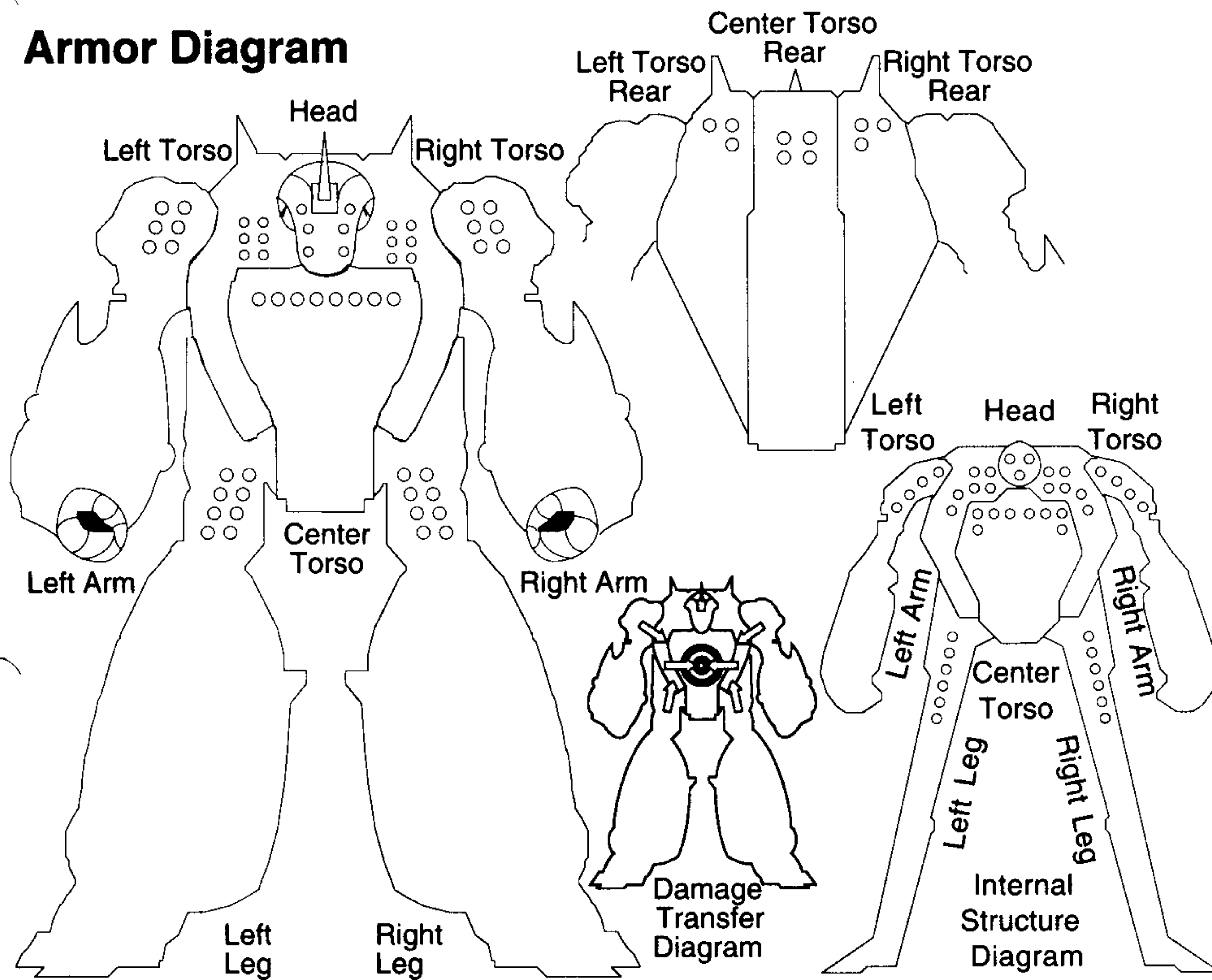


BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

1-3

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

4-6

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

Right Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

Right Leg

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

Mech Data

Type: **COM-2D Commando**

Tonnage: **25**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2463

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	CT	4	2	0	3	6	9
1	SRM 4	RA	3	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	15
SRM 4	25

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

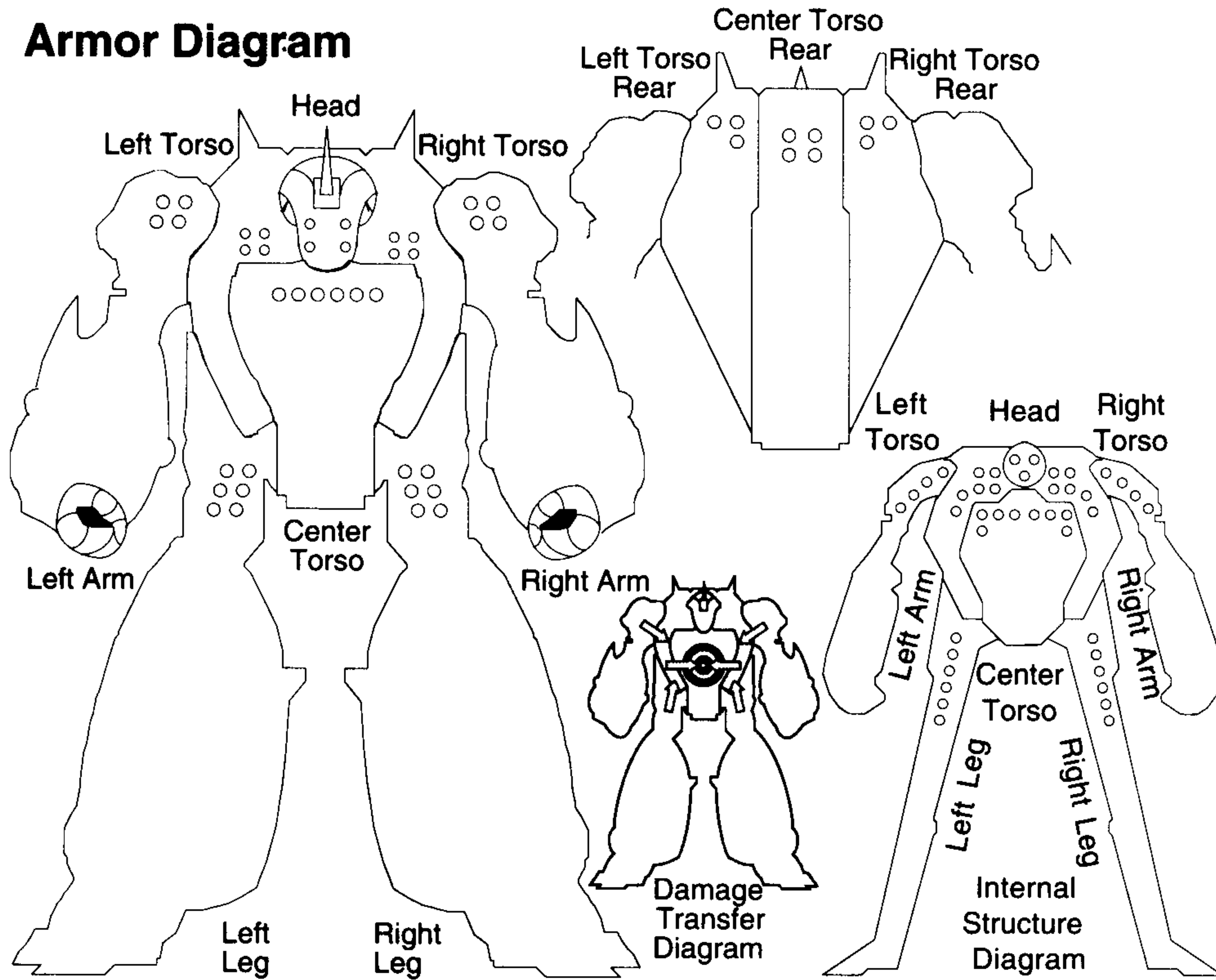
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Cost 1,891,250

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

1-3

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

4-6

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. Roll Again
5. Sensors
6. Life Support

1-3

Center Torso

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

4-6

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

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

Cost 1,879,375

Right Arm

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

1-3

1. Flamer
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ammo (SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

Right Leg

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

Mech Data

Type: **COM-3A Commando**

Tonnage: **25**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2463

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	CT	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	RA	4	2	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

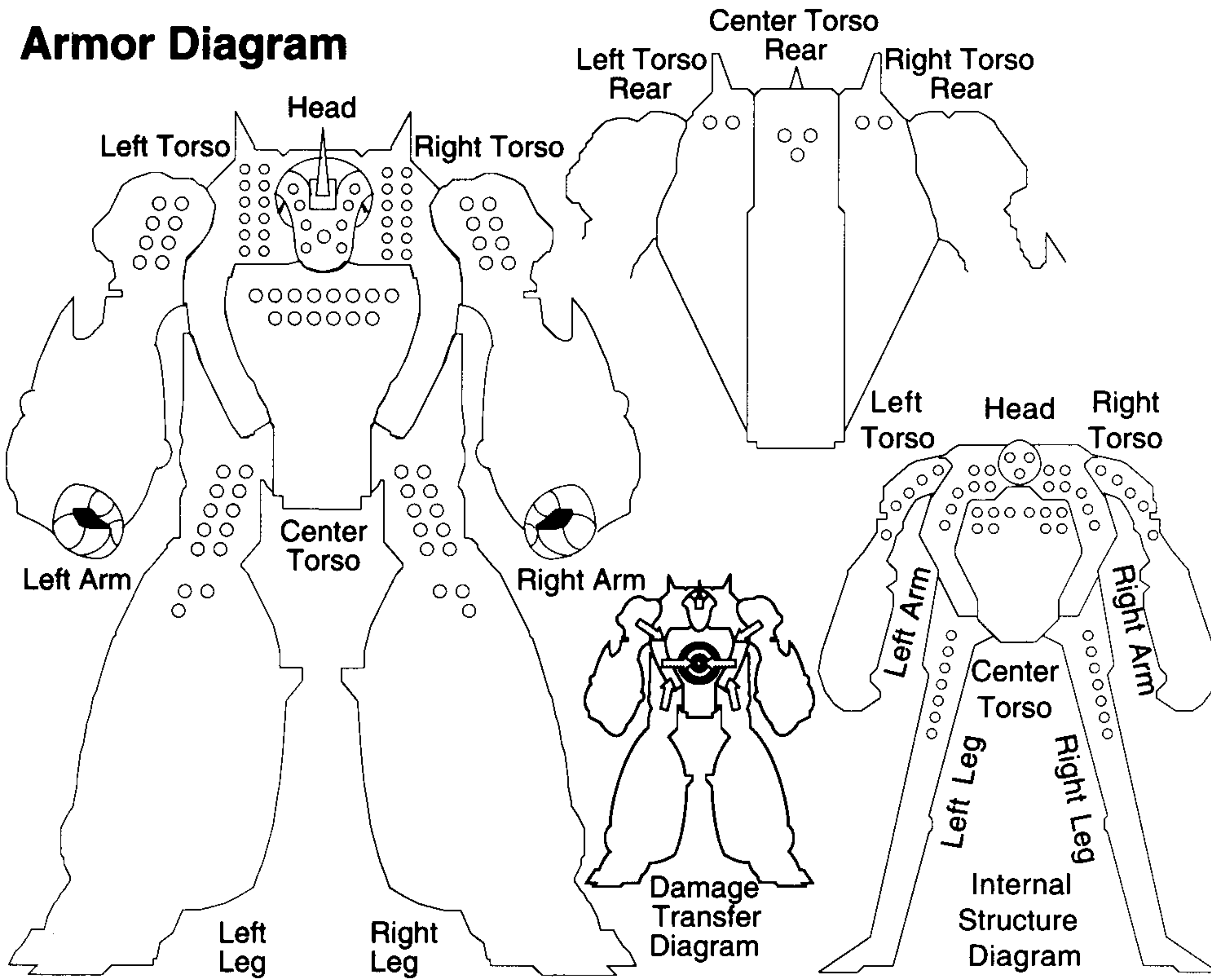
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **FLC-4N Falcon**
Tonnage: **30**
Movement Points
Walking: **6**
Running: **9**
Jumping: **6**
Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Small Laser	RA	1	3	0	1	2	3
1	Small Laser	LA	1	3	0	1	2	3
1	Machine Gun	LT (R)	0	2	0	1	2	3
1	Machine Gun	RT (R)	0	2	0	1	2	3
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 12

○○○○○○
○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Conscious #

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 Points
4	
3	
2	
1	
0	



Left Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Machine Gun (R)

- 1-3
- 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
- Heat Sink
- Roll Again

Critical Hit Table

Head

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

Center Torso

- 1-3
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (MG) 200
 - Roll Again

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

Cost 2,249,390

Right Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Machine Gun (R)
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again

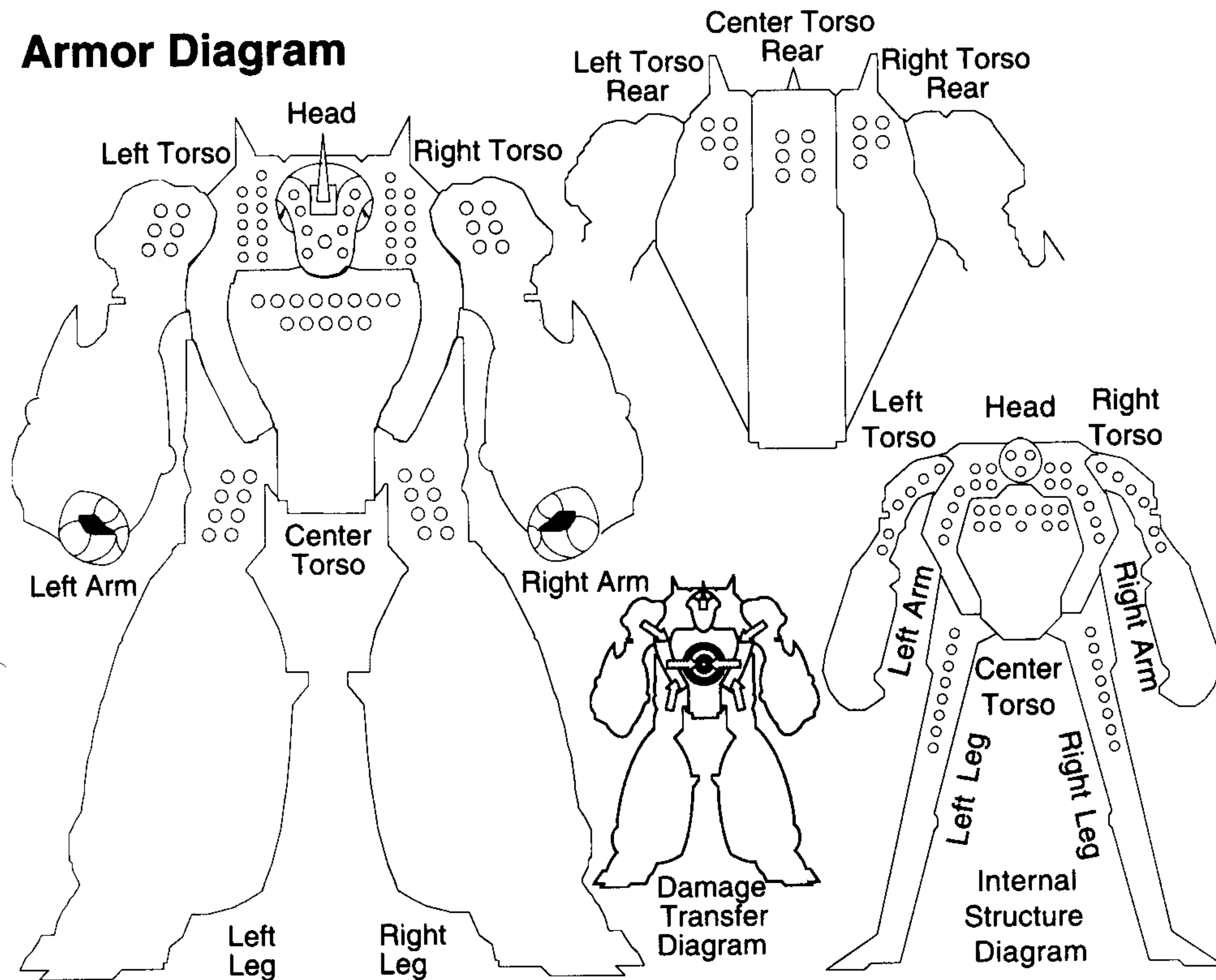
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

1-3

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

4-6

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

1-3

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Flamer
 6. Flamer (R)

4-6

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

Cost 3,046,950

Right Arm

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

1-3

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

4-6

Right Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun
5. Ammo (MG) 200
6. Roll Again

1-3

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

4-6

Right Leg

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

Mech Data

Type: **FS9-H Firestarter**

Tonnage: **35**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2550

Weapons Inventory

#	Type	Lpc	Ht	D	Mn	S	M	L
1	Flamer	CT	3	2	0	1	2	3
1	Flamer	RA	3	2	0	1	2	3
1	Flamer	CT (R)	3	2	0	1	2	3
1	Flamer	LA	3	2	0	1	2	3
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

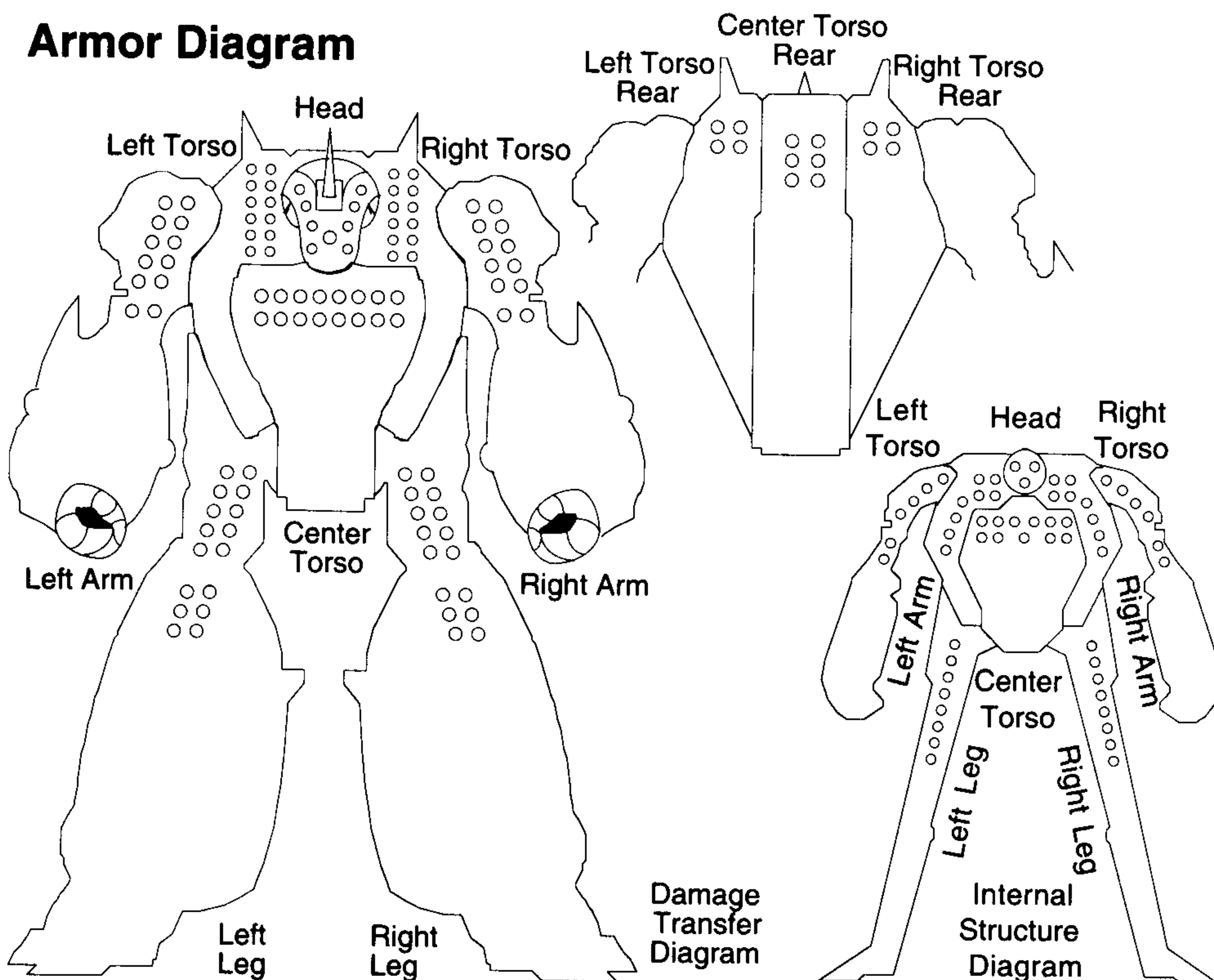
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Damage
Transfer
Diagram

Internal
Structure
Diagram

Left Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. Heat Sink
3. Heat Sink
4. Machine Gun
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

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. 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

1-3

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

4-6

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

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

Cost 3,066,525

Right Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Jump Jet
2. Heat Sink
3. Machine Gun
4. Ammo (MG) 200
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

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. Jump Jet
6. Jump Jet

Mech Data

Type: **FS9-M Firestarter**

Tonnage: **35**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:
Inner Sphere
2550

Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	1	3	0	1	2	3
1	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 11

○ ○ ○ ○ ○
○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

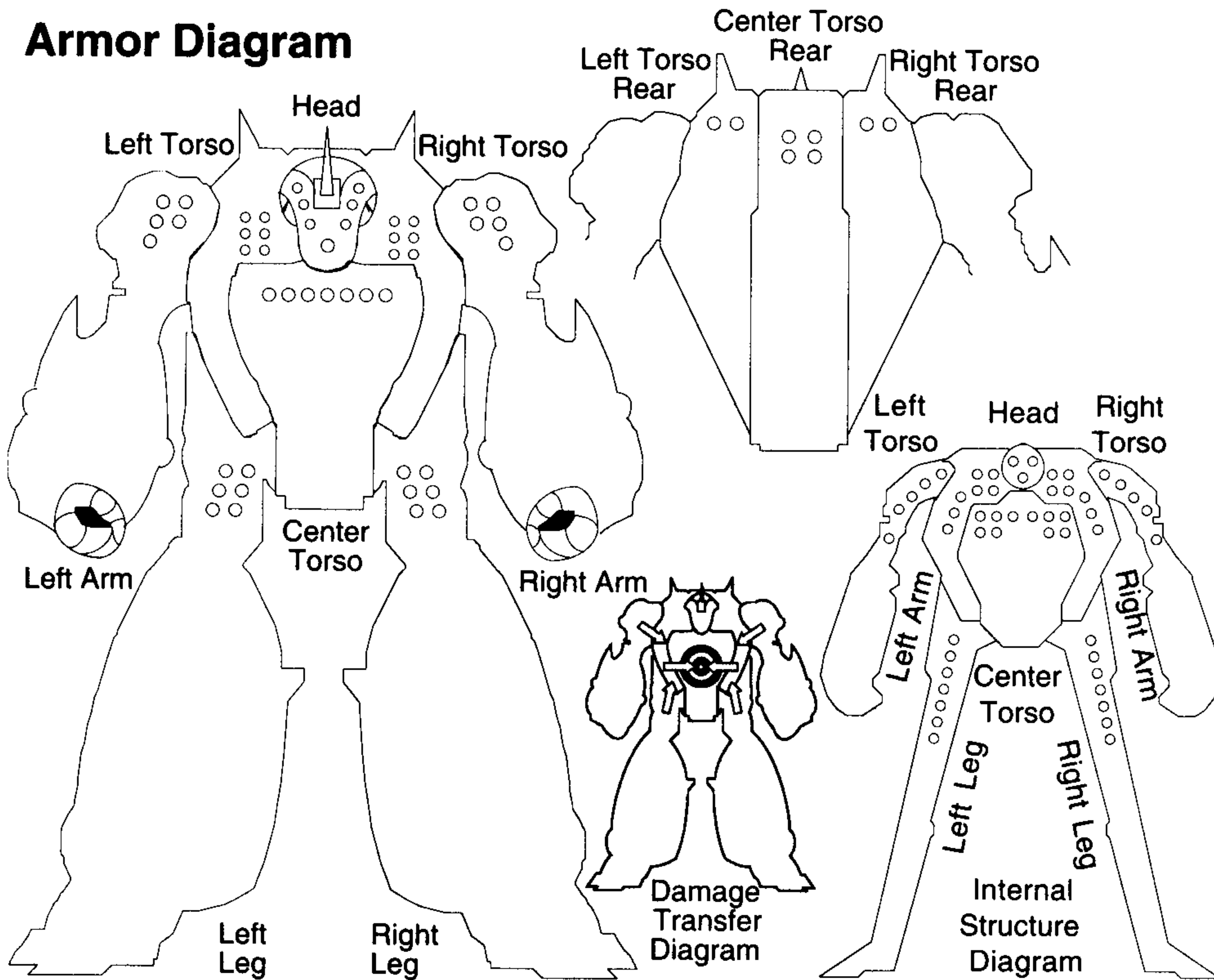
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **HER-1A Hermes**

Tonnage: **30**

Movement Points

Walking: **9**

Running: **14**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9
1	Flamer	LA	3	2	0	1	2	3

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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Critical Hit Table

Left Arm

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

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

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

- 1-3
- Engine
 - Engine
 - Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3
- Gyro
 - Engine
 - Engine
- 4-6
- Engine
 - Engine
 - Medium Laser
6. Roll Again

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

Cost 2,569,970

Right Arm

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

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

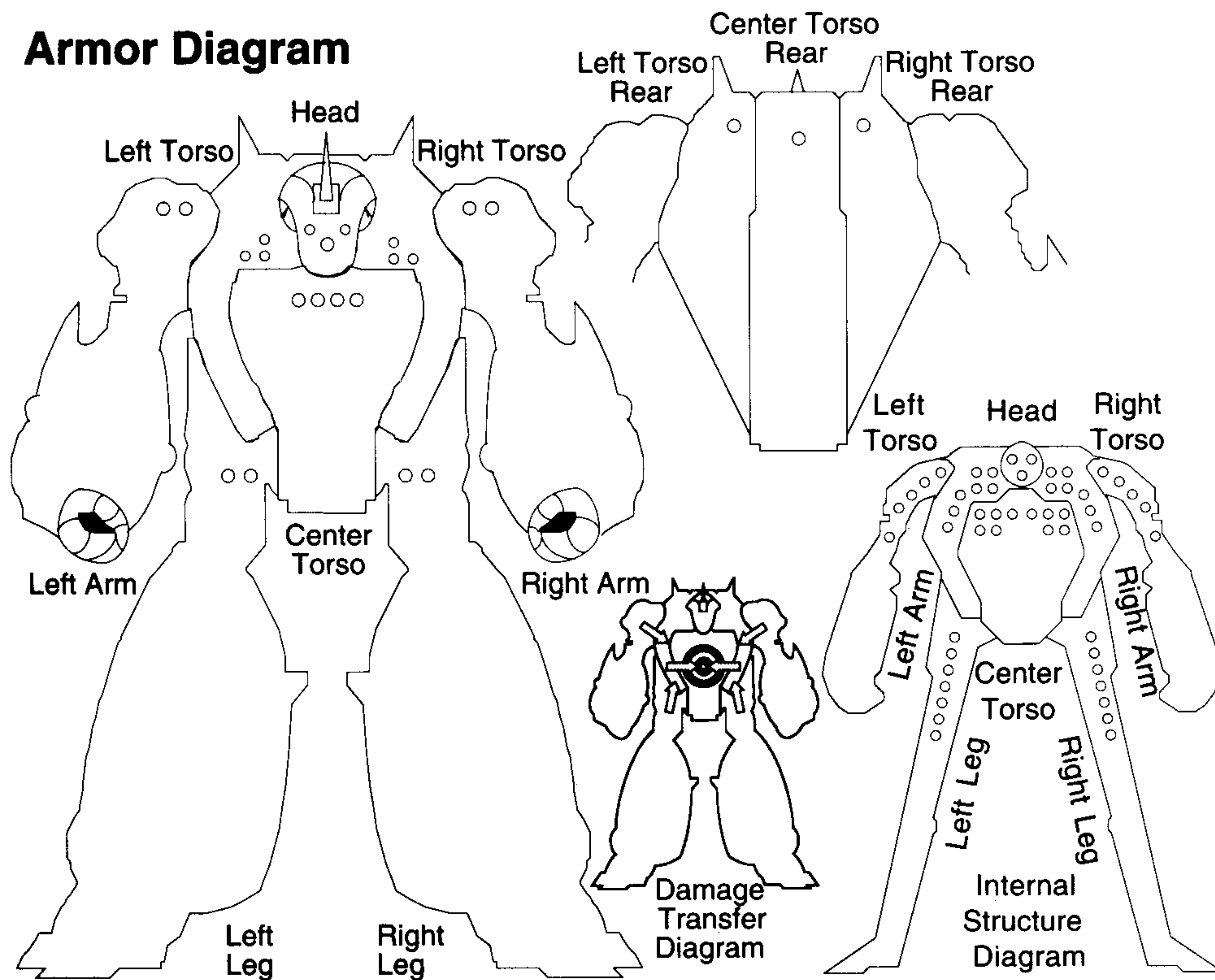
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **HSR-300-D Hussar**

Tonnage: **30**

Movement Points

Walking: **9**

Running: **14**

Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	CT	8	8	0	5	10	15

Total Single Heat Sinks: 10

oooooooo

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

Left Arm

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

1-3

4-6

Left Torso

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

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
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 2,563,340

Right Arm

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

1-3

4-6

Right Torso

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

1-3

4-6

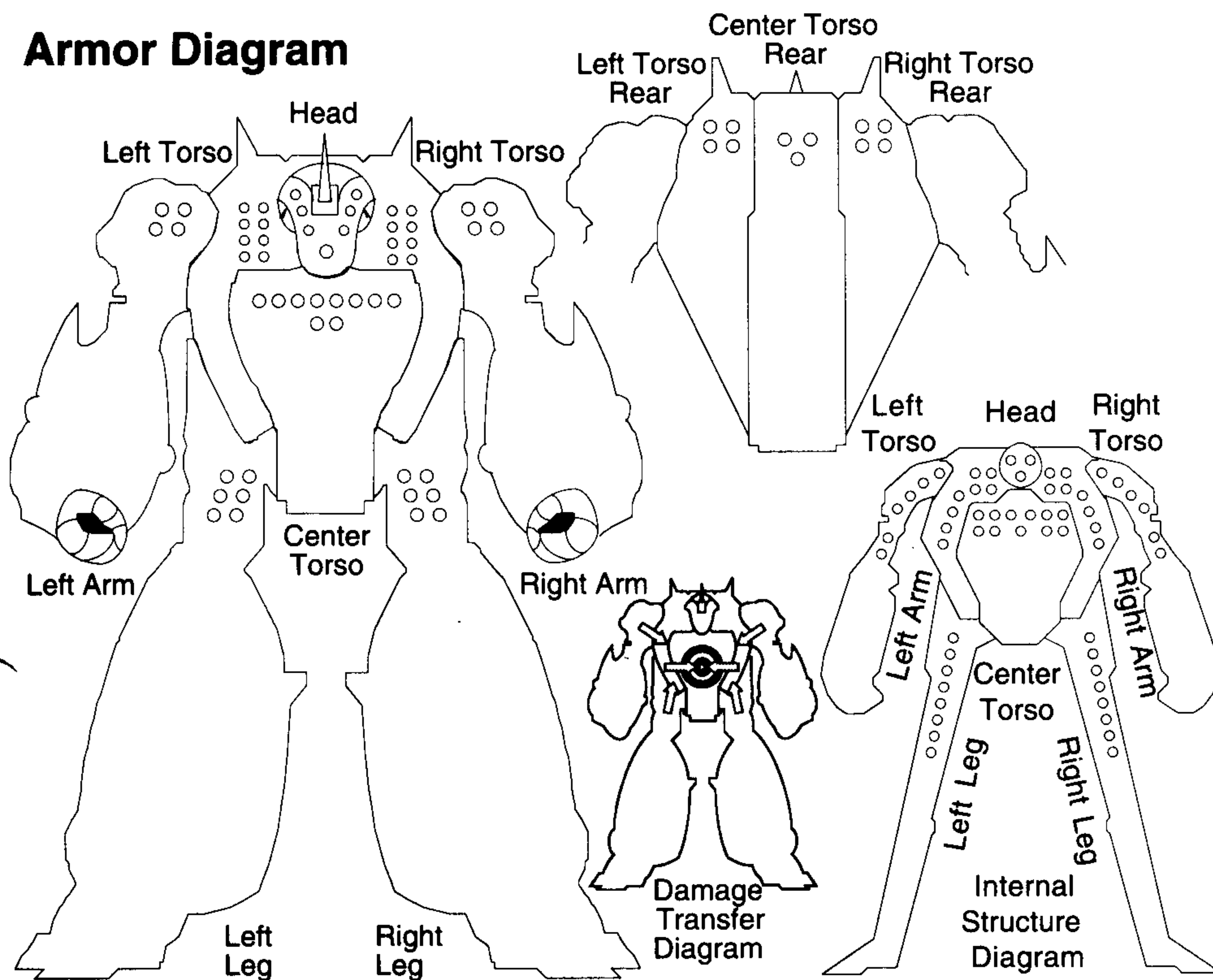
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

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

1-3

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

4-6

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. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3

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

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. SRM 4

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

Cost 3,198,376

Right Arm

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

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Jump Jet
2. Jump Jet
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

Right Leg

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

Mech Data

Type: **JR7-D Jenner**

Tonnage: **35**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:
Inner Sphere
2784

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 4	CT	3	2	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

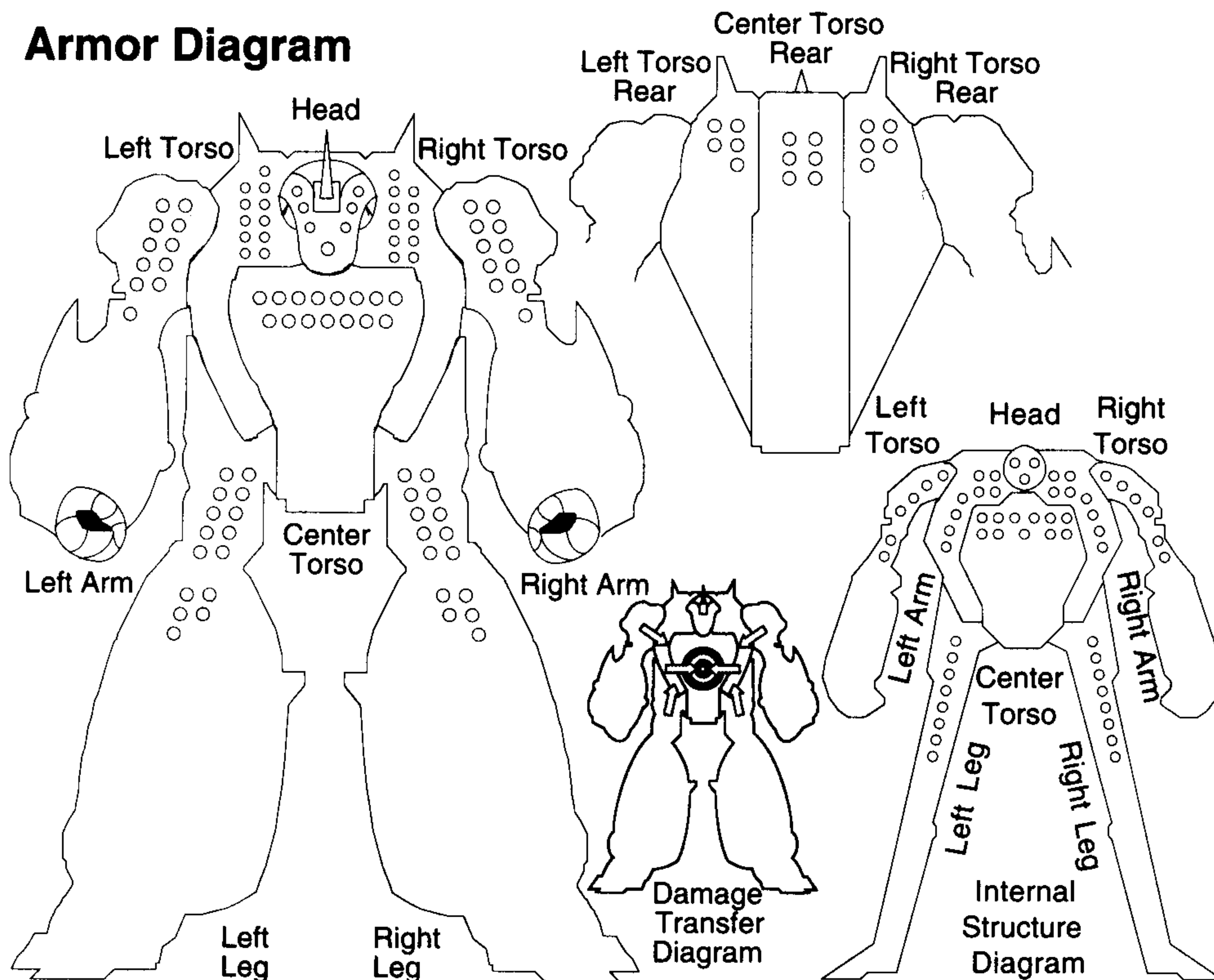
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
CORPORATION

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **JR7-F Jenner**

Tonnage: **35**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2784

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA
CORPORATION

Critical Hit Table

Left Arm

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

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

4. Roll Again

5. Roll Again

6. 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

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Heat Sink

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

Cost 3,121,426

Right Arm

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

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

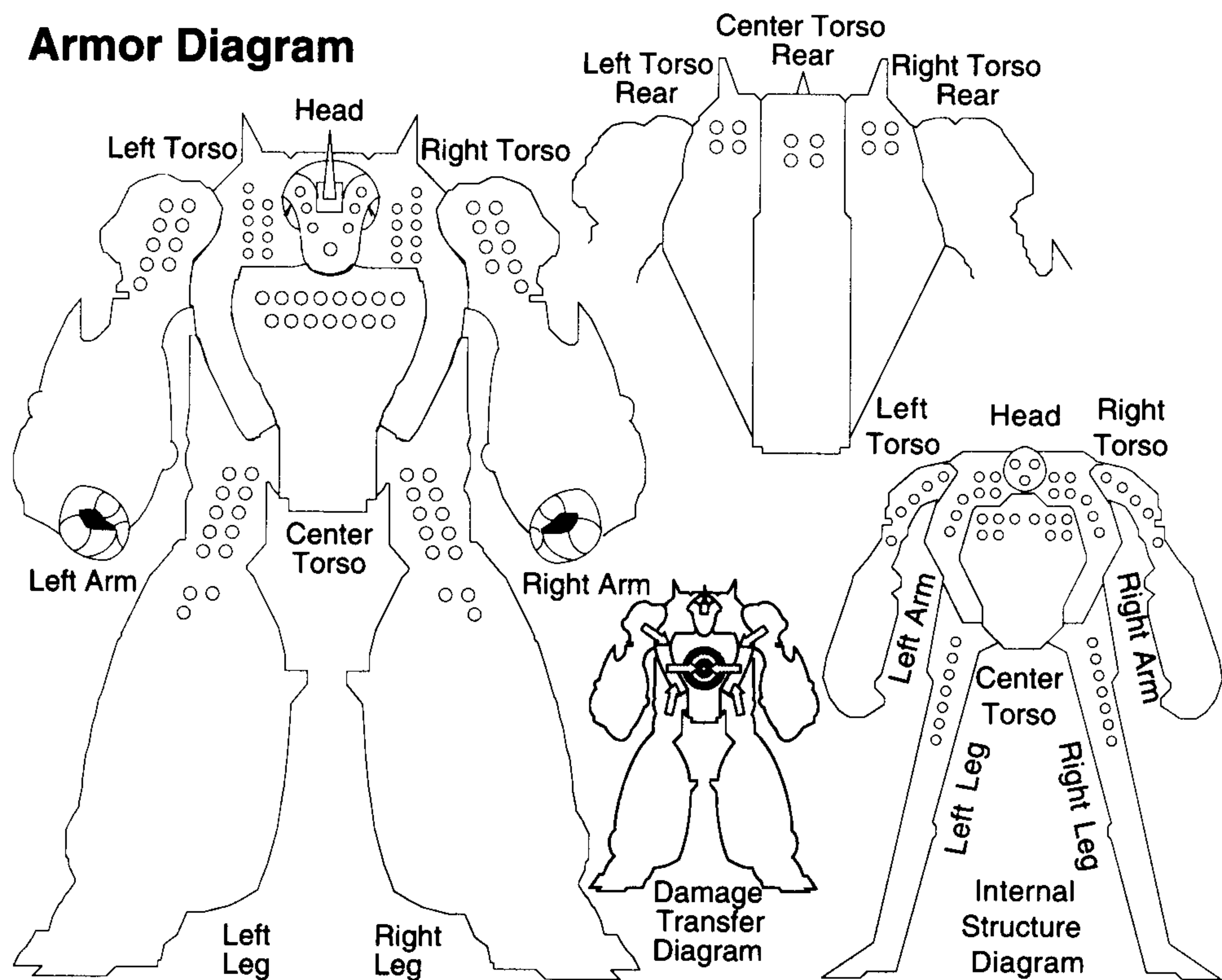
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **JVN-10F Javelin**

Tonnage: **30**
Movement Points

Technology Base:
Inner Sphere
2751

Walking: **6**
Running: **9**
Jumping: **6**

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	LT	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9

Total Single Heat Sinks: 12

○○○○○○
○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
CORPORATION

Critical Hit Table

Left Arm

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

Left Torso

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Cost 2,361,840

Right Arm

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

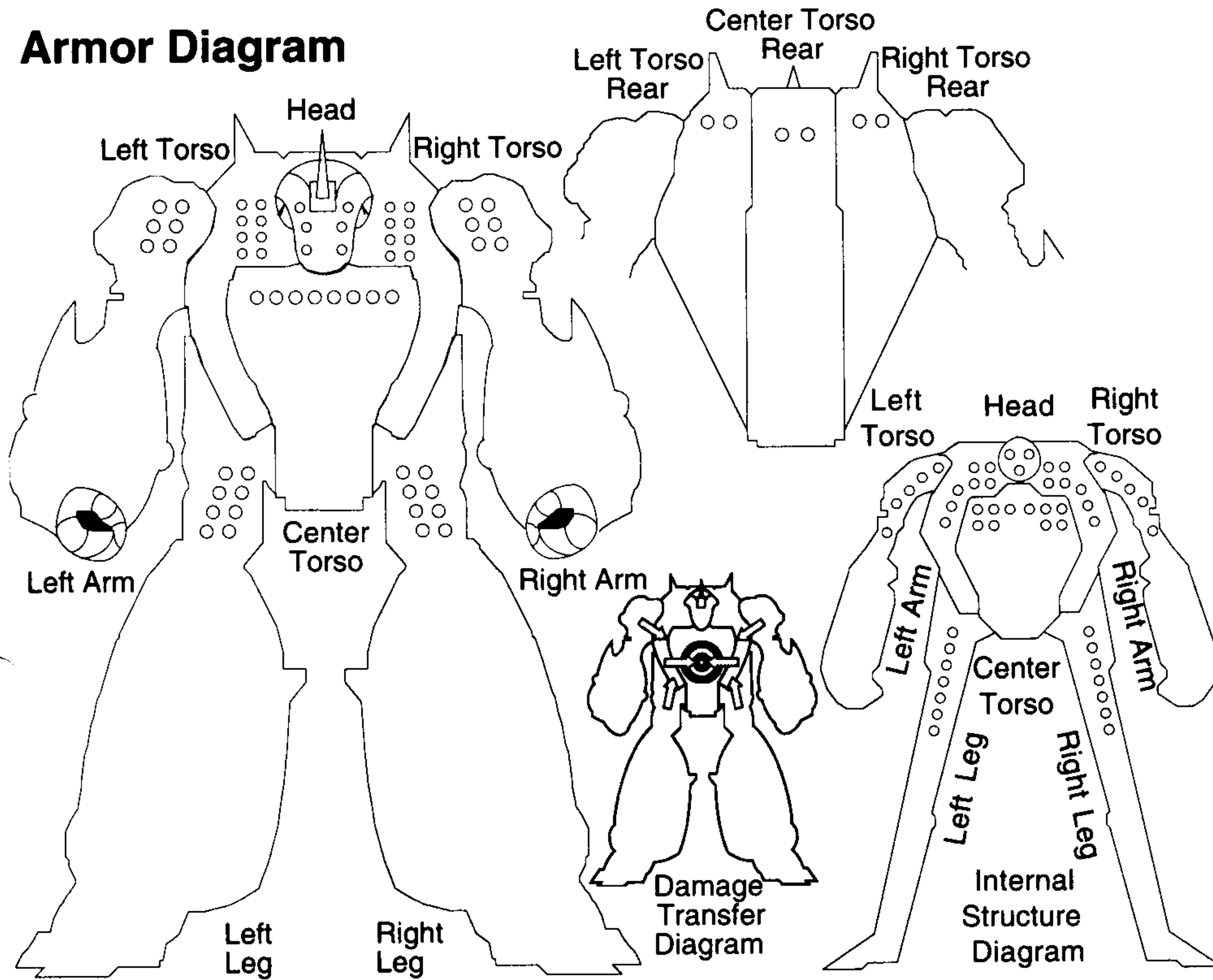
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **JVN-10N Javelin**

Tonnage: **30**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2751

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	30

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
CORPORATION

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

- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- 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
- Jump Jet
- Jump Jet

Critical Hit Table

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

Right Leg

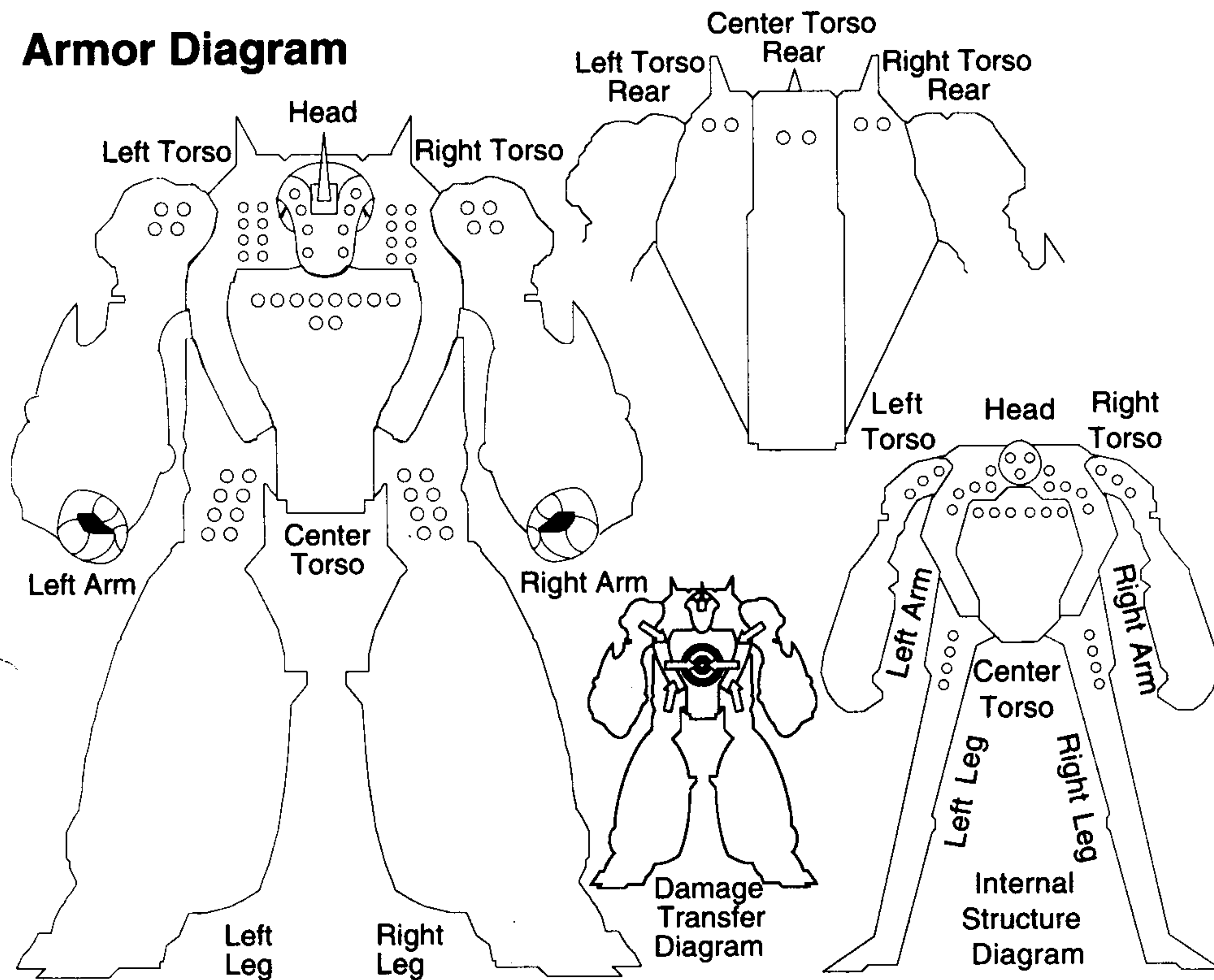
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Cost 2,400,840

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **LCT-1E Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	1	3	0	1	2	3

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA
CORPORATION

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- Roll Again
- 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
- Heat Sink
- Heat Sink

Head

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

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Cost 1,574,201

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- Roll Again
- 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

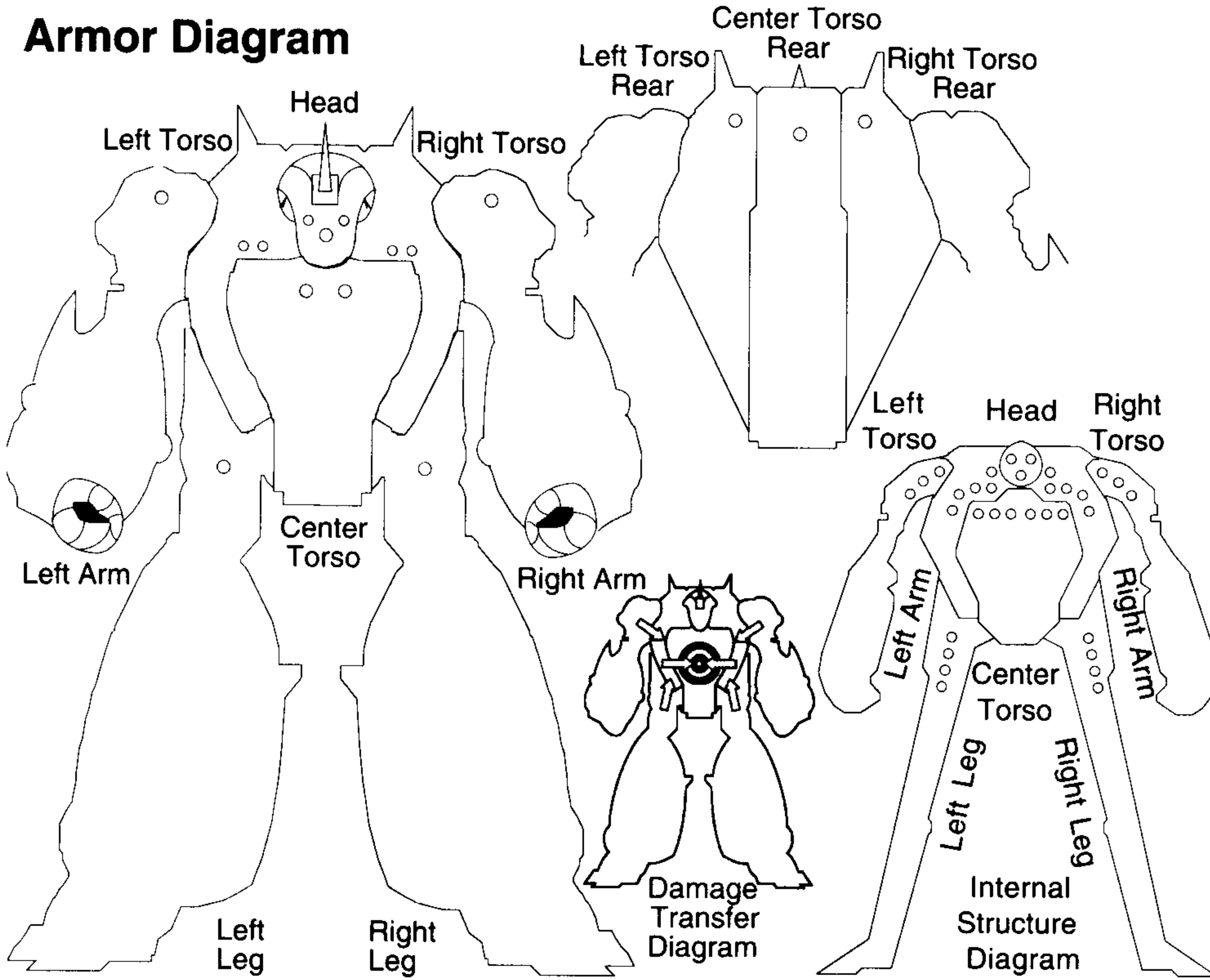
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **LCT-1M Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Medium Laser	CT	3	5	0	3	6	9
1 LRM 5	LA	2	1	6	7	14	21
1 LRM 5	RA	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
CORPORATION

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - LRM 5
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

Critical Hit Table

Head

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

Center Torso

- 1-3**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6**
- Gyro
 - Engine
 - Engine
 - Engine
 - Medium Laser
 - Ammo (LRM 5) 24

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

Cost 1,571,201

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 5
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

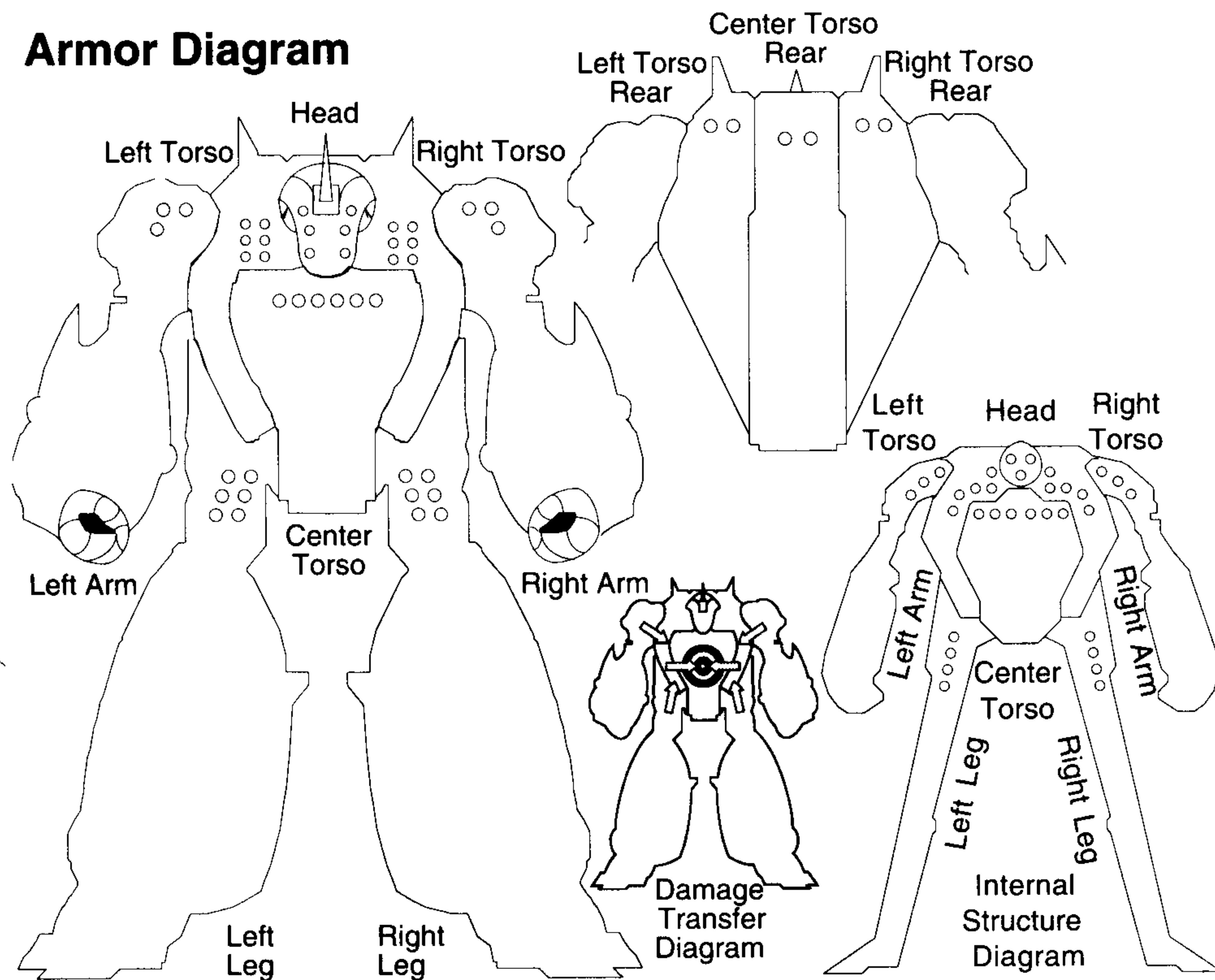
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. SRM 2
1-3 4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso

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

1. Roll Again
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. Heat Sink
6. Heat Sink

Critical Hit Table

Head

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

Center Torso

- 1-3 1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1-3 1. Gyro
2. Engine
3. Engine
4-6 4. Engine
5. Medium Laser
6. Ammo (SRM 2) 50

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

Cost 1,543,601

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. SRM 2
1-3 4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso

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

1. Roll Again
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. Heat Sink
6. Heat Sink

Mech Data

Type: **LCT-1S Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	SRM 2	LA	2	2	0	3	6	9
1	SRM 2	RA	2	2	0	3	6	9

Ammo Type	Rounds
SRM 2	50

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

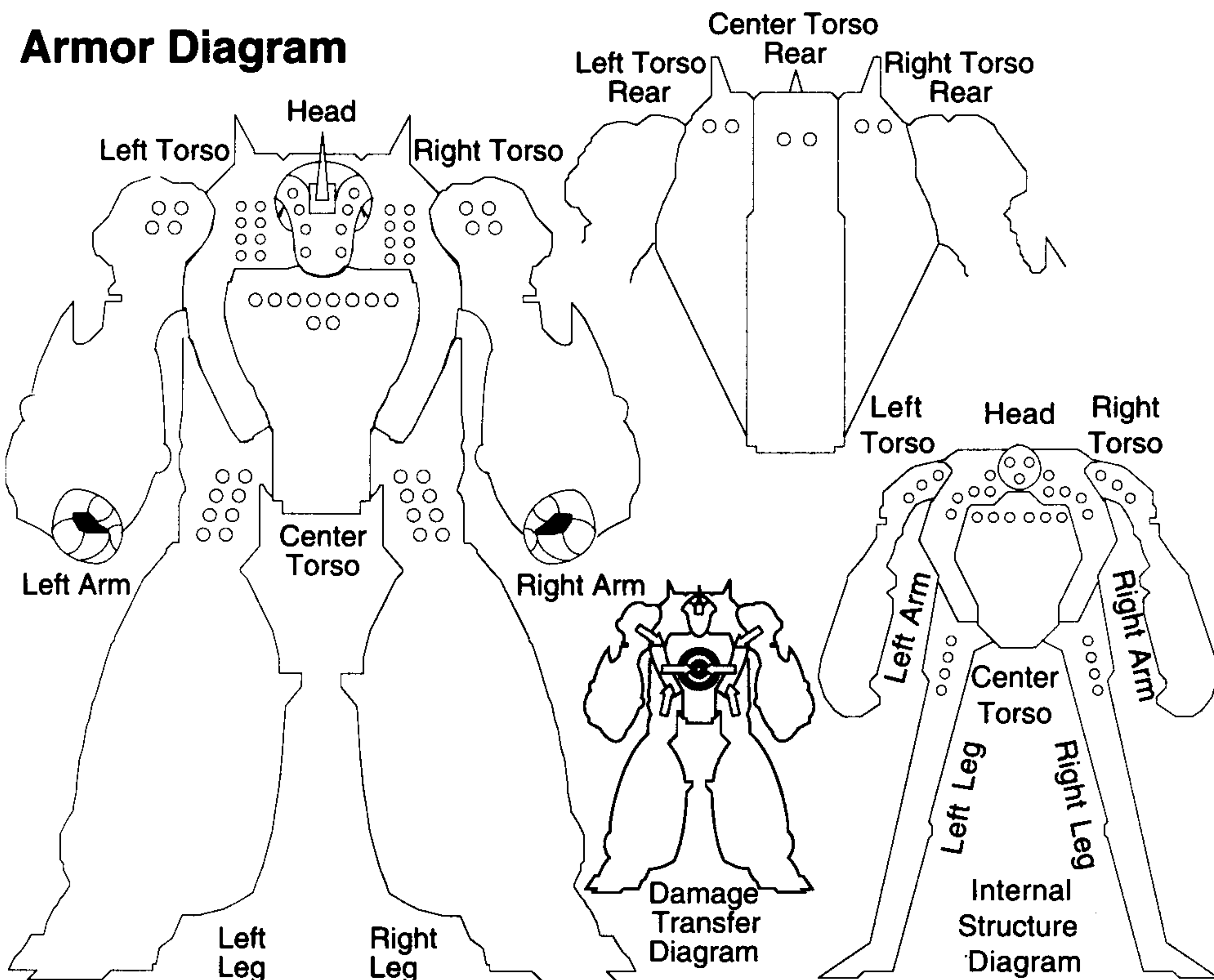
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Mech Data

Type: **LCT-1V Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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Critical Hit Table

Left Arm

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

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

Left Torso

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

1. Roll Again
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. Heat Sink
6. Roll Again

Head

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

Center Torso

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

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

Cost 1,512,401

Right Arm

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

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

Right Torso

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

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

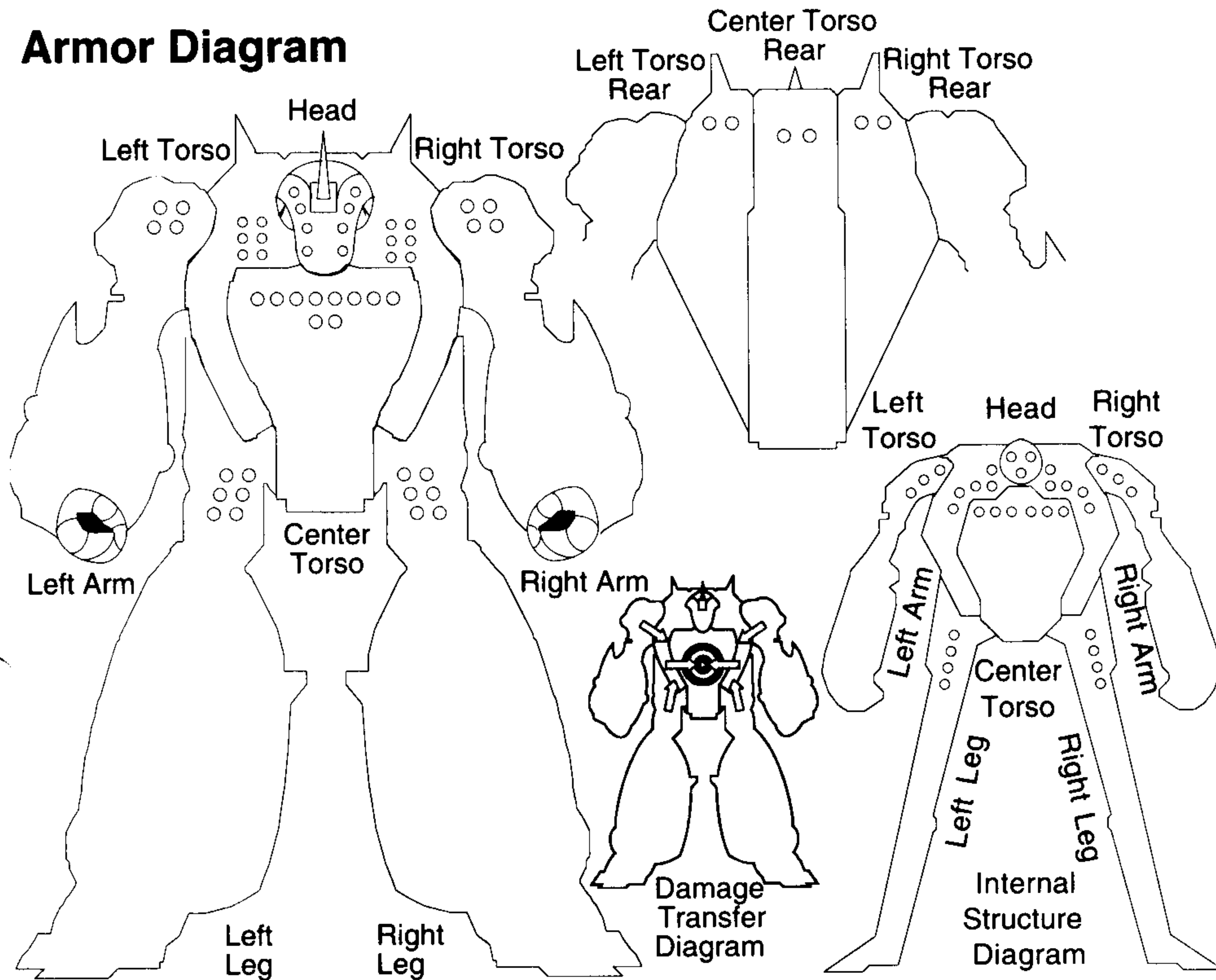
Right Leg

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

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Armor Diagram



Mech Data

Type: **LCT-3V Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

3050

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	100

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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Left Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Critical Hit Table

Head

- Life Support
 - Sensors
 - Cockpit
- 1-3**
- Roll Again
 - Sensors
 - Life Support

Center Torso

- 1-3**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6**
- Gyro
 - Engine
 - Engine
 - Engine
 - Medium Laser
 - Medium Laser

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

Cost 1,553,801

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Ammo (MG) 200
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

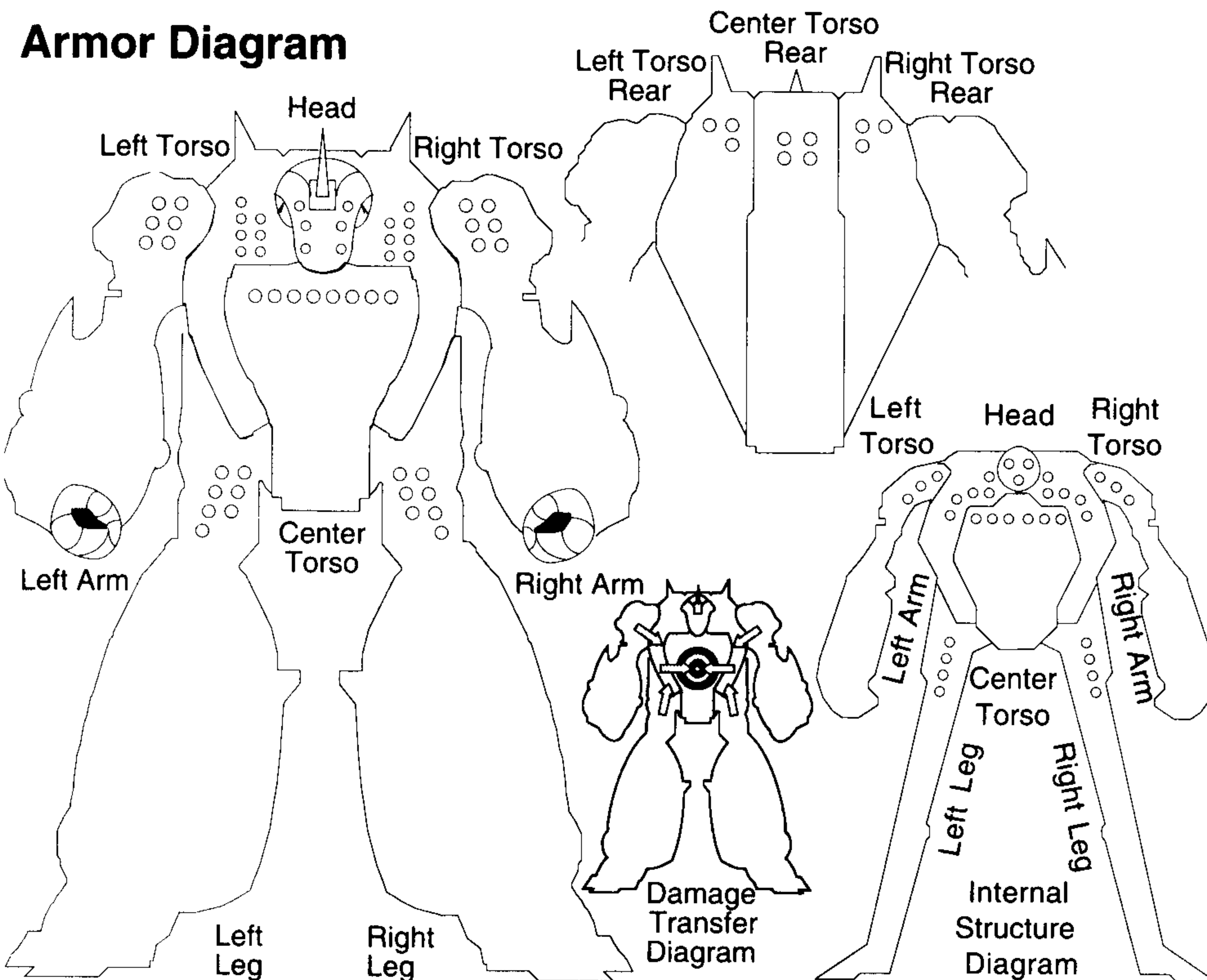
Right Leg

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

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Armor Diagram



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. 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. Heat Sink

Critical Hit Table

Head

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

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

Cost 1,580,441

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

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

Right Leg

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

Mech Data

Type: **MCY-98 Mercury**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

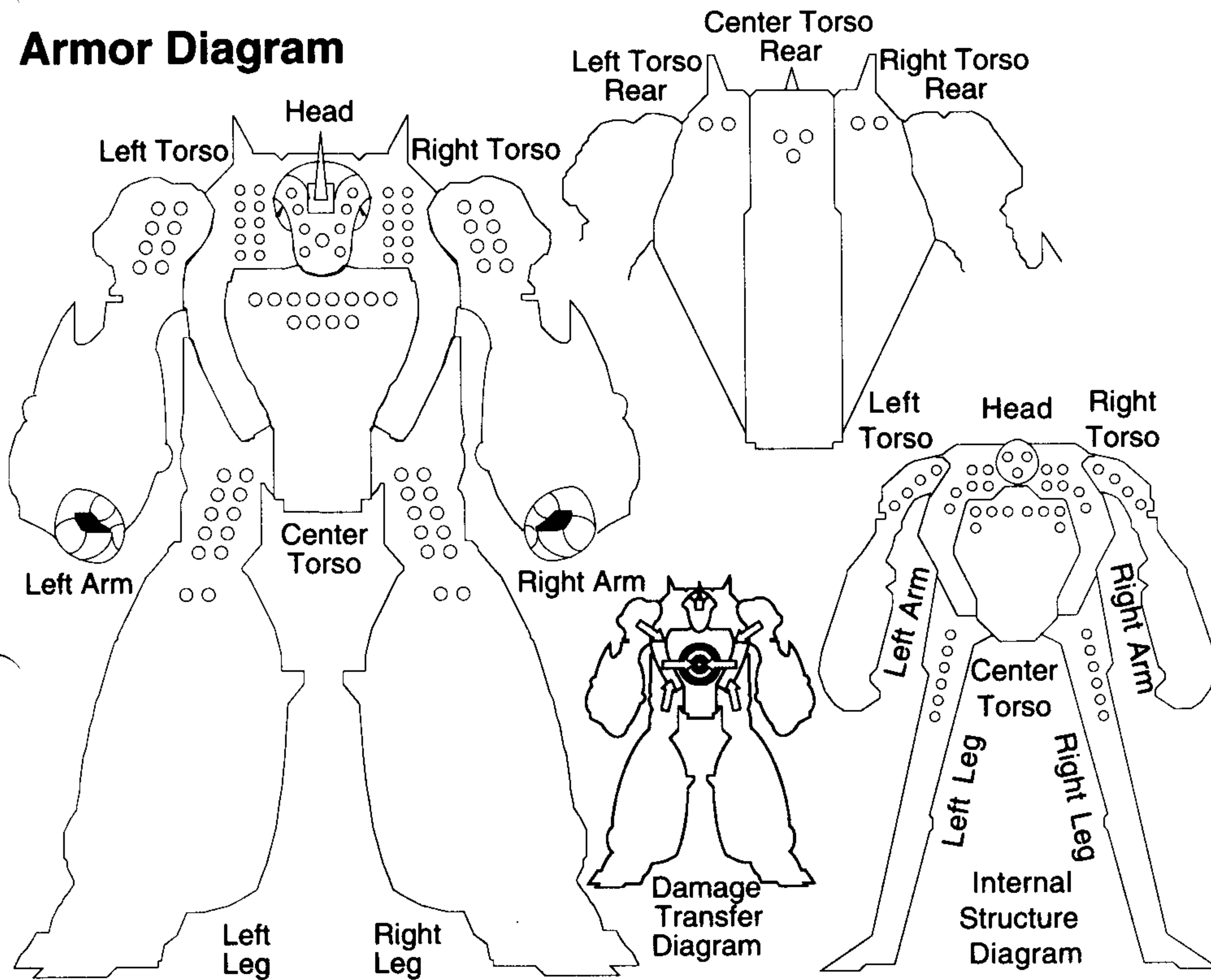
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

1-3

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

4-6

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. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3

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

4-6

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

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

1-3

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

4-6

Right Leg

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

Cost 1,885,730

Mech Data

Type: **MON-67 Mongoose**

Tonnage: **25**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

3050

Weapons Inventory

#	Type	Log	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

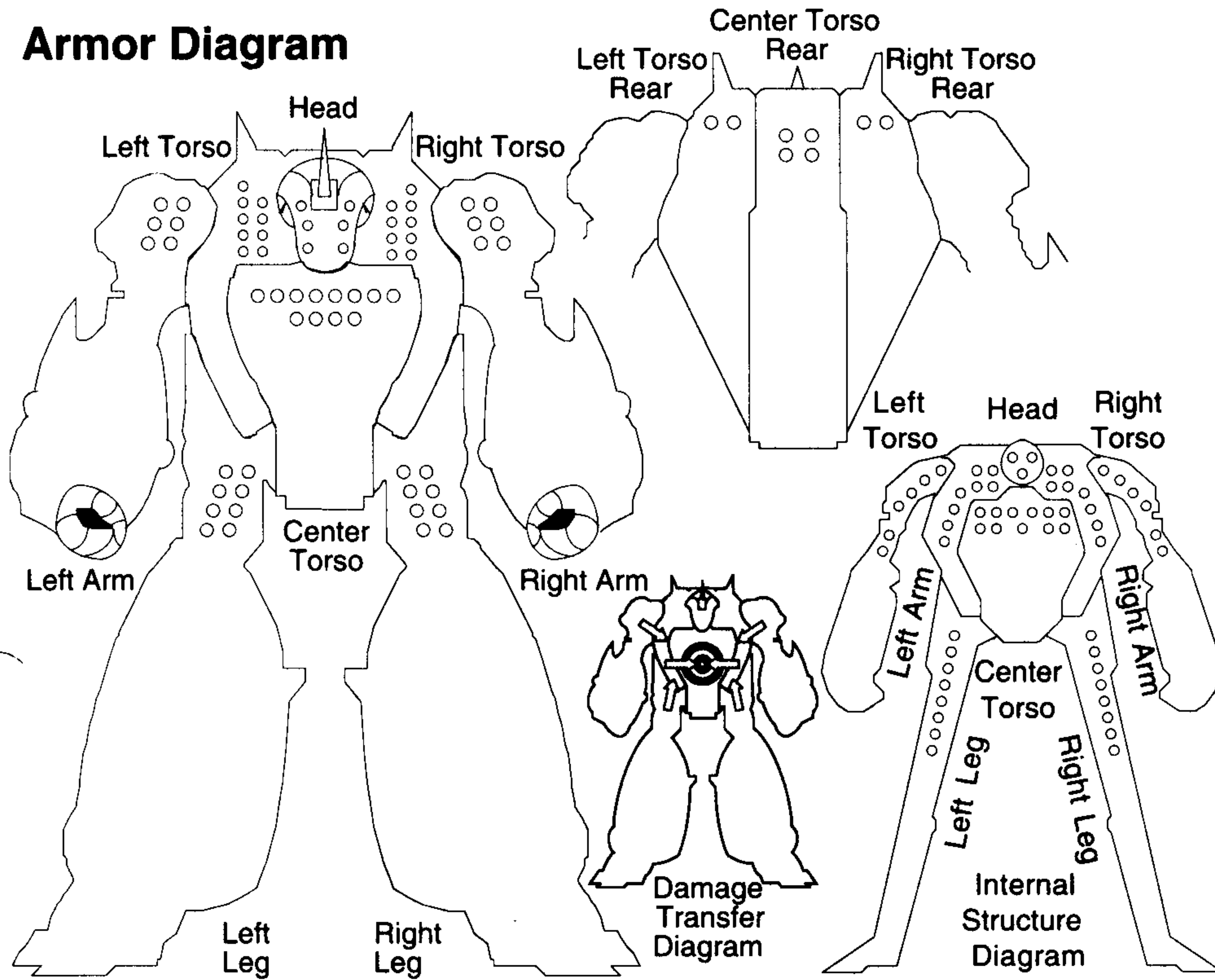
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

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

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

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

- 1-3
1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 4-6
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Medium Laser
 6. Roll Again

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

Cost 3,416,761

Right Arm

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

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

Right Torso

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

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

Right Leg

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

Mech Data

Type: **OTT-7J Ostscout**

Tonnage: **35**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:

Inner Sphere

2950

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

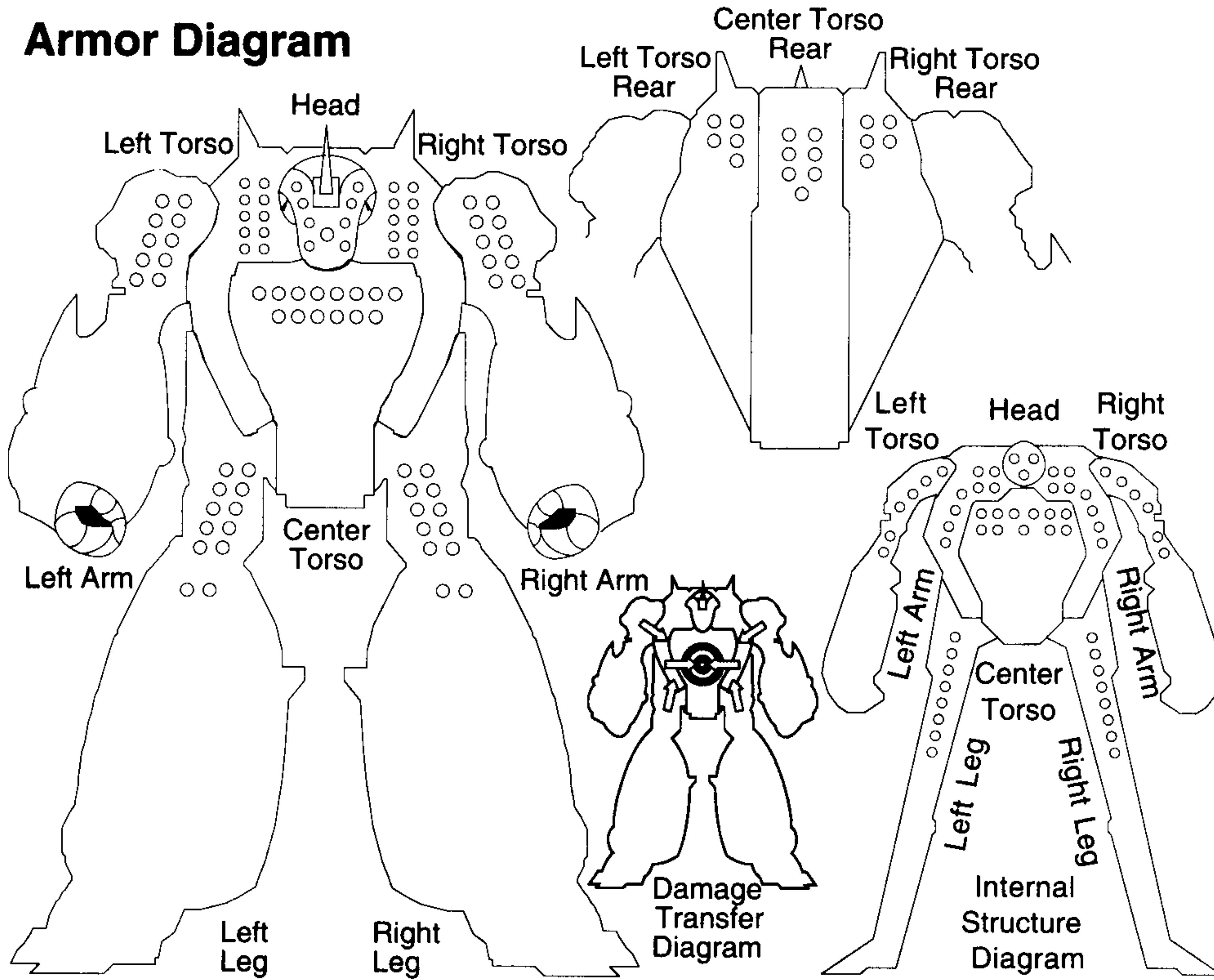
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **PNT-9R Panther**

Tonnage: **35**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:
Inner Sphere
2739

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	SRM 4	CT	3	2	0	3	6	9

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 13

○○○○○○○○
○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3
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

Left Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Ammo (SRM 4) 25
 - Roll Again
1. Roll Again
2. Roll Again
- 4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4
6. Roll Again

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

Cost 2,485,711

Right Arm

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

Right Torso

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

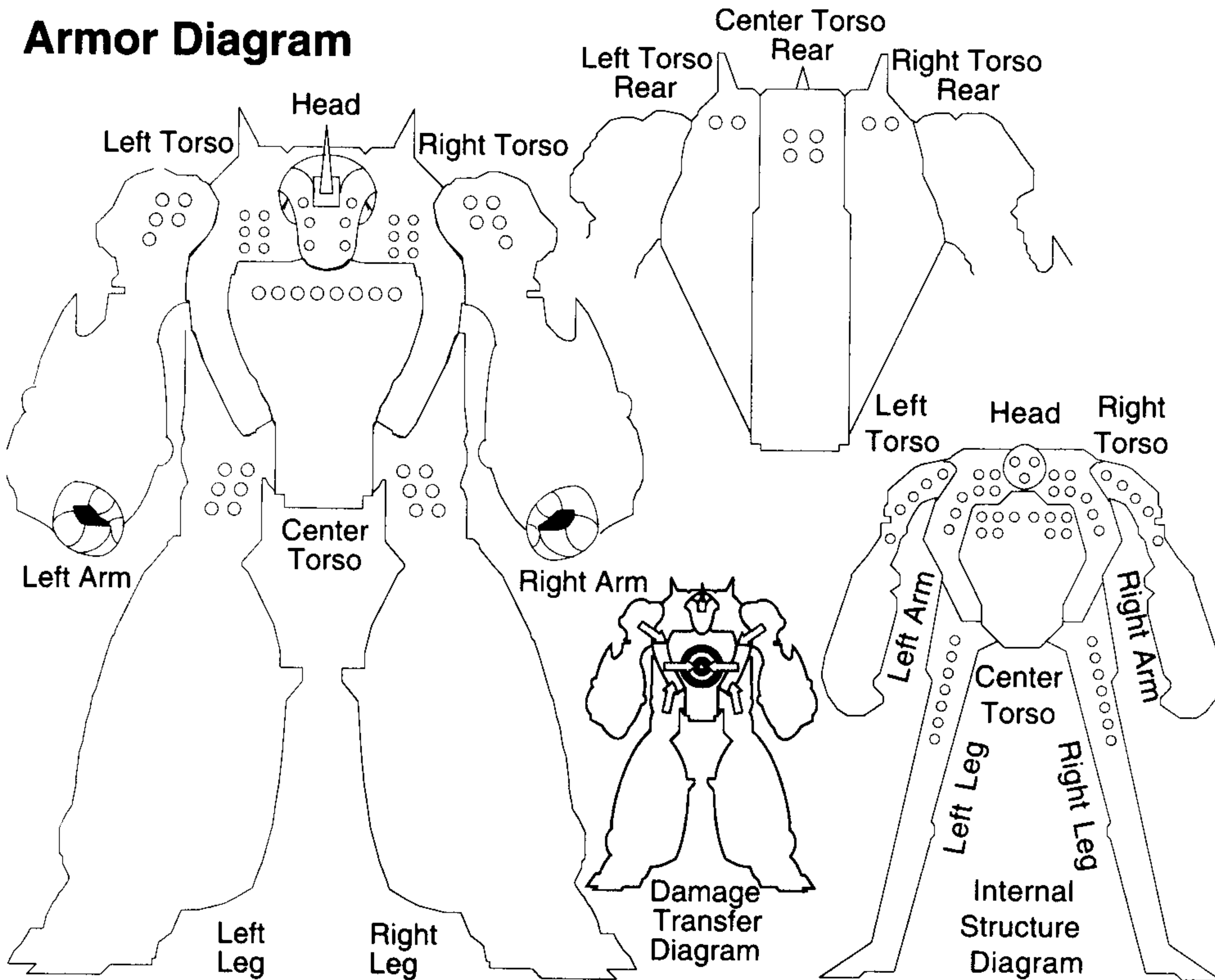
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- 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

Critical Hit Table

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

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

Cost 2,942,290

Mech Data

Type: **SDR-5D Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:
Inner Sphere
2650

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3

Total Single Heat Sinks: **10**

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

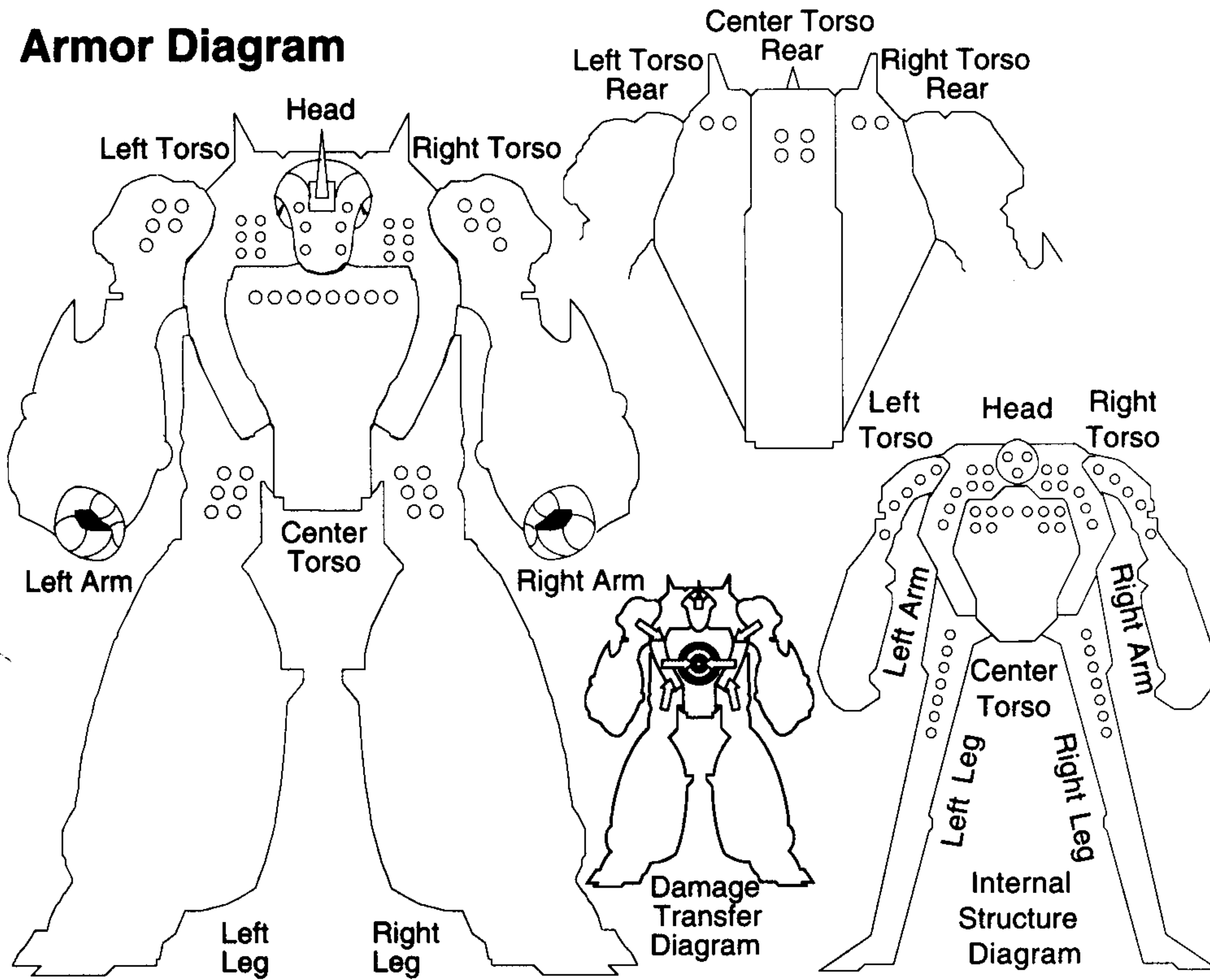
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **SDR-5K Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **6**

Technology Base:

Inner Sphere

2650

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 10

oooooooo

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
CORPORATION

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
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. 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. 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. Medium Laser
 6. Ammo (MG) 200

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

Cost 2,728,440

Right Arm

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

1. Roll Again
2. Roll Again

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

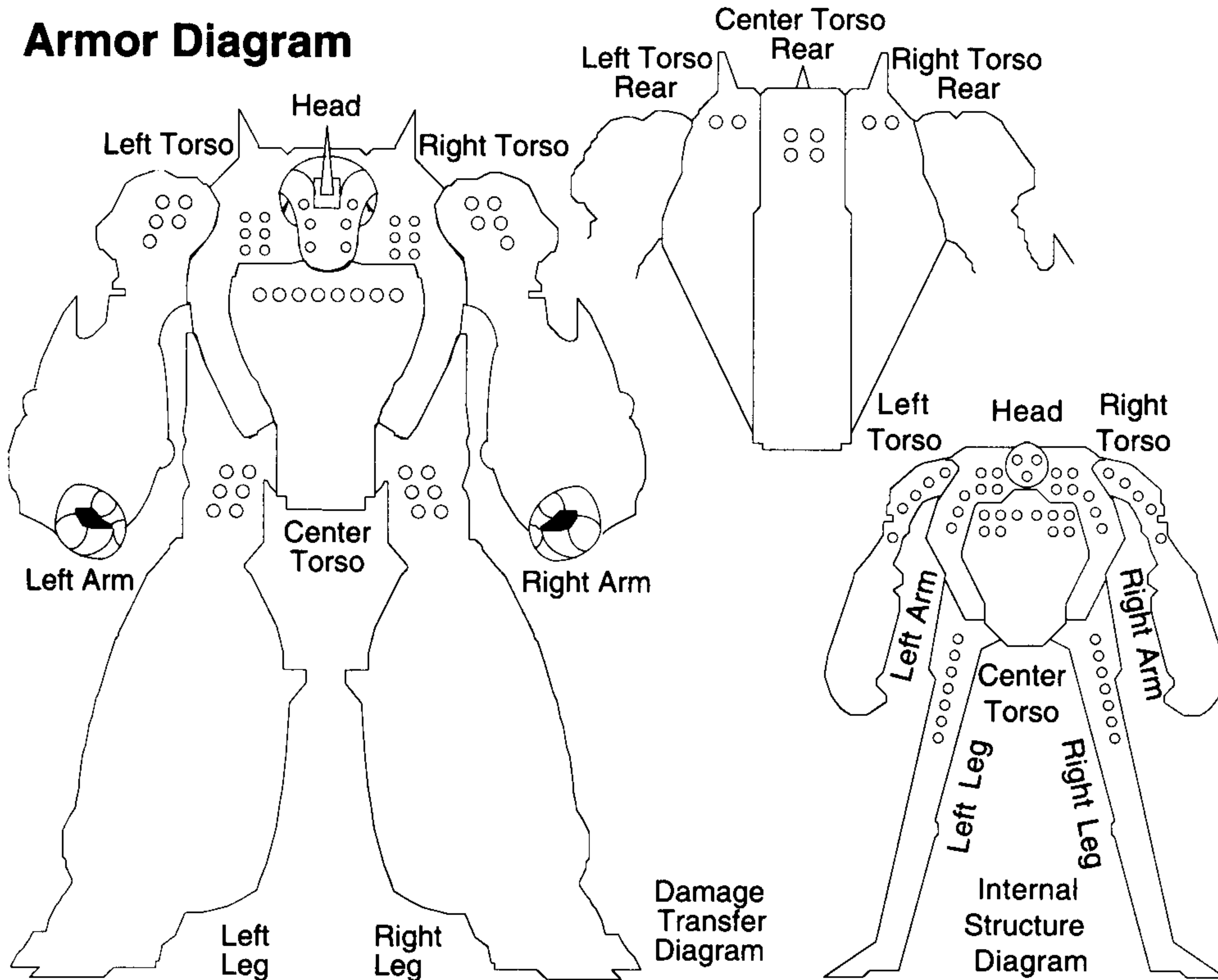
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **SDR-5V Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:
Inner Sphere
2650

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	CT	3	5	0	3	6	9

Total Single Heat Sinks: 10

oooooooo

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
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Critical Hit Table

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

- Jump Jet
- Jump Jet
- 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
- Heat Sink
- Sensors
- Life Support

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 2,984,540

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

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

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

4-6

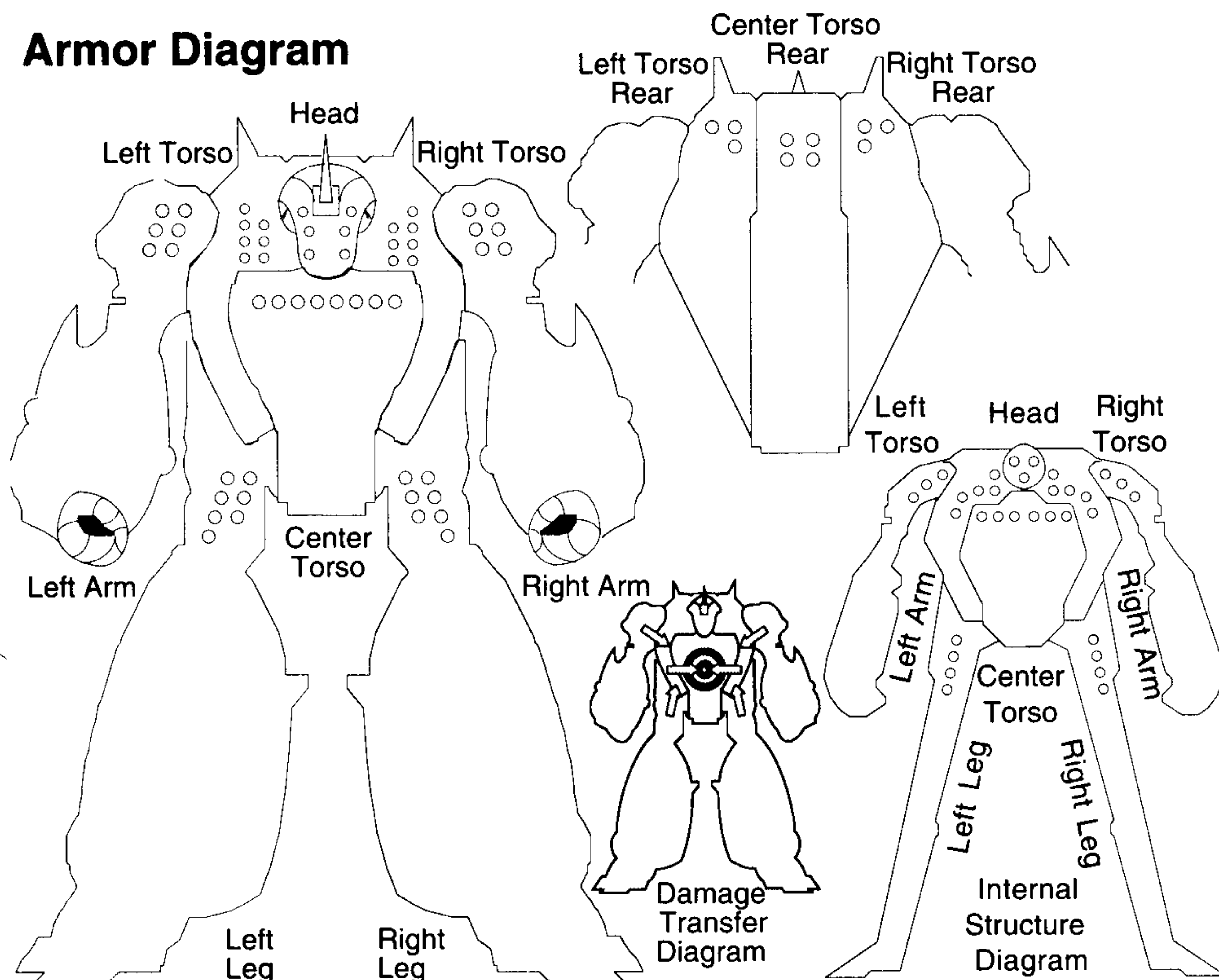
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **STG-3G Stinger**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:
Inner Sphere
2479

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
CORPORATION

Critical Hit Table

Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

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

1-3

- Roll Again
- Roll Again

4-6

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

Left Leg

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

Head

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

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Cost 1,662,240

Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

- Roll Again
- Roll Again

4-6

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

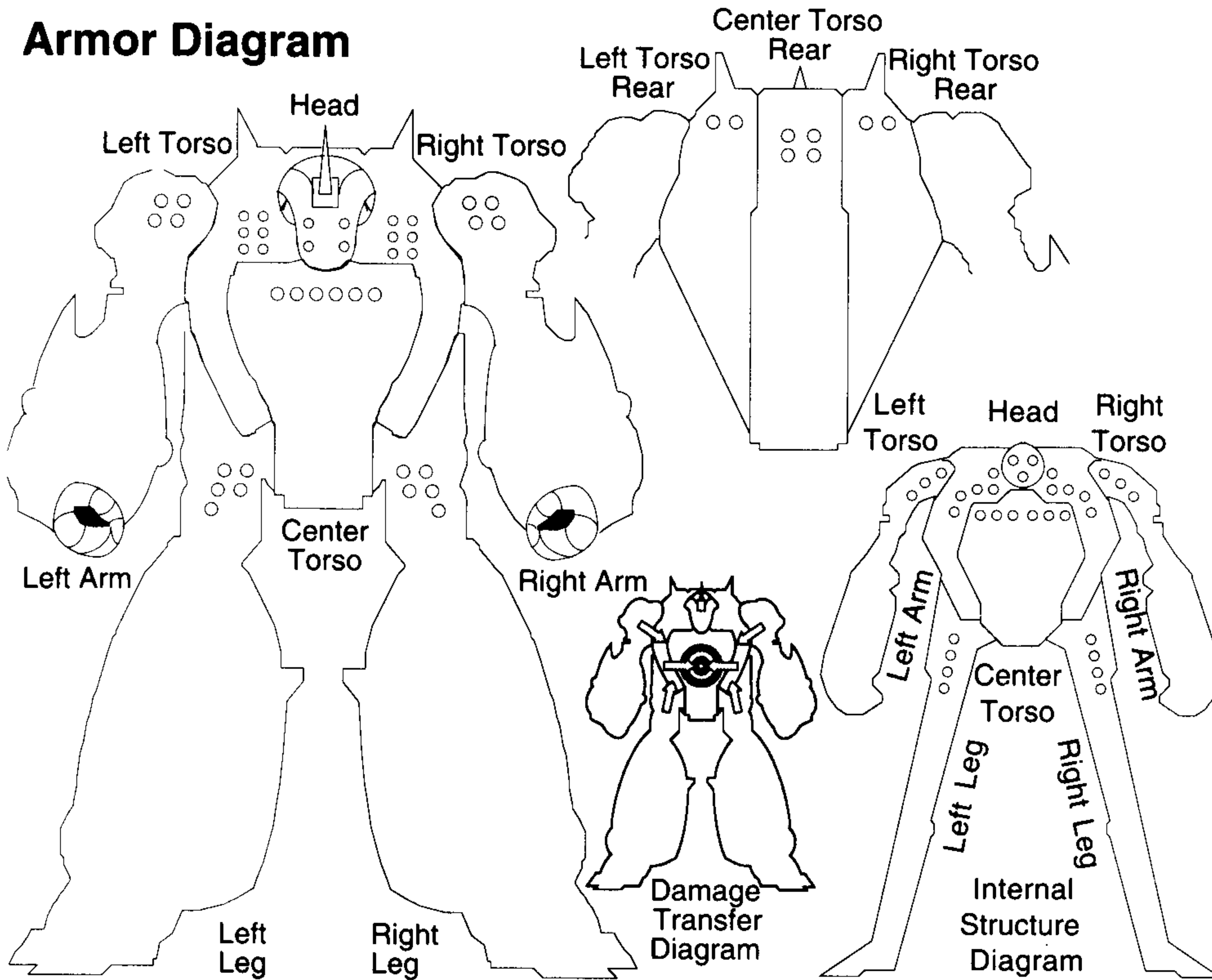
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

- 1-3
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. Heat Sink
5. Heat Sink
6. Heat Sink

- 1-3
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

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

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

Cost 1,615,440

Right Arm

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

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

Right Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Heat Sink
5. Heat Sink
6. Heat Sink

- 1-3
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

Mech Data

Type: **STG-3R Stinger**

Tonnage: **20**
Movement Points

Walking: **6**
Running: **9**
Jumping: **6**

Technology Base:
Inner Sphere
2479

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LA	0	2	0	1	2	3
1	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Scale

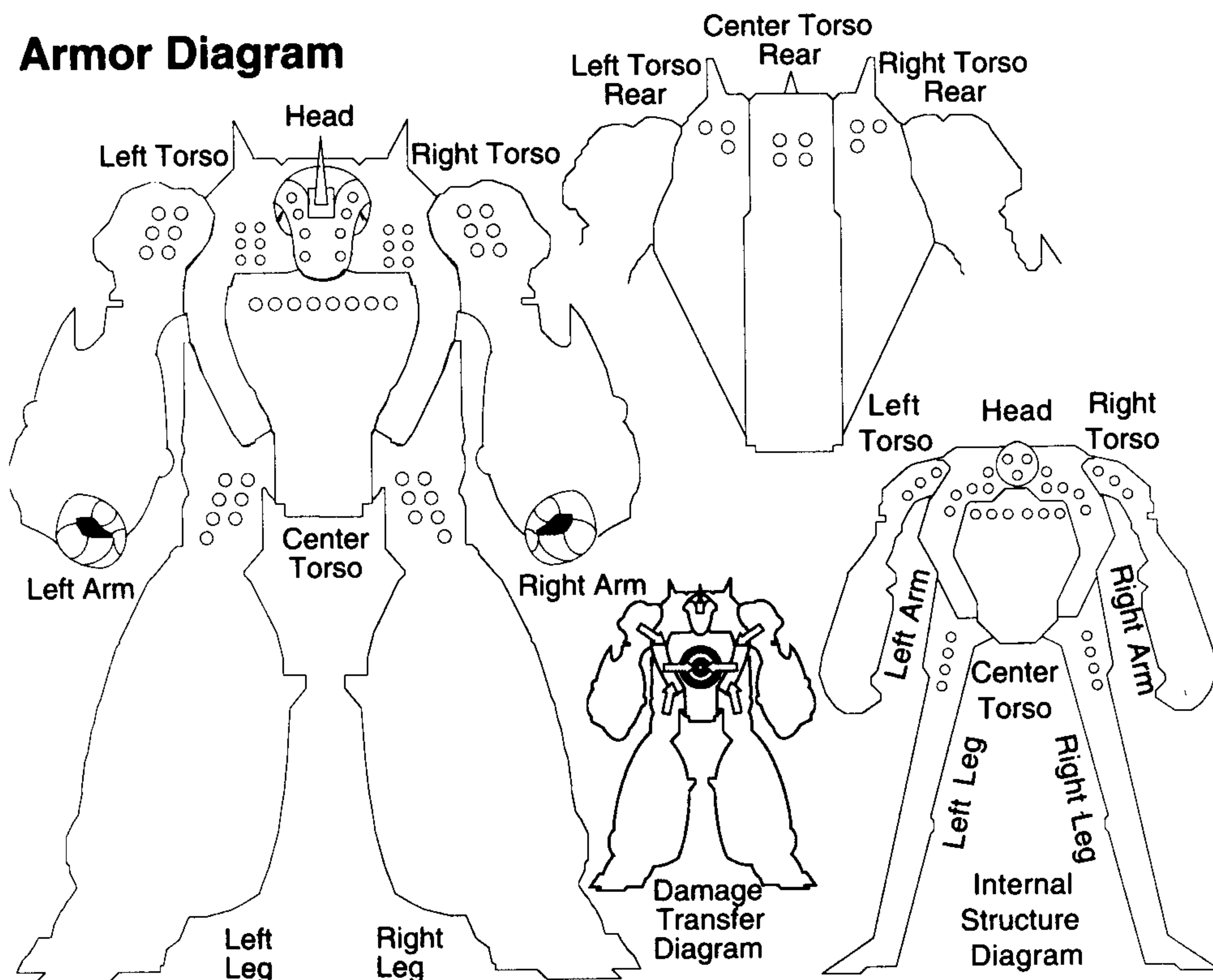
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA®
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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **THE-S Thorn**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	RA	2	1	6	7	14	21
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA
CORPORATION

Left Arm

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

- Roll Again
- Roll Again

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

Left Torso

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

Critical Hit Table

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

Cost 1,558,320

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

- Heat Sink
- Heat Sink
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

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

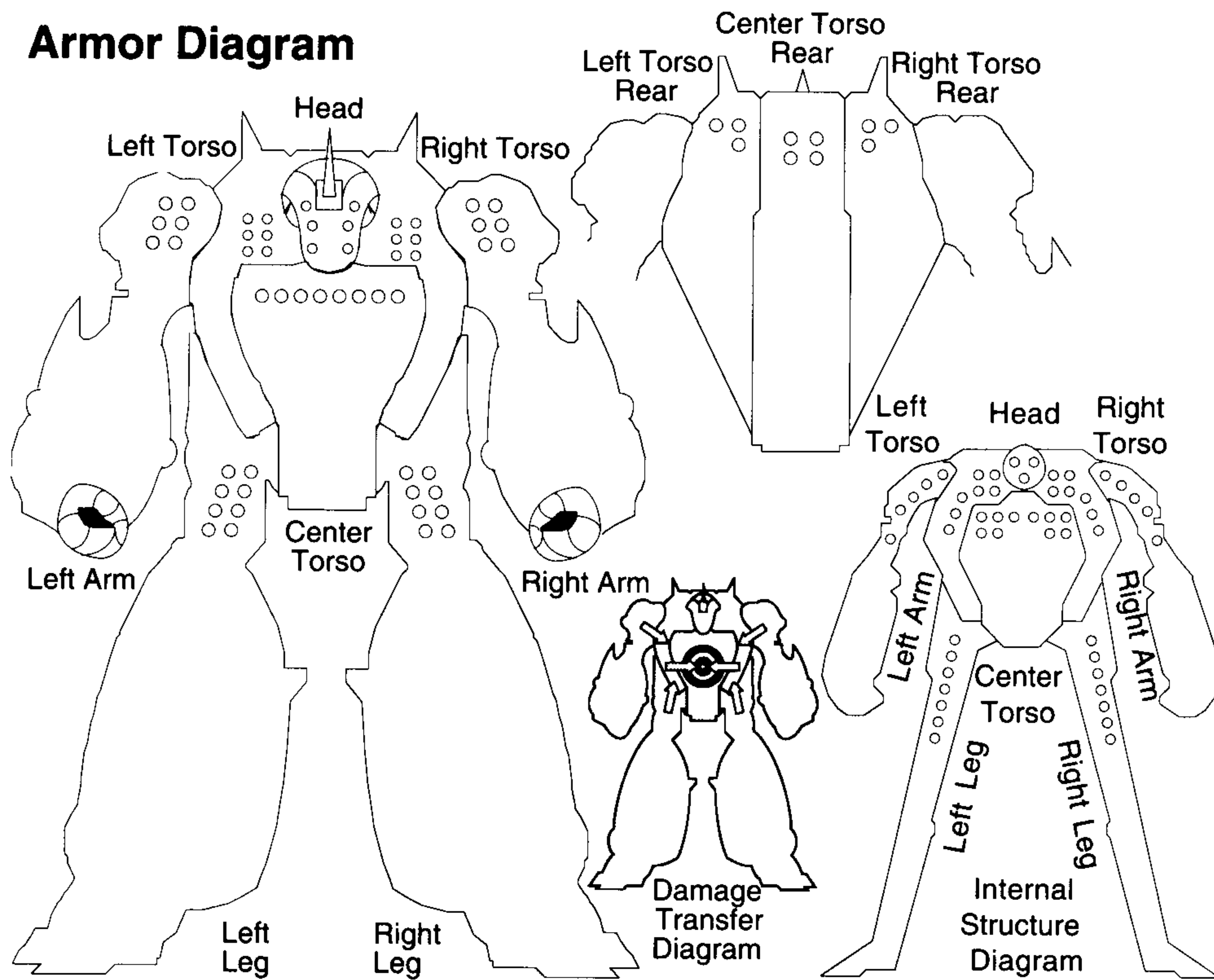
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **UM-R60L Urbanmech**

Tonnage: **30**
Movement Points
Walking: **2**
Running: **3**
Jumping: **2**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type Rounds
Autocannon 20 5

Total Single Heat Sinks: 11

○ ○ ○ ○ ○
○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
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Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- 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 Torso

- Heat Sink
- Heat Sink
- 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
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Cost 1,581,125

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

4-6

Right Torso

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

1-3

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

4-6

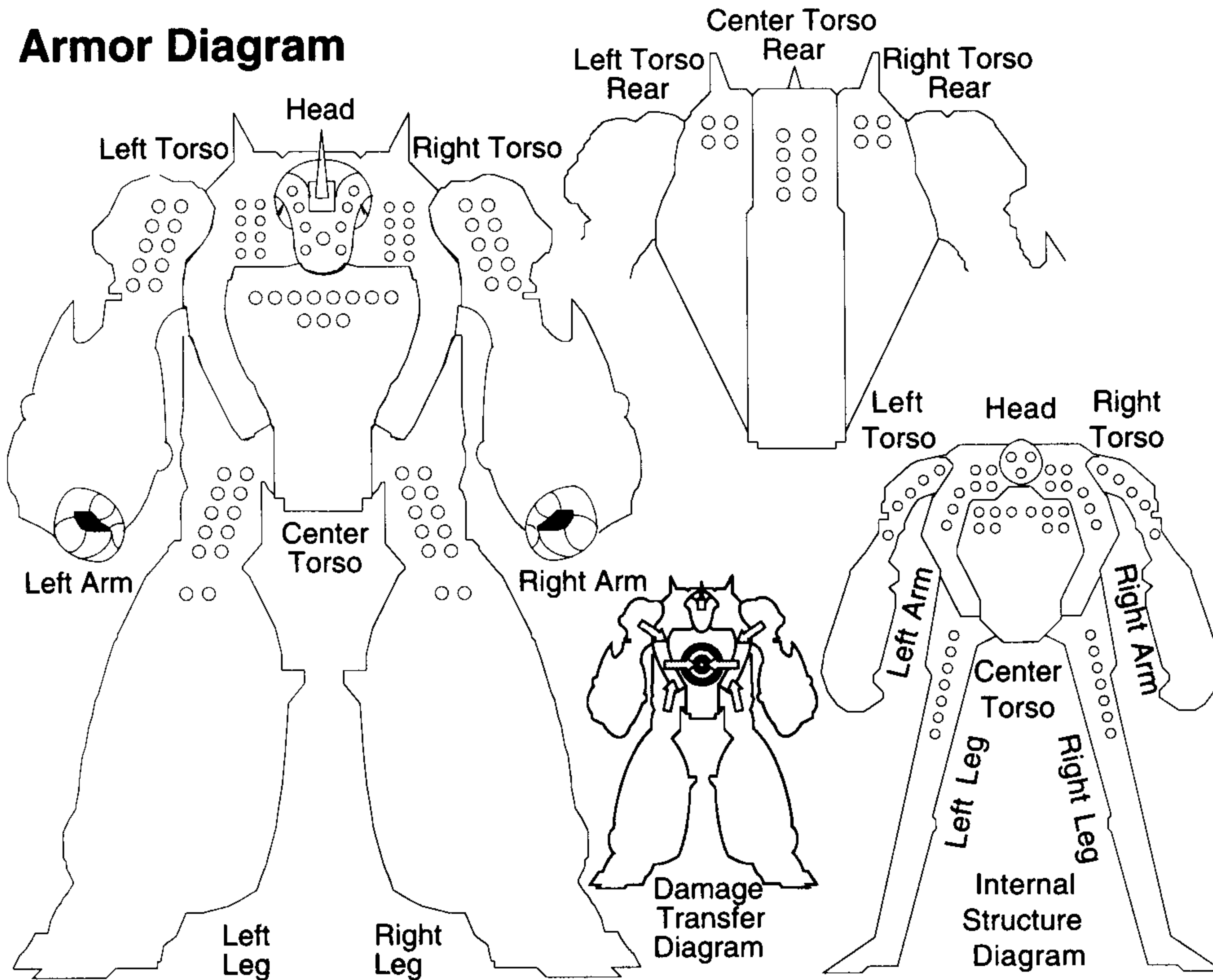
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **UM-R60 Urbanmech**

Tonnage: **30**

Movement Points

Walking: **2**

Running: **3**

Jumping: **2**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	10

Total Single Heat Sinks: 11

○○○○○
○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA
CORPORATION

Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

Left Torso

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

1-3

Left Leg

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

4-6

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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

Cost 1,471,925

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

Right Torso

- Heat Sink
- Heat Sink
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

1-3

Right Leg

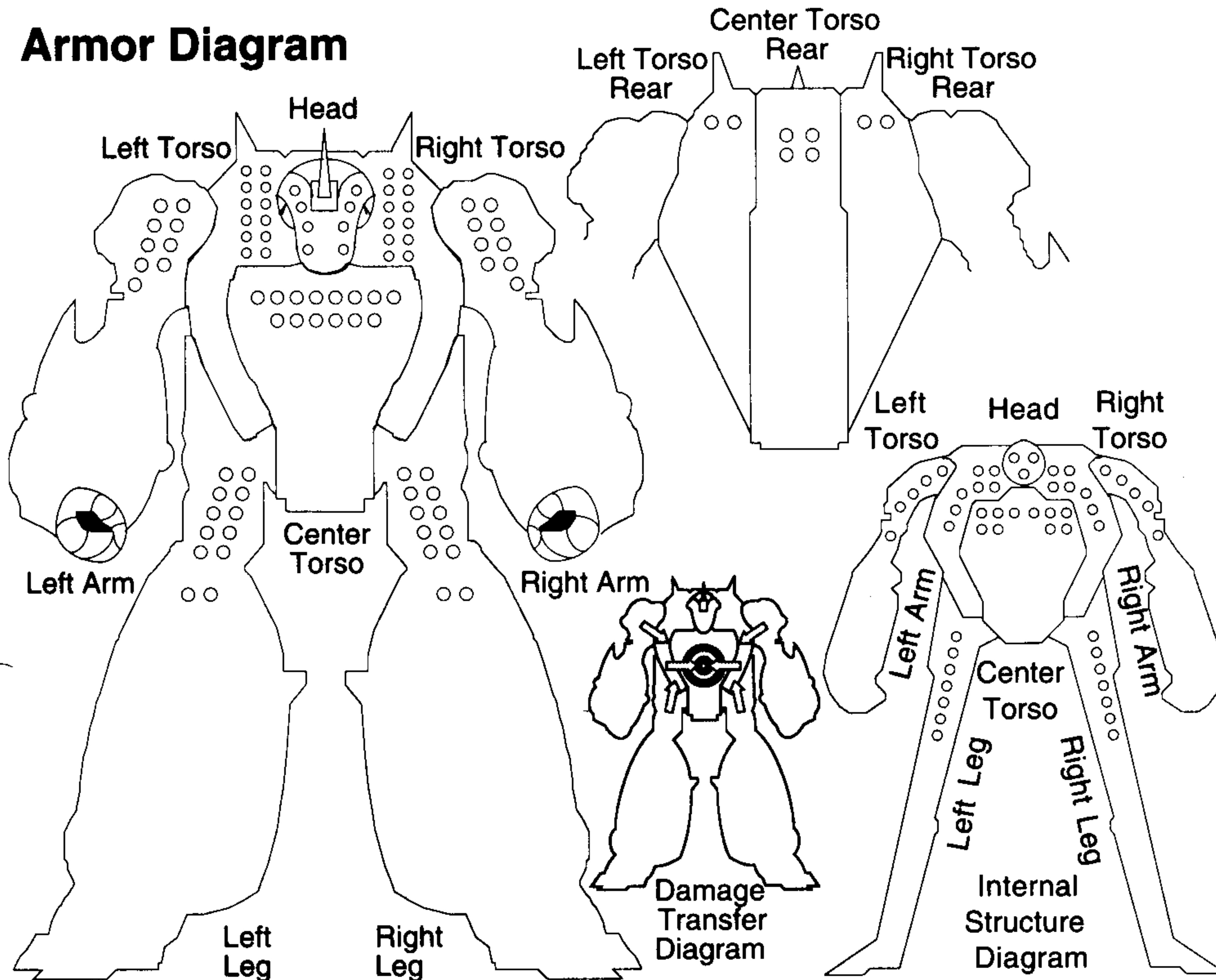
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

4-6

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **VLK-QA Valkyrie**

Tonnage: **30**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2787

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12

Total Single Heat Sinks: 11

○○○○○
○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
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Left Arm

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

Left Torso

1. Heat Sink

2. Heat Sink

1-3

3. LRM 10

4. LRM 10

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

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

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Jump Jet
 - Heat Sink

1-3

4-6

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

Cost 2,205,320

Right Arm

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso

- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

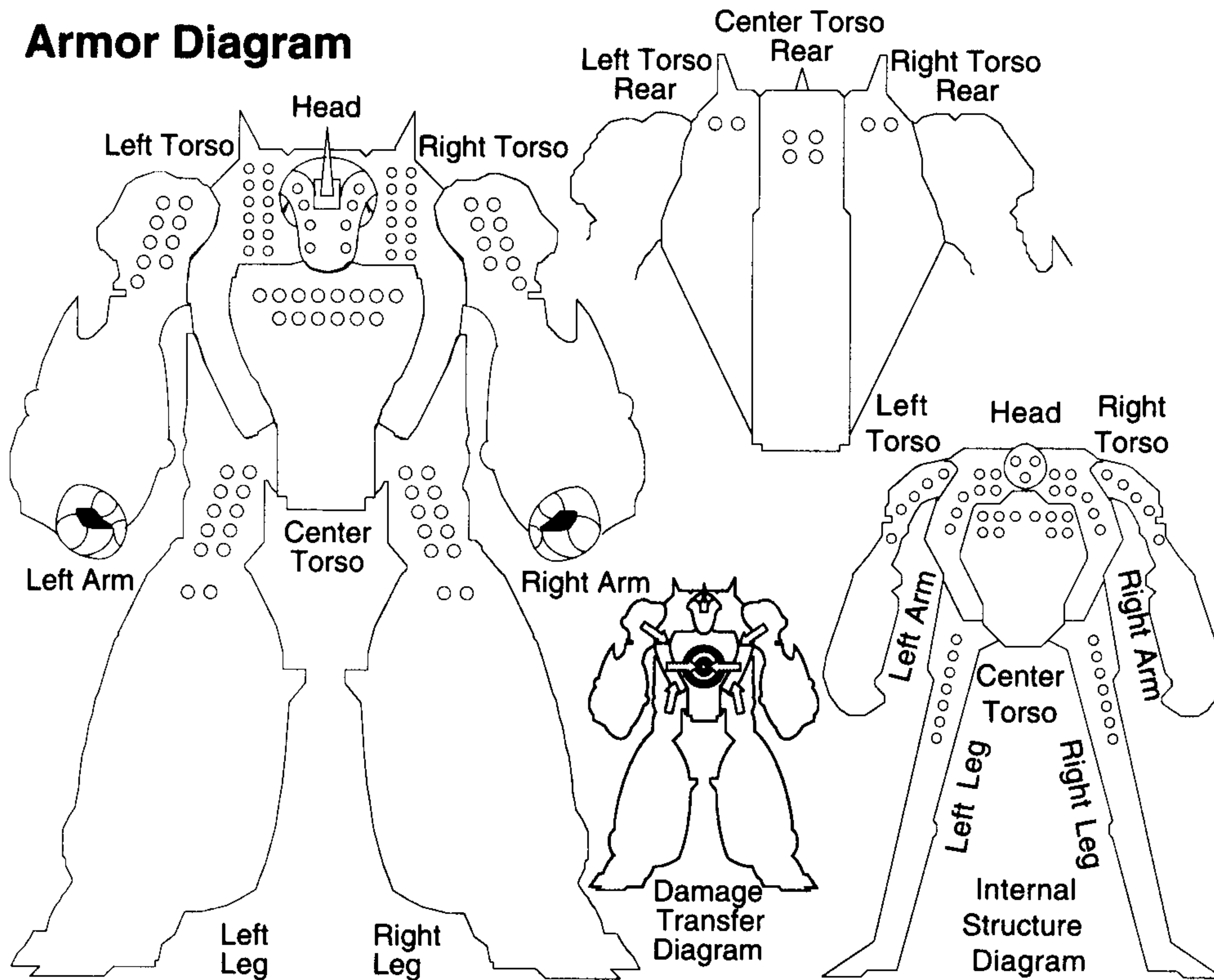
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

1-3

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

Left Torso

1. Heat Sink
2. Heat Sink

1-3

3. LRM 10
4. LRM 10

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

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. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Jump Jet
 6. Heat Sink
- 4-6

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

Cost 2,163,070

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer

1-3

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. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12

1-3

4. Roll Again
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Mech Data

Type: **VLK-QF Valkyrie**

Tonnage: **30**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2787

Weapons Inventory

#	Type	Log	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	Flamer	RA	3	2	0	1	2	3

Ammo Type	Rounds
LRM 10	12

Total Single Heat Sinks: 11

○ ○ ○ ○ ○
○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

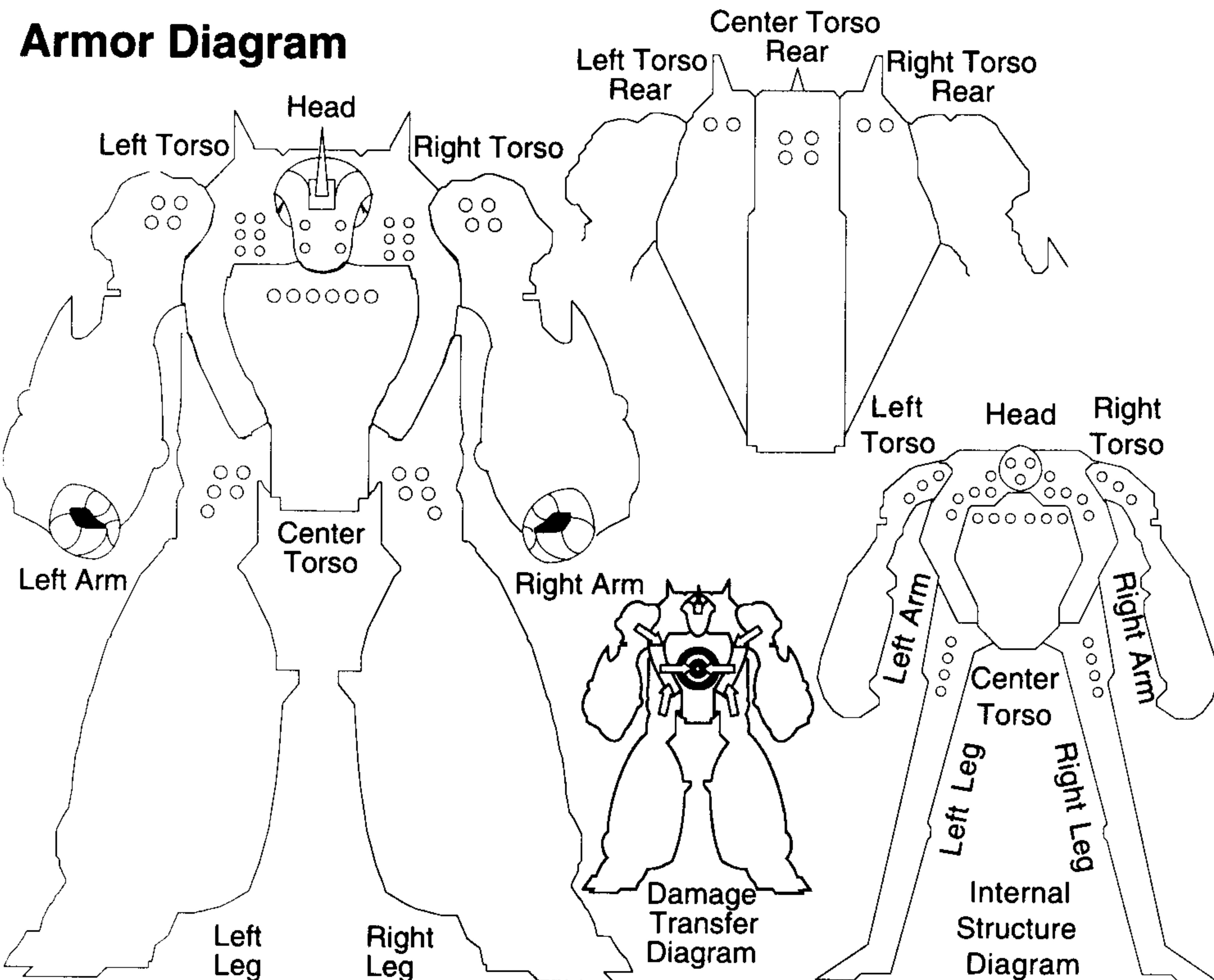
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

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

Left Torso

- Ammo (SRM 2) 50
- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 2
- Jump Jet

Critical Hit Table

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 1,646,640

Right Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

1-3

4-6

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

Right Leg

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

Mech Data

Type: **WSP-1A Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Medium Laser	RA	3	5	0	3	6	9
1 SRM 2	LL	2	2	0	3	6	9

Ammo Type	Rounds
SRM 2	50

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

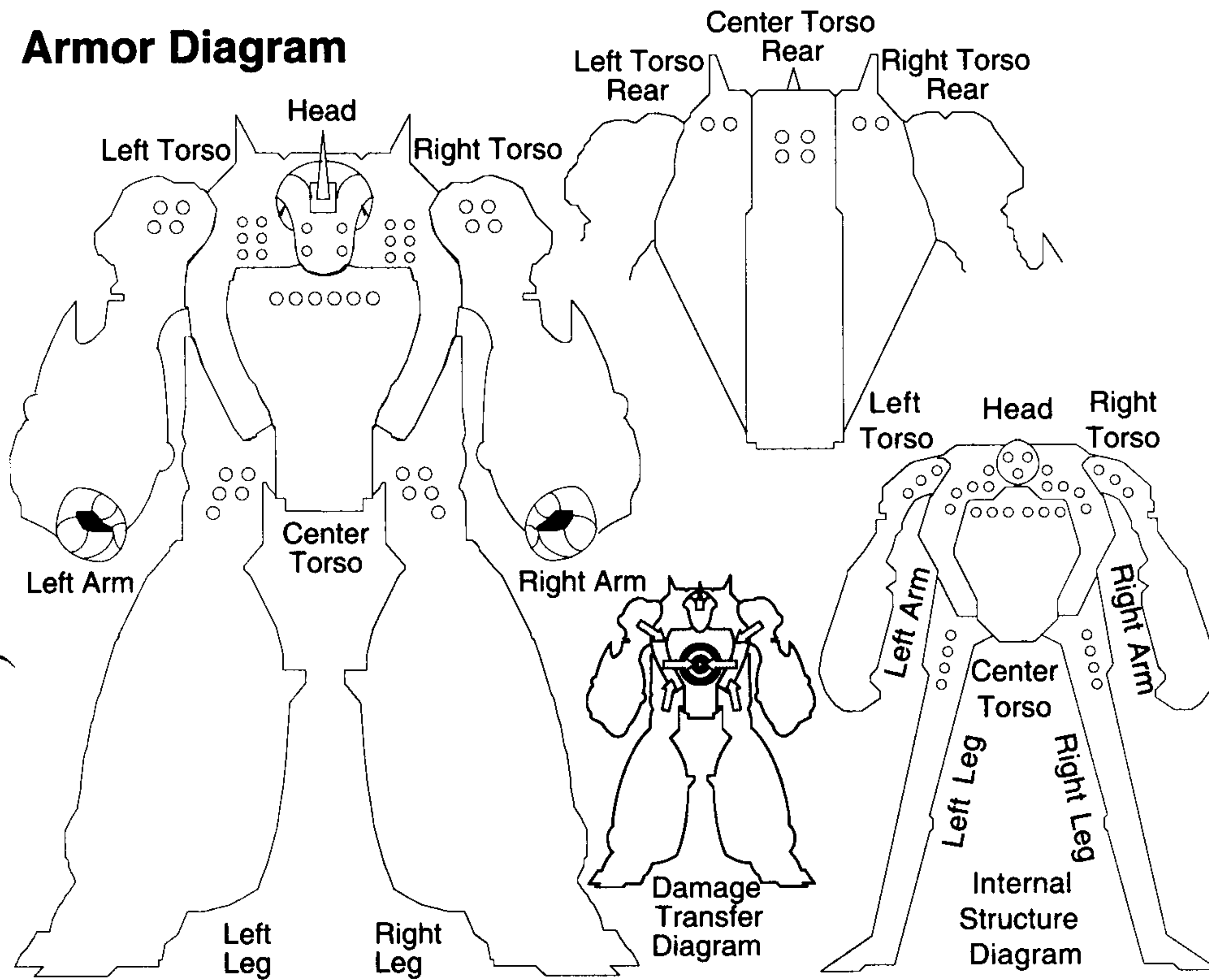
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
CORPORATION

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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

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

Left Torso

1. Jump Jet
2. Heat Sink
3. Small Laser
4. Small Laser
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. Jump Jet
6. Flamer

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. Jump Jet

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

Cost 1,636,320

Right Arm

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

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

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

Right Torso

1. Jump Jet
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
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. Jump Jet
6. Heat Sink

Mech Data

Type: **WSP-10 Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
2	Small Laser	LT	1	3	0	1	2	3
1	Flamer	LL	3	2	0	1	2	3

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

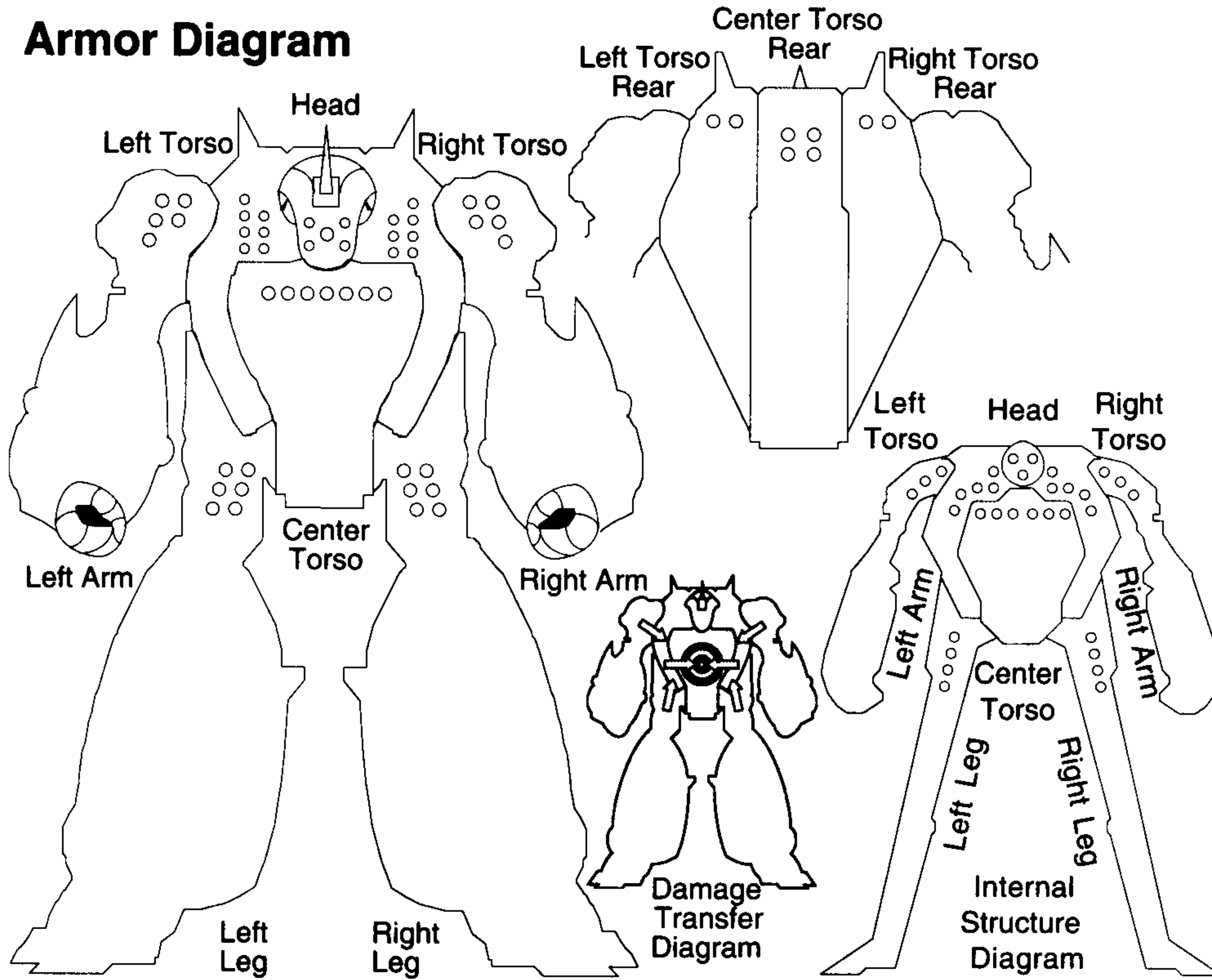
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA®
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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

Left Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

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

Cost 1,613,520

Right Arm

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

Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- 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
- Heat Sink

Mech Data

Type: **WSP-1K Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:
Inner Sphere
2471

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

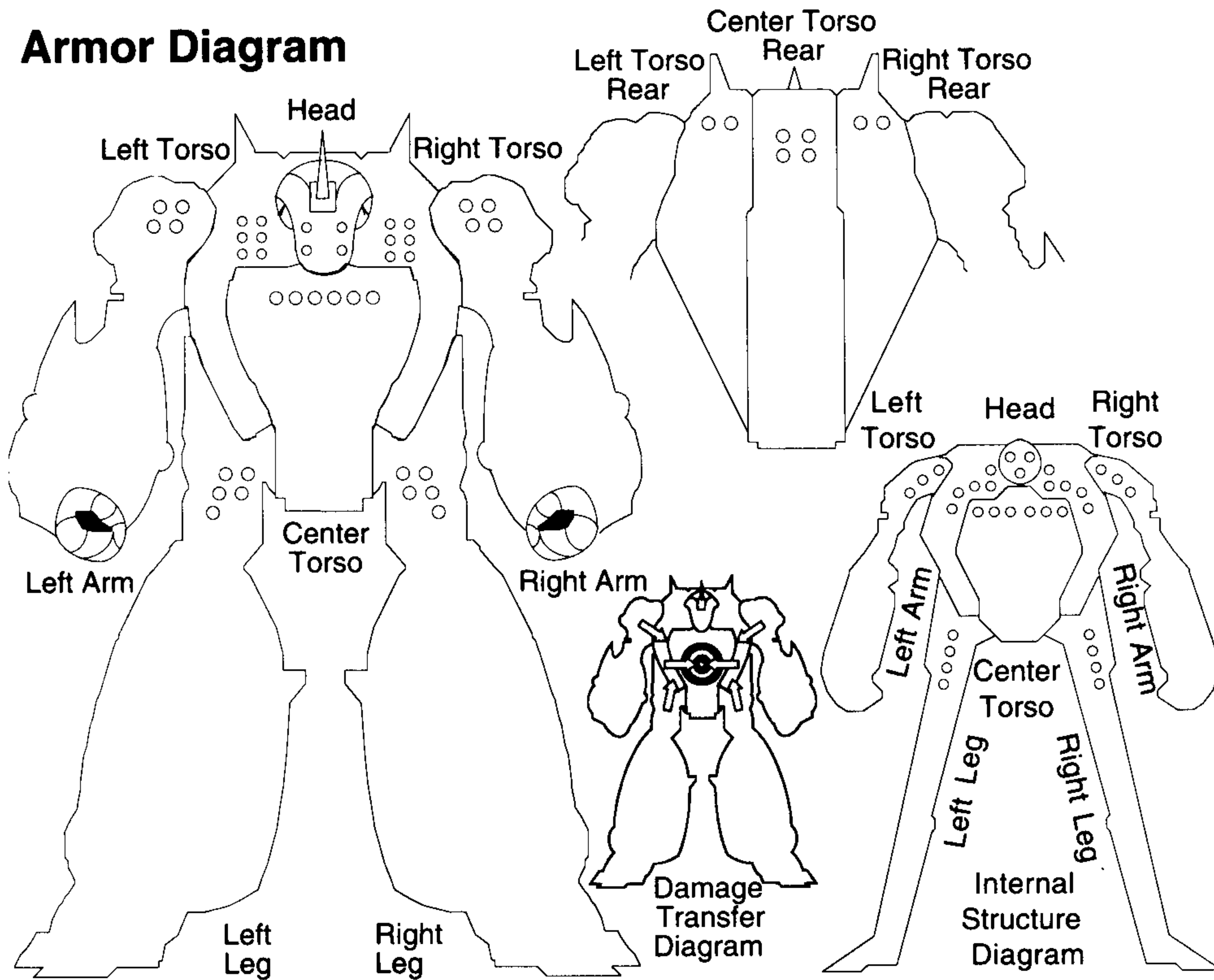
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA®
CORPORATION

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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. Heat Sink
3. Heat Sink
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. Jump Jet
6. Heat Sink

Critical Hit Table

Head

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

Center Torso

- 1-3 1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. Jump Jet
6. Jump Jet

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

Cost 1,656,720

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 4
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. Jump Jet
2. Heat Sink
3. Heat Sink
4. Ammo (SRM 4) 25
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. Jump Jet
6. Heat Sink

Mech Data

Type: **WSP-1L Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 4	RA	3	2	0	3	6	9

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

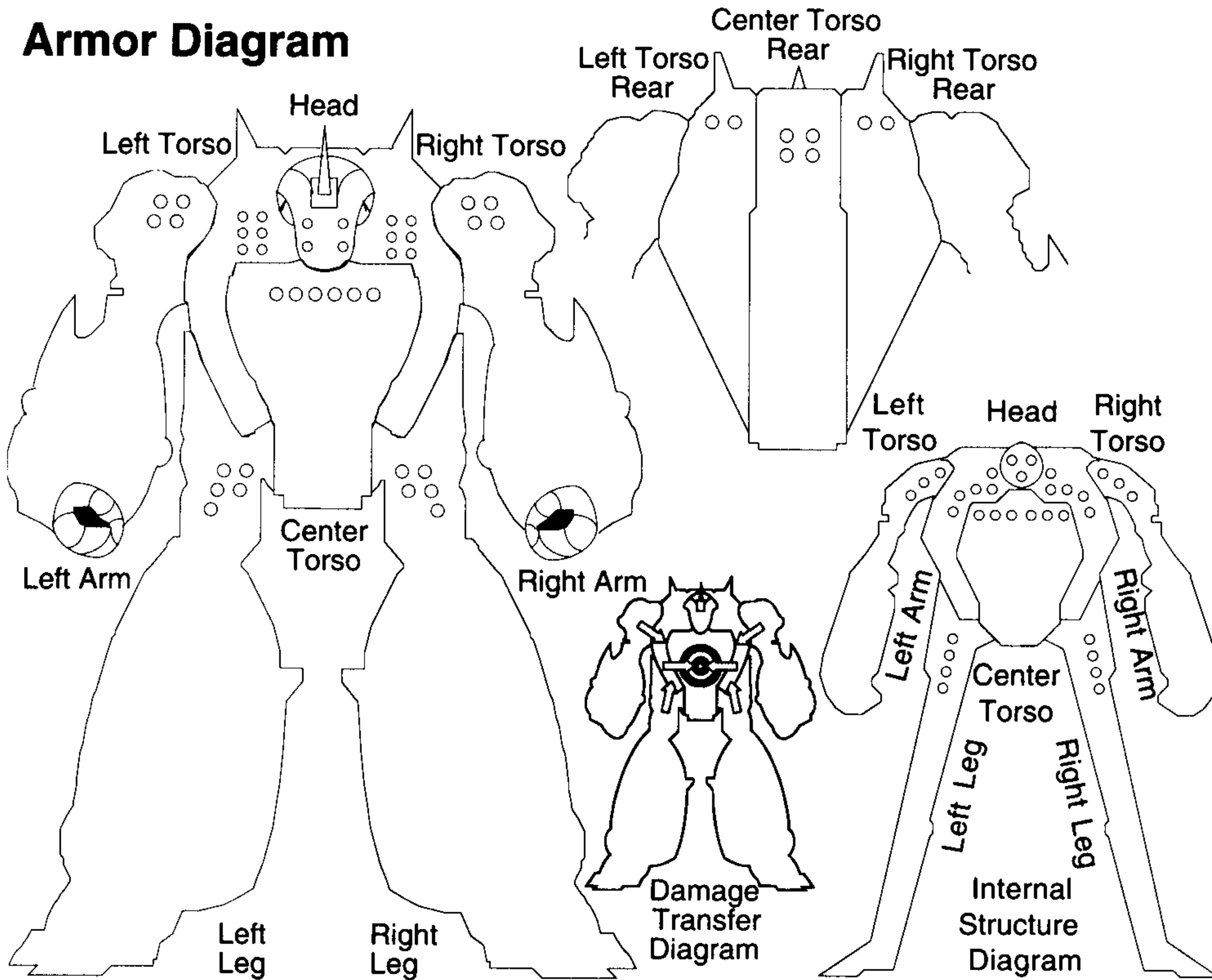
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
CORPORATION

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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. Heat Sink
3. Heat Sink
4. Small Laser
5. Small Laser
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. Jump Jet
6. Heat Sink

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. Jump Jet

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

Cost 1,633,320

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. Small 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. Jump Jet
2. Heat Sink
3. Heat Sink
4. Small Laser
5. Small Laser
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. Jump Jet
6. Heat Sink

Mech Data

Type: **WSP-1W Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Small Laser	LT	1	3	0	1	2	3
2	Small Laser	RT	1	3	0	1	2	3
2	Small Laser	RA	1	3	0	1	2	3

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Heat Scale

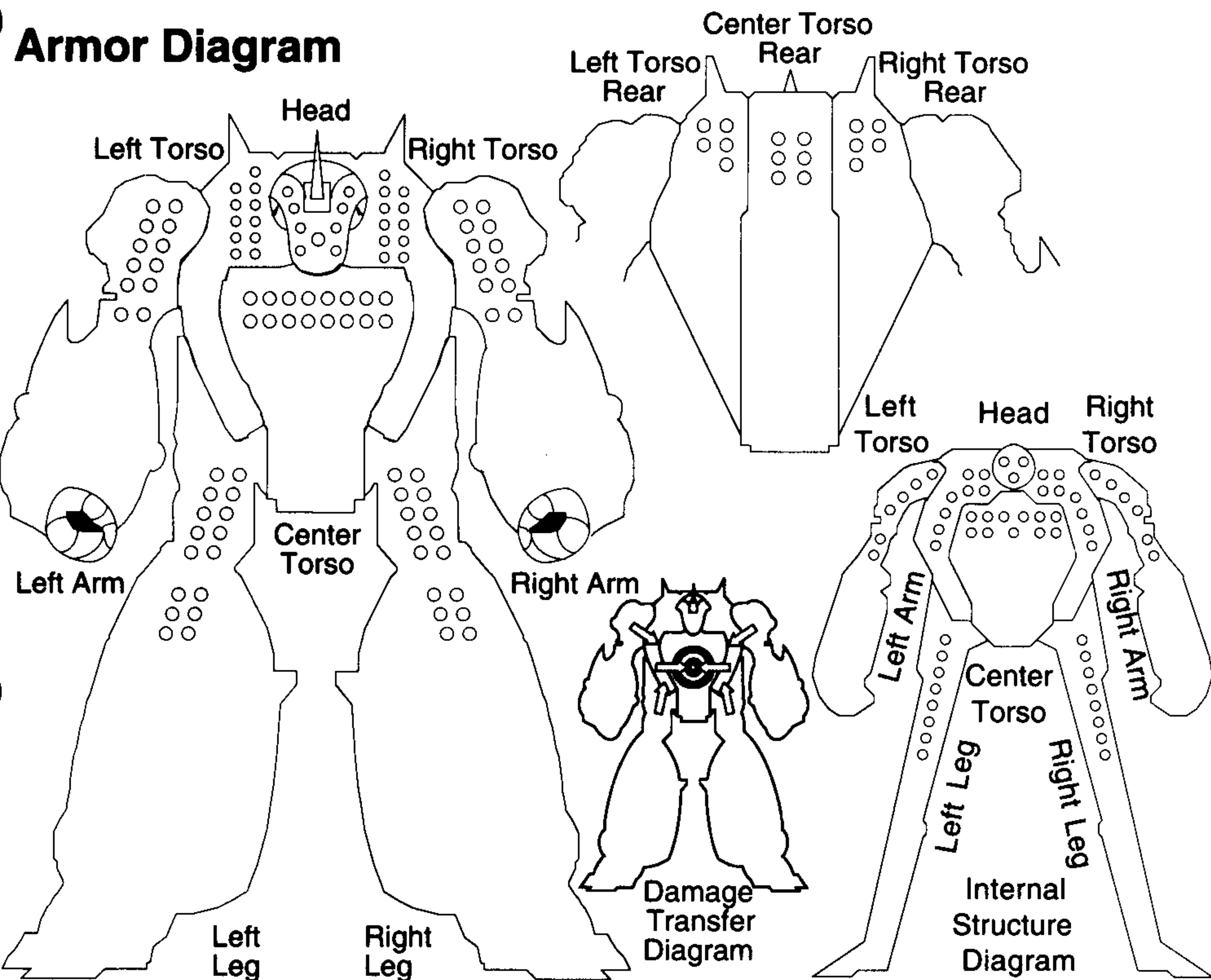
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **WLF-1 Wolfhound**

Tonnage: **35**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9
1	Large Laser	RA	8	8	0	5	10	15

Total Single Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

FASA®
CORPORATION

Left Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
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

1-3

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

4-6

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

1-3

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

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser (R)
6. Medium Laser

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

Cost 2,925,180

Right Arm

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

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
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

1-3

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

4-6

Right Leg

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