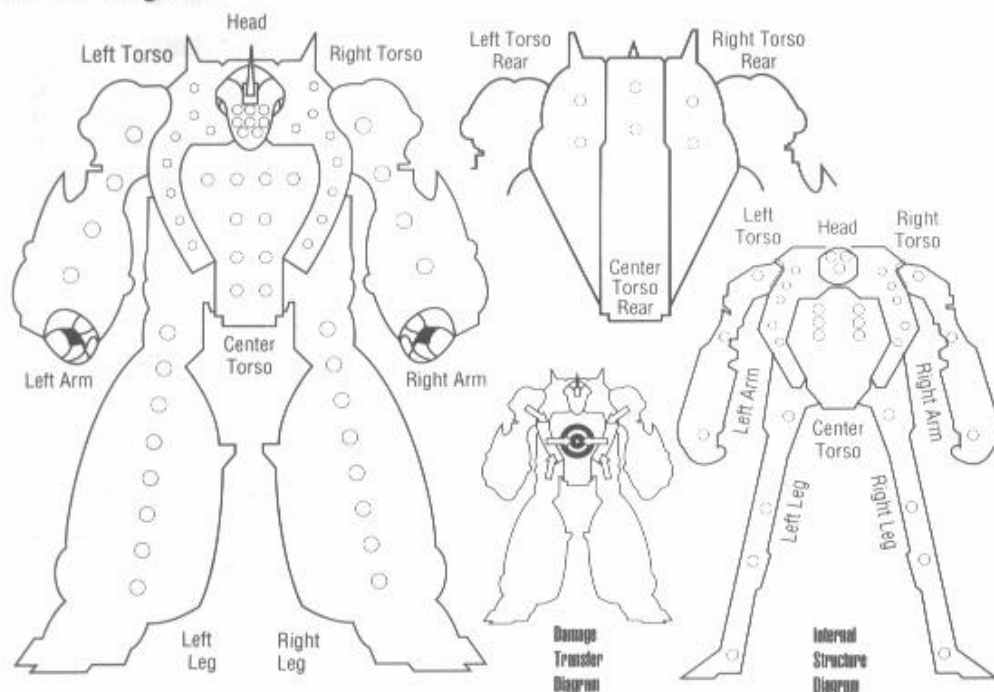


BATTLETECH®

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Medium Laser
 6. Ammo (MG) 200

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso

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

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

Right Leg

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

Mech Data

Type: LCT-1V Locust
Tonnage: 20
Movement Points:
Walking: 8
Running: 12
Jumping: 0

Weapons Inventory

#	Type	Location
1	Med. Laser	CT
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:
MG (200)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)
1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

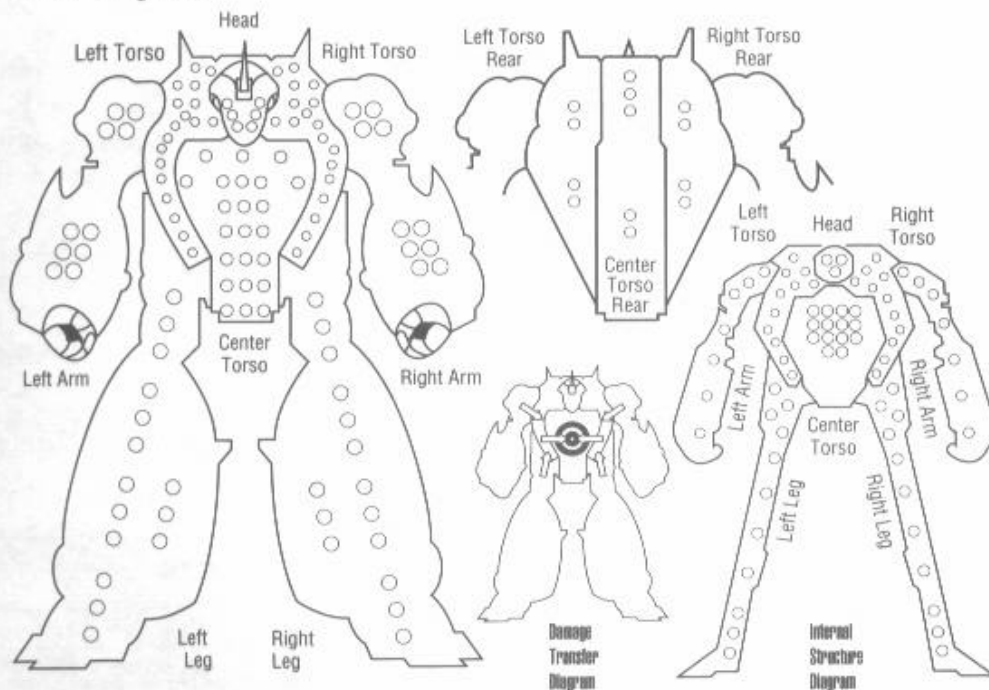
Heat Scale

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: PXH-1 Phoenix Hawk
 Tonnage: 45
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

Weapons Inventory

#	Type	Location
1	Machine Gun	RA
1	Machine Gun	LA
1	Lg. Laser	RA
1	Md. Laser	LA
1	Md. Laser	RA

AMMO:
 MG (200)

Total Heat Sinks



Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

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

Left Torso

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

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

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. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (MG) 200
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

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

Right Leg

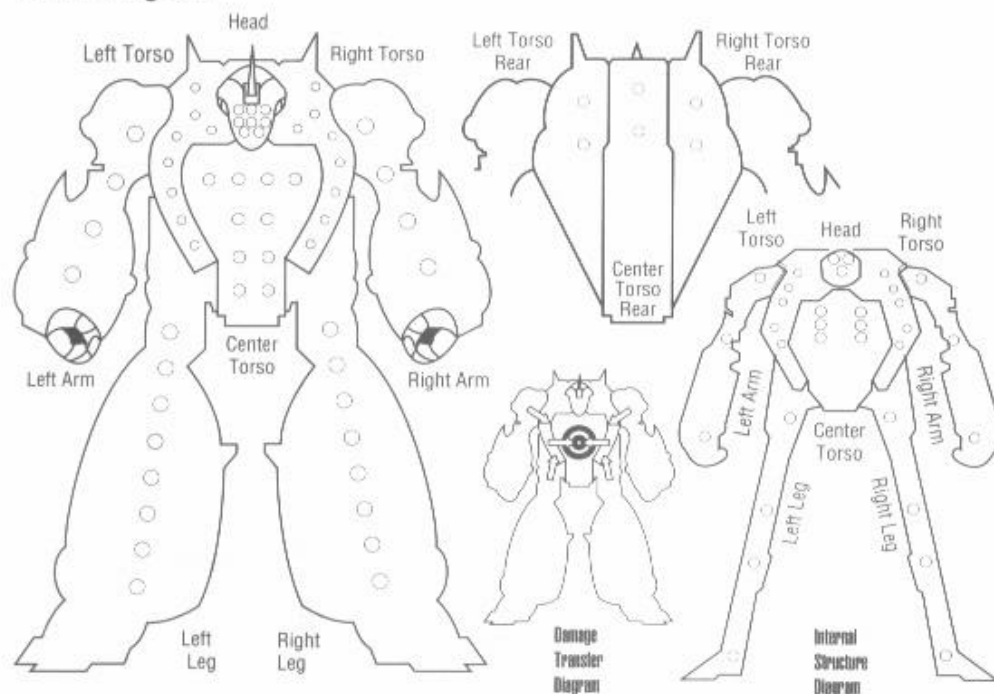
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: LCT-1V Locust
 Tonnage: 20
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Md. Laser	CT
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:
 MG (200)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Medium Laser
 6. Ammo (MG) 200

Engine Hits
 Gyro Hits
 Sensor Hits

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso

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

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

Right Leg

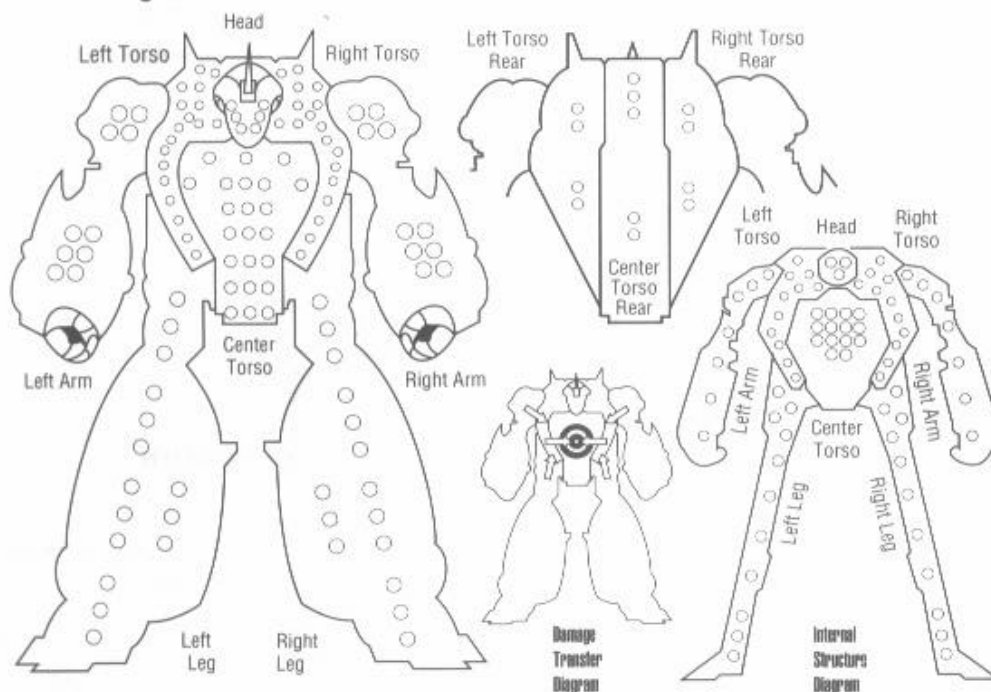
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: PXH-1 Phoenix Hawk
 Tonnage: 45
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

Weapons Inventory

#	Type	Location
1	MachineGun	RA
1	MachineGun	LA
1	Lg. Laser	RA
1	Md. Laser	LA
1	Md. Laser	RA

AMMO:
 MG (200)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

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

Left Torso

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

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

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. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (MG) 200
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

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

Right Leg

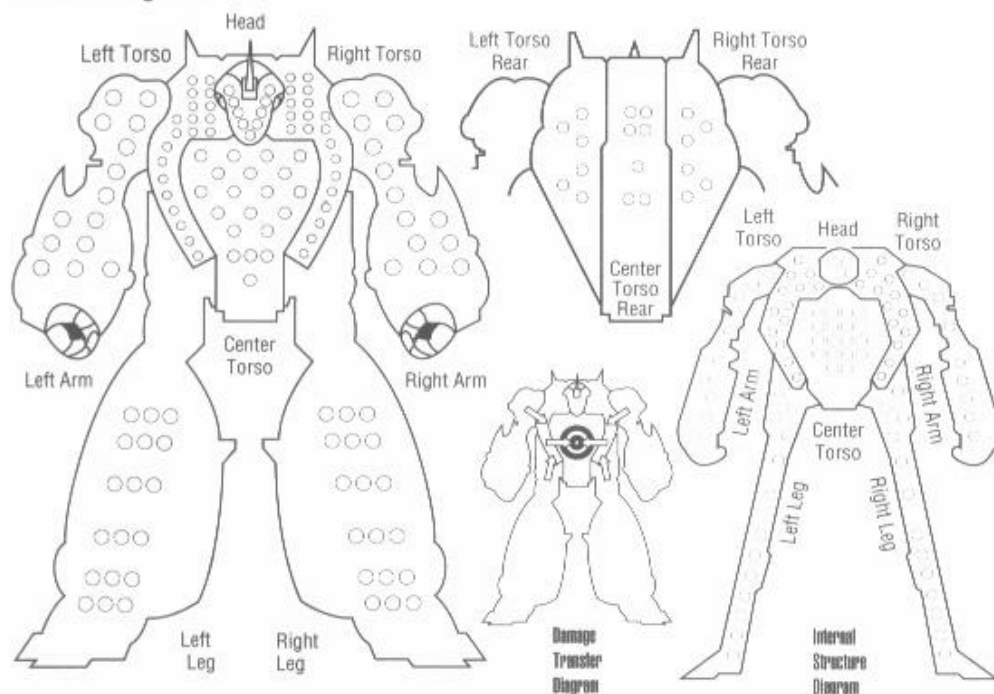
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: GRF-1N Griffin
 Tonnage: 55
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

Weapons Inventory

#	Type	Location
1	PPC	RA
1	LRM 10	RT

AMMO:
 LRM 10 (24)

Total Heat Sinks

○○○○○○○○○○
 ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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
 - Roll Again
 - Roll Again

Left Torso

- Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
 - 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
- Heat Sink
- Roll Again

Critical Hit Table

Head

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

Center Torso

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

Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

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

Right Torso

- LRM 10
 - LRM 10
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - Jump Jet
 - Jump Jet
- 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

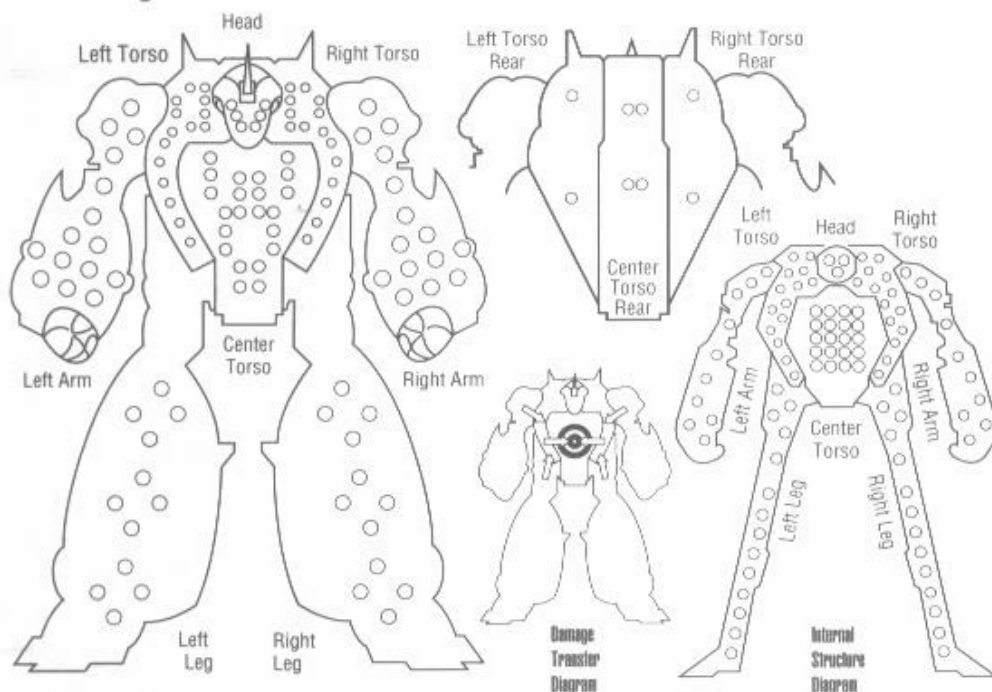
Heat Scale

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

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BATTLETECH®

Armor Diagram



Mech Data

Type: RFL-3N Rifleman
 Tonnage: 60
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Lg. Laser	RA
1	Lg. Laser	LA
1	AC 5	RA
1	AC 5	LA
1	Md. Laser	RT
1	Md. Laser	LT

AMMO:
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Large Laser
 5. Large Laser
 6. AC 5
1. AC 5
 2. AC 5
 3. AC 5
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (AC 5) 20
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Large Laser
 5. Large Laser
 6. AC 5
1. AC 5
 2. AC 5
 3. AC 5
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

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

Right Leg

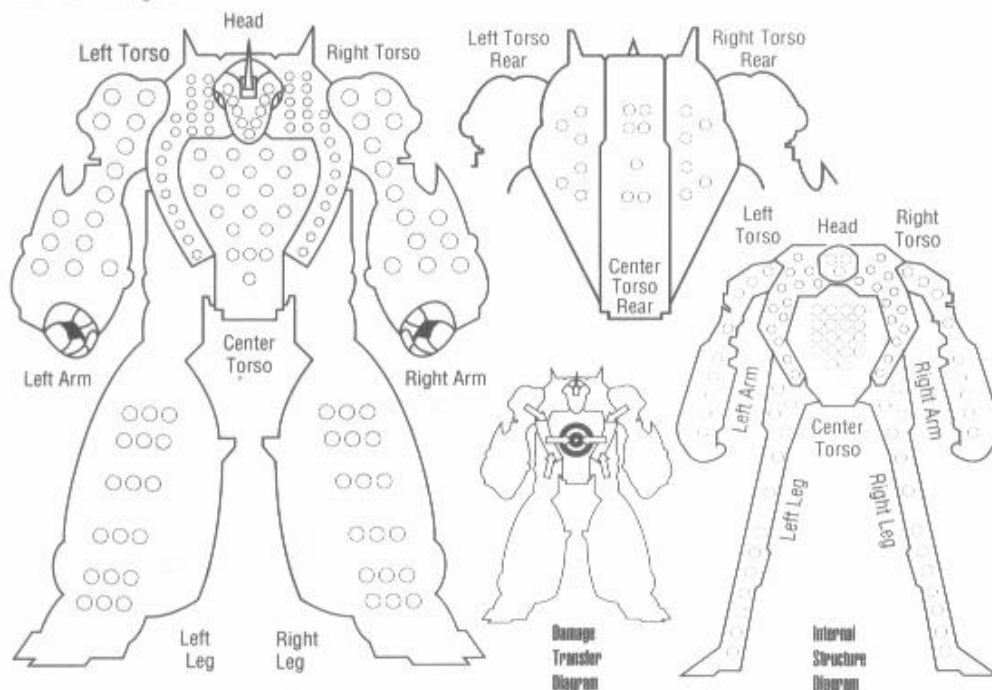
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: GRF-1N Griffin
 Tonnage: 55
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

Weapons Inventory

#	Type	Location
1	PPC	RA
1	LRM 10	RT

AMMO:
 LRM 10 (24)

Total Heat Sinks

○○○○○○○○○○
 ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

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

Right Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Jump Jet
6. Jump Jet

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

Right Leg

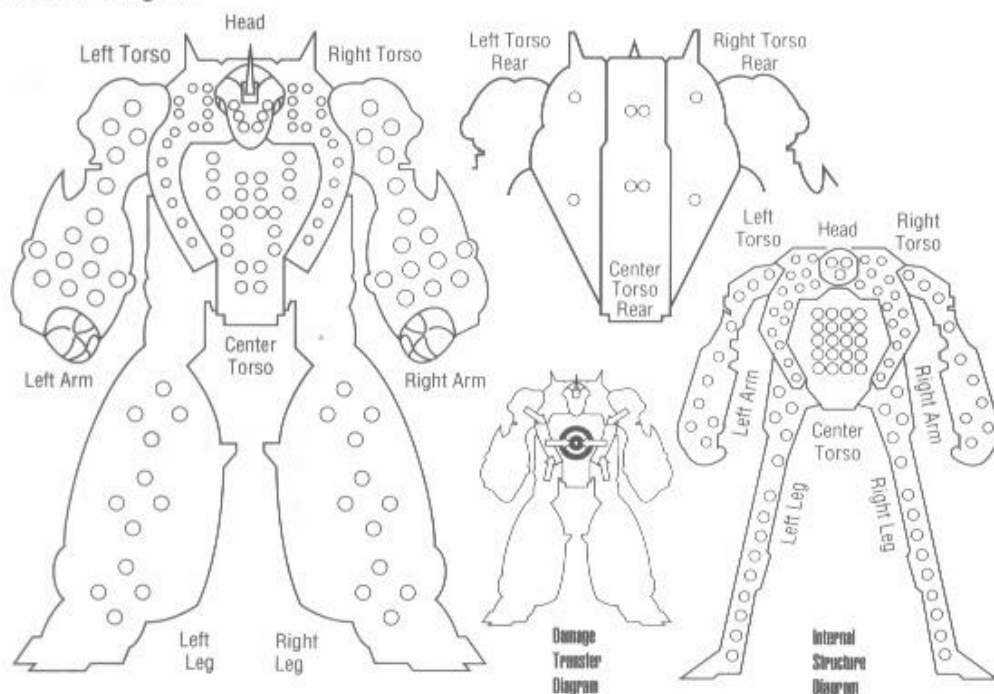
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: RFL-3N Rifleman
 Tonnage: 60
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Lg. Laser	RA
1	Lg. Laser	LA
1	AC 5	RA
1	AC 5	LA
1	Md. Laser	RT
1	Md. Laser	LT

AMMO
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - AC 5
- AC 5
 - AC 5
 - AC 5
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - 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
- Heat Sink
- Roll Again

Critical Hit Table

Head

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

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (AC 5) 20
 - Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - AC 5
- AC 5
 - AC 5
 - AC 5
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

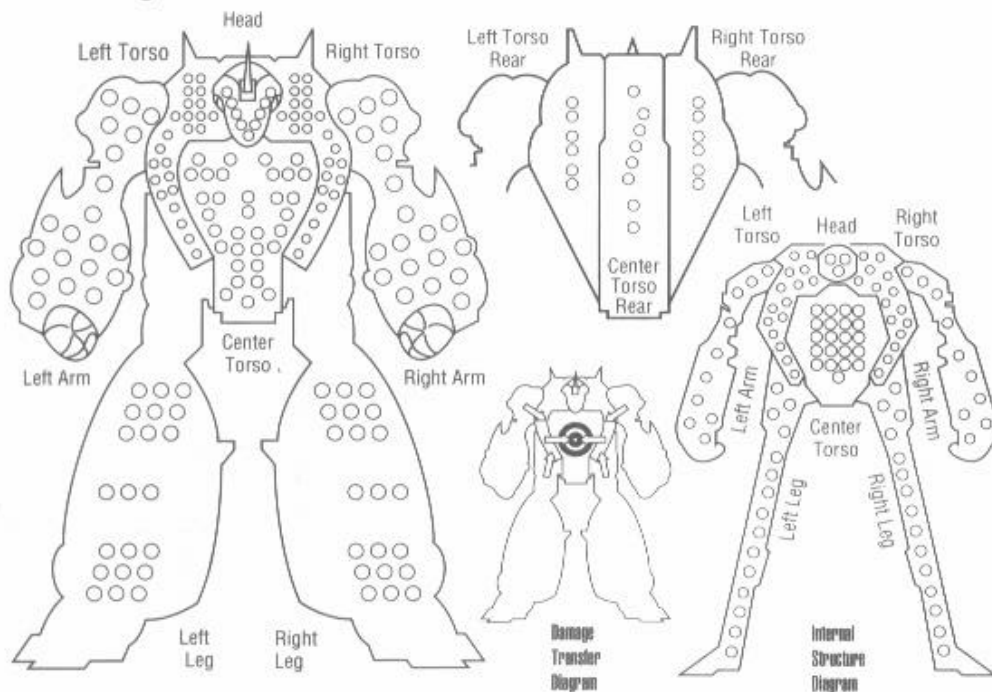
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: CRD-3R Crusader
 Tonnage: 65
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	LRM 15	RA
1	LRM 15	LA
1	SRM 6	RL
1	SRM 6	LL
1	Md. Laser	RA
1	Md. Laser	LA
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:
 Machine Gun (200)
 SRM 6 (15)
 LRM 15 (16)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

- LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- 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
- SRM 6
- SRM 6

Critical Hit Table

Head

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

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (SRM 6) 15
 - Ammo (MG) 200

Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

- LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

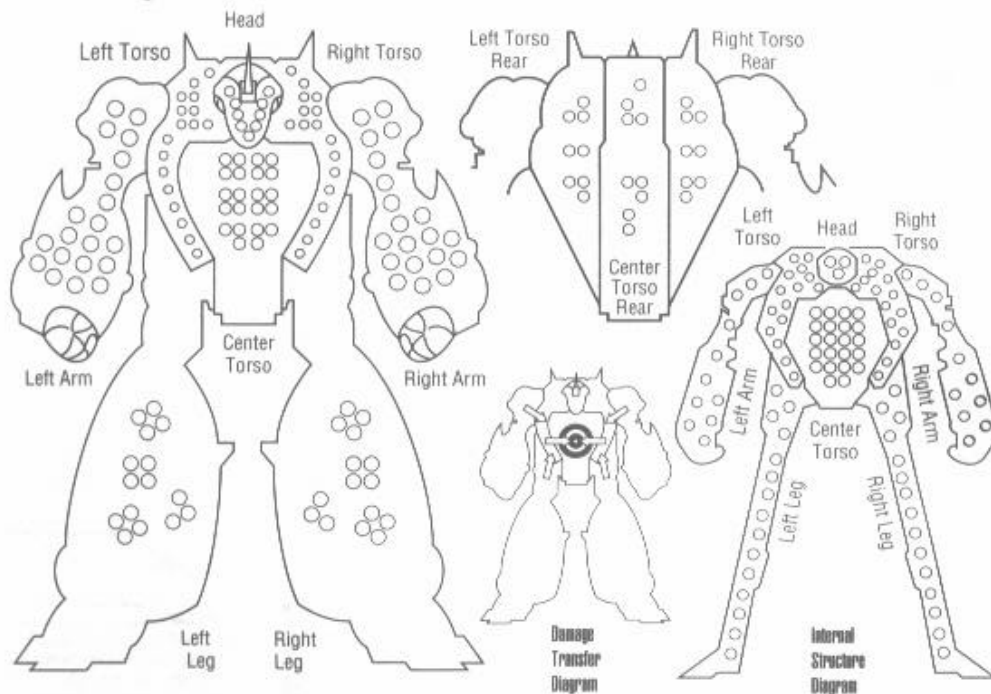
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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 CORPORATION

Armor Diagram



Mech Data

Type: WHM-6R Warhammer
 Tonnage: 70
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	PPC	RA
1	PPC	LA
1	SRM 6	RT
1	Medium Laser	RT
1	Medium Laser	LT
1	Small Laser	RT
1	Small Laser	LT
1	Machine Gun	RT
1	Machine Gun	LT

AMMO:
 SRM 6 (15)
 MG (200)

Total Heat Sinks



Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso

1. Medium Laser
2. Small Laser
3. Machine Gun
4. Heat Sink
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 Leg

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

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (MG) 200
 6. Roll Again

Engine Hits
 Gyro Hits
 Sensor Hits

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso

1. Medium Laser
2. Small Laser
3. SRM 6
4. SRM 6
5. Machine Gun
6. Ammo (SRM 6) 15

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. Heat Sink
6. Heat Sink

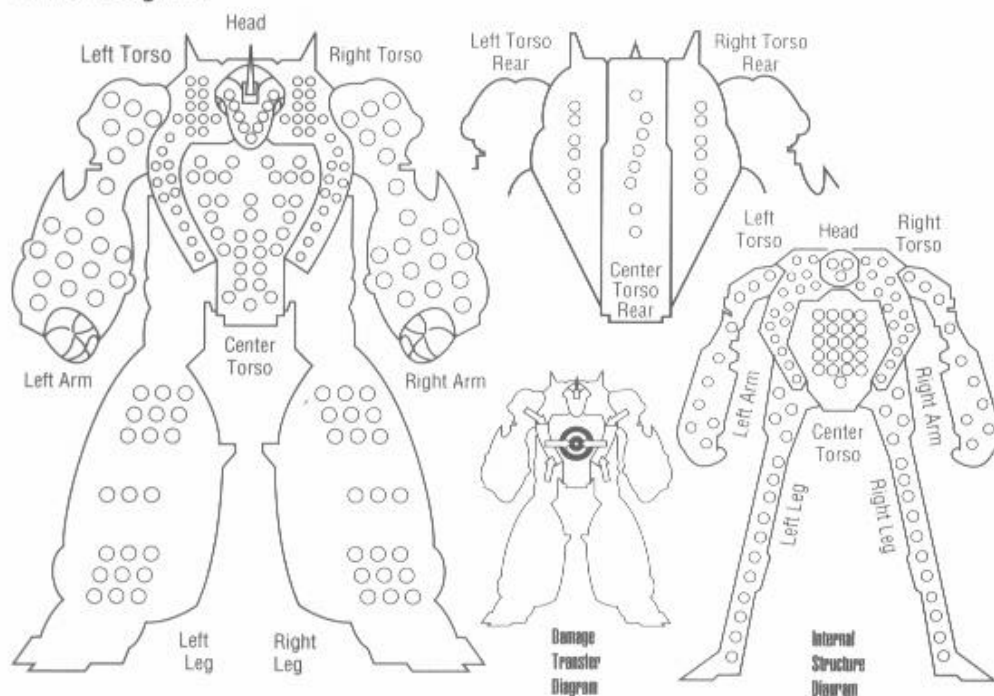
Heat Scale

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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 CORPORATION

BATTLETECH®

Armor Diagram



Mech Data

Type: CRD-3R Crusader
 Tonnage: 65
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	LRM 15	RA
1	LRM 15	LA
1	SRM 6	RL
1	SRM 6	LL
1	Md. Laser	RA
1	Md. Laser	LA
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:

Machine Gun (200)
 SRM 6 (15)
 LRM 15 (16)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 15
 - LRM 15
- LRM 15
 - Medium Laser
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Ammo (LRM 15) 8
 - Roll Again
 - Roll Again
 - 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
- SRM 6
- SRM 6

Critical Hit Table

Head

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

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (SRM 6) 15
 - Ammo (MG) 200

Engine Hits
 Gyro Hits
 Sensor Hits

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 15
 - LRM 15
- LRM 15
 - Medium Laser
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Ammo (LRM 15) 8
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

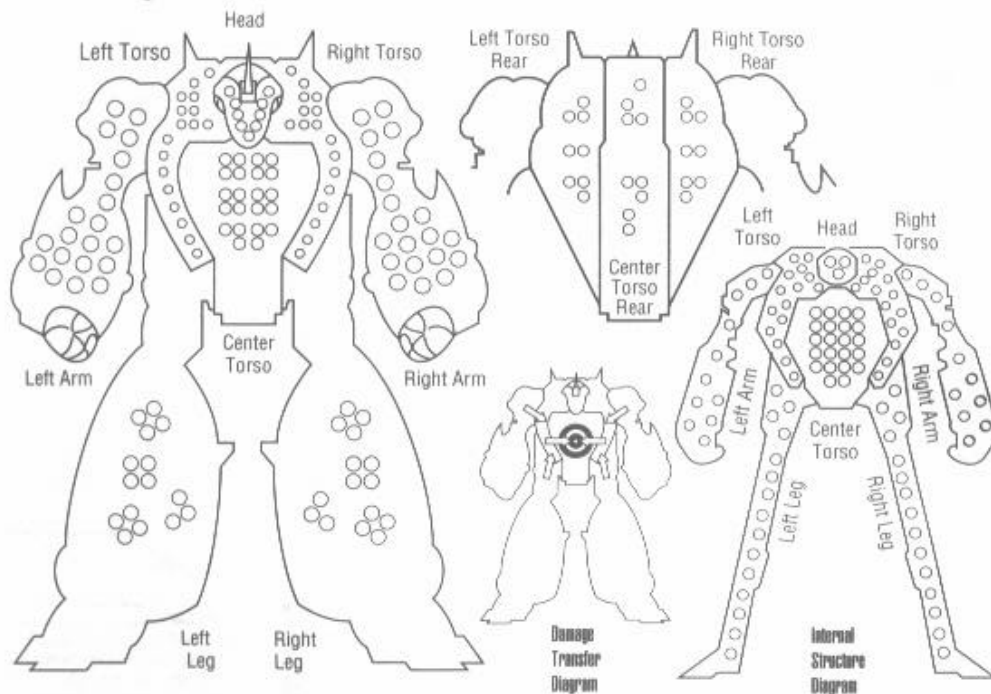
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

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	
19	-4 Movement Points
18	Ammo Explosion, avoid on 4+
17	Shutdown, avoid on 6+
16	+3 Modifier to Fire
15	
14	-3 Movement Points
13	Shutdown, avoid on 4+
12	+2 Modifier to fire
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: WHM-6R Warhammer
 Tonnage: 70
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	PPC	RA
1	PPC	LA
1	SRM 6	RT
1	Medium Laser	RT
1	Medium Laser	LT
1	Small Laser	RT
1	Small Laser	LT
1	Machine Gun	RT
1	Machine Gun	LT

AMMO:
 SRM 6 (15)
 MG (200)

Total Heat Sinks



Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso

1. Medium Laser
2. Small Laser
3. Machine Gun
4. Heat Sink
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 Leg

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

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (MG) 200
 6. Roll Again

Engine Hits
 Gyro Hits
 Sensor Hits

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso

1. Medium Laser
2. Small Laser
3. SRM 6
4. SRM 6
5. Machine Gun
6. Ammo (SRM 6) 15

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

Right Leg

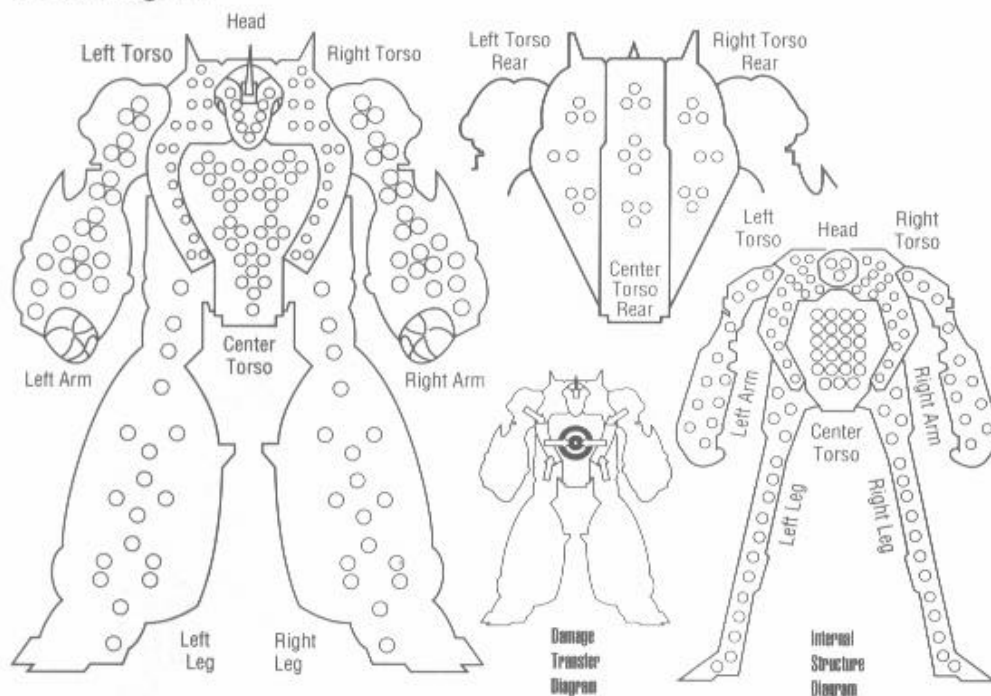
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: MAD-3R Marauder
 Tonnage: 75
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	PPC	RA
1	PPC	LA
1	Medium Laser	RA
1	Medium Laser	LA
1	AC 5	RT

AMMO:
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○
 ○○ ○○ ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

Left Torso

- Ammo (AC 5) 20
 - Roll Again
 - Roll Again
 - 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
- Heat Sink
- Heat Sink

Critical Hit Table

Head

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

Center Torso

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

Right Torso

- AC 5
 - AC 5
 - AC 5
 - AC 5
 - 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
- Heat Sink
- 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
09	
08	
07	+1 Modifier to Fire
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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SHD-2H SHADOWHAWK

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	3	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	23
Center Torso (rear)		8
R/L Torso	13	18
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	16

Weapons and Ammo			
Type	Location	Critical	Tonnage
Autocannon/5	LT	4	8
Ammo (AC) 20	LT	1	1
LRM-5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM-2	H	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5

STG-3R STINGER

Equipment		Mass
Total Tonnage:		20
Internal Structure:		2
Engine:	120 GM	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	Internal Structure	Armor Value
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo			
Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

TDR-5S THUNDERBOLT

Equipment		Mass
Total Tonnage:		65
Internal Structure:		6.5
Engine:	260 Magna	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		11
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	29

Weapons and Ammo			
Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LA	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Large Laser	RA	2	5
LRM-15	RT	3	7
Ammo (LRM) 16	CT	2	2
SRM-2	RT	1	1
Ammo (SRM) 50	CT	1	1

WHM-6R WARHAMMER

Equipment		Mass
Total Tonnage:		70
Internal Structure:		7.0
Engine:	280 VOX	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18	8
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	22
Center Torso (rear)		9
R/L Torso	15	17
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	15

Weapons and Ammo			
Type	Location	Critical	Tonnage
PPC	LA	3	7
Small Laser	LT	1	.5
Medium Laser	LT	1	1
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1
PPC	RA	3	7
SRM-6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RT	1	1
Small Laser	RT	1	.5
Machine Gun	RT	1	.5

WSP-1A WASP

Equipment		Mass
Total Tonnage:	20 Tons	20
Internal Structure:		2
Engine:	120 GM	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	Internal Structure	Armor Value
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo			
Type	Location	Critical	Tonnage
SRM 2	LL	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jets	RL	3	1.5
Jump Jets	LL	3	1.5

WVR-6R WOLVERINE

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	18	20
Center Torso (rear)		8
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	16

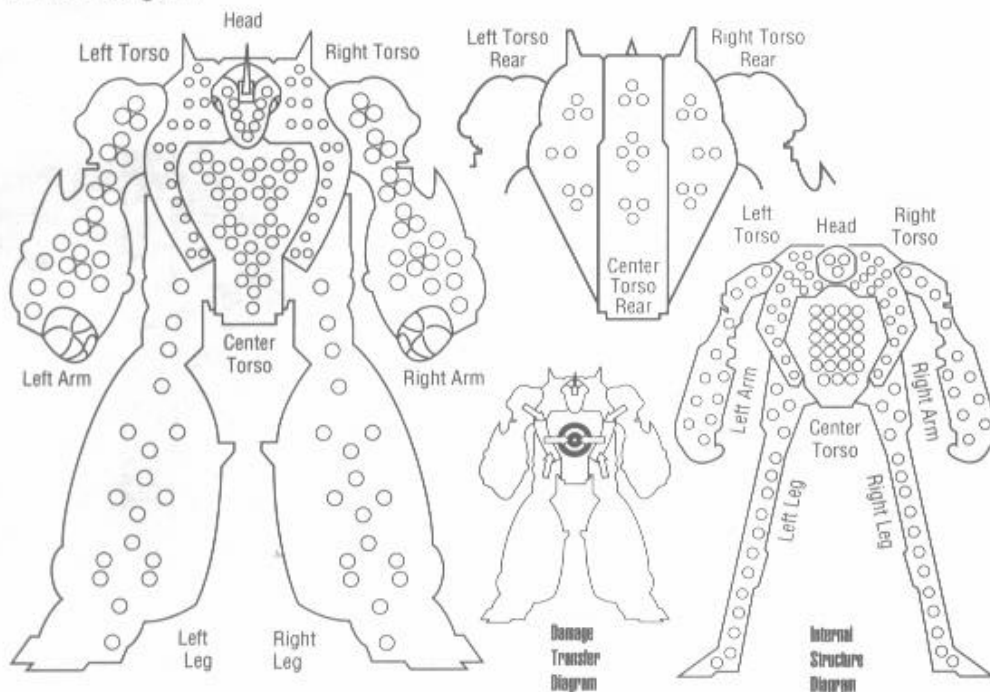
Weapons and Ammo			
Type	Location	Critical	Tonnage
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	H	1	1
Autocannon/5	RA	4	8
Ammo (AC) 20	RA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

BATTLETECH
A GAME OF ARMORED COMBAT

**3025
'MECH
STATS**

BATTLETECH®

Armor Diagram



Mech Data

Type: **MAD-3R Marauder**
 Tonnage: **75**
 Movement Points:
 Walking: **4**
 Running: **6**
 Jumping: **0**

Weapons Inventory

#	Type	Location
1	PPC	RA
1	PPC	LA
1	Medium Laser	RA
1	Medium Laser	LA
1	AC 5	RT

AMMO:
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○
 ○○○○ ○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

Left Torso

- Ammo (AC 5) 20
 - Roll Again
 - Roll Again
 - 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
- Heat Sink
- Heat Sink

Critical Hit Table

Head

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

Center Torso

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

Right Torso

- AC 5
 - AC 5
 - AC 5
 - AC 5
 - 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
- Heat Sink
- 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
09	
08	
07	+1 Modifier to Fire
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

FASA
 CORPORATION

SHD-2H SHADOWHAWK

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	3	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	23
Center Torso (rear)		8
R/L Torso	13	18
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	16

Weapons and Ammo

Type	Location	Critical	Tonnage
Autocannon/5	LT	4	8
Ammo (AC) 20	LT	1	1
LRM-5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM-2	H	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5

STG-3R STINGER

Equipment		Mass
Total Tonnage:		20
Internal Structure:		2
Engine:	120 GM	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	Internal Structure	Armor Value
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo

Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

TDR-5S THUNDERBOLT

Equipment		Mass
Total Tonnage:		65
Internal Structure:		6.5
Engine:	260 Magna	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		11
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	29

Weapons and Ammo

Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LA	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Large Laser	RA	2	5
LRM-15	RT	3	7
Ammo (LRM) 16	CT	2	2
SRM-2	RT	1	1
Ammo (SRM) 50	CT	1	1

WHM-6R WARHAMMER

Equipment		Mass
Total Tonnage:		70
Internal Structure:		7.0
Engine:	280 VOX	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18	8
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	22
Center Torso (rear)		9
R/L Torso	15	17
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	15

Weapons and Ammo

Type	Location	Critical	Tonnage
PPC	LA	3	7
Small Laser	LT	1	.5
Medium Laser	LT	1	1
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1
PPC	RA	3	7
SRM-6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RT	1	1
Small Laser	RT	1	.5
Machine Gun	RT	1	.5

WSP-1A WASP

Equipment		Mass
Total Tonnage:	20 Tons	20
Internal Structure:		2
Engine:	120 GM	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	Internal Structure	Armor Value
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo

Type	Location	Critical	Tonnage
SRM-2	LL	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jets	RL	3	1.5
Jump Jets	LL	3	1.5

WVR-6R WOLVERINE

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	18	20
Center Torso (rear)		8
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	16

Weapons and Ammo

Type	Location	Critical	Tonnage
SRM-6	LT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	H	1	1
Autocannon/5	RA	4	8
Ammo (AC) 20	RA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

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