

CLASSIC

BATTLETECH

ADDITIONAL QUICK-START RECORD SHEETS™



WK
GAMES

Record Sheets Design by David L. McCulloch

FANPRO

CLASSIC BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Awesome AWS-8Q

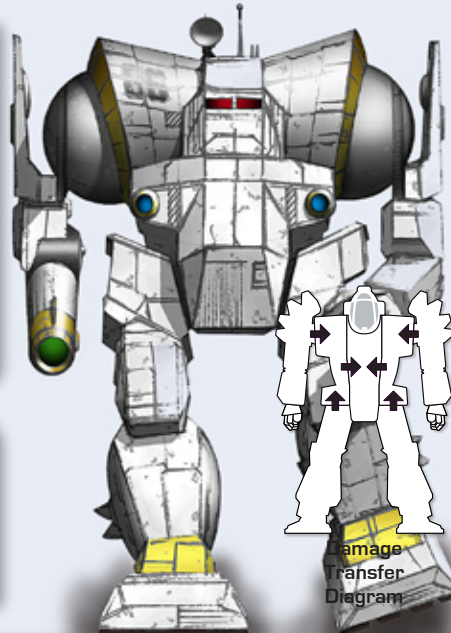
Movement Points: Tonnage: 80
Walking: 3 Base To-Hit: 4
Running: 5

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier	Sht	Med	Lng
				+0 +2 +4			
1	PPC	LT	10	6	12	18	
1	PPC	RA	10	6	12	18	
1	PPC	RT	10	6	12	18	
1	Small Laser	H	3	1	2	3	

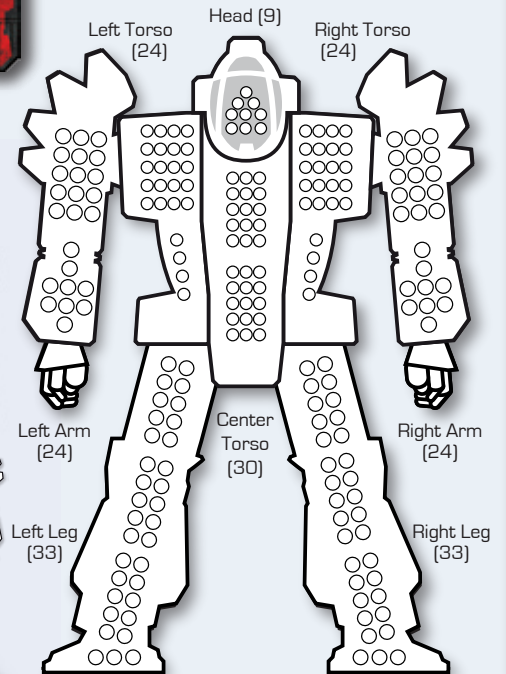
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
3	Right Arm	9	Left Leg
4	Right Arm	10	Left Arm
5	Right Leg	11	Left Arm
6	Right Torso	12	Head
7	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



©2006 WizKids Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of WizKids, Inc. All Rights Reserved. Permission to photocopy for personal use.

Cut along dotted line

CLASSIC BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Banshee BNC-3E

Movement Points: Tonnage: 95
Walking: 4 Base To-Hit: 4
Running: 6

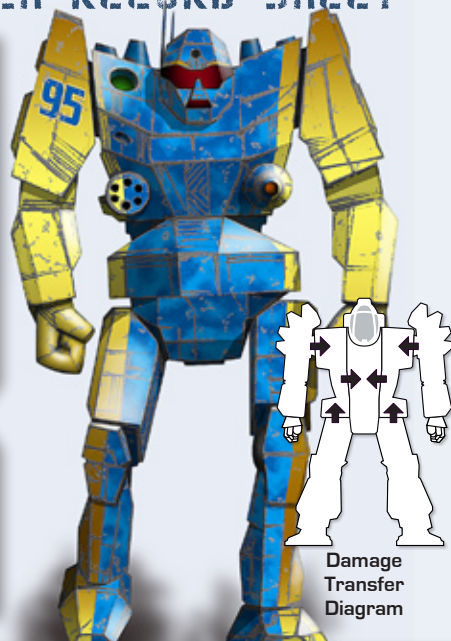
Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier	Sht	Med	Lng
				+0 +2 +4			
1	PPC	RT	10	6	12	18	
1	Autocannon 5	LT	5	6	12	18	
1	Small Laser	H	3	1	2	3	

Ammo Type	Shots
Autocannon 5	20

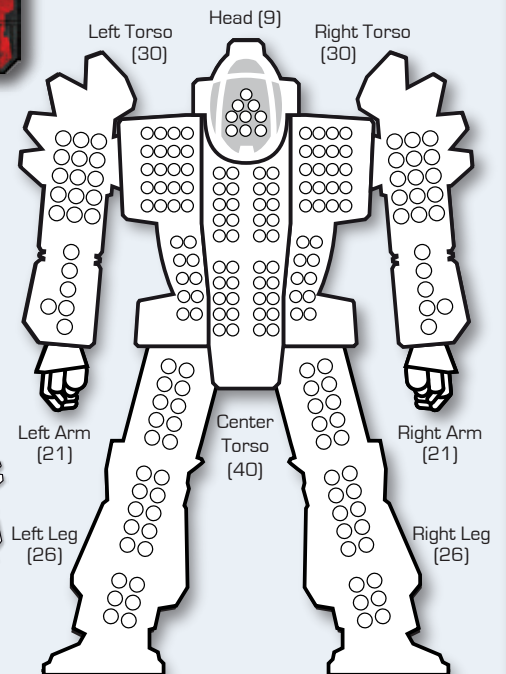
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
3	Right Arm	9	Left Leg
4	Right Arm	10	Left Arm
5	Right Leg	11	Left Arm
6	Right Torso	12	Head
7	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



©2006 WizKids Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of WizKids, Inc. All Rights Reserved. Permission to photocopy for personal use.

----- CUT HERE
--- FOLD HERE

