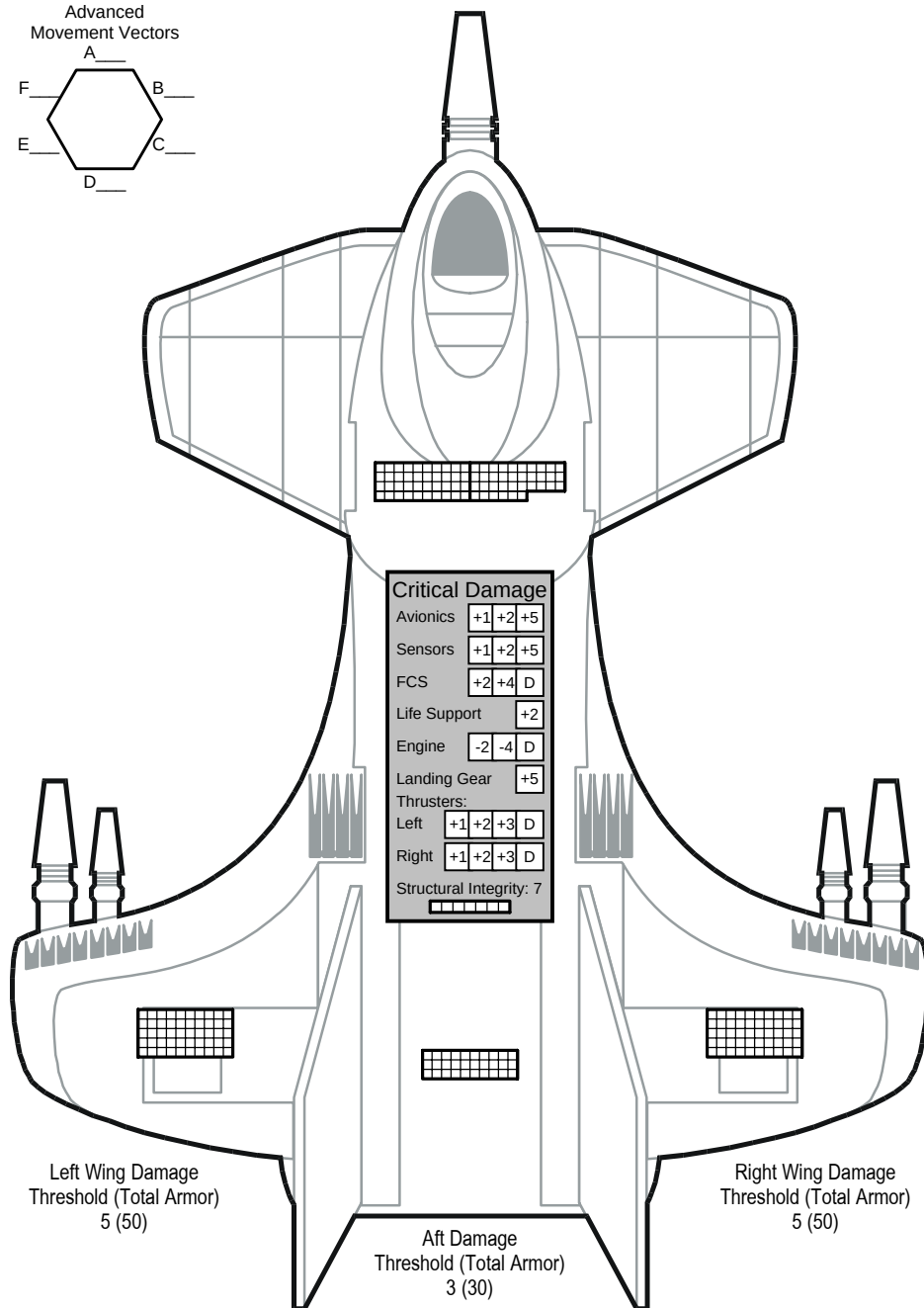
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



VESSEL DATA

Name: **Hammerhead HMR-HE**
 Type: **Aerospace Fighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--

Total Heat Sinks: **11 Double (22)**

□ □ □ □ □ □ □ □ □ □ □ □

Total Weapon Heat: **20**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

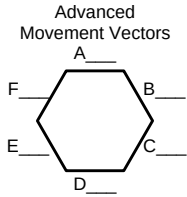
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	560																			

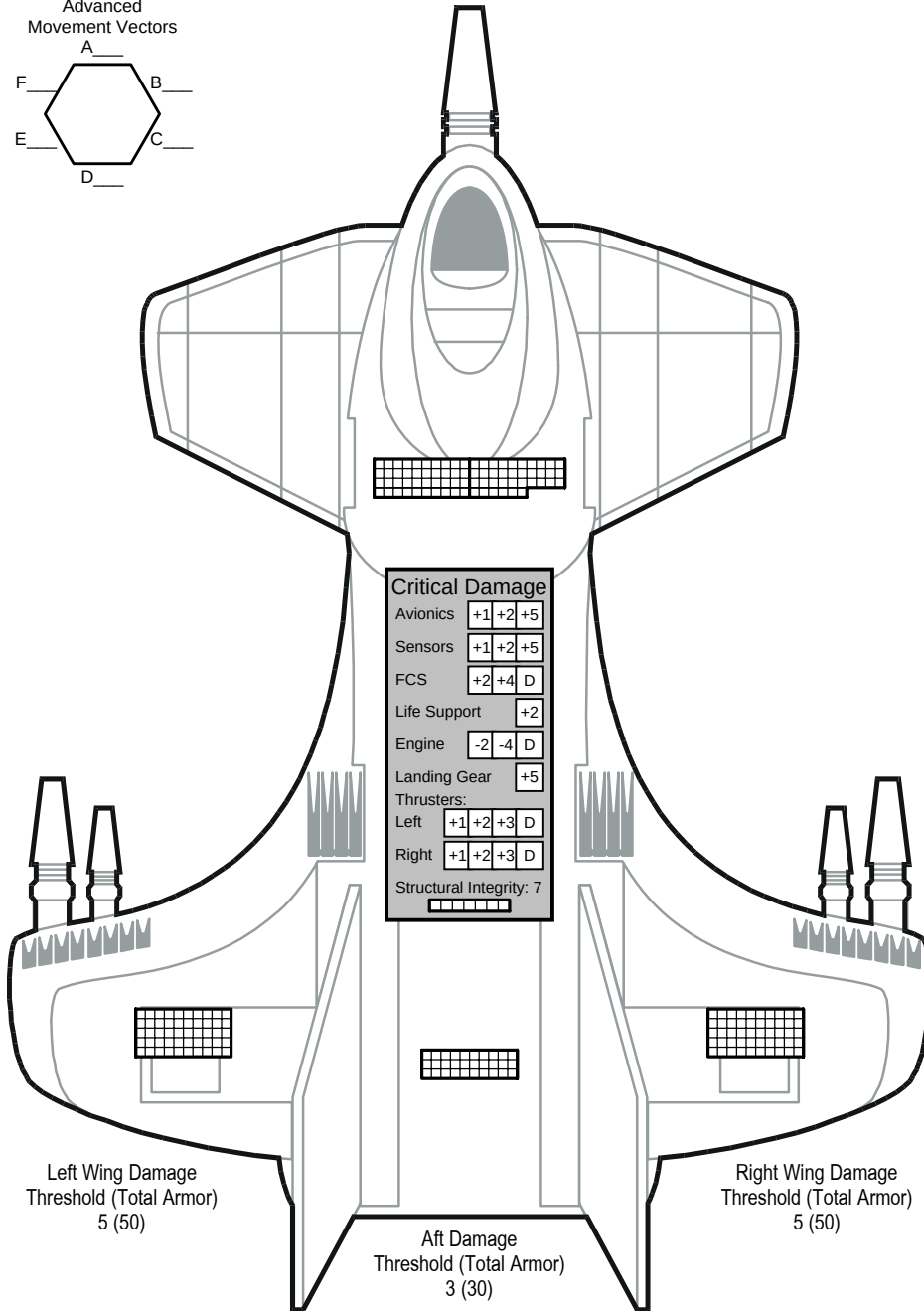
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



VESSEL DATA

Name: **Hammerhead HMR-HF**
Type: **Aerospace Fighter**
Mass: **75 tons**
Thrust: Safe Thrust: **7** Max Thrust: **11**
Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LB 10-X AC	Nose	2	6	6	--	--
1 ER Medium Laser	LW	5	5	5	--	--
1 ER Medium Laser	RW	5	5	5	--	--

Ammo: LB 10-X (20)

Total Heat Sinks: **10 Double (20)**

Total Weapon Heat: **12**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

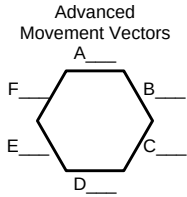
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	560																			

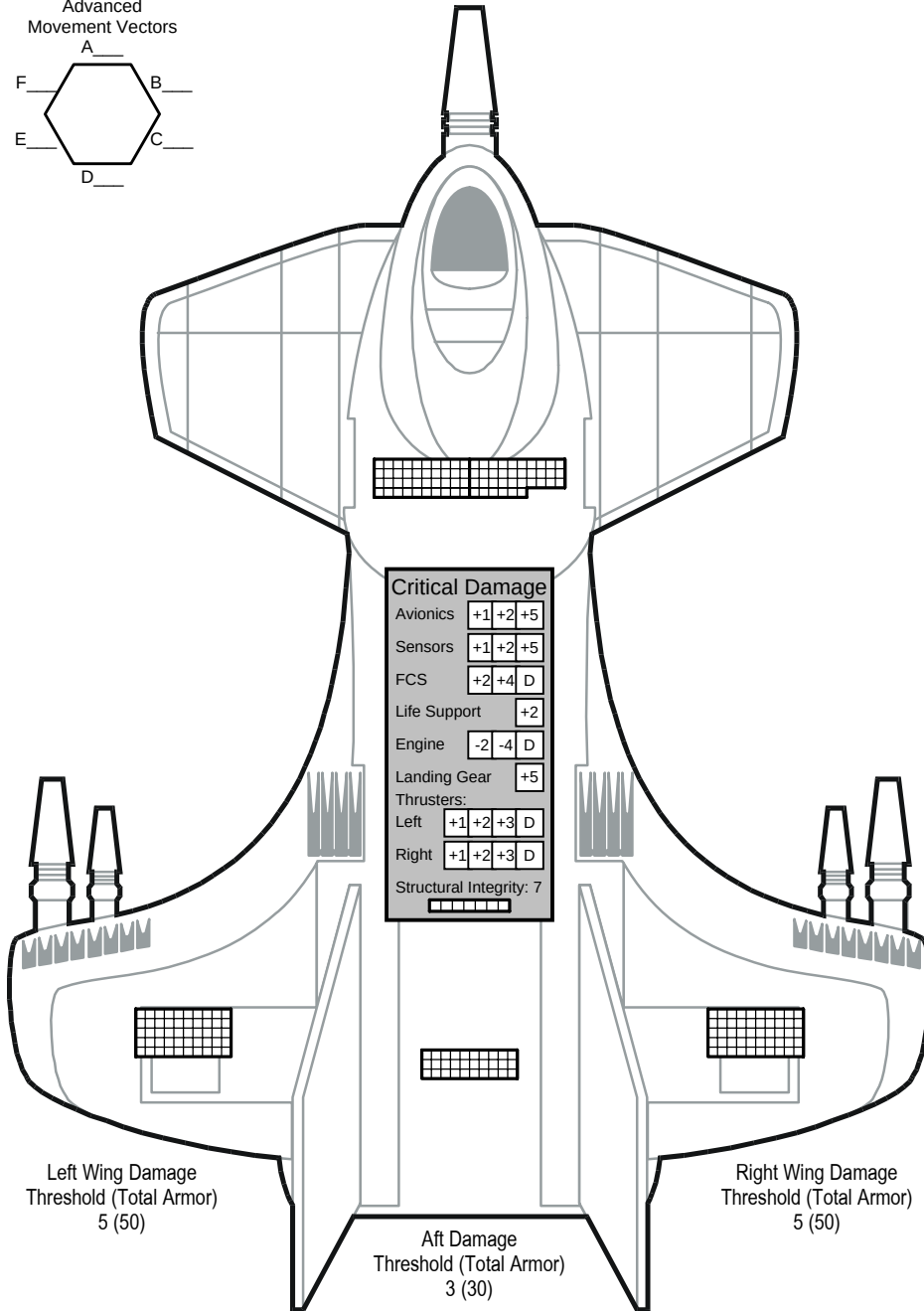
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
5 (50)

Right Wing Damage
Threshold (Total Armor)
5 (50)

Aft Damage
Threshold (Total Armor)
3 (30)

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Hammerhead HMR-HG**
 Type: **Aerospace Fighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Ultra AC/20	Nose	16	30	30	--	--

Ammo: Ult AC/20 (10/2)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **16**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

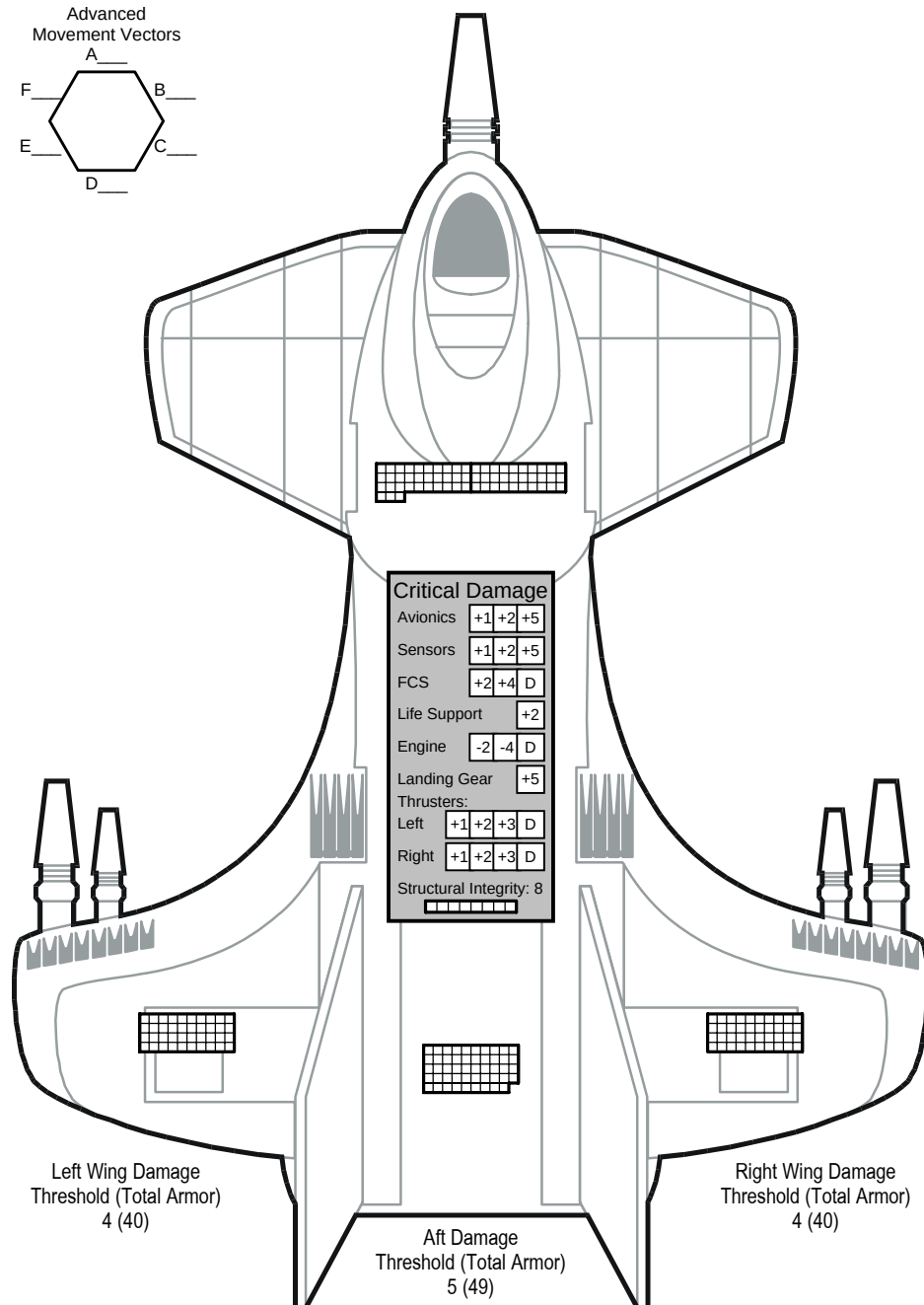
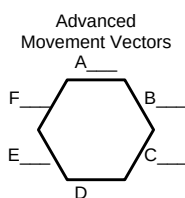
WIZKIDS

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
7 (63) - Standard Scale



VESSEL DATA

Name: **Rapier RPR-100**
 Type: **Aerospace Fighter**
 Mass: **85 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	7	20	--	--	--
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 LRM 10	Nose	4	6	6	6	--

Ammo: LRM 10 (12) AC/20 (10)

Total Heat Sinks: **12 Double (24)**

Total Weapon Heat: **31**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

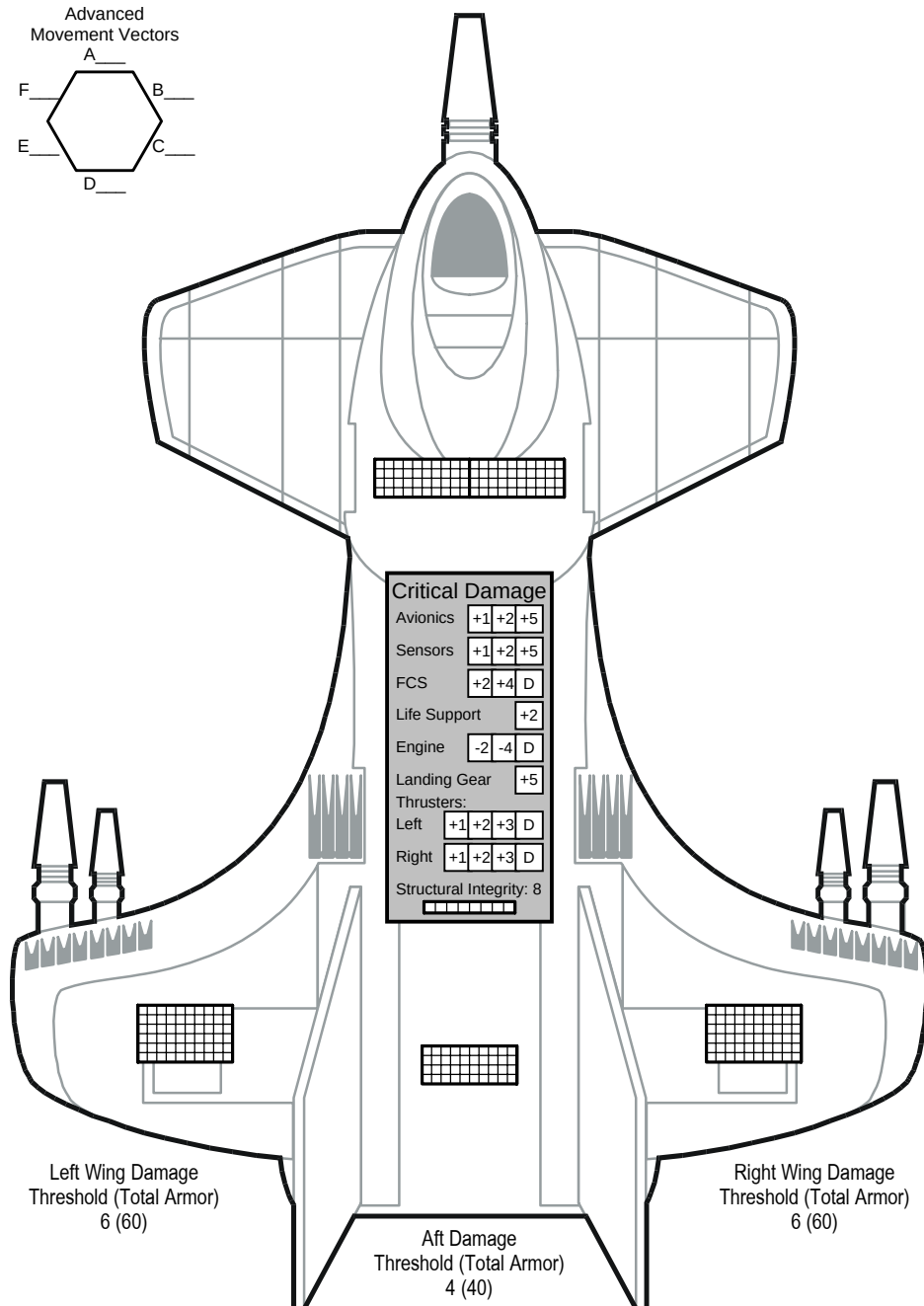
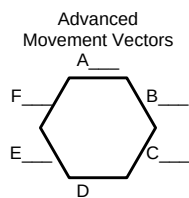
WIZKIDS

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROSPACE FIGHTER RECORD SHEET

Nose Damage
Threshold (Total Armor)
8 (80) - Standard Scale

[illegible]

Name: **Rapier RPR-101**
Type: **Aerospace Fighter**
Mass: **85 tons**
Thrust: Safe Thrust: **6** Max Thrust: **9**
Tech: **Inner Sphere / Level 2 / 3067**

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Weapon Heat: 42

Name: _____

Gunnery Skill: Piloting Skill:

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6

Consciousness #	3	5	7	10	11	Dead

Modifier	+1	+2	+3	+4	+5	

Modifier	1	2	3	4	5

Heat
Overflow

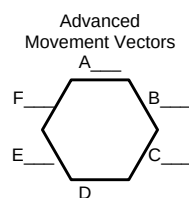
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WKGAMES

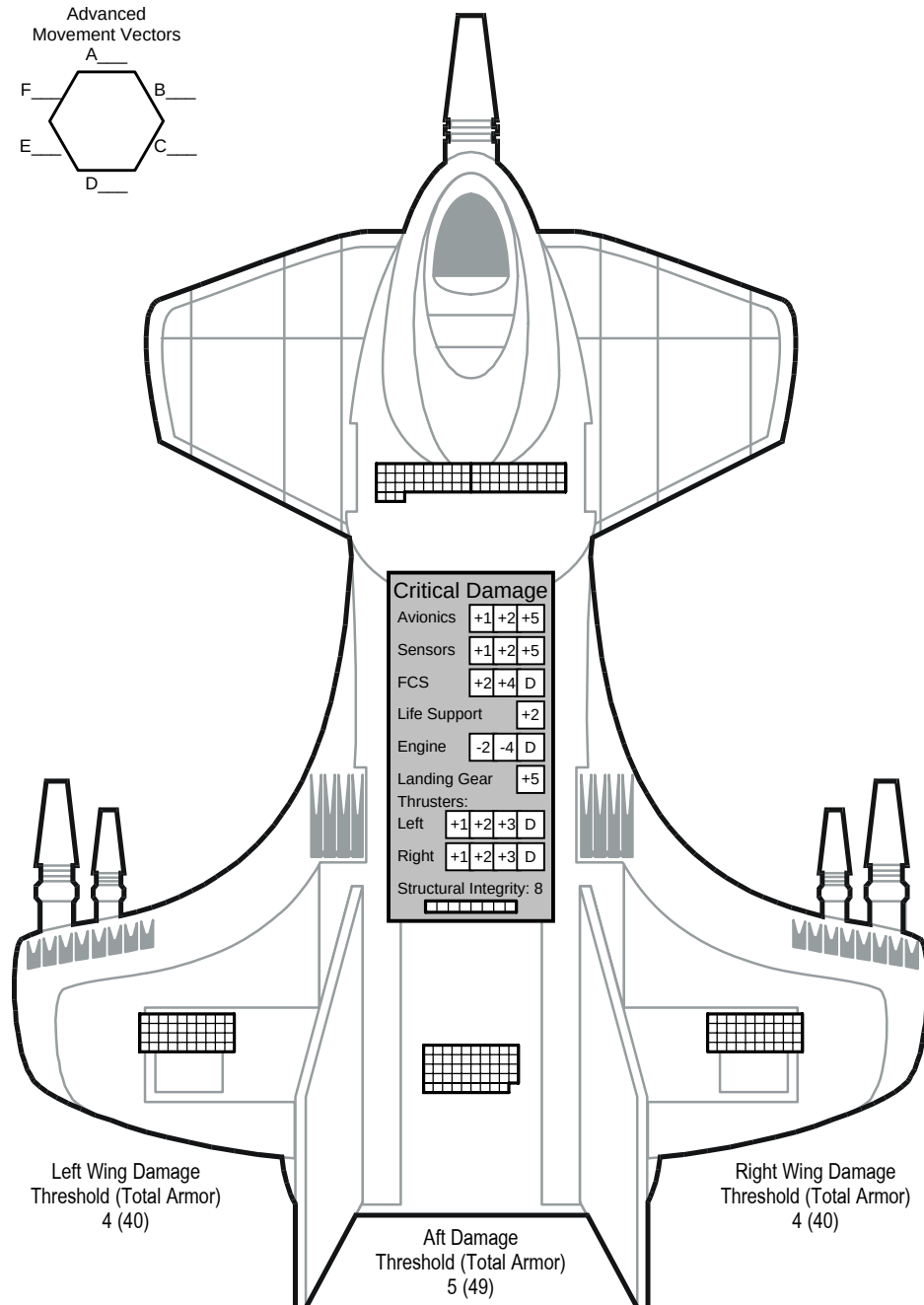
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (63) - Standard Scale



VESSEL DATA

Name: **Rapier RPR-102**
 Type: **Aerospace Fighter**
 Mass: **85 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	7	20	--	--	--
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 LRM 10	Nose	4	6	6	6	--

Ammo: LRM 10 (12) AC/20 (10)

Total Heat Sinks: **16 Double (32)**

Total Weapon Heat: **27**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

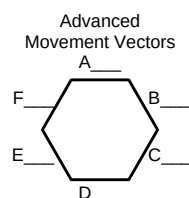
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

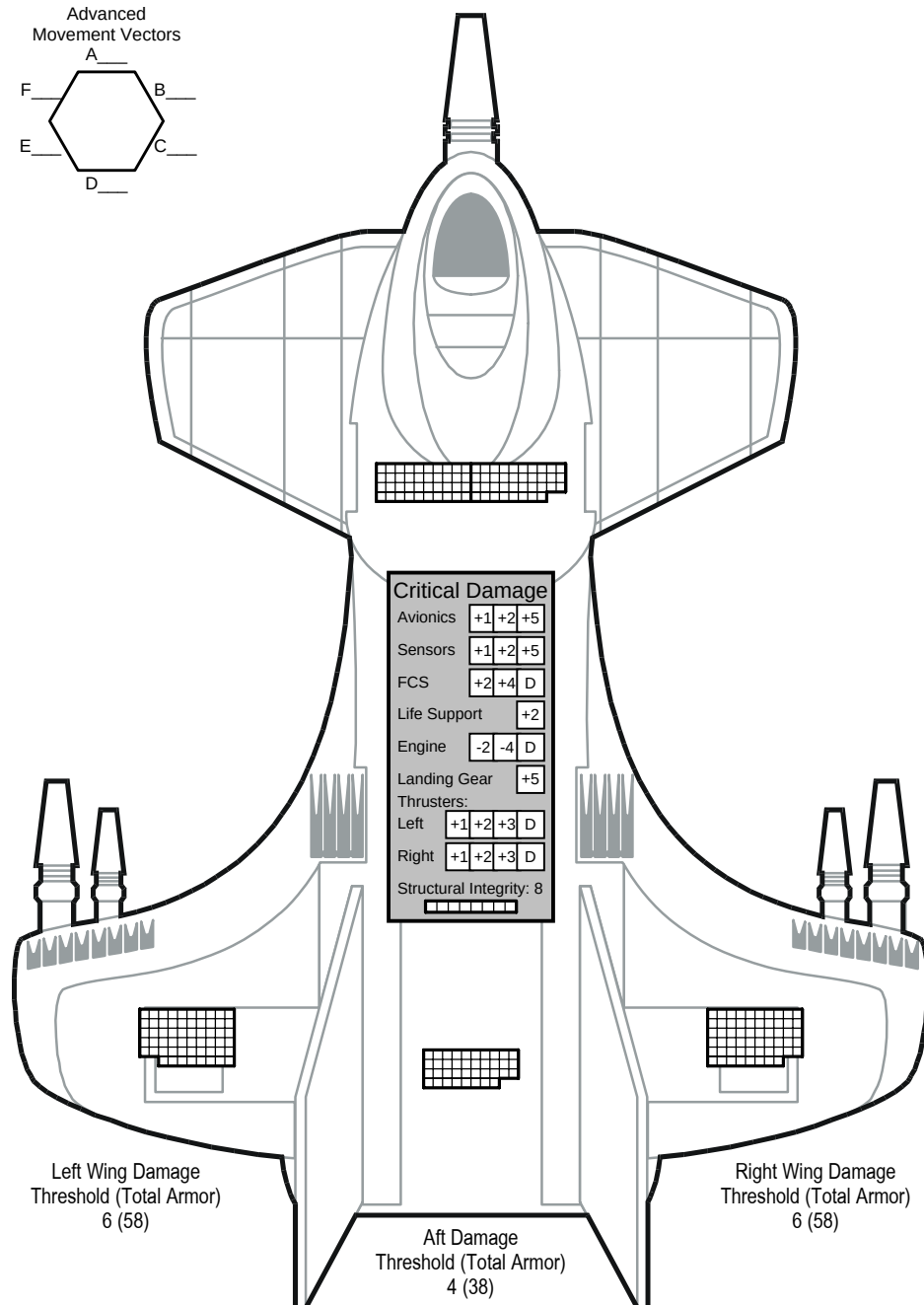
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (78) - Standard Scale



VESSEL DATA

Name: **Rapier RPR-200**
 Type: **Aerospace Fighter**
 Mass: **85 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LB 10-X AC	Nose	2	6	6	--	--
1 ER PPC	Nose	15	10	10	10	--
1 ER PPC	Nose	15	10	10	10	--
1 LRM 10	Nose	4	6	6	6	--

Ammo: LRM 10 (12) LB 10-X (20)

Total Heat Sinks: **14 Double (28)**

Total Weapon Heat: **36**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

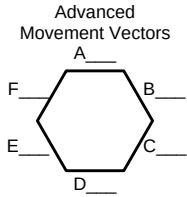
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

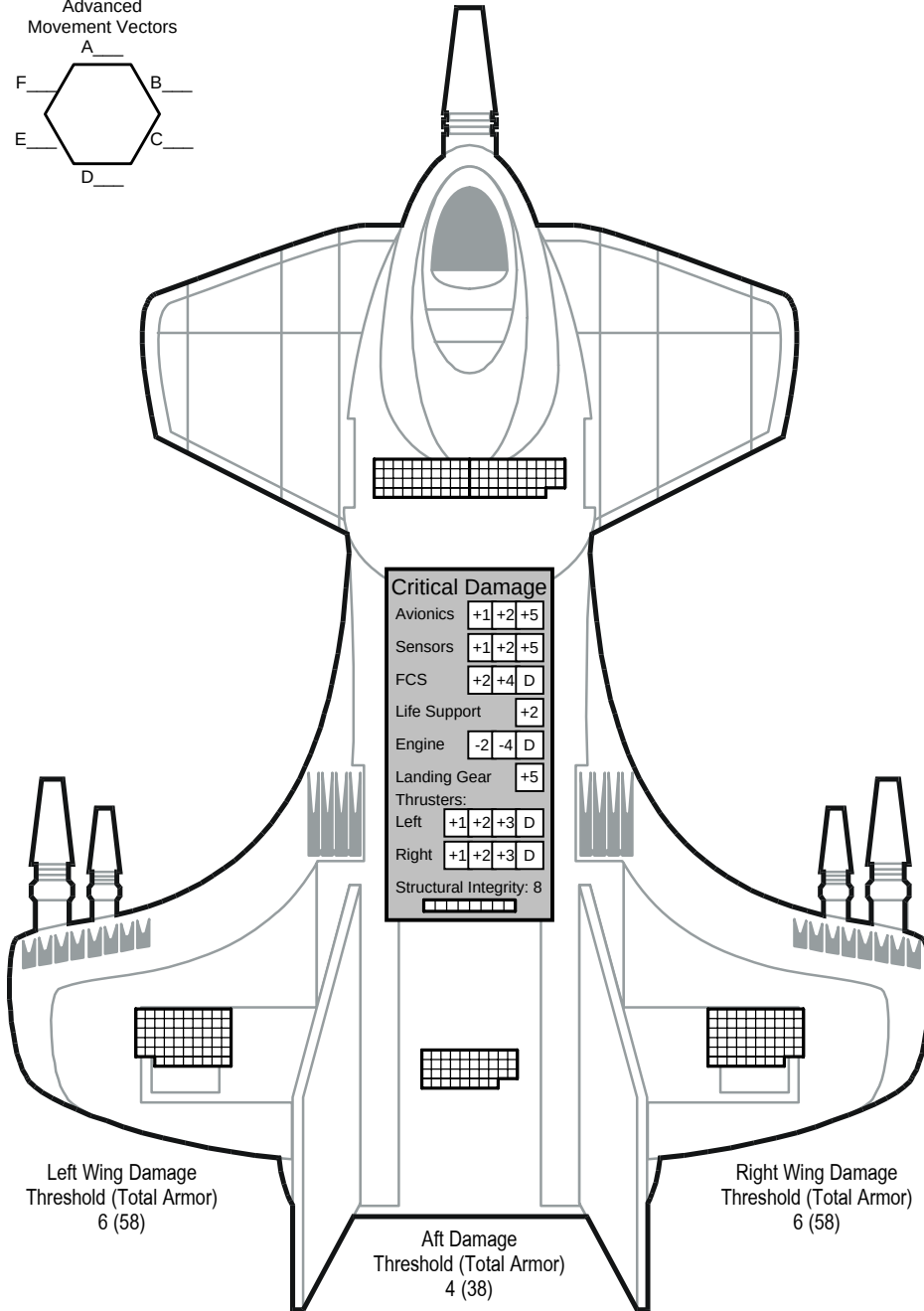
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
8 (78) - Standard Scale



VESSEL DATA

Name: **Rapier RPR-300**
Type: **Aerospace Fighter**
Mass: **85 tons**
Thrust: Safe Thrust: **6** Max Thrust: **9**
Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 Heavy Gauss Rifle	Nose	2	25	20	10	--

Ammo: Hvy Gauss (16)

Total Heat Sinks: **11 Double (22)**

Total Weapon Heat: **22**

Pilot Data

Name: _____

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

Velocity Record

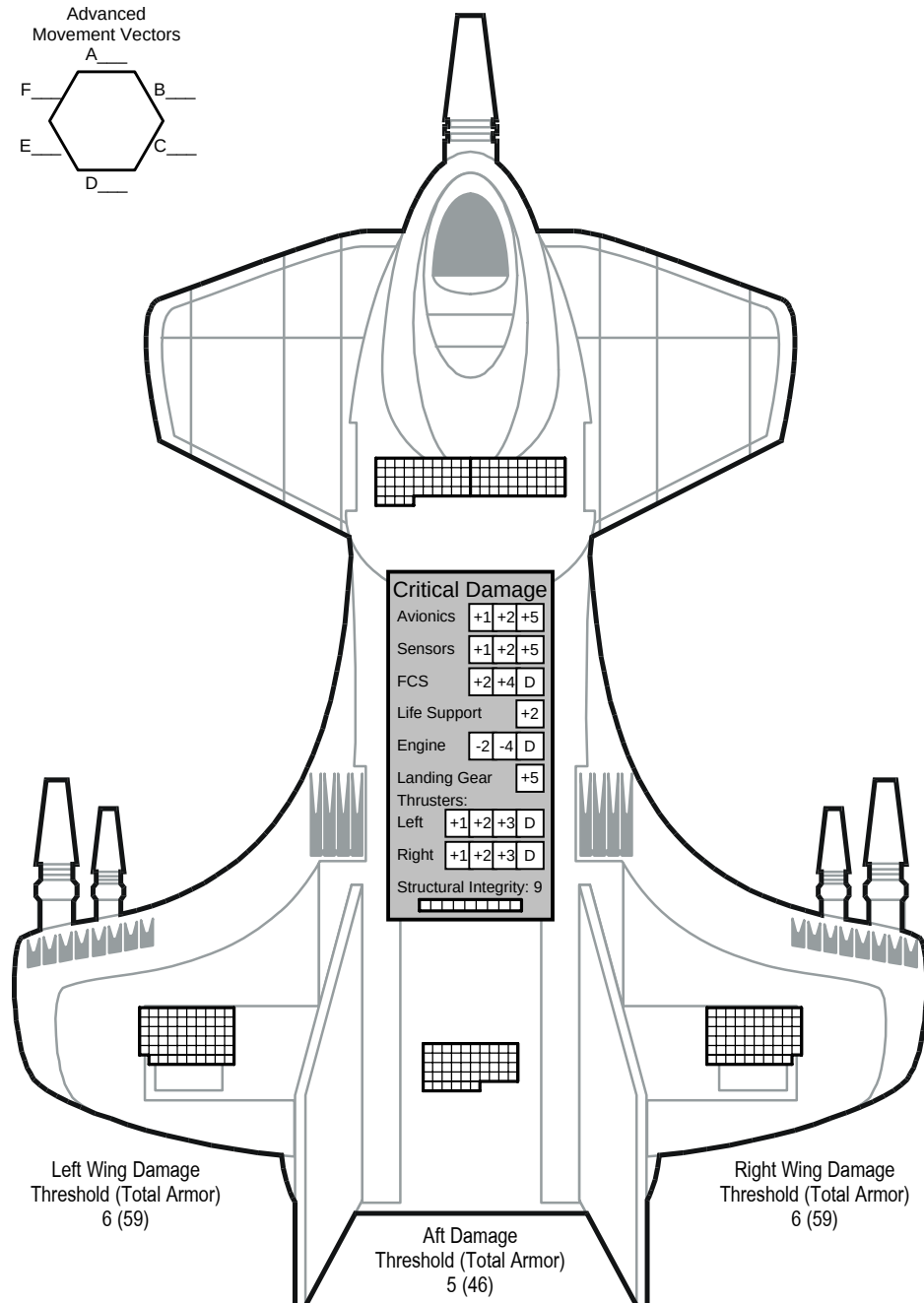
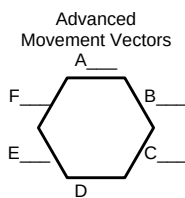
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (84) - Standard Scale



VESSEL DATA

Name: **Ahab AHB-X**
 Type: **Aerospace Fighter**
 Mass: **90 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 1 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	8	8	8	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 LRM 20	LW	6	12	12	12	--
1 LRM 20	RW	6	12	12	12	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (30) LRM 20 (36)

Total Heat Sinks: **18 Single**

Total Weapon Heat: **43**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

Velocity Record

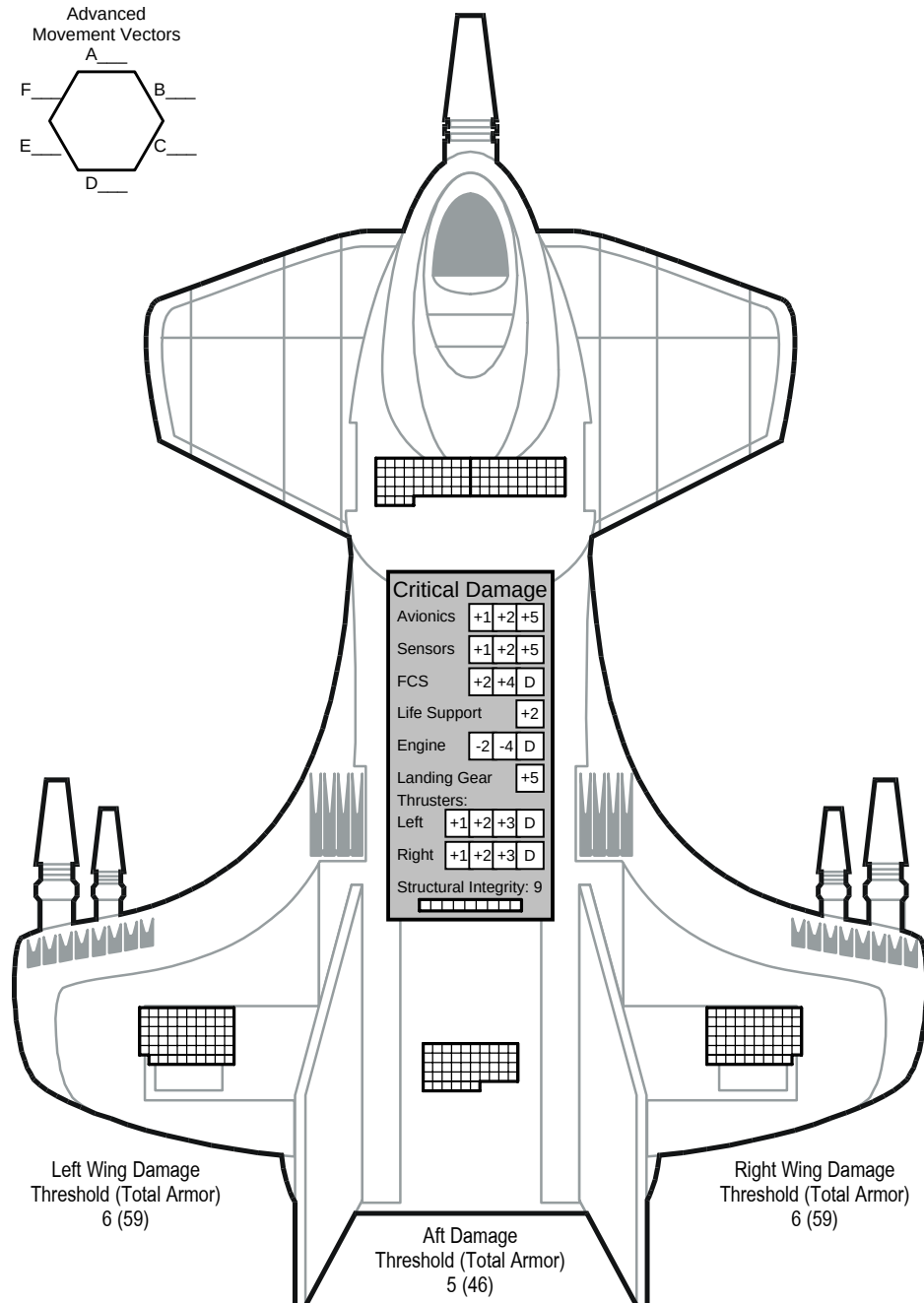
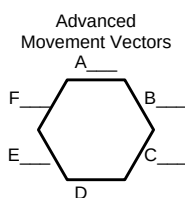
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (84) - Standard Scale



VESSEL DATA

Name: **Ahab AHB-443**
 Type: **Aerospace Fighter**
 Mass: **90 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	8	8	8	--	--
1 Narc Missile Beacon	Nose	0	--	Point Defense	--	--
1 LRM 20	LW	6	12	12	12	--
1 LRM 20	RW	6	12	12	12	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo:

SRM 6 (30) LRM 20 (36) Narc (24)

Total Heat Sinks: 14 Single

[Progress Bar]

Total Weapon Heat: 34

Pilot Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

Velocity Record

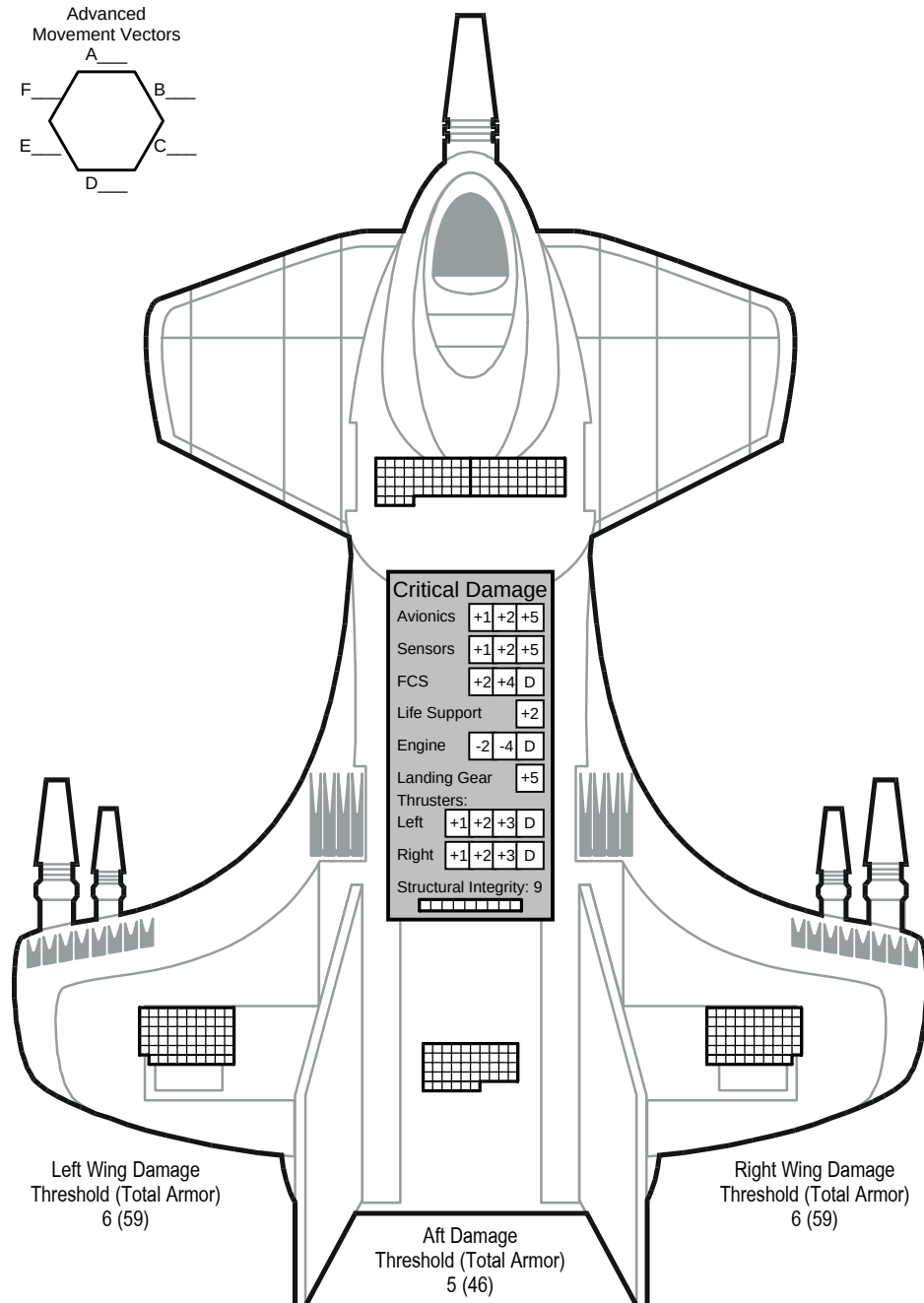
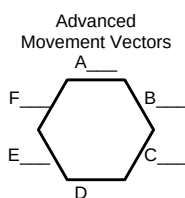
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (84) - Standard Scale



VESSEL DATA

Name: **Ahab AHB-643**
 Type: **Aerospace Fighter**
 Mass: **90 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy PPC	Nose	15	15	15	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 MRM 40	LW	12	24	24	--	--
1 MRM 40	RW	12	24	24	--	--
1 RL 10 (OS)	LW	3	6	6	--	--
1 RL 10 (OS)	RW	3	6	6	--	--
1 RL 10 (OS)	LW	3	6	6	--	--
1 RL 10 (OS)	RW	3	6	6	--	--

Ammo: MRM 40 (12)

Total Heat Sinks: **22 Double (44)**

Total Weapon Heat: **45**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat
Overflow

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Pilot Damage, avoid on 9+

Shutdown, avoid on 10+

Random Movement, avoid on 10+

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

Pilot Damage, avoid on 6+

Random Movement, avoid on 8+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

Random Movement, avoid on 7+

Shutdown, avoid on 4+

+2 Modifier to Fire

Random Movement, avoid on 6+

+1 Modifier to Fire

Random Movement, avoid on 5+

WIZKIDS

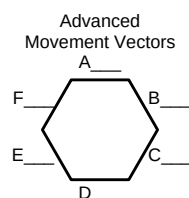
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

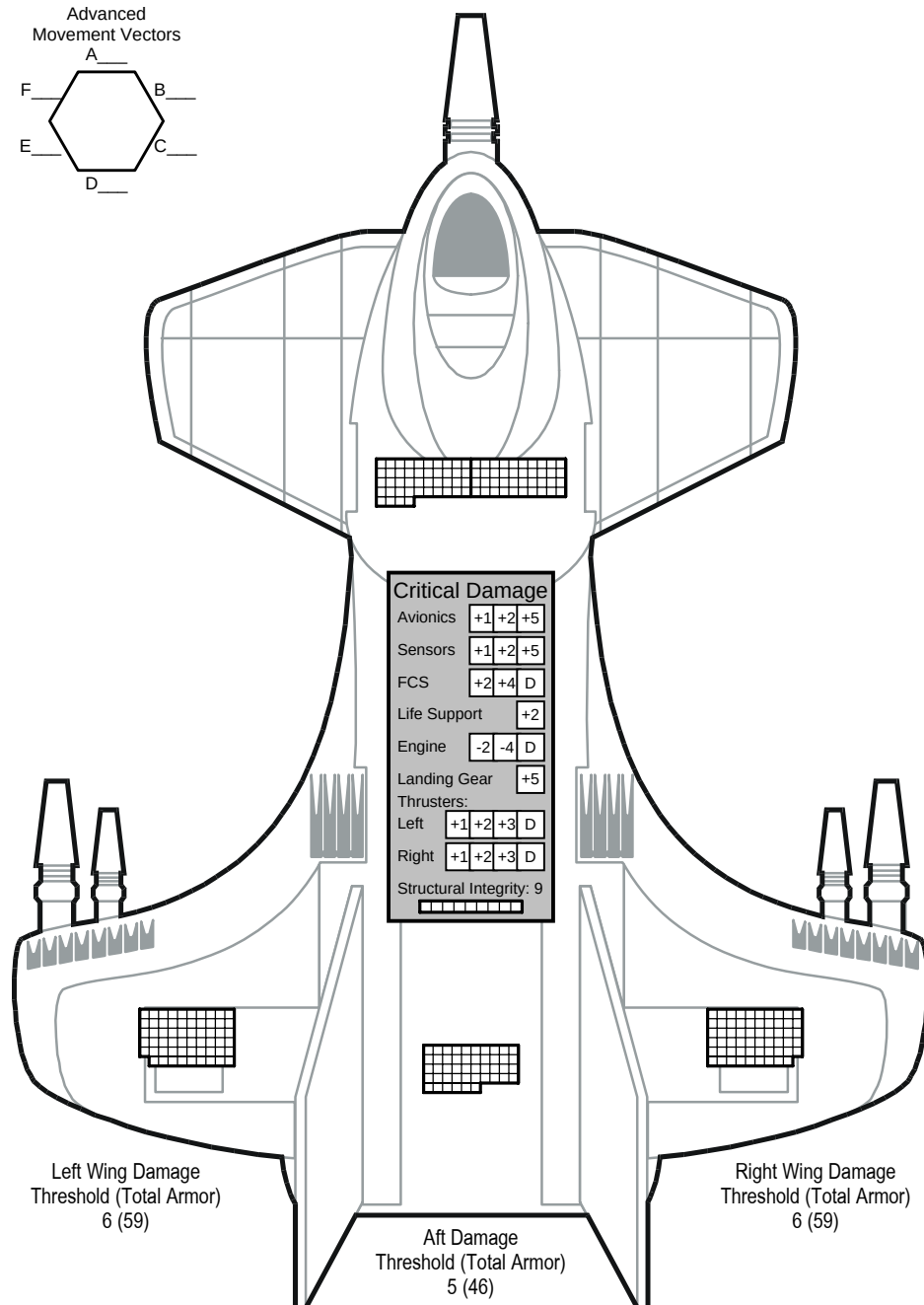
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (84) - Standard Scale



VESSEL DATA

Name: **Ahab AHB-MD**
 Type: **Aerospace Fighter**
 Mass: **90 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3067**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Pulse Laser	Nose	10	9	9	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 MRM 40	LW	12	24	24	--	--
1 MRM 40	RW	12	24	24	--	--
1 Targeting Computer						

Ammo: MRM 40 (24)

Total Heat Sinks: **22 Double (44)**

Total Weapon Heat: **40**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT SCALE

Heat Overflow



30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			