

BATTLETECH[®]

RECORD SHEETS • 3095 & 3096[™]



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RECORD SHEETS • 3025 & 3026™



FASA CORPORATION

INTRODUCTION & CREDITS

This book contains more than 250 pages of filled-out record sheets for use with **BattleTech**. The record sheets in this volume cover the designs found in **Technical Readout: 3025** and **Technical Readout: 3026**, including major variants and alternate configurations. The Appendix provides an alphabetical list of the 'Mechs and vehicles included in this book, along with their C-bill costs and Combat Values.

TECHNOLOGY BASE

Each record sheet contains a Technology Base field, intended as a reference for players to determine what type of equipment was used to construct the unit. The technology base becomes especially important in scenarios that call for restricted technology or a certain level of rules. A unit's technology base can be either Inner Sphere or Clan, followed by a given year. Each of the different technology bases is briefly described below.

Inner Sphere 3025

This technology base represents the reduced technology of the Succession Wars era, as well as the resource-poor armies of more modern times. Units appearing on record sheets marked 3025 or earlier are considered to use 3025 technology. Units with this technology base use only the weapons and equipment described in the basic **BattleTech** boxed game. Players may use them when playing the basic game, as well as in tournaments using Level 1 **BattleTech** rules.

Inner Sphere 3050, 3055, 3058

Generally referred to as 3050 technology, these technology bases represent both the "lostech" of the Star League era and the recovered technology of more recent years. Inner Sphere 3050, 3055, and 3058 units use the weapons and equipment described in the **BattleTech Compendium: The Rules of Warfare**, and can generally also be used with **CityTech, Second Edition**. These units are appropriate for tournaments calling for Level 2 **BattleTech** rules.

Clan 3050, 3055, 3058

Units with these technology bases use the advanced technology of the Clans as presented in the **BattleTech Compendium: The Rules of Warfare**, and can generally also be used with **CityTech, Second Edition**. These units are appropriate for tournaments calling for Level 2 **BattleTech** rules.

Level 3

This designation can be added to any technology base to denote the inclusion of optional Level 3 equipment. Rules for most of this equipment appear in the **BattleTech Tactical Handbook**; other publications such as **MechForce Quarterly** magazine and the out-of-print **MechWarrior** adventure **Unbound** also contain Level 3 equipment and rules. Units with Level 3 equipment are generally not appropriate for tournament play.

'MECH DESIGNER SOFTWARE

The BattleMech record sheets in this book were created using **'Mech Designer version 2.5dB** for the Macintosh®. Players can use this software to create and edit their own 'Mech designs and print record sheets. Programmed by Tracy Kannarr of FMS Techniques, Inc., it is available from FASA via mail order for \$30.00 plus \$2.50 shipping and handling (\$5.00 shipping outside the continental U.S.). The software is currently only available in Macintosh® format.

BATTLETECH RECORD SHEETS: 3025 & 3026

'Mech Designer Software by

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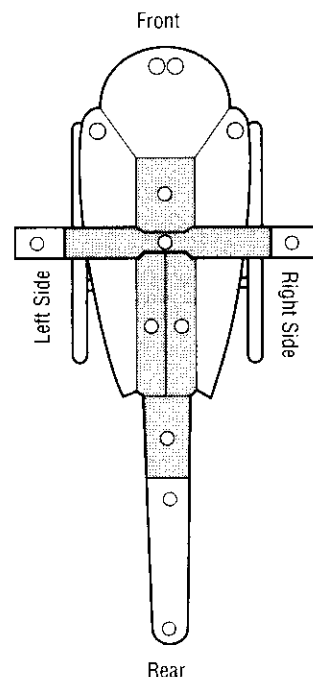
V.T.O.L. RECORD SHEET

Unit Type: FERRET Light Scout VTOL											
Movement Type: VTOL		Cruising MP: 15	Flank MP: 23								
Tonnage: 5											
Piloting Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 46,764											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	MG	100		
Ammo Type	Rounds	Ammo Type	Rounds								
MG	100										
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐											

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
1	Machine Gun	F	2	—	1	2	3

Body Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
1	Infantry (1 ton)	B	—	—	—	—	—
1	Cargo (.25 tons)	B	—	—	—	—	—

Elevation	
Turn	Elevation
1	—
2	—
3	—
4	—
5	—
6	—
7	—
8	—
9	—
10	—
11	—
12	—
13	—
14	—
15	—
16	—
17	—
18	—
19	—
20	—
21	—



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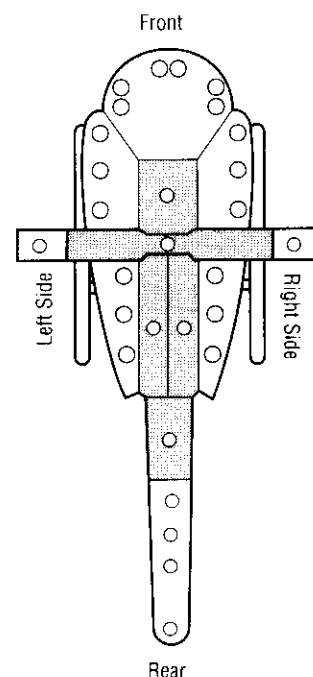
V.T.O.L. RECORD SHEET

Unit Type: FERRET (Armor Variant)											
Movement Type: VTOL		Cruising MP: 15	Flank MP: 23								
Tonnage: 5											
Piloting Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 58,431											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	MG	100		
Ammo Type	Rounds	Ammo Type	Rounds								
MG	100										
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐											

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
1	Machine Gun	F	2	—	1	2	3

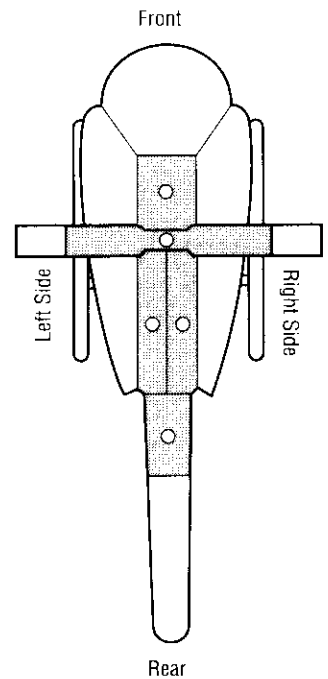
Body Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
1	Cargo (.25 tons)	B	—	—	—	—	—

Elevation	
Turn	Elevation
1	—
2	—
3	—
4	—
5	—
6	—
7	—
8	—
9	—
10	—
11	—
12	—
13	—
14	—
15	—
16	—
17	—
18	—
19	—
20	—
21	—



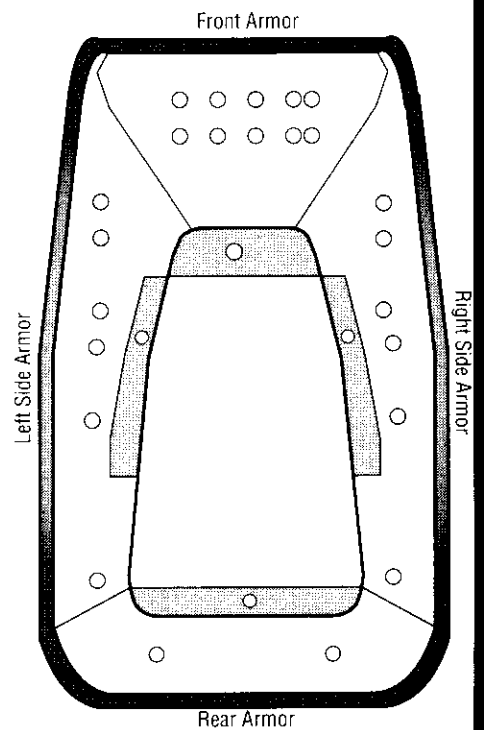
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V.T.O.L. RECORD SHEET

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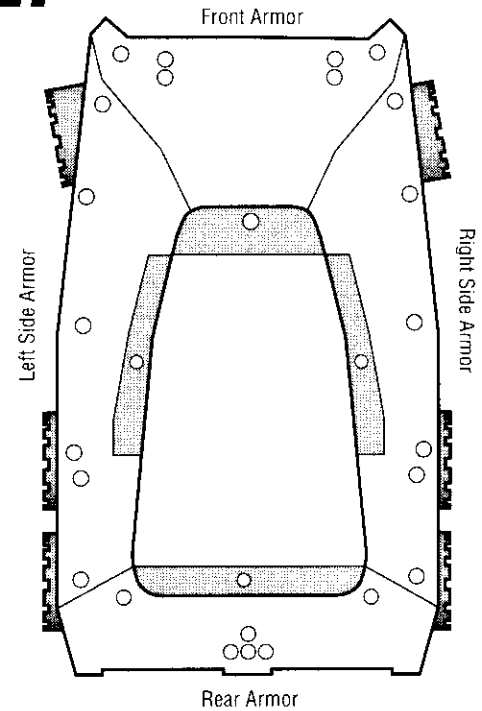
HOVERCRAFT RECORD SHEET

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WHEELED VEHICLE RECORD SHEET

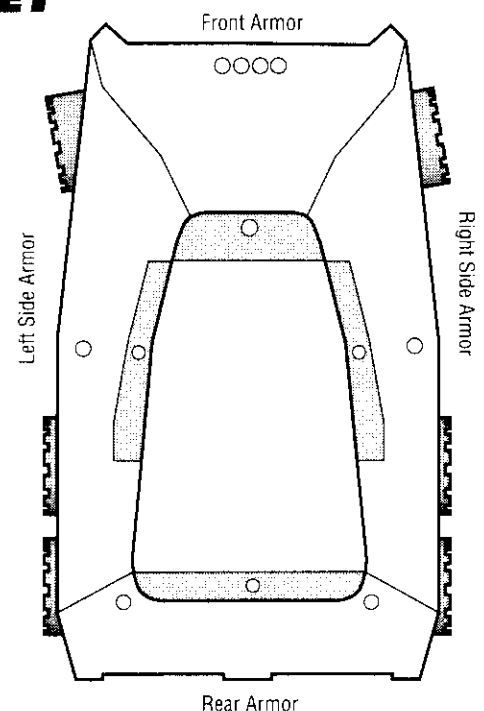
Unit Type: SWIFT WIND Scout Car																			
Movement Type: Wheeled	Cruising MP: 10	Flank MP: 15	Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td colspan="8"> </td> </tr> </tbody> </table>	#	Type	Loc.	Dam.	Min.	S	M	L								
#	Type	Loc.		Dam.	Min.	S	M	L											
Tonnage: 7.5																			
Driving Skill:	Technology Base:																		
Gunnery Skill:	Inner Sphere 3025																		
Cost: 82,948																			
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td colspan="4"> </td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds												
Ammo Type	Rounds	Ammo Type	Rounds																
Critical Damage Axle Damaged ☐ Engine Hit ☐ Wheel Destroyed ☐																			
Body Inventory <table border="1"> <tbody> <tr> <td>1</td> <td>Comm. Equipment</td> <td>B</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>				1	Comm. Equipment	B	-	-	-	-	-								
1	Comm. Equipment	B	-	-	-	-	-												



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WHEELED VEHICLE RECORD SHEET

Unit Type: SWIFT WIND (ICE Variant)																			
Movement Type: Wheeled	Cruising MP: 10	Flank MP: 15	Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td colspan="8"> </td> </tr> </tbody> </table>	#	Type	Loc.	Dam.	Min.	S	M	L								
#	Type	Loc.		Dam.	Min.	S	M	L											
Tonnage: 7.5																			
Driving Skill:	Technology Base:																		
Gunnery Skill:	Inner Sphere 3025																		
Cost: 51,175																			
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td colspan="4"> </td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds												
Ammo Type	Rounds	Ammo Type	Rounds																
Critical Damage Axle Damaged ☐ Engine Hit ☐ Wheel Destroyed ☐																			
Body Inventory <table border="1"> <tbody> <tr> <td>1</td> <td>Comm. Equipment</td> <td>B</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>				1	Comm. Equipment	B	-	-	-	-	-								
1	Comm. Equipment	B	-	-	-	-	-												

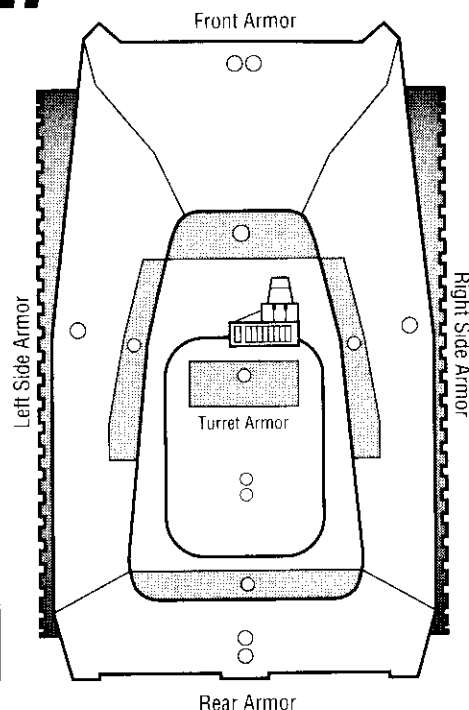


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TRACKED VEHICLE RECORD SHEET

Unit Type: J-27 Ordnance Transport			
Movement Type: Tracked	Cruising MP:	Flank MP:	
Tonnage: 10	5	8	
Driving Skill:	Technology Base:		
Gunnery Skill:	Inner Sphere 3025		
Cost: 40,517			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
MG	200		
Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Machine Gun	T	2	—	1	2	3
Body Inventory							
1	Cargo (3 tons)	B	—	—	—	—	—

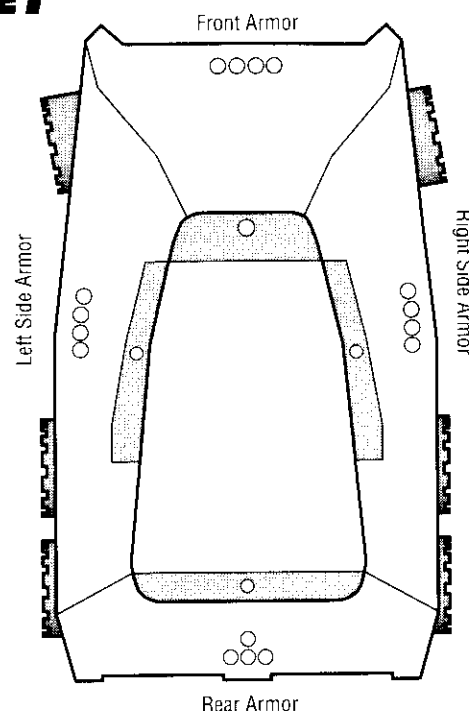


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WHEELED VEHICLE RECORD SHEET

Unit Type: J-27 (Trailer)			
Movement Type: Wheeled	Cruising MP:	Flank MP:	
Tonnage: 10	-	-	
Driving Skill:	Technology Base:		
Gunnery Skill:	Inner Sphere 3025		
Cost: 21,000			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
Critical Damage			
Axle Damaged	☐	Engine Hit	☐
Wheel Destroyed	☐		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
Body Inventory							
1	Cargo (8 tons)	B	—	—	—	—	—



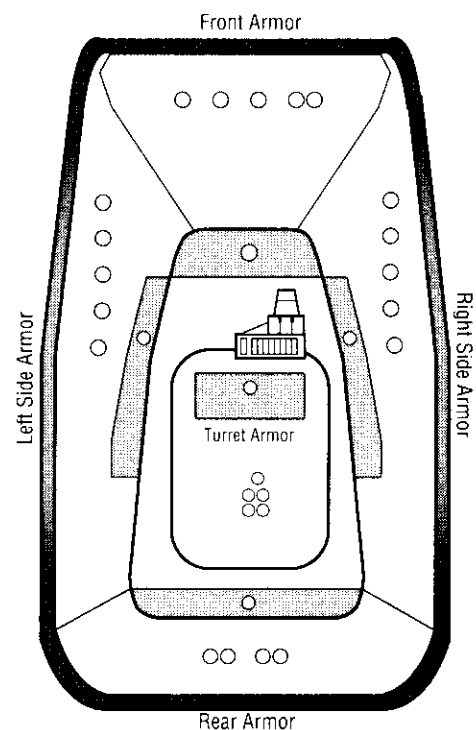
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HOVERCRAFT RECORD SHEET

Unit Type: APC (Hover)															
Movement Type: Hover		Cruising MP:	Flank MP:												
Tonnage: 10		10	15												
Driving Skill:		Technology Base:													
Gunnery Skill:		Inner Sphere													
Cost: 87,600		3025													
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	MG	100		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
MG	100														
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Lift Fan Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Critical Damage				Airskirt Damaged	☐	Turret Locked	☐	Lift Fan Destroyed	☐	Engine Hit	☐
Critical Damage															
Airskirt Damaged	☐	Turret Locked	☐												
Lift Fan Destroyed	☐	Engine Hit	☐												

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Machine Gun	T	2	—	1	2	3

Body Inventory							
1	Infantry (1 ton)	B	—	—	—	—	—



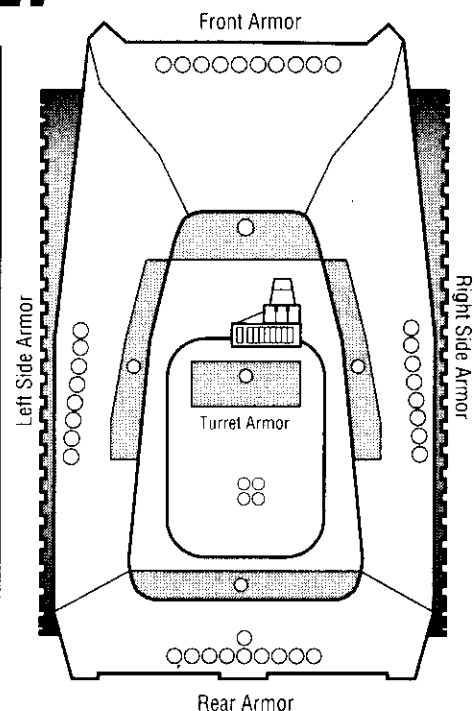
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TRACKED VEHICLE RECORD SHEET

Unit Type: APC (Tracked)															
Movement Type: Tracked		Cruising MP:	Flank MP:												
Tonnage: 10		6	9												
Driving Skill:		Technology Base:													
Gunnery Skill:		Inner Sphere													
Cost: 64,350		3025													
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	MG	200		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
MG	200														
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td></td> <td></td> </tr> </tbody> </table>				Critical Damage				Drive Damaged	☐	Engine Hit	☐	Track Destroyed	☐		
Critical Damage															
Drive Damaged	☐	Engine Hit	☐												
Track Destroyed	☐														

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Machine Gun	T	2	—	1	2	3

Body Inventory							
1	Infantry (1 ton)	B	—	—	—	—	—



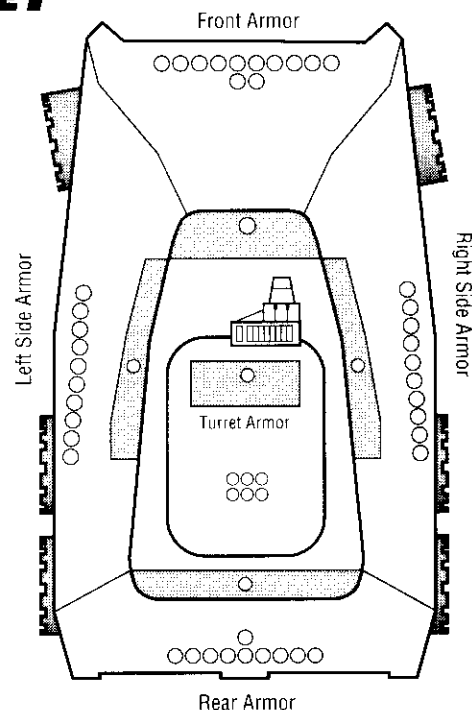
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WHEELED VEHICLE RECORD SHEET

Unit Type: APC (Wheeled)											
Movement Type: Wheeled		Cruising MP:	Flank MP:								
Tonnage: 10		6	9								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 68,425											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	MG	200		
Ammo Type	Rounds	Ammo Type	Rounds								
MG	200										
Critical Damage Axle Damaged ☐ Wheel Destroyed ☐ Engine Hit ☐											

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Machine Gun	T	2	—	1	2	3

Body Inventory							
1	Infantry (1 ton)	B	—	—	—	—	—



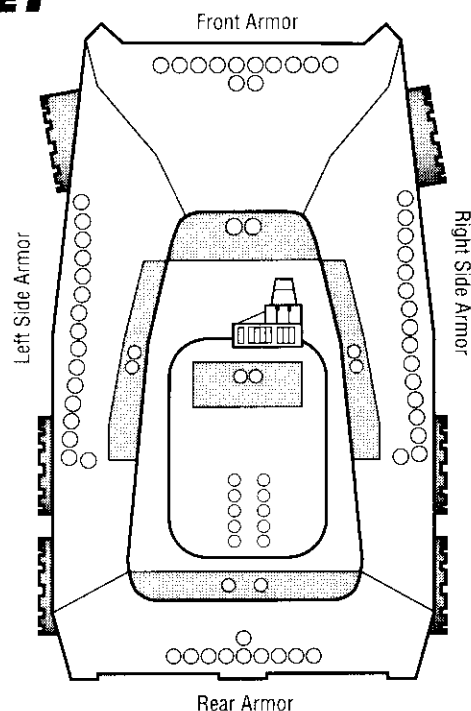
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WHEELED VEHICLE RECORD SHEET

Unit Type: MASH Truck											
Movement Type: Wheeled		Cruising MP:	Flank MP:								
Tonnage: 20		5	8								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 304,333											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds				
Ammo Type	Rounds	Ammo Type	Rounds								
Critical Damage Axle Damaged ☐ Turret Locked ☐ Wheel Destroyed ☐ Engine Hit ☐											

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Small Laser	T	3	—	1	2	3

Body Inventory							
1	Hospital Equipment	B	—	—	—	—	—



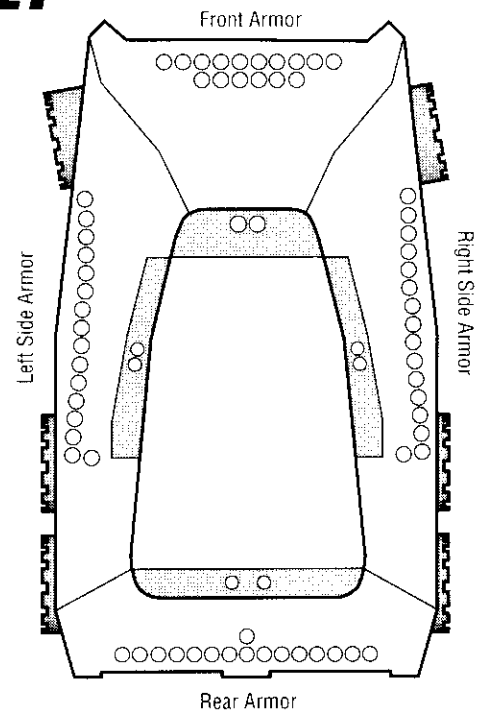
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WHEELED VEHICLE RECORD SHEET

Unit Type: PKR-T5 PACKRAT LRPV											
Movement Type: Wheeled		Cruising MP:	Flank MP:								
Tonnage: 20		7	11								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere									
Cost: 408,650											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 6</td> <td>30</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	SRM 6	30		
Ammo Type	Rounds	Ammo Type	Rounds								
SRM 6	30										
Critical Damage Axle Damaged ☐ Engine Hit ☐ Wheel Destroyed ☐											

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	SRM 6	F	2/hit	—	1-3	4-6	7-9	
1	Flamer (Vehicle)	R	2	—	1	2	3	

Body Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Infantry (1 ton)	B	—	—	—	—	—	



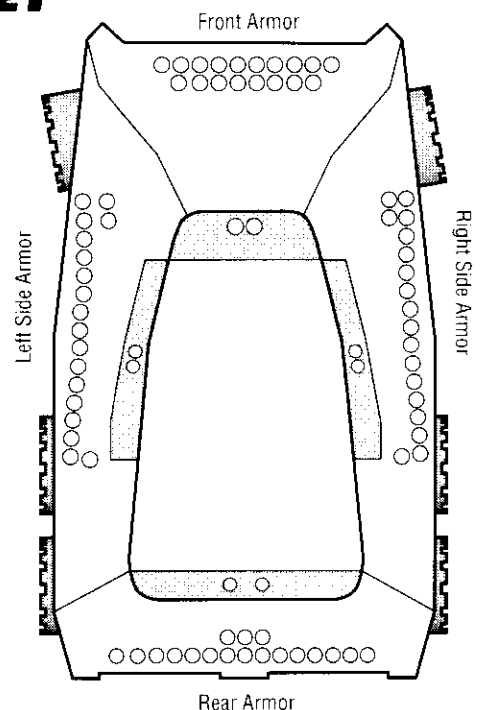
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WHEELED VEHICLE RECORD SHEET

Unit Type: SKULKER Wheeled Scout Tank							
Movement Type: Wheeled		Cruising MP:	Flank MP:				
Tonnage: 20		7	11				
Driving Skill:		Technology Base:					
Gunnery Skill:		Inner Sphere					
Cost: 183,700							
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds
Ammo Type	Rounds	Ammo Type	Rounds				
Critical Damage Axle Damaged ☐ Engine Hit ☐ Wheel Destroyed ☐							

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Medium Laser	F	5	—	1-3	4-6	7-9	

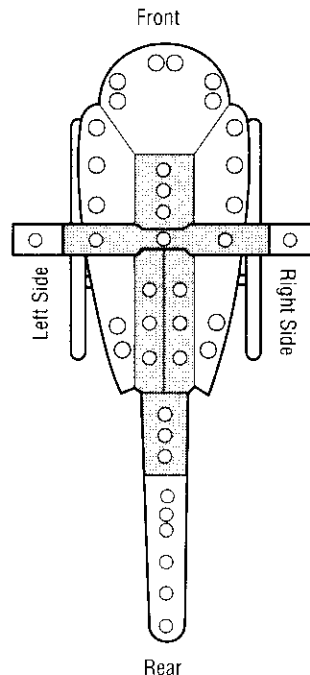
Body Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Sensors	B	—	—	—	—	—	



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V.T.O.L. RECORD SHEET

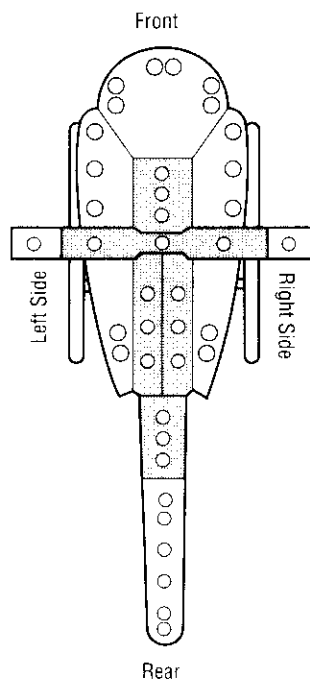
Unit Type: WARRIOR H-7 Attack Helicopter			Weapons Inventory								Elevation	
Movement Type: VTOL	Cruising MP: 10	Flank MP: 15	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: 21			1	Autocannon/2	F	2	4	1-8	9-16	17-24	1	_____
Piloting Skill:	Technology Base:		1	SRM 4	F	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	Inner Sphere										3	_____
Cost: 544,850											4	_____
Ammo											5	_____
Ammo Type	Rounds	Ammo Type	Rounds								6	_____
AC/2	45										7	_____
SRM4	25										8	_____
Critical Damage											9	_____
Rotor Damaged ☐	Engine Hit ☐										10	_____
Rotor Destroyed ☐											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____



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V.T.O.L. RECORD SHEET

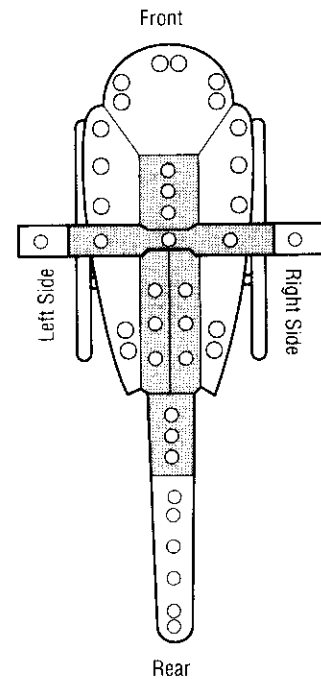
Unit Type: WARRIOR H-7A			Weapons Inventory								Elevation	
Movement Type: VTOL	Cruising MP: 10	Flank MP: 15	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: 21			1	Autocannon/5	F	5	3	1-6	7-12	13-18	1	_____
Piloting Skill:	Technology Base:		1	Machine Gun	F	2	—	1	2	3	2	_____
Gunnery Skill:	Inner Sphere										3	_____
Cost: 497,250											4	_____
Ammo											5	_____
Ammo Type	Rounds	Ammo Type	Rounds								6	_____
AC/5	20										7	_____
MG	100										8	_____
Critical Damage											9	_____
Rotor Damaged ☐	Engine Hit ☐										10	_____
Rotor Destroyed ☐											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____



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V.T.O.L. RECORD SHEET

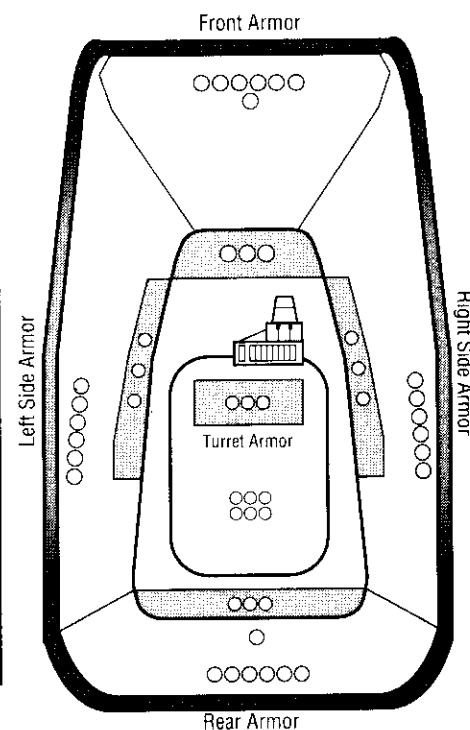
Unit Type: WARRIOR H-7C			Weapons Inventory								Elevation	
Movement Type: VTOL	Cruising MP: 10	Flank MP: 15	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: 21			1	LRM 10	F	1/hit	6	1-7	8-14	15-21	1	_____
Piloting Skill:	Technology Base:		1	SRM 4	F	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	Inner Sphere 3025										3	_____
Cost: 687,650											4	_____
Ammo											5	_____
Ammo Type	Rounds	Ammo Type	Rounds								6	_____
LRM 10	24										7	_____
SRM 4	25										8	_____
Critical Damage			Body Inventory									
Rotor Damaged ☐	Engine Hit ☐										9	_____
Rotor Destroyed ☐											10	_____
											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
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											18	_____
											19	_____
											20	_____
											21	_____

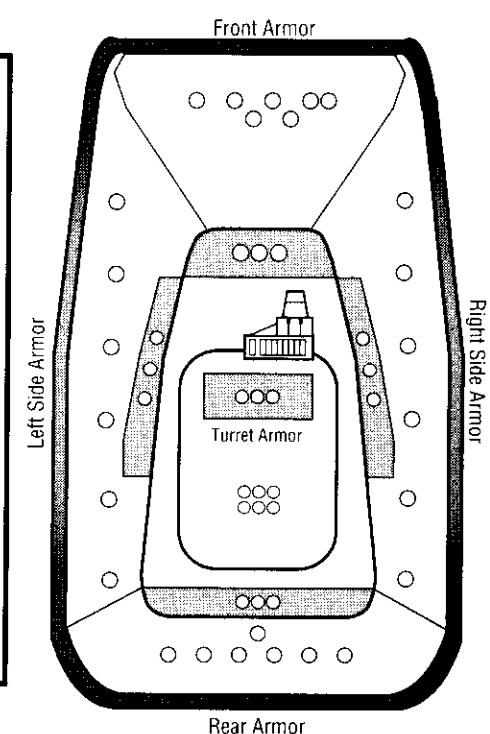
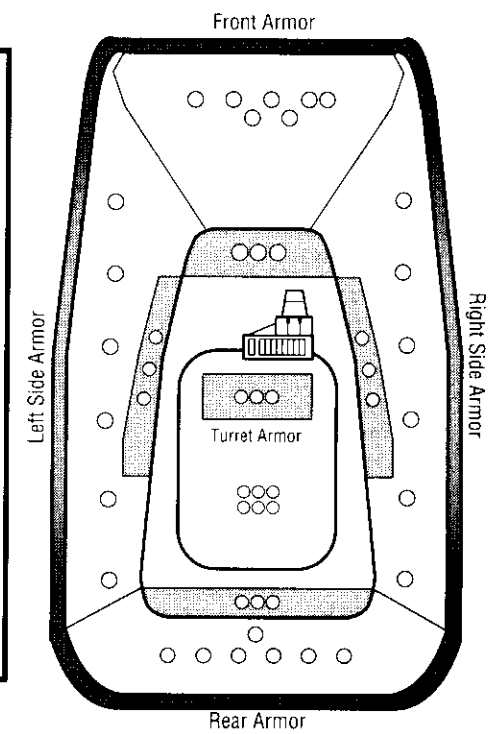


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HOVERCRAFT RECORD SHEET

Unit Type: HARASSER Missile Platform			Weapons Inventory							
Movement Type: Hover	Cruising MP: 10	Flank MP: 15	#	Type	Loc.	Dam.	Min.	S	M	L
Tonnage: 25			2	SRM 6	T	2/hit	—	1-3	4-6	7-9
Driving Skill:	Technology Base:		Body Inventory							
Gunnery Skill:	Inner Sphere 3025									
Cost: 561,750										
Ammo										
Ammo Type	Rounds	Ammo Type	Rounds							
SRM 6	30									
Critical Damage										
Airskirt Damaged ☐	Turret Locked ☐									
Lift Fan Destroyed ☐	Engine Hit ☐									





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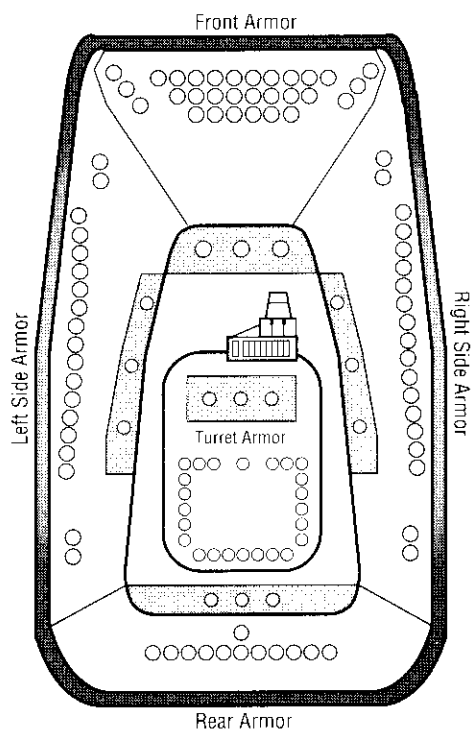
HOVERCRAFT RECORD SHEET

Unit Type: J. EDGAR Light Hover Tank														
Movement Type: Hover	Cruising MP: 11	Flank MP: 17												
Tonnage: 25														
Driving Skill:	Technology Base: Inner Sphere 3025													
Gunnery Skill:														
Cost: 729,250														
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table>			Ammo				Ammo Type	Rounds	Ammo Type	Rounds	SRM 2	50		
Ammo														
Ammo Type	Rounds	Ammo Type	Rounds											
SRM 2	50													
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged ☐</td> <td>Turret Locked ☐</td> <td></td> <td></td> </tr> <tr> <td>Lift Fan Destroyed ☐</td> <td>Engine Hit ☐</td> <td></td> <td></td> </tr> </tbody> </table>			Critical Damage				Airskirt Damaged ☐	Turret Locked ☐			Lift Fan Destroyed ☐	Engine Hit ☐		
Critical Damage														
Airskirt Damaged ☐	Turret Locked ☐													
Lift Fan Destroyed ☐	Engine Hit ☐													

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	Medium Laser	T	5	—	1-3	4-6	7-9

Body Inventory



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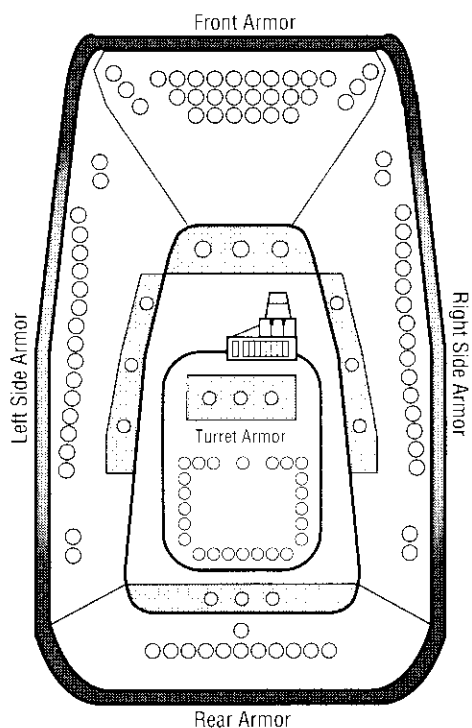
HOVERCRAFT RECORD SHEET

Unit Type: J. EDGAR (MG Variant)														
Movement Type: Hover	Cruising MP: 11	Flank MP: 17												
Tonnage: 25														
Driving Skill:	Technology Base: Inner Sphere 3025													
Gunnery Skill:														
Cost: 690,250														
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>			Ammo				Ammo Type	Rounds	Ammo Type	Rounds	MG	200		
Ammo														
Ammo Type	Rounds	Ammo Type	Rounds											
MG	200													
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged ☐</td> <td>Turret Locked ☐</td> <td></td> <td></td> </tr> <tr> <td>Lift Fan Destroyed ☐</td> <td>Engine Hit ☐</td> <td></td> <td></td> </tr> </tbody> </table>			Critical Damage				Airskirt Damaged ☐	Turret Locked ☐			Lift Fan Destroyed ☐	Engine Hit ☐		
Critical Damage														
Airskirt Damaged ☐	Turret Locked ☐													
Lift Fan Destroyed ☐	Engine Hit ☐													

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
4	Machine Gun	T	2	—	1	2	3
1	Medium Laser	T	5	—	1-3	4-6	7-9

Body Inventory



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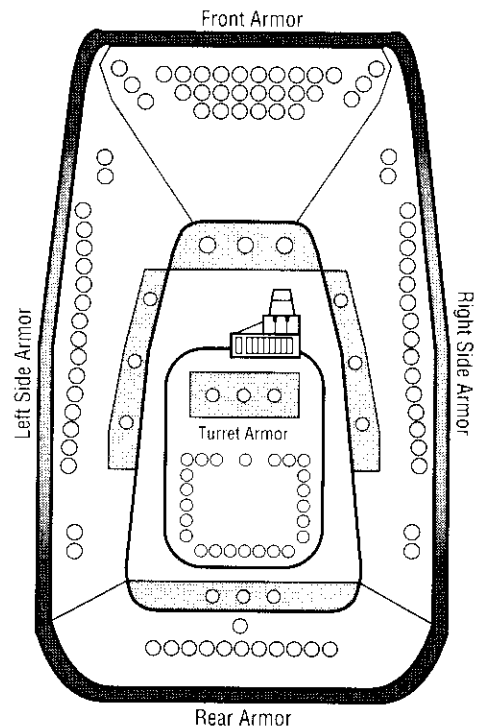
HOVERCRAFT RECORD SHEET

Unit Type: J. EDGAR (Flamer Variant)															
Movement Type: Hover	Cruising MP: 11	Flank MP: 17													
Tonnage: 25															
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere 3025														
Cost: 681,250															
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>FLAMER</td> <td>40</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	FLAMER	40		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
FLAMER	40														
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Critical Damage															
Airskirt Damaged ☐	Turret Locked ☐														
Lift Fan Destroyed ☐	Engine Hit ☐														

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
2	Flamer (Vehicle)	T	2	—	1	2	3
1	Medium Laser	T	5	—	1-3	4-6	7-9

Body Inventory



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WHEELED VEHICLE RECORD SHEET

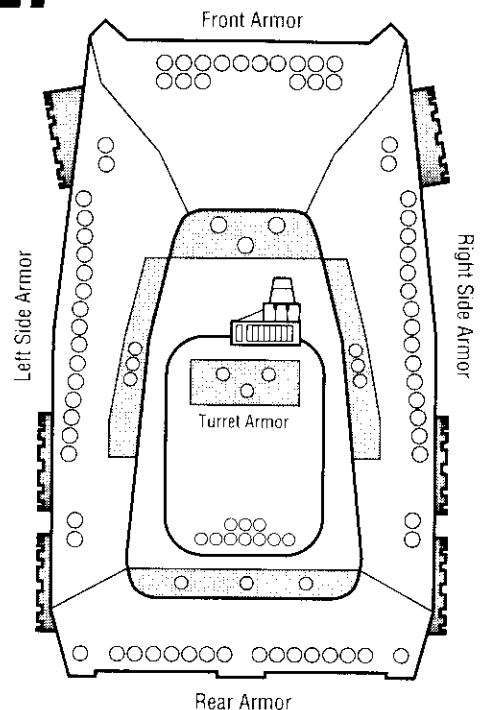
Unit Type: MOBILE HEADQUARTERS															
Movement Type: Wheeled	Cruising MP: 6	Flank MP: 9													
Tonnage: 25															
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere 3025														
Cost: 477,188															
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds				
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Axle Damaged ☐</td> <td>Turret Locked ☐</td> <td></td> <td></td> </tr> <tr> <td>Wheel Destroyed ☐</td> <td>Engine Hit ☐</td> <td></td> <td></td> </tr> </tbody> </table>				Critical Damage				Axle Damaged ☐	Turret Locked ☐			Wheel Destroyed ☐	Engine Hit ☐		
Critical Damage															
Axle Damaged ☐	Turret Locked ☐														
Wheel Destroyed ☐	Engine Hit ☐														

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	Medium Laser	T	5	—	1-3	4-6	7-9

Body Inventory

1	Comm. Equipment	B	—	—	—	—	—
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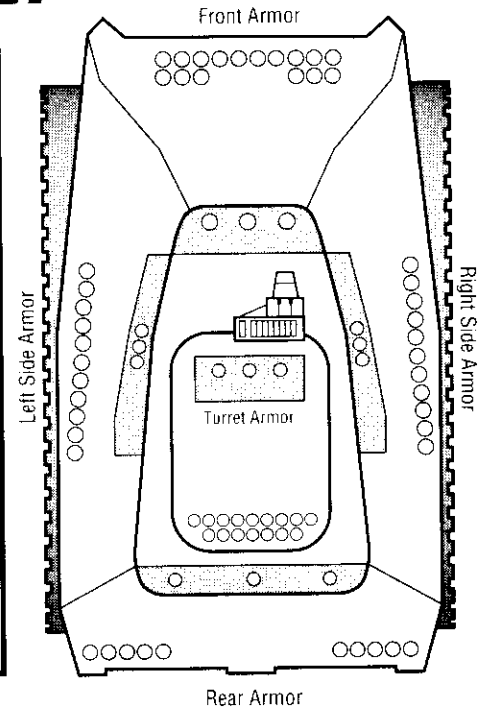


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TRACKED VEHICLE RECORD SHEET

Unit Type: SCORPION Light Tank			
Movement Type: Tracked		Cruising MP:	Flank MP:
Tonnage: 25		4	6
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 327,083			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/5	20		
MG	100		
Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory								
#	Type	Loc.	Dam	Min	S	M	L	
1	Autocannon/5	T	5	3	1-6	7-12	13-18	
1	Machine Gun	F	2	—	1	2	3	
Body Inventory								

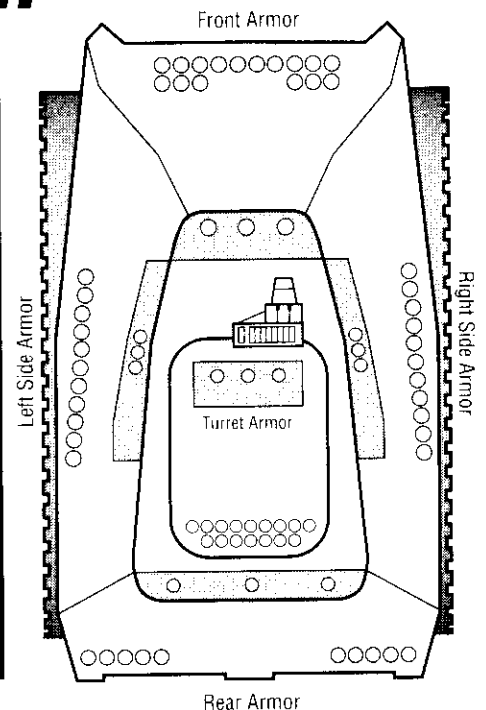


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TRACKED VEHICLE RECORD SHEET

Unit Type: SCORPION (SRM Variant)			
Movement Type: Tracked		Cruising MP:	Flank MP:
Tonnage: 25		4	6
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 466,458			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	45		
MG	100		
Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory								
#	Type	Loc.	Dam	Min	S	M	L	
2	SRM 6	T	2/hit	—	1-3	4-6	7-9	
1	Machine Gun	F	2	—	1	2	3	
Body Inventory								



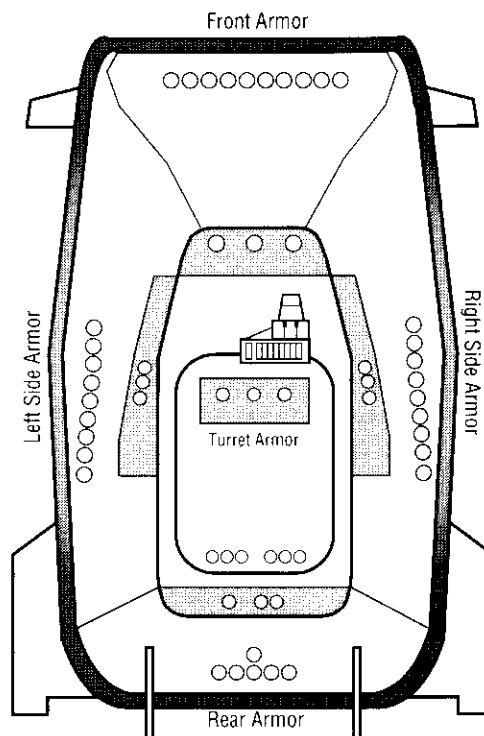
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HYDROFOIL RECORD SHEET

Unit Type: SEA SKIMMER Hydrofoil																			
Movement Type: Hydrofoil		Cruising MP: 12	Flank MP: 18																
Tonnage: 25																			
Driving Skill:		Technology Base: Inner Sphere 3025																	
Gunnery Skill:																			
Cost: 371,333																			
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 4</td> <td>25</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	SRM 4	25			MG	100		
Ammo																			
Ammo Type	Rounds	Ammo Type	Rounds																
SRM 4	25																		
MG	100																		
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Lift Fan Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Critical Damage				Airskirt Damaged	☐	Turret Locked	☐	Lift Fan Destroyed	☐	Engine Hit	☐				
Critical Damage																			
Airskirt Damaged	☐	Turret Locked	☐																
Lift Fan Destroyed	☐	Engine Hit	☐																

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	SRM 4	T	2/hit	—	1-3	4-6	7-9
1	Machine Gun	RS	2	—	1	2	3
1	Machine Gun	LS	2	—	1	2	3
1	Machine Gun	R	2	—	1	2	3

Body Inventory



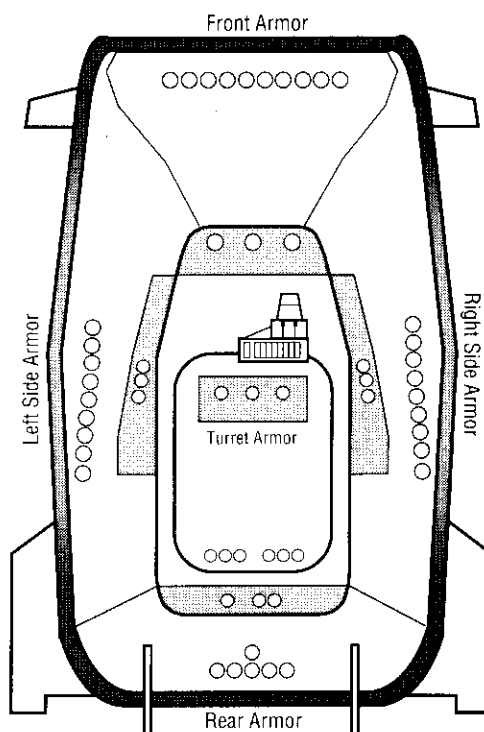
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HYDROFOIL RECORD SHEET

Unit Type: SEA SKIMMER (SRM 2 Variant)															
Movement Type: Hydrofoil		Cruising MP: 12	Flank MP: 18												
Tonnage: 25															
Driving Skill:		Technology Base: Inner Sphere 3025													
Gunnery Skill:															
Cost: 324,000															
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	SRM 2	50		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
SRM 2	50														
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Lift Fan Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Critical Damage				Airskirt Damaged	☐	Turret Locked	☐	Lift Fan Destroyed	☐	Engine Hit	☐
Critical Damage															
Airskirt Damaged	☐	Turret Locked	☐												
Lift Fan Destroyed	☐	Engine Hit	☐												

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	SRM 2	RS	2/hit	—	1-3	4-6	7-9
1	SRM 2	LS	2/hit	—	1-3	4-6	7-9

Body Inventory



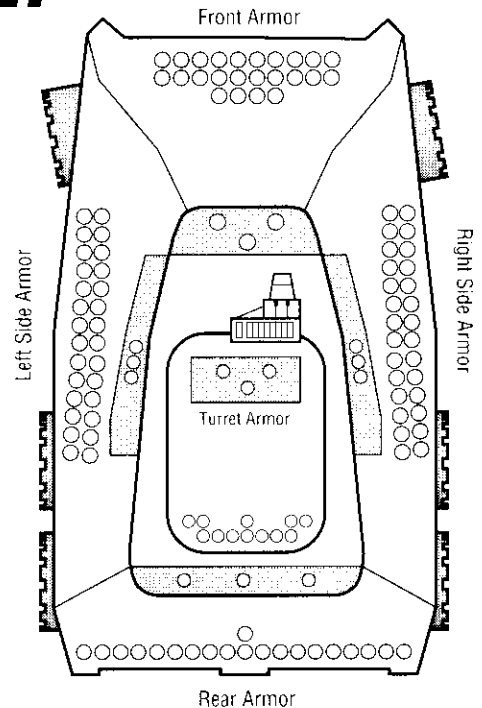
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WHEELED VEHICLE RECORD SHEET

Unit Type: COOLANT TRUCK 135-K											
Movement Type: Wheeled		Cruising MP:	Flank MP:								
Tonnage: 30		4	6								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 212,175											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>FLAMER</td> <td>40</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	FLAMER	40		
Ammo Type	Rounds	Ammo Type	Rounds								
FLAMER	40										
Critical Damage <table border="1"> <tbody> <tr> <td>Axle Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Wheel Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Axle Damaged	☐	Turret Locked	☐	Wheel Destroyed	☐	Engine Hit	☐
Axle Damaged	☐	Turret Locked	☐								
Wheel Destroyed	☐	Engine Hit	☐								

Weapons Inventory								
#	Type	Loc.	Dam	Min	S	M	L	
2	Flamer (Vehicle)	T	2	—	1	2	3	

Body Inventory								
1	Coolant (9 tons)	R	—	—	—	—	—	



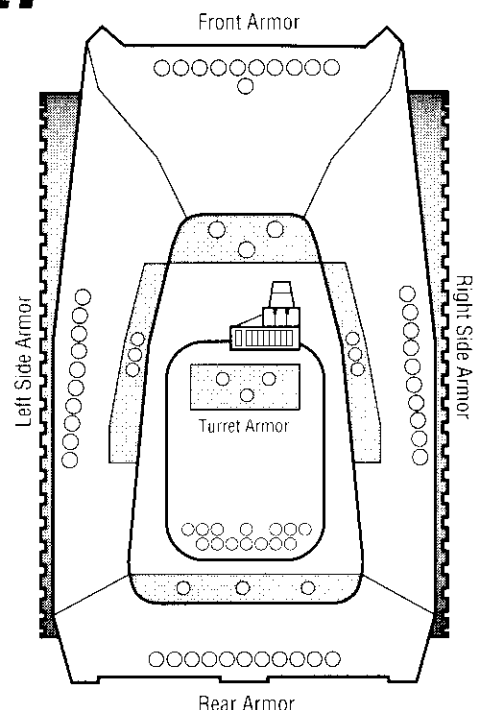
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: GALLEON Light Tank GAL-100											
Movement Type: Tracked		Cruising MP:	Flank MP:								
Tonnage: 30		6	9								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 323,700											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds				
Ammo Type	Rounds	Ammo Type	Rounds								
Critical Damage <table border="1"> <tbody> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Drive Damaged	☐	Turret Locked	☐	Track Destroyed	☐	Engine Hit	☐
Drive Damaged	☐	Turret Locked	☐								
Track Destroyed	☐	Engine Hit	☐								

Weapons Inventory								
#	Type	Loc.	Dam	Min	S	M	L	
1	Medium Laser	T	5	—	1-3	4-6	7-9	
1	Small Laser	RS	3	—	1	2	3	
1	Small Laser	LS	3	—	1	2	3	

Body Inventory								



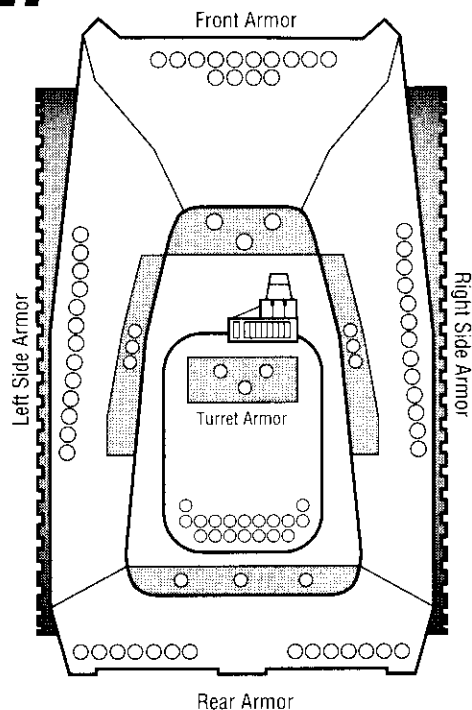
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TRACKED VEHICLE RECORD SHEET

Unit Type: GALLEON GAL-200			
Movement Type: Tracked		Cruising MP: 6	Flank MP: 9
Tonnage: 30			
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 313,950			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
MG	200		
Critical Damage			
Drive Damaged ☐	Turret Locked ☐		
Track Destroyed ☐	Engine Hit ☐		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Medium Laser	T	5	—	1-3	4-6	7-9
1	Machine Gun	RS	2	—	1	2	3
1	Machine Gun	LS	2	—	1	2	3

Body Inventory



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V.T.O.L. RECORD SHEET

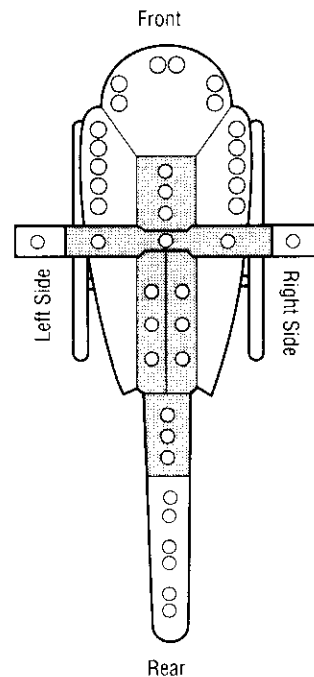
Unit Type: KARNOV UR Transport			
Movement Type: VTOL		Cruising MP: 11	Flank MP: 17
Tonnage: 30			
Piloting Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 550,000			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
Critical Damage			
Rotor Damaged ☐	Engine Hit ☐		
Rotor Destroyed ☐			

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L

Body Inventory

1	Cargo (6 tons)	R	—	—	—	—	—
---	----------------	---	---	---	---	---	---

Elevation	
Turn	Elevation
1	—
2	—
3	—
4	—
5	—
6	—
7	—
8	—
9	—
10	—
11	—
12	—
13	—
14	—
15	—
16	—
17	—
18	—
19	—
20	—
21	—



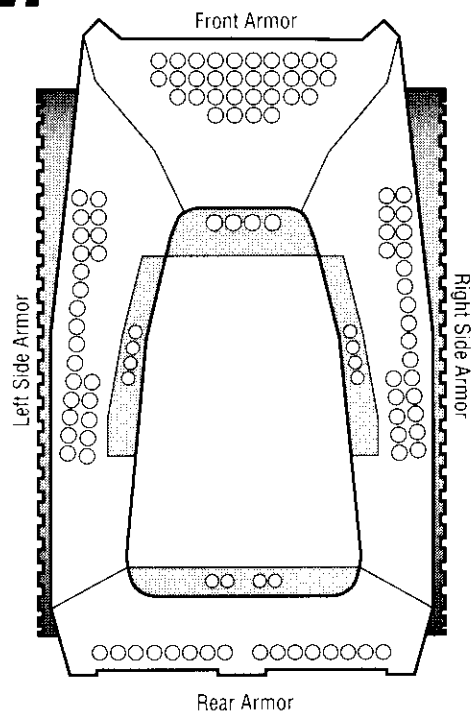
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: HUNTER Light Support Tank			
Movement Type: Tracked		Cruising MP:	Flank MP:
Tonnage: 35		5	8
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 1,135,125			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	12		
Critical Damage			
Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐		

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	LRM 20	F	1/hit	8	1-7	8-14	15-21	
1	Flamer (Vehicle)	R	2	—	1	2	3	

Body Inventory



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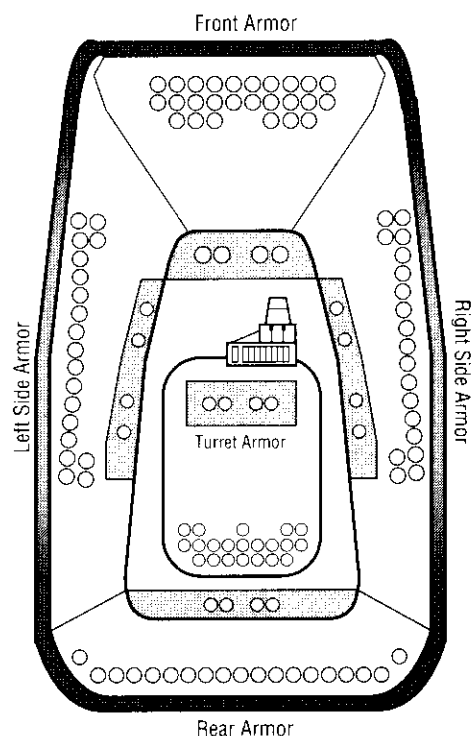
HOVERCRAFT RECORD SHEET

Unit Type: PEGASUS Scout Hovertank			
Movement Type: Hover		Cruising MP:	Flank MP:
Tonnage: 35		8	12
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 841,925			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	15		
Critical Damage			
Airskirt Damaged	☐	Turret Locked	☐
Lift Fan Destroyed	☐	Engine Hit	☐

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
2	SRM 6	T	2/hit	—	1-3	4-6	7-9	
1	Medium Laser	F	5	—	1-3	4-6	7-9	

Body Inventory

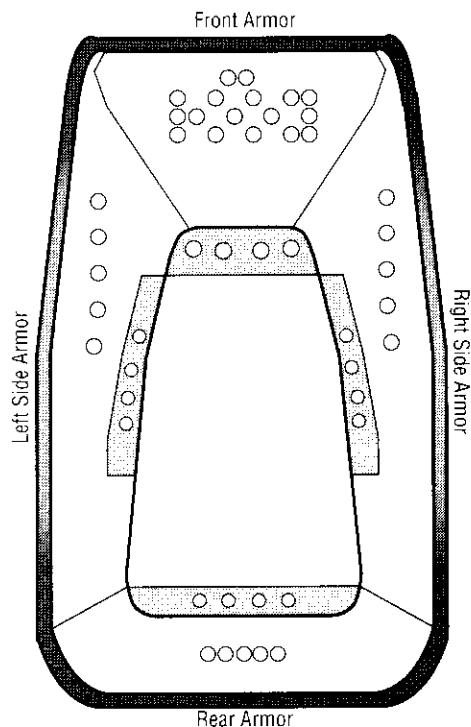
1	Sensors	B	—	—	—	—	—	
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HOVERCRAFT RECORD SHEET

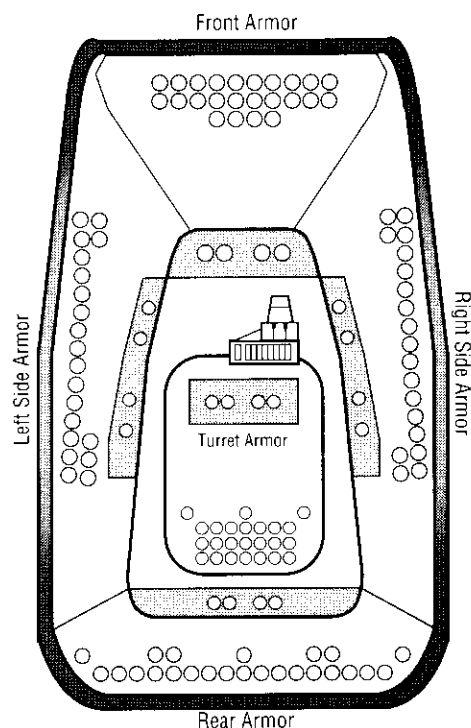
Unit Type: SALADIN ASSAULT HOVER TANK																			
Movement Type: Hover	Cruising MP: 8	Flank MP: 12	Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Autocannon/20</td> <td>F</td> <td>20</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> </tbody> </table>	#	Type	Loc.	Dam.	Min.	S	M	L	1	Autocannon/20	F	20	—	1-3	4-6	7-9
#	Type	Loc.		Dam.	Min.	S	M	L											
1	Autocannon/20	F		20	—	1-3	4-6	7-9											
Tonnage: 35																			
Driving Skill:	Technology Base:																		
Gunnery Skill:	Inner Sphere 3025																		
Cost: 911,625																			
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/20</td> <td>15</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	AC/20	15										
Ammo Type	Rounds	Ammo Type	Rounds																
AC/20	15																		
Critical Damage Airskirt Damaged ☐ Engine Hit ☐ Lift Fan Destroyed ☐																			



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HOVERCRAFT RECORD SHEET

Unit Type: SARACEN Medium Hover Tank																											
Movement Type: Hover	Cruising MP: 8	Flank MP: 12	Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>LRM 10</td> <td>T</td> <td>1/hit</td> <td>6</td> <td>1-7</td> <td>8-14</td> <td>15-21</td> </tr> <tr> <td>3</td> <td>SRM 2</td> <td>T</td> <td>2/hit</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> </tbody> </table>	#	Type	Loc.	Dam.	Min.	S	M	L	1	LRM 10	T	1/hit	6	1-7	8-14	15-21	3	SRM 2	T	2/hit	—	1-3	4-6	7-9
#	Type	Loc.		Dam.	Min.	S	M	L																			
1	LRM 10	T		1/hit	6	1-7	8-14	15-21																			
3	SRM 2	T		2/hit	—	1-3	4-6	7-9																			
Tonnage: 35																											
Driving Skill:	Technology Base:																										
Gunnery Skill:	Inner Sphere 3025																										
Cost: 813,025																											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 10</td> <td>24</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	LRM 10	24			SRM 2	50														
Ammo Type	Rounds	Ammo Type	Rounds																								
LRM 10	24																										
SRM 2	50																										
Critical Damage Airskirt Damaged ☐ Turret Locked ☐ Lift Fan Destroyed ☐ Engine Hit ☐																											



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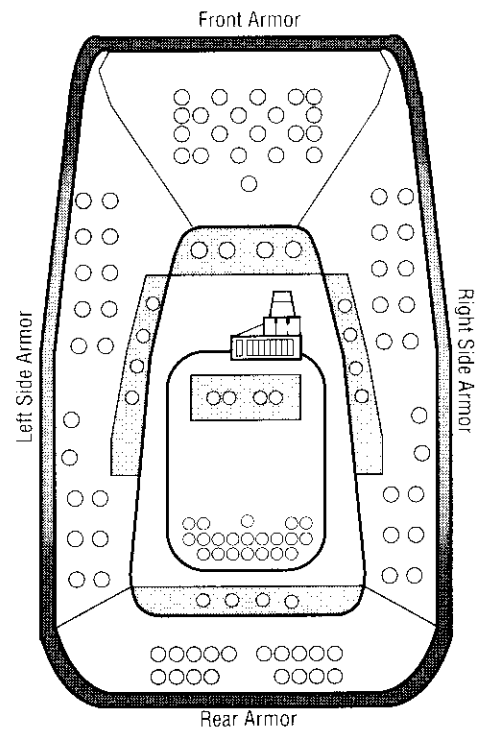
HOVERCRAFT RECORD SHEET

Unit Type: SCIMITAR Medium Hover Tank															
Movement Type: Hover	Cruising MP:	Flank MP:													
Tonnage: 35	8	12													
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere														
Cost: 727,175															
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/5</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	AC/5	20			SRM 2	50		
Ammo Type	Rounds	Ammo Type	Rounds												
AC/5	20														
SRM 2	50														
Critical Damage Airskirt Damaged ☐ Turret Locked ☐ Lift Fan Destroyed ☐ Engine Hit ☐															

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/5	T	5	3	1-6	7-12	13-18
2	SRM 2	T	2/hit	—	1-3	4-6	7-9

Body Inventory



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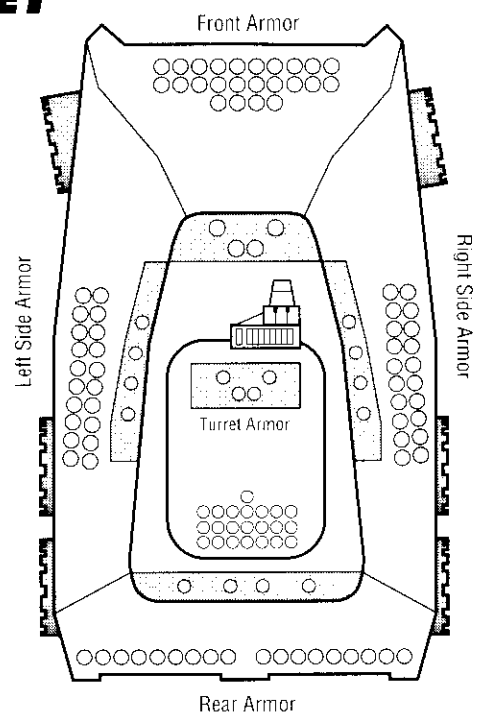
WHEELED VEHICLE RECORD SHEET

Unit Type: STRIKER Light Tank															
Movement Type: Wheeled	Cruising MP:	Flank MP:													
Tonnage: 35	5	8													
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere														
Cost: 563,315															
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 6</td> <td>30</td> <td></td> <td></td> </tr> <tr> <td>LRM 10</td> <td>12</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	SRM 6	30			LRM 10	12		
Ammo Type	Rounds	Ammo Type	Rounds												
SRM 6	30														
LRM 10	12														
Critical Damage Axle Damaged ☐ Turret Locked ☐ Wheel Destroyed ☐ Engine Hit ☐															

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	T	1/hit	6	1-7	8-14	15-21

Body Inventory



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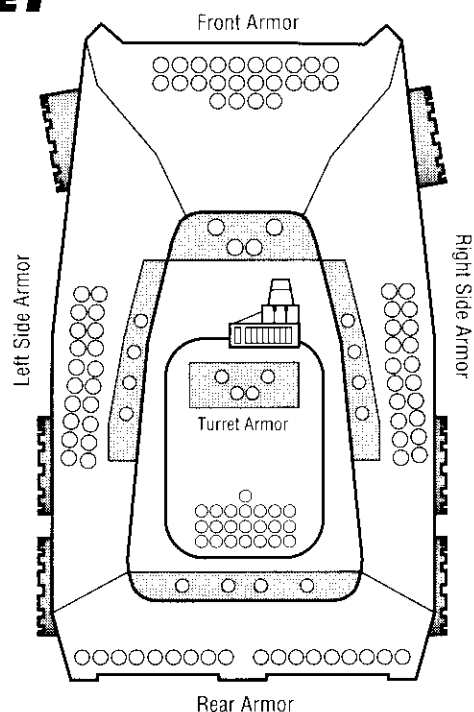
WHEELED VEHICLE RECORD SHEET

Unit Type: STRIKER (LRM Variant)											
Movement Type: Wheeled		Cruising MP:	Flank MP:								
Tonnage: 35		5	8								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 599,740											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 15</td> <td>32</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	LRM 15	32		
Ammo Type	Rounds	Ammo Type	Rounds								
LRM 15	32										
Critical Damage Axle Damaged ☐ Turret Locked ☐ Wheel Destroyed ☐ Engine Hit ☐											

Weapons Inventory

#	Type	Loc.	Dam	Min.	S	M	L
1	LRM 15	T	1/hit	6	1-7	8-14	15-21

Body Inventory



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TRACKED VEHICLE RECORD SHEET

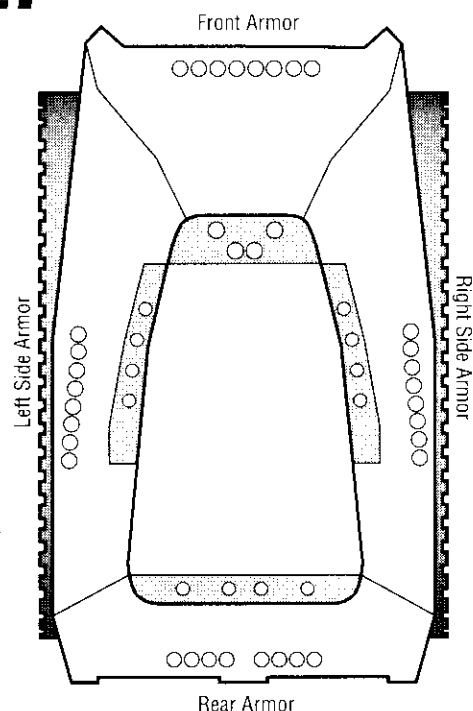
Unit Type: ENGINEERING VEHICLE											
Movement Type: Tracked		Cruising MP:	Flank MP:								
Tonnage: 40		6	9								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 462,000											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds				
Ammo Type	Rounds	Ammo Type	Rounds								
Critical Damage Drive Damaged ☐ Engine Hit ☐ Track Destroyed ☐											

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
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Body Inventory

1	Equipment (9 tons)	8	-	-	-	-	-
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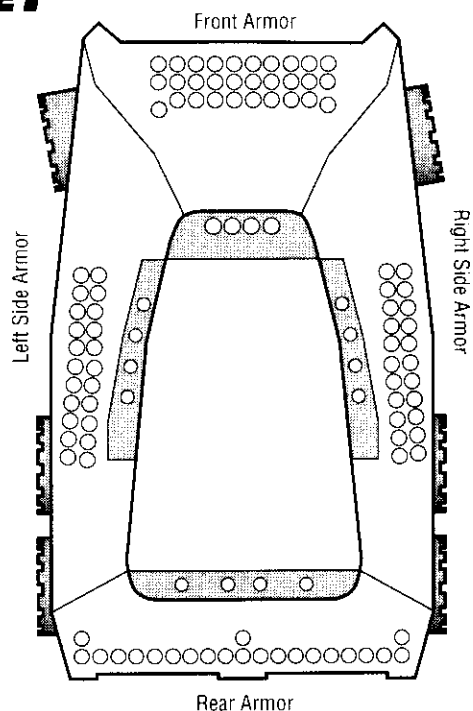
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WHEELED VEHICLE RECORD SHEET

Unit Type: HETZER Wheeled Assault Gun											
Movement Type: Wheeled		Cruising MP:	Flank MP:								
Tonnage: 40		4	6								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 664,000											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/20</td> <td>20</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	AC/20	20		
Ammo Type	Rounds	Ammo Type	Rounds								
AC/20	20										
Critical Damage Axle Damaged ☐ Engine Hit ☐ Wheel Destroyed ☐											

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Autocannon/20	F	20	—	1-3	4-6	7-9	

Body Inventory



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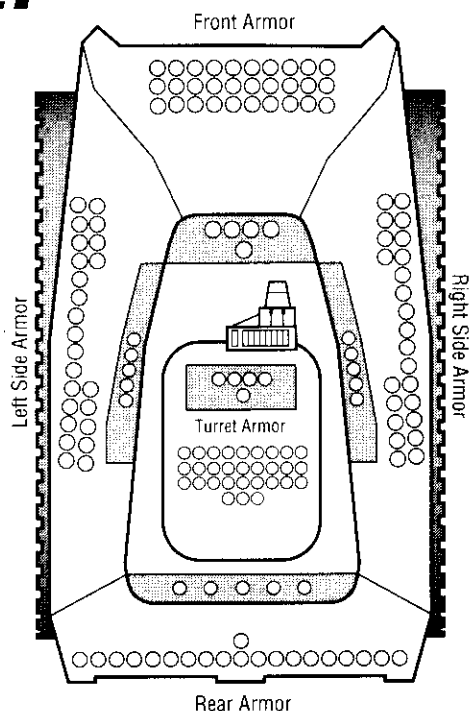
TRACKED VEHICLE RECORD SHEET

Unit Type: GOBLIN Medium Tank											
Movement Type: Tracked		Cruising MP:	Flank MP:								
Tonnage: 45		4	6								
Driving Skill:		Technology Base:									
Gunnery Skill:		Inner Sphere 3025									
Cost: 607,550											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	MG	100		
Ammo Type	Rounds	Ammo Type	Rounds								
MG	100										
Critical Damage Drive Damaged ☐ Turret Locked ☐ Track Destroyed ☐ Engine Hit ☐											

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Large Laser	T	8	—	1-5	6-10	11-15	
1	Machine Gun	F	2	—	1	2	3	

Body Inventory

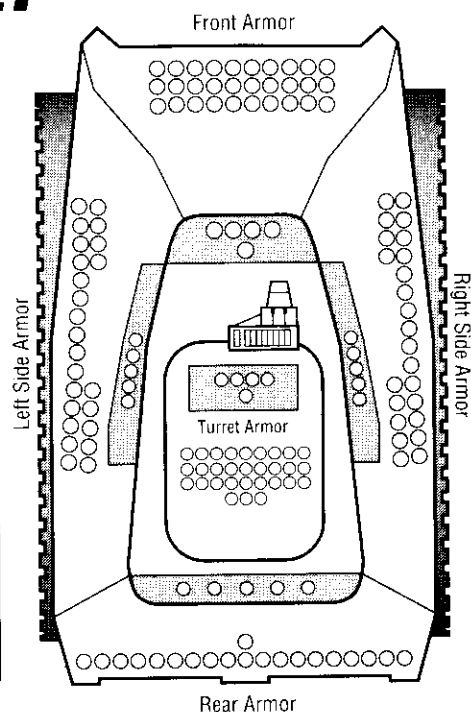
1	Infantry (1 ton)	R	—	—	—	—	—	
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TRACKED VEHICLE RECORD SHEET

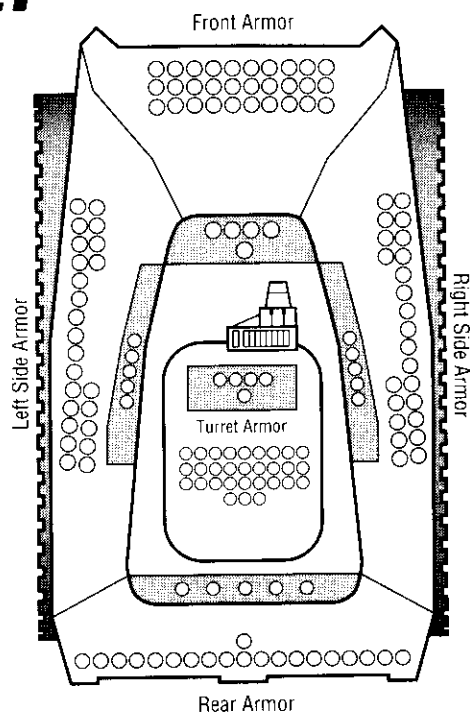
Unit Type: GOBLIN (LRM Variant)																										
Movement Type: Tracked	Cruising MP: 4	Flank MP: 6																								
Tonnage: 45																										
Driving Skill:	Technology Base: Inner Sphere 3025																									
Gunnery Skill:																										
Cost: 848,975																										
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 10</td> <td>36</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>			Ammo Type	Rounds	Ammo Type	Rounds	LRM 10	36			MG	100														
Ammo Type	Rounds	Ammo Type	Rounds																							
LRM 10	36																									
MG	100																									
Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>LRM 10</td> <td>T</td> <td>1/hit</td> <td>6</td> <td>1-7</td> <td>8-14</td> <td>15-21</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>F</td> <td>2</td> <td>—</td> <td>1</td> <td>2</td> <td>3</td> </tr> </tbody> </table>			#	Type	Loc	Dam.	Min.	S	M	L	2	LRM 10	T	1/hit	6	1-7	8-14	15-21	1	Machine Gun	F	2	—	1	2	3
#	Type	Loc	Dam.	Min.	S	M	L																			
2	LRM 10	T	1/hit	6	1-7	8-14	15-21																			
1	Machine Gun	F	2	—	1	2	3																			
Body Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Infantry (1 ton)</td> <td>R</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> </tr> </tbody> </table>			#	Type	Loc	Dam.	Min.	S	M	L	1	Infantry (1 ton)	R	—	—	—	—	—								
#	Type	Loc	Dam.	Min.	S	M	L																			
1	Infantry (1 ton)	R	—	—	—	—	—																			
Critical Damage <table border="1"> <tbody> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>			Drive Damaged	☐	Turret Locked	☐	Track Destroyed	☐	Engine Hit	☐																
Drive Damaged	☐	Turret Locked	☐																							
Track Destroyed	☐	Engine Hit	☐																							



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TRACKED VEHICLE RECORD SHEET

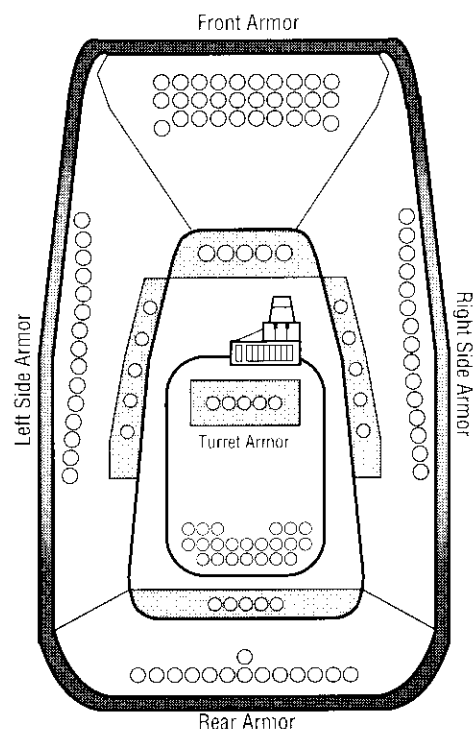
Unit Type: GOBLIN (SRM Variant)																										
Movement Type: Tracked	Cruising MP: 4	Flank MP: 6																								
Tonnage: 45																										
Driving Skill:	Technology Base: Inner Sphere 3025																									
Gunnery Skill:																										
Cost: 933,075																										
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 6</td> <td>60</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>			Ammo Type	Rounds	Ammo Type	Rounds	SRM 6	60			MG	100														
Ammo Type	Rounds	Ammo Type	Rounds																							
SRM 6	60																									
MG	100																									
Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>SRM 6</td> <td>T</td> <td>2/hit</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>F</td> <td>2</td> <td>—</td> <td>1</td> <td>2</td> <td>3</td> </tr> </tbody> </table>			#	Type	Loc	Dam.	Min.	S	M	L	3	SRM 6	T	2/hit	—	1-3	4-6	7-9	1	Machine Gun	F	2	—	1	2	3
#	Type	Loc	Dam.	Min.	S	M	L																			
3	SRM 6	T	2/hit	—	1-3	4-6	7-9																			
1	Machine Gun	F	2	—	1	2	3																			
Body Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Infantry (1 ton)</td> <td>R</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> </tr> </tbody> </table>			#	Type	Loc	Dam.	Min.	S	M	L	1	Infantry (1 ton)	R	—	—	—	—	—								
#	Type	Loc	Dam.	Min.	S	M	L																			
1	Infantry (1 ton)	R	—	—	—	—	—																			
Critical Damage <table border="1"> <tbody> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>			Drive Damaged	☐	Turret Locked	☐	Track Destroyed	☐	Engine Hit	☐																
Drive Damaged	☐	Turret Locked	☐																							
Track Destroyed	☐	Engine Hit	☐																							



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HOVERCRAFT RECORD SHEET

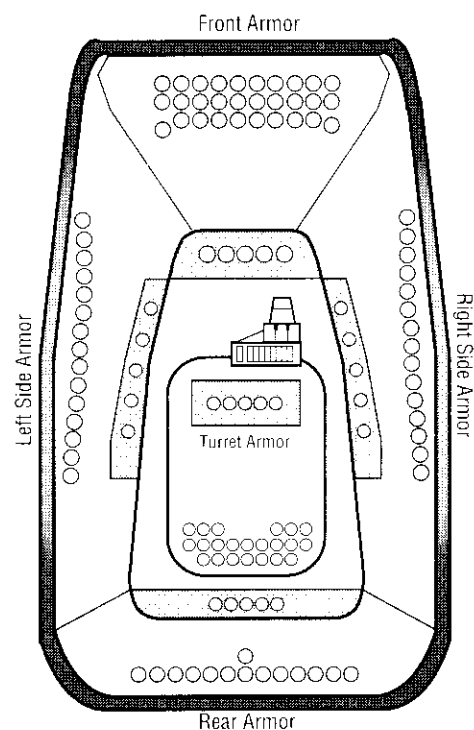
Unit Type: CONDOR Heavy Hover Tank																																											
Movement Type: Hover		Cruising MP:	Flank MP:																																								
Tonnage: 50		8	12																																								
Driving Skill:		Technology Base:																																									
Gunnery Skill:		Inner Sphere 3025																																									
Cost: 1,217,000																																											
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/5</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	AC/5	20			MG	100																										
Ammo																																											
Ammo Type	Rounds	Ammo Type	Rounds																																								
AC/5	20																																										
MG	100																																										
<table border="1"> <thead> <tr> <th colspan="8">Weapons Inventory</th> </tr> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam</th> <th>Min</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>Medium Laser</td> <td>T</td> <td>5</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> <tr> <td>1</td> <td>Autocannon/5</td> <td>T</td> <td>5</td> <td>3</td> <td>1-6</td> <td>7-12</td> <td>13-18</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>F</td> <td>2</td> <td>—</td> <td>1</td> <td>2</td> <td>3</td> </tr> </tbody> </table>				Weapons Inventory								#	Type	Loc	Dam	Min	S	M	L	2	Medium Laser	T	5	—	1-3	4-6	7-9	1	Autocannon/5	T	5	3	1-6	7-12	13-18	1	Machine Gun	F	2	—	1	2	3
Weapons Inventory																																											
#	Type	Loc	Dam	Min	S	M	L																																				
2	Medium Laser	T	5	—	1-3	4-6	7-9																																				
1	Autocannon/5	T	5	3	1-6	7-12	13-18																																				
1	Machine Gun	F	2	—	1	2	3																																				
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Lift Fan Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Critical Damage				Airskirt Damaged	☐	Turret Locked	☐	Lift Fan Destroyed	☐	Engine Hit	☐																												
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Airskirt Damaged	☐	Turret Locked	☐																																								
Lift Fan Destroyed	☐	Engine Hit	☐																																								
Body Inventory																																											



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HOVERCRAFT RECORD SHEET

Unit Type: CONDOR (Davion Variant)																																			
Movement Type: Hover		Cruising MP:	Flank MP:																																
Tonnage: 50		8	12																																
Driving Skill:		Technology Base:																																	
Gunnery Skill:		Inner Sphere 3025																																	
Cost: 1,280,000																																			
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/5</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	AC/5	20			MG	100																		
Ammo																																			
Ammo Type	Rounds	Ammo Type	Rounds																																
AC/5	20																																		
MG	100																																		
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Weapons Inventory																																			
#	Type	Loc	Dam	Min	S	M	L																												
2	Autocannon/5	T	5	3	1-6	7-12	13-18																												
1	Machine Gun	F	2	—	1	2	3																												
<table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Airskirt Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Lift Fan Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Critical Damage				Airskirt Damaged	☐	Turret Locked	☐	Lift Fan Destroyed	☐	Engine Hit	☐																				
Critical Damage																																			
Airskirt Damaged	☐	Turret Locked	☐																																
Lift Fan Destroyed	☐	Engine Hit	☐																																
Body Inventory																																			



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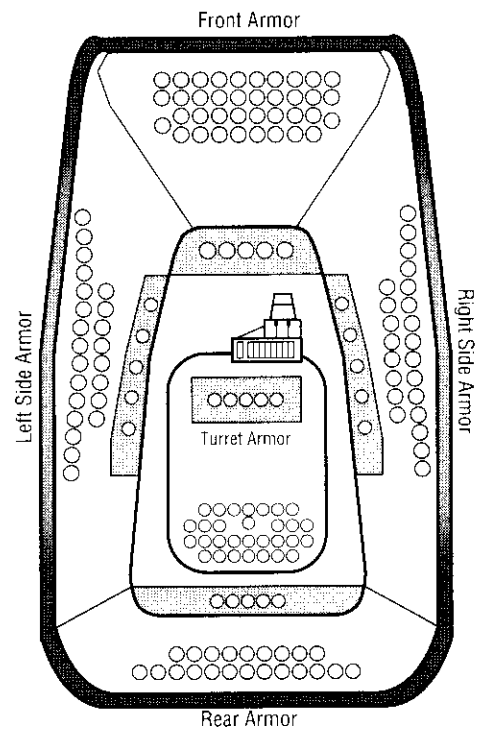
HOVERCRAFT RECORD SHEET

Unit Type: CONDOR (Liao Variant)																		
Movement Type: Hover	Cruising MP: 8	Flank MP: 12																
Tonnage: 50																		
Driving Skill:	Technology Base:																	
Gunnery Skill:	Inner Sphere 3025																	
Cost: 1,184,000																		
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>			Ammo Type	Rounds	Ammo Type	Rounds												
Ammo Type	Rounds	Ammo Type	Rounds															
Critical Damage Airskirt Damaged ☐ Turret Locked ☐ Lift Fan Destroyed ☐ Engine Hit ☐																		

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
4	Medium Laser	T	5	—	1-3	4-6	7-9

Body Inventory



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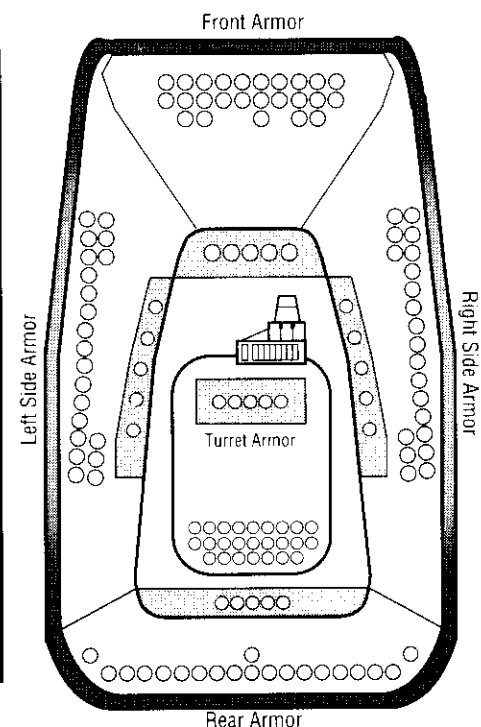
HOVERCRAFT RECORD SHEET

Unit Type: DRILLSON Heavy Hover Tank																		
Movement Type: Hover	Cruising MP: 9	Flank MP: 14																
Tonnage: 50																		
Driving Skill:	Technology Base:																	
Gunnery Skill:	Inner Sphere 3025																	
Cost: 2,505,333																		
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr><td>SRM 2</td><td>50</td><td> </td><td> </td></tr> <tr><td>LRM 10</td><td>12</td><td> </td><td> </td></tr> <tr><td>MG</td><td>100</td><td> </td><td> </td></tr> </tbody> </table>			Ammo Type	Rounds	Ammo Type	Rounds	SRM 2	50			LRM 10	12			MG	100		
Ammo Type	Rounds	Ammo Type	Rounds															
SRM 2	50																	
LRM 10	12																	
MG	100																	
Critical Damage Airskirt Damaged ☐ Turret Locked ☐ Lift Fan Destroyed ☐ Engine Hit ☐																		

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	Large Laser	T	8	—	1-5	6-10	11-15
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	F	1/hit	6	1-7	8-14	15-21
2	Machine Gun	F	2	—	1	2	3

Body Inventory



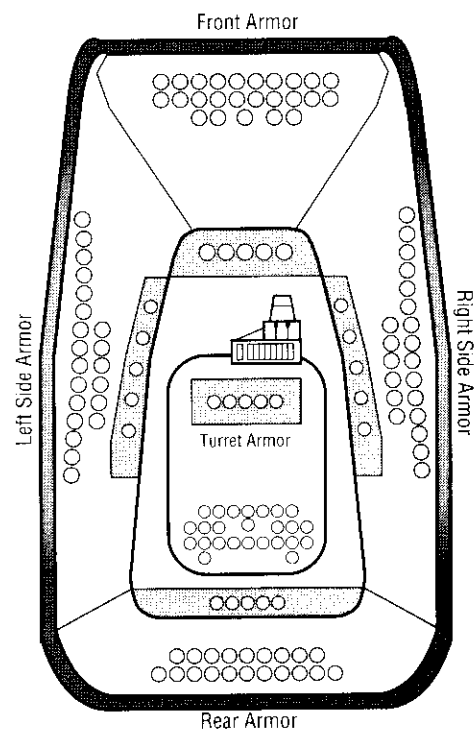
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HOVERCRAFT RECORD SHEET

Unit Type: DRILLSON (SRM Variant)															
Movement Type: Hover		Cruising MP:	Flank MP:												
Tonnage: 50		9	14												
Driving Skill:		Technology Base:													
Gunnery Skill:		Inner Sphere													
Cost: 2,433,333		3025													
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 2</td> <td>150</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	SRM 2	150			MG	100		
Ammo Type	Rounds	Ammo Type	Rounds												
SRM 2	150														
MG	100														
Critical Damage Airskirt Damaged ☐ Turret Locked ☐ Lift Fan Destroyed ☐ Engine Hit ☐															

#	Type	Loc.	Dam.	Min	S	M	L
1	Large Laser	T	8	—	1-5	6-10	11-15
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
4	SRM 2	F	2/hit	—	1-3	4-6	7-9
2	Machine Gun	F	2	—	1	2	3

1	Infantry (3 tons)	B	—	—	—	—	—
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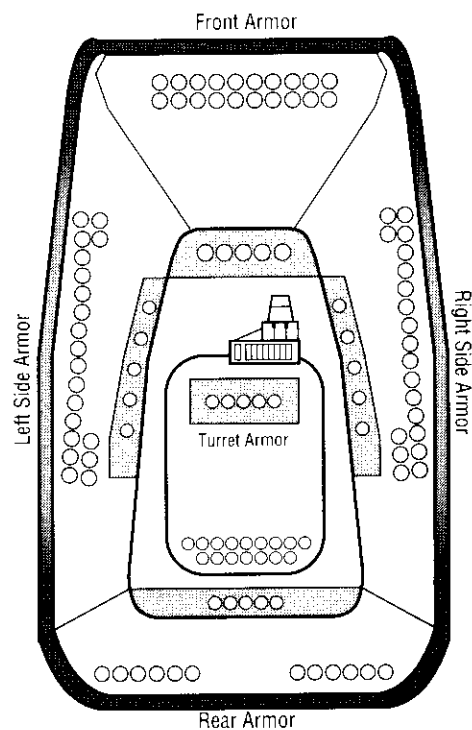
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HOVERCRAFT RECORD SHEET

Unit Type: MAXIM Heavy Hover Transport																							
Movement Type: Hover		Cruising MP:	Flank MP:																				
Tonnage: 50		8	12																				
Driving Skill:		Technology Base:																					
Gunnery Skill:		Inner Sphere																					
Cost: 1,320,000		3025																					
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 6</td> <td>15</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> <tr> <td>LRM 5</td> <td>24</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	SRM 6	15			MG	200			LRM 5	24			SRM 2	50		
Ammo Type	Rounds	Ammo Type	Rounds																				
SRM 6	15																						
MG	200																						
LRM 5	24																						
SRM 2	50																						
Critical Damage Airskirt Damaged ☐ Turret Locked ☐ Lift Fan Destroyed ☐ Engine Hit ☐																							

#	Type	Loc.	Dam.	Min	S	M	L
1	SRM 6	T	2/hit	—	1-3	4-6	7-9
3	Machine Gun	T	2	—	1	2	3
2	LRM 5	F	1/hit	6	1-7	8-14	15-21
1	LRM 5	R	1/hit	6	1-7	8-14	15-21
1	SRM 2	LS	2/hit	—	1-3	4-6	7-9
1	SRM 2	RS	2/hit	—	1-3	4-6	7-9

1	Infantry (3 tons)	B	—	—	—	—	—
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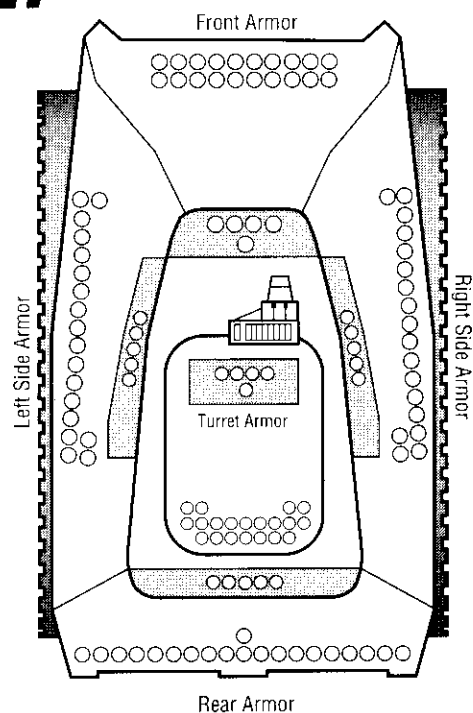
TRACKED VEHICLE RECORD SHEET

Unit Type: VEDETTE Medium Tank															
Movement Type: Tracked	Cruising MP:	Flank MP:													
Tonnage: 50	5	8													
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere														
3025															
Cost: 725,750															
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/5</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	AC/5	20			MG	200		
Ammo Type	Rounds	Ammo Type	Rounds												
AC/5	20														
MG	200														
Critical Damage <table border="1"> <tbody> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Drive Damaged	☐	Turret Locked	☐	Track Destroyed	☐	Engine Hit	☐				
Drive Damaged	☐	Turret Locked	☐												
Track Destroyed	☐	Engine Hit	☐												

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/5	T	5	3	1-6	7-12	13-18
1	Machine Gun	F	2	—	1	2	3

Body Inventory



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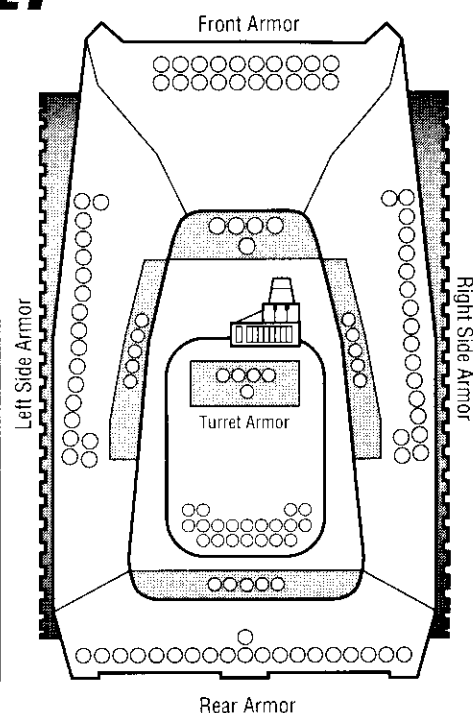
TRACKED VEHICLE RECORD SHEET

Unit Type: VEDETTE (AC/2 Variant)																			
Movement Type: Tracked	Cruising MP:	Flank MP:																	
Tonnage: 50	5	8																	
Driving Skill:	Technology Base:																		
Gunnery Skill:	Inner Sphere																		
3025																			
Cost: 701,000																			
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/2</td> <td>45</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	AC/2	45			SRM 2	50			MG	200		
Ammo Type	Rounds	Ammo Type	Rounds																
AC/2	45																		
SRM 2	50																		
MG	200																		
Critical Damage <table border="1"> <tbody> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> </tbody> </table>				Drive Damaged	☐	Turret Locked	☐	Track Destroyed	☐	Engine Hit	☐								
Drive Damaged	☐	Turret Locked	☐																
Track Destroyed	☐	Engine Hit	☐																

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/2	T	2	4	1-8	9-16	17-24
1	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	Machine Gun	F	2	—	1	2	3

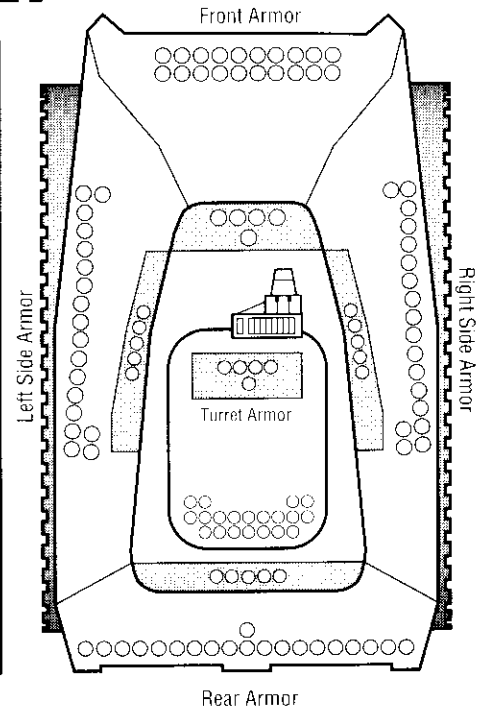
Body Inventory



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TRACKED VEHICLE RECORD SHEET

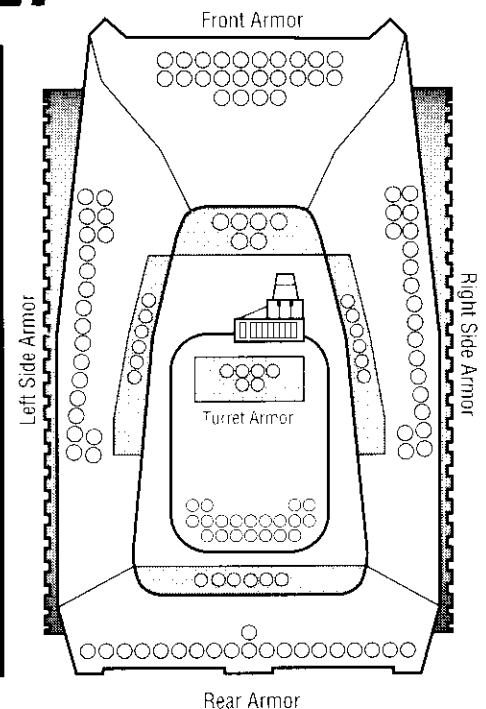
Unit Type: VEDETTE (Liao Variant)																																							
Movement Type: Tracked		Cruising MP:	Flank MP:																																				
Tonnage: 50		5	8																																				
Driving Skill:	Technology Base:																																						
Gunnery Skill:	Inner Sphere 3025																																						
Cost: 673,250																																							
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>400</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	MG	400																										
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Ammo Type	Rounds	Ammo Type	Rounds																																				
MG	400																																						
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Weapons Inventory																																							
#	Type	Loc.	Dam	Min	S	M	L																																
2	Medium Laser	T	5	—	1-3	4-6	7-9																																
1	Machine Gun	F	2	—	1	2	3																																
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Drive Damaged	☐	Turret Locked	☐																																				
Track Destroyed	☐	Engine Hit	☐																																				
Body Inventory																																							



BATTLETECH®

TRACKED VEHICLE RECORD SHEET

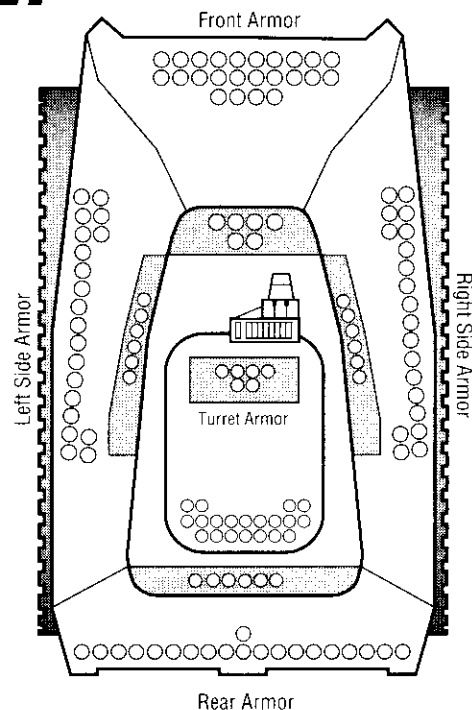
Unit Type: BULLDOG Medium Tank																																																
Movement Type: Tracked		Cruising MP:	Flank MP:																																													
Tonnage: 60		4	6																																													
Driving Skill:	Technology Base:																																															
Gunnery Skill:	Inner Sphere 3025																																															
Cost: 1,128,800																																																
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Weapons Inventory																																																
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2	SRM 4	T	2/hit	—	1-3	4-6	7-9																																									
1	Machine Gun	F	2	—	1	2	3																																									
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Body Inventory																																																



BATTLETECH®

TRACKED VEHICLE RECORD SHEET

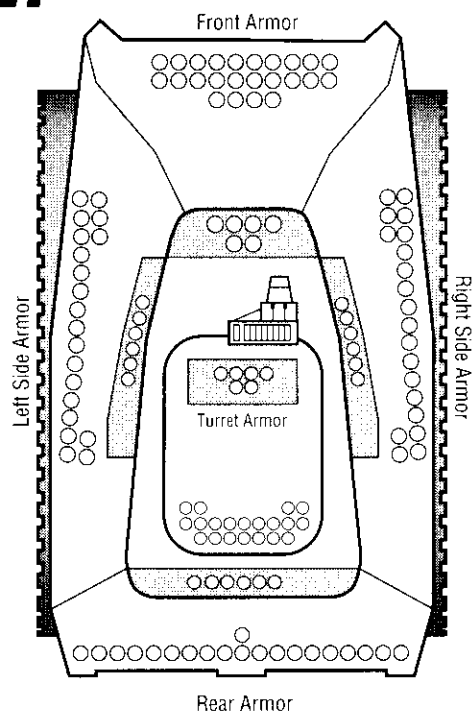
Unit Type: BULLDOG (AC/2 Variant)																																											
Movement Type: Tracked		Cruising MP: 4	Flank MP: 6																																								
Tonnage: 60																																											
Driving Skill:		Technology Base:																																									
Gunnery Skill:		Inner Sphere 3025																																									
Cost: 1,174,400																																											
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SRM 4	50																																										
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Weapons Inventory																																											
#	Type	Loc.	Dam.	Min.	S	M	L																																				
2	Autocannon/2	T	2	4	1-8	9-16	17-24																																				
2	SRM 4	T	2/hit	—	1-3	4-6	7-9																																				
1	Machine Gun	F	2	—	1	2	3																																				
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: BULLDOG (LRM Variant)																																											
Movement Type: Tracked		Cruising MP: 4	Flank MP: 6																																								
Tonnage: 60																																											
Driving Skill:		Technology Base:																																									
Gunnery Skill:		Inner Sphere 3025																																									
Cost: 1,475,200																																											
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 20</td> <td>18</td> <td></td> <td></td> </tr> <tr> <td>SRM 4</td> <td>50</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	LRM 20	18			SRM 4	50			MG	100																						
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Weapons Inventory																																											
#	Type	Loc.	Dam.	Min.	S	M	L																																				
1	LRM 20	T	1/hit	6	1-7	8-14	15-21																																				
2	SRM 4	T	2/hit	—	1-3	4-6	7-9																																				
1	Machine Gun	F	2	—	1	2	3																																				
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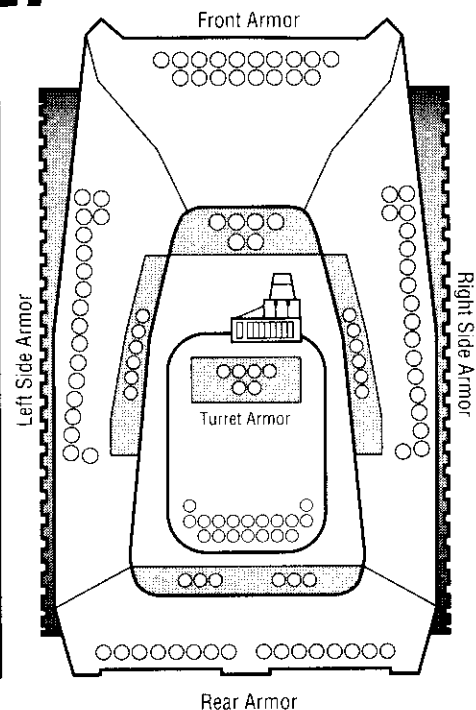
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: HI-SCOUT Drone Carrier			
Movement Type: Tracked		Cruising MP: 4	Flank MP: 6
Tonnage: 60			
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 759,200			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 2	50		
Critical Damage			
Drive Damaged ☐	Turret Locked ☐		
Track Destroyed ☐	Engine Hit ☐		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	SRM 2	T	2/hit	—	1-3	4-6	7-9

Body Inventory							
1	Cargo (15 tons)	B	—	—	—	—	—
1	Sensing/Comm equip.	B	—	—	—	—	—



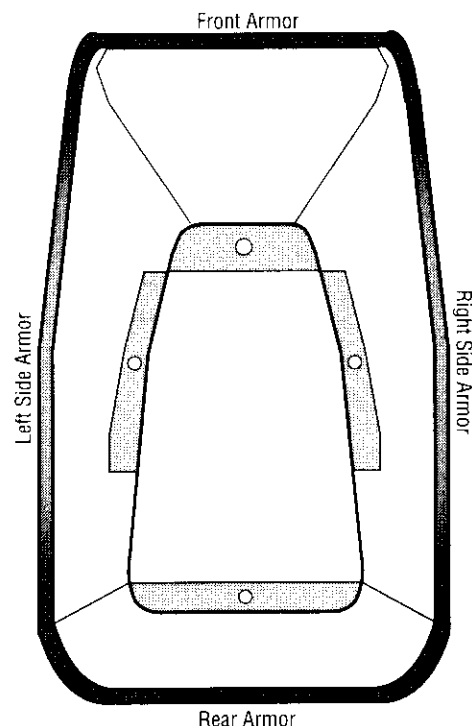
BATTLETECH®

HOVERCRAFT RECORD SHEET

Unit Type: HI-SCOUT Drone (NapFind)			
Movement Type: Hover		Cruising MP: 25	Flank MP: 38
Tonnage: 2			
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 16,387			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
Critical Damage			
Airskirt Damaged ☐	Engine Hit ☐		
Lift Fan Destroyed ☐			

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L

Body Inventory							
1	Remote Equipment	B	—	—	—	—	—
1	Sensor Equipment	B	—	—	—	—	—



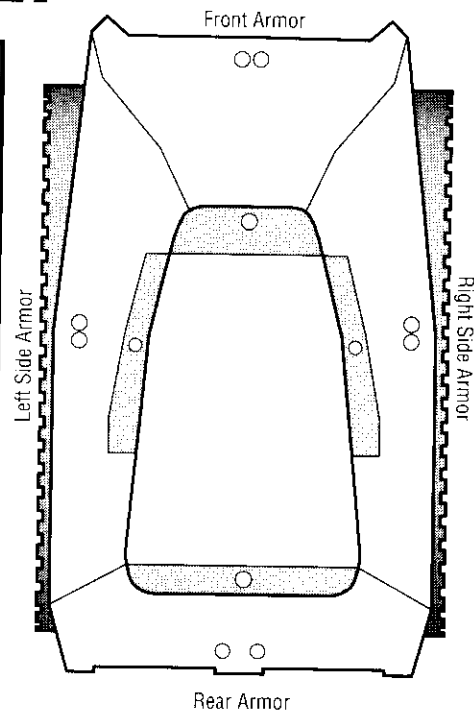
BATTLETECH

TRACKED VEHICLE RECORD SHEET

Unit Type: HI-SCOUT DRONE (PathTrack)											
Movement Type: Tracked	Cruising MP: 8	Flank MP: 12									
Tonnage: 3											
Driving Skill:	Technology Base:										
Gunnery Skill:	Inner Sphere 3025										
Cost: 21,888											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds				
Ammo Type	Rounds	Ammo Type	Rounds								
Critical Damage Drive Damaged ☐ Engine Hit ☐ Track Destroyed ☐											

#	Type	Loc	Dam.	Min	S	M	L

1	Remote Equipment	B	—	—	—	—	—
1	Sensor Equipment	B	—	—	—	—	—



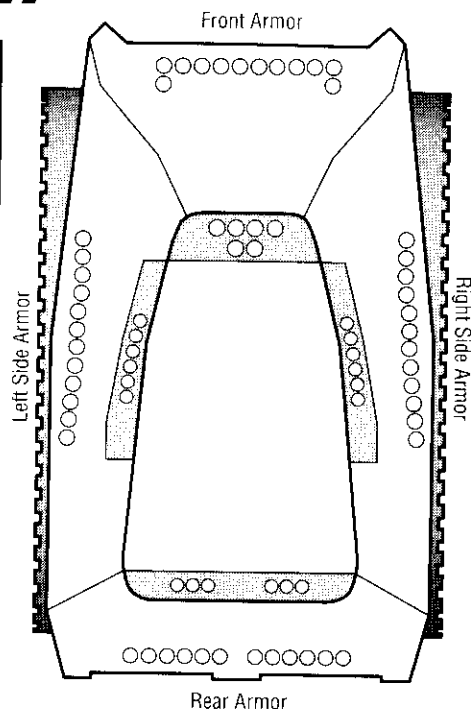
BATTLETECH

TRACKED VEHICLE RECORD SHEET

Unit Type: LRM CARRIER											
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5									
Tonnage: 60											
Driving Skill:	Technology Base:										
Gunnery Skill:	Inner Sphere 3025										
Cost: 1,872,000											
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 20</td> <td>24</td> <td> </td> <td> </td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	LRM 20	24		
Ammo Type	Rounds	Ammo Type	Rounds								
LRM 20	24										
Critical Damage Drive Damaged ☐ Engine Hit ☐ Track Destroyed ☐											

#	Type	Loc	Dam.	Min	S	M	L
3	LRM 20	F	1/hit	6	1-7	8-14	15-21

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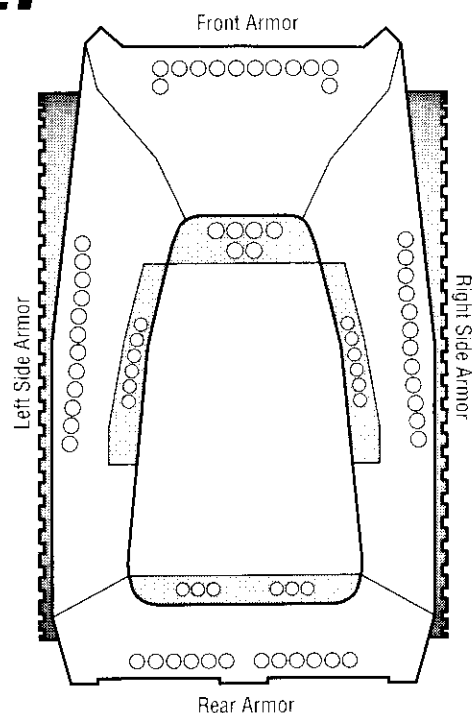
TRACKED VEHICLE RECORD SHEET

Unit Type: AC/2 CARRIER			
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5	
Tonnage: 60			
Driving Skill:	Technology Base: Inner Sphere 3025		
Gunnery Skill:			
Cost: 1,086,400			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	180		
Critical Damage			
Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐		

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
5	Autocannon/2	F	2	4	1-8	9-16	17-24

Body Inventory



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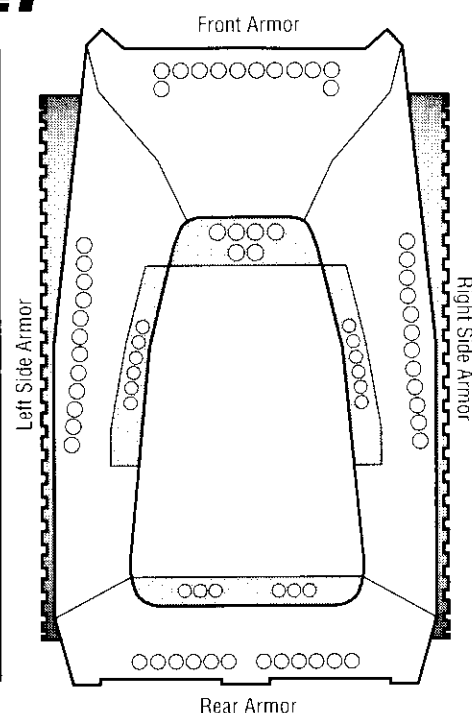
TRACKED VEHICLE RECORD SHEET

Unit Type: SRM CARRIER			
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5	
Tonnage: 60			
Driving Skill:	Technology Base: Inner Sphere 3025		
Gunnery Skill:			
Cost: 1,932,800			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	60		
Critical Damage			
Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐		

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
10	SRM 6	F	2/hit	—	1-3	4-6	7-9

Body Inventory



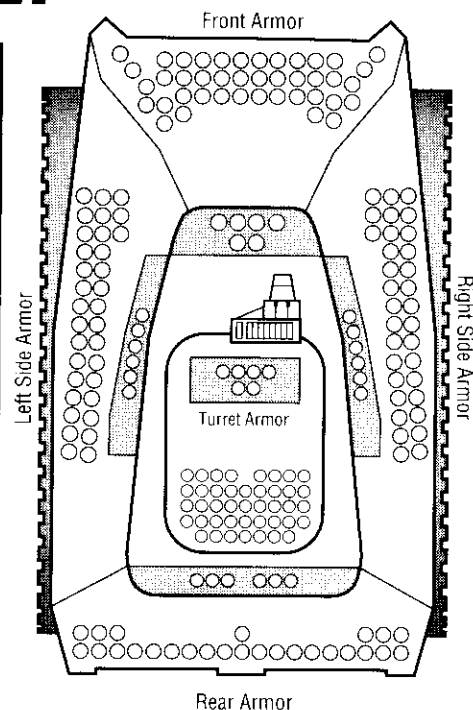
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TRACKED VEHICLE RECORD SHEET

Unit Type: MANTICORE Heavy Tank															
Movement Type: Tracked	Cruising MP: 4	Flank MP: 6													
Tonnage: 60															
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere 3025														
Cost: 2,640,800															
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 6</td> <td>15</td> <td></td> <td></td> </tr> <tr> <td>LRM 10</td> <td>12</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	SRM 6	15			LRM 10	12		
Ammo Type	Rounds	Ammo Type	Rounds												
SRM 6	15														
LRM 10	12														
Critical Damage Drive Damaged ☐ Turret Locked ☐ Track Destroyed ☐ Engine Hit ☐															

#	Type	Loc.	Dam.	Min.	S	M	L
1	PPC	T	10	3	1-6	7-12	13-18
1	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	T	1/hit	6	1-7	8-14	15-21
1	Medium Laser	F	5	—	1-3	4-6	7-9

Body Inventory



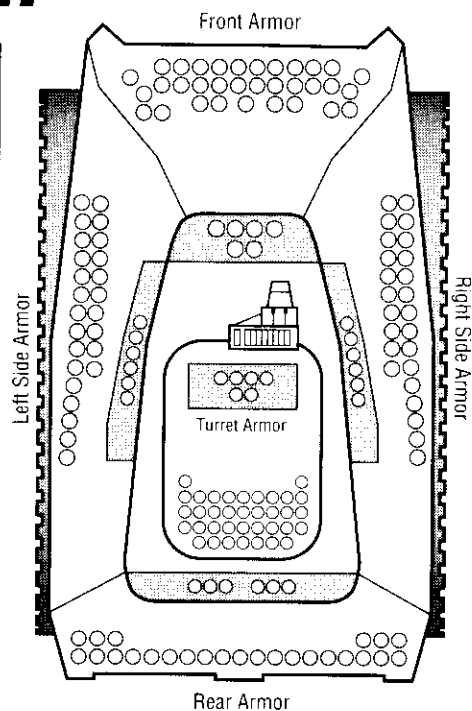
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: PIKE Support Vehicle															
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5													
Tonnage: 60															
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere 3025														
Cost: 1,035,200															
Ammo <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/2</td> <td>225</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo Type	Rounds	Ammo Type	Rounds	AC/2	225			SRM 2	50		
Ammo Type	Rounds	Ammo Type	Rounds												
AC/2	225														
SRM 2	50														
Critical Damage Drive Damaged ☐ Turret Locked ☐ Track Destroyed ☐ Engine Hit ☐															

#	Type	Loc.	Dam.	Min.	S	M	L
3	Autocannon/2	T	2	4	1-8	9-16	17-24
2	SRM 2	F	2/hit	—	1-3	4-6	7-9

Body Inventory



BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: PATTON Tank		
Movement Type: Tracked	Cruising MP: 4	Flank MP: 6
Tonnage: 65		
Driving Skill:	Technology Base:	
Gunnery Skill:	Inner Sphere 3025	
Cost: 2,754,538		

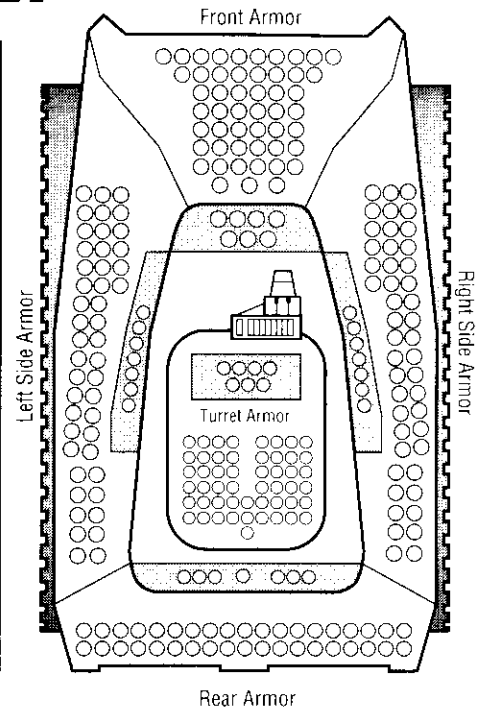
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/10	20		
LRM 5	24		

Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory

#	Type	Loc.	Can.	Min.	S	M	L
1	Autocannon/10	T	10	—	1-5	6-10	11-15
1	LRM 5	T	1/hit	6	1-7	8-14	15-21
1	Small Laser	F	3	—	1	2	3
1	Flamer	F	2	—	1	2	3

Body Inventory



BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: ROMMEL Tank		
Movement Type: Tracked	Cruising MP: 4	Flank MP: 6
Tonnage: 65		
Driving Skill:	Technology Base:	
Gunnery Skill:	Inner Sphere 3025	
Cost: 2,905,513		

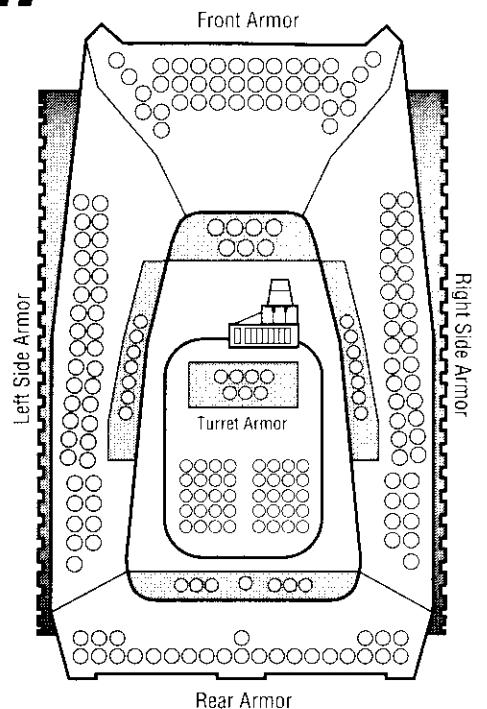
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/20	20		
LRM 5	24		

Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory

#	Type	Loc.	Can.	Min.	S	M	L
1	Autocannon/20	T	20	—	1-3	4-6	7-9
1	LRM 5	T	1/hit	6	1-7	8-14	15-21
1	Small Laser	F	3	—	1	2	3

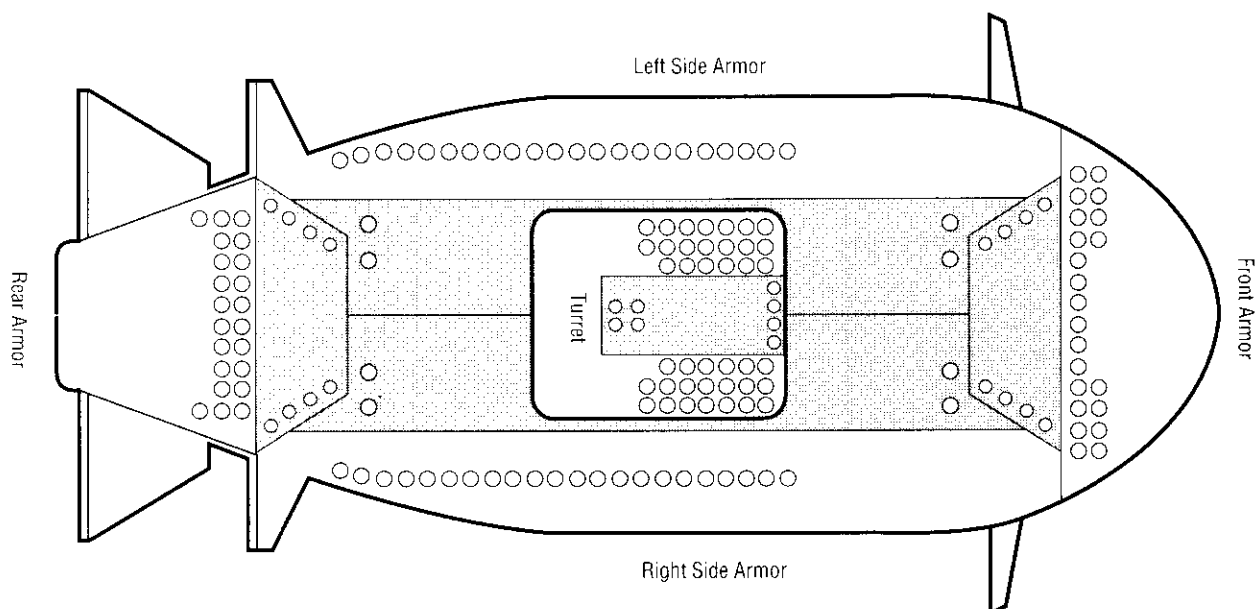
Body Inventory



BATTLETECH[®]

NAVAL/SUBMARINE RECORD SHEET

Unit Type: MONITOR Naval Vessel				Weapons Inventory								Elevation	
Movement Type: Naval		Cruising MP:	Flank MP:	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: 75		3	5	2	Autocannon/20	T	20	—	1-3	4-6	7-9	1	_____
				1	SRM 2	RS	2/hit	—	1-3	4-6	7-9	2	_____
Driving Skill:		Technology Base:		1	SRM 2	LS	2/hit	—	1-3	4-6	7-9	3	_____
Gunnery Skill:		Inner Sphere		1	SRM 2	R	2/hit	—	1-3	4-6	7-9	4	_____
		3025										5	_____
Cost: 1,568,531												6	_____
Ammo												7	_____
Ammo Type	Rounds	Ammo Type	Rounds									8	_____
AC/20	15											9	_____
SRM 2	50											10	_____
												11	_____
												12	_____
												13	_____
												14	_____
												15	_____
												16	_____
												17	_____
												18	_____
												19	_____
												20	_____
												21	_____
Critical Damage				1	Infantry (1.5 tons)	B	—	—	—	—	—		
Engine Room Damaged ☐		Turret Locked ☐											
Engine Room Destroyed ☐		Engine Hit ☐											



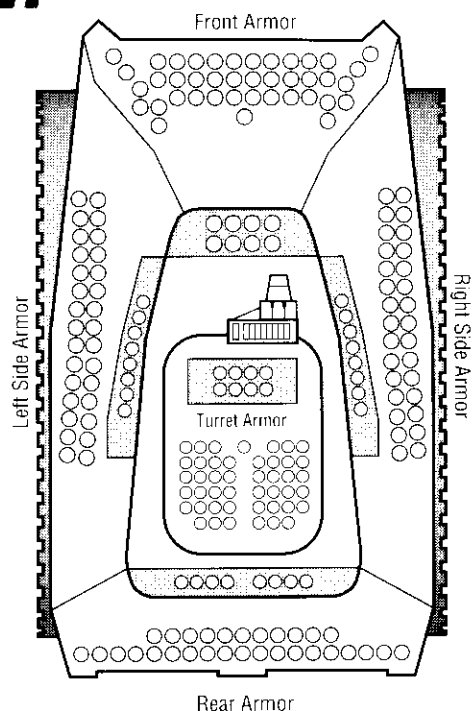
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: VON LUCKNER Heavy Tank VNL-K65N																															
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5																													
Tonnage: 75																															
Driving Skill:	Technology Base:																														
Gunnery Skill:	Inner Sphere 3025																														
Cost: 3,685,938																															
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Ammo																															
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SRM 6	15																														
SRM 4	25																														
LRM 10	12																														
MG	200																														
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Drive Damaged ☐	Turret Locked ☐																														
Track Destroyed ☐	Engine Hit ☐																														

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Autocannon/20	T	20	—	1-3	4-6	7-9	
2	SRM 6	T	2/hit	—	1-3	4-6	7-9	
1	SRM 4	T	2/hit	—	1-3	4-6	7-9	
1	LRM 10	R	1/hit	6	1-7	8-14	15-21	
1	Machine Gun	T	2	—	1	2	3	
1	Flamer	F	2	—	1	2	3	

Body Inventory



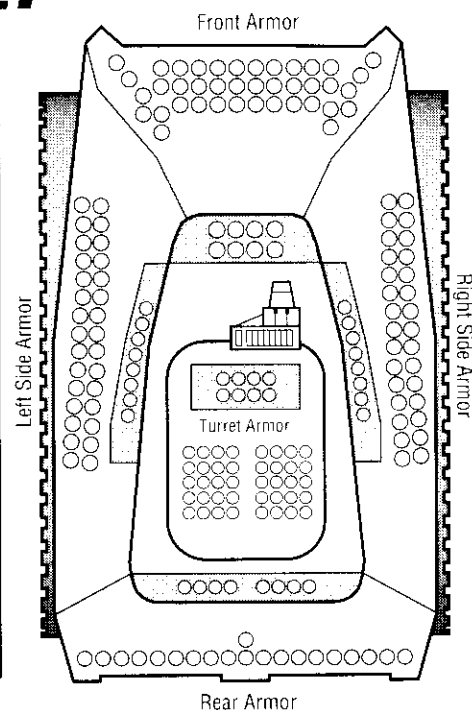
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: DEMOLISHER Heavy Tank															
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5													
Tonnage: 80															
Driving Skill:	Technology Base:														
Gunnery Skill:	Inner Sphere 3025														
Cost: 2,151,000															
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/20</td> <td>20</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	AC/20	20		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
AC/20	20														
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Critical Damage															
Drive Damaged ☐	Turret Locked ☐														
Track Destroyed ☐	Engine Hit ☐														

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
2	Autocannon/20	T	20	—	1-3	4-6	7-9	

Body Inventory



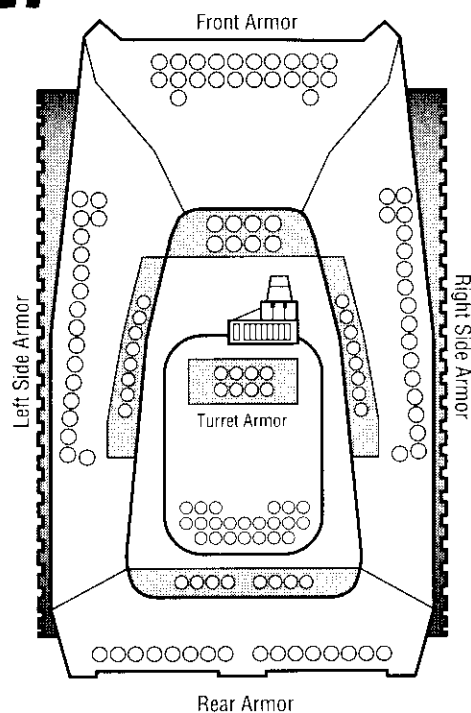
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TRACKED VEHICLE RECORD SHEET

Unit Type: PARTISAN Heavy Tank			
Movement Type: Tracked		Cruising MP:	Flank MP:
Tonnage: 80		3	5
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 1,872,000			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/5	40		
MG	100		
Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
4	Autocannon/5	T	5	3	1-6	7-12	13-18
2	Machine Gun	F	2	—	1	2	3

Body Inventory



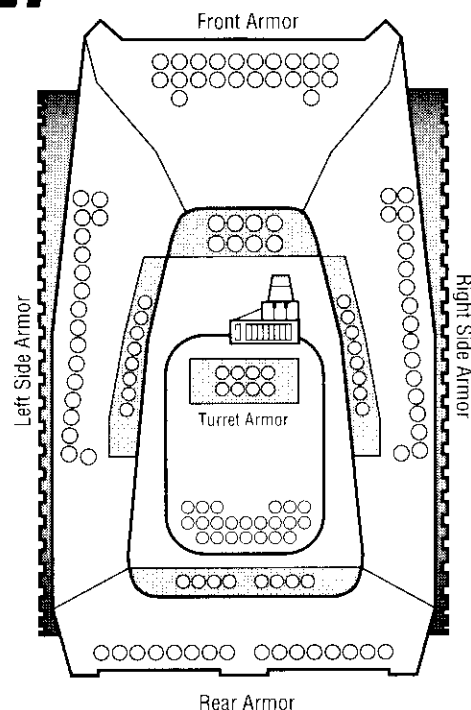
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: PARTISAN (AC/2 Variant)			
Movement Type: Tracked		Cruising MP:	Flank MP:
Tonnage: 80		3	5
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3025	
Cost: 1,629,000			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	180		
MG	200		
Critical Damage			
Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
5	Autocannon/2	T	2	4	1-8	9-16	17-24
2	Machine Gun	F	2	—	1	2	3

Body Inventory



BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: PARTISAN (LRM Variant)		
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5
Tonnage: 80		
Driving Skill:	Technology Base:	
Gunnery Skill:	Inner Sphere 3025	

Cost: **2,530,800**

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
LRM 15	48		
MG	200		

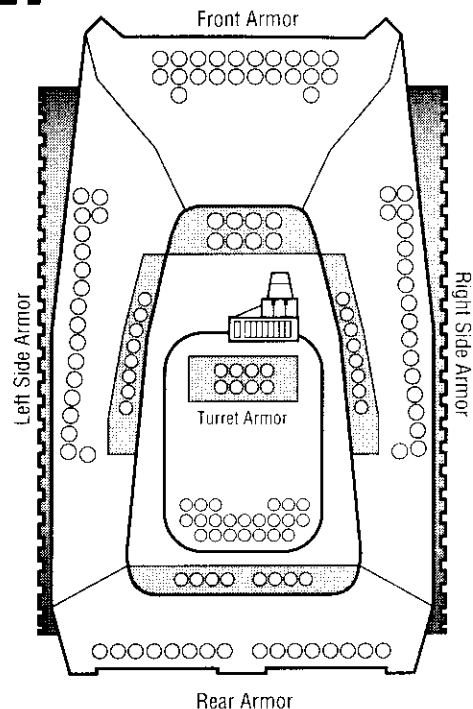
Critical Damage

Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
4	LRM 15	T	1/hit	6	1-7	8-14	15-21
2	Machine Gun	F	2	—	1	2	3

Body Inventory



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TRACKED VEHICLE RECORD SHEET

Unit Type: SHRECK PPC Carrier		
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5
Tonnage: 80		
Driving Skill:	Technology Base:	
Gunnery Skill:	Inner Sphere 3025	

Cost: **3,825,900**

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
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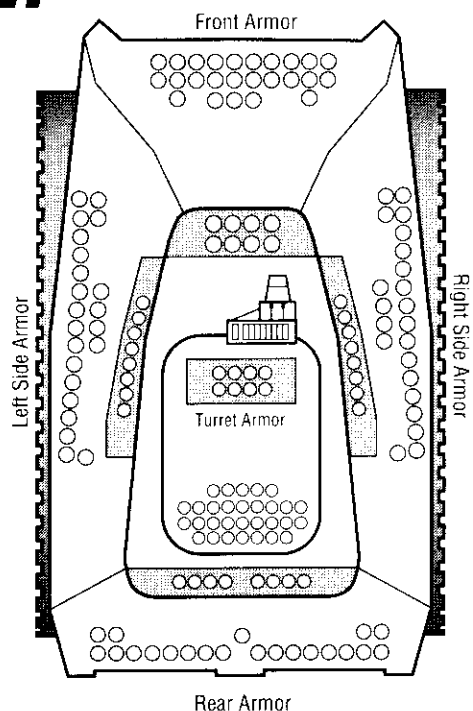
Critical Damage

Drive Damaged	☐	Turret Locked	☐
Track Destroyed	☐	Engine Hit	☐

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
3	PPC	T	10	3	1-6	7-12	13-18

Body Inventory



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TRACKED VEHICLE RECORD SHEET

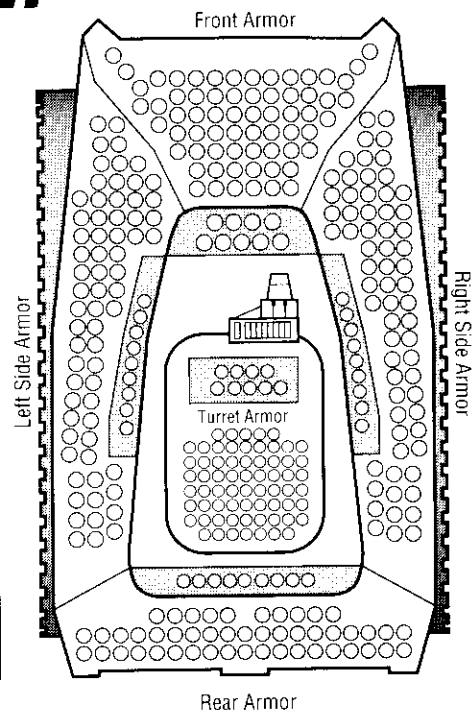
Unit Type: STURMFEUR Heavy Tank		
Movement Type: Tracked	Cruising MP: 3	Flank MP: 5
Tonnage: 85		
Driving Skill:	Technology Base:	
Gunnery Skill:	Inner Sphere 3025	
Cost: 2,395,288		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	18		
MG	200		

Critical Damage	
Drive Damaged ☐	Turret Locked ☐
Track Destroyed ☐	Engine Hit ☐

Weapons Inventory								
#	Type	Loc.	Dam.	Mir.	S	M	L	
1	LRM 20	F	1/hit	6	1-7	8-14	15-21	
1	LRM 20	T	1/hit	6	1-7	8-14	15-21	
2	Machine Gun	T	2	—	1	2	3	

Body Inventory	



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TRACKED VEHICLE RECORD SHEET

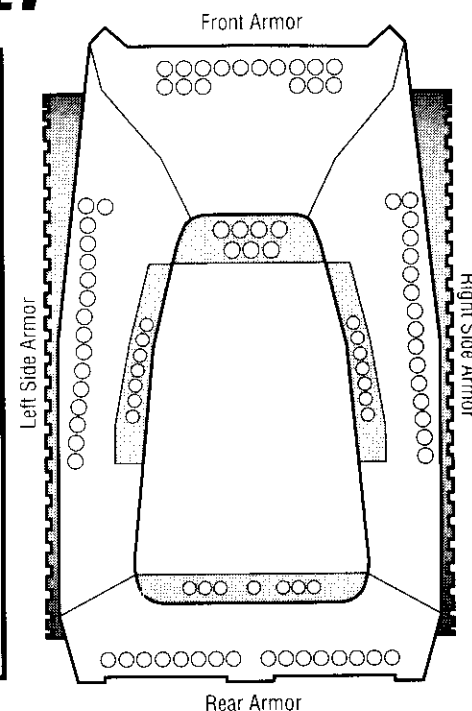
Unit Type: MOBILE LONG TOM (Main Unit)		
Movement Type: Tracked	Cruising MP: 2	Flank MP: 3
Tonnage: 65		
Driving Skill:	Technology Base:	
Gunnery Skill:	Inner Sphere 3025	
Cost: 1,397,275		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
MG	200		

Critical Damage	
Drive Damaged ☐	Engine Hit ☐
Track Destroyed ☐	

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Long Tom	F	20/10	—		20	Maps	
2	Machine Gun	RS	2	—	1	2	3	
2	Machine Gun	LS	2	—	1	2	3	

Body Inventory	
1	Tracking system B — — — — —
1	Tracking system B — — — — —
1	Comm Equipment B — — — — —



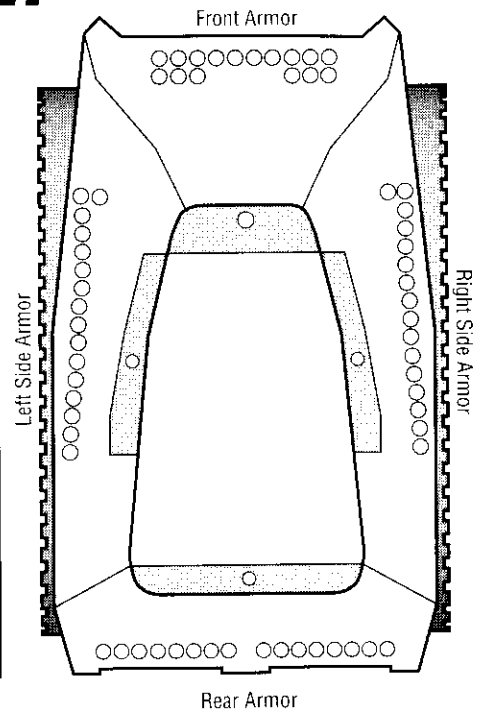
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: MOBILE LONG TOM (Ammo Carriage)															
Movement Type: Tracked		Cruising MP: -	Flank MP: -												
Tonnage: 10															
Driving Skill:		Technology Base:													
Gunnery Skill:		Inner Sphere 3025													
Cost: 110,000															
<table border="1"> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>LONG TOM</td> <td>25</td> <td></td> <td></td> </tr> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	LONG TOM	25		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
LONG TOM	25														
<table border="1"> <tr> <th colspan="2">Critical Damage</th> </tr> <tr> <td>Drive Damaged ☐</td> <td>Engine Hit ☐</td> </tr> <tr> <td>Track Destroyed ☐</td> <td></td> </tr> </table>				Critical Damage		Drive Damaged ☐	Engine Hit ☐	Track Destroyed ☐							
Critical Damage															
Drive Damaged ☐	Engine Hit ☐														
Track Destroyed ☐															

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L

Body Inventory	



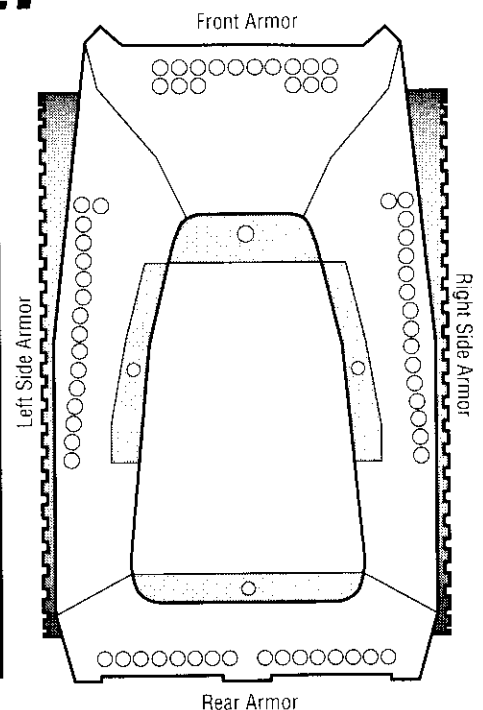
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: MOBILE LONG TOM (Support Carriage)															
Movement Type: Tracked		Cruising MP: -	Flank MP: -												
Tonnage: 5															
Driving Skill:		Technology Base:													
Gunnery Skill:		Inner Sphere 3025													
Cost: 52,500															
<table border="1"> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds				
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
<table border="1"> <tr> <th colspan="2">Critical Damage</th> </tr> <tr> <td>Drive Damaged ☐</td> <td>Engine Hit ☐</td> </tr> <tr> <td>Track Destroyed ☐</td> <td></td> </tr> </table>				Critical Damage		Drive Damaged ☐	Engine Hit ☐	Track Destroyed ☐							
Critical Damage															
Drive Damaged ☐	Engine Hit ☐														
Track Destroyed ☐															

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L

Body Inventory	
1 Support Equipment B - - - - -	



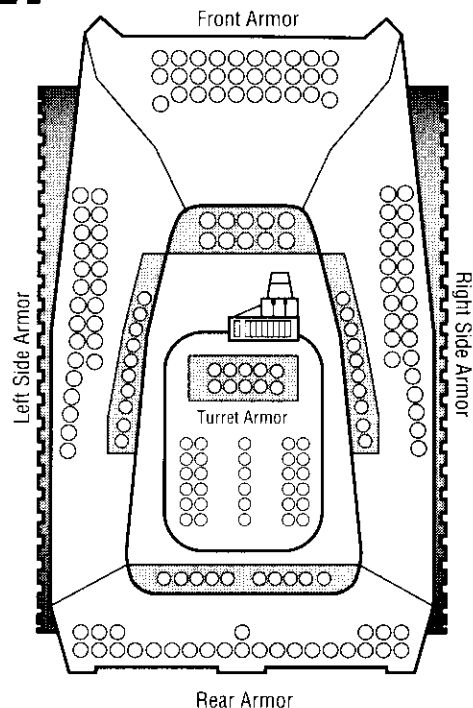
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: ONTOS Heavy Tank															
Movement Type: Tracked		Cruising MP: 3	Flank MP: 5												
Tonnage: 95															
Driving Skill:		Technology Base:													
Gunnery Skill:		Inner Sphere 3025													
Cost: 2,264,438															
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 5</td> <td>24</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	LRM 5	24		
Ammo															
Ammo Type	Rounds	Ammo Type	Rounds												
LRM 5	24														
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Critical Damage															
Drive Damaged	☐	Turret Locked	☐												
Track Destroyed	☐	Engine Hit	☐												

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
8	Medium Laser	T	5	—	1-3	4-6	7-9
2	LRM 5	T	1/hit	6	1-7	8-14	15-21

Body Inventory



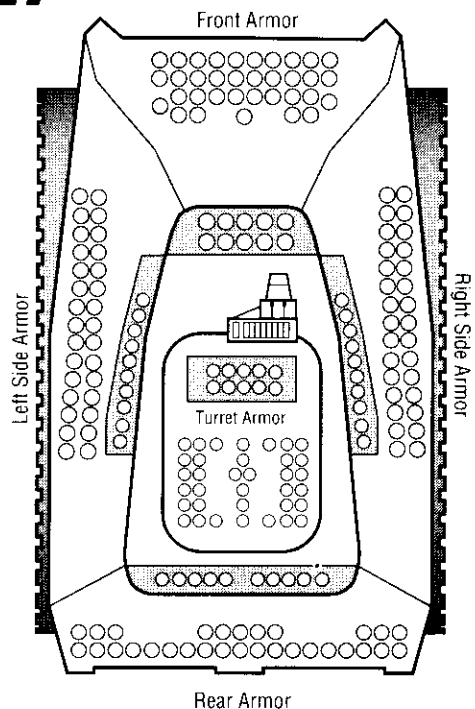
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: ONTOS (LRM Variant)																			
Movement Type: Tracked		Cruising MP: 3	Flank MP: 5																
Tonnage: 95																			
Driving Skill:		Technology Base:																	
Gunnery Skill:		Inner Sphere 3025																	
Cost: 3,117,563																			
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 20</td> <td>60</td> <td></td> <td></td> </tr> <tr> <td>LRM 5</td> <td>24</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	LRM 20	60			LRM 5	24		
Ammo																			
Ammo Type	Rounds	Ammo Type	Rounds																
LRM 20	60																		
LRM 5	24																		
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Critical Damage																			
Drive Damaged	☐	Turret Locked	☐																
Track Destroyed	☐	Engine Hit	☐																

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	LRM 20	T	1/hit	6	1-7	8-14	15-21
2	LRM 5	T	1/hit	6	1-7	8-14	15-21

Body Inventory



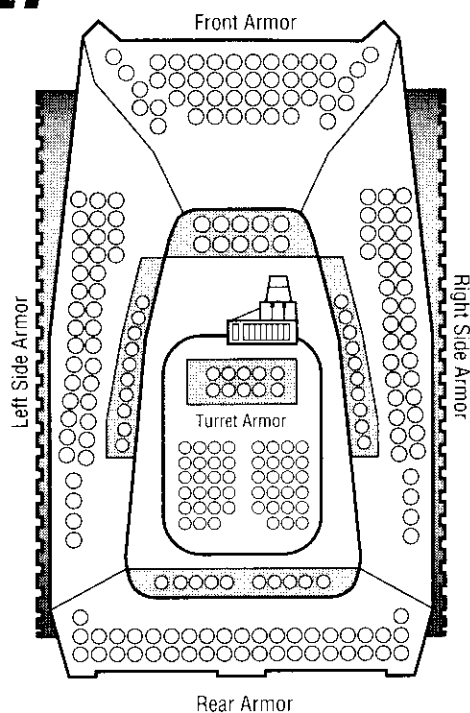
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Unit Type: BEHEMOTH Heavy Tank																															
Movement Type: Tracked		Cruising MP: 2	Flank MP: 3																												
Tonnage: 100																															
Driving Skill:		Technology Base:																													
Gunnery Skill:		Inner Sphere																													
Cost: 3,044,667		3025																													
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/10</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>LRM 5</td> <td>48</td> <td></td> <td></td> </tr> <tr> <td>SRM 6</td> <td>30</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	AC/10	20			LRM 5	48			SRM 6	30			SRM 2	50			MG	200		
Ammo																															
Ammo Type	Rounds	Ammo Type	Rounds																												
AC/10	20																														
LRM 5	48																														
SRM 6	30																														
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Critical Damage																															
Drive Damaged	☐	Turret Locked	☐																												
Track Destroyed	☐	Engine Hit	☐																												

Weapons Inventory									
#	Type	Loc.	Dam.	Min.	S	M	L		
2	Autocannon/10	T	10	—	1-5	6-10	11-15		
4	LRM 5	F	1/hit	6	1-7	8-14	15-21		
2	SRM 6	T	2/hit	—	1-3	4-6	7-9		
2	SRM 2	F	2/hit	—	1-3	4-6	7-9		
1	SRM 2	RS	2/hit	—	1-3	4-6	7-9		
1	SRM 2	LS	2/hit	—	1-3	4-6	7-9		
2	Machine Gun	F	2	—	1	2	3		
1	Machine Gun	RS	2	—	1	2	3		
1	Machine Gun	LS	2	—	1	2	3		

Body Inventory



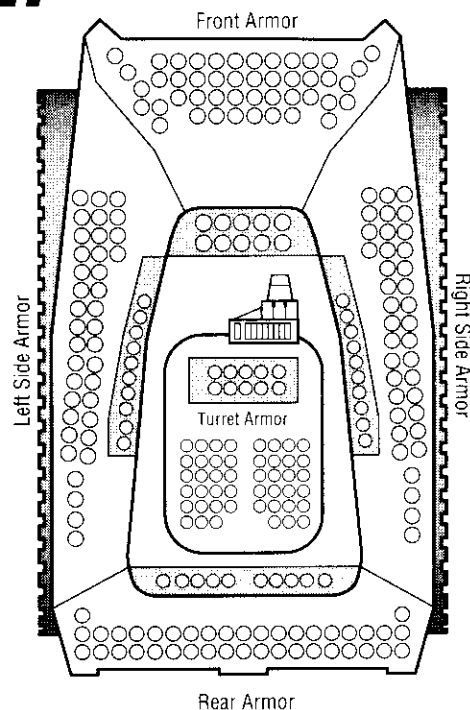
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TRACKED VEHICLE RECORD SHEET

Unit Type: BEHEMOTH (Flamer Variant)																															
Movement Type: Tracked		Cruising MP: 2	Flank MP: 3																												
Tonnage: 100																															
Driving Skill:		Technology Base:																													
Gunnery Skill:		Inner Sphere																													
Cost: 3,004,667		3025																													
<table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/10</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>LRM 5</td> <td>48</td> <td></td> <td></td> </tr> <tr> <td>SRM 6</td> <td>30</td> <td></td> <td></td> </tr> <tr> <td>FLAMER</td> <td>40</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table>				Ammo				Ammo Type	Rounds	Ammo Type	Rounds	AC/10	20			LRM 5	48			SRM 6	30			FLAMER	40			MG	200		
Ammo																															
Ammo Type	Rounds	Ammo Type	Rounds																												
AC/10	20																														
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Critical Damage																															
Drive Damaged	☐	Turret Locked	☐																												
Track Destroyed	☐	Engine Hit	☐																												

Weapons Inventory									
#	Type	Loc.	Dam.	Min.	S	M	L		
2	Autocannon/10	T	10	—	1-5	6-10	11-15		
4	LRM 5	F	1/hit	6	1-7	8-14	15-21		
2	SRM 6	T	2/hit	—	1-3	4-6	7-9		
2	Flamer (Vehicle)	F	2	—	1	2	3		
2	Flamer (Vehicle)	RS	2	—	1	2	3		
2	Flamer (Vehicle)	LS	2	—	1	2	3		
2	Machine Gun	F	2	—	1	2	3		
1	Machine Gun	RS	2	—	1	2	3		
1	Machine Gun	LS	2	—	1	2	3		

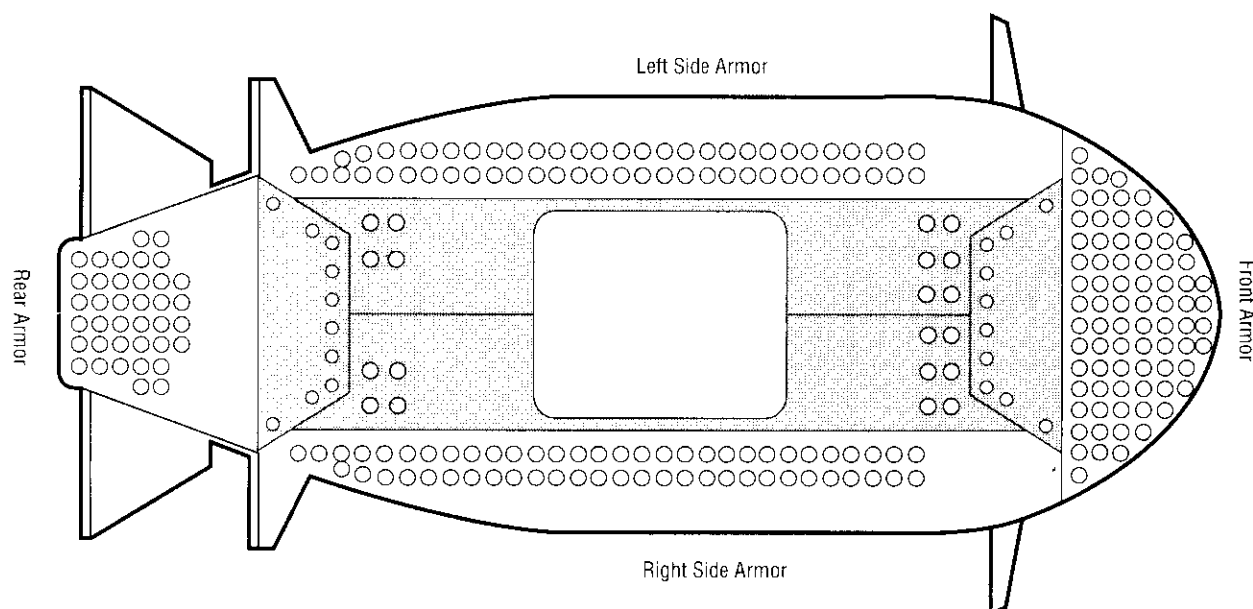
Body Inventory



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NAVAL/SUBMARINE RECORD SHEET

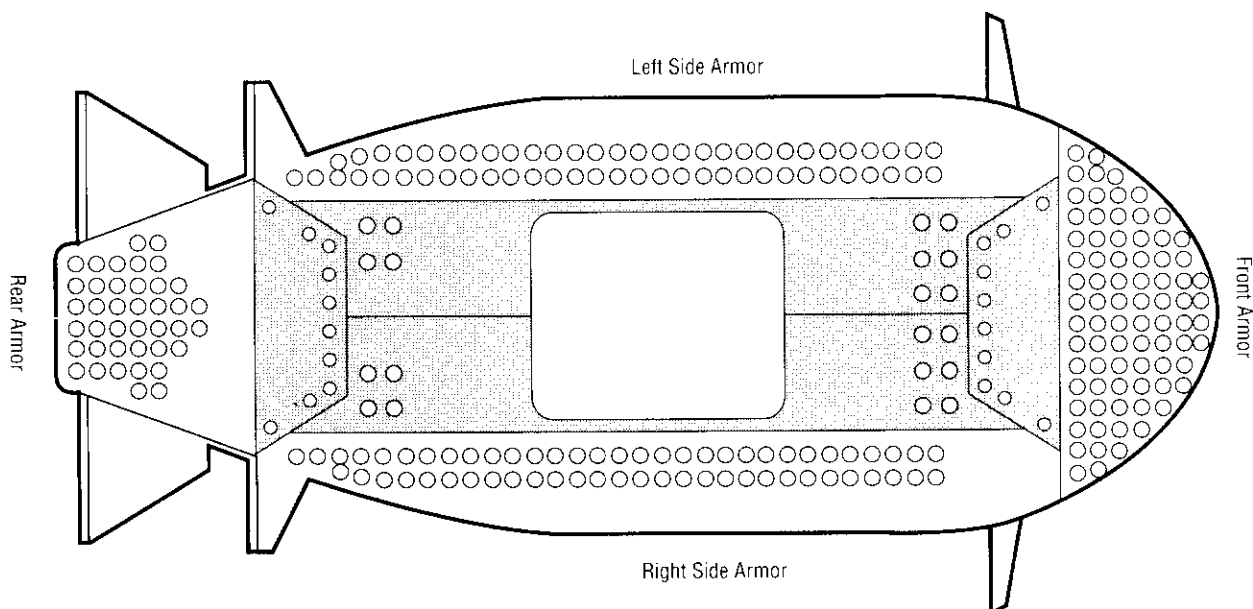
Unit Type: NEPTUNE Submarine			Weapons Inventory								Elevation	
Movement Type: Submarine	Cruising MP:	Flank MP:	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: 100	3	5	1	Large Laser	F	8	—	1-5	6-10	11-15	1	_____
Driving Skill:	Technology Base:		1	LRM 20 (Torpedo)	F	1/hit	6	1-7	8-14	15-21	2	_____
Gunnery Skill:	Inner Sphere		2	SRM 6 (Torpedo)	F	2/hit	—	1-3	4-6	7-9	3	_____
Cost: 4,614,000											4	_____
Ammo											5	_____
Ammo Type	Rounds	Ammo Type	Rounds								6	_____
LRM 20	6										7	_____
SRM 6	15										8	_____
											9	_____
											10	_____
											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____
Critical Damage			Body Inventory									
Engine Room Damaged ☐ Engine Hit ☐												
Engine Room Destroyed ☐												



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NAVAL/SUBMARINE RECORD SHEET

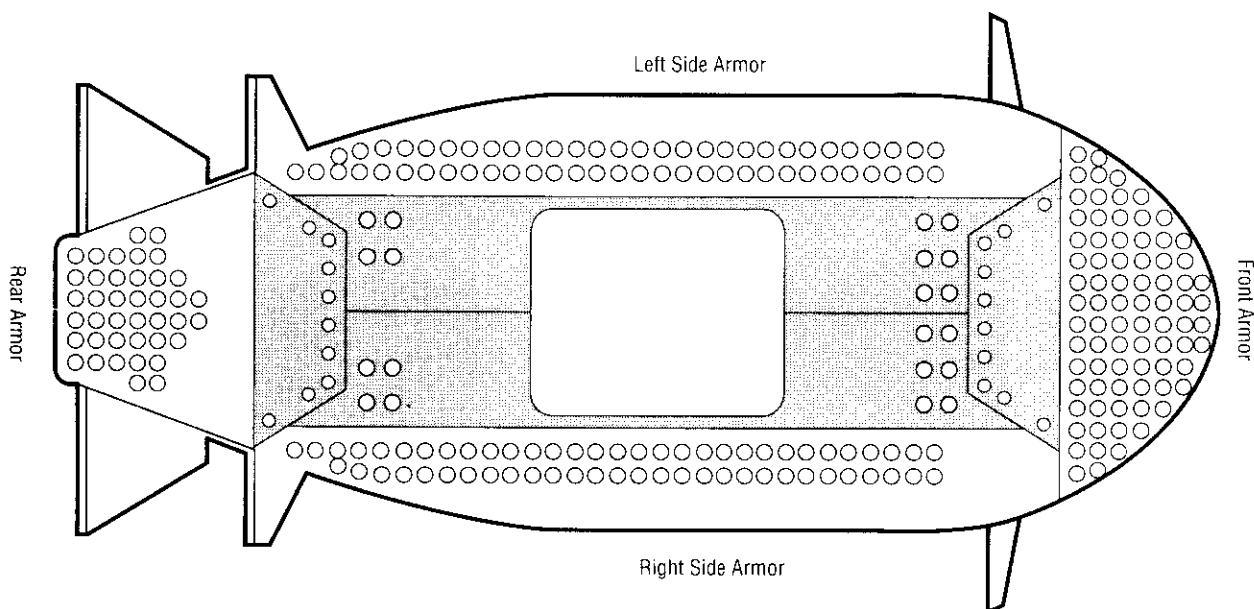
Unit Type: NEPTUNE (LRM Variant)			Weapons Inventory								Elevation	
Movement Type: Submarine	Cruising MP: 3	Flank MP: 5	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: 100			2	LRM 20 (Torpedo)	F	1/hit	6	1-7	8-14	15-21	1	_____
			2	SRM 6 (Torpedo)	F	2/hit	—	1-3	4-6	7-9	2	_____
Driving Skill:	Technology Base:										3	_____
Gunnery Skill:	Inner Sphere										4	_____
	3025										5	_____
Cost: 5,271,000											6	_____
Ammo											7	_____
Ammo Type	Rounds	Ammo Type	Rounds								8	_____
LRM 20	24										9	_____
SRM 6	15										10	_____
											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____
Critical Damage			Body Inventory									
Engine Room Damaged ☐ Engine Hit ☐												
Engine Room Destroyed ☐												



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NAVAL/SUBMARINE RECORD SHEET

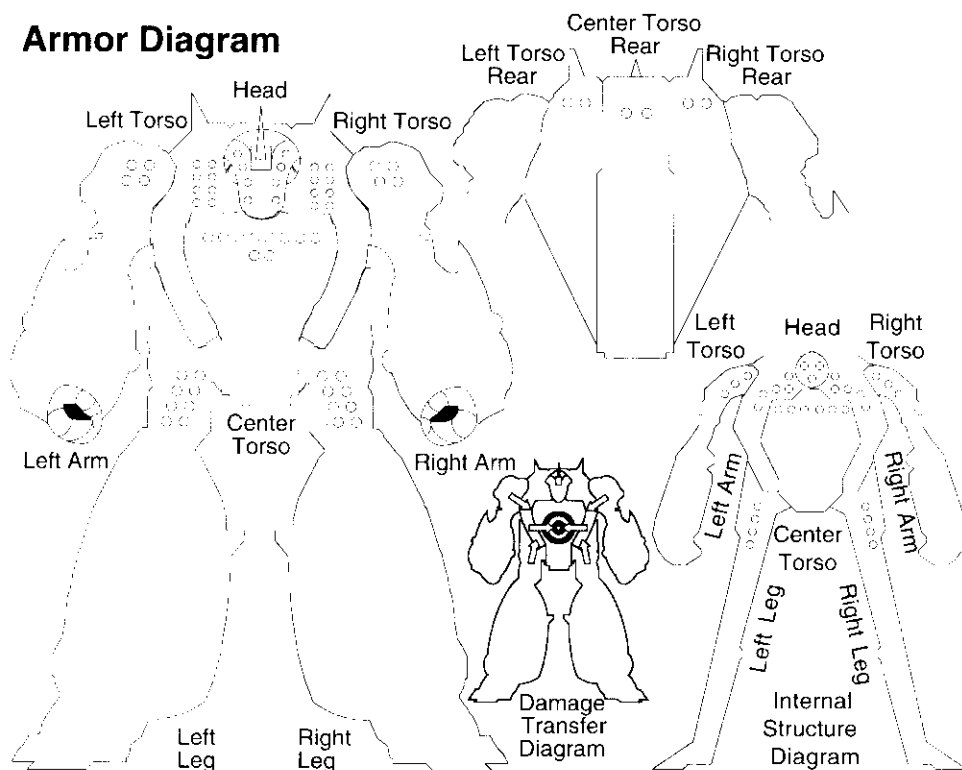
Unit Type: NEPTUNE (SRM Variant)			Weapons Inventory								Elevation	
Movement Type: Submarine	Cruising MP: 3	Flank MP: 5	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: 100			1	LRM 20 (Torpedo)	F	1/hit	6	1-7	8-14	15-21	1	_____
Driving Skill:	Technology Base:		5	SRM 6 (Torpedo)	F	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	Inner Sphere										3	_____
	3025										4	_____
Cost: 5,304,000											5	_____
Ammo											6	_____
Ammo Type	Rounds	Ammo Type	Rounds								7	_____
LRM 20	12										8	_____
SRM 6	60										9	_____
Critical Damage											10	_____
Engine Room Damaged	☐	Engine Hit	☐								11	_____
Engine Room Destroyed	☐										12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____



BATTLETECH®

BATTLETECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium 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 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

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

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

Cost 1,574,201

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium 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

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: **LCT-1E Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

Weapons Inventory

#	Type	Loc	Hi	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

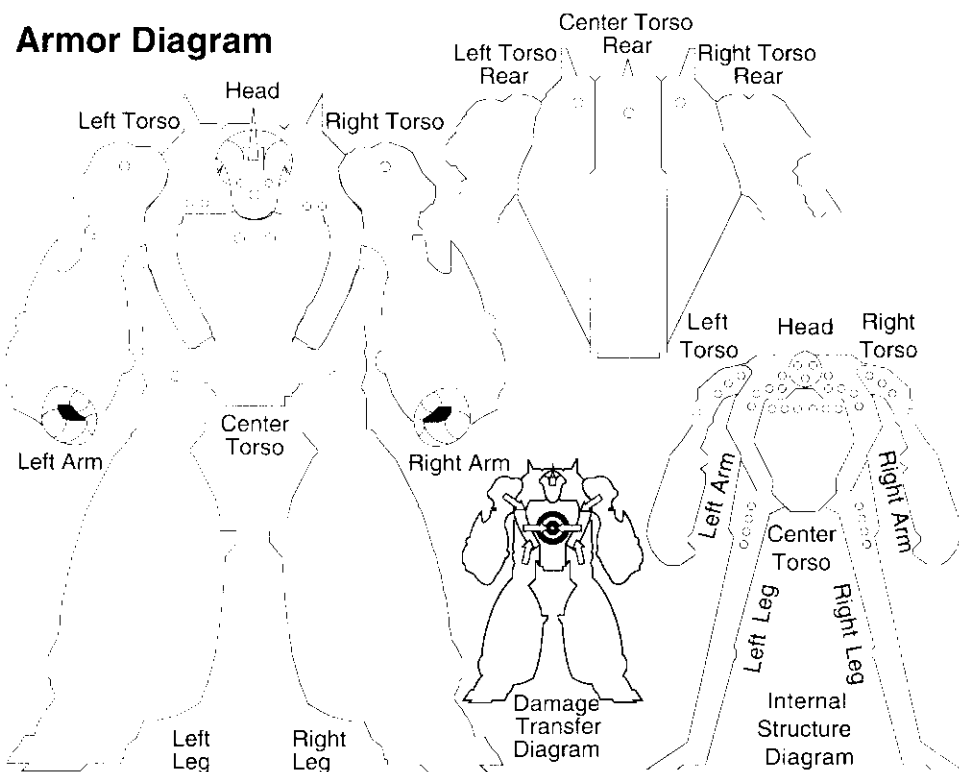
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-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: **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

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	

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Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5

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

Left Torso

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

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

7. Roll Again
8. Roll Again
9. Roll Again

10. Roll Again
11. Roll Again
12. Roll Again

4-6
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
- Heat Sink
- Heat Sink

Head

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

Center Torso

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

1-3

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

7. Roll Again
8. Roll Again
9. 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. Roll Again
2. Roll Again
3. Roll Again

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

7. Roll Again
8. Roll Again
9. Roll Again

10. Roll Again
11. Roll Again
12. Roll Again

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

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

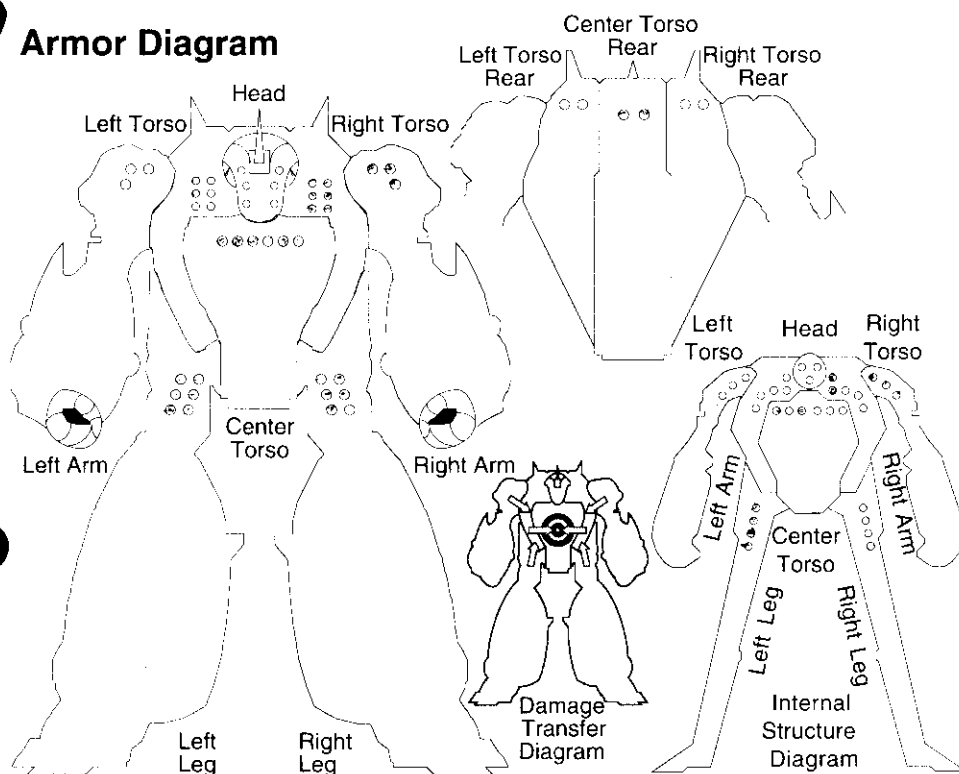
Right Leg

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

BATTLETECH®

BATTLETECH 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. Roll Again
5. Roll Again
6. Roll Again

4-6

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

- | | |
|--------------|-------|
| 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. Roll Again
5. Roll Again
6. Roll Again

4-6

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. 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

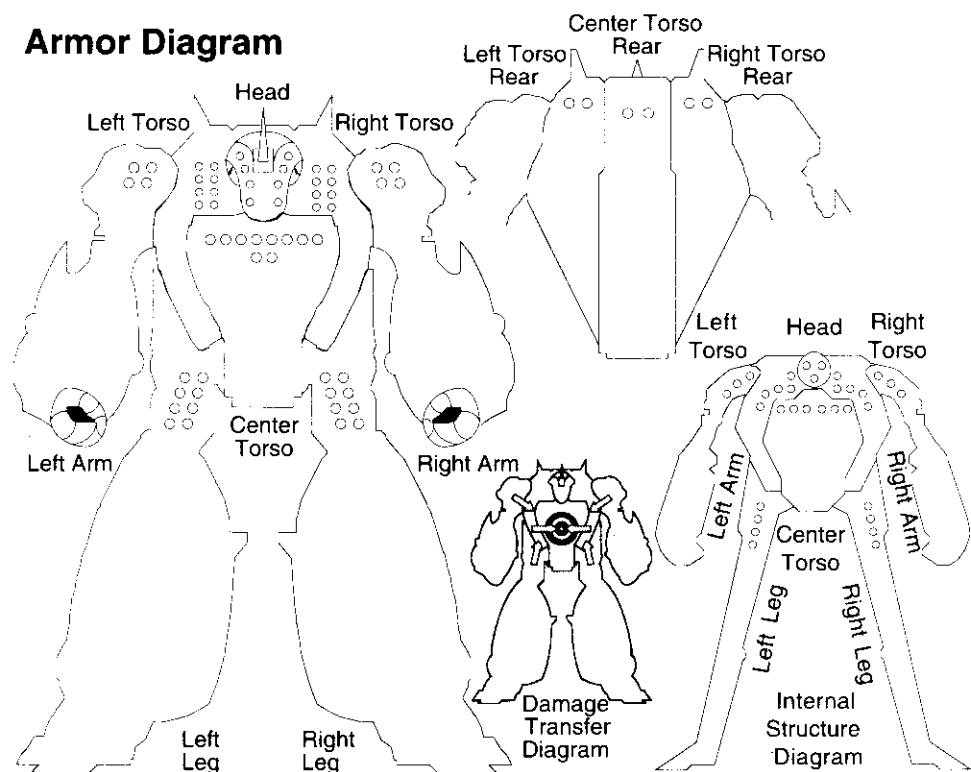
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

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	



Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Left Leg

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

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Ammo (MG) 200

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

Right Leg

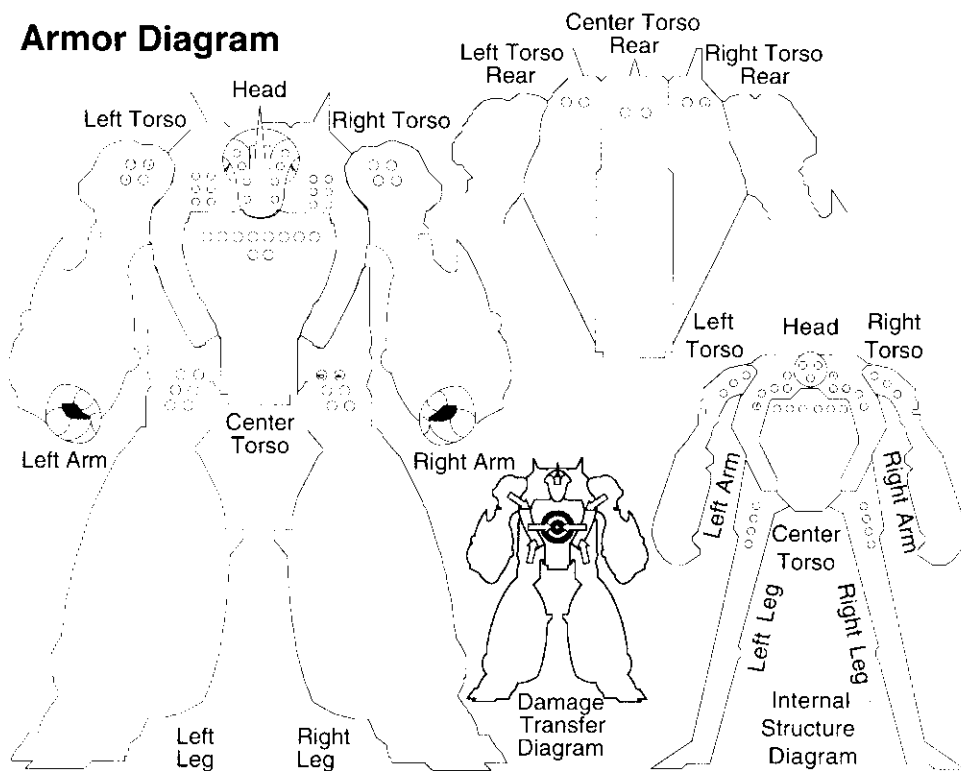
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Cost 1,512,401

BATTLETECH®

BATTLETECH RECORD SHEET

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
- 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

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

- 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
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Ammo (MG) 200
- 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

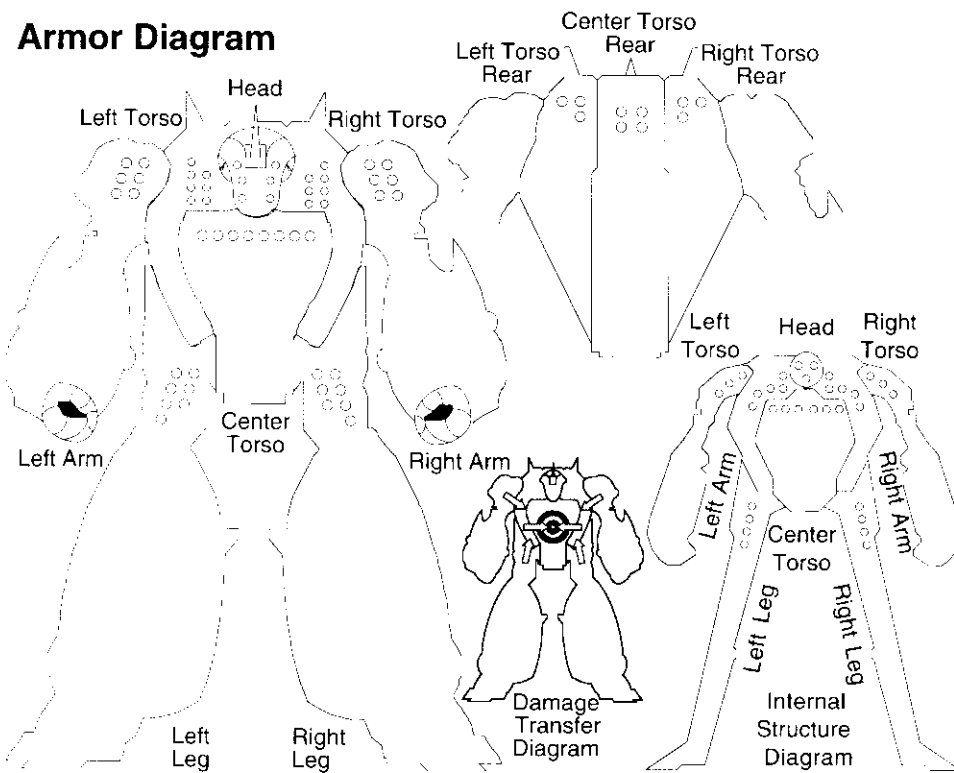
Right Leg

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

BATTLETECH®

BATTLEMENT 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. 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
- 1-3
- 4-6
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

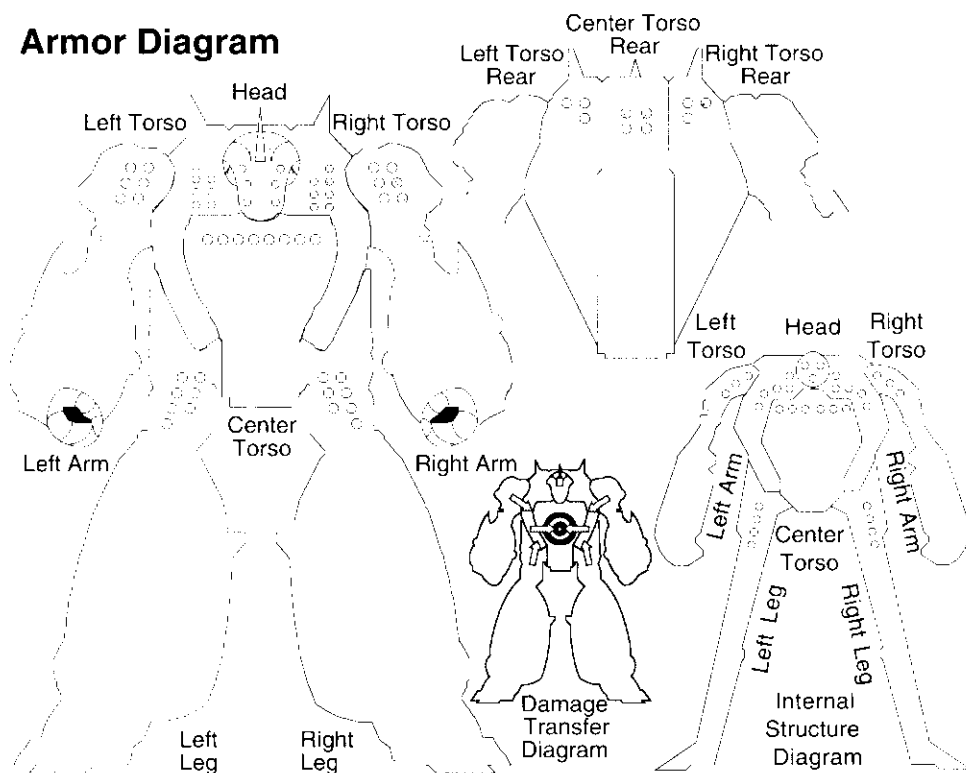
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Left Arm

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

Left Torso

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

Critical Hit Table

Head

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

Center Torso

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

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
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- 4-6**

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- 4-6**

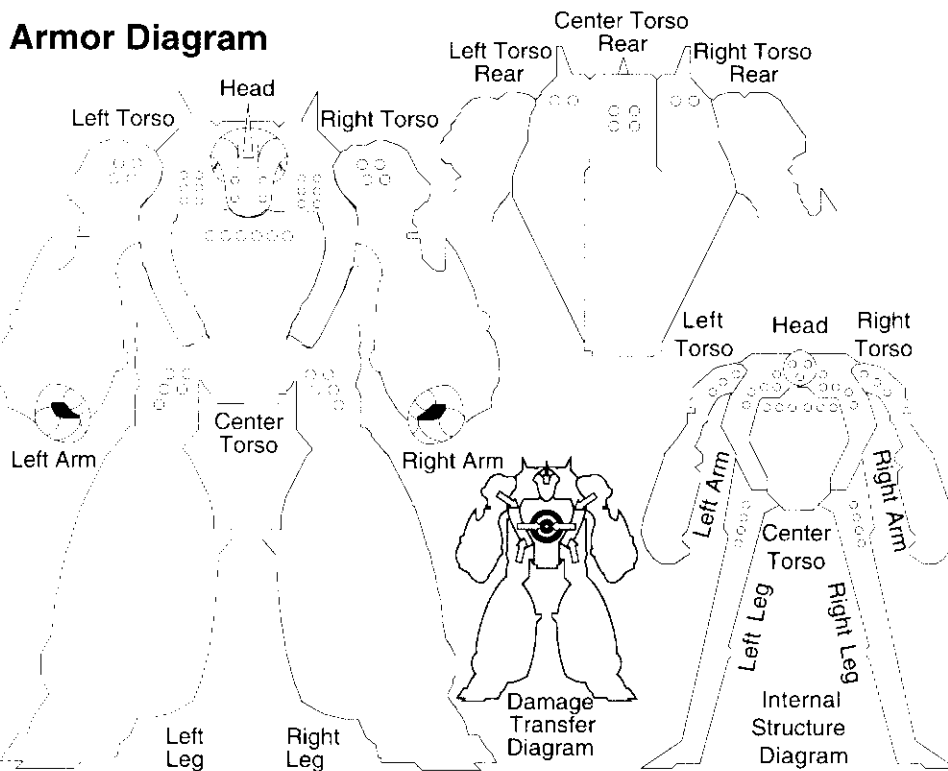
Right Leg

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

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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. 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. 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

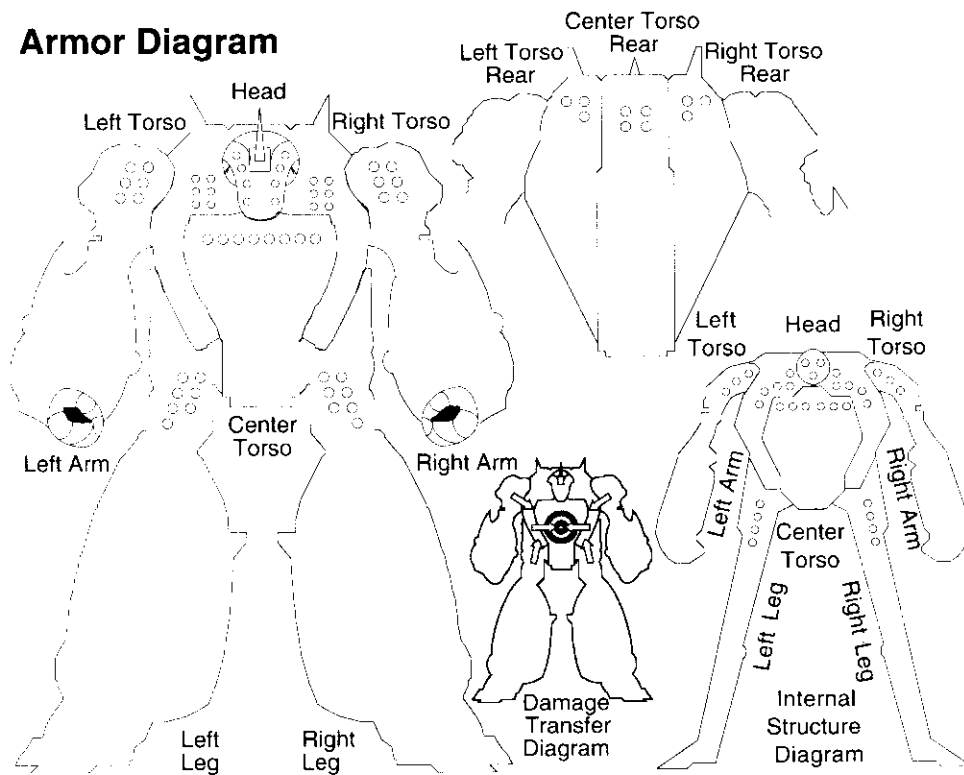
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



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

Left Torso

1. Heat Sink
2. Heat Sink
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. Roll Again
6. Roll Again

Critical Hit Table

Head

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

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

Cost 1.558,320

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 5

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

Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 5) 24
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

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

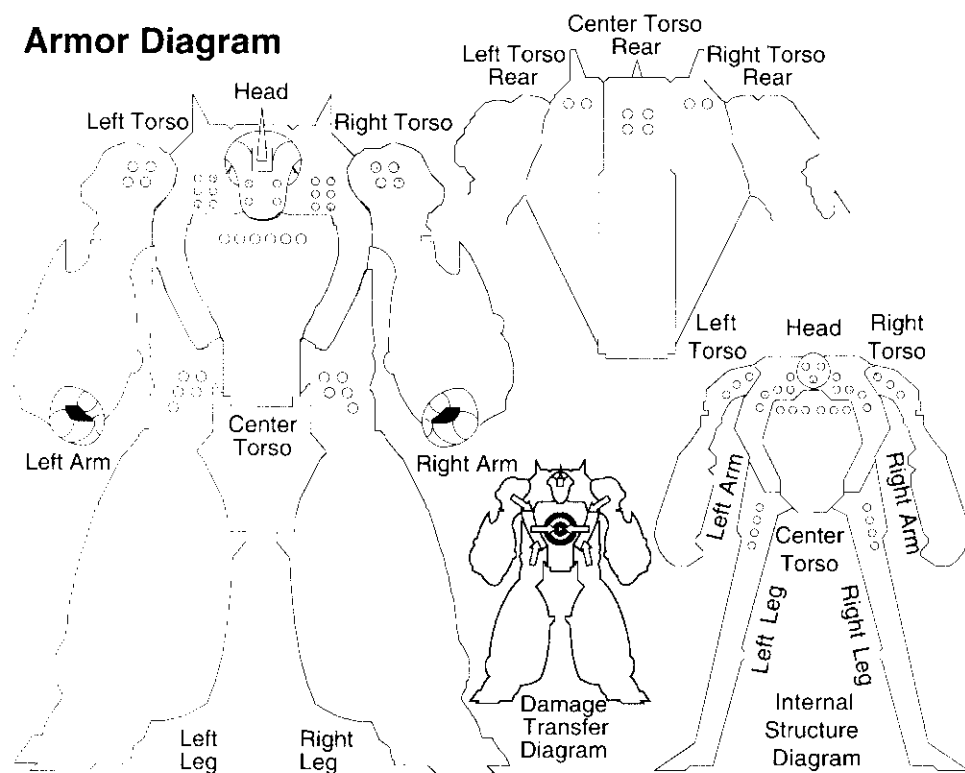
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMENT RECORD SHEET

Armor Diagram



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	

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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

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

Head

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

1-3

Center Torso

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

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

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

4-6

Right Torso

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

1-3

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

4-6

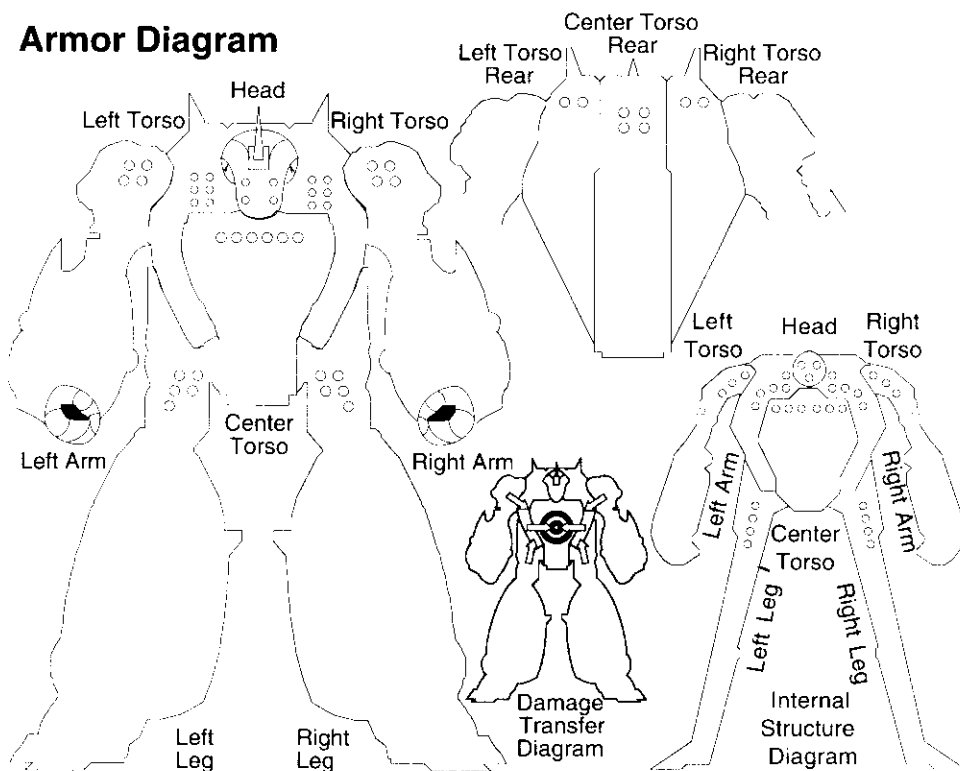
Right Leg

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

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. 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

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-1D 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

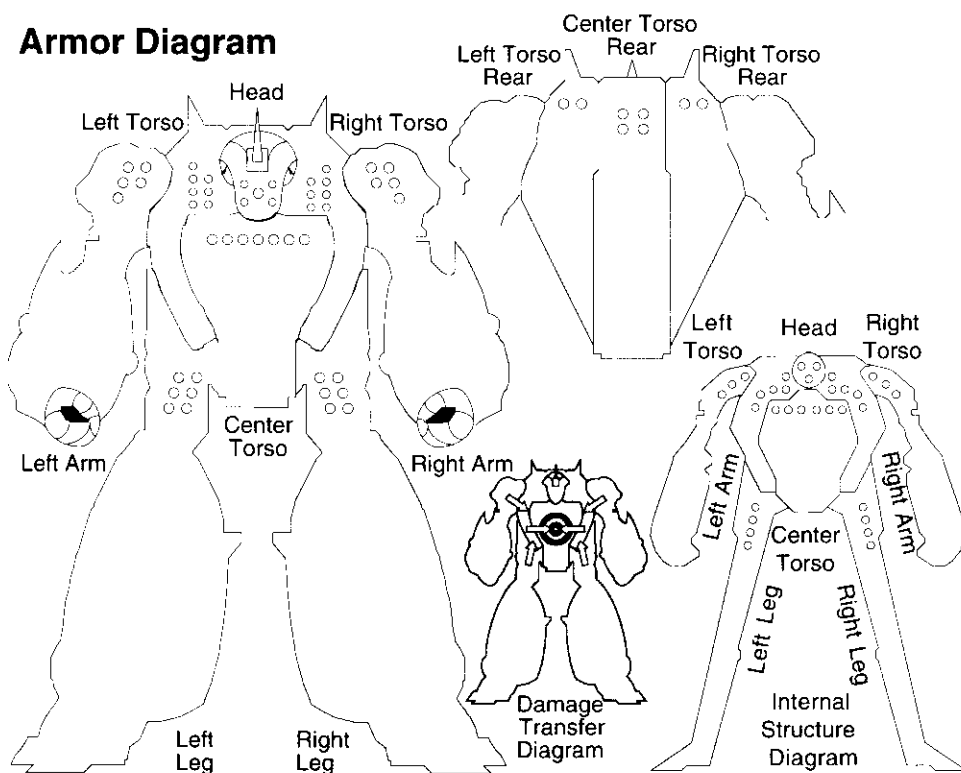
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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

Left Torso

1. Jump Jet
 2. Heat Sink
 3. Heat Sink
 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

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

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

Cost 1,613,520

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Medium Laser
 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 Torso

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

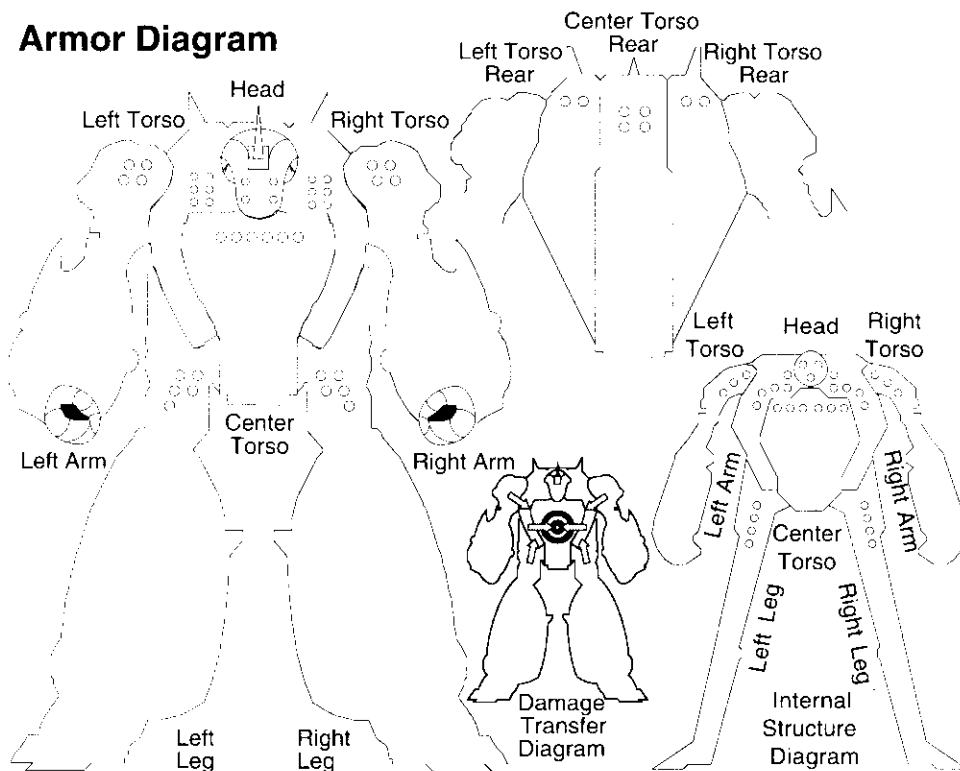
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

Armor Diagram



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

Left Arm

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

1-3

4-6

Left Torso

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

1-3

4-6

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

1-3

Center Torso

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

4-6

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

Cost 1,656,720

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Ammo (SRM 4) 25
- Roll Again
- Roll Again

1-3

4-6

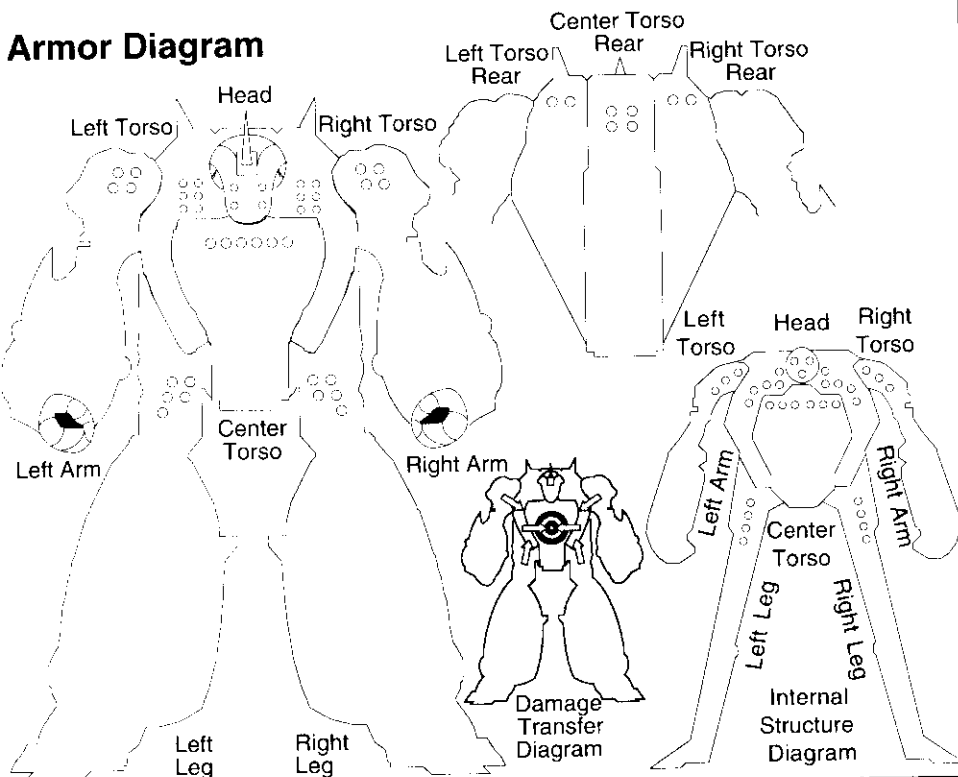
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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®
CORPORATION

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
- Heat Sink
- Heat Sink
- Small Laser
- Small Laser
- Roll Again

1-3

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

4-6

Left Leg

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

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

Cost 1,633,320

Right Arm

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

1-3

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

4-6

Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Small Laser
- Small Laser
- Roll Again

1-3

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

4-6

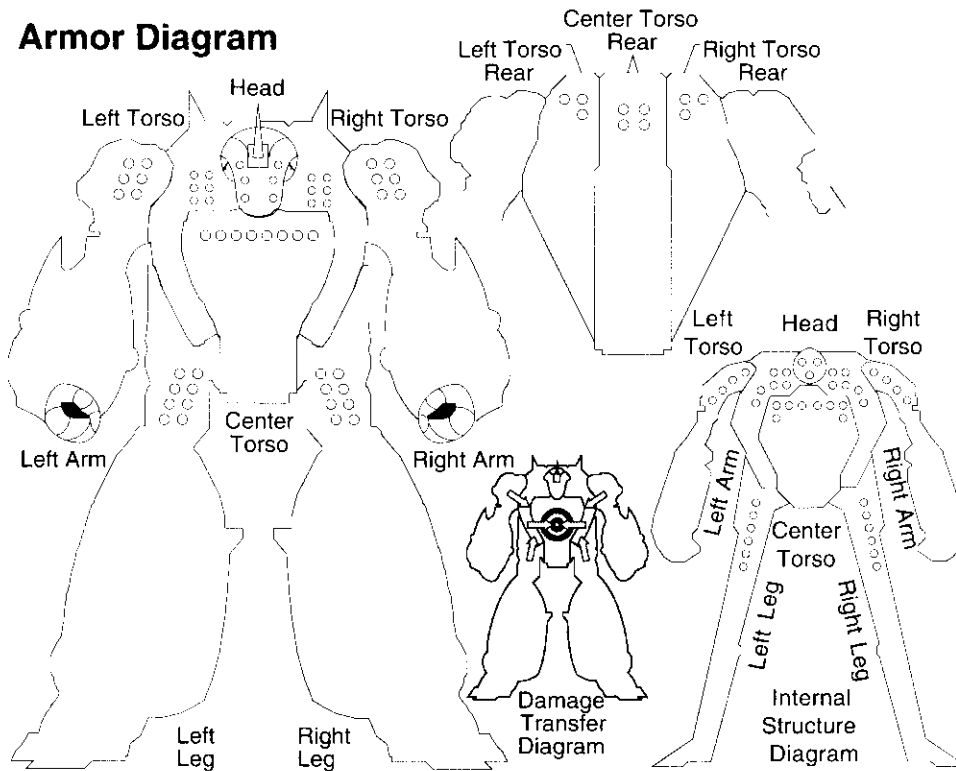
Right Leg

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

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

Cost 1,891,250

Right Arm

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

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

Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (SRM 4) 25
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

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

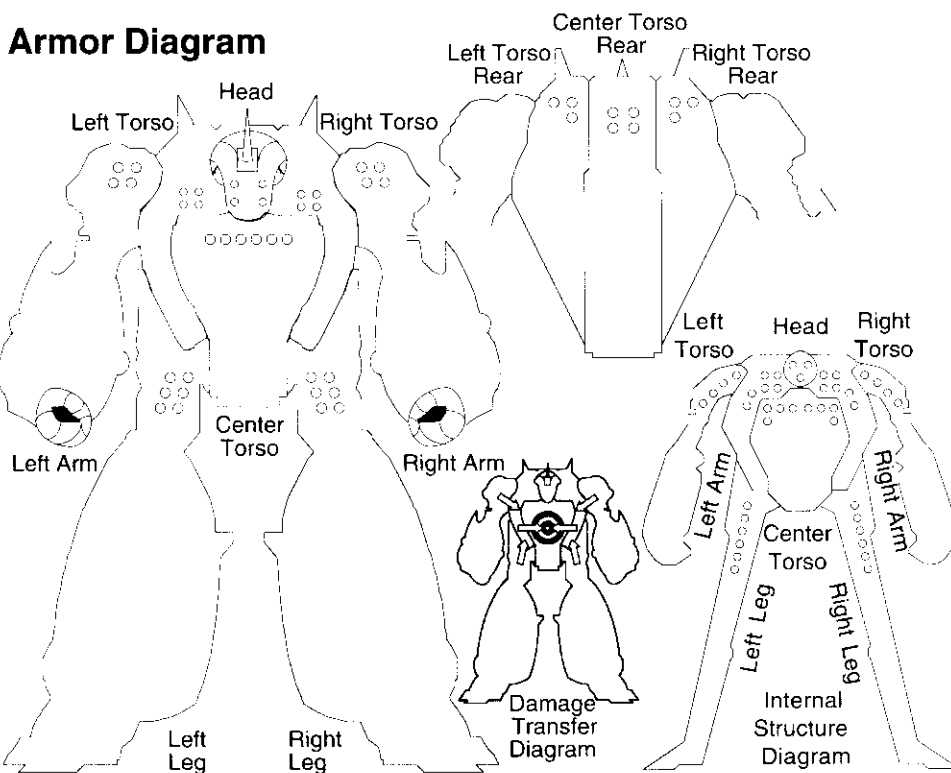
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA®
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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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	

FASA®
 CORPORATION

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

- 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

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

- Gyro
- Engine
- Engine
- Engine
- SRM 6
- SRM 6

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

Cost 1,879,375

Right Arm

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

1-3

- Flamer
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Ammo (SRM 6) 15
- 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

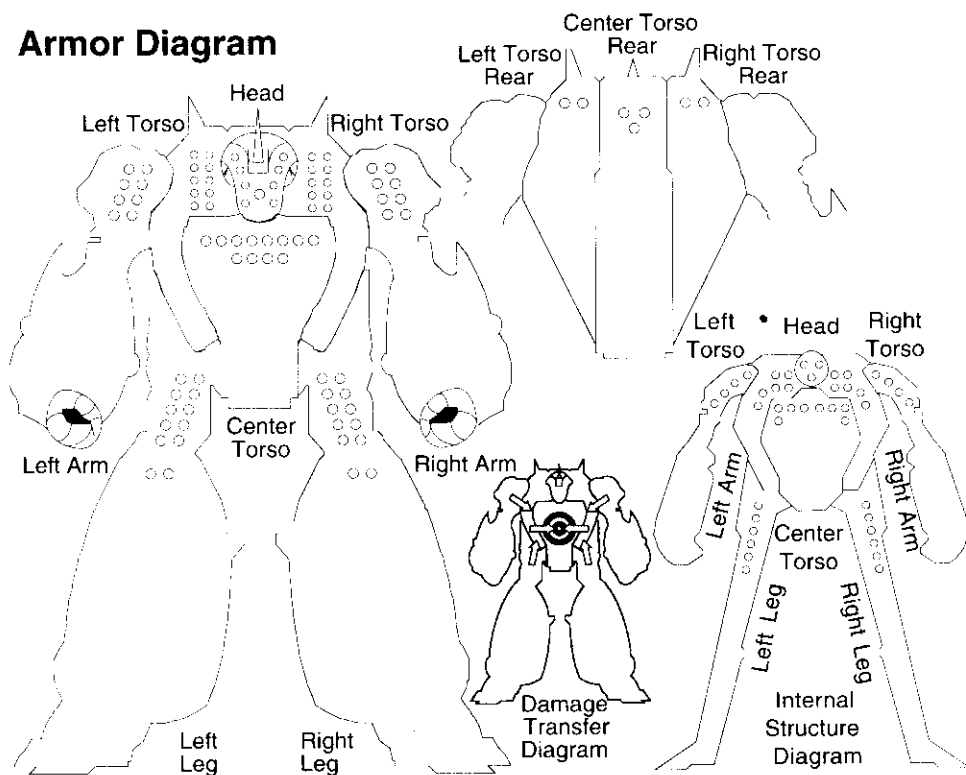
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left 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

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

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

1. Gyro
2. Engine
3. Engine
4. Engine

5. Medium Laser
6. Roll Again

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

Cost 1,885,730

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. Roll Again

Mech Data

Type: **MON-67 Mongoose**

Tonnage: **25**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

3050

Weapons Inventory

#	Type	Loc	Hi	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

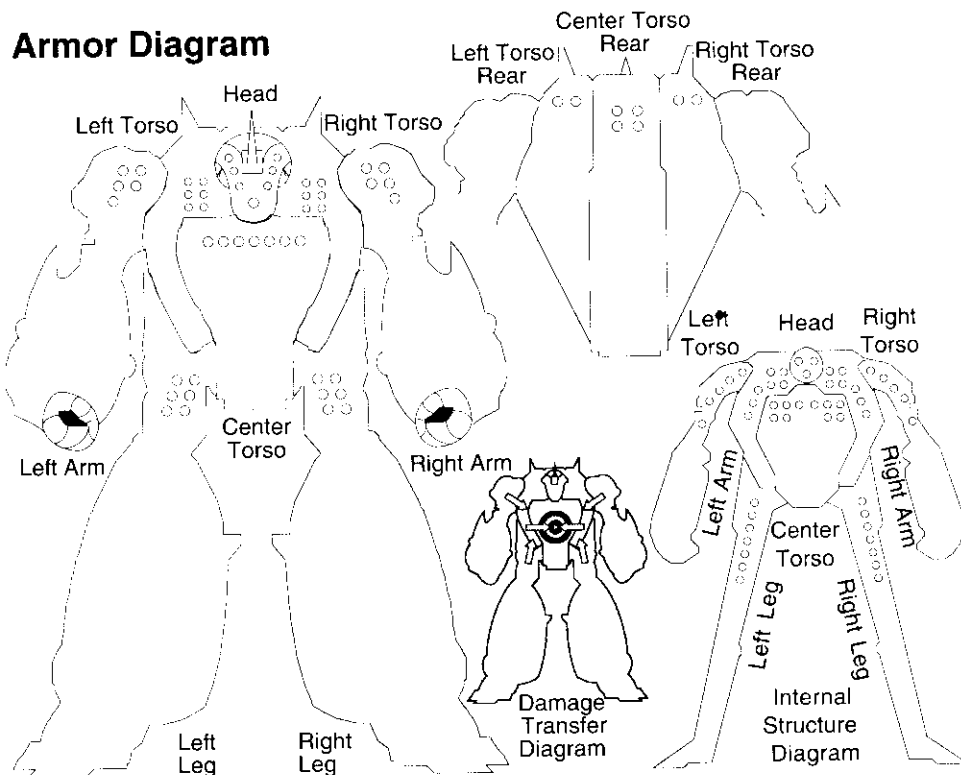
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTEMECH 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	Hi	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	

FASA®
CORPORATION

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- 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

Head

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

1-3

4-6

Center Torso

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

1-3

4-6

Right Torso

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

1-3

4-6

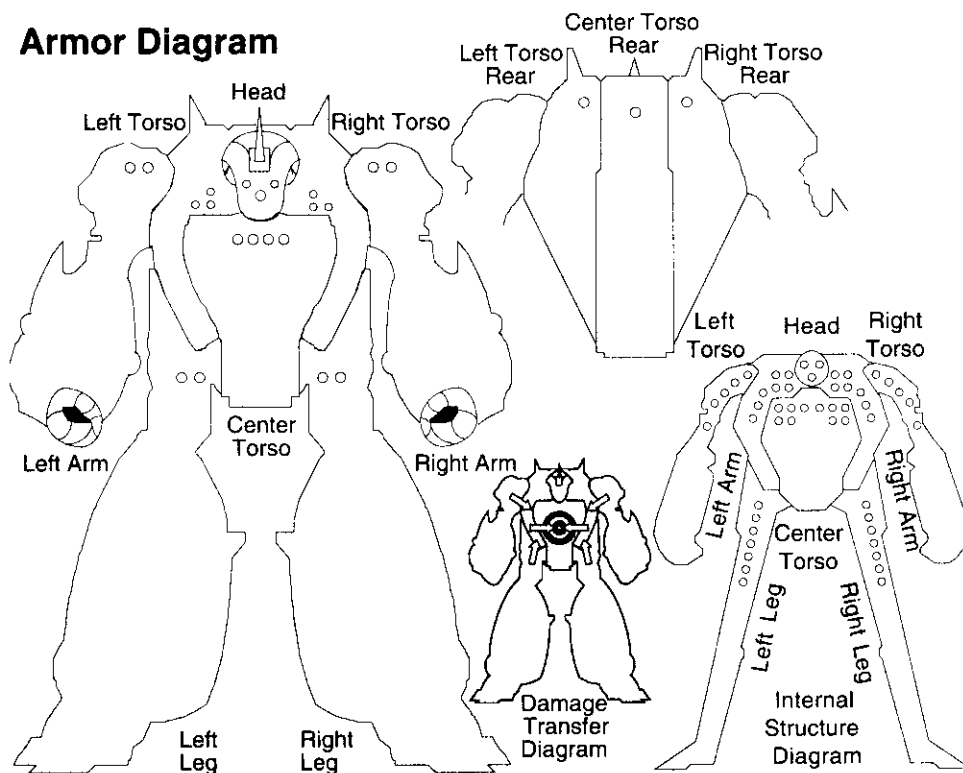
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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

○○○○○○○○○○

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
- 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

- 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
- 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
- Gyro
- Engine
- Engine
- Engine
- Large Laser
- Large Laser

4-6

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

Cost 2,563,340

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

- 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

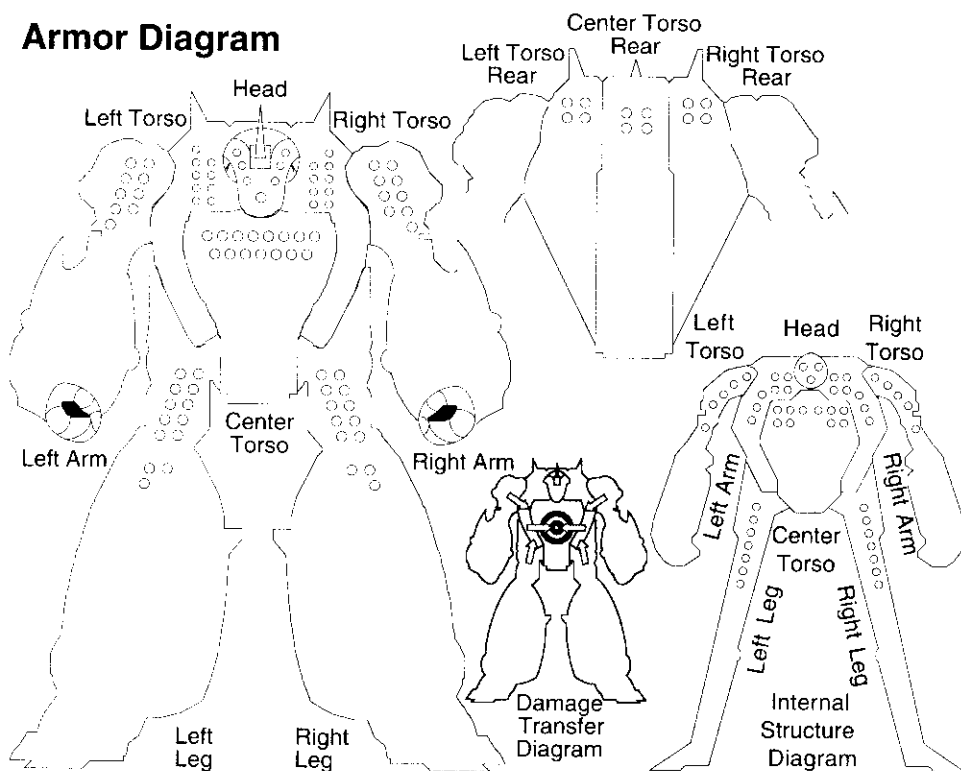
Right Leg

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

BATTLETECH®

BATTLETECH RECORD SHEET

Armor Diagram



Mech Data

Type: **JVN-10F 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
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

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

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser
- 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
- Jump Jet
- Jump Jet

Critical Hit Table

Head

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

1-3

Center Torso

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

4-6

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

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

4-6

Right Torso

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

1-3

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

4-6

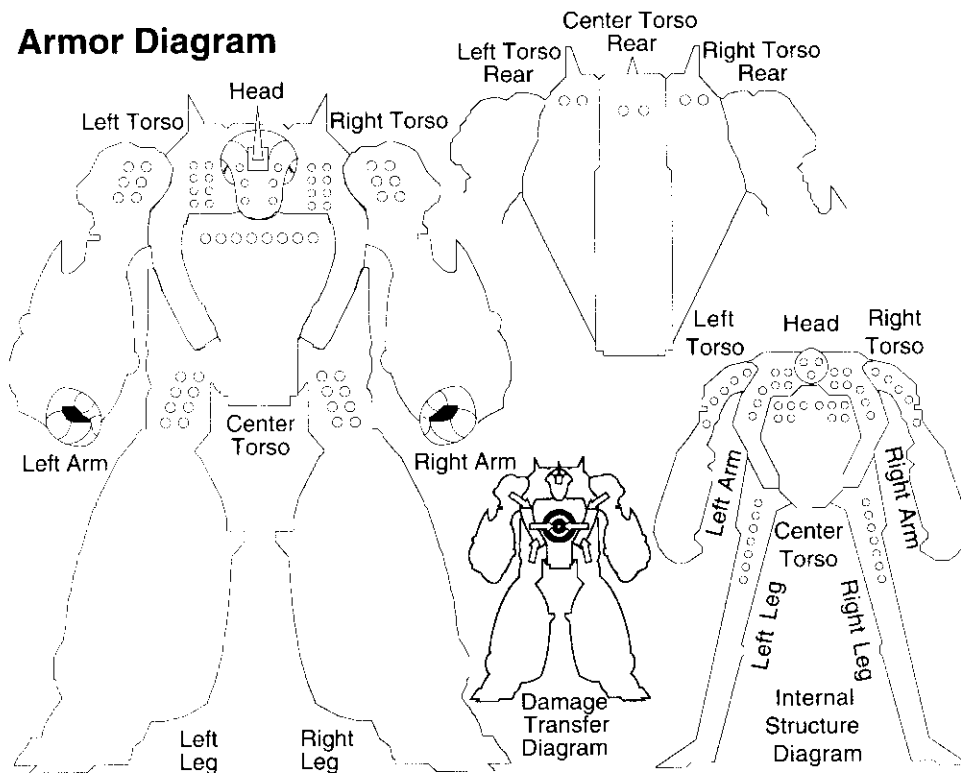
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

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

1-3

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

4-6

Left Torso

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

1-3

4-6

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

Cost 2,400,840

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

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

1-3

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

4-6

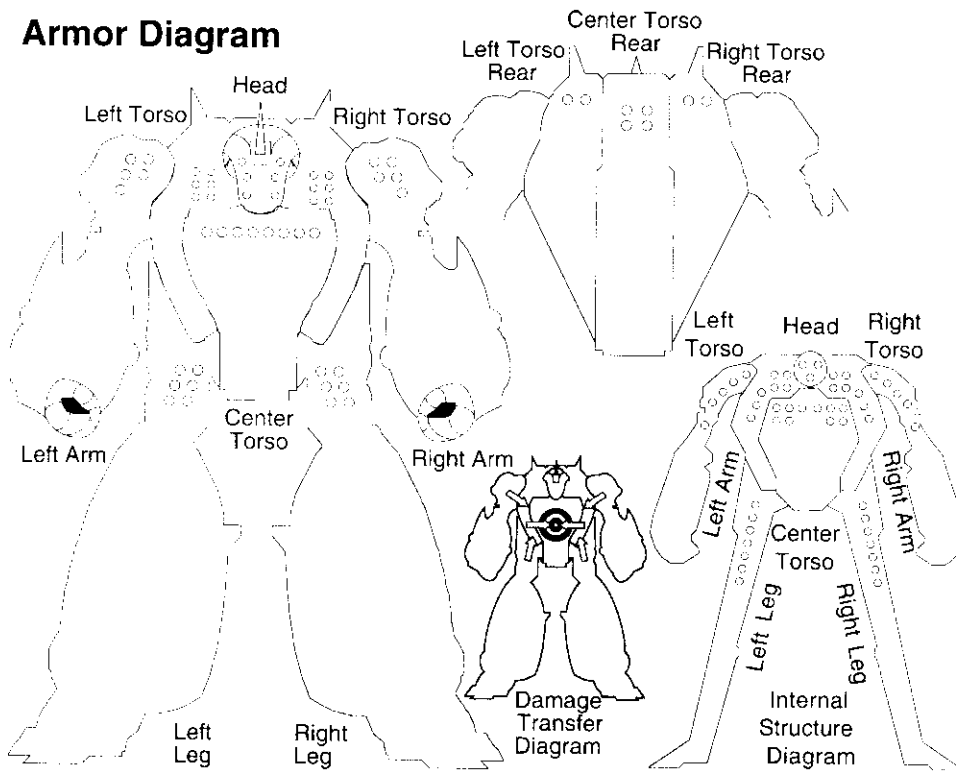
Right Leg

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

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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
- 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
- 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

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

Cost 2,942,290

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

- Roll Again
- 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
- Roll Again
- Roll Again

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

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

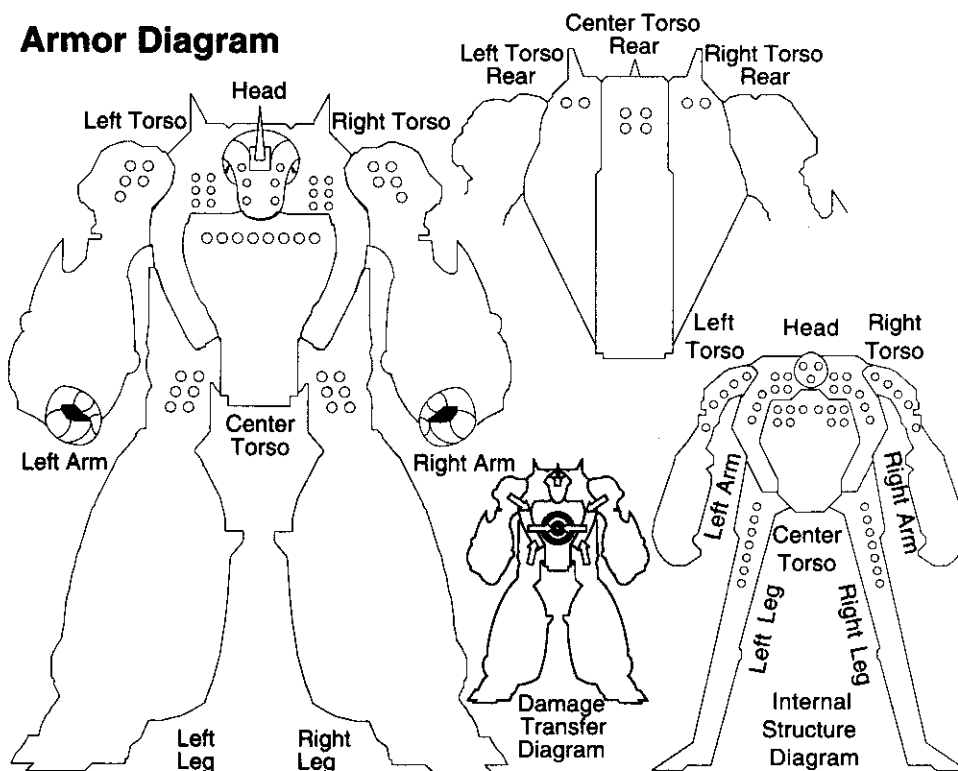
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



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

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

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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

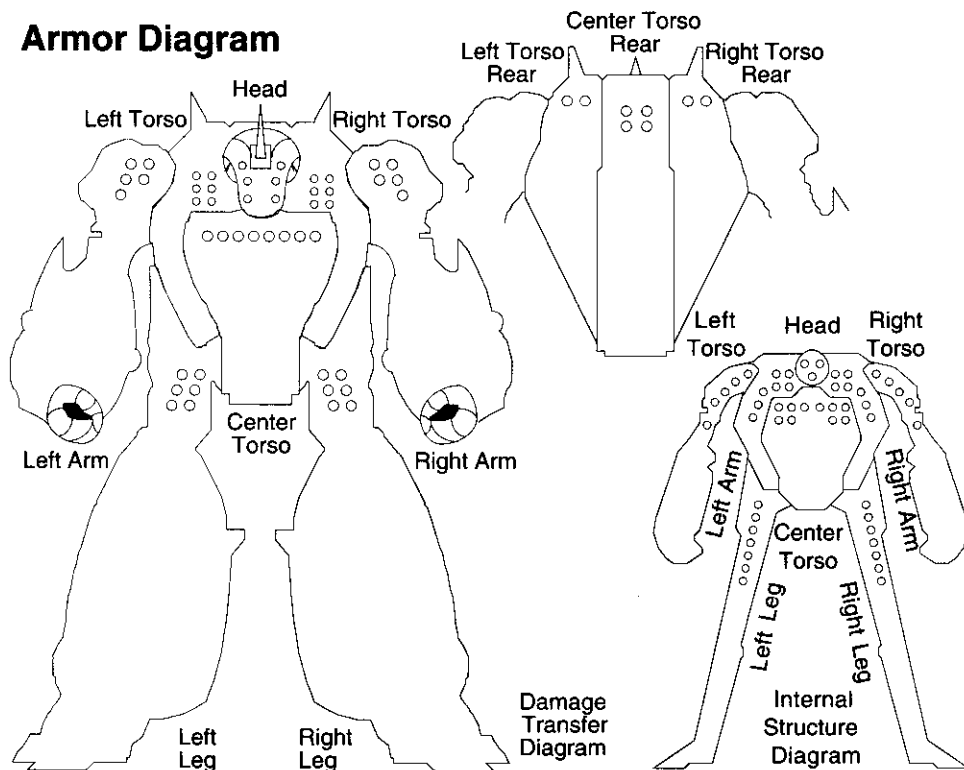
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

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

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

Left Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
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

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

Cost 2,984,540

Right 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

Right Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
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

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**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

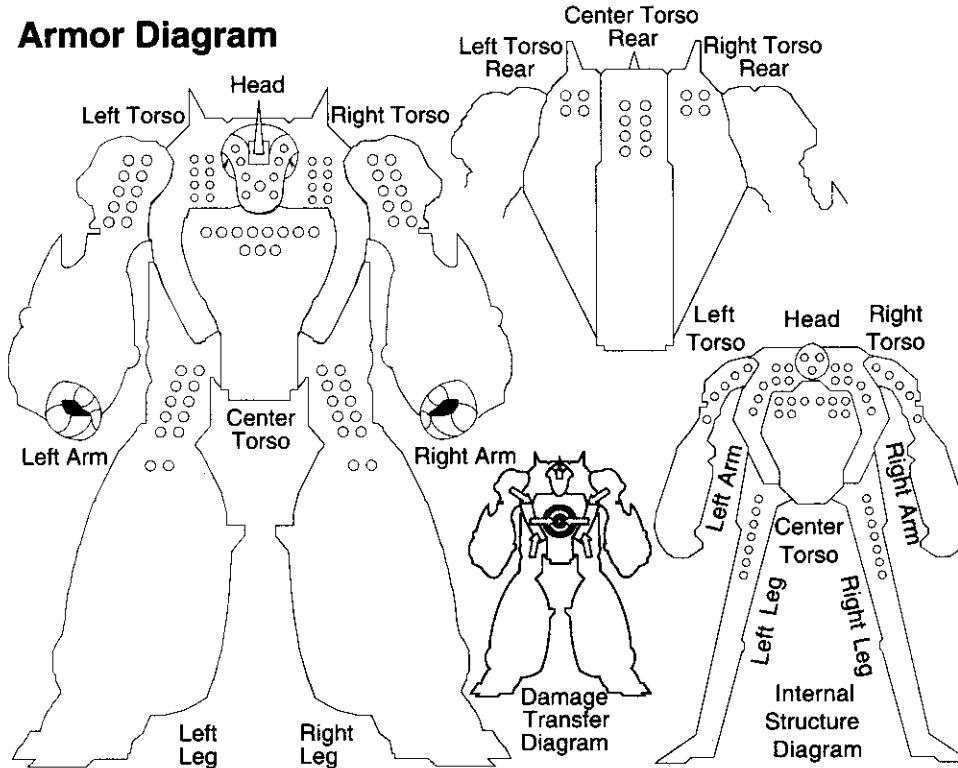
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

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

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

- #### Left Torso
1. Heat Sink
 2. Heat Sink
 - 1-3 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. Heat Sink
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. Engine
5. Jump Jet
6. Jump Jet

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

Cost 1,471,925

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Roll Again
5. Roll Again
6. Roll Again

- #### Right Torso
1. Heat Sink
 2. Heat Sink
 3. Ammo (AC 10) 10
 - 1-3 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: **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
1	Autocannon 10	RA	3	10	0	5	10
1	Small Laser	LA	1	3	0	1	2

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	De

Heat Scale

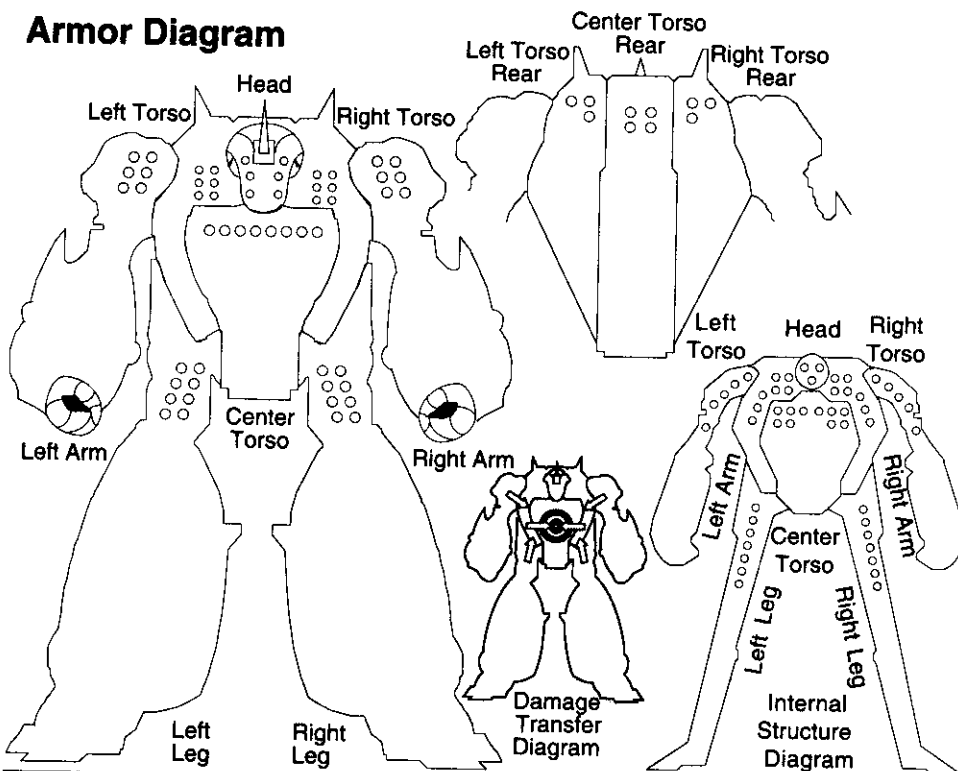
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

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

1. Roll Again
2. Roll Again

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

Left Torso

1. Heat Sink
2. Heat Sink
3. Roll Again
- 1-3 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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

4-6

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

Cost 1,581,125

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (AC 20) 5
- 1-3 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: **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

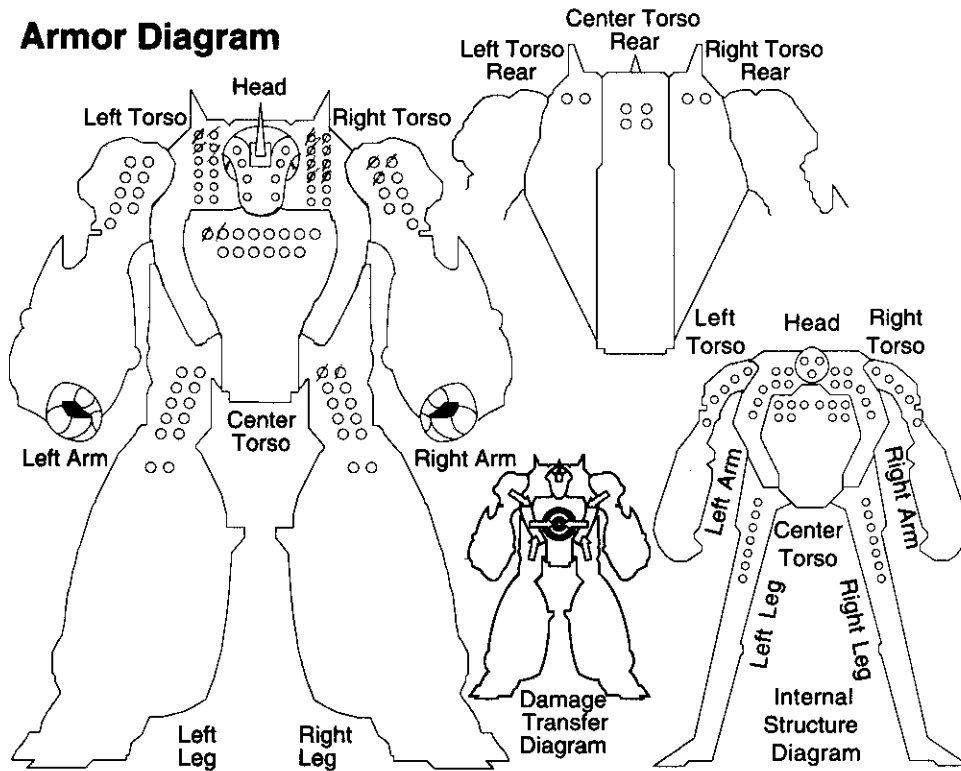
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Mech Data

Type: **VLX-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	

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

Left Torso

1. Heat Sink
 2. Heat Sink
 3. LRM 10
 4. LRM 10
- 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 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

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

Cost 2,205,320

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Medium Laser
- 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

Right Torso

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

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

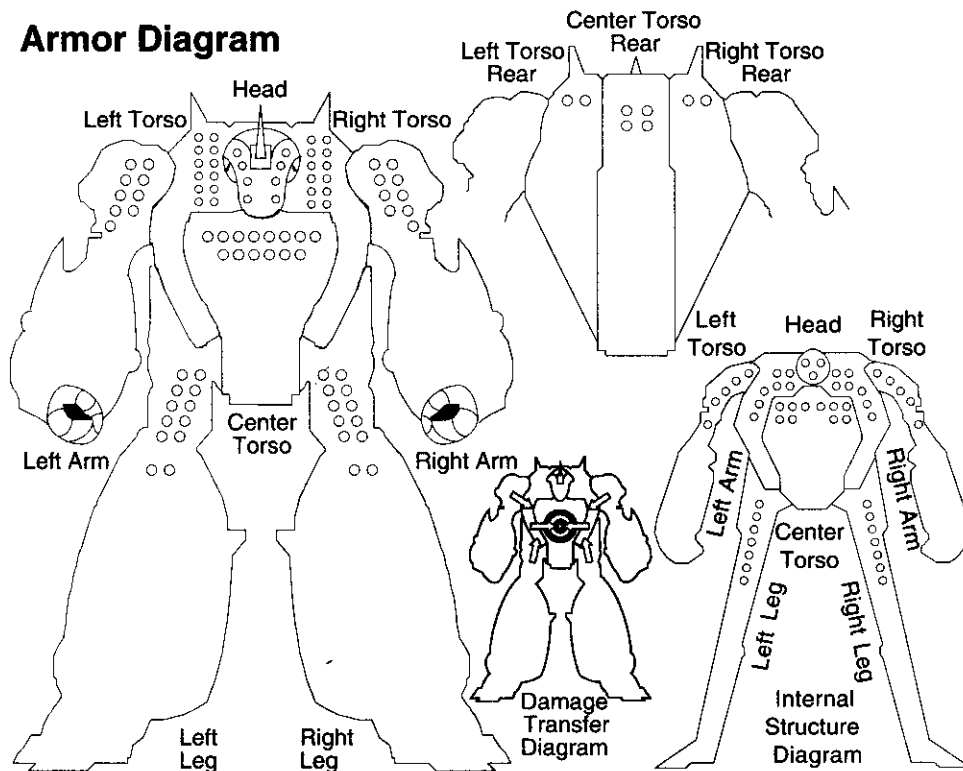
Right Leg

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

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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. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
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. 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

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
5. Roll Again
6. Roll Again

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

Right Torso

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

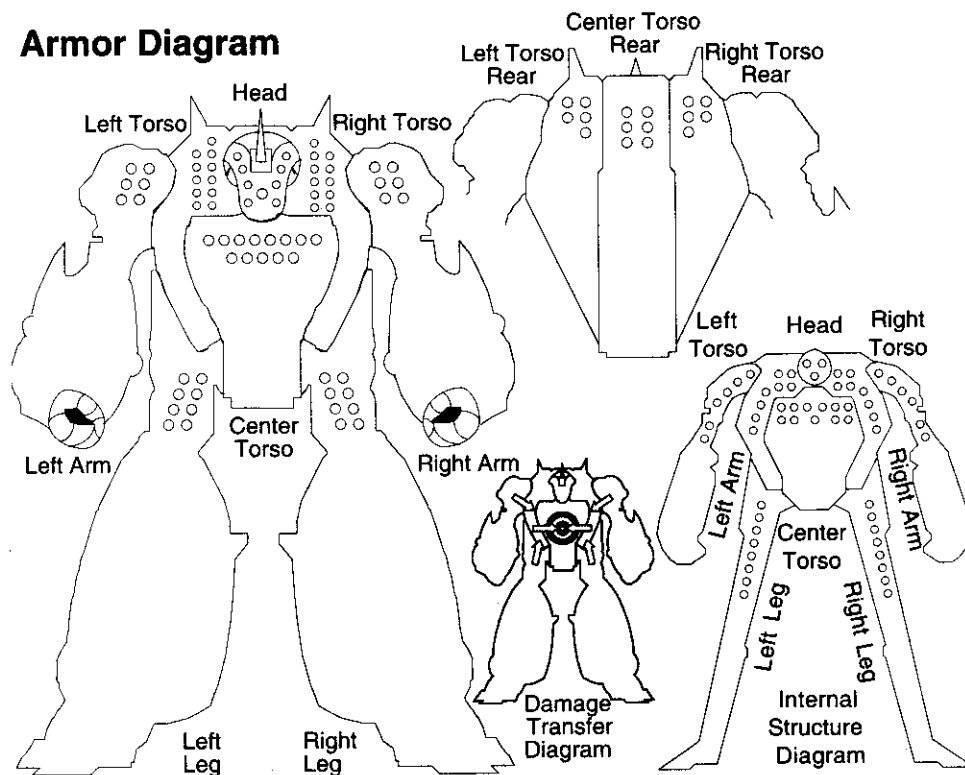
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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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. Roll Again
5. Roll Again
6. Roll Again

4-6

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

4-6

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

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	Loc	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

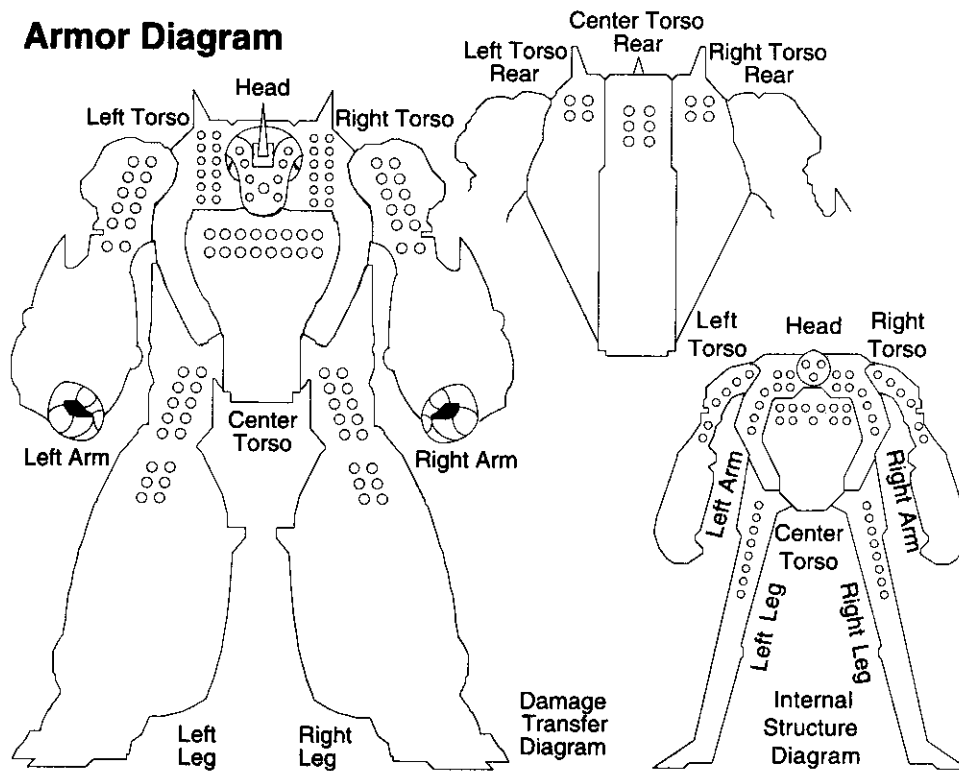
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium 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 Torso

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

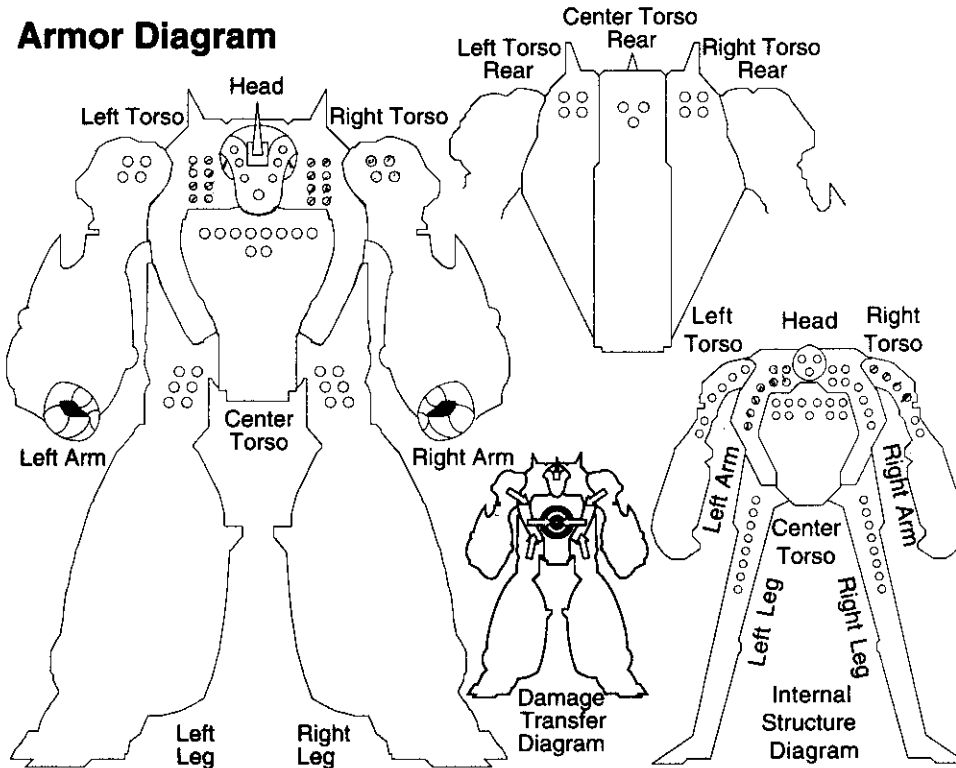
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



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

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	

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Left Arm

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

- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,198,376

Right Arm

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

- Roll Again
- Roll Again

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

Right Torso

- Jump Jet
- Jump Jet
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again

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

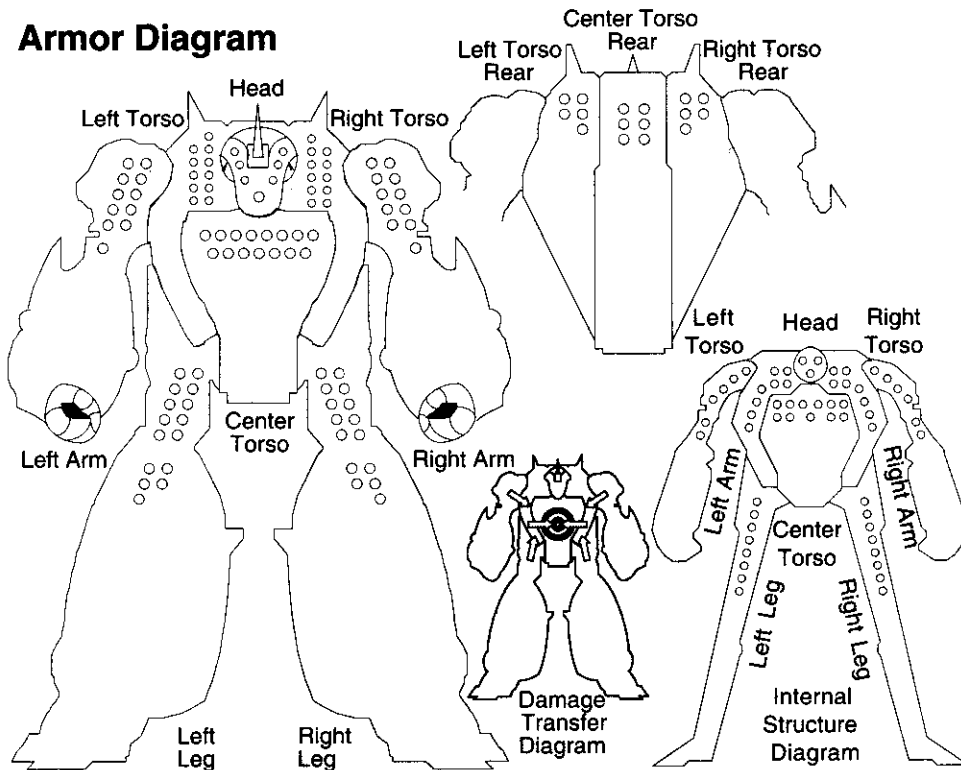
Right Leg

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

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Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
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

Left Torso

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

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

Cost 3,121,426

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
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

Right Torso

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

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

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-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

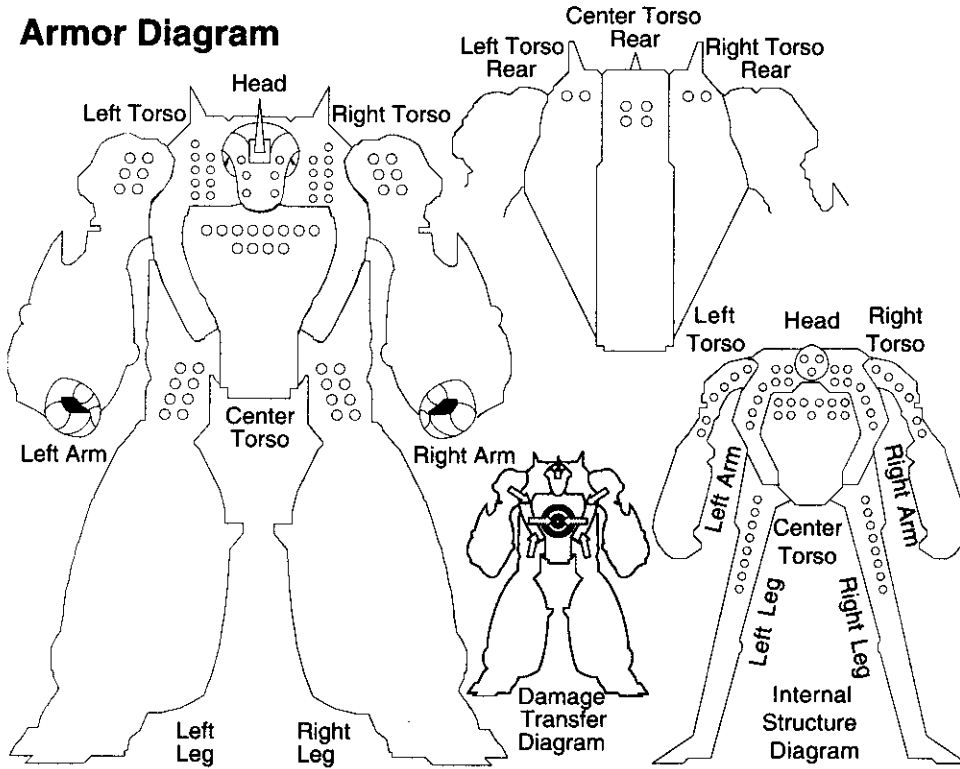
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,416,761

Right 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

Right Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
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

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

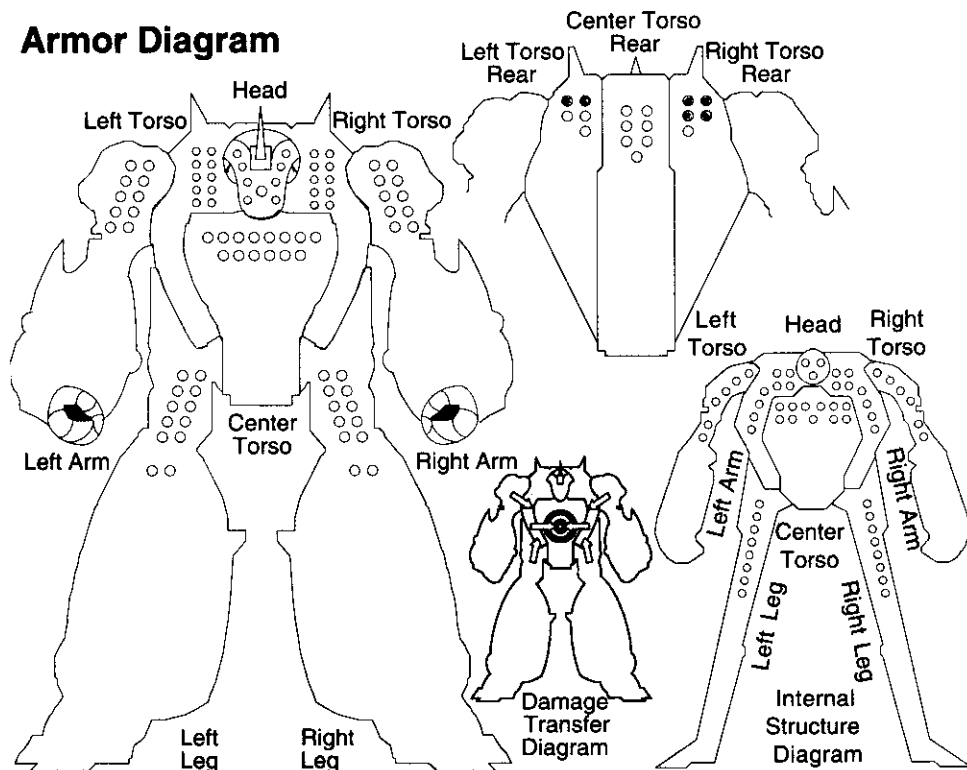
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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

Cost 2,485,711

Right Arm

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

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

Right Torso

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

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

Right Leg

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

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

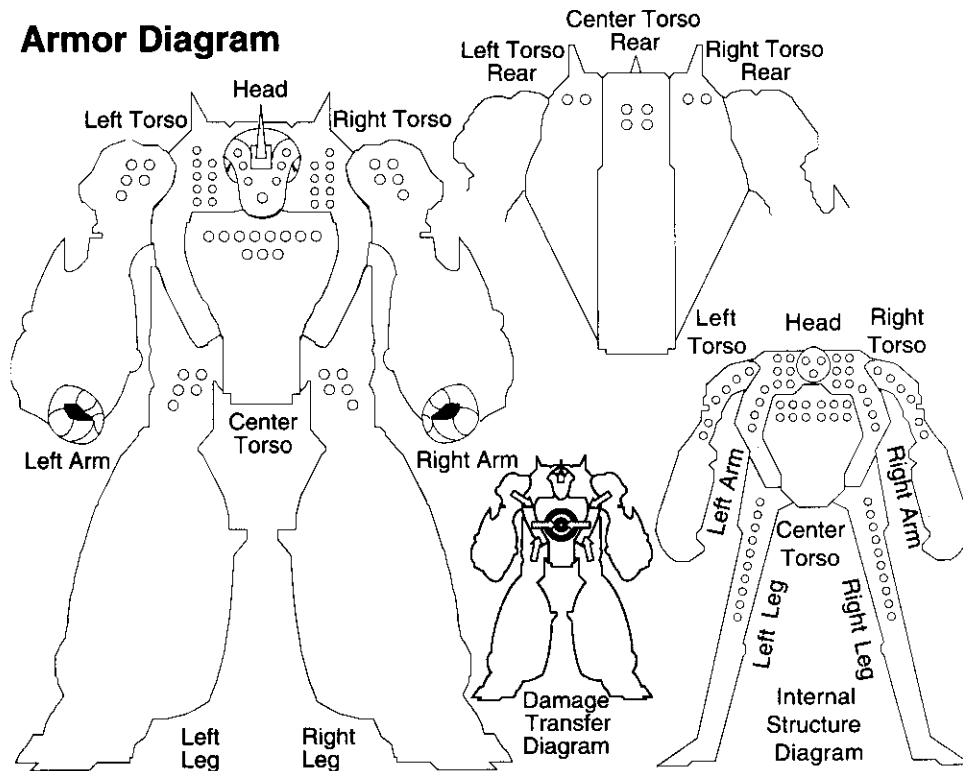
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **ASN-101 Assassin**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2980

Weapons Inventory

#	Type	Loc	HL	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	LL	1	3	0	1	2	3
1	Small Laser	RL	1	3	0	1	2	3
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type Rounds

LRM 5 24

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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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

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- SRM 2
- Ammo (SRM 2) 50
- 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
- Small Laser
- Roll Again

Head

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

1-3

Center Torso

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

1-3

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

4-6

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

Cost 3,533,064

Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

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

4-6

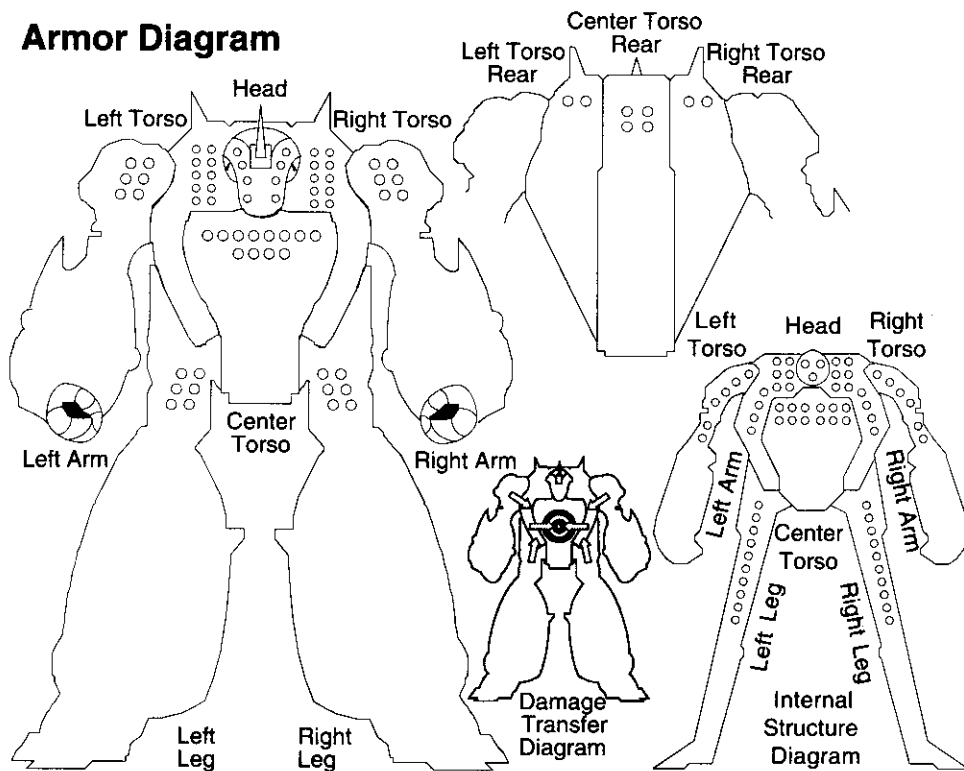
Right Leg

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

BATTLETECH®

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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. SRM 2
2. Ammo (SRM 2) 50
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,765,814

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

Right Torso

1. LRM 5
2. Ammo (LRM 5) 24
3. Jump Jet
4. Jump Jet
5. Jump Jet
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

Mech Data

Type: **ASN-21 Assassin**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **7**

Technology Base:

Inner Sphere

2980

Weapons Inventory

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

Ammo Type	Rounds
LRM 5	24
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

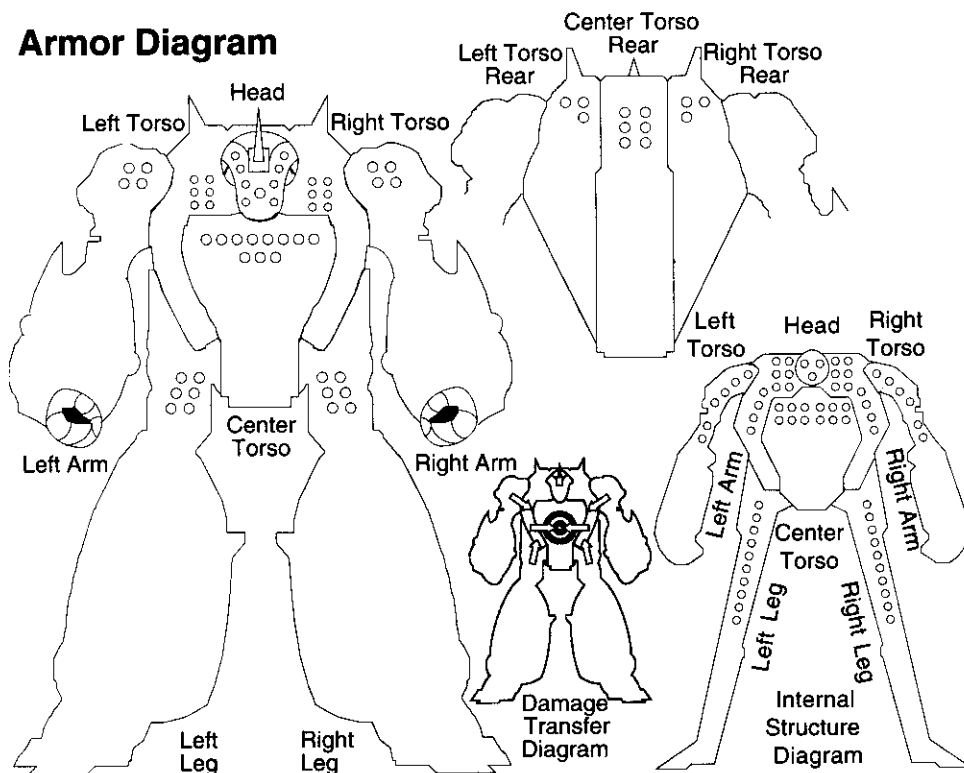
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

1. Shoulder
2. Upper Arm Actuator
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. 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. 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

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

Cost 3,705,218

Right Arm

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

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

Right Leg

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

Mech Data

Type: **CDA-2A Cicada**

Tonnage: **40**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2840

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	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

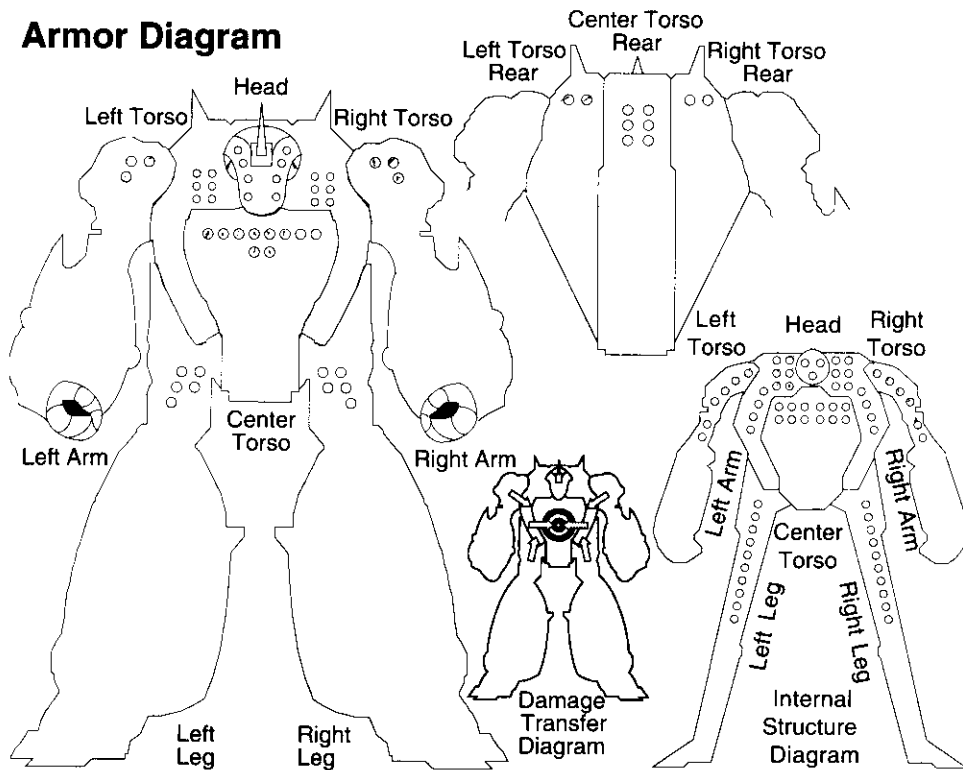
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **CDA-2B Cicada**

Tonnage: **40**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2840

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 Flamer	CT	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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Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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

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

Cost 3,692,968

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

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

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

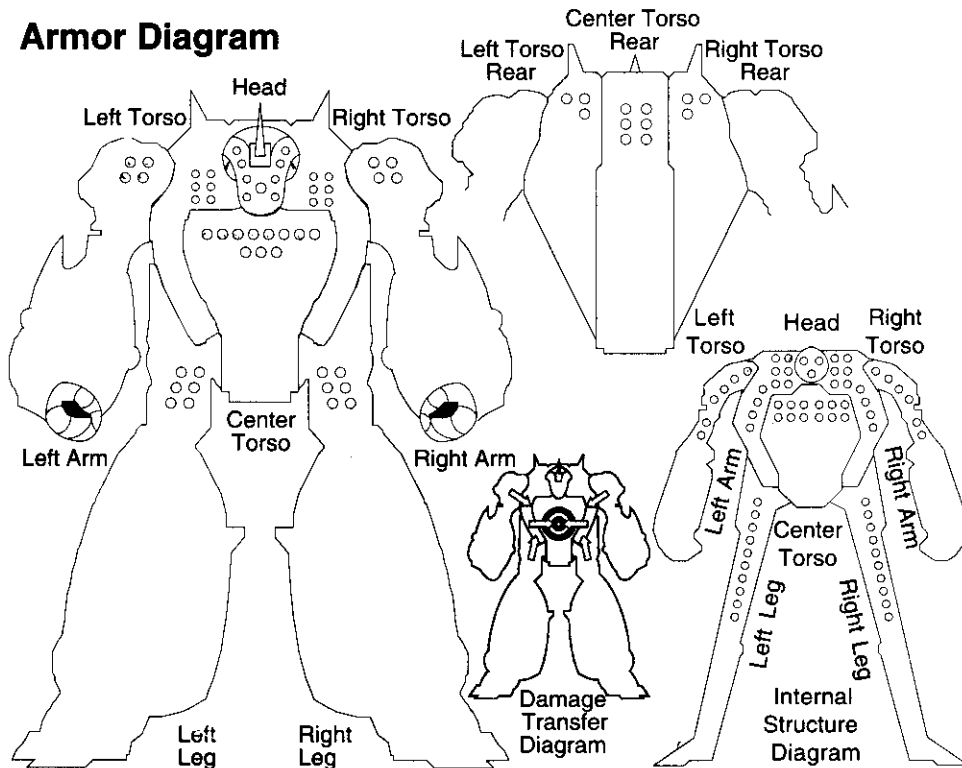
Right Leg

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

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Armor Diagram



Left Arm

- Shoulder
- Upper Arm Actuator -
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- 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
- Machine Gun
- 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 3,306,334

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- PPC
- PPC
- PPC
- 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
- Machine Gun
- Roll Again

Mech Data

Type: **CDA-3C Cicada**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

2840

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Machine Gun	RL	0	2	0	1	2	3
1	Machine Gun	LL	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

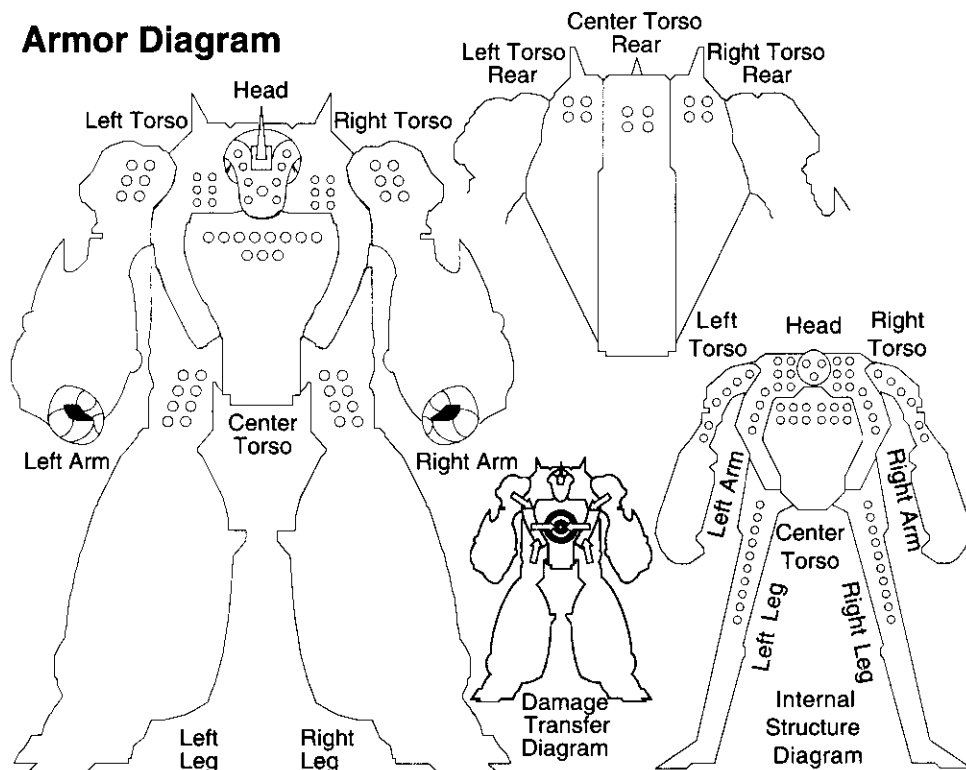
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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

Left Leg

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

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

Cost 3,220,280

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Roll Again
6. Roll Again

Right Torso

1. Ammo (AC 10) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

Mech Data

Type: **CLNT-1-2R Clint**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2507

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Autocannon 10	RA	3	10	0	5	10	15

Ammo Type	Rounds
Autocannon 10	10

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

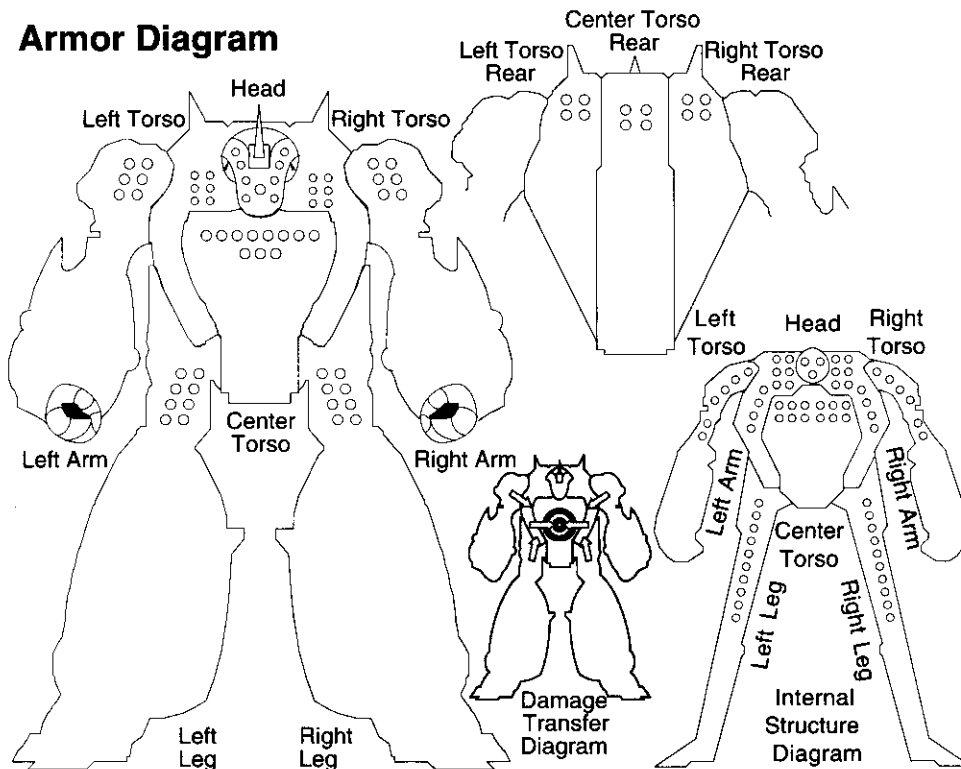
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2507

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9

Ammo Type Rounds
Autocannon 5 20

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	

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

Left Torso

1. Jump Jet
 2. Medium Laser
- 1-3
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
- 4-6

Left Leg

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

Critical Hit Table

Head

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

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

Cost 3,572,380

Right Arm

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

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

Right Torso

1. Jump Jet
 2. Heat Sink
 3. Ammo (AC 5) 20
- 1-3
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
- 4-6

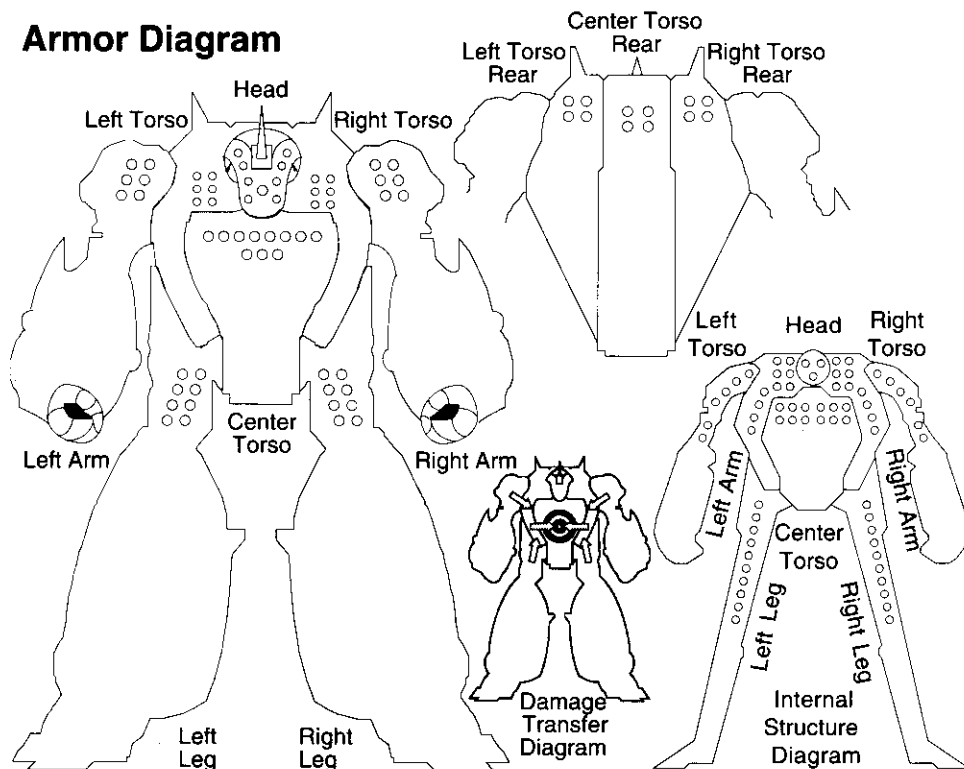
Right Leg

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

BATTLETECH®

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

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

Left Leg

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

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

Cost 3,143,280

Right Arm

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

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

Right Torso

1. Ammo (AC 2) 45
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

Mech Data

Type: **CLNT-2-4T Clint**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2507

Weapons Inventory

#	Type	Loc	HI	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
2	Autocannon 2	RA	1	2	4	8	16	24

Ammo Type	Rounds
Autocannon 2	45

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

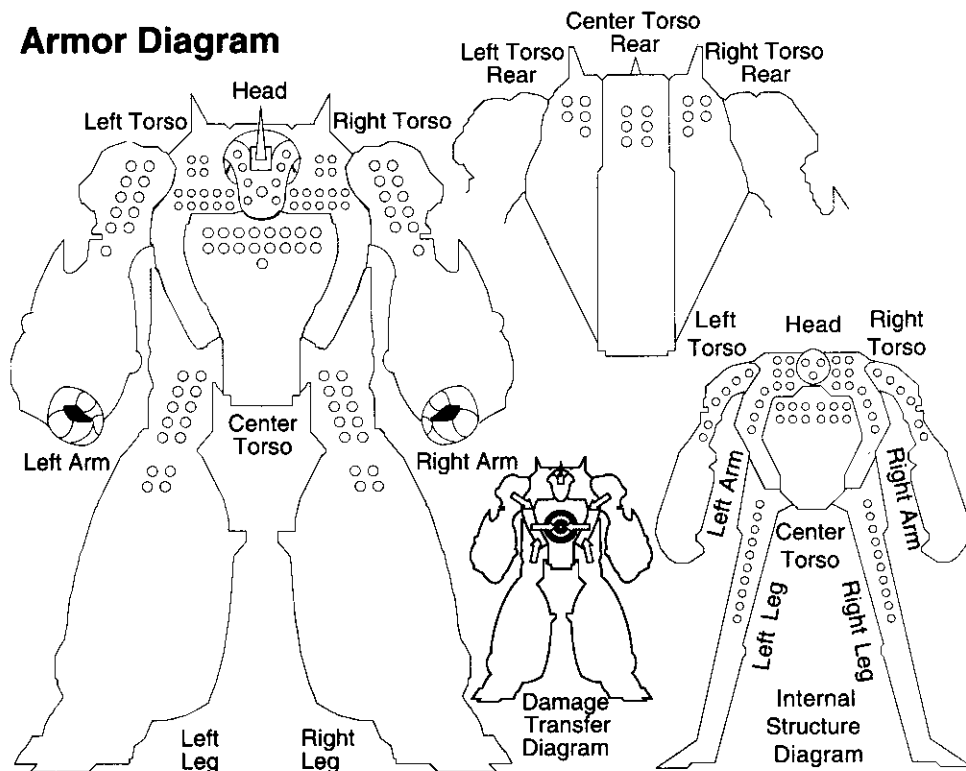
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

2798

Weapons Inventory

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

Ammo Type	Rounds
Machine Gun	100

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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Critical Hit Table

Left Arm

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

1-3

Left Torso

- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- 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

Head

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

1-3

Center Torso

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

4-6

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

Cost 3,263,214

Right Arm

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

1-3

4-6

Right Torso

- Medium Laser
- Medium Laser
- Machine Gun
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

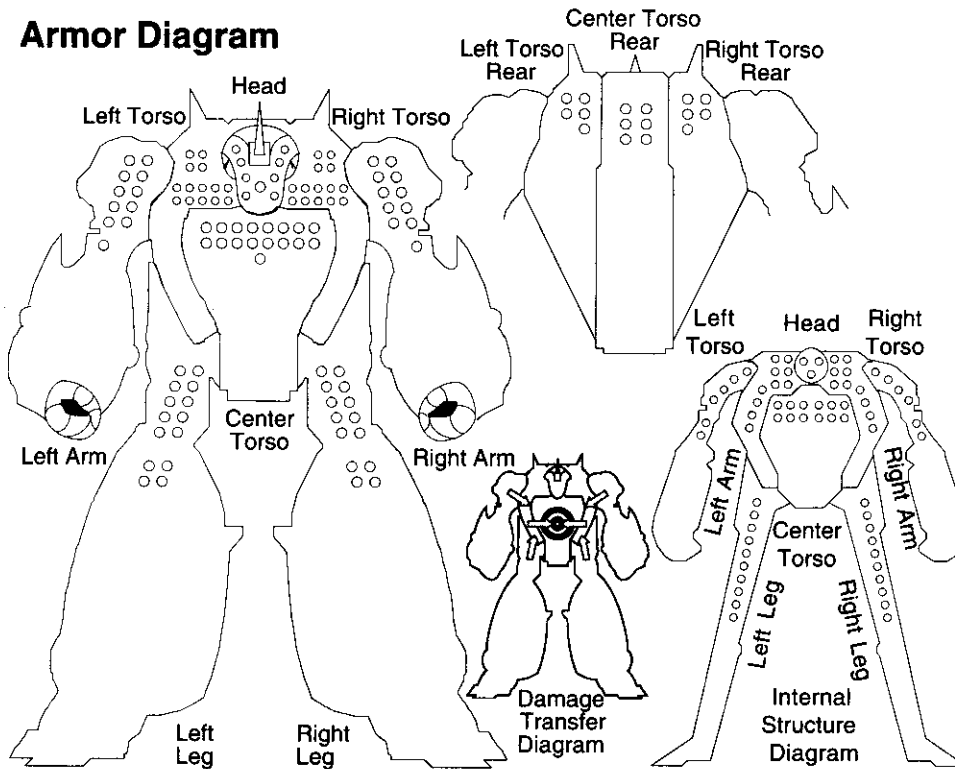
Right Leg

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

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BATTLEMECH RECORD SHEET

Armor Diagram



Left 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

3. Roll Again
4. Roll Again

5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Ammo (AC 5) 20
3. Roll Again

1-3
4. Roll Again
5. Roll Again

6. Roll Again
1. Roll Again

2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again

6. Roll Again

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,165,680

Right Arm

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

1-3
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again

5. Roll Again
6. Roll Again

Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5

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

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: **HER-2S Hermes II**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2798

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	0	3	6	9
1	Flamer	LA	3	2	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20

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

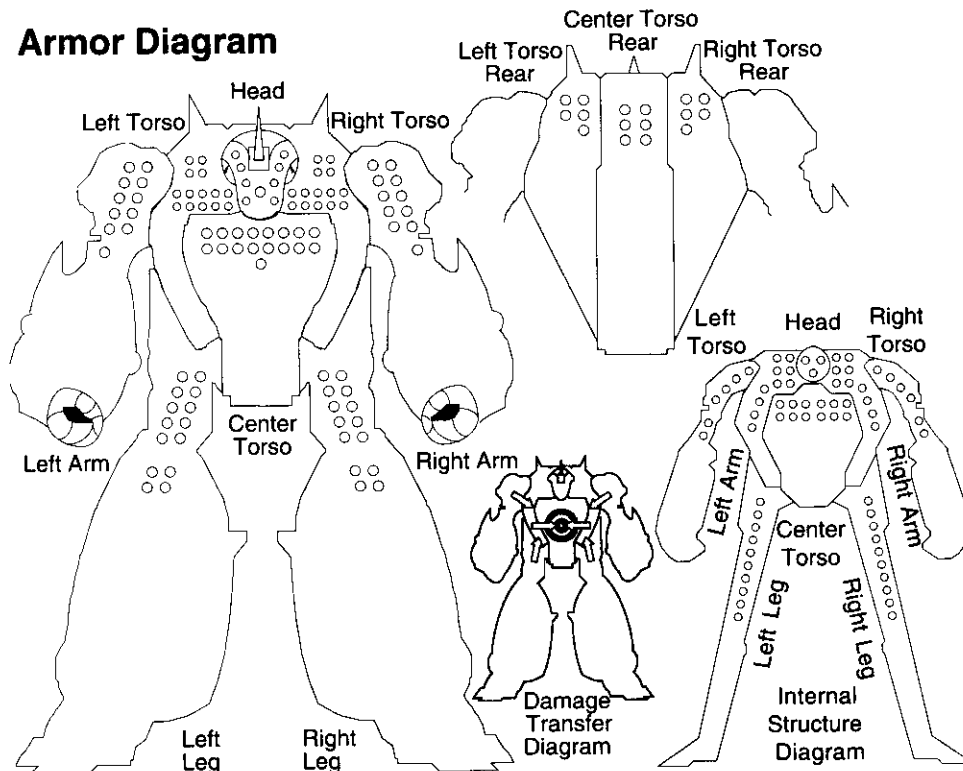
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



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. Large Laser
2. Large Laser
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. Roll Again
6. Roll Again

Critical Hit Table

Head

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

Center Torso

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

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

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

Cost 3,205,160

Right 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

Right Torso

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

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

Right Leg

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

Mech Data

Type: **HER-4K Hermes II**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2798

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M
1	Large Laser	LT	8	8	0	5	10
1	Large Laser	RT	8	8	0	5	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	De

Heat Scale

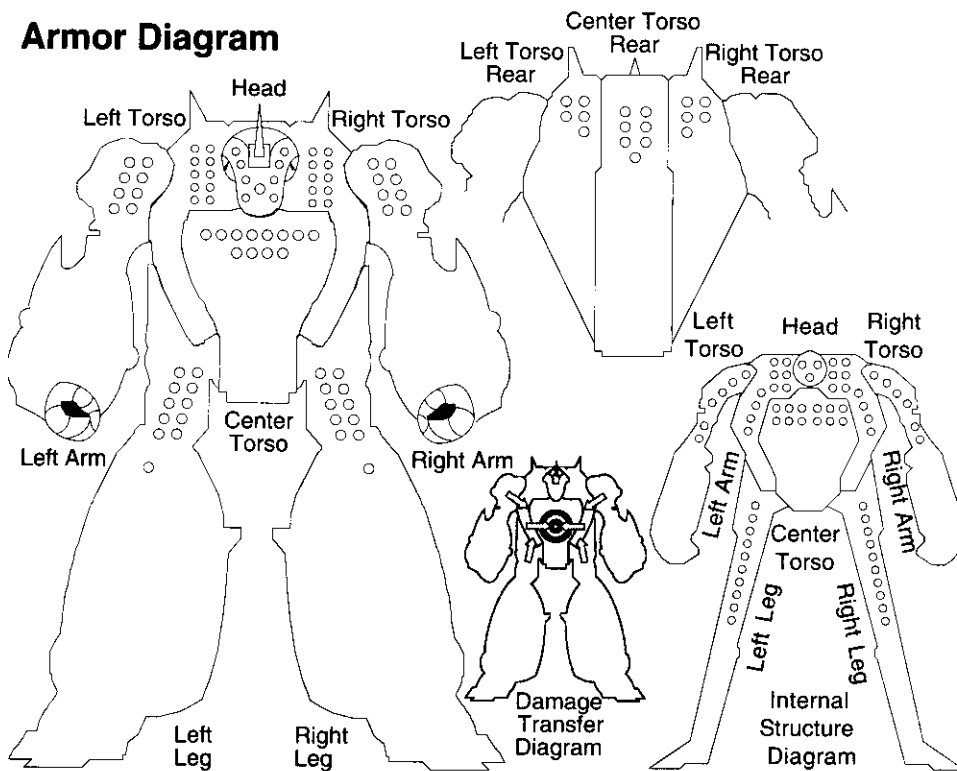
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 5
4. Autocannon 5
5. Autocannon 5
6. Autocannon 5

1-3

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

4-6

Left Torso

1. Heat Sink
2. Ammo (AC 5) 20
3. Ammo (AC 5) 20
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

4-6

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

Cost 3,117,730

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

4-6

Right Torso

1. Small Laser
2. SRM 2
3. Ammo (SRM 2) 50
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: **STN-3K Sentinel**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Small Laser	RT	1	3	0	1	2	3
1 Autocannon 5	LA	1	5	3	6	12	18
1 SRM 2	RT	2	2	0	3	6	9

Ammo Type	Rounds
Autocannon 5	40
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

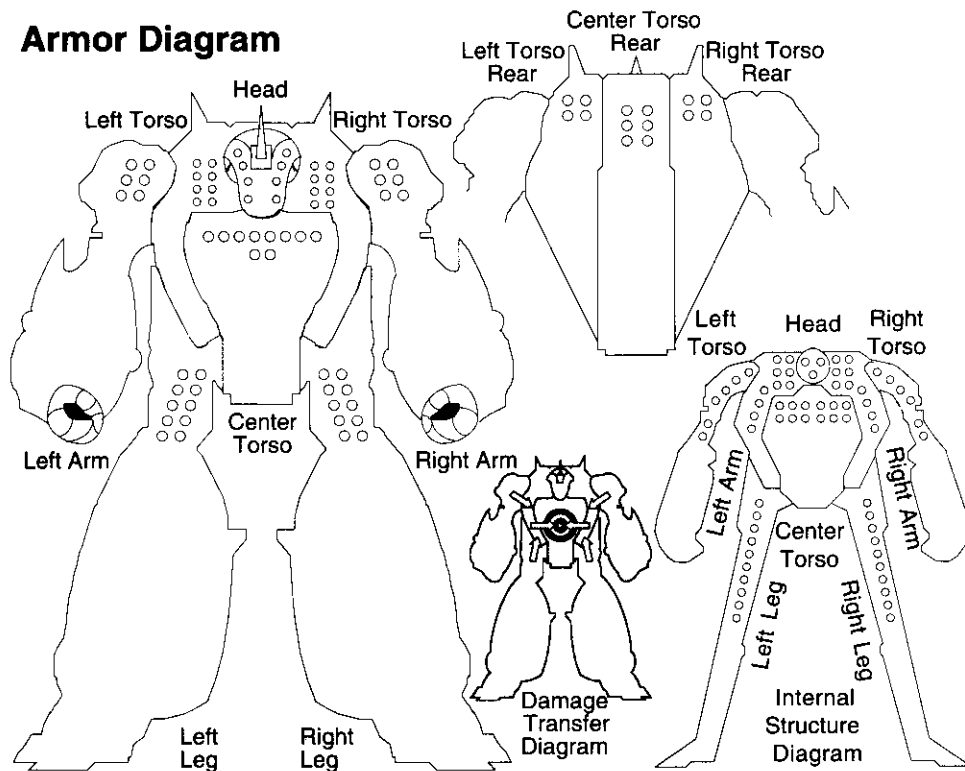
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RT	1	2	4	8	16	24
1	Medium Laser	LT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 2	45
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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Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- 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
- Medium Laser
- Ammo (MG) 200
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

1-3

4-6

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

Cost 3,462,900

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- 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
- Heat Sink
- Autocannon 2
- Ammo (AC 2) 45
- Roll Again

1-3

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

4-6

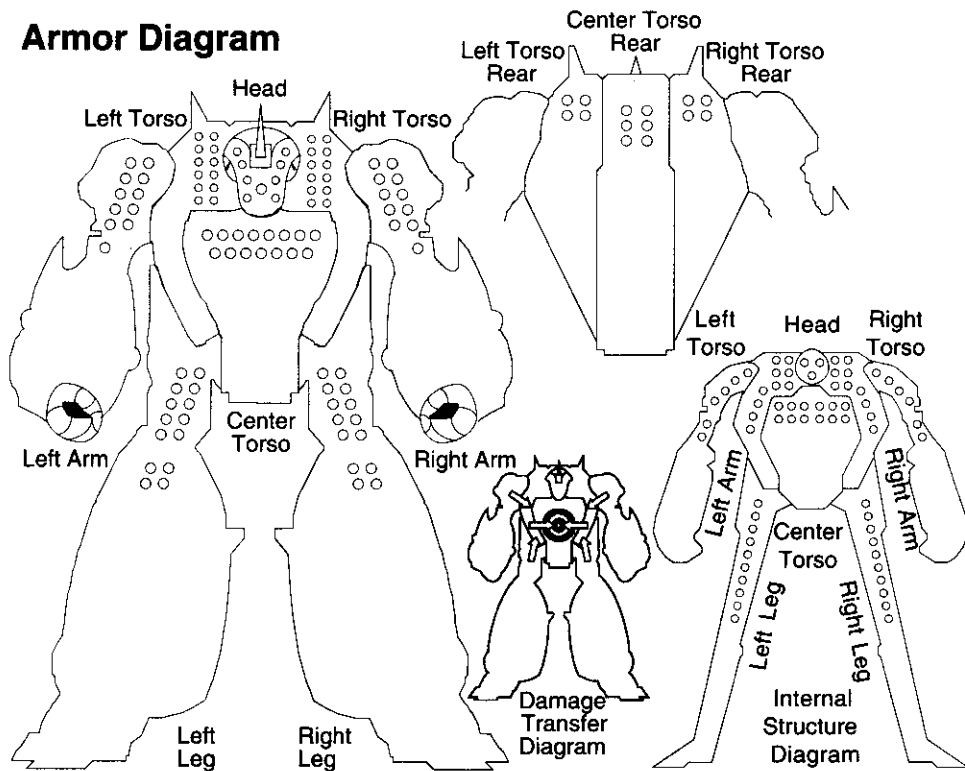
Right Leg

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

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Armor Diagram



Left Arm

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

1. Roll Again
2. Roll Again

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

Left Torso

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

1. Roll Again
2. Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,558,100

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
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. Jump Jet
3. Medium Laser
4. Medium Laser
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 Leg

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

Mech Data

Type: **VL-5T Vulcan**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

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
3	Medium Laser	RT	3	5	0	3	6	9
1	Flamer	RA	3	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: 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

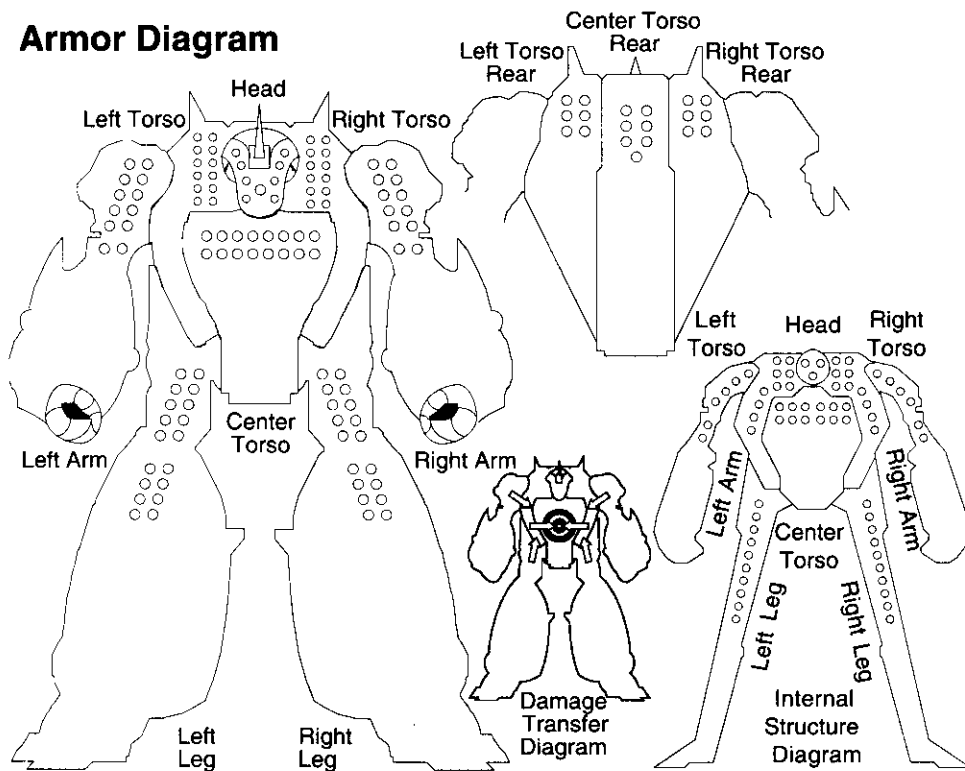
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left 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

Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15
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. Jump Jet

Critical Hit Table

Head

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

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

Cost 2,859,734

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

Right Torso

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

Right Leg

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

Mech Data

Type: **WTH-1S Whitworth**

Tonnage: **40**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

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
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	30

Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

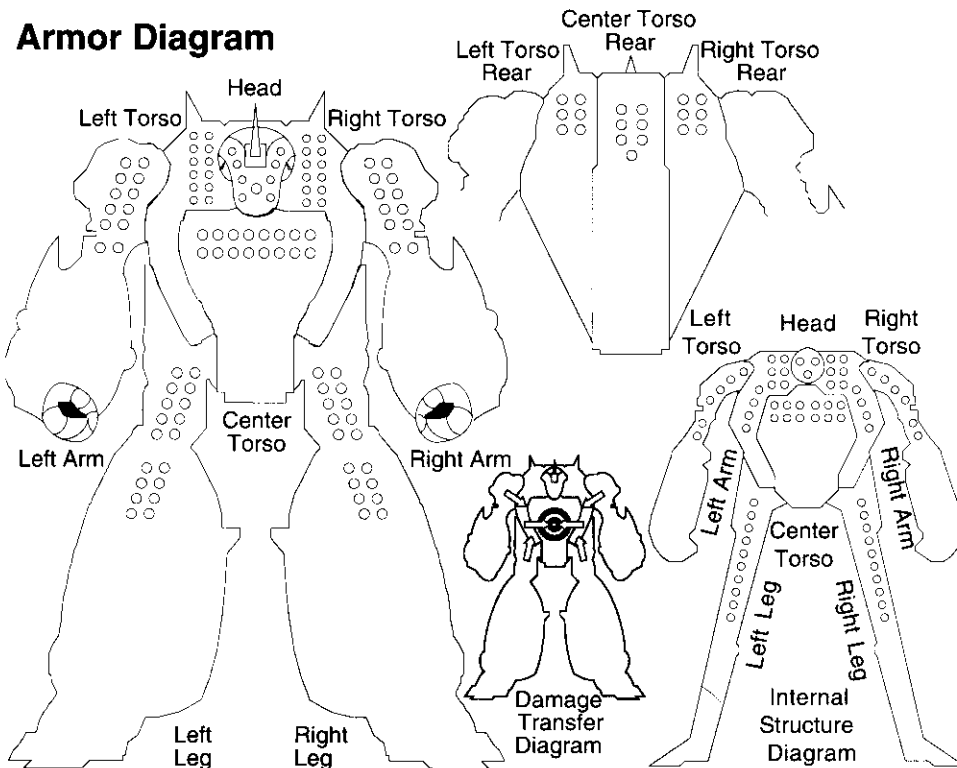
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Left Torso

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 2,912,934

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

Right Torso

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

Mech Data

Type: **WTH-1 Whitworth**

Tonnage: **40**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2610

Weapons Inventory

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

Ammo Type	Rounds
LRM 10	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

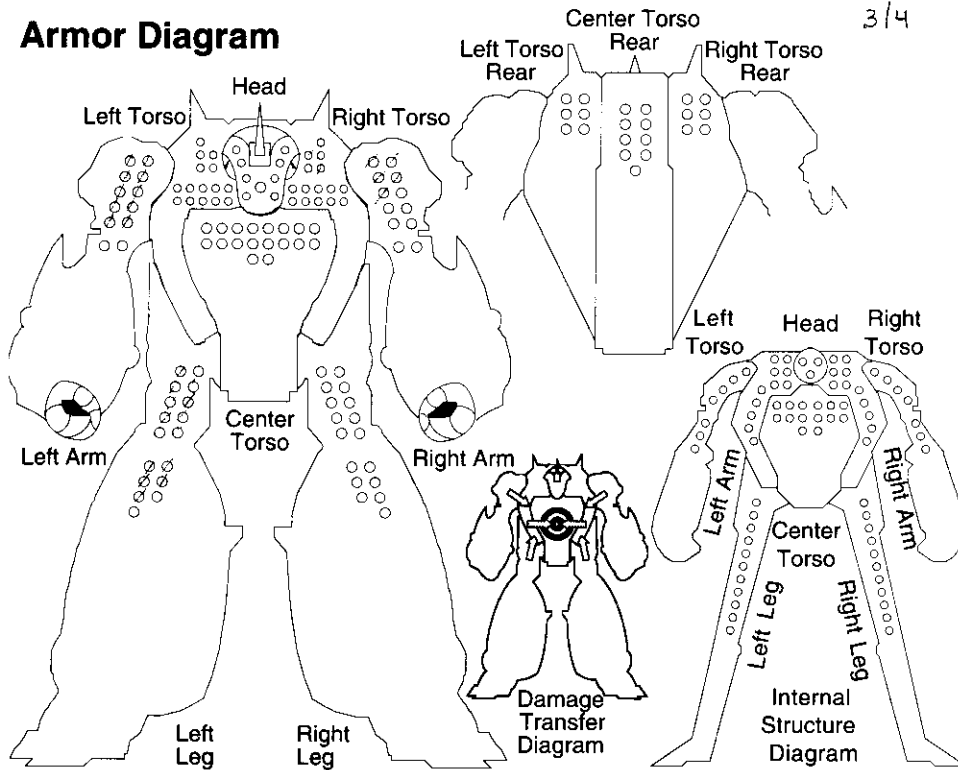
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

1. Heat Sink
2. Heat Sink
- 1-3 3. Medium Laser
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. 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
- 1-3 3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Cost 3,153,750

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Autocannon 2
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. Heat Sink
2. Heat Sink
- 1-3 3. Medium Laser
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. Jump Jet
6. Jump Jet

Mech Data

Type: **BJ-1 Blackjack**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:
Inner Sphere
3022

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 2	45

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

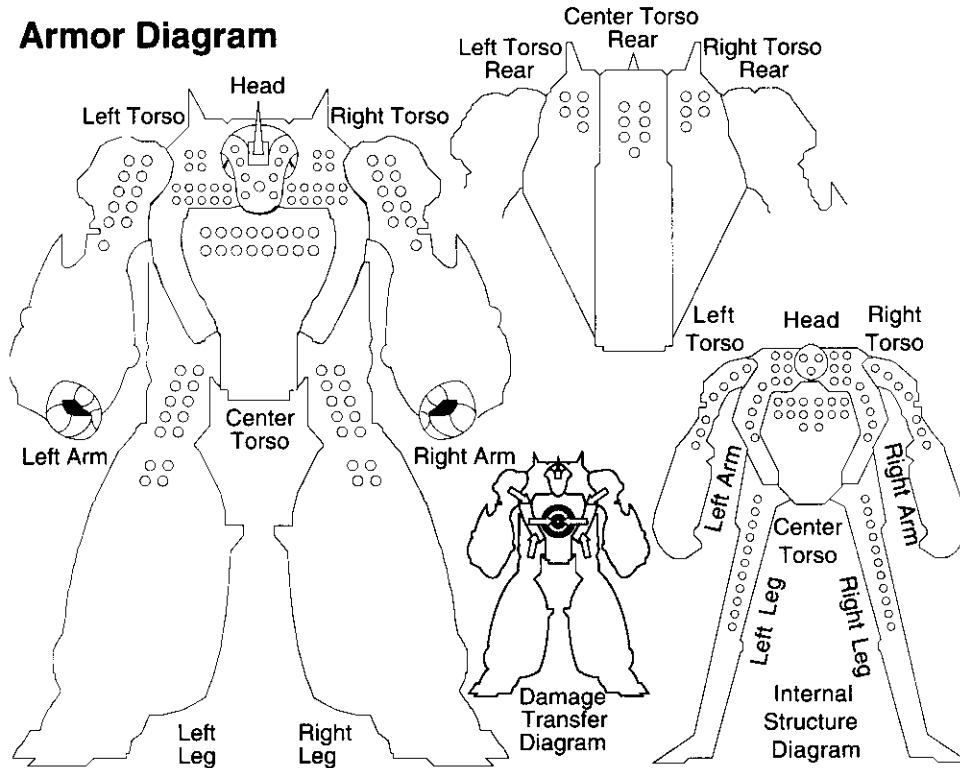
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **BJ-1DB Blackjack**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

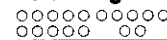
Inner Sphere

3022

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Total Single Heat Sinks: 17



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

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
- Jump Jet
- Jump Jet

Head

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

1-3

Center Torso

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

4-6

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

Cost 3,105,175

Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

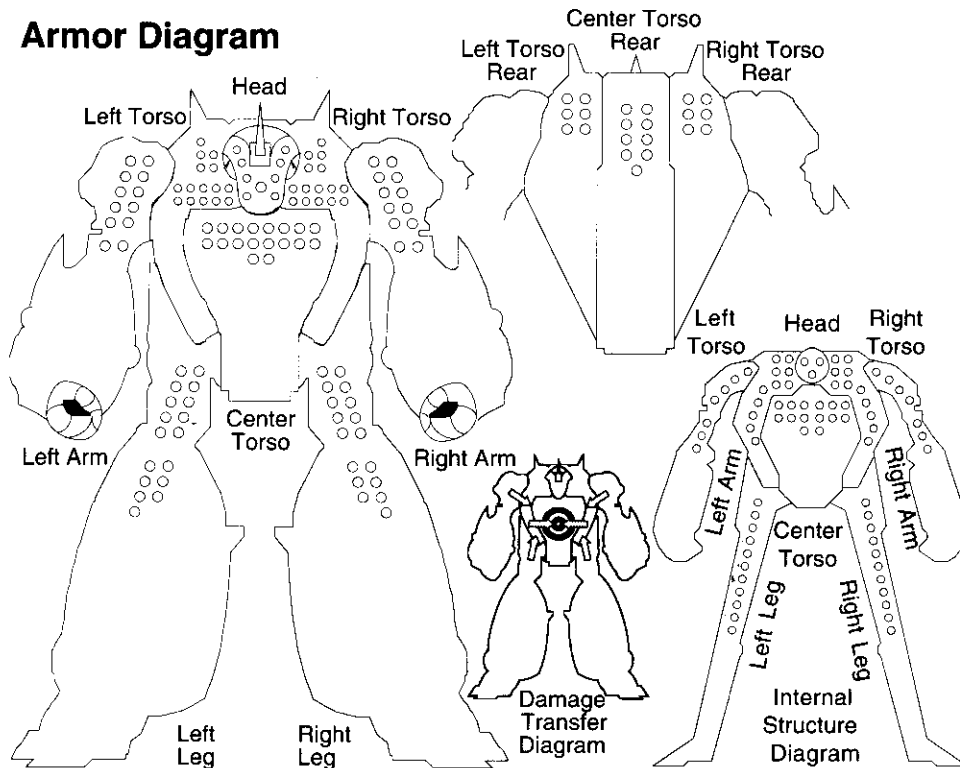
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 2
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

Left Torso

1. Medium Laser
2. Small Laser
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. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Cost 2,973,950

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 2
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

Right Torso

1. Medium Laser
2. Small Laser
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: **BJ-10C Blackjack**

Tonnage: **45**
 Movement Points
 Walking: **4**
 Running: **6**
 Jumping: **0**

Technology Base:
 Inner Sphere
 3022

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3

Ammo Type Rounds
 Autocannon 2 45

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

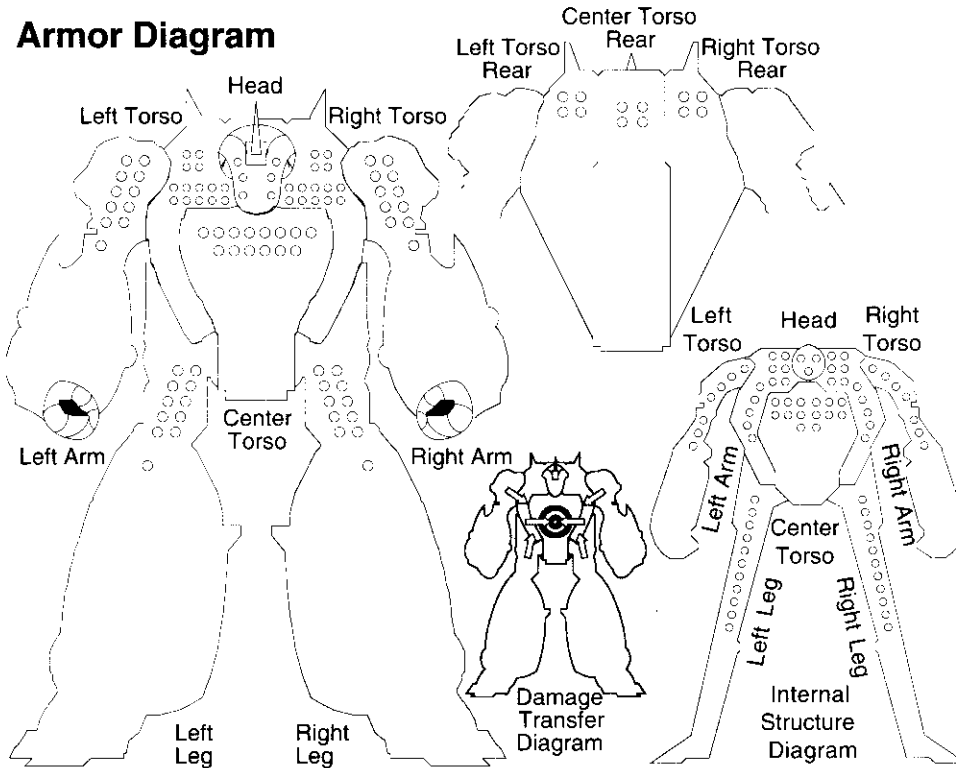
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

1-3

4-6

Left Torso

1. Heat Sink --
2. Heat Sink --
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

1-3

4-6

Left Leg

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

1-3

4-6

Critical Hit Table

Head

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

1-3

4-6

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (AC 10) 10 --
6. Ammo (AC 10) 10 --

1-3

4-6

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

Cost 3,129,390

Right Arm

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

1-3

4-6

Right Torso

1. Heat Sink --
2. Heat Sink --
3. Autocannon 10 --
4. Autocannon 10 --
5. Autocannon 10 --
6. Autocannon 10 --
1. Autocannon 10 --
2. Autocannon 10 --
3. Autocannon 10 --
4. Roll Again --
5. Roll Again --
6. Roll Again --

1-3

4-6

Right Leg

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

1-3

4-6

Mech Data

Type: **HCT-3F Hatchetman**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3023

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Hatchet	RA	0	9	0	1		

Ammo Type	Rounds
Autocannon 10	20

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

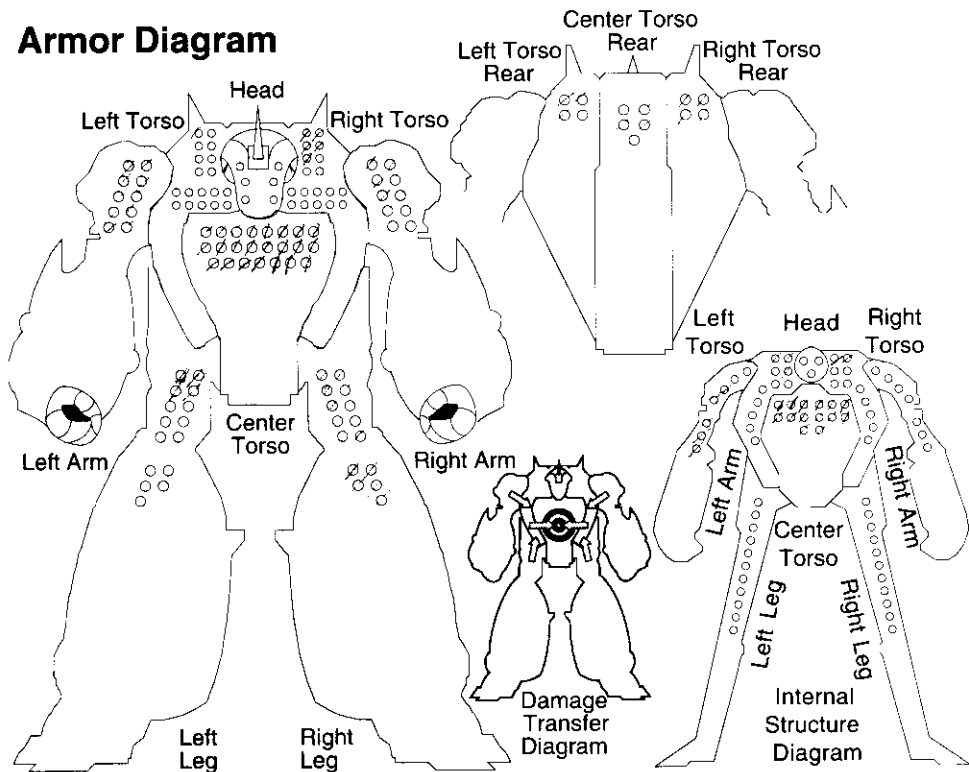
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTEMECH RECORD SHEET

Armor Diagram



Left Arm

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

- 1-3 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

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

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

Cost 4,067,540

Right Arm

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

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

Right Torso

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

- 1-3 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: **PXH-1 Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	RA	3	5	0	3	6	9
1 Medium Laser	LA	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

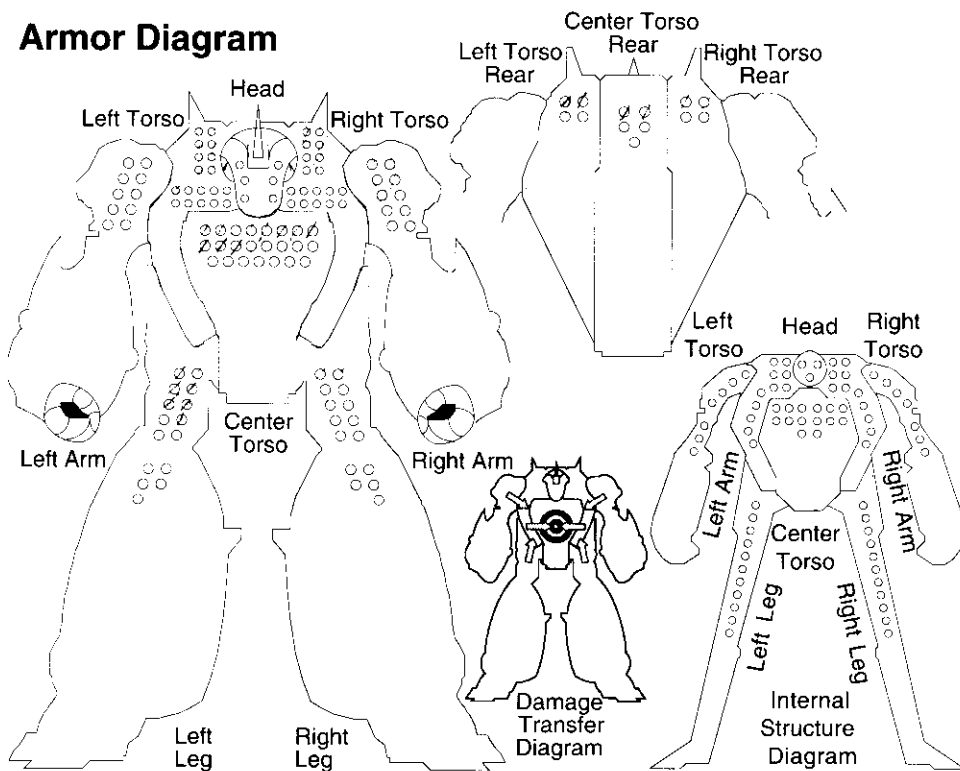
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **PXH-1D Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	RA	3	5	0	3	6	9
1 Medium Laser	LA	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®
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Critical Hit Table

Left Arm

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

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

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	○

Cost 4,057.390

Right Arm

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

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

Right Torso

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

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

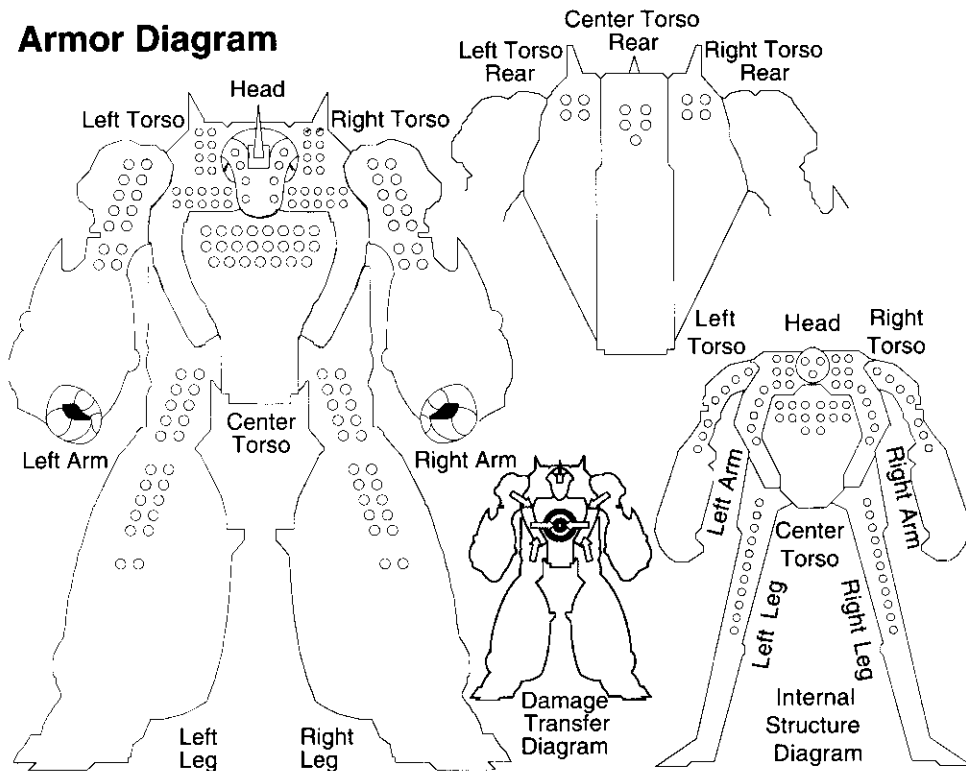
Right Leg

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

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Armor Diagram



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

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

- 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

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

Critical Hit Table

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Center Torso**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro

- 1-3
- Gyro
 - Engine
 - Engine
 - Engine
 - Heat Sink
 - Small Laser

- 4-6
- | | |
|--------------|-------|
| Engine Hits | ○ ○ ○ |
| Gyro Hits | ○ ○ |
| Sensor Hits | ○ ○ |
| Life Support | ○ |

Cost 3,628,553

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser

- 1-3
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 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

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

Mech Data

Type: **PXH-1K Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

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

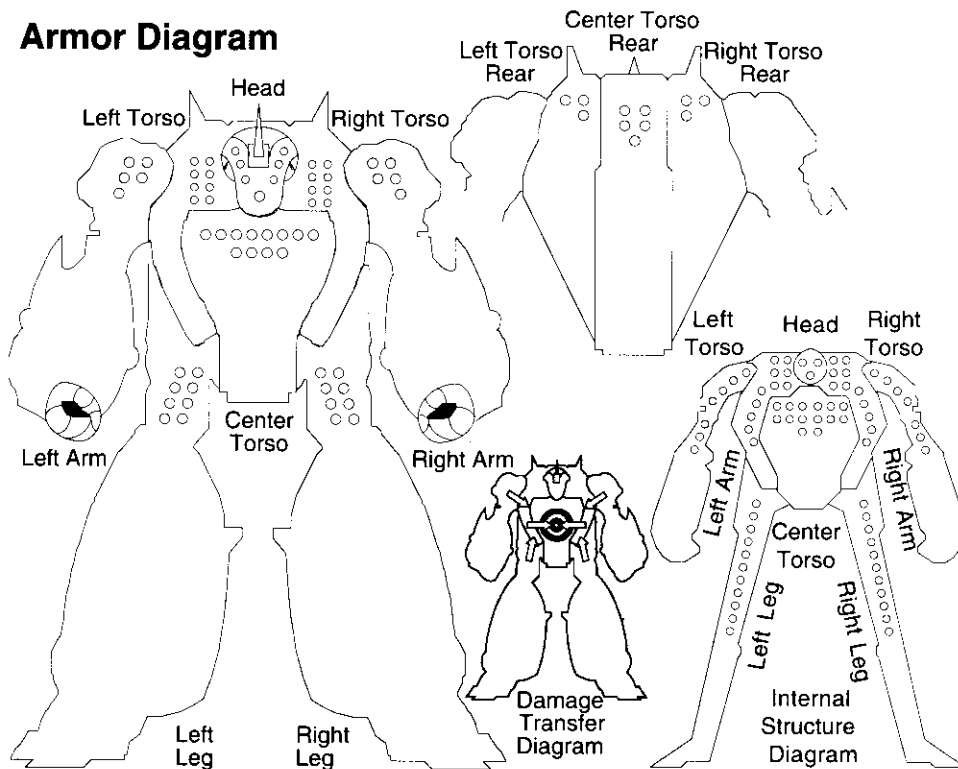
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **VND-1AA Vindicator**

Tonnage: **45**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2826

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LT	2	1	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	H	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○

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
- 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
- LRM 5
- Ammo (LRM 5) 24
- 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
- Jump Jet
- Jump Jet

Critical Hit Table

Head

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

Center Torso

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

1-3

4-6

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

Cost 3,864,033

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

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

4-6

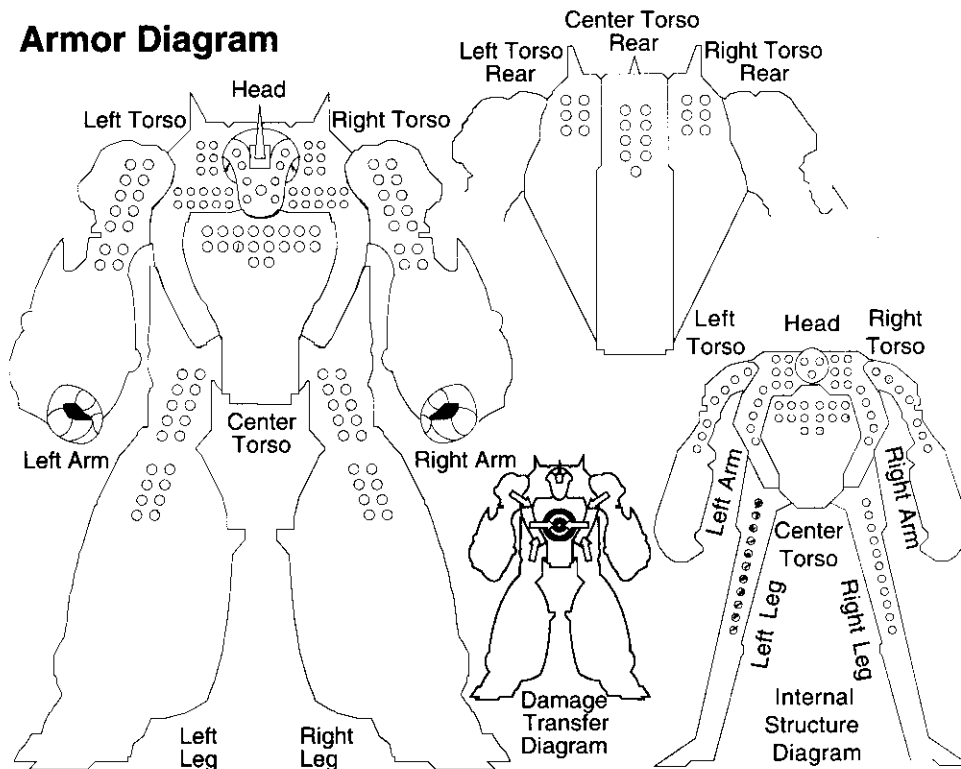
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

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. Roll Again

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,181,083

Right Arm

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

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

Right Torso

- 1. Heat Sink
- 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. Roll Again

Mech Data

Type: **VND-1R Vindicator**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2826

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LT	2	1	6	7	14	21
1	PPC--	RA	10	10	3	6	12	18
1	Medium Laser	H	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

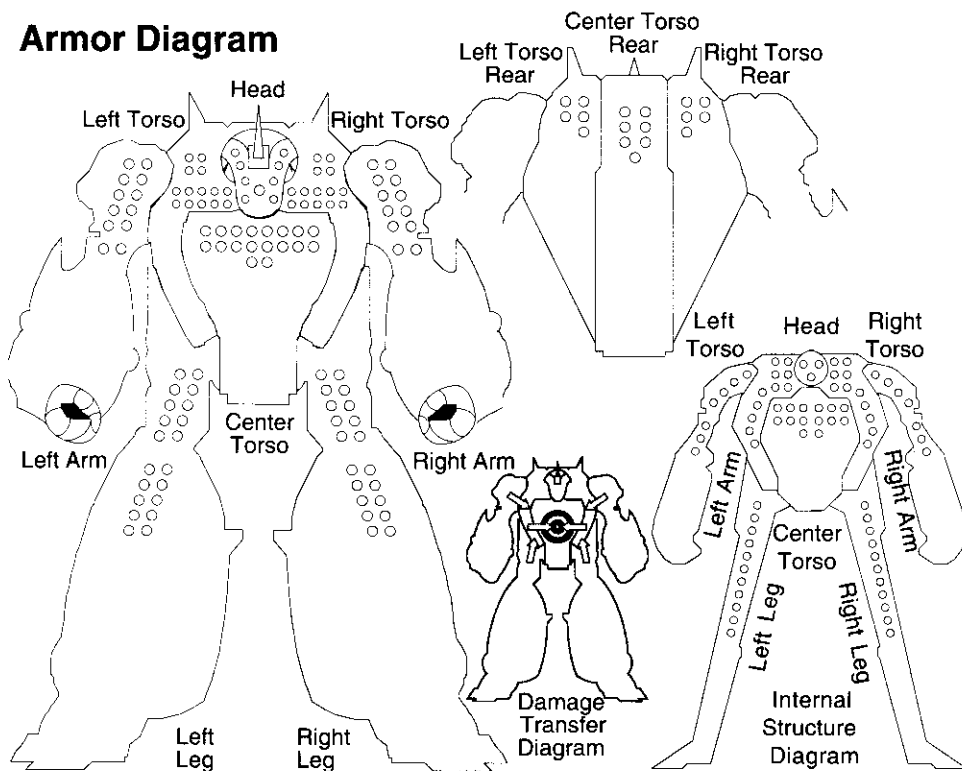
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

1-3

Critical Hit Table

Head

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

4-6

Center Torso

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

1-3

4-6

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

Left Torso

1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1-3

4-6

Left Leg

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

Right Arm

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

1-3

4-6

Right Torso

1. Heat Sink
2. Heat Sink
3. Jump Jet
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

1-3

4-6

Right Leg

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

Mech Data

Type: **WVE-6N Wyvern**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Large Laser	RA	8	8	0	5	10	15
2	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 10	12
SRM 6	15

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	

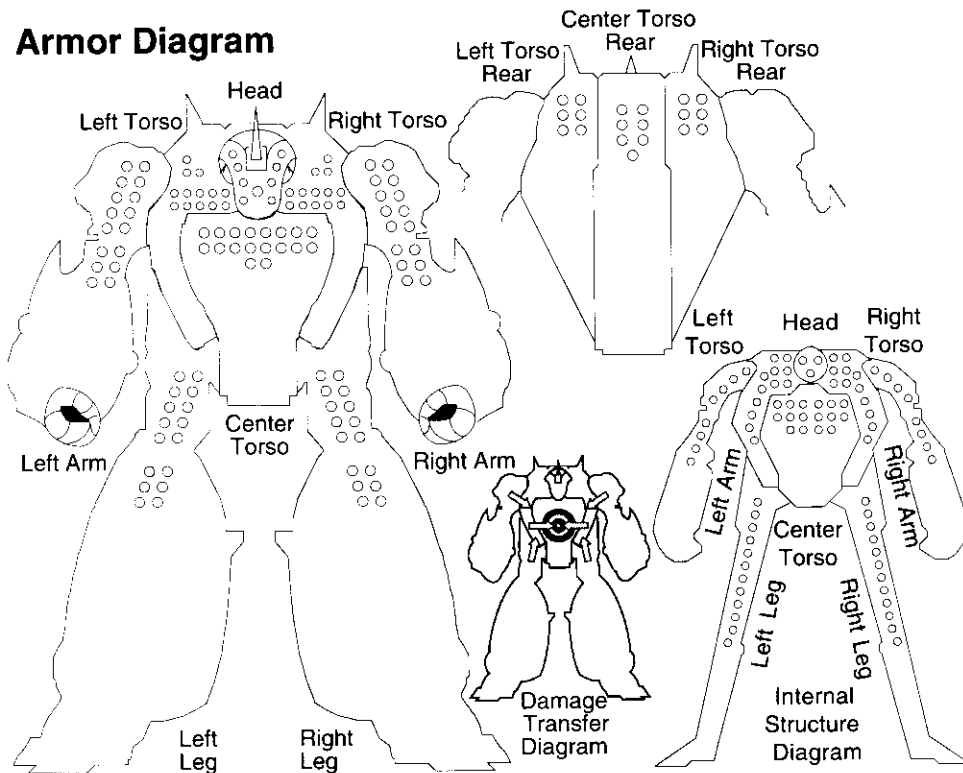
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Cost 3,241,765

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CN9-A Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9

Ammo Type

Autocannon 10

LRM 10

Rounds

20

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	

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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
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

Cost 3,563,501

Right Arm

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

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again

Right Torso

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

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

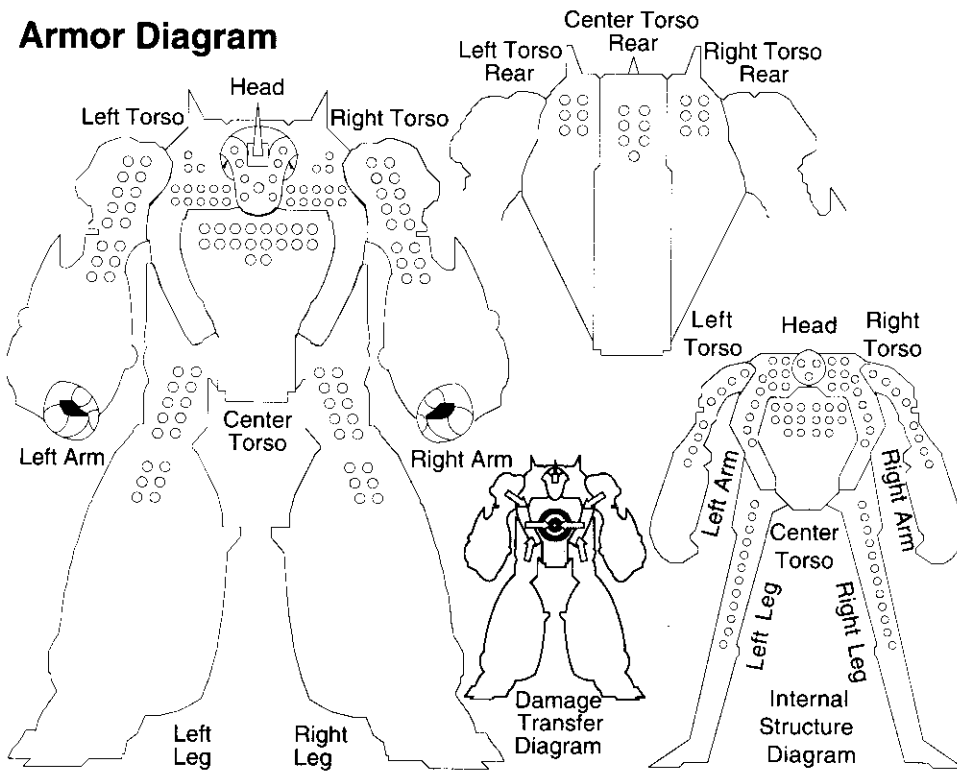
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CN9-AH Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
1	LRM 10	LT	4	1	6	7	14	21

Ammo Type

Rounds

Autocannon 20

10

LRM 10

24

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	

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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

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

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

1-3

- 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

Head

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

Center Torso

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

1-3

4-6

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

Cost 3,589,751

Right Arm

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

1-3

- Autocannon 20
- Autocannon 20

4-6

- Autocannon 20
- Autocannon 20
- Autocannon 20

Right Torso

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

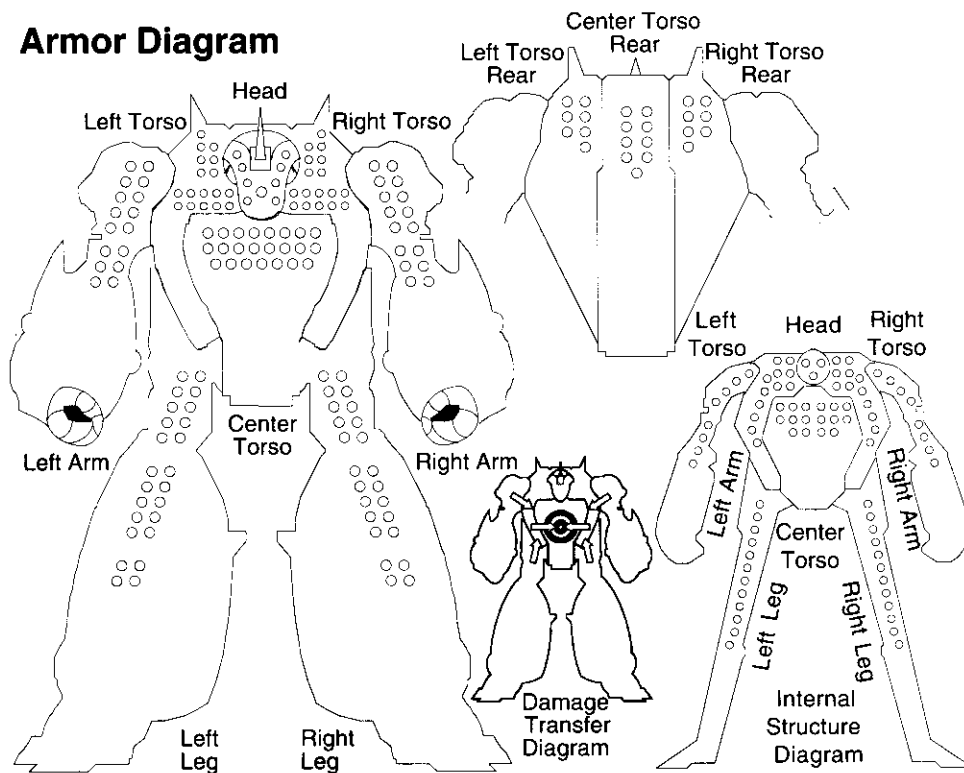
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CN9-AL Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Small Laser	RA	1	3	0	1	2	3
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○

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

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

4-6

Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- 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

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 3,395,876

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

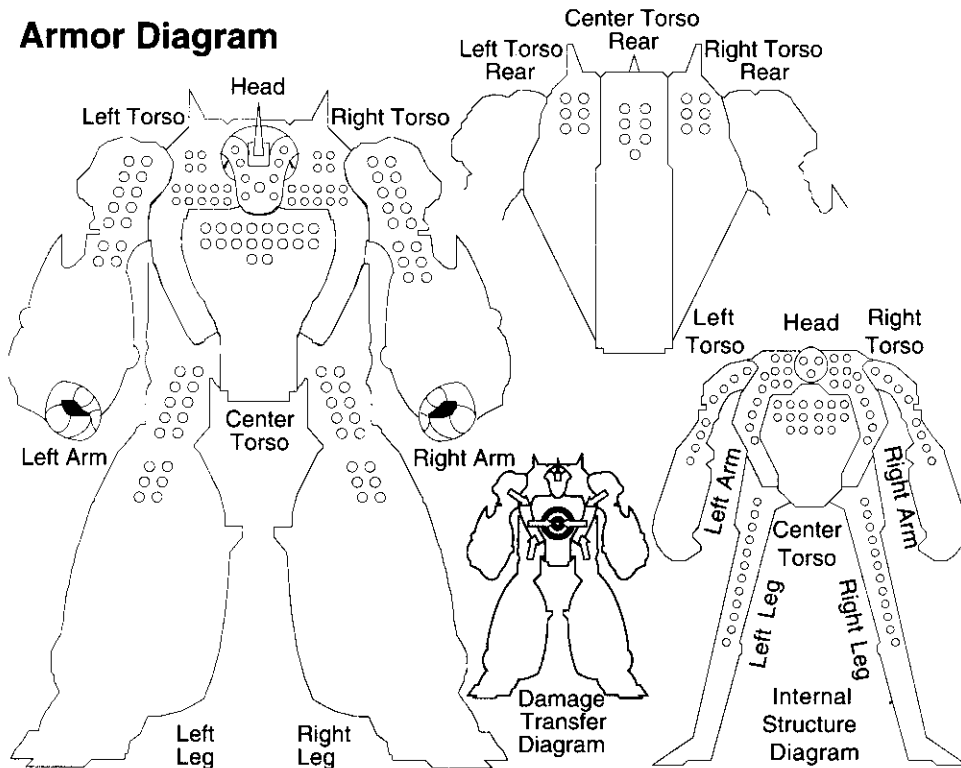
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

Left Torso

1. Heat Sink
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 1-3
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. Medium Laser
 6. Medium Laser (R)
- 4-6

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

Cost 3,454,751

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Autocannon 20
 4. Autocannon 20
 5. Autocannon 20
 6. Autocannon 20
- 1-3
1. Autocannon 20
 2. Autocannon 20
 3. Autocannon 20
 4. Autocannon 20
 5. Autocannon 20
 6. Autocannon 20
- 4-6

Right Torso

1. Heat Sink
 2. Ammo (AC 20) 5
 3. Ammo (AC 20) 5
 4. Ammo (AC 20) 5
 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: **CN9-YLW Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9
1	Autocannon 20	RA	7	20	0	3	6	9
1	Hatchet	LA	0	10	0	1		

Ammo Type	Rounds
Autocannon 20	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

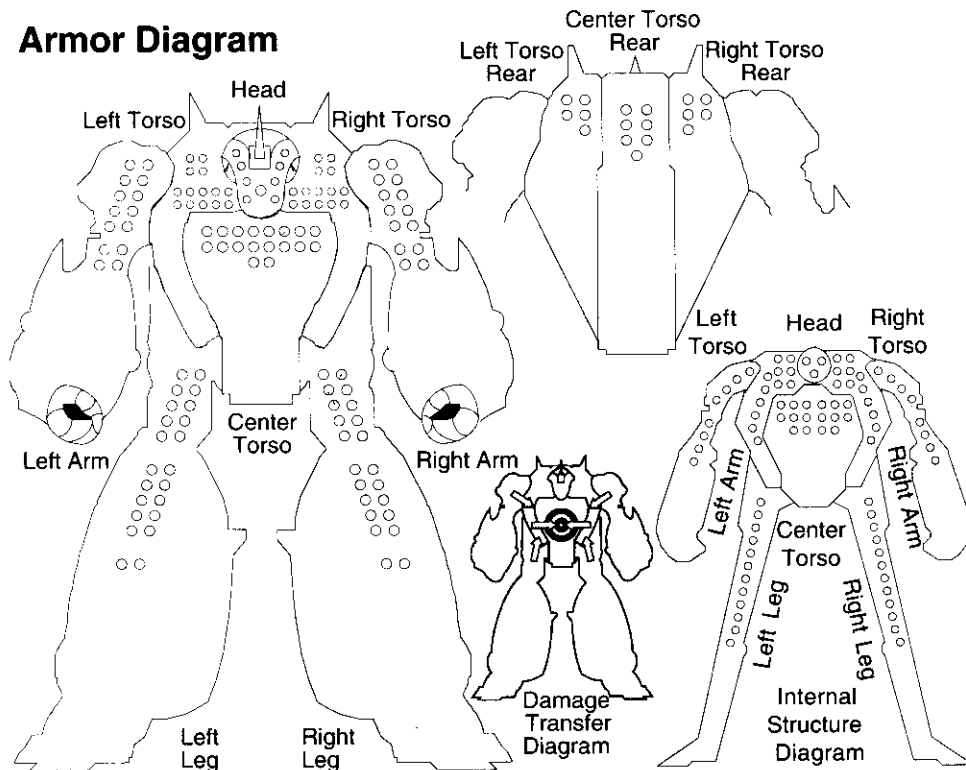
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Large Laser	LA	8	8	0	5	10	15
1 Medium Laser	CT	3	5	0	3	6	9
1 Small Laser	H	1	3	0	1	2	3

Total Single Heat Sinks: 16

○○○○○○○○○○
○○○○○○○○○○

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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CORPORATION

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 3,909,876

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

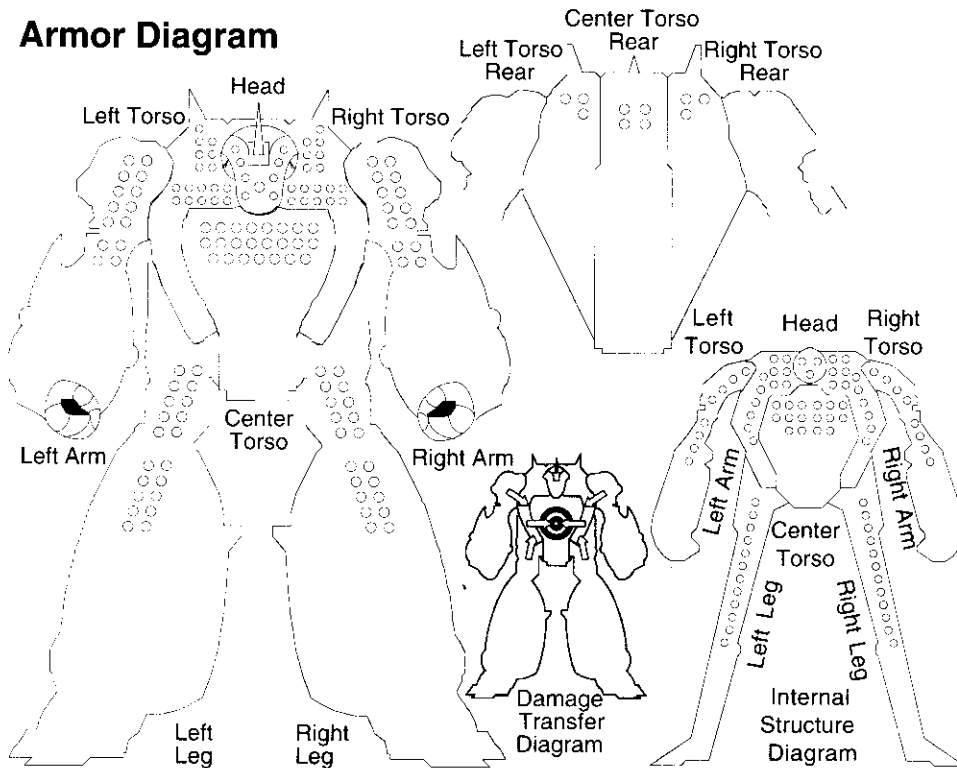
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **ENF-4R Enforcer**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2777

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Small Laser	LT	1	3	0	1	2	3

Ammo Type

Rounds

Autocannon 10 10

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®
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Left Arm

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

1-3

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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

1-3

4-6

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

Cost 3,536,876

Right Arm

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

1-3

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

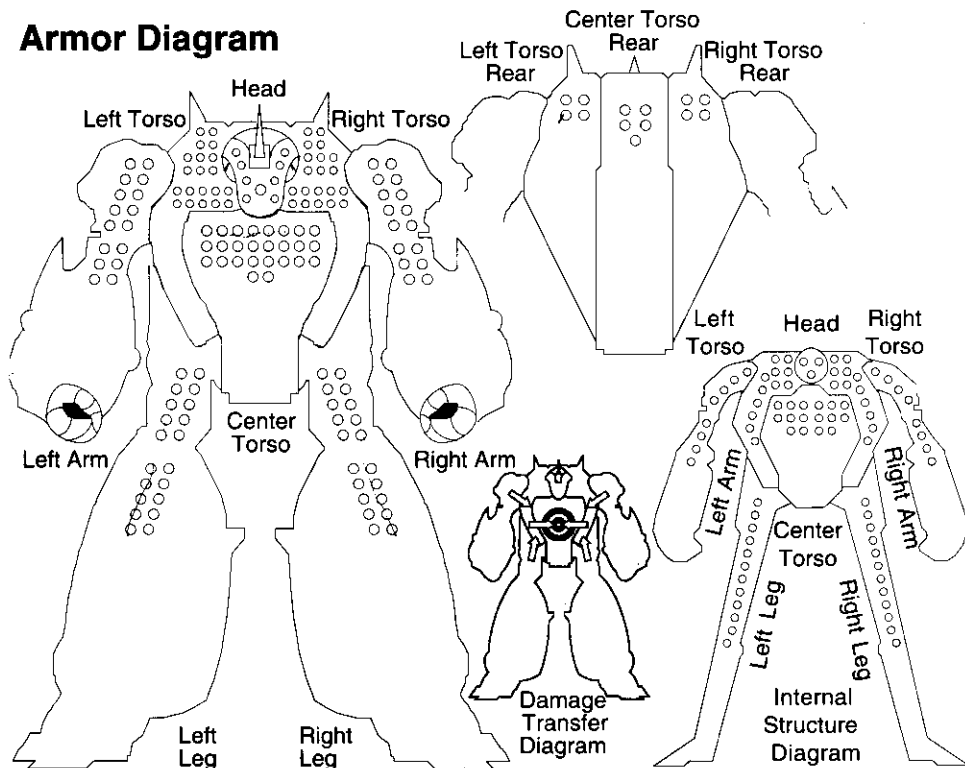
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 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

Left Torso

1. Ammo (AC 20) 5
2. Ammo (AC 20) 5
- 1-3 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

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

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

Cost 3,467,876

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 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. Autocannon 20
2. Autocannon 20
- 1-3 3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20
1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
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: **HBK-4G Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 20	10

Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Conscious #

Heat Scale

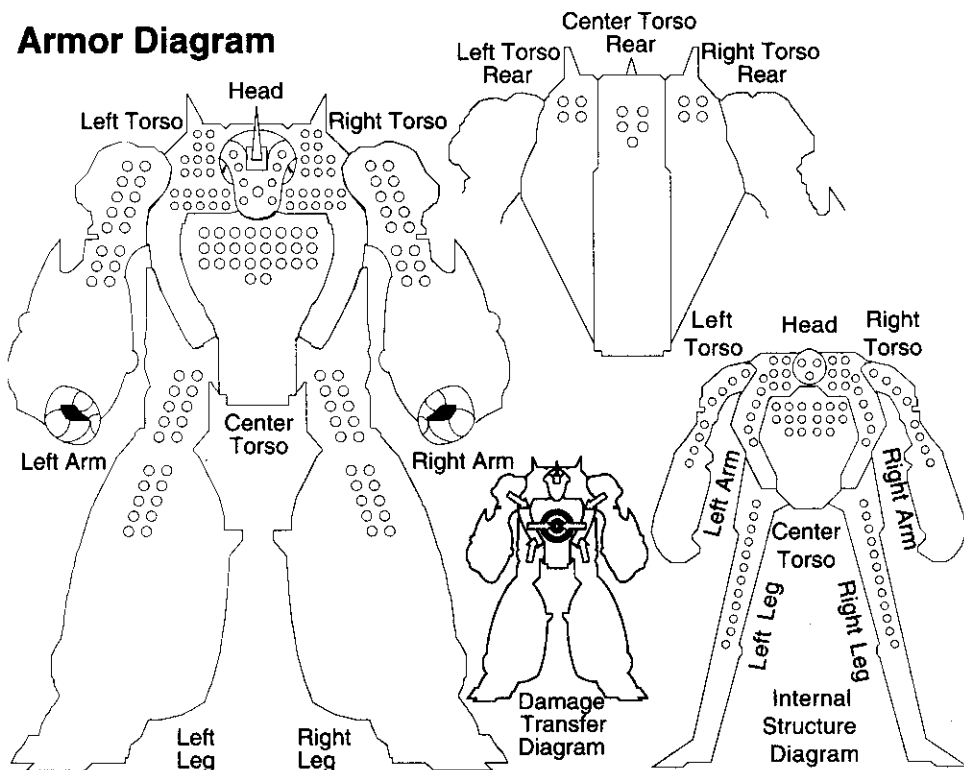
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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

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

Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Ammo (AC 10) 10

1. Ammo (AC 10) 10
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. Small Laser
5. Sensors
6. Life Support

Center Torso

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

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

Cost 3,425,876

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. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Medium Laser
3. Medium Laser

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: **HBK-4H Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	20

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

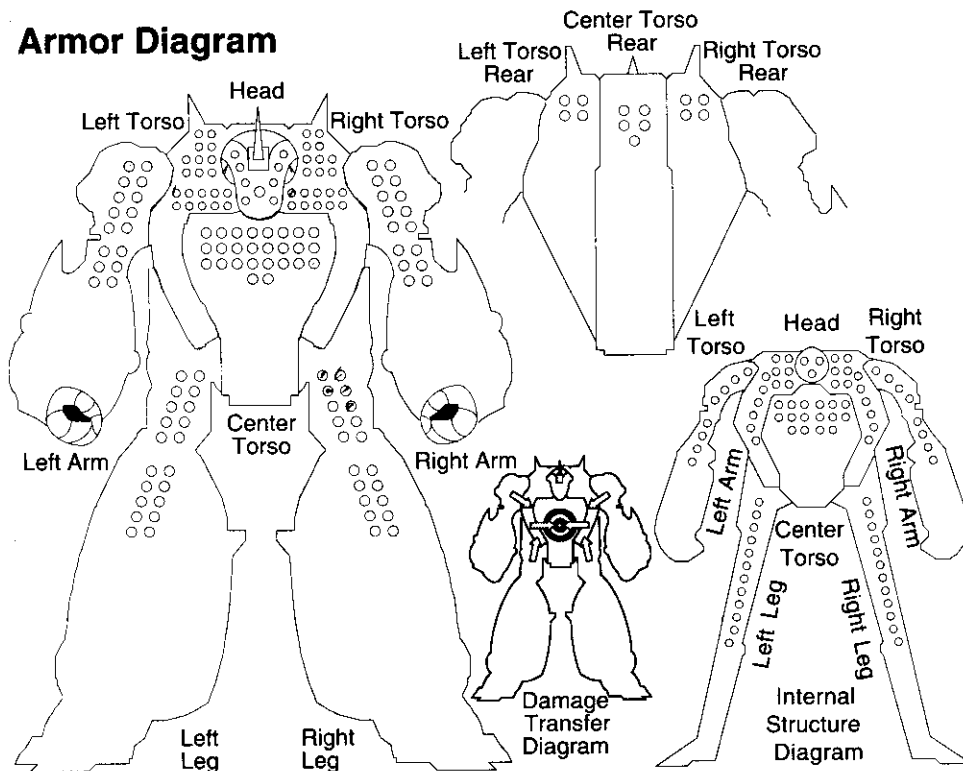
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

FASA
CORPORATION

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

Left Torso

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

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

Cost 3,560,876

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. LRM 10
2. LRM 10
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

1. Medium Laser
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: **HBK-4J Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	LRM 10	RT	4	1	6	7	14	21
3	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
LRM 10	24

Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

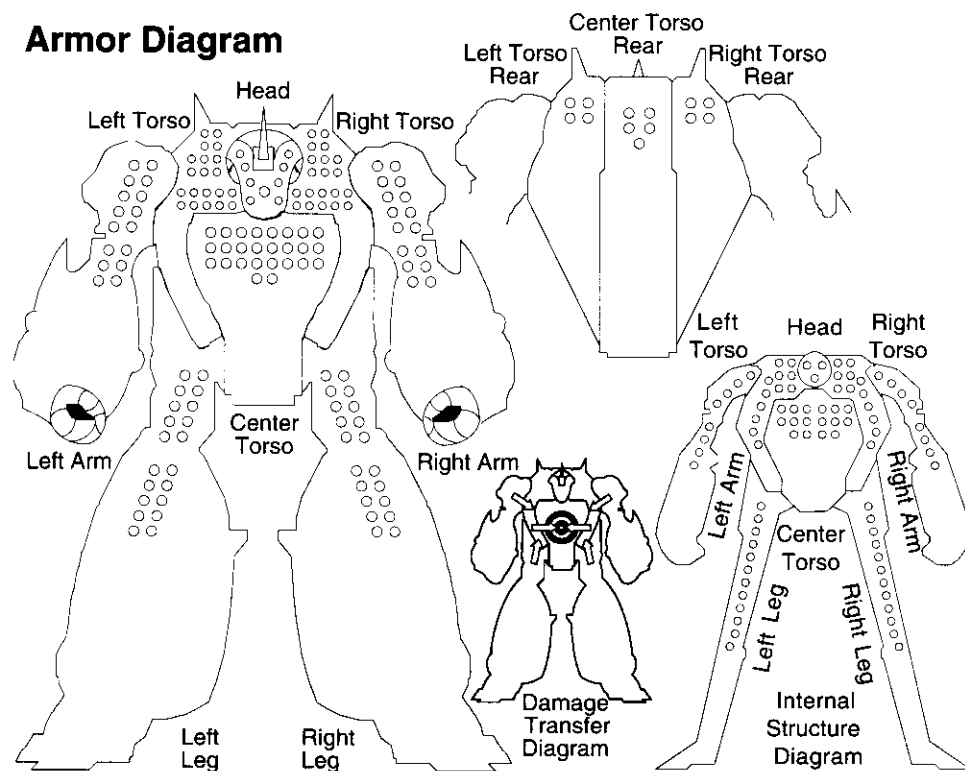
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RT	1	5	3	6	12	18
2	LRM 5	RT	2	1	6	7	14	21
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24

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	

FASA®
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Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium 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
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (AC 5) 20

1-3

- Ammo (LRM 5) 24
- 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
- Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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

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

Cost 3,437,126

Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- LRM 5
- LRM 5

1-3

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

4-6

Right Leg

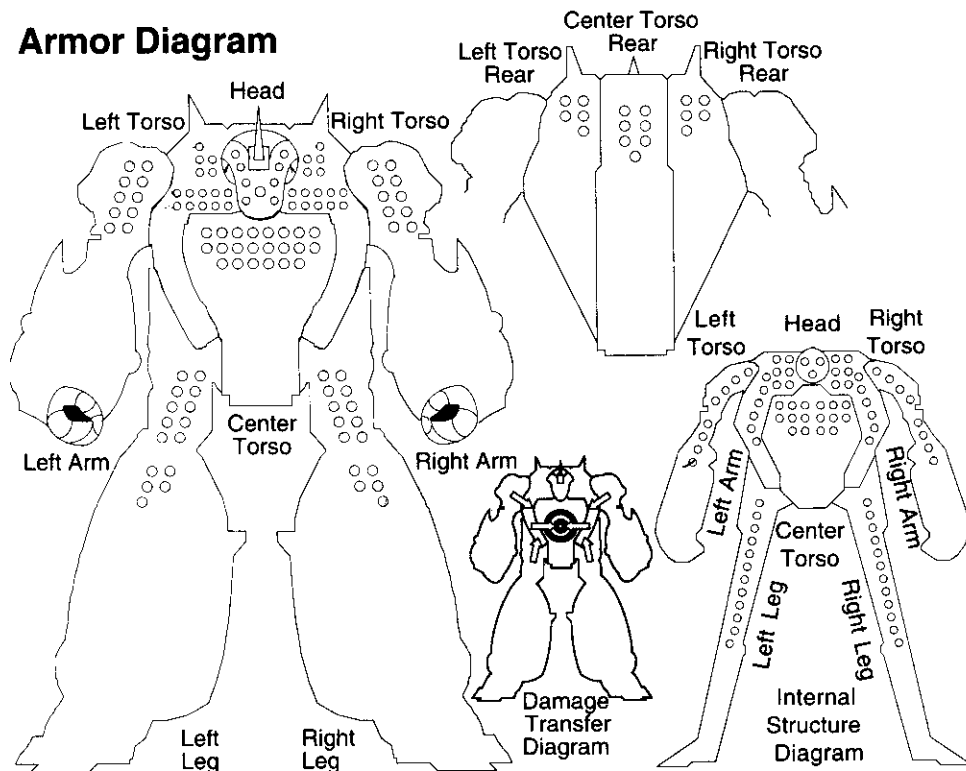
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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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. Roll Again
2. Roll Again
3. Roll Again

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

Left Torso

1. Heat Sink
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

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

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

Cost 4,383,501

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
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. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
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. Jump Jet

Mech Data

Type: **TBT-5J Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2780

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RT	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	8

Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

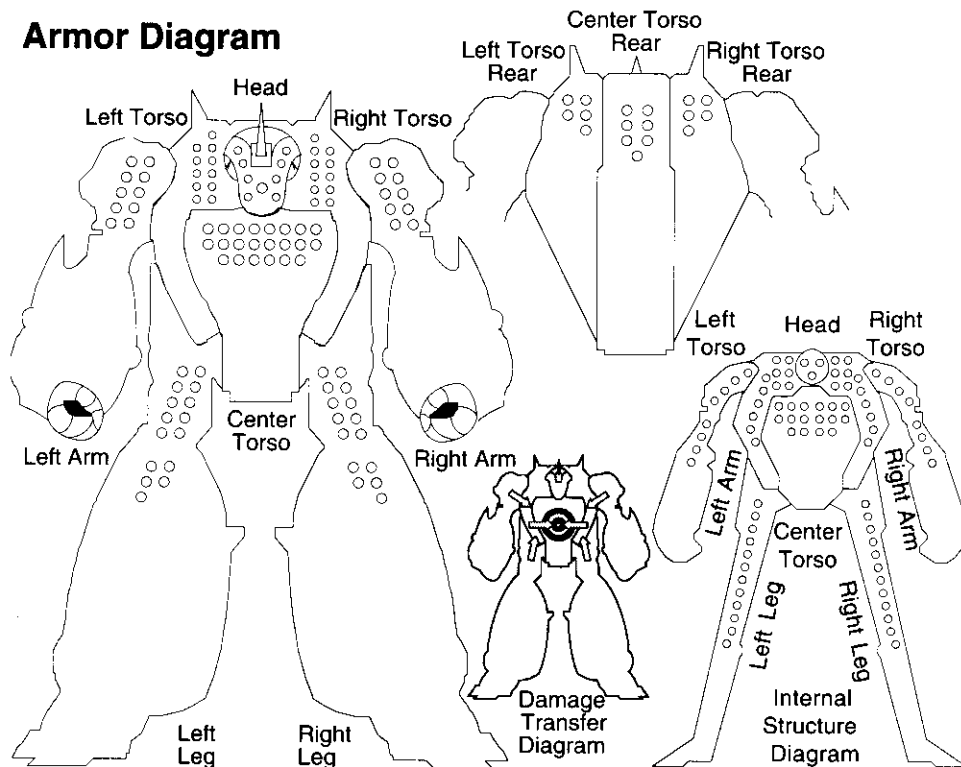
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMENT RECORD SHEET

Armor Diagram



Mech Data

Type: **TBT-5S Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2780

Weapons Inventory

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

Ammo Type	Rounds
SRM 6	30

Total Single Heat Sinks: 18

○○○○○○○○○○
○○○○○○○○○○

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
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

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

4-6

Left Torso

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

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

Cost 4,023,501

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

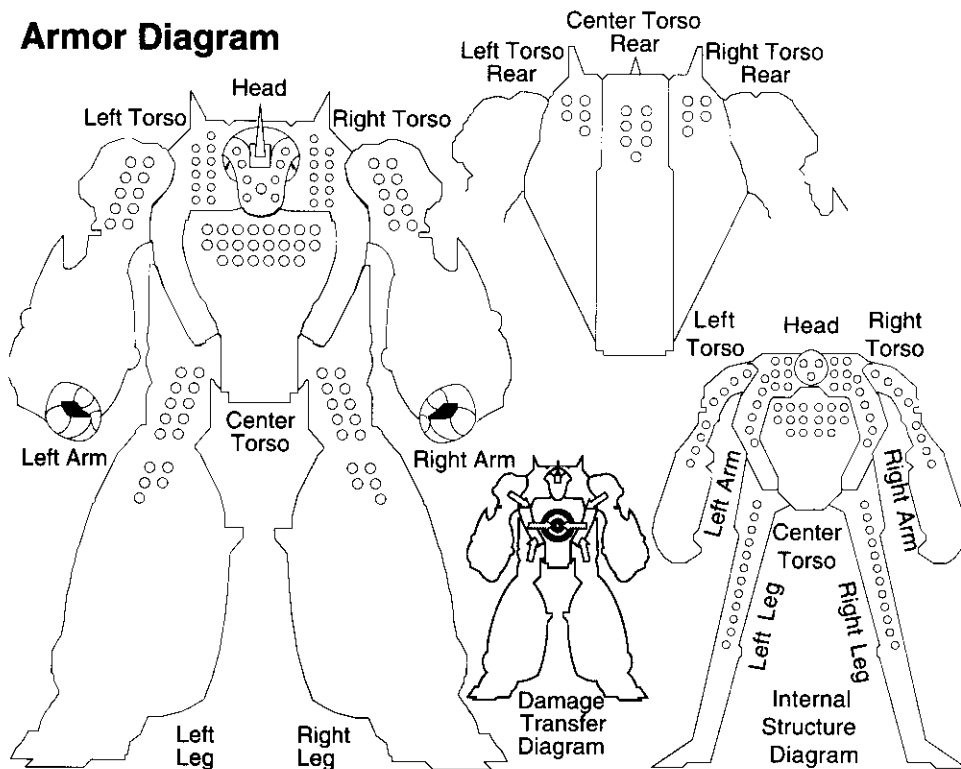
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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

1. Roll Again
2. Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

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

Cost 4,085,001

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

1. Roll Again
2. Roll Again

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

Right Torso

1. PPC
2. PPC
3. PPC
4. Ammo (AC 5) 20
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

Mech Data

Type: **TBT-7K Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Autocannon 5	LT	1	5	3	6	12	18
1	SRM 2	RA	2	2	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
SRM 2	50

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

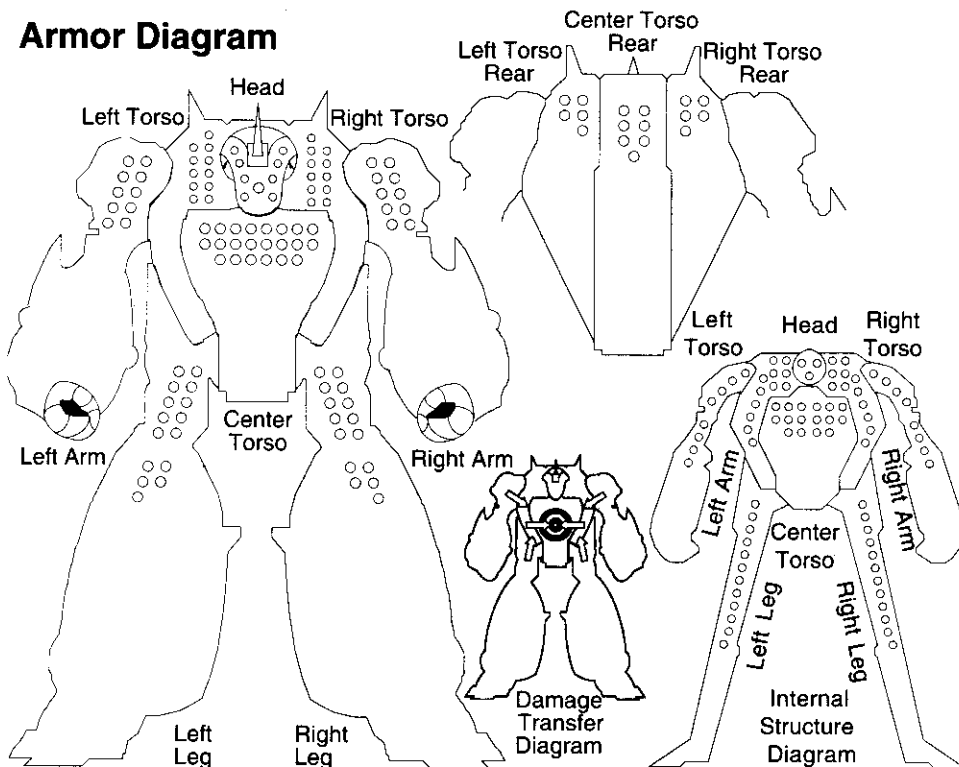
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **TBT-5N Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2780

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 15	LA	5	1	6	7	14	21
1 LRM 15	RT	5	1	6	7	14	21
1 Medium Laser	LA	3	5	0	3	6	9
2 Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	16

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
- Lower Arm Actuator
- Hand Actuator

1-3

- LRM 15
- LRM 15

- LRM 15
- Medium Laser

4-6

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

Left Torso

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

1-3

- 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
- 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

1-3

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

4-6

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

Cost 4,293,501

Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

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

Right Torso

- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

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

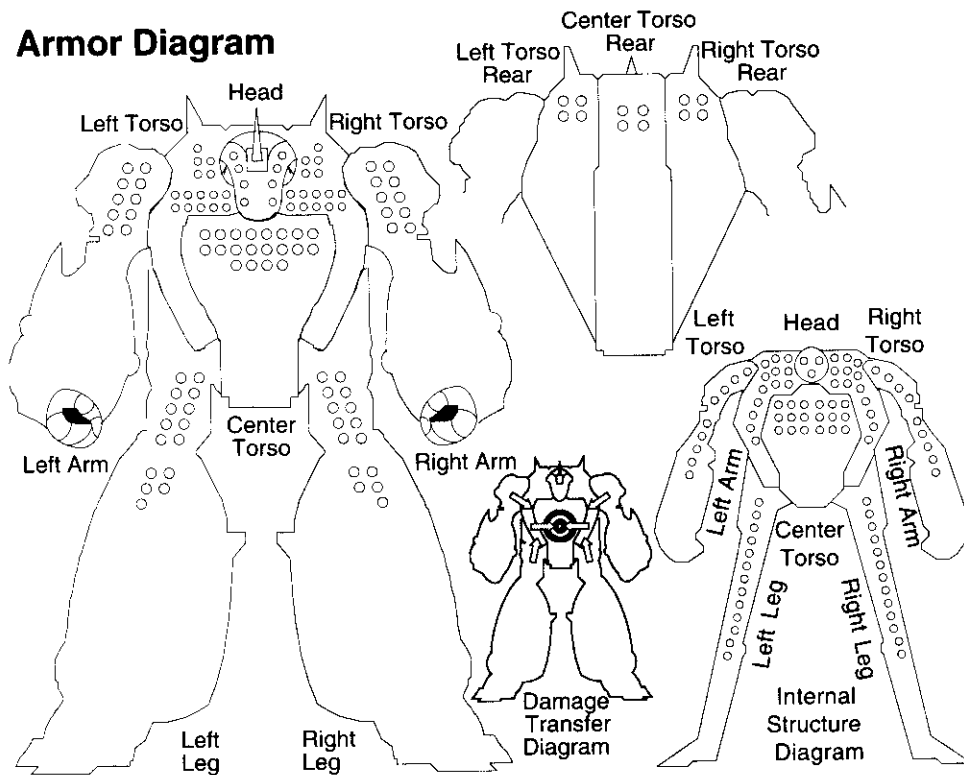
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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

Left Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
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. 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

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

Cost 4,980,668

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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

Right Torso

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

Mech Data

Type: **DV-6M Dervish**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2520

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	LRM 10	RT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 2	RA	2	2	0	3	6	9
1	SRM 2	LA	2	2	0	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 2	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

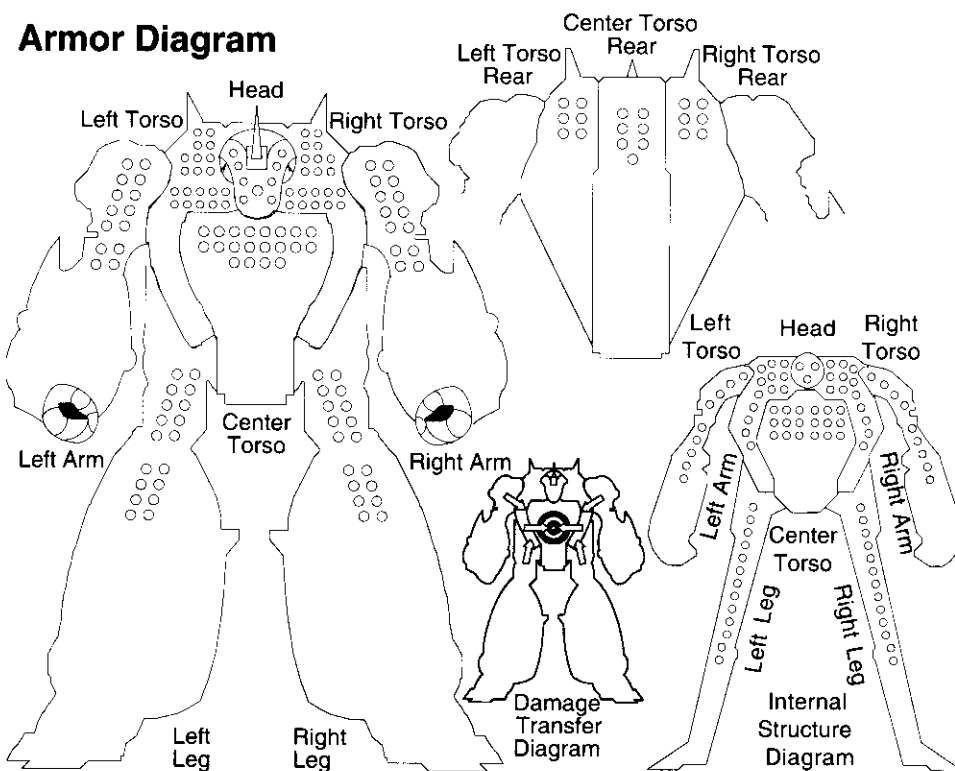
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Armor Diagram



Mech Data

Type: **GRF-1N Griffin**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2492

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RA	10	10	3	6	12	18
1 LRM 10	RT	4	1	6	7	14	21

Ammo Type	Rounds
LRM 10	24

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	

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Critical Hit Table

Left Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

Cost 4,957,108

Right Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

Right Torso

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

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

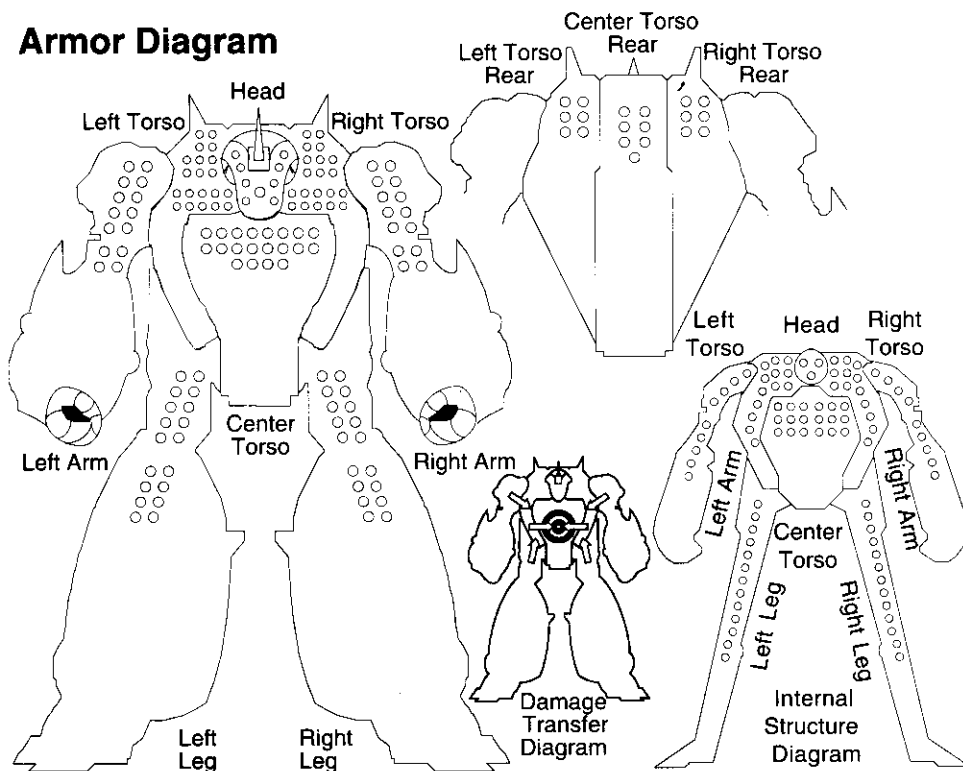
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

1. Jump Jet
2. Jump Jet
3. LRM 5
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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

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

Cost 4,783,508

Right Arm

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

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

Right Torso

1. Jump Jet
2. Jump Jet
3. Ammo (LRM 5) 24
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: **GRF-1S Griffin**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 LRM 5	LT	2	1	6	7	14	21
2 Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

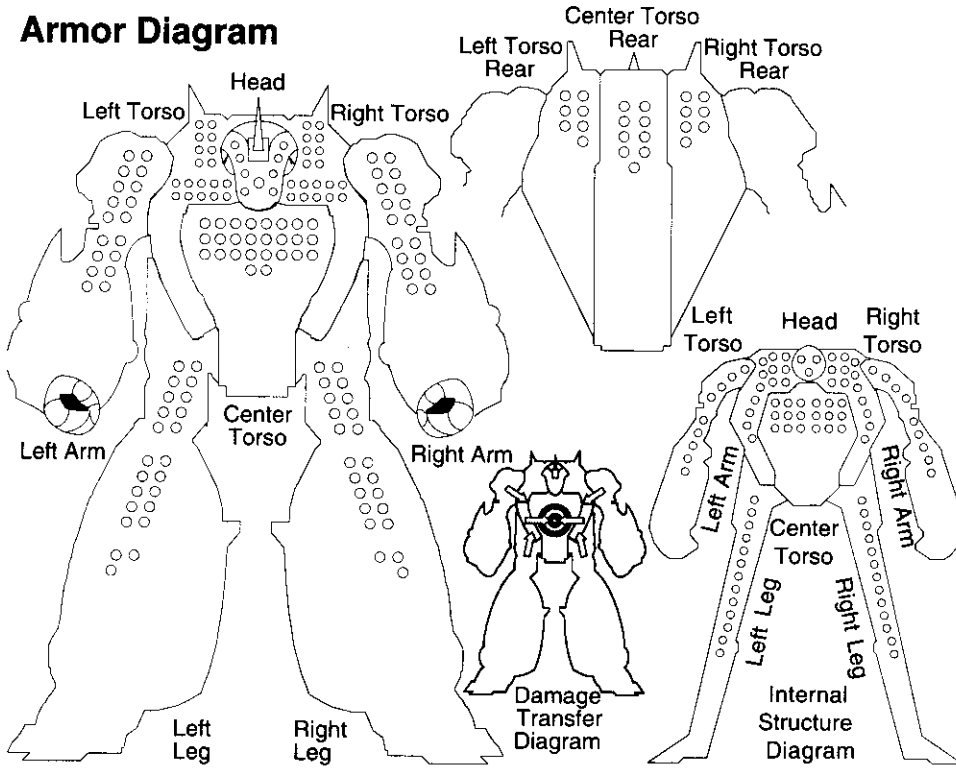
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Left Torso

1. Ammo (LRM 5) 24
2. Ammo (SRM 6) 15
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. Roll Again
6. Roll Again

Critical Hit Table

Head

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

Center Torso

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

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

Cost 4,699,808

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. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
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

Mech Data

Type: **KTO-18 Kintaro**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LA	2	1	6	7	14	21
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	CT	4	2	0	3	6	9

Ammo Type Rounds

LRM 5 24

SRM 6 45

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

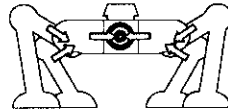
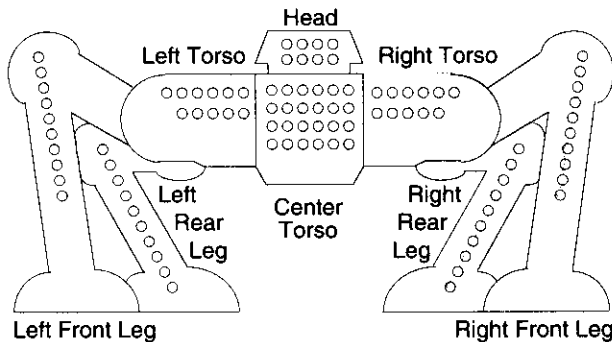
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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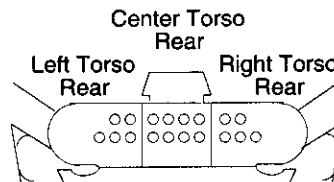
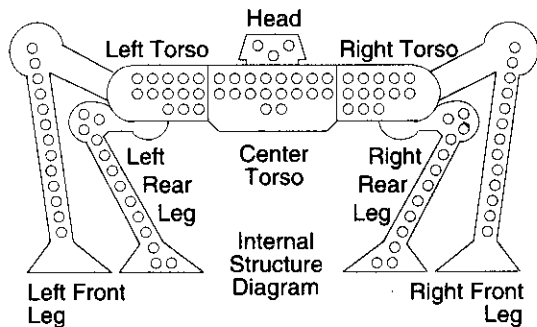
BATTLETECH®

QUAD BATTLEMech RECORD SHEET

Armor Diagram



Damage Transfer Diagram



Critical Hit Table

Left Front Leg

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

Head

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

Right Front Leg

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

Center Torso

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

Right Torso

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

Left Torso

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

1-3

1-3

4-6

4-6

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

Left Rear Leg

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

Right Rear Leg

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

Cost 5,201,800

Mech Data

Type: **SCP-1N Scorpion**

Tonnage: **55**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2944

Weapons Inventory

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

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

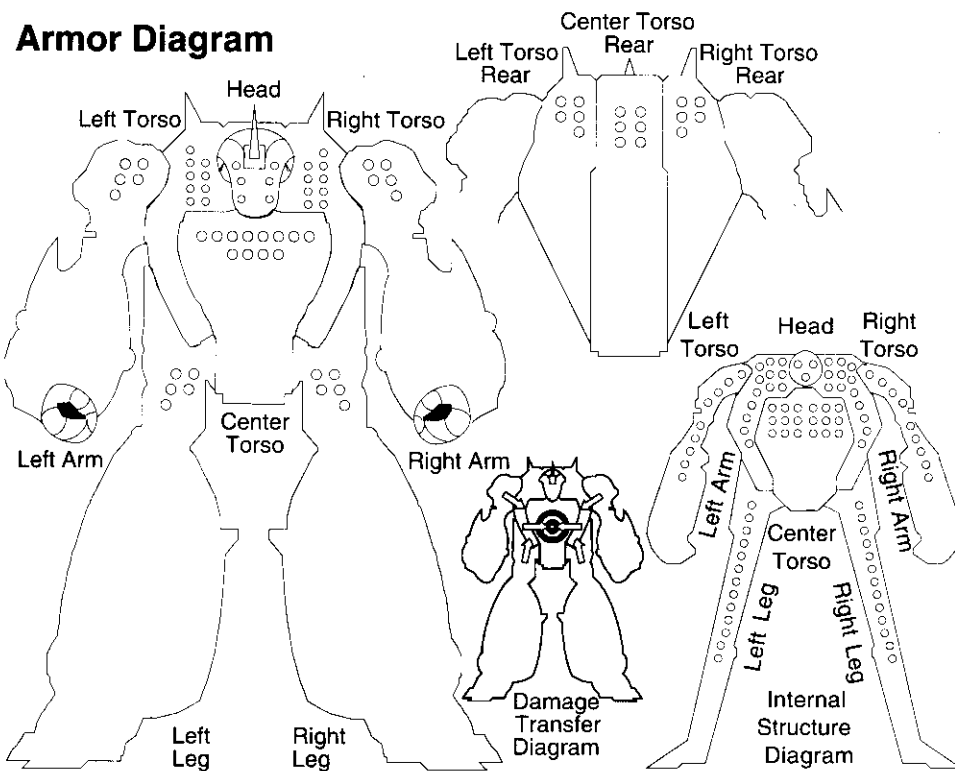
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **SHD-2D Shadow Hawk**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **3**

Technology Base:

Inner Sphere

2550

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	H	2	2	0	3	6	9
1	SRM 2	CT	2	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type

Rounds

Autocannon 5 20

LRM 5 24

SRM 2 100

Total Single Heat Sinks: 14

○○○○○○○○○○○○○○○○

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
- Medium Laser
- Roll Again

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

Left Torso

- Jump Jet
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20

- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

Center Torso

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

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

Cost 4,617,658

Right Arm

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

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

Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24

- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

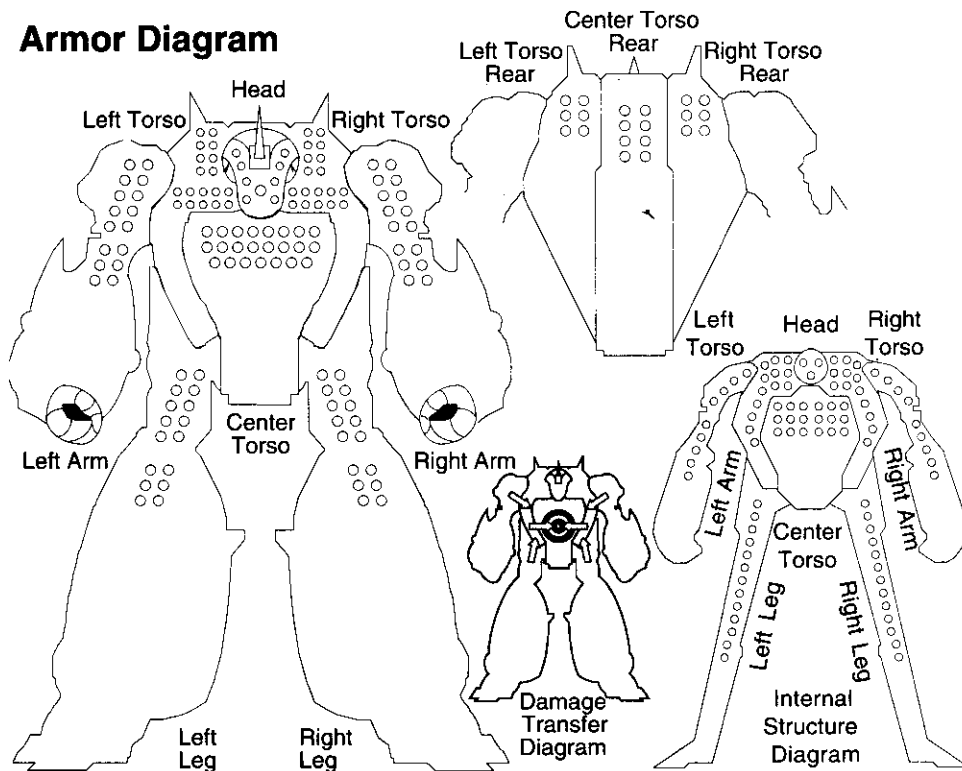
Right Leg

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

BATTLETECH®

BATTLEMech RECORD SHEET

Armor Diagram



Mech Data

Type: **SHD-2H Shadow Hawk**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **3**

Technology Base:

Inner Sphere

2550

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	H	2	2	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24
SRM 2	50

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	

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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
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20

1-3

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

4-6

Left Leg

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

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

1-3

Center Torso

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

4-6

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

Cost 4,539,383

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

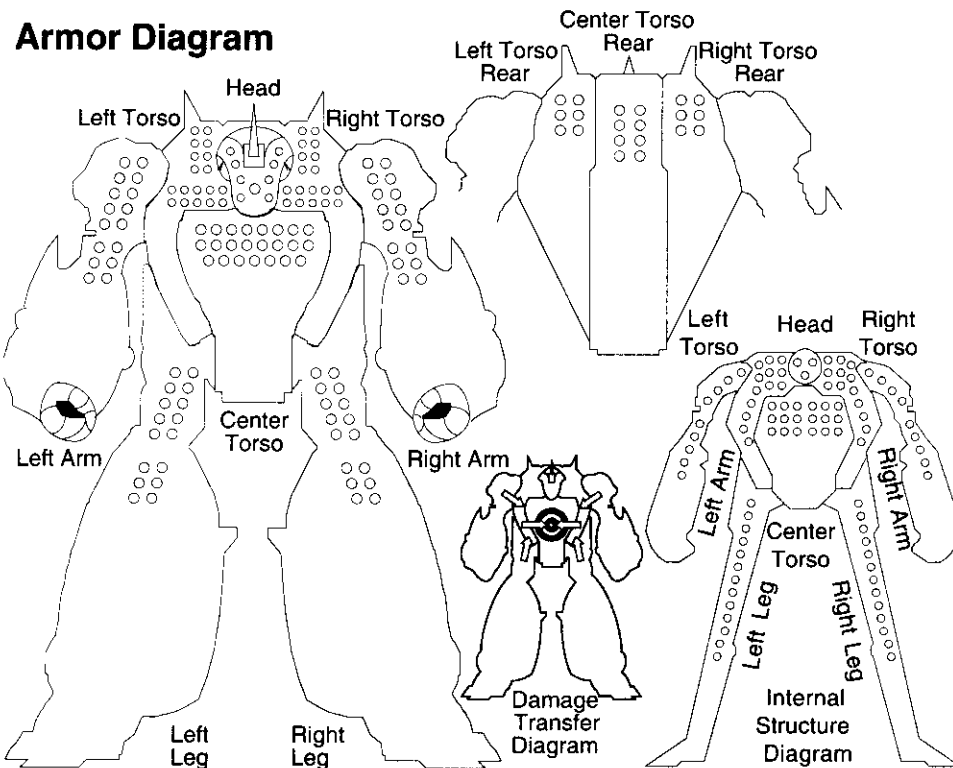
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **SHD-2K Shadow Hawk**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **3**

Technology Base:

Inner Sphere

2550

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 5	RT	2	1	6	7	14	21
1 PPC	LT	10	10	3	6	12	18

Ammo Type

Rounds

LRM 5

24

Total Single Heat Sinks: 17

○○○○○○○○○○○○○○○○○○○○

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

Head

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

Center Torso

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

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

Cost 4,505,283

Right 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

Right Torso

1. Jump Jet
2. Heat Sink
- 1-3 LRM 5
4. Ammo (LRM 5) 24
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

Left Arm

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

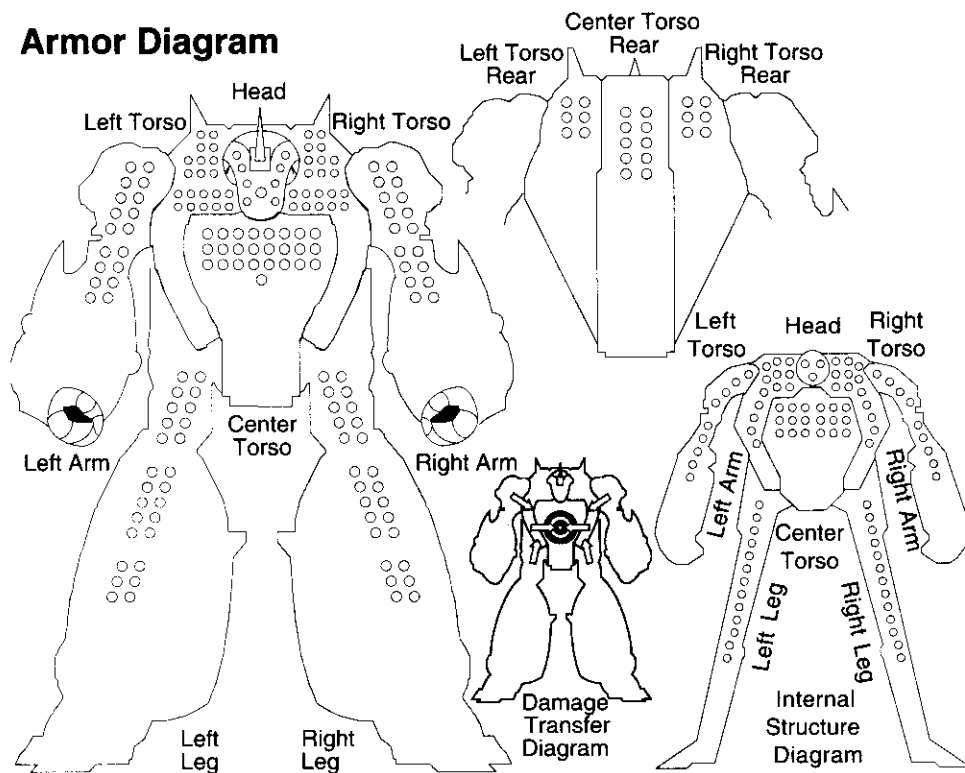
Left Leg

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

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

Left Leg

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

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium 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. Heat Sink
6. Roll Again

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

Cost 4,514,196

Right Arm

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

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

Right Torso

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

Right Leg

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

Mech Data

Type: **WVR-6K Wolverine**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	30

Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

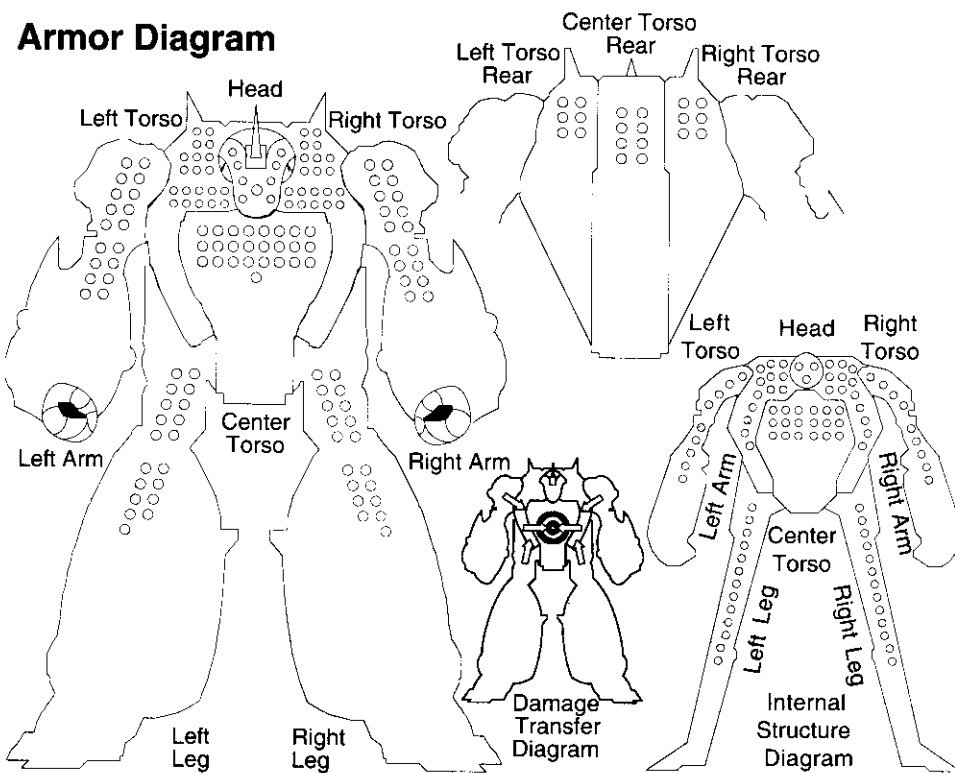
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

1. Shoulder
2. Upper Arm Actuator
- 1-3 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

Left Torso

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

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

Cost 4,865,658

Right Arm

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

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

Right Torso

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

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

Right Leg

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

Mech Data

Type: **WVR-6M Wolverine**

Tonnage: **55**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	H	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

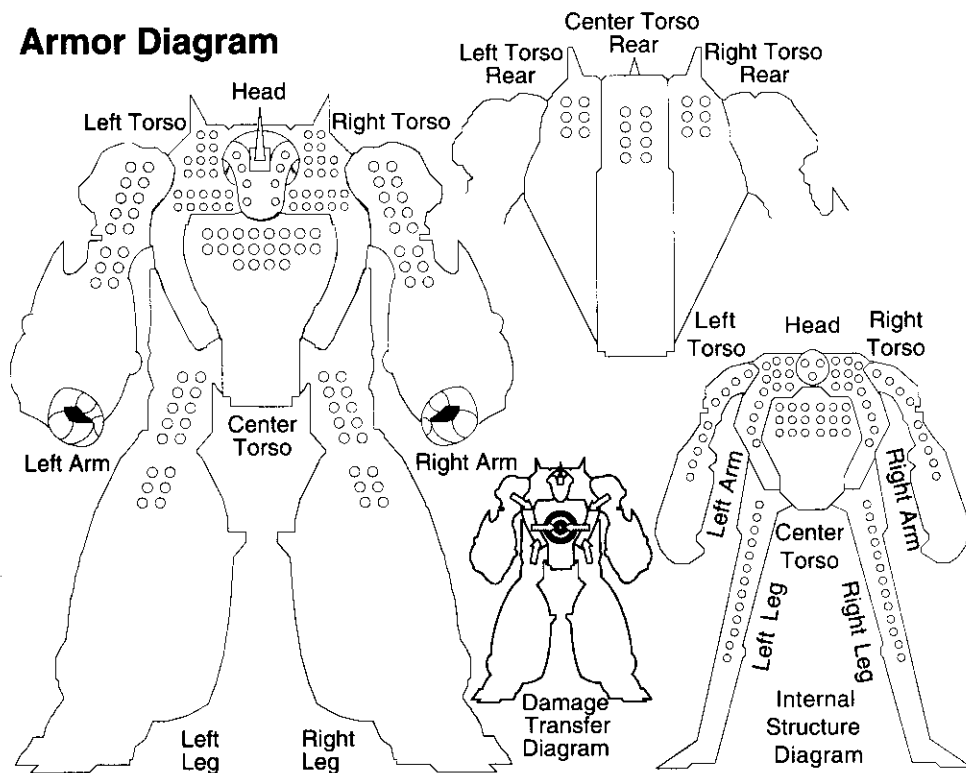
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 4,827,683

Right Arm

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

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

Right Torso

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

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

Right Leg

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

Mech Data

Type: **WVR-6R Wolverine**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2932

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	SRM 6	LT	4	2	0	3	6	9
1	Medium Laser	H	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
SRM 6	15

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

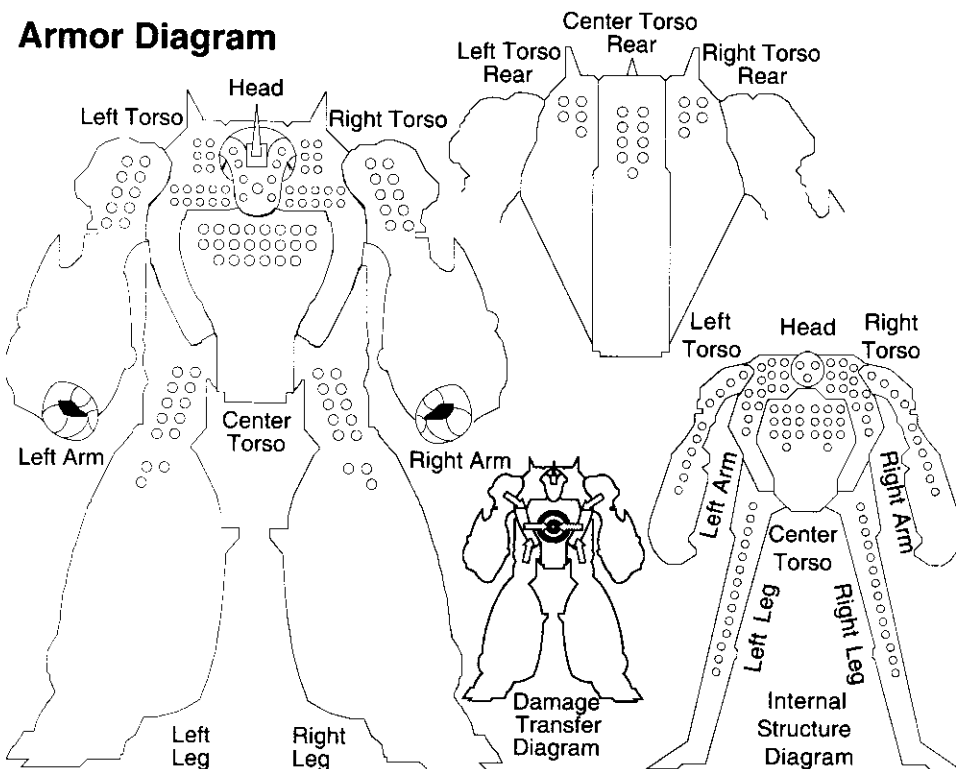
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CHP-2N Champion**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
2	Medium Laser	LT	3	5	0	3	6	9
2	Small Laser	CT	1	3	0	1	2	3
1	Autocannon 10	RT	3	10	0	5	10	15

Ammo Type

Rounds

SRM 6 15

Autocannon 10 20

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

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

Left Torso

- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15
- Roll Again

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

Left Leg

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

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Small Laser
- Small Laser

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

Cost 5,037,600

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

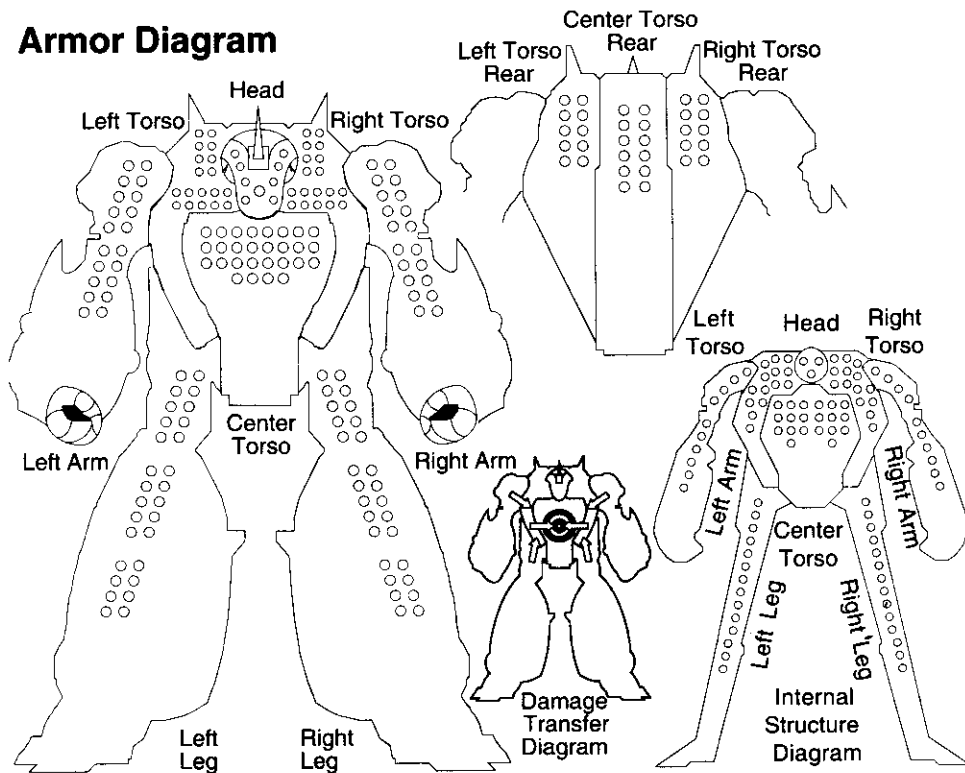
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **DRG-1C Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2754

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	Autocannon 2	RA	1	2	4	8	16	24

Ammo Type

Rounds

LRM 10 24

Autocannon 2 45

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

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

Left Torso

1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

1-3	1. Gyro
2-6	2. Engine
3-6	3. Engine
4-6	4. Engine
5-6	5. LRM 10
6-6	6. LRM 10

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

Cost 4,899,200

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon 2
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. Ammo (AC 2) 45
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

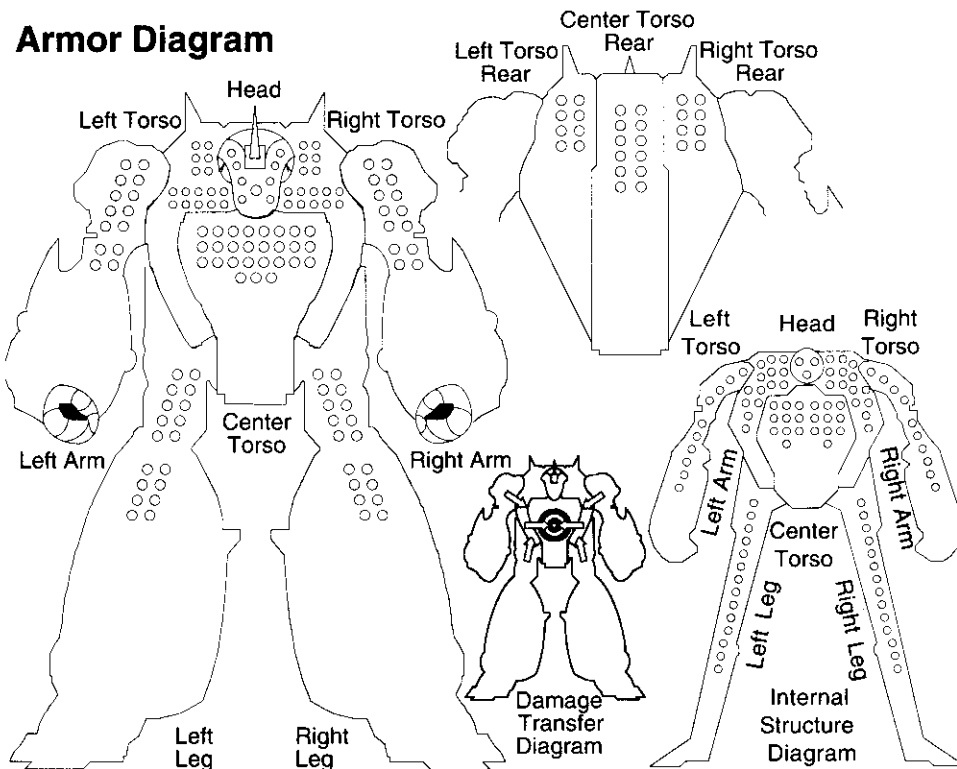
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

4-6

Left Torso

1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

Right Arm

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

1-3

4-6

Right Torso

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

1-3

4-6

Right Leg

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

Cost 5,212,800

Mech Data

Type: **DRG-1G Grand Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	PPC	RA	10	10	3	6	12	18

Ammo Type	Rounds
LRM 10	24

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

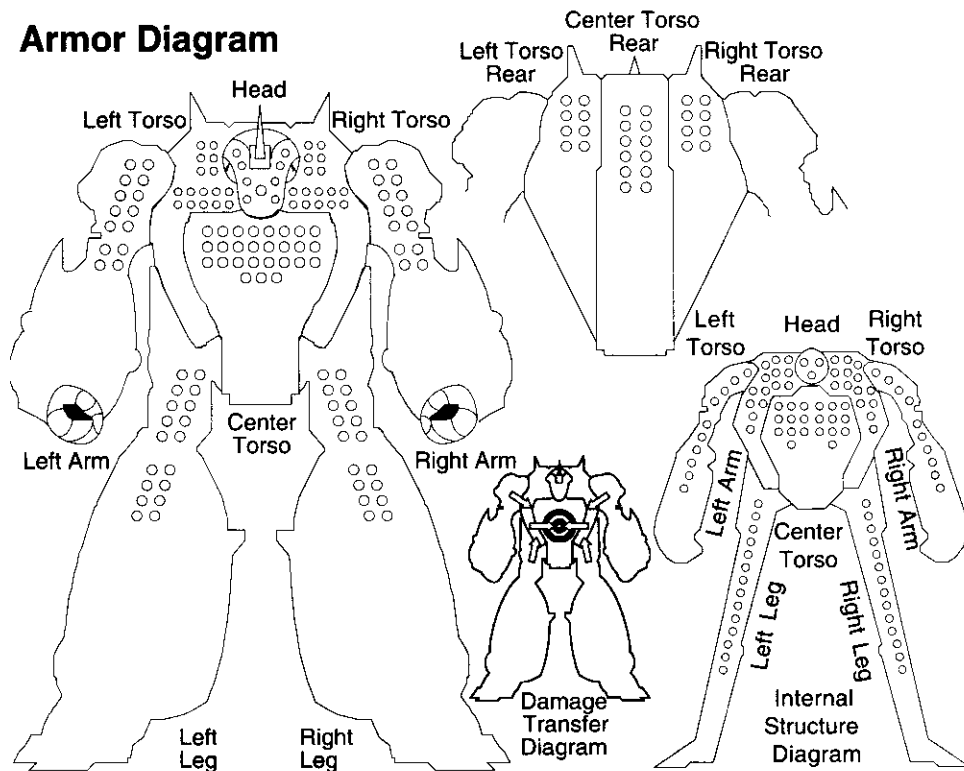
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser

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. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
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. 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

4-6

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

Cost 5,118,400

Right Arm

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

1-3

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

4-6

Right Torso

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

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

Mech Data

Type: **DRG-1N Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2754

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24
Autocannon 5	40

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

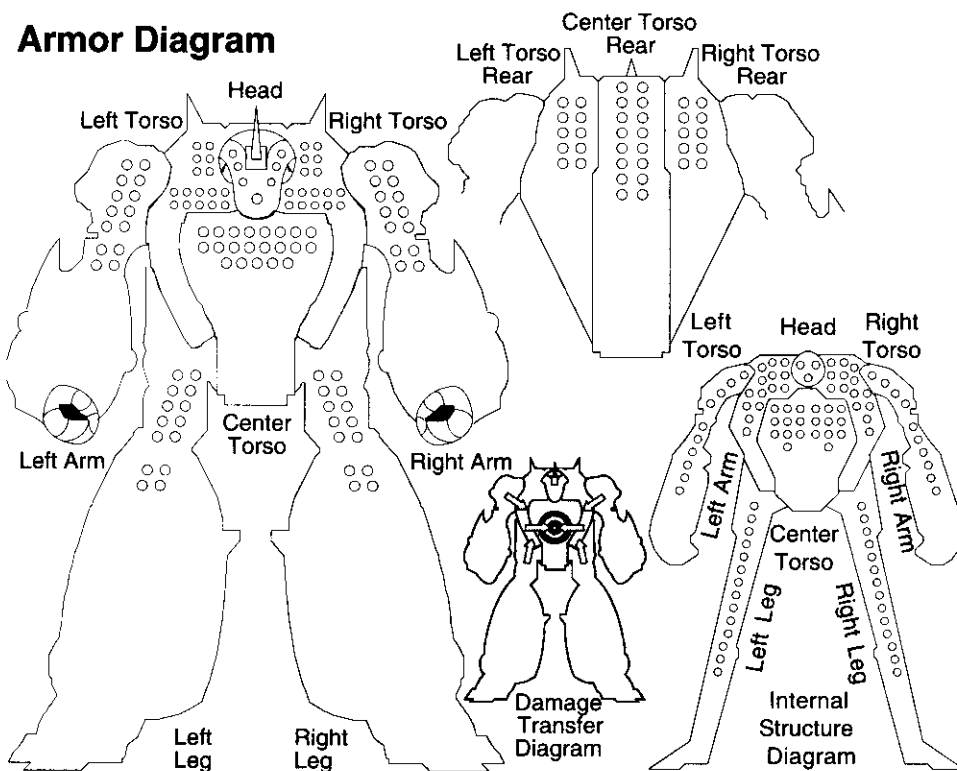
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Large Laser
4. Large Laser
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. Heat Sink
3. Heat Sink
- 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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

- 4-6 3. Engine
4. Engine
5. Heat Sink
6. Medium Laser

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

Cost 4,769,600

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Large Laser
4. Large Laser
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. PPC
3. PPC
- 1-3 4. PPC
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: **LNC25-02 Lancelot**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RT	10	10	3	6	12	18
1 Large Laser	LA	8	8	0	5	10	15
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	CT	3	5	0	3	6	9

Total Single Heat Sinks: 19

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

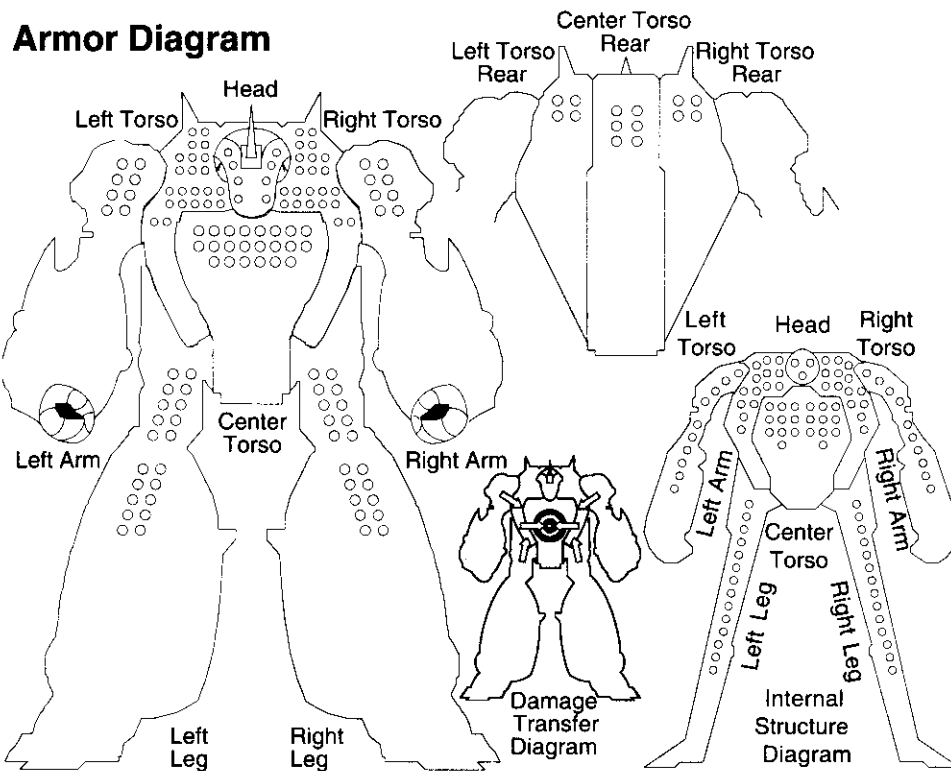
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2500

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	LRM 5	RT	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

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

Head

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

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Heat Sink
 - Ammo (LRM 5) 24

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

Cost 4,982,400

Left Arm

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

1-3

4-6

Left Torso

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

1-3

4-6

Left Leg

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

Right Arm

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

1-3

4-6

Right Torso

- Large Laser
- Large Laser
- Medium Laser
- LRM 5
- Roll Again
- Roll Again

1-3

4-6

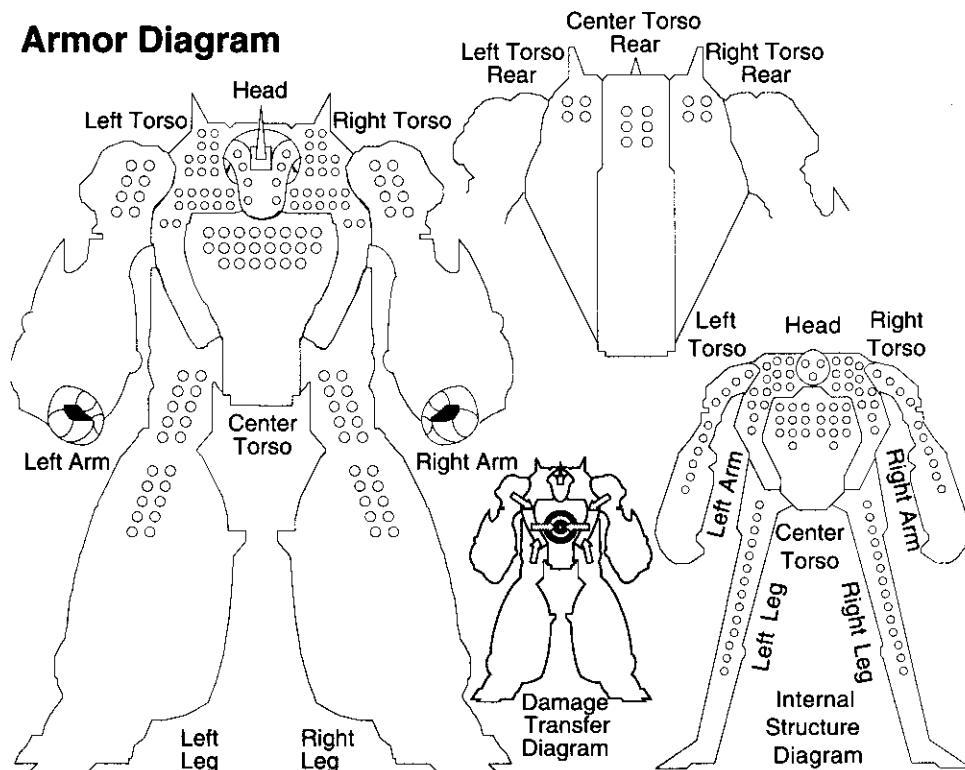
Right Leg

- 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

1-3

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

Left Torso

1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser

1-3

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

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. Heat Sink
6. Jump Jet

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

Cost 5,238,400

Right Arm

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

1-3

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

1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser

1-3

5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. 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: **OSR-2M Ostroc**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2500

Weapons Inventory

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

Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

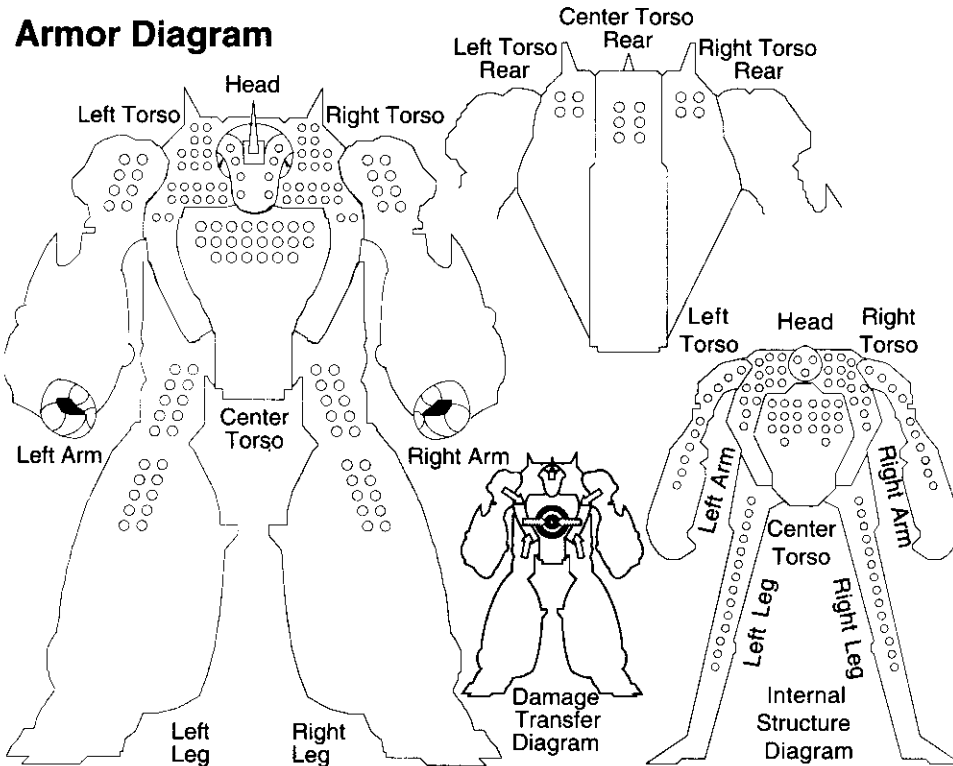
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2500

Weapons Inventory

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

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

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

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. Roll Again
 6. Roll Again

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

Cost 4,918,400

Right Arm

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

Right Leg

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

Left Arm

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

Left Torso

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

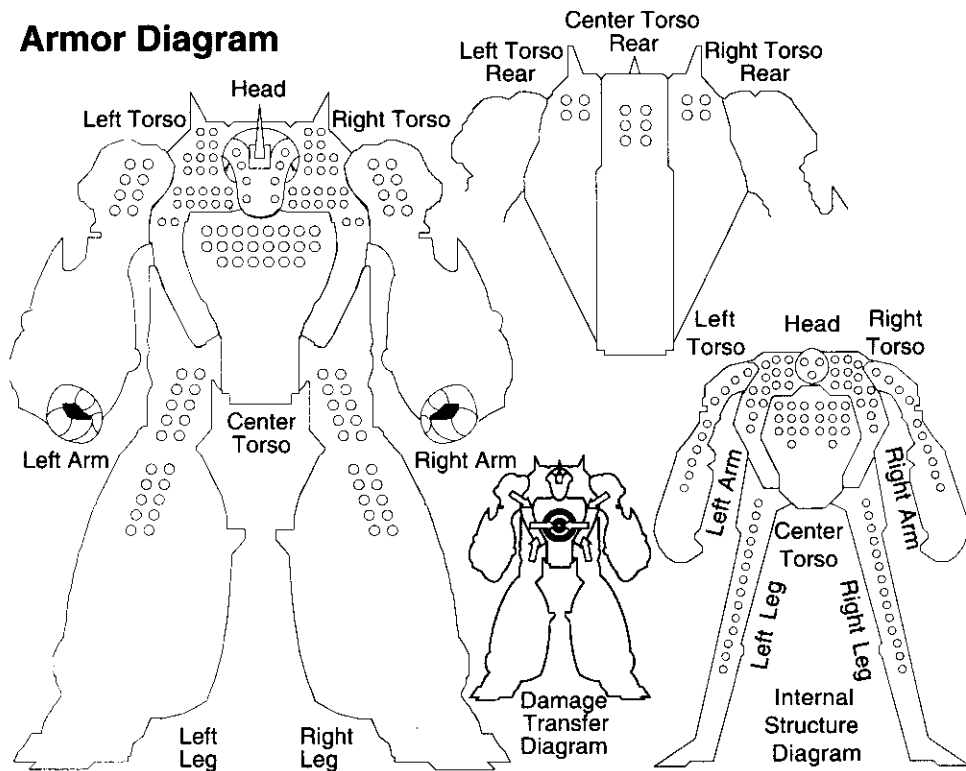
Left Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

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

4-6

Left Torso

1. Large Laser
2. Large Laser
3. Medium Laser

1-3

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

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

Cost 5,017,600

Right Arm

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

1-3

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

4-6

Right Torso

1. Large Laser
2. Large Laser
3. Medium Laser

1-3

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: **OTL-40 Ostsol**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2693

Weapons Inventory

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

Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

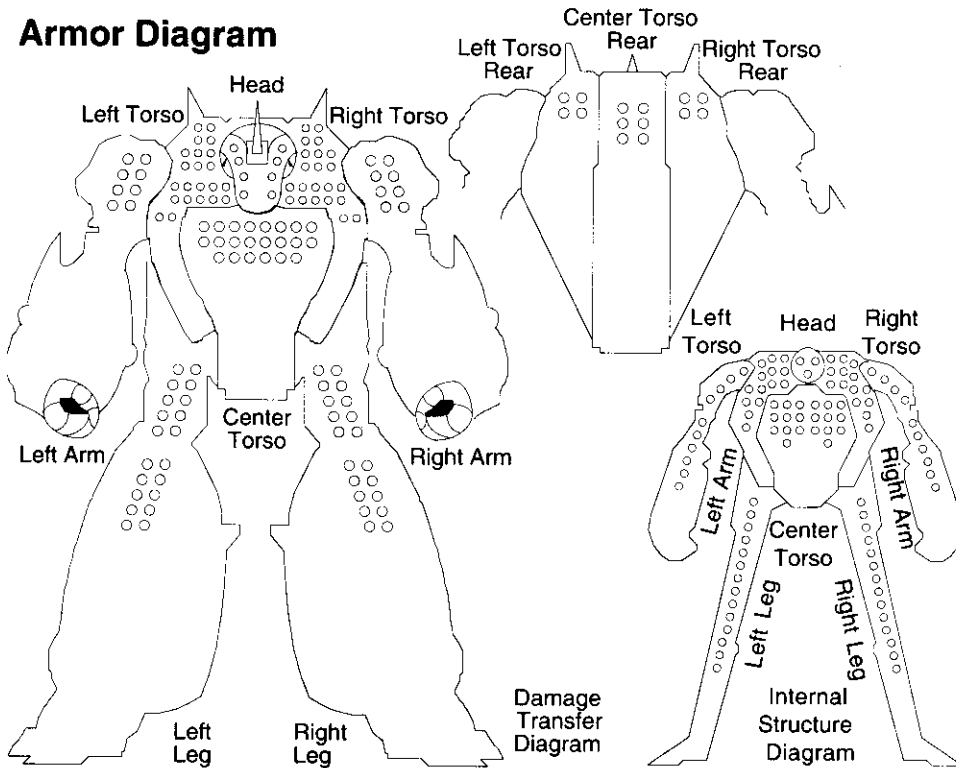
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Center Torso

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

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

Cost 5,096,960

Right 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

Right Torso

1. PPC
2. PPC
3. PPC
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: **OTL-4F Ostsol**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2693

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	LT	10	10	3	6	12	18
1 PPC	RT	10	10	3	6	12	18

Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

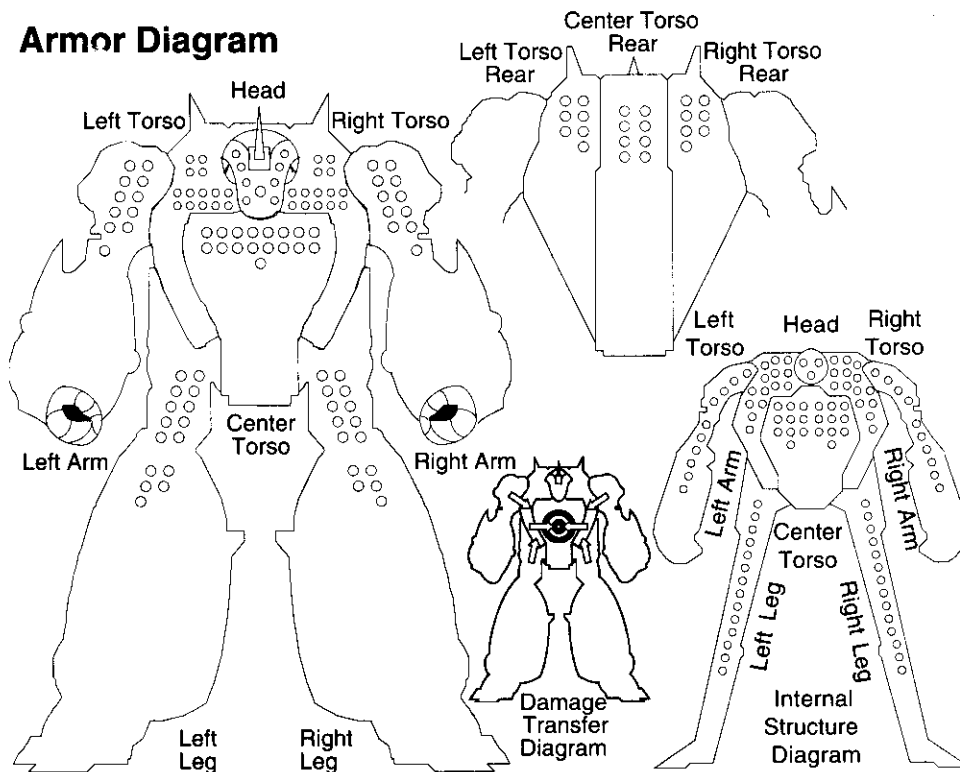
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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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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. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
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 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

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. Jump Jet
6. SRM 4

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

Cost 5,514,560

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. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
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 Leg

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

Mech Data

Type: **QKD-46 Quickdraw**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2779

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	SRM 4	CT	3	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	RT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12
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

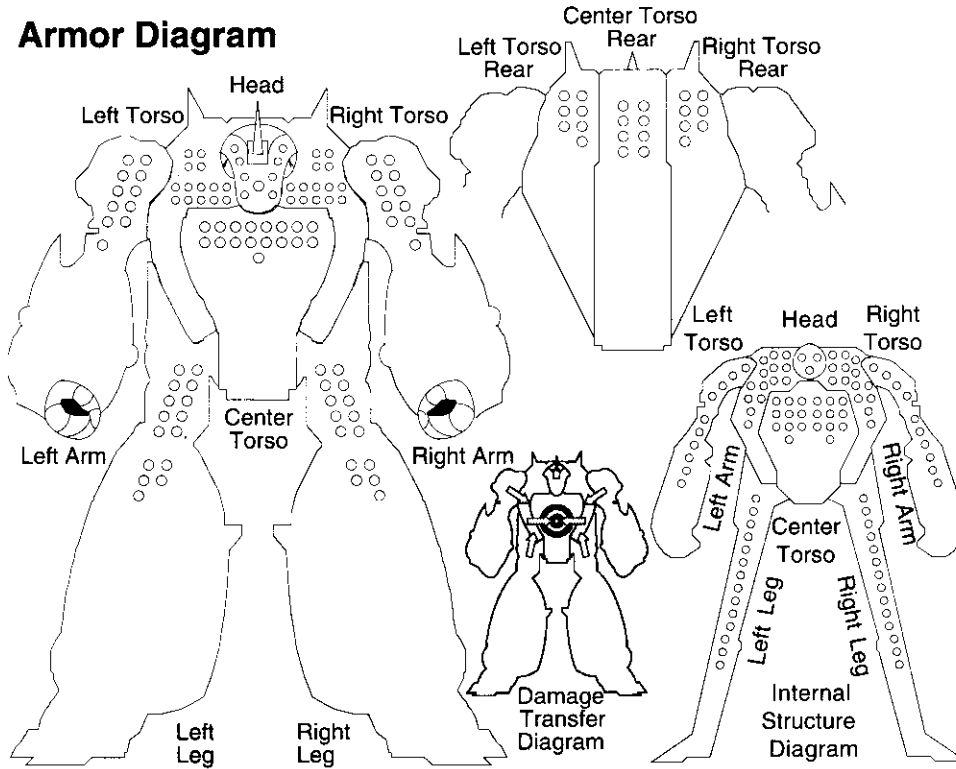
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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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BATTLEMENT 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. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Heat Sink

1-3

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. Roll Again
6. Roll Again

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. Jump Jet
6. SRM 4 (R)

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

Cost 5,509,760

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. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 4) 25
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 Leg

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

Mech Data

Type: QKD-4H Quickdraw

Tonnage: 60

Movement Points

Walking: 5

Running: 8

Jumping: 5

Technology Base:

Inner Sphere

2779

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 10	LT	4	1	6	7	14	21
1 SRM 4	CT (R)	3	2	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
2 Medium Laser	RT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12
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

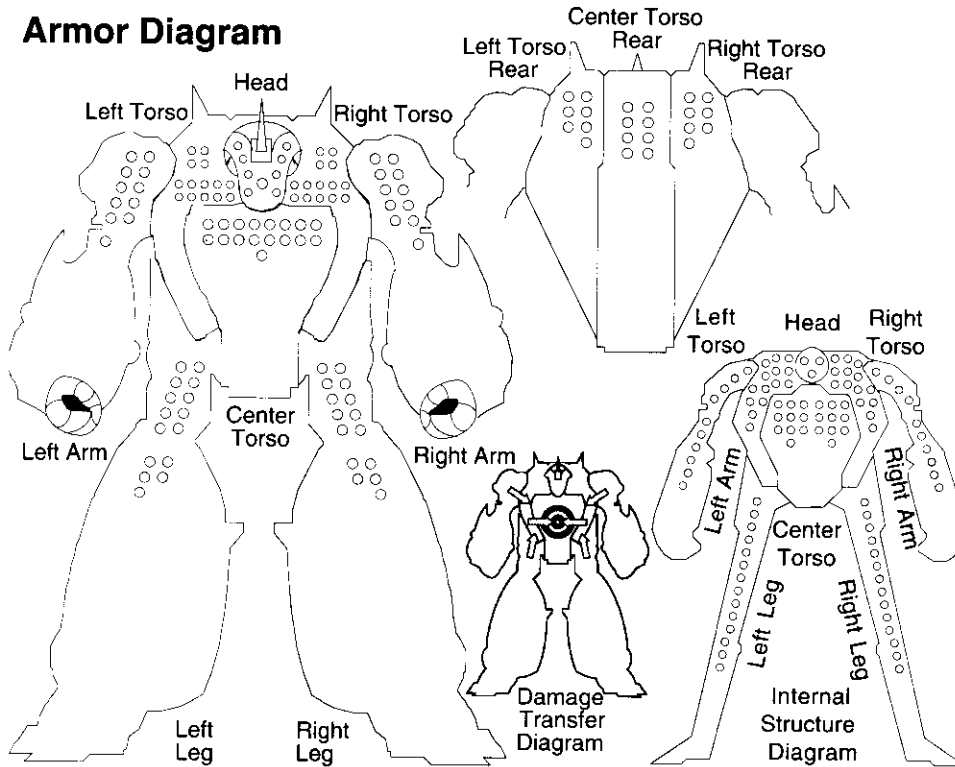
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
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. 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. Heat Sink
4. Medium Laser
5. Medium Laser
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. 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. SRM 4

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

Cost 5,452,160

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

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

Right Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
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: QKD-5A Quickdraw

Tonnage: 60

Movement Points

Walking: 5

Running: 8

Jumping: 5

Technology Base:
Inner Sphere
2779

Weapons Inventory

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

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 17

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

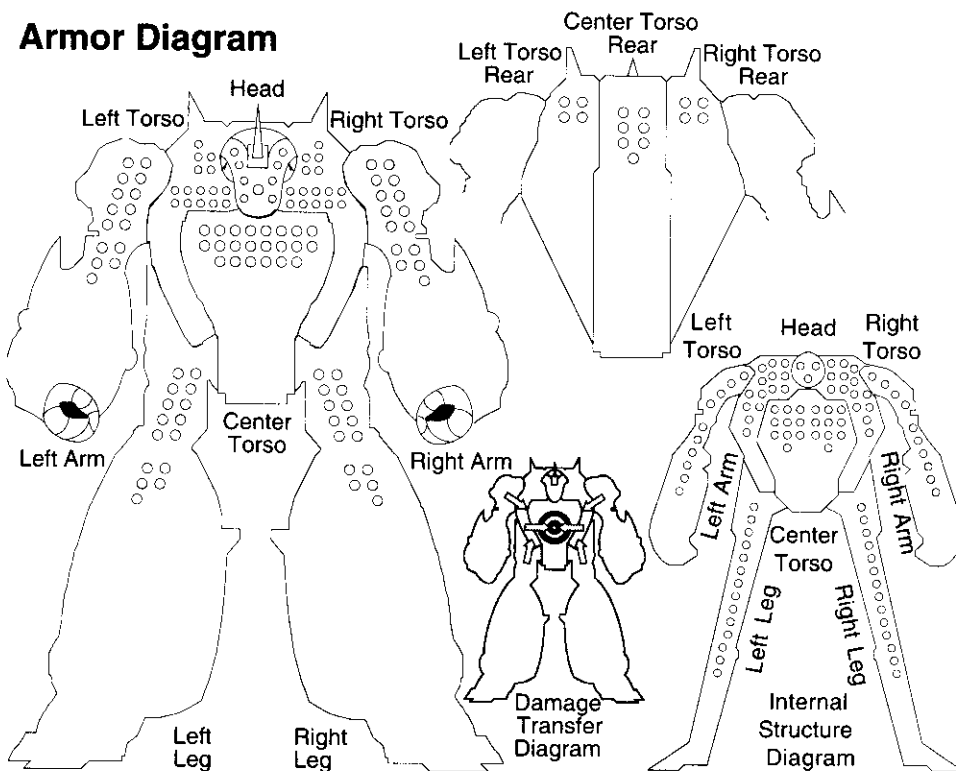
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH RECORD SHEET

Armor Diagram



Mech Data

Type: **RFL-3C Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Autocannon 10	LA	3	10	0	5	10	15
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type Rounds
Autocannon 10 20

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
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Medium Laser
- 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

Head

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

Center Torso

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

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

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

Cost 4,808,000

Right Arm

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

- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Medium Laser
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

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

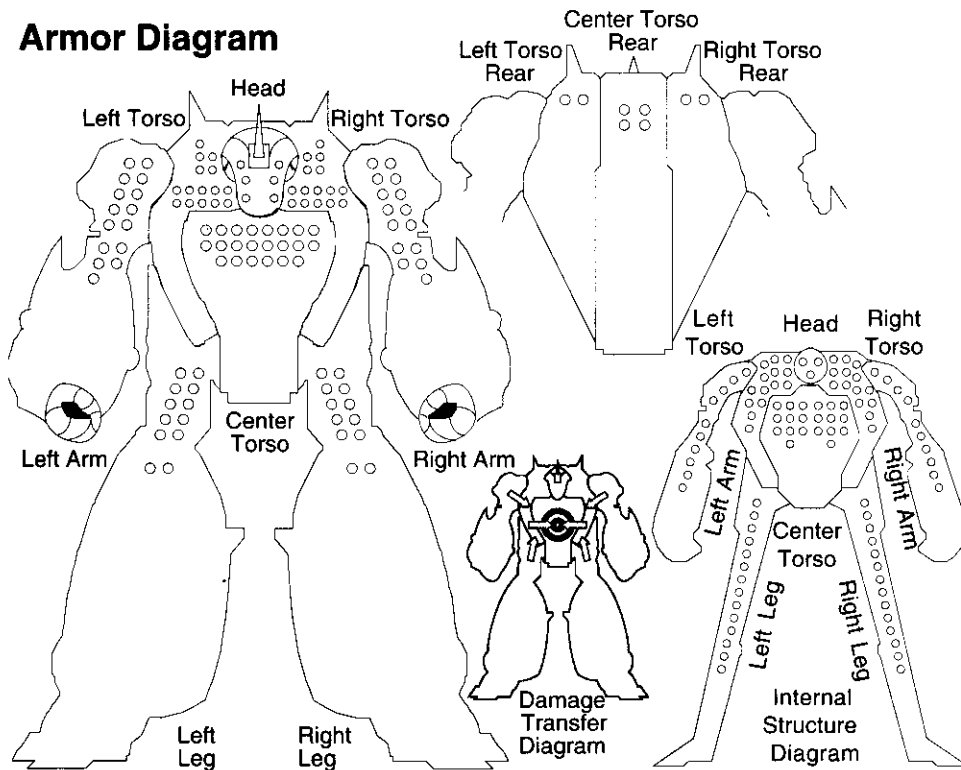
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

Left Torso

1. Medium Laser
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

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

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

Cost 4,869,600

Right Arm

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

Right Torso

1. Medium Laser
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. Roll Again
6. Roll Again

Mech Data

Type: **RFL-3N Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Autocannon 5	LA	1	5	3	6	12	18
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20

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

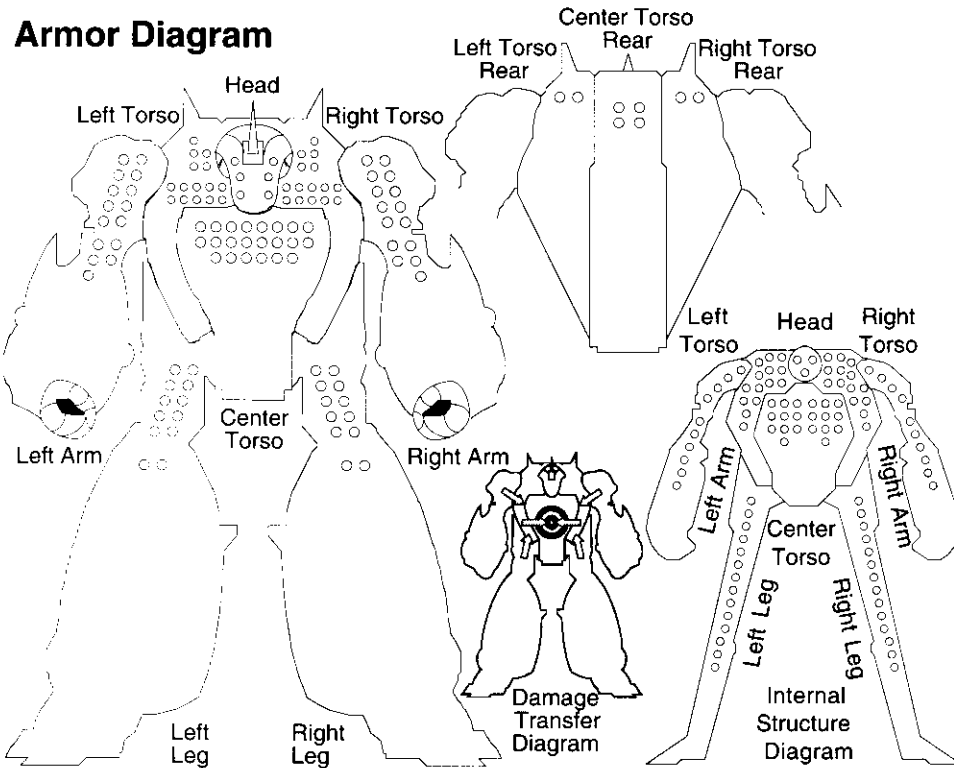
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○○○○○

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
- 1-3 Large Laser
- 4 Large Laser
- 5 PPC
- 6 PPC
- 1 PPC

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

- 1-3 Engine
- 2 Engine
- 3 Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4 Engine
- 5 Heat Sink
- 6 Heat Sink

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

Cost 4,980,800

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- 5 PPC
- 6 PPC
- 1 PPC

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

Right Torso

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

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

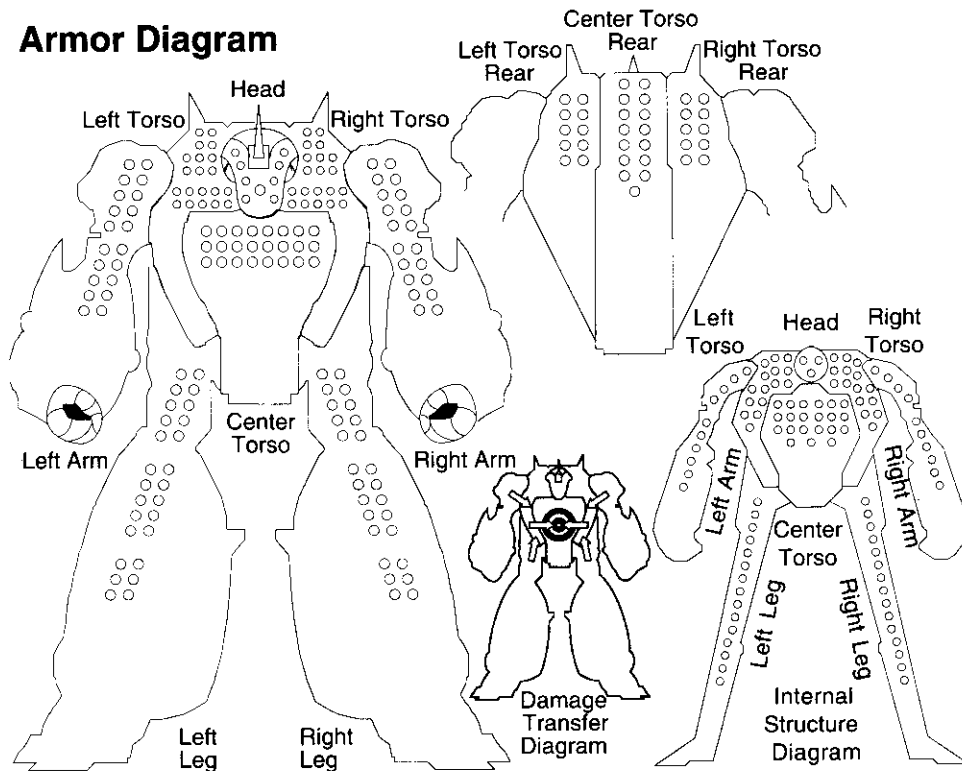
Right Leg

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

BATTLETECH®

BATTLETECH 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. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 5,497,911

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

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

Right Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6
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: **BMB-10D Bombardier**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LT	6	1	6	7	14	21
1	LRM 20	RT	6	1	6	7	14	21
1	SRM 4	RA	3	2	0	3	6	9
1	Machine Gun	CT	0	2	0	1	2	3

Ammo Type	Rounds
LRM 20	12
SRM 4	25
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

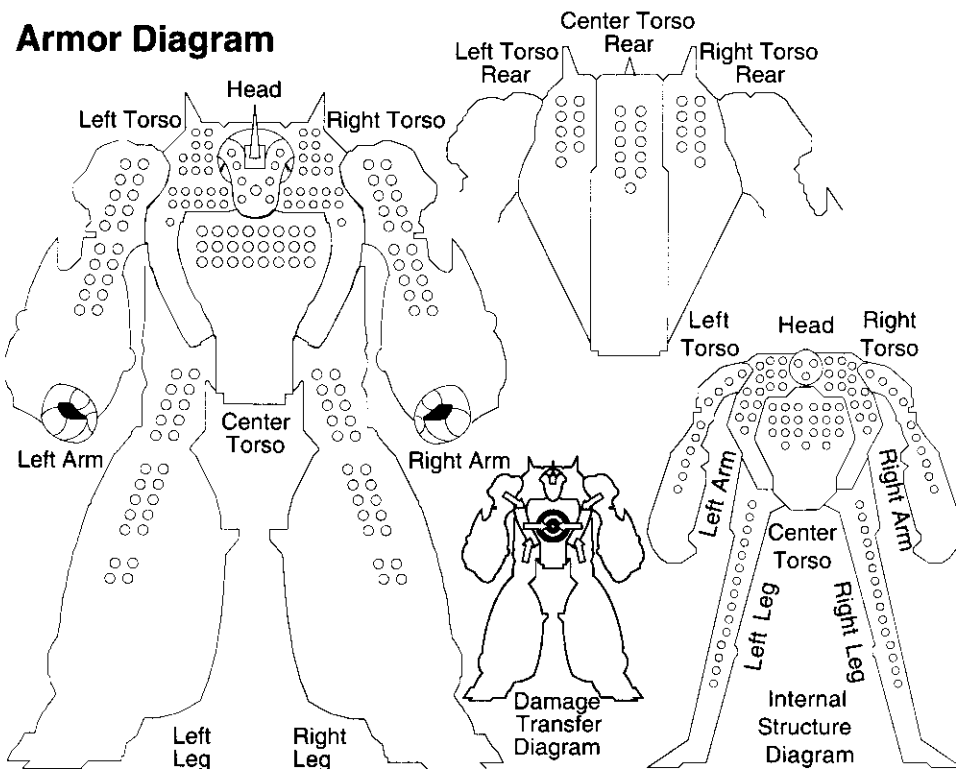
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **CPLT-A1 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2561

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 15	RA	5	1	6	7	14	21
1 LRM 15	LA	5	1	6	7	14	21

Ammo Type	Rounds
LRM 15	32

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

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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CORPORATION

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- 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

Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- Engine
- 4-6 Heat Sink
- Roll Again

1-3

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Right Leg

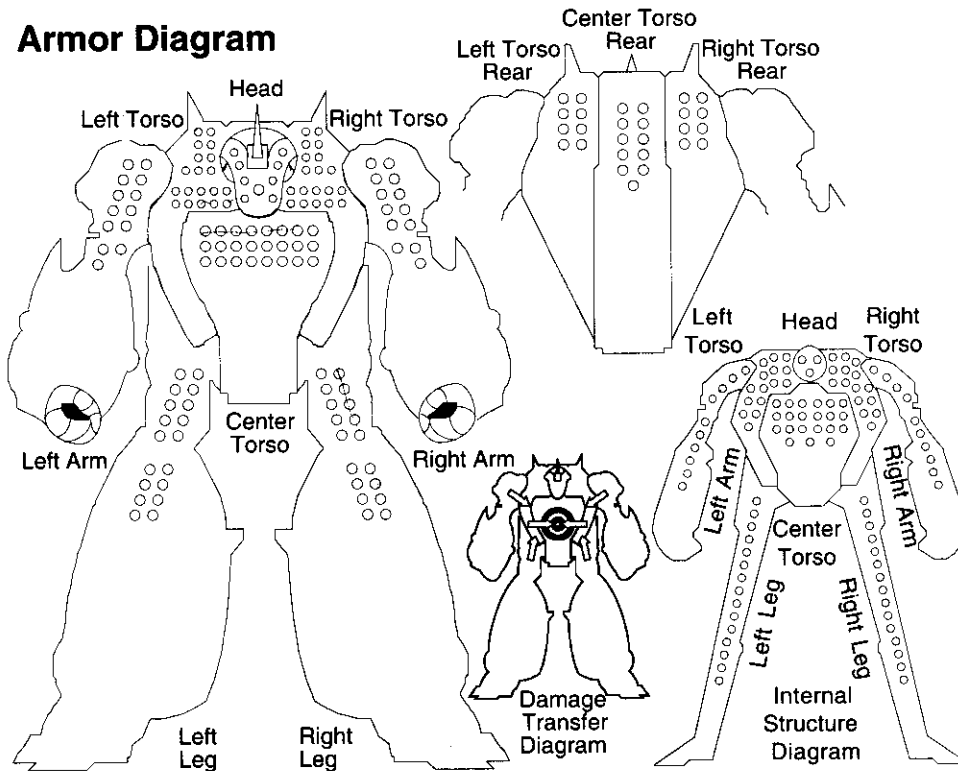
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Cost 5,658,126

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
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. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 5,790,126

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
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. Medium Laser
4. Ammo (LRM 15) 8
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: **CPLT-C1 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:
Inner Sphere
2561

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 15	RA	5	1	6	7	14	21
1 LRM 15	LA	5	1	6	7	14	21
2 Medium Laser	CT	3	5	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9
1 Medium Laser	RT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	16

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○

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

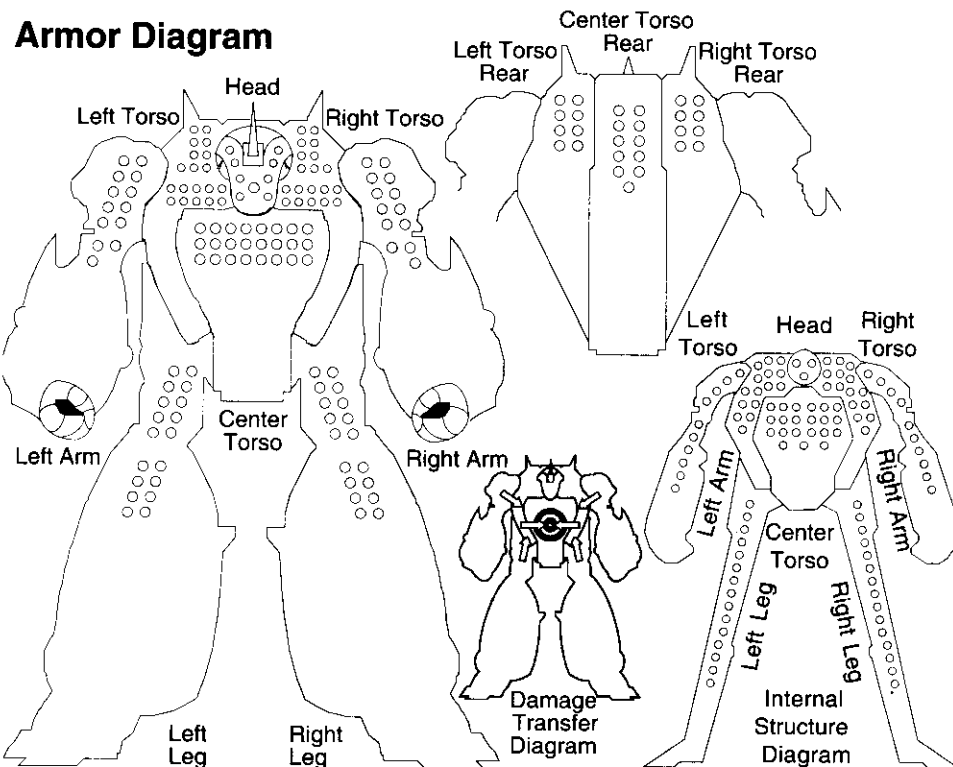
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Jump Jet
2. Jump Jet
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
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

1-3

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

4-6

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

Cost 5,893,251

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
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. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
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: **CPLT-C4 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere
2561

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LA	6	1	6	7	14	21
1	LRM 20	RA	6	1	6	7	14	21
2	Small Laser	CT	1	3	0	1	2	3

Ammo Type	Rounds
LRM 20	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

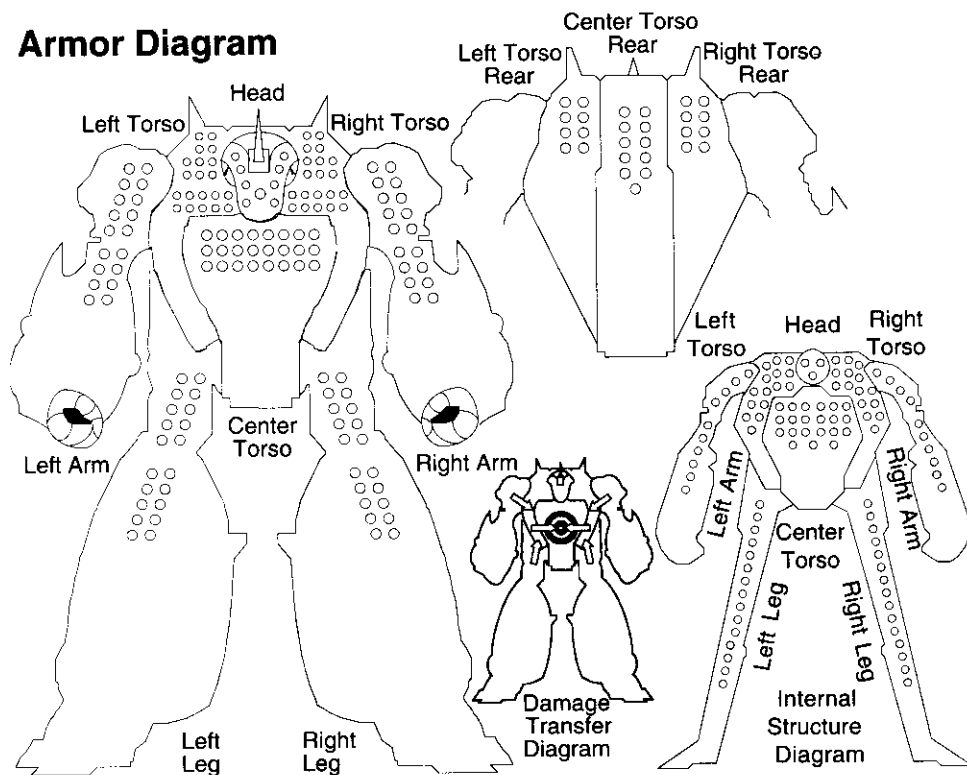
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
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 Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
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. 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

4-6

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

Cost 5,349,576

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
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

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: **CPLT-K2 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2561

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	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: 20

○ ○

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

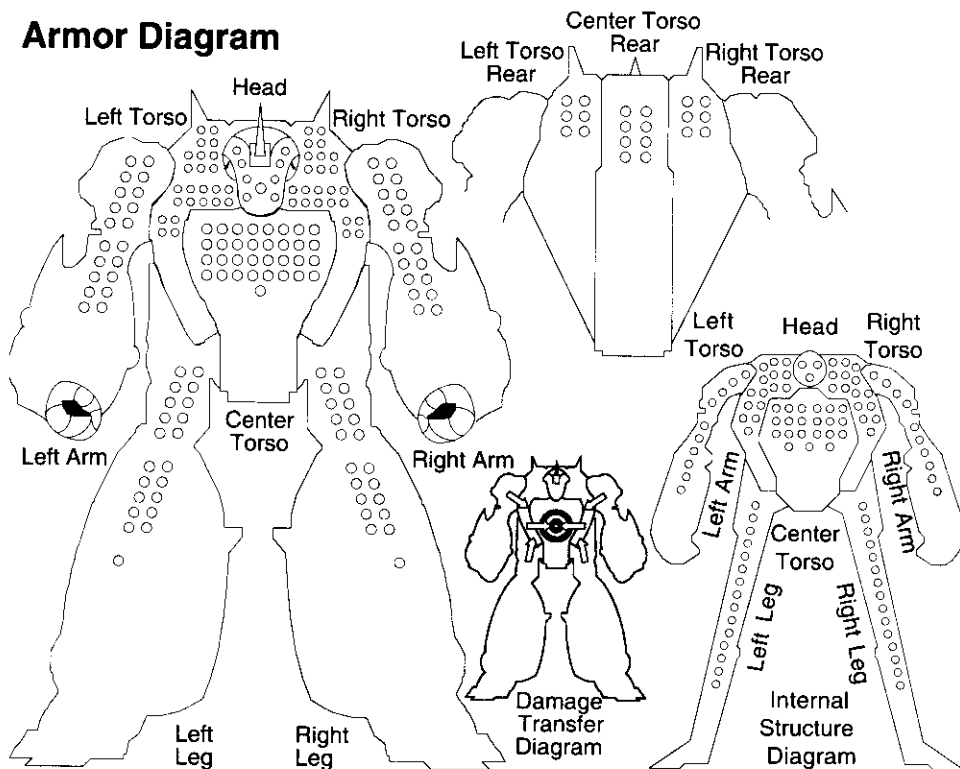
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
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. SRM 4
6. Roll Again

Critical Hit Table

Head

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

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (SRM 4) 25
6. Roll Again

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

Cost 5,620,011

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
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. SRM 4
6. Roll Again

Mech Data

Type: **CRD-3D Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 15	RA	5	1	6	7	14	21
1 LRM 15	LA	5	1	6	7	14	21
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
1 SRM 4	LL	3	2	0	3	6	9
1 SRM 4	RL	3	2	0	3	6	9

Ammo Type Rounds

LRM 15 16

SRM 4 25

Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

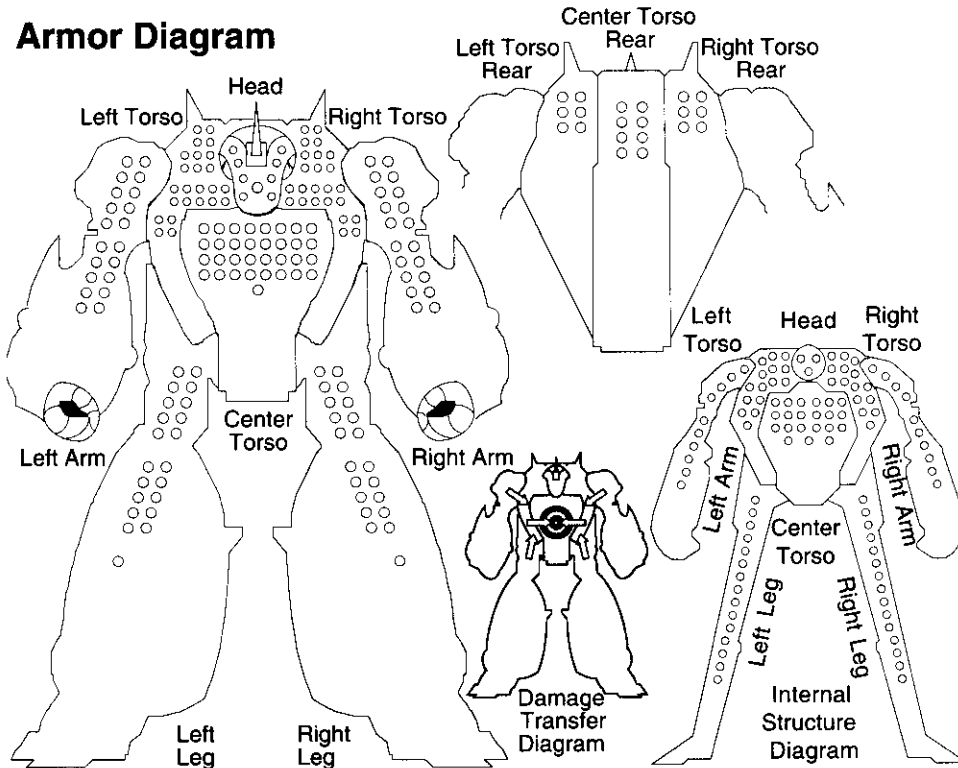
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CRD-3K Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LL	4	2	0	3	6	9
1	SRM 6	RL	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21

Ammo Type

SRM 6

LRM 10

Rounds

15

24

Total Single Heat Sinks: 16

○○○○○○○○○○
○○○○○○○○○○

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
- Medium Laser
- LRM 10

- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (SRM 6) 15
 - Roll Again

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

Cost 5,445,111

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

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

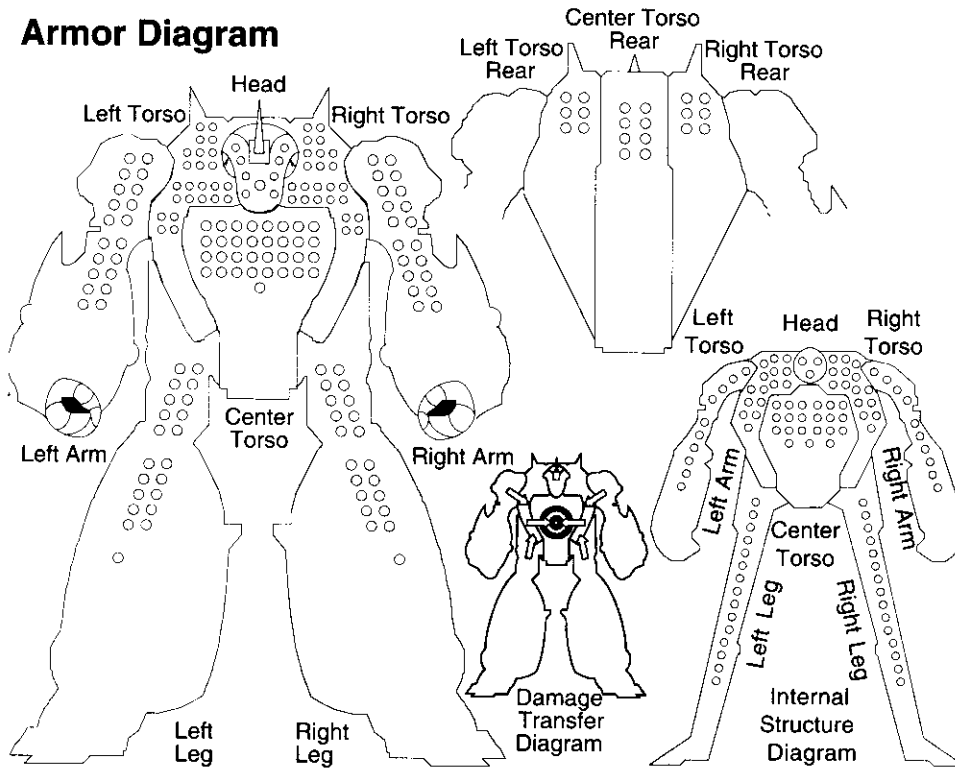
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1-3

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

4-6

- LRM 10
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

1-3

- Ammo (LRM 10) 12
- Jump Jet
- Jump Jet
- 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
- SRM 4

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 (SRM 4) 25
- Ammo (MG) 200

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

Cost 5,583,711

Right Arm

1-3

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

4-6

- LRM 10
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

1-3

- Ammo (LRM 10) 12
- Jump Jet
- Jump Jet
- 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
- SRM 4

Mech Data

Type: **CRD-3L Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21
1	SRM 4	LL	3	2	0	3	6	9
1	SRM 4	RL	3	2	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

LRM 10 24

SRM 4 25

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

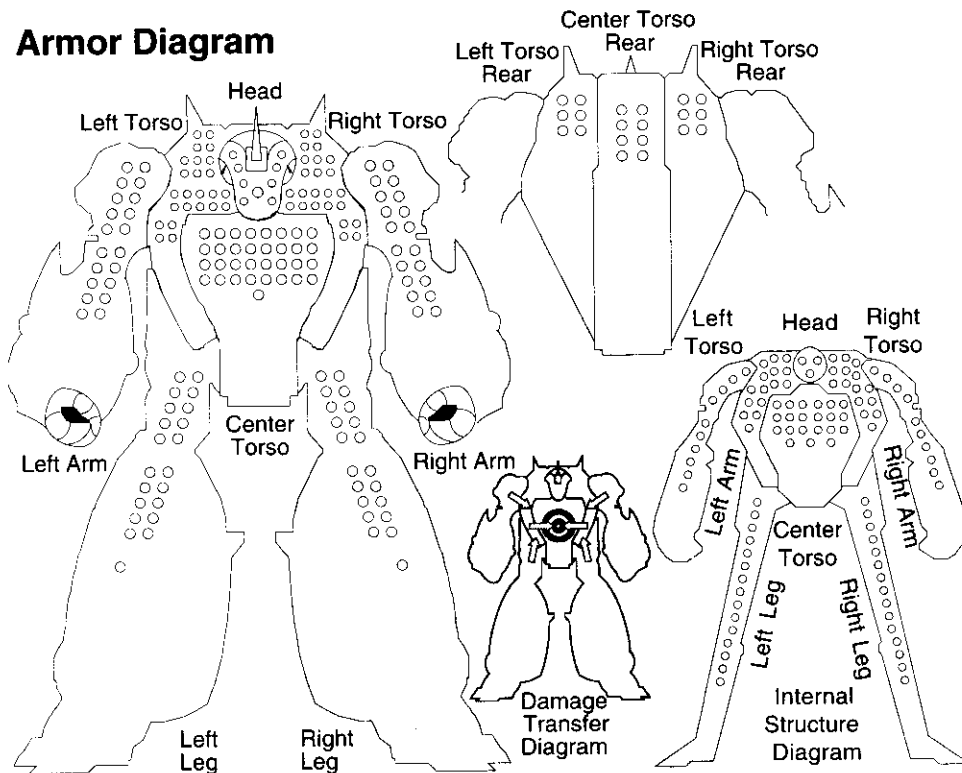
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
3. Machine Gun

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

Left Torso

1. Ammo (LRM 15) 8
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. SRM 6
6. SRM 6

Critical Hit Table

Head

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

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (SRM 6) 15
 6. Ammo (MG) 200

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

Cost 5,547,411

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ammo (LRM 15) 8
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. SRM 6
6. SRM 6

Mech Data

Type: **CRD-3R Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21
1	SRM 6	LL	4	2	0	3	6	9
1	SRM 6	RL	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
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
LRM 15	16
SRM 6	15
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

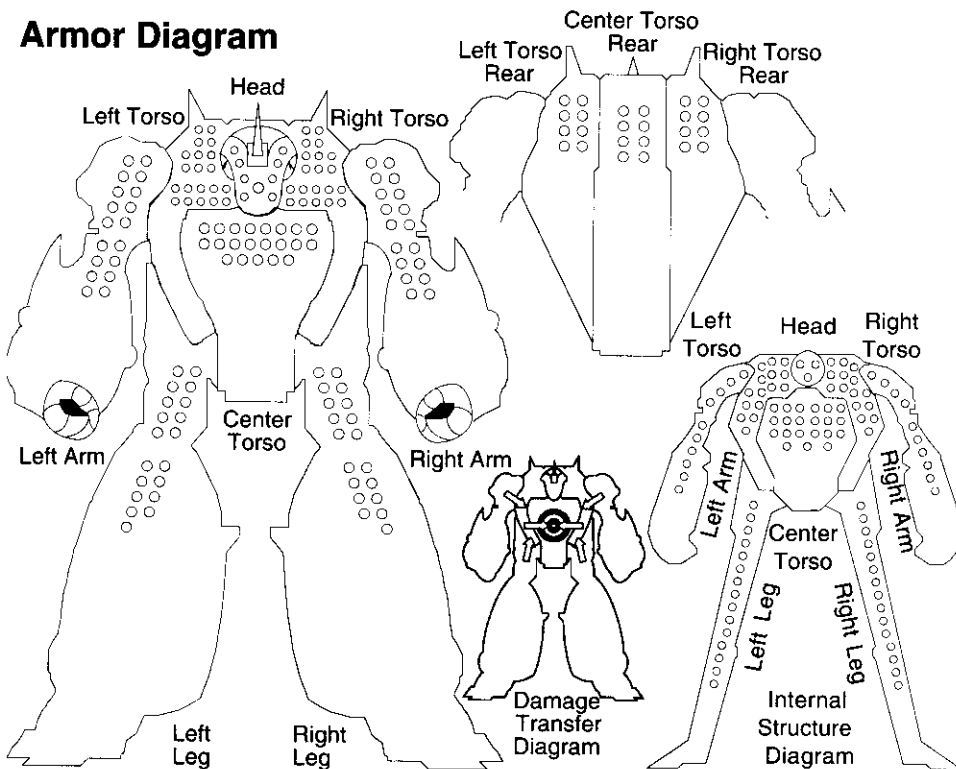
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **65**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
2	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type

Rounds

LRM 10

12

Machine Gun

100

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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Left Arm

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

1-3

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

4-6

Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

1-3

4-6

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

Cost 6,485,299

Right Arm

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

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- Machine Gun
- Ammo (MG) 100
- Roll Again
- Roll Again

1-3

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

4-6

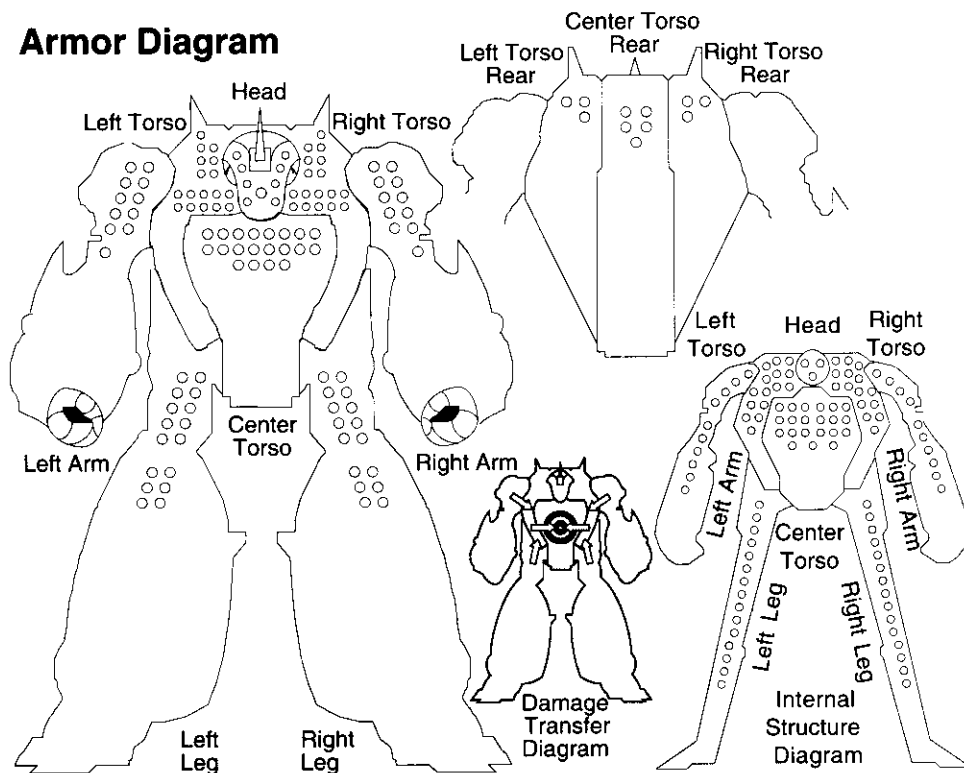
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 2

1-3

- LRM 15
- LRM 15
- LRM 15

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Medium Laser
- Ammo (AC 2) 45
- Ammo (LRM 15) 8

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

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

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

Cost 5,562,426

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 2

1-3

- LRM 15
- LRM 15
- LRM 15

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

- Roll Again
- Roll Again
- Roll Again

Mech Data

Type: **JM6-A Jagermech**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2890

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21

Ammo Type	Rounds
Autocannon 2	45
LRM 15	16

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

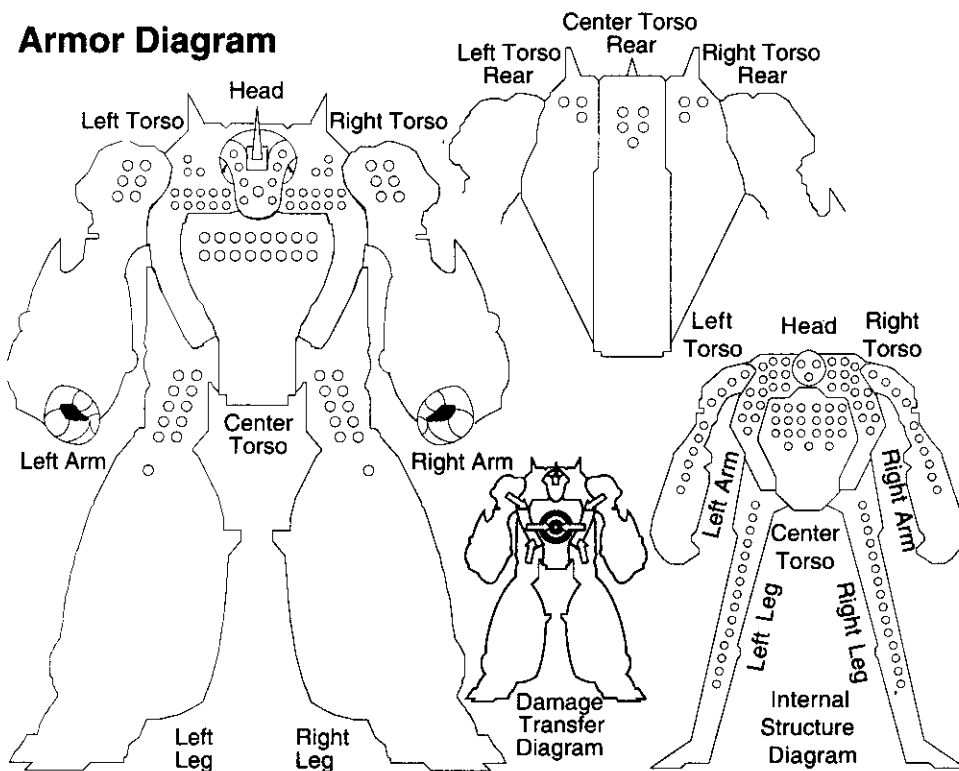
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

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

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

Left Torso

1. Medium Laser
2. Ammo (AC 5) 20
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. Roll Again
6. Roll Again

Critical Hit Table

Head

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

Center Torso

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (AC 2) 45
6. Roll Again

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

Cost 5,248,926

Right Arm

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

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

Right Torso

1. Medium Laser
2. Ammo (AC 5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

Mech Data

Type: **JM6-S Jagermech**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2890

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	Autocannon 5	LA	1	5	3	6	12	18
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	40
Autocannon 2	45

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

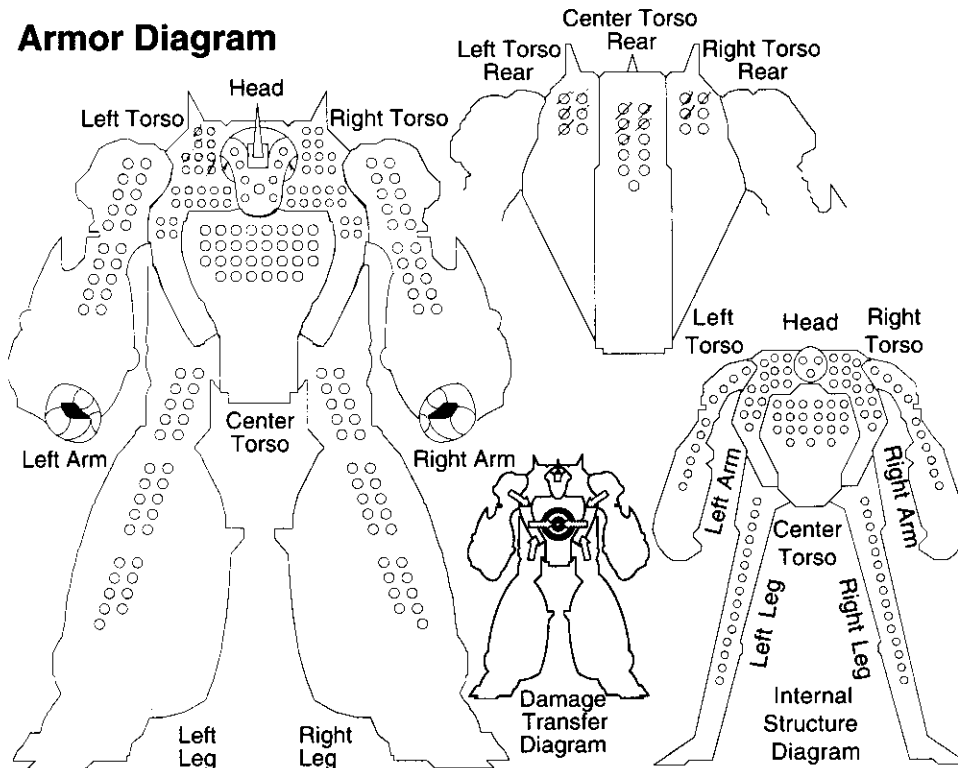
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **TDR-5S Thunderbolt**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2491

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
3	Medium Laser	LT	3	5	0	3	6	9
1	SRM 2	RT	2	2	0	3	6	9
2	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
LRM 15	16
SRM 2	50
Machine Gun	200

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

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
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

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

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

Cost 5,446,761

Right Arm

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

1-3

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

4-6

Right Torso

- LRM 15
- LRM 15
- LRM 15
- SRM 2
- Ammo (SRM 2) 50
- Roll Again

1-3

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

4-6

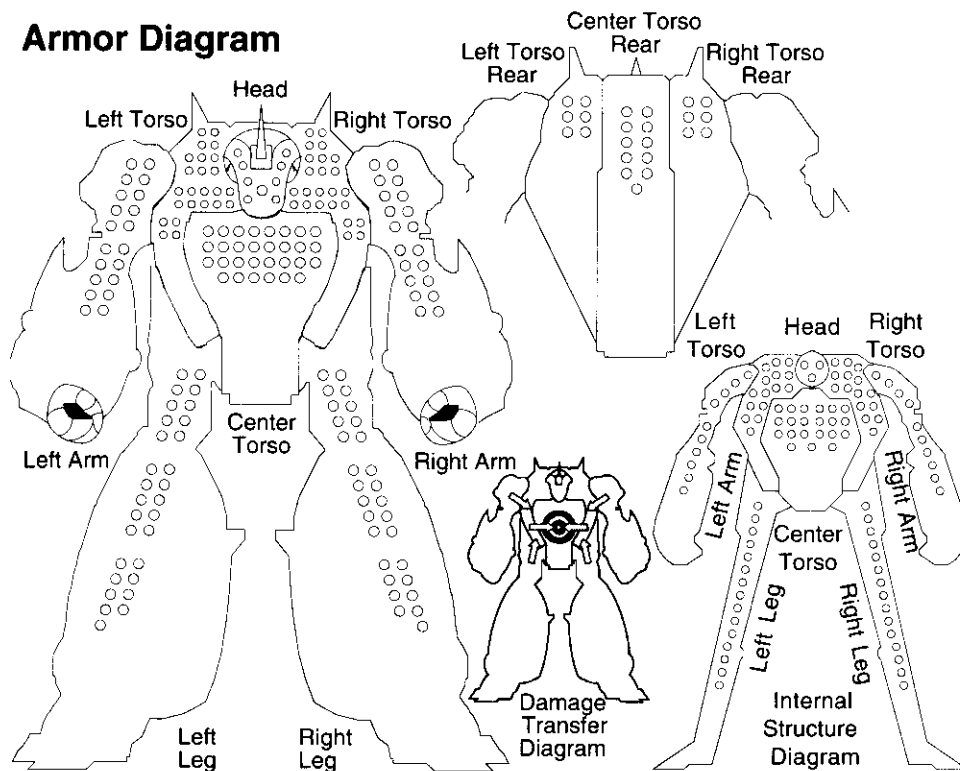
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



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

4-6

Left Torso

1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
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

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (LRM 10) 12
 6. Ammo (LRM 10) 12

1-3

4-6

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

Cost 5,560,611

Right Arm

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

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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Jump Jet
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: **TDR-5SE Thunderbolt**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2491

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 10	LT	4	1	6	7	14	21
3	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

Total Single Heat Sinks: 17

○○○○○○○○○○○○○○○○○○

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

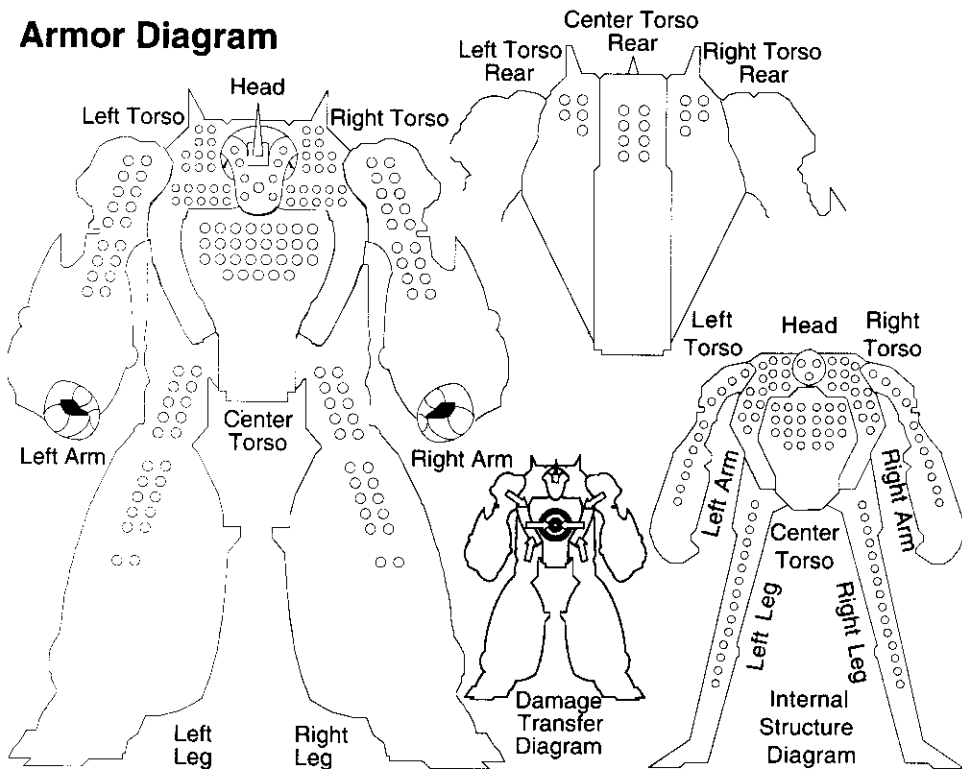
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

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

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. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
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. 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

4-6

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

Cost 6,170,774

Right Arm

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

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. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
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. Roll Again
6. Roll Again

Mech Data

Type: **ARC-2K Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	LT	5	1	6	7	14	21
1	LRM 15	RT	5	1	6	7	14	21
1	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15

Ammo Type	Rounds
LRM 15	32

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

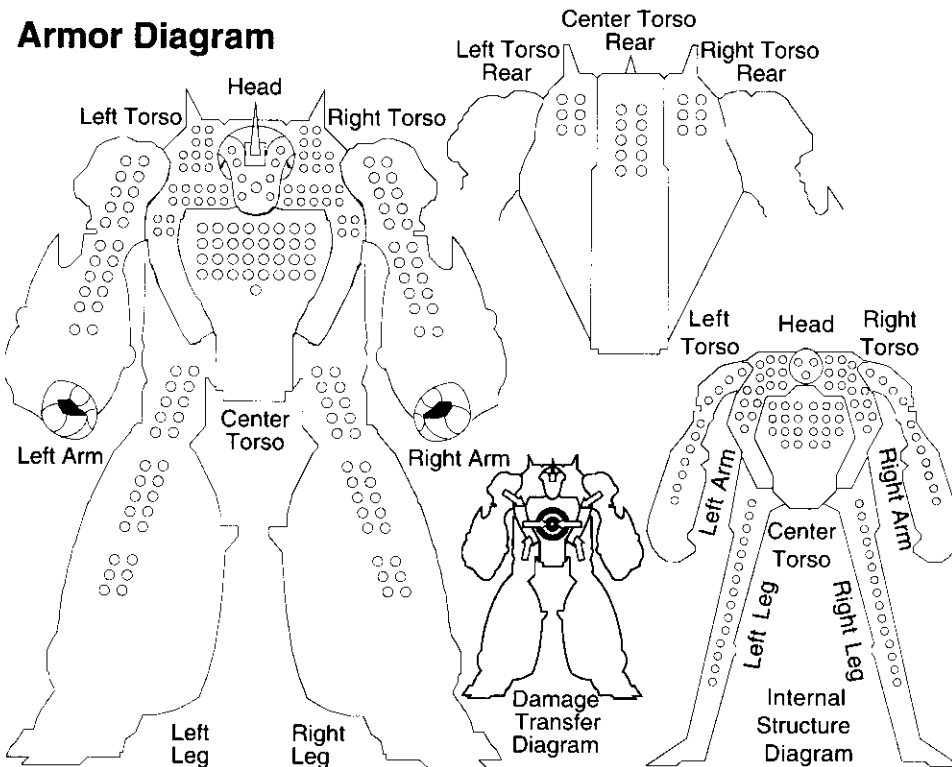
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Left 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

Left Torso

1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8
1. Ammo (SRM 4) 25
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 6,405,374

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. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8
1. Ammo (SRM 4) 25
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: **ARC-2S Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	LT	5	1	6	7	14	21
1	LRM 15	RT	5	1	6	7	14	21
1	SRM 4	LT	3	2	0	3	6	9
1	SRM 4	RT	3	2	0	3	6	9
2	Medium Laser	CT (R)	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type Rounds

LRM 15 32

SRM 4 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

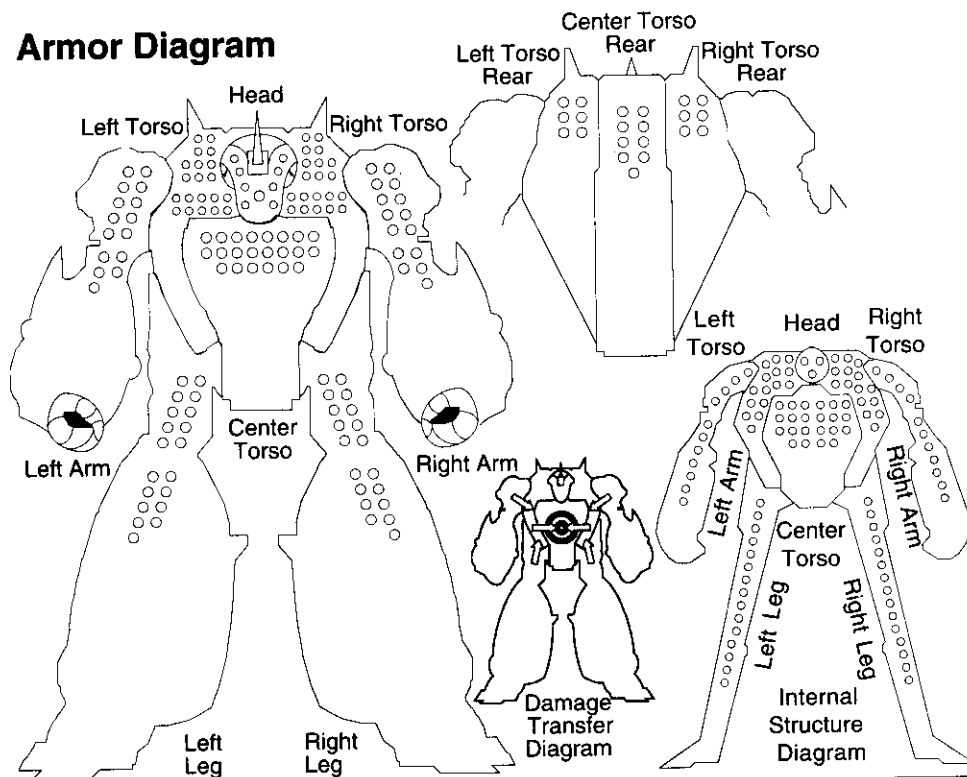
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left 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

Left Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 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. Roll Again
6. Roll Again

Critical Hit Table

Head

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

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (SRM 4) 25
 6. Roll Again

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

Cost 6,452,974

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. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 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. Roll Again
6. Roll Again

Mech Data

Type: **ARC-2W Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	RT	6	1	6	7	14	21
1	LRM 20	LT	6	1	6	7	14	21
1	SRM 4	LT	3	2	0	3	6	9
1	SRM 4	RT	3	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 20	24
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

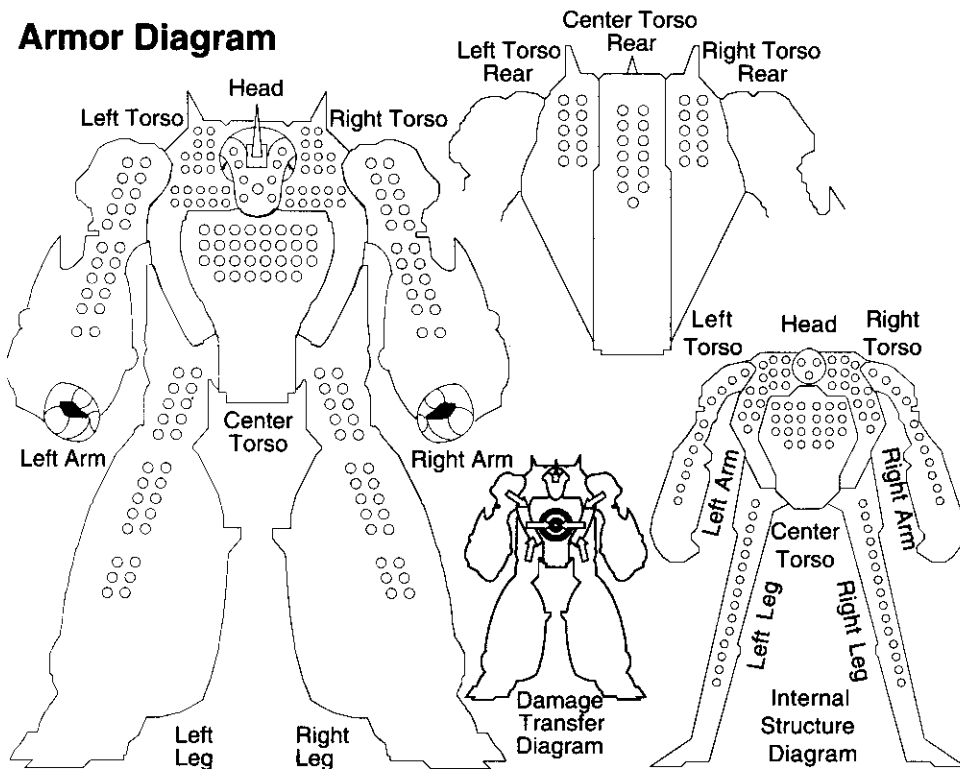
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

1-3

- Roll Again
- Roll Again

4-6

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser

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
- Jump Jet
- Jump Jet

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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

Cost 6,024,574

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

1-3

- Roll Again
- Roll Again

4-6

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

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Ammo (LRM 5) 24

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
- Jump Jet
- Jump Jet

Mech Data

Type: **GMR-5H Grasshopper**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2786

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	CT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	LRM 5	H	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 22

○ ○

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

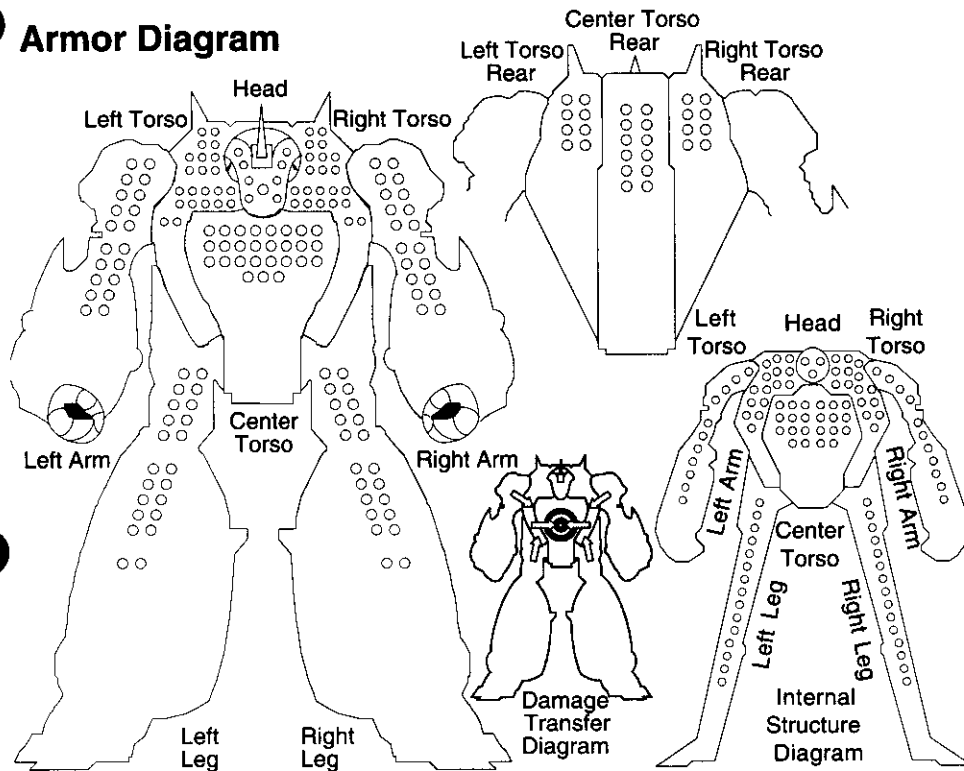
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
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 Torso

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

1-3

1. Medium Laser
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. 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. SRM 6
6. SRM 6

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

Cost 6,062,484

Right Arm

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

1-3

1. Ammo (SRM 6) 15
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. Jump Jet

Mech Data

Type: GLT-4L Guillotine

Tonnage: 70

Movement Points

Walking: 4

Running: 6

Jumping: 4

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	LA	8	8	0	5	10	15
1	SRM 6	CT	4	2	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 22

○ ○

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

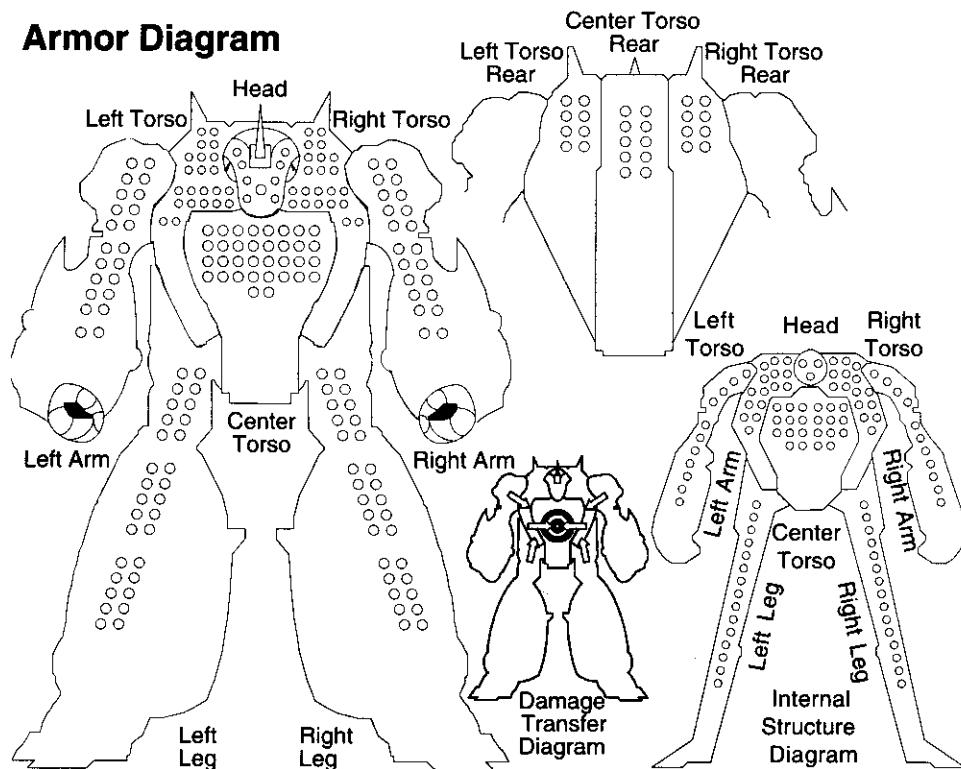
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Left Arm

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

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. Medium Laser
- 1-3 4. Small Laser
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. 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. Engine
2. Engine
3. Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
- 4-6 1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

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

Cost 5,945,184

Right Arm

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

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. Medium Laser
3. Small Laser
- 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. Heat Sink
6. Heat Sink

Mech Data

Type: **WHM-6D Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3

Total Single Heat Sinks: 20

○ ○

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

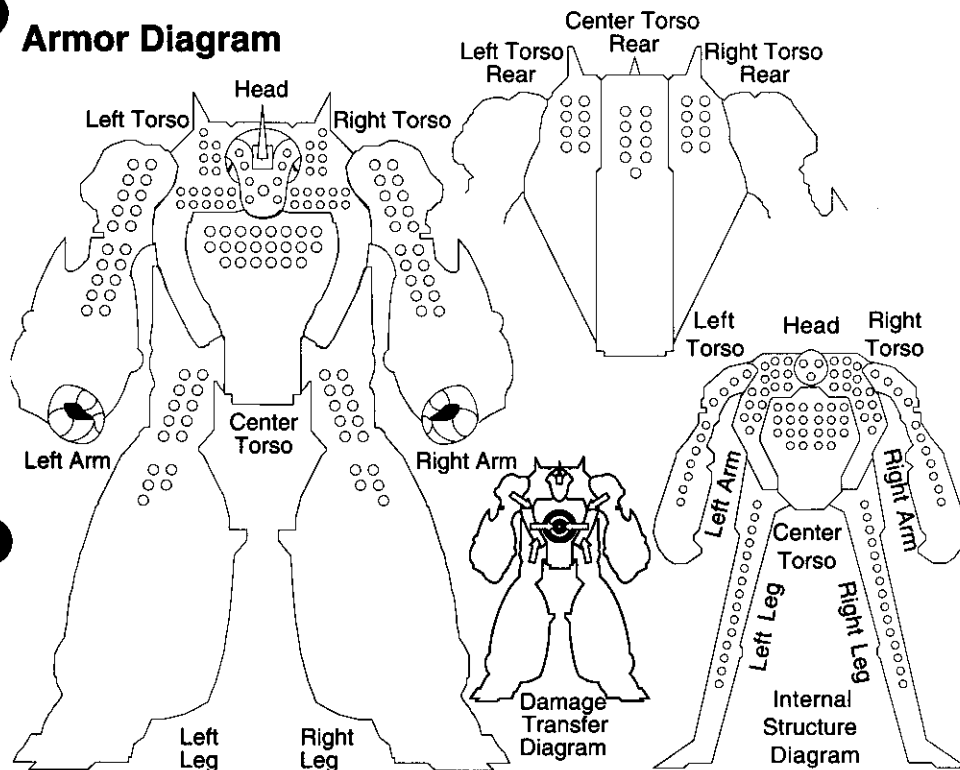
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RA	10	10	3	6	12	18
1 PPC	LA	10	10	3	6	12	18
1 Medium Laser	RT	3	5	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9
1 Small Laser	LT	1	3	0	1	2	3
1 Small Laser	RT	1	3	0	1	2	3
1 SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

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
- Lower Arm Actuator
- PPC
- PPC
- PPC

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Small Laser
- 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

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

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

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

Cost 6,059,084

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

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

4-6

Right Torso

- Medium Laser
- Small Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

1-3

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

4-6

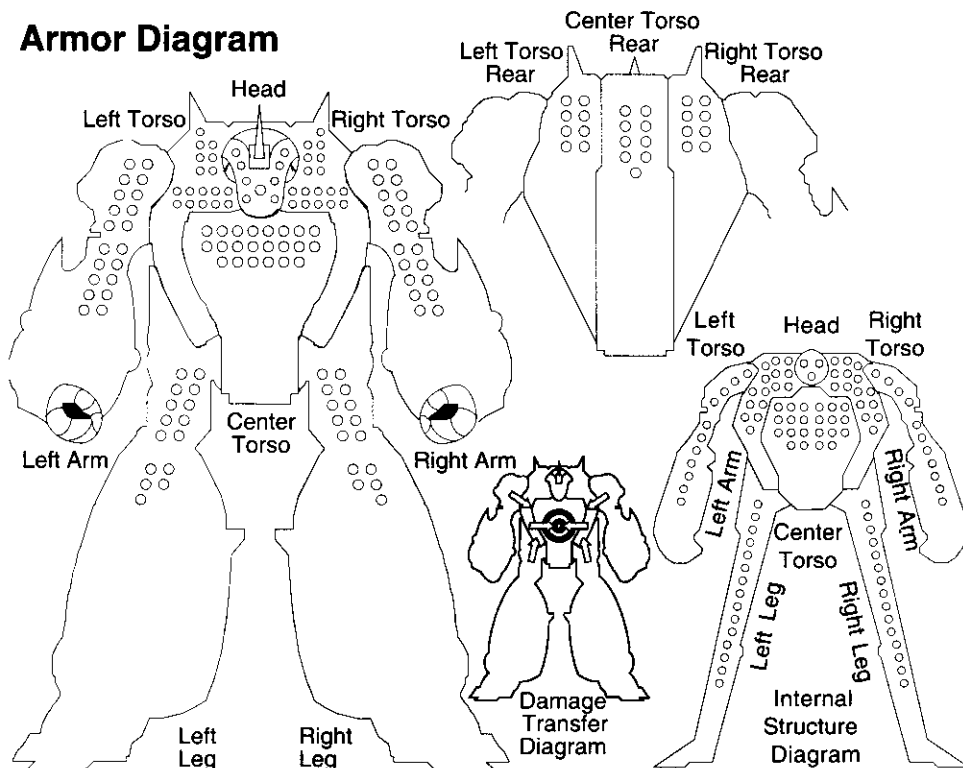
Right Leg

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

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Armor Diagram



Left Arm

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

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

4-6

Left Torso

1. Medium Laser
2. Small Laser
- 1-3 3. Flamer
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

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. Heat Sink
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. Engine
5. Heat Sink
6. Heat Sink

4-6

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

Cost 6,077,784

Right Arm

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

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

4-6

Right Torso

1. Medium Laser
2. Small Laser
- 1-3 3. SRM 6
4. SRM 6
5. Flamer
6. Ammo (SRM 6) 15

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: **WHM-6L Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3
1	SRM 6	RT	4	2	0	3	6	9
1	Flamer	LT	3	2	0	1	2	3
1	Flamer	RT	3	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 18

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

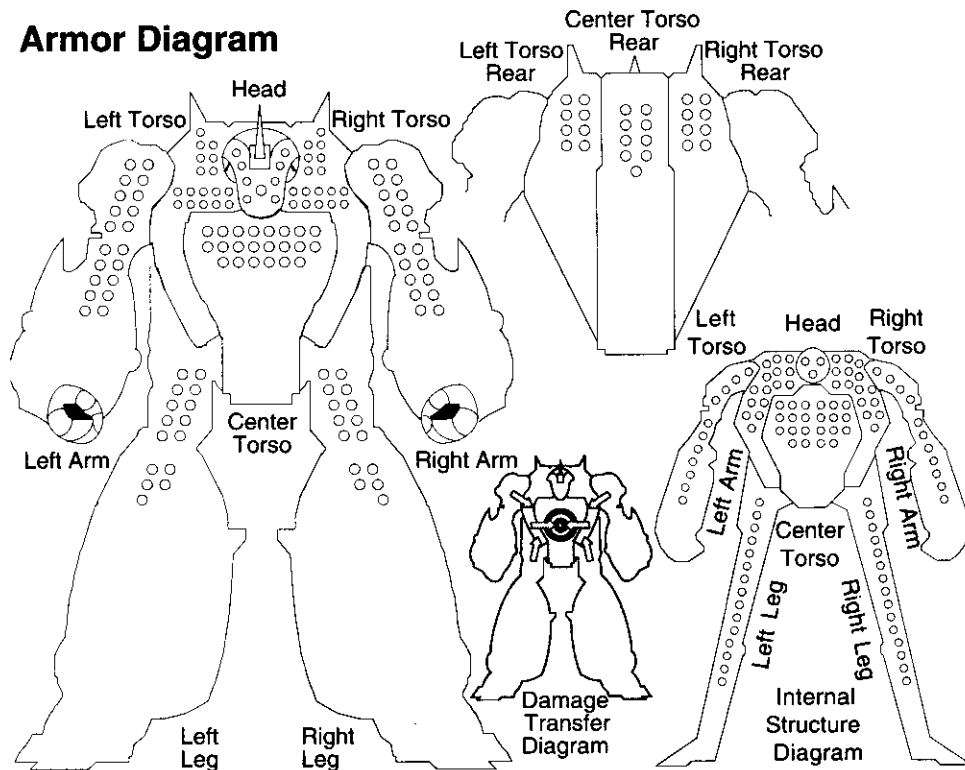
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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Armor Diagram



Left Arm

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

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

Left Torso

1. Medium Laser
2. Small Laser
3. Machine Gun
4. 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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

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

Cost 6,026,784

Right Arm

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

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

Right Torso

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

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

Right Leg

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

Mech Data

Type: **WHM-6R Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	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
SRM 6	15
Machine Gun	200

Total Single Heat Sinks: 18

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

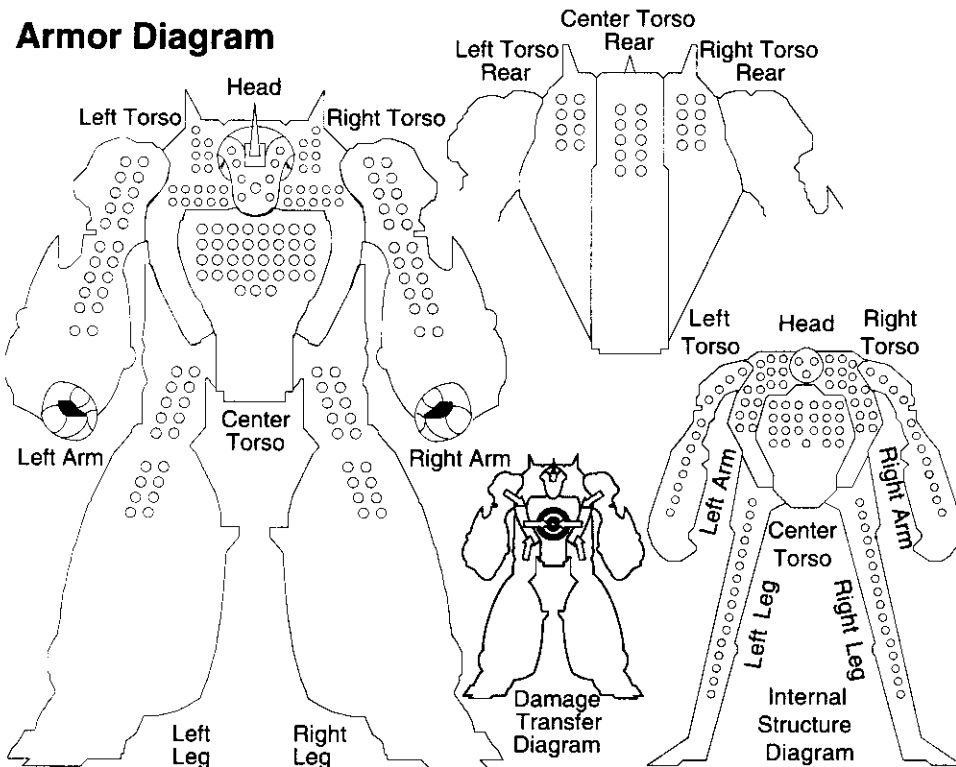
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Large Laser	RT	8	8	0	5	10	15

Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

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

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

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

Cost 6,597,500

Right Arm

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

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

Right Torso

1. Large Laser
2. Large Laser
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

Left Arm

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

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

Left Torso

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

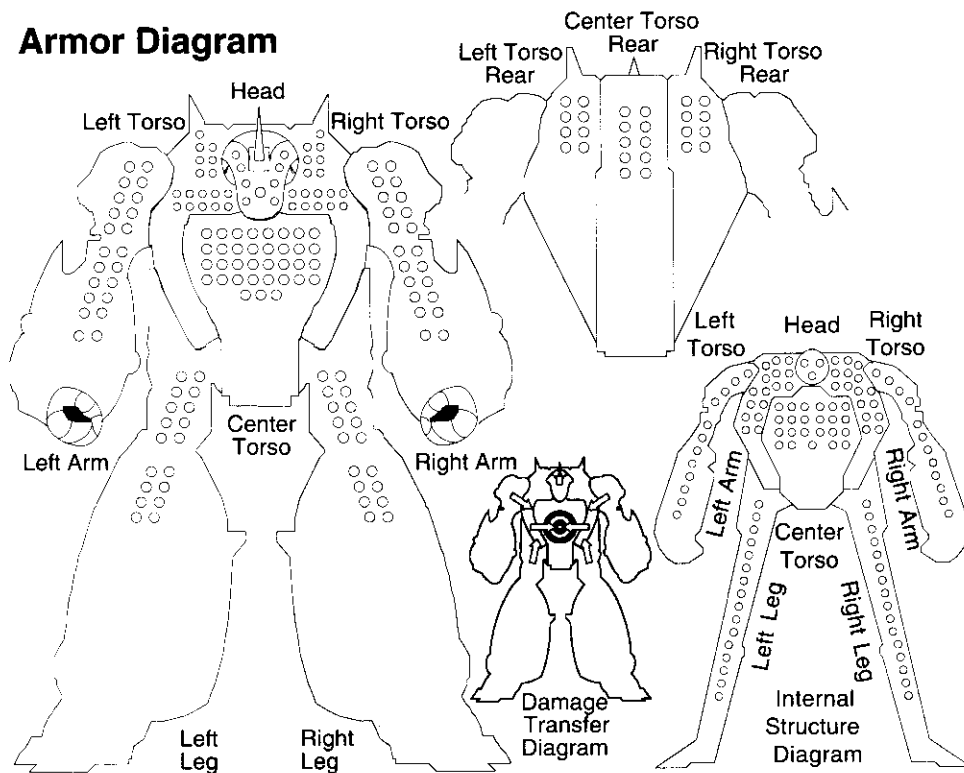
Left Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

1. Heat Sink
2. Heat Sink
3. Ammo (AC 5) 20
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. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Cost 6,467,125

Right Arm

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

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

Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
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: **MAD-3L Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 18

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

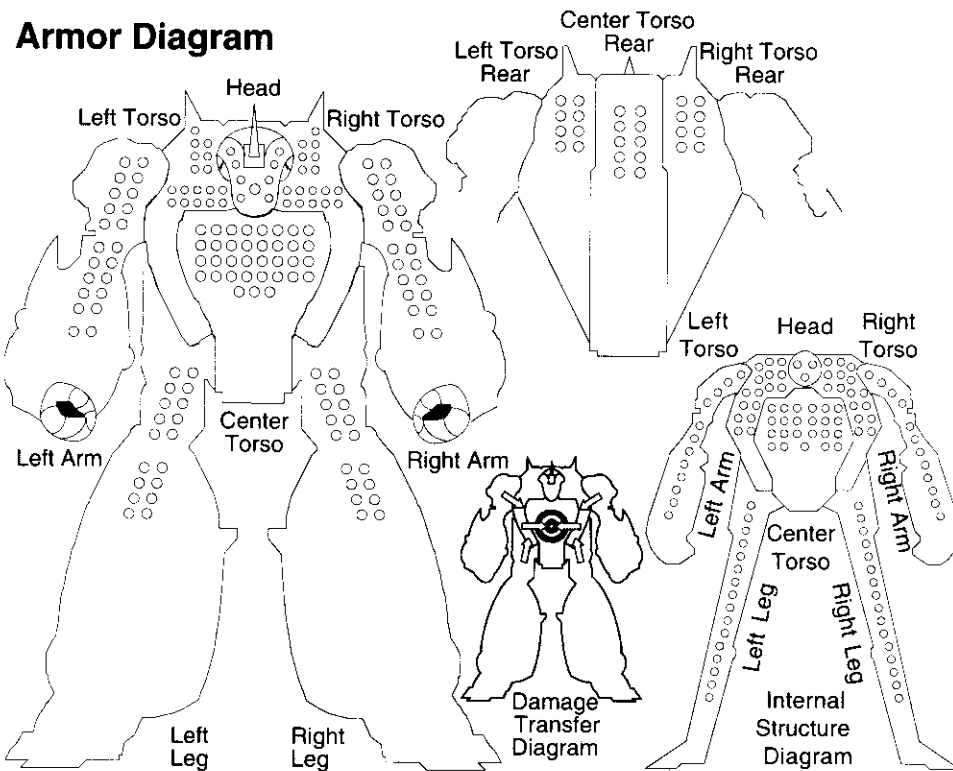
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

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

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

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

Cost 6,299,125

Right Arm

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

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

Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
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

Left Arm

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

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

Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ammo (AC 5) 20
5. Roll Again
6. Roll Again

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

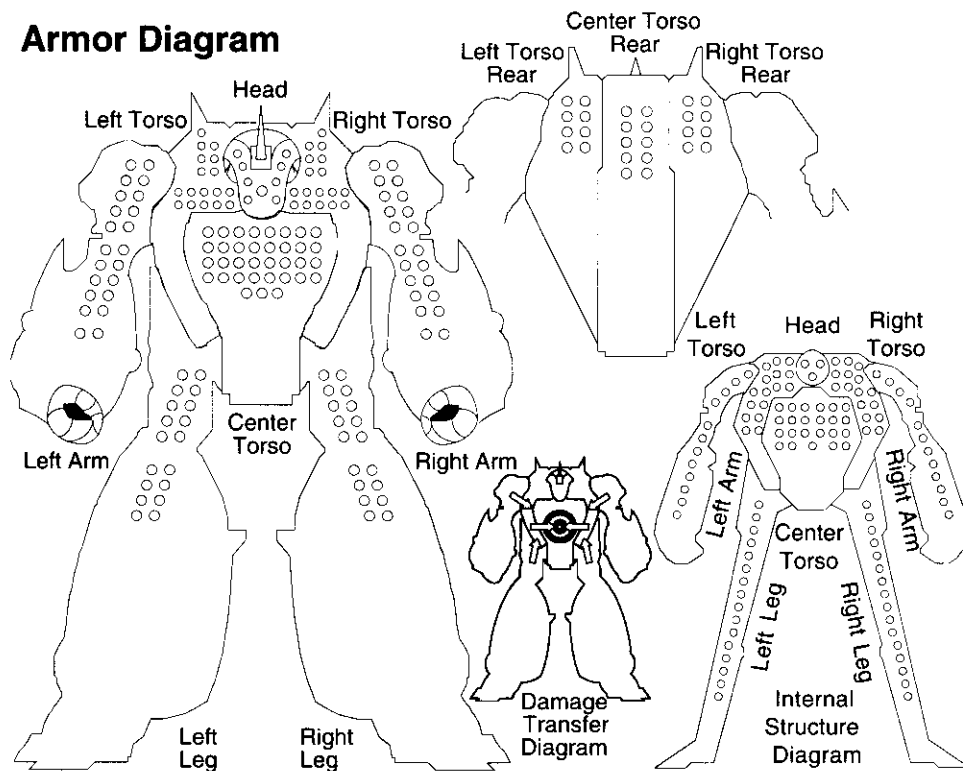
Left Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

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

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

Cost 6,635,125

Right Arm

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

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

Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
- 1-3 4. Autocannon 5
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: **MAD-3R Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

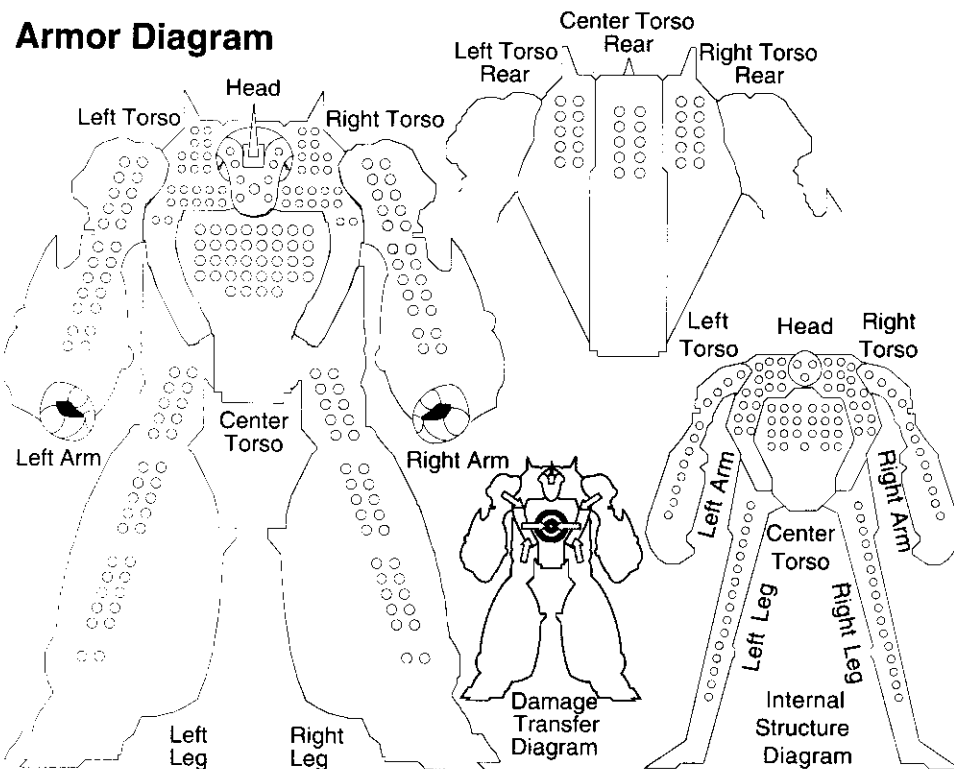
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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: **OM1-K Orion**
 Tonnage: **75**
 Movement Points
 Walking: **4**
 Running: **6**
 Jumping: **0**

Technology Base:
 Inner Sphere
 2570

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	LRM 15	LT	5	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20
LRM 15	16
SRM 4	25

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

Critical Hit Table

Left Arm

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

Left Torso

- LRM 15
- LRM 15
- 1-3 LRM 15
- SRM 4
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 1-3
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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
- Roll Again
- Roll Again

Head

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

Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 1-3
- Gyro
- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Cost 6,763,750

Right Arm

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

Right Torso

- Autocannon 10
- Autocannon 10
- 1-3 Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- 1-3
- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

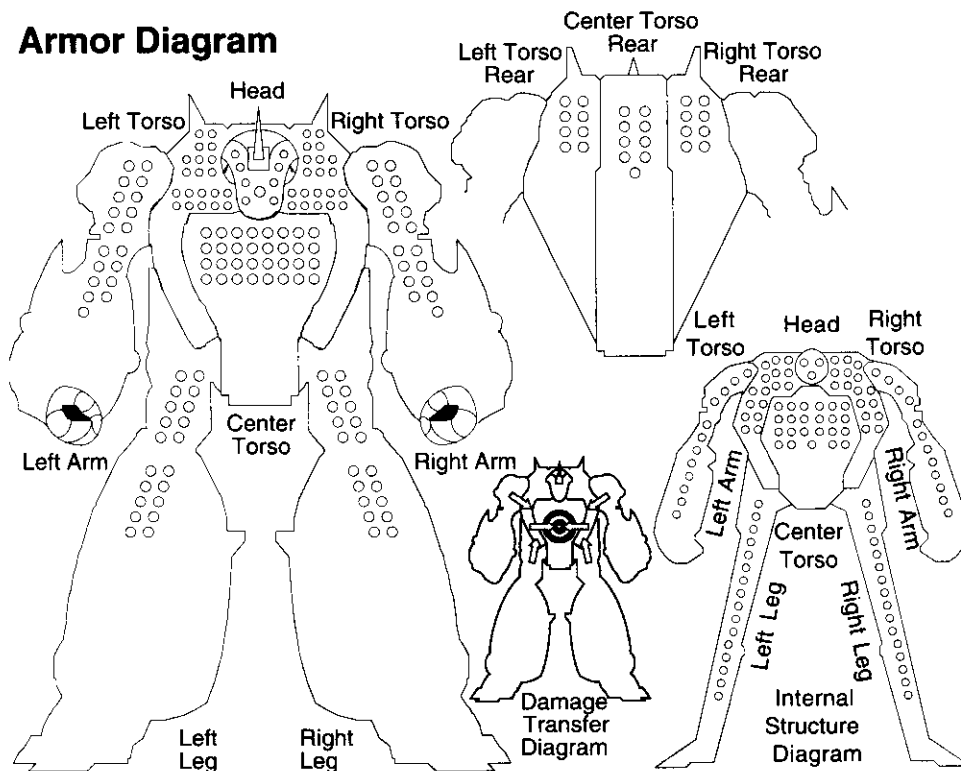
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (SRM 4) 25

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

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

Cost 6,837,250

Right Arm

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

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

Right Torso

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Ammo (AC 10) 10
3. Ammo (AC 10) 10
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: **ON1-V Orion**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2570

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	LRM 15	LT	5	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	RA	3	2	0	3	6	9
1	SRM 4	LA	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20
LRM 15	16
SRM 4	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

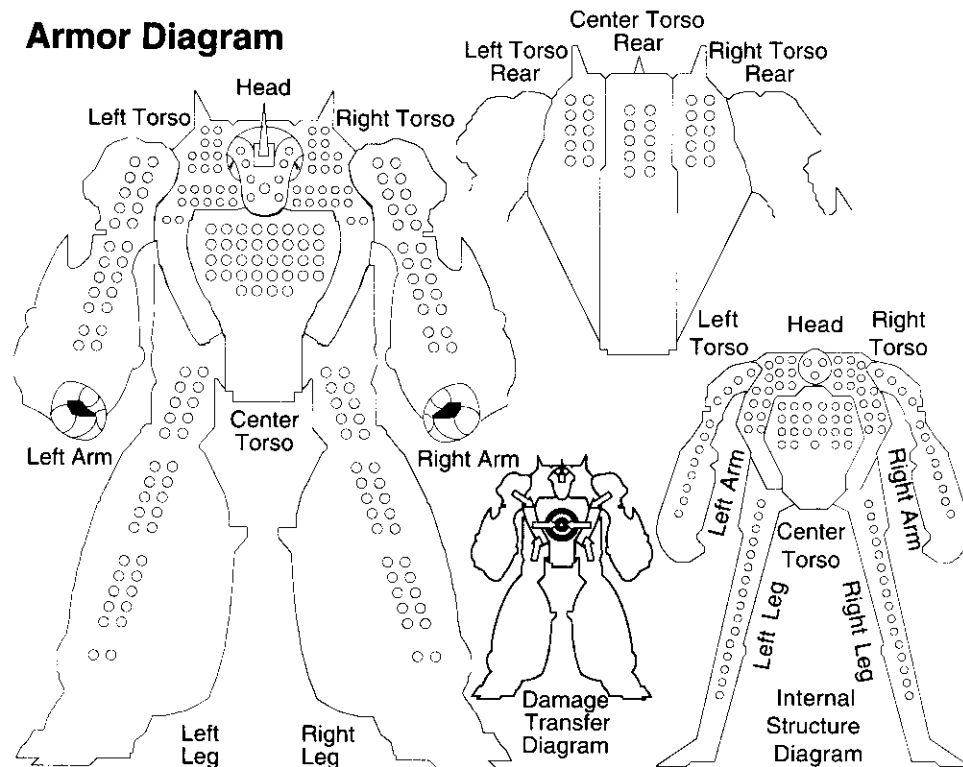
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Mech Data

Type: **ON1-VA Orion**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2570

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	RA	3	2	0	3	6	9
1	SRM 4	LA	3	2	0	3	6	9

Ammo Type

Rounds

Autocannon 10

20

SRM 4

50

Total Single Heat Sinks: 16

○○○○○○○○○○
○○○○○○○○○○

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
- Medium Laser
- SRM 4
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (SRM 4) 25
- Ammo (SRM 4) 25

1-3

- 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

1-3

Center Torso

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

4-6

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

Cost 6,510,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 4
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

4-6

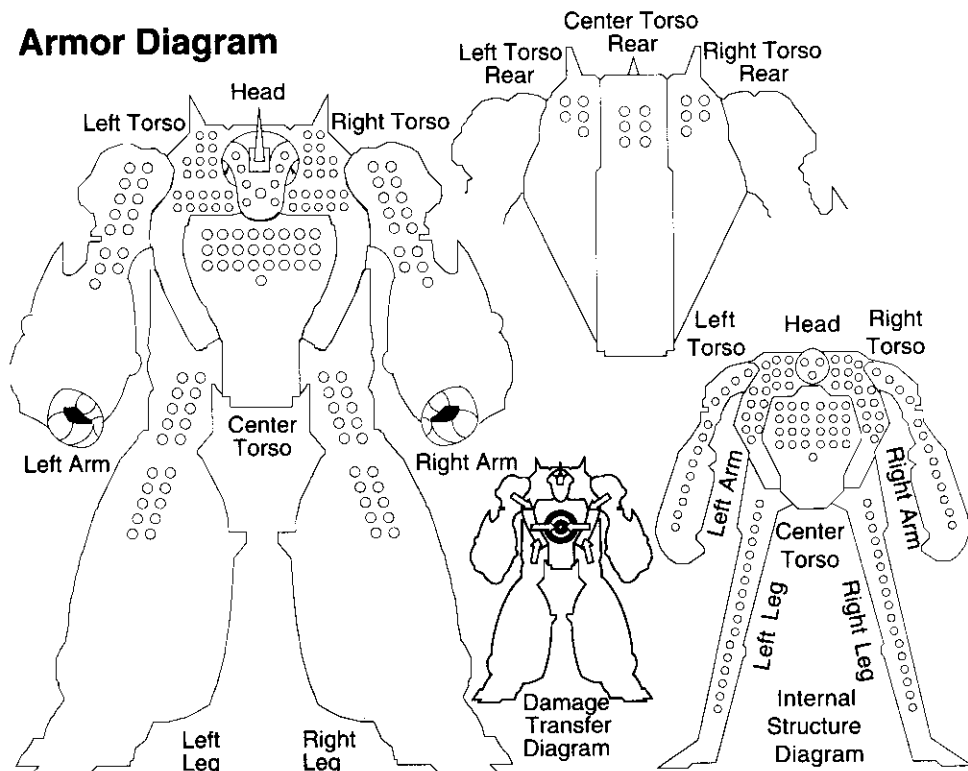
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CGR-1A1 Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

Weapons Inventory

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

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

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

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

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

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

Left Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 7,520,372

Right Arm

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

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

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

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

Right Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

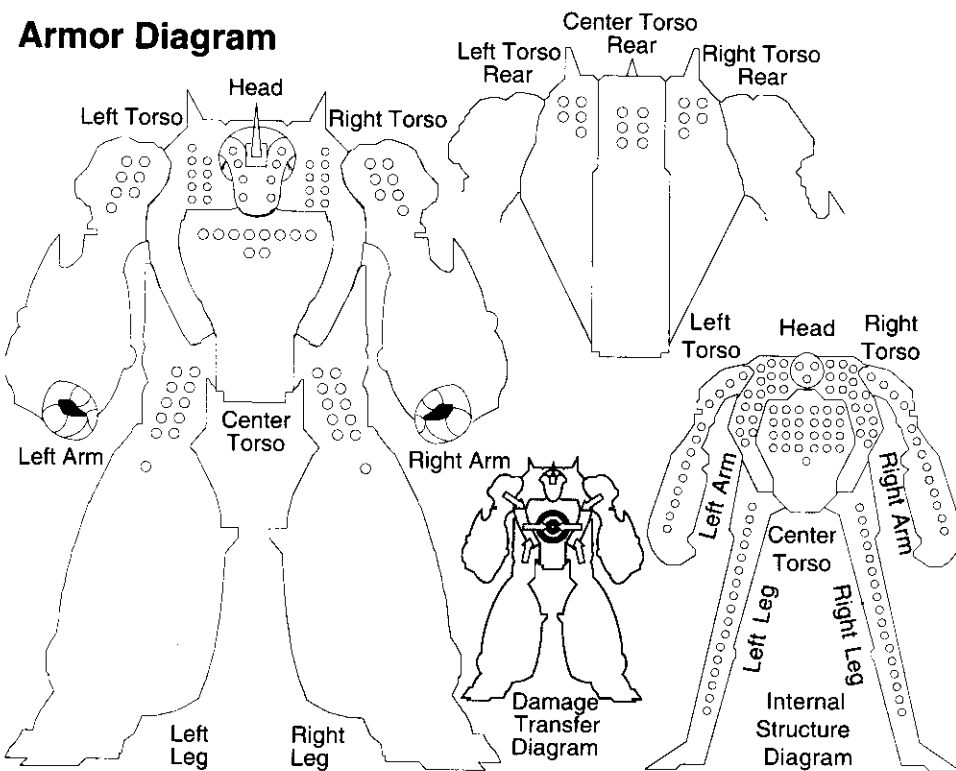
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **CGR-1L Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	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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Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Medium Laser
- 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

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

- Roll Again
- Roll Again
- Roll Again

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

Cost 7,662,122

Right Arm

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

1-3

- Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Medium Laser
- 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

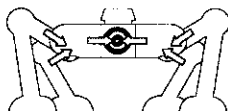
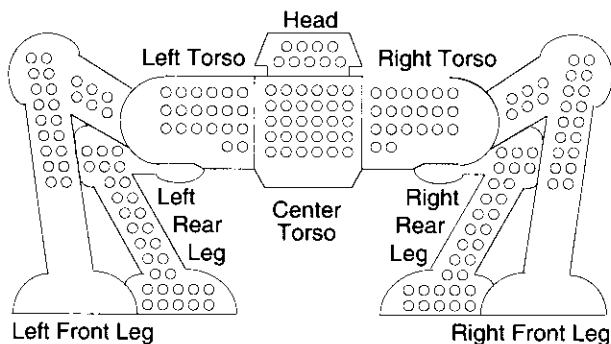
Right Leg

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

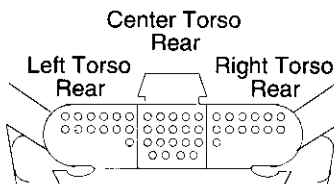
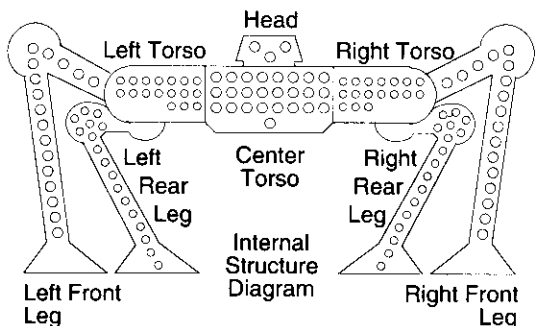
BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Armor Diagram



Damage Transfer Diagram



Critical Hit Table

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- 1-3 LRM 10
- 1-3 LRM 10
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- 1-3 Engine
- 1-3 Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

Right Torso

- 1-3 PPC
- 1-3 PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Rear Leg

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

Right Rear Leg

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

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

Cost 7,546,801

Mech Data

Type: **GOL-1H Goliath**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2901

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1	6	7	14	21
1	LRM 10	LT	4	1	6	7	14	21
1	Machine Gun	RT	0	2	0	1	2	3
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type Rounds

LRM 10 24

Machine Gun 200

Total Single Heat Sinks: 17

○○○○○○○○○○○○○○○○○○○○

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

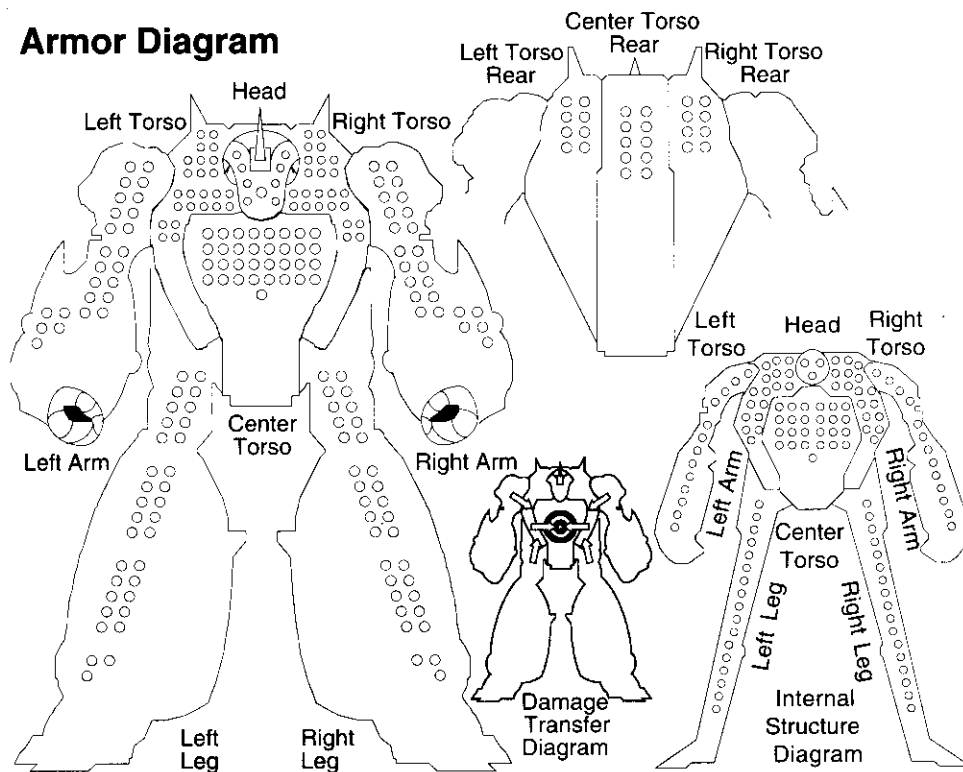
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

- PPC
- PPC

4-6

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 4
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Critical Hit Table

Head

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

Center Torso

1-3

- 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 7,760,641

Right Arm

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

1-3

- PPC
- PPC

4-6

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

Right Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- 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

Mech Data

Type: **THG-10E Thug**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

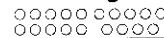
3025

Weapons Inventory

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

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 19



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

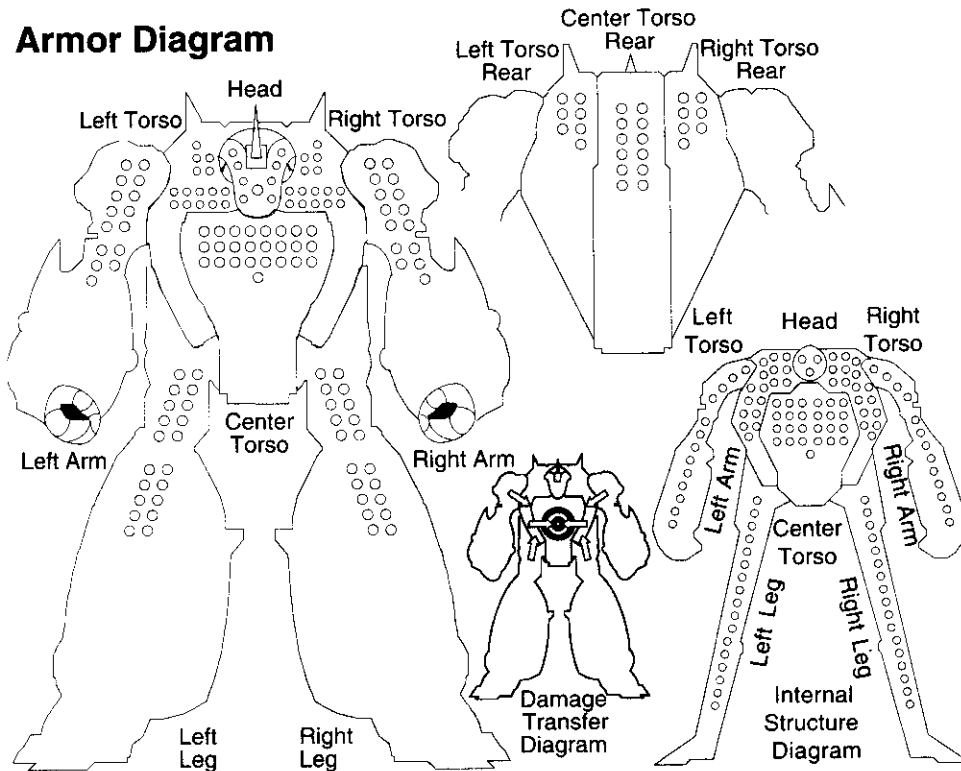
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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: **VTR-9A1 Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9
1	Machine Gun	LL	0	2	0	1	2	3
1	Machine Gun	RL	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25
Machine Gun	100

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

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
- Medium Laser

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

Left Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Ammo (MG) 200
- Roll Again

- 1-3
- 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
- Machine Gun

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	○

Cost 7,940,821

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

Right Torso

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

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

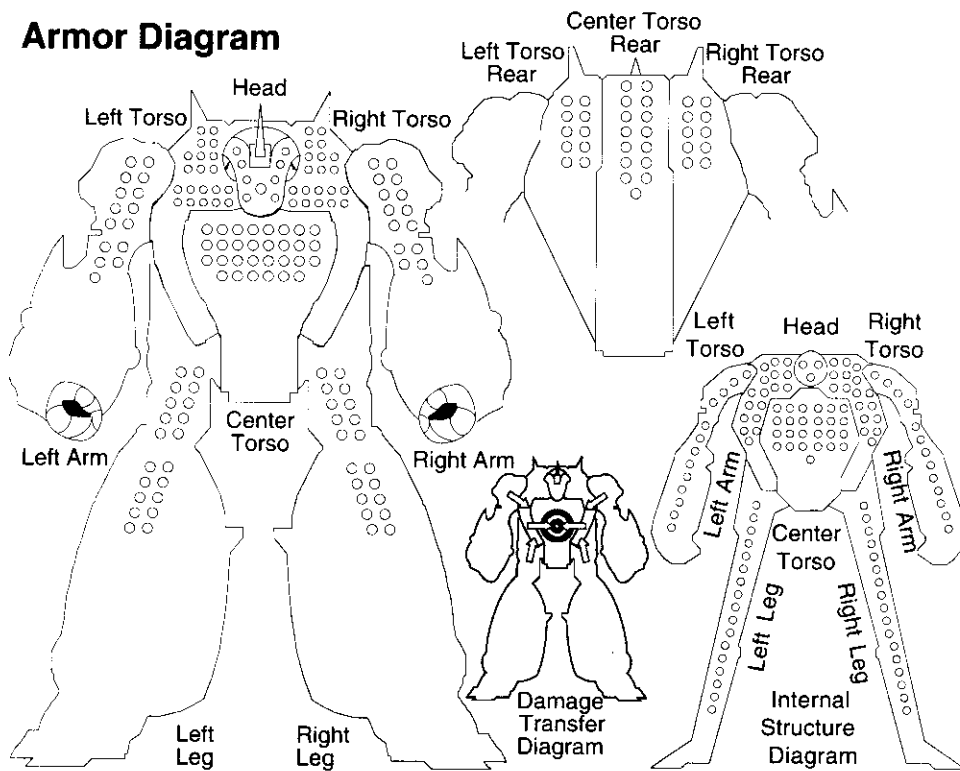
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **VTR-98 Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9

Ammo Type

Rounds

Autocannon 20

15

SRM 4

25

Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Conscious #

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
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- SRM 4
- Ammo (SRM 4) 25

1-3

- 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
- Jump Jet
- Heat Sink

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

Cost 8,013,721

Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

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

4-6

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

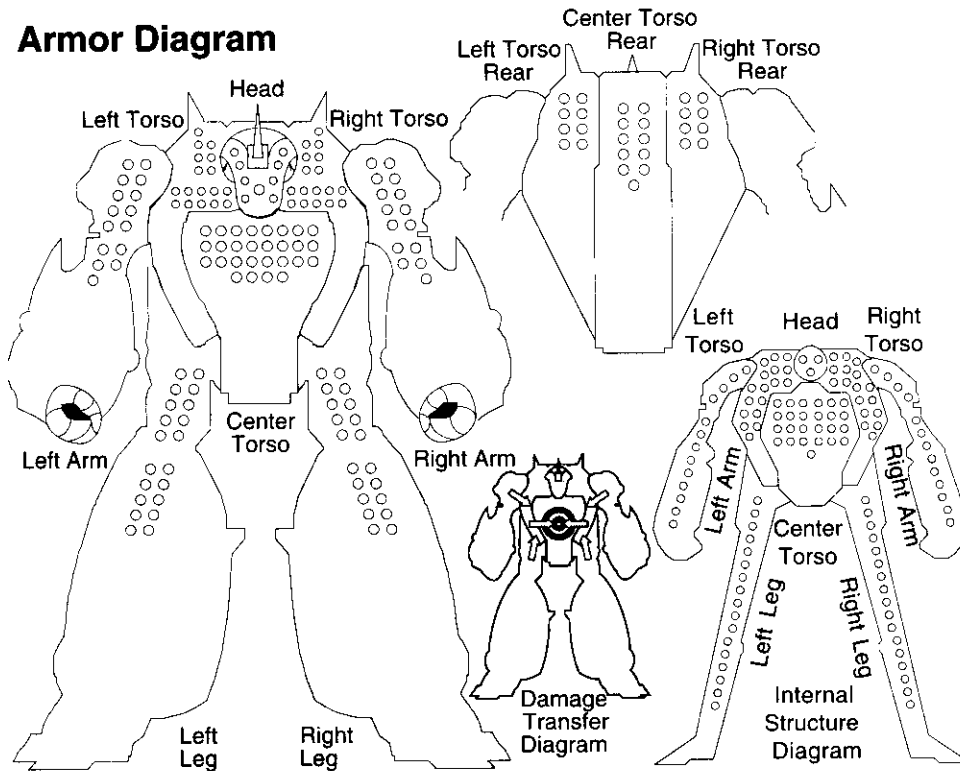
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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
- Jump Jet
- Heat Sink

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

Cost 8,154,121

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

Mech Data

Type: **VTR-9S Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:
Inner Sphere
2510

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
Autocannon 20	15
SRM 6	15

Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

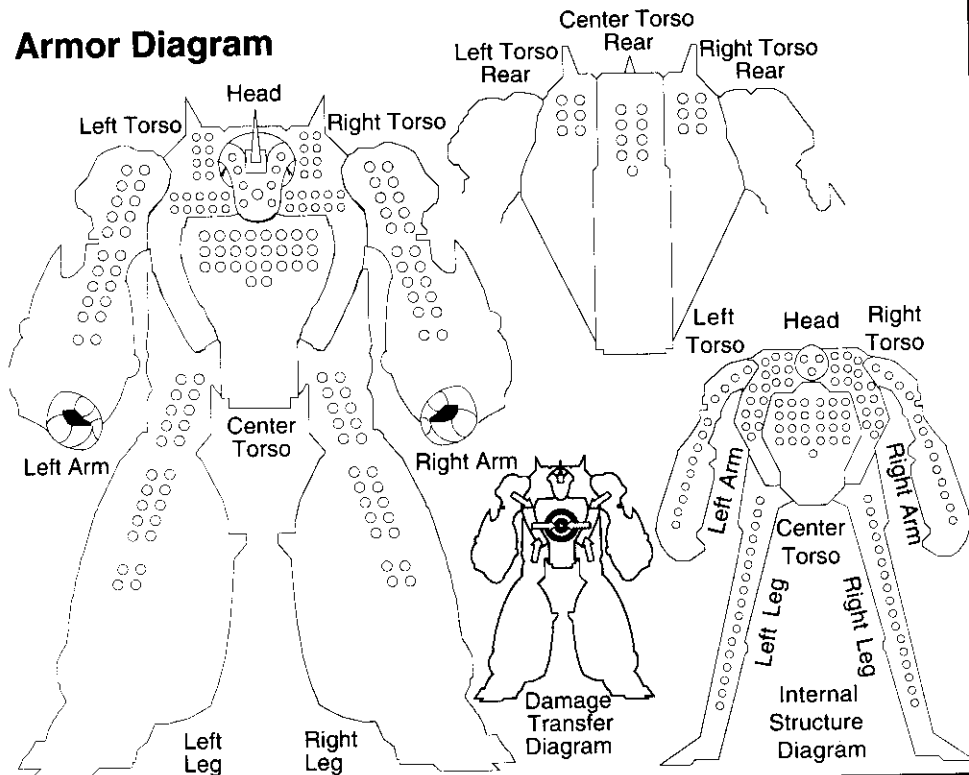
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

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

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

Left Torso

1. Large Laser
2. Large Laser
3. Medium Laser (R)
- 1-3 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. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
- 1-3 4. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Medium Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 7,752,001

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 15
5. LRM 15
6. LRM 15

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
- 1-3 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: **ZEU-6T Zeus**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2439

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LA	10	10	3	6	12	18
1	Large Laser	LT	8	8	0	5	10	15
1	LRM 15	RA	5	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	8

Total Single Heat Sinks: 19

○○○○○○○○○○○○○○○○○○

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

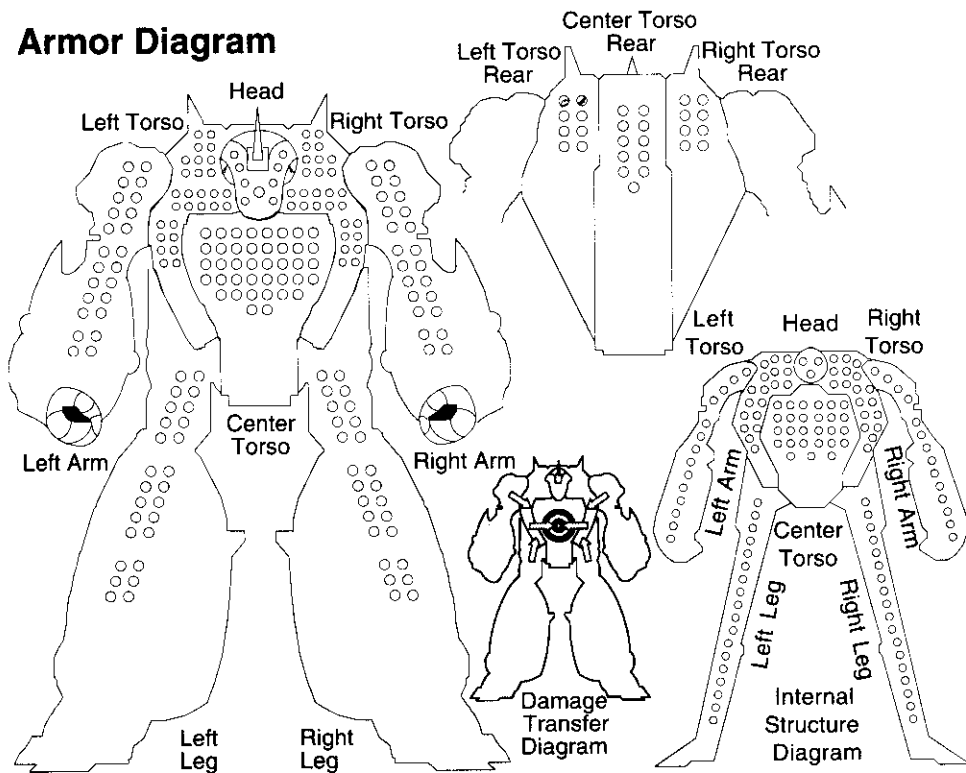
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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. Machine Gun
6. Machine Gun

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Medium Laser
3. Medium Laser (R)
4. SRM 6
5. SRM 6
6. Ammo (MG) 200

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
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. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 8,549,344

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser (R)
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: **BLR-1G Battlemaster**

Tonnage: **85**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2830

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
2	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RT (R)	3	5	0	3	6	9
2	Machine Gun	LA	0	2	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
Machine Gun	200
SRM 6	30

Total Single Heat Sinks: 18

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

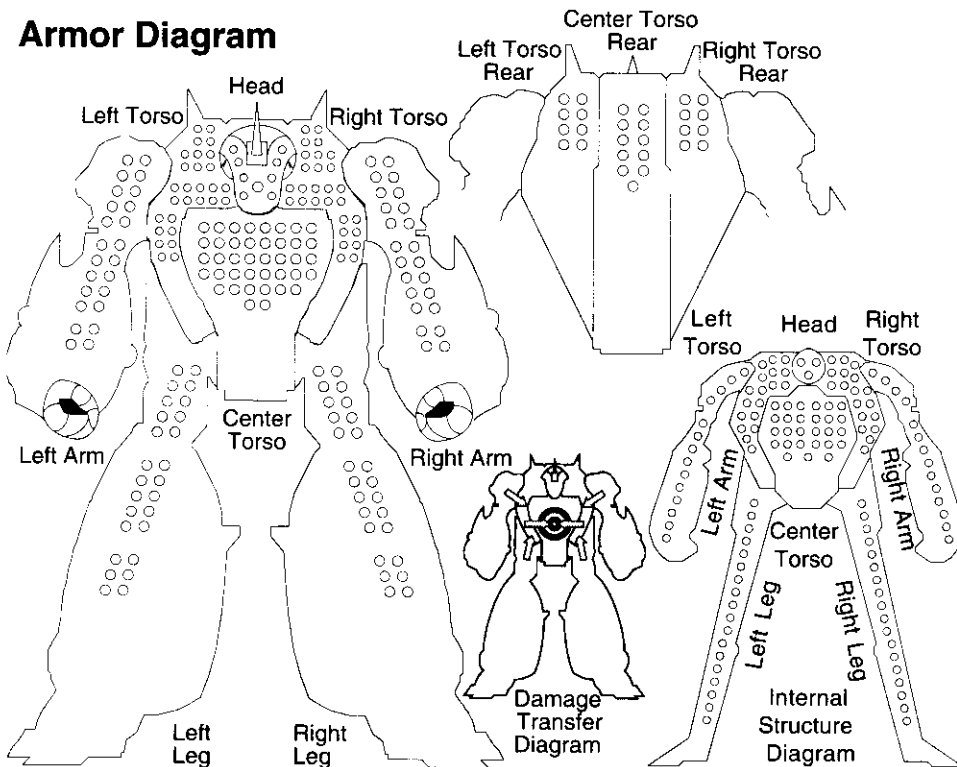
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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. LRM 15
6. LRM 15
1. LRM 15
2. Ammo (LRM 15) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Medium Laser
3. Medium Laser
4. LRM 5
5. SRM 2
6. Ammo (LRM 5) 24
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. 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. Roll Again
6. Roll Again

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 8,299,594

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 2
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 2) 50
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: **BLR-1S Battlemaster**

Tonnage: **85**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2830

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
1	LRM 15	LA	5	1	6	7	14	21
1	LRM 5	LT	2	1	6	7	14	21
1	SRM 2	RA	2	2	0	3	6	9
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type

Ammo Type	Rounds
LRM 15	8
LRM 5	24
SRM 2	50

Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

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

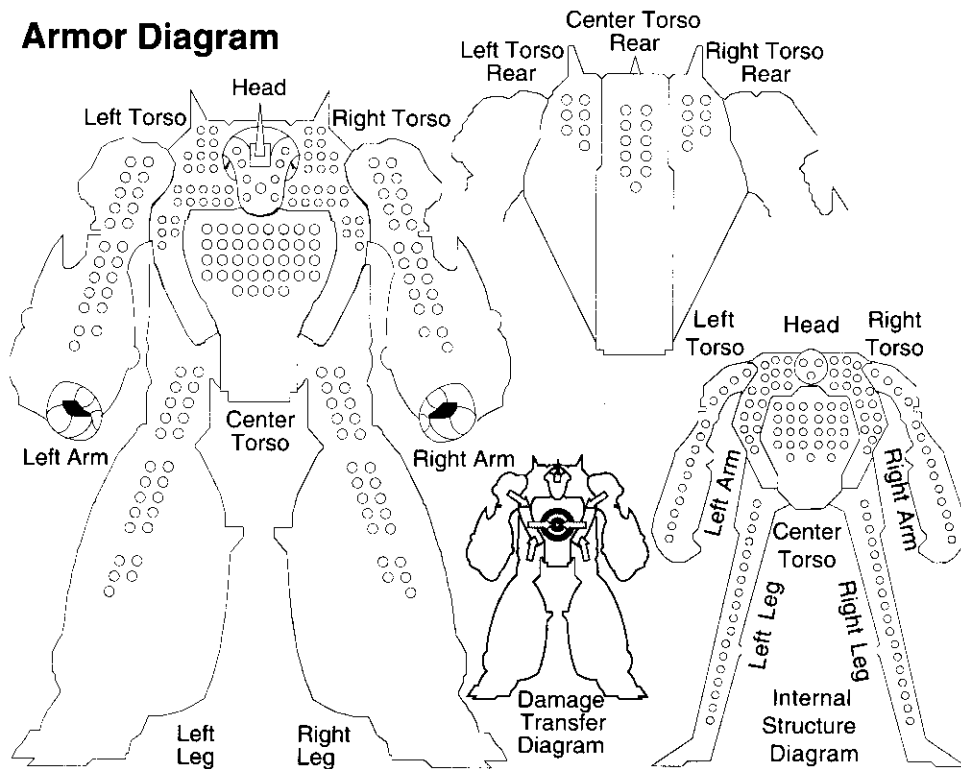
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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: **STK-3F Stalker**

Tonnage: **85**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2594

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 6	30

Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

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
- Heat Sink

1-3

- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

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

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

1-3

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Heat Sink
- Heat Sink

4-6

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 7,452,725

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

- Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

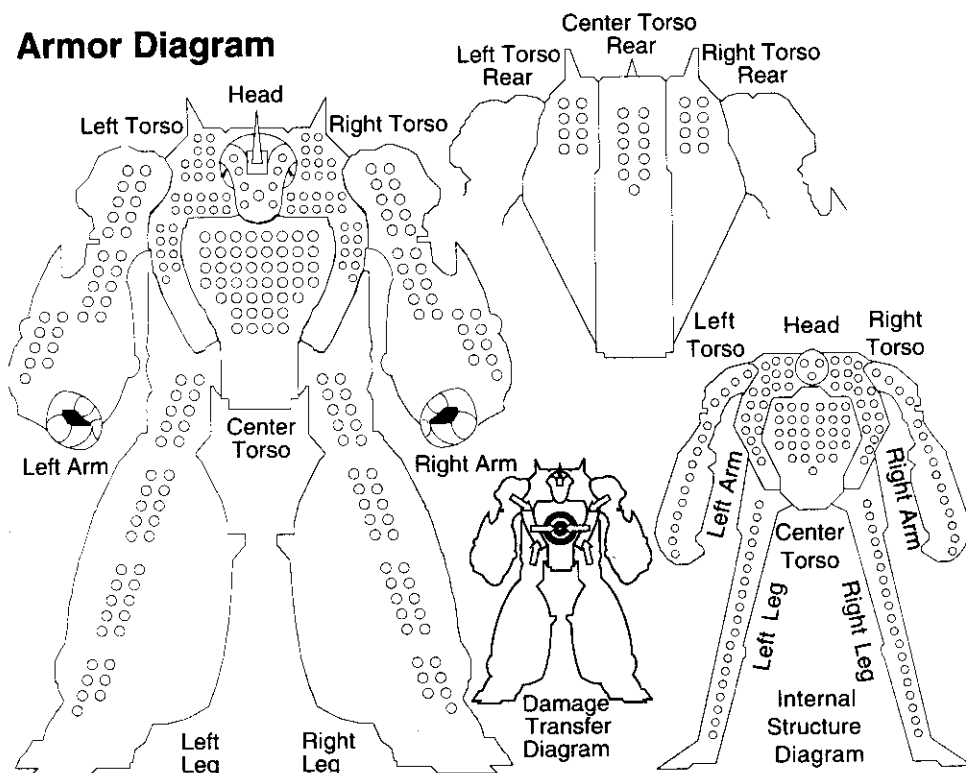
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Left 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

Left Torso

1. LRM 10
2. LRM 10

3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 9,126,460

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. LRM 10
2. LRM 10

3. Medium Laser
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
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

Mech Data

Type: **CP-10-Q Cyclops**

Tonnage: **90**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2710

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	LRM 10	RT	4	1	6	7	14	21
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	CT	3	2	0	3	6	9

Ammo Type	Rounds
LRM 10	48
SRM 4	25

Total Single Heat Sinks: 14

○○○○○○○○
○○○○○○○○

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

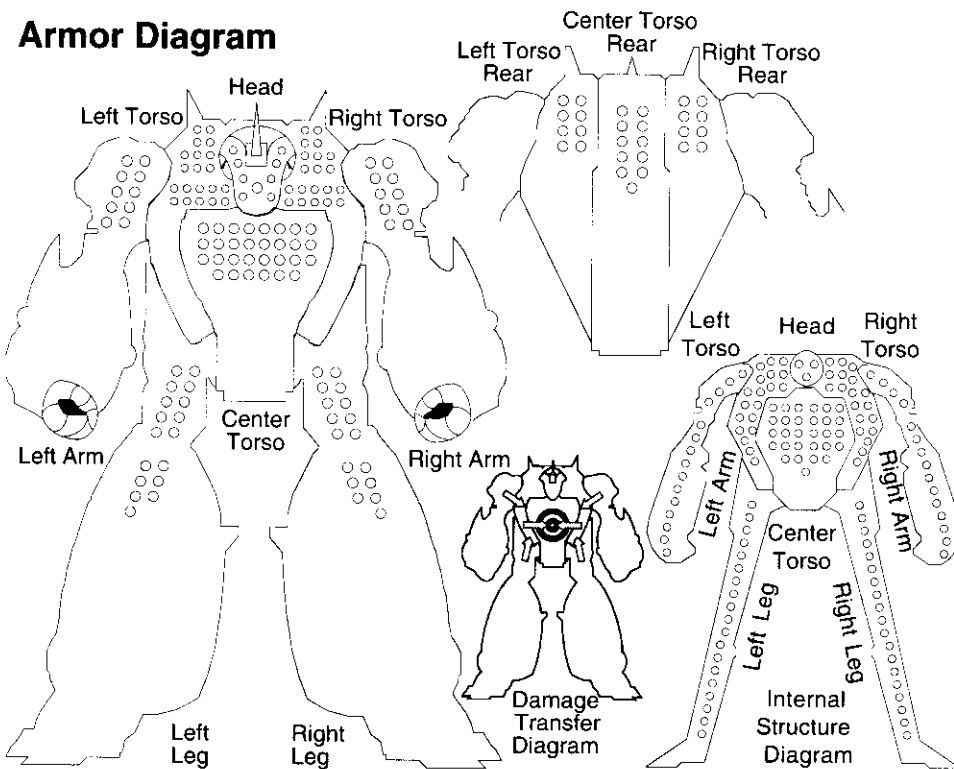
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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



Left 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

- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM 10
2. LRM 10
3. Ammo (AC 20) 5
4. Ammo (AC 20) 5
5. Ammo (LRM 10) 12
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

- 1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 9,375,360

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

- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Ammo (AC 20) 5
6. Ammo (AC 20) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Mech Data

Type: **CP-10-Z Cyclops**

Tonnage: **90**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2710

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	CT	3	2	0	3	6	9

Ammo Type Rounds

Autocannon 20 20

LRM 10 12

SRM 4 25

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

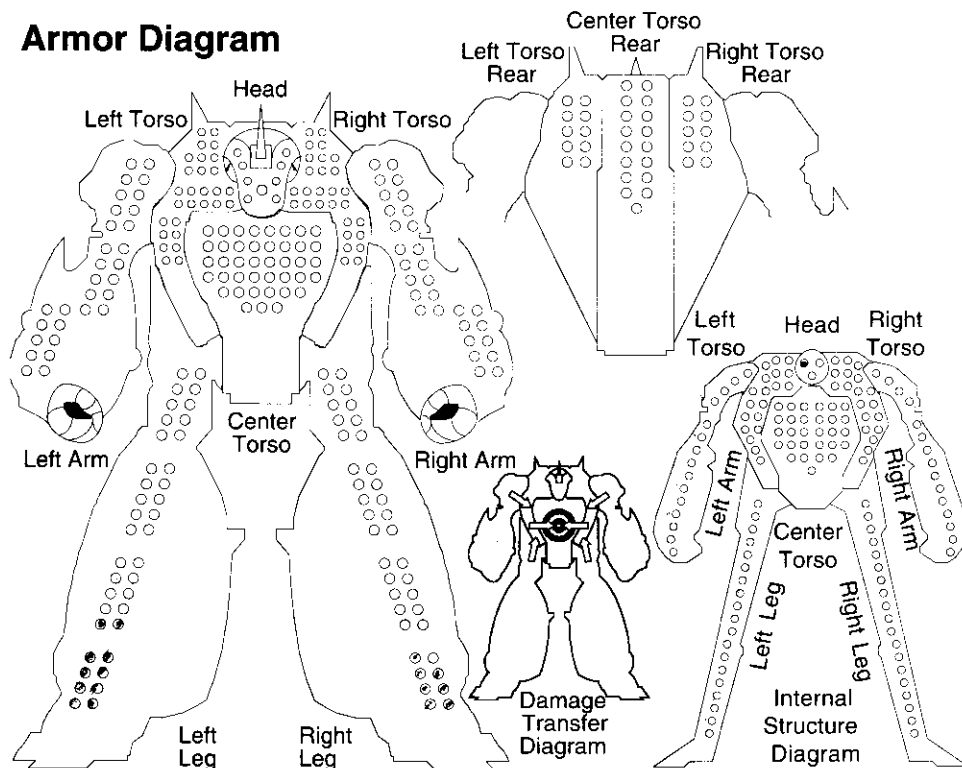
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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	

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BATTLEMECH RECORD SHEET

Armor Diagram



Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. SRM 6

1. SRM 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. LRM 20
- 1-3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
- 1-3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 8,423,460

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Roll Again

Right Torso

1. Jump Jet
2. Medium Laser
3. Medium Laser
- 1-3. Ammo (AC 10) 10
5. Ammo (AC 10) 10
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Mech Data

Type: **HGN-733 Highlander**

Tonnage: **90**

Movement Points

Walking: **3**

Running: **5**

Jumping: **3**

Technology Base:

Inner Sphere

3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	RT	3	5	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	LRM 20	LT	6	1	6	7	14	21
1	Autocannon 10	RA	3	10	0	5	10	15

Ammo Type	Rounds
SRM 6	30
LRM 20	18
Autocannon 10	20

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

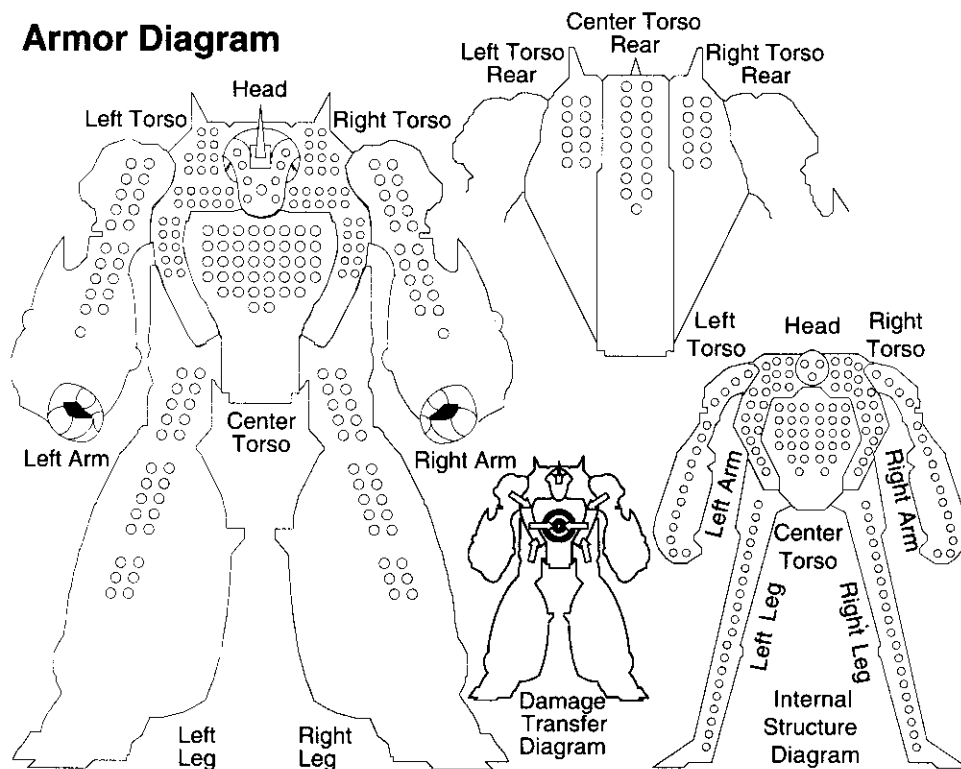
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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	

FASA
CORPORATION

BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **BNC-3E Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2475

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Autocannon 5	LT	1	5	3	6	12	18
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○○○

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

4-6

Left Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20
- 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
- Small Laser
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 9,530,854

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

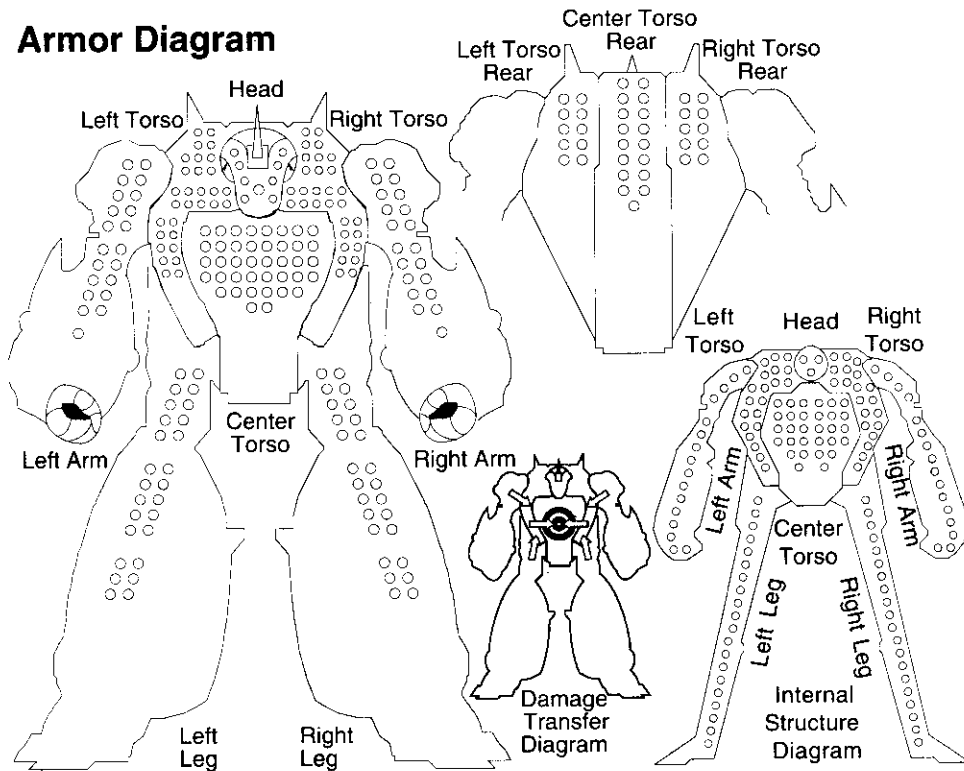
Right Leg

- 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. Hand Actuator
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 Torso

1. PPC
2. PPC
3. PPC
4. Medium Laser
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. Small Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,824,329

Right 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
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. PPC
2. PPC
3. PPC
4. Medium Laser
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: **BNC-3M Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2475

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	PPC	LT	10	10	3	6	12	18
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

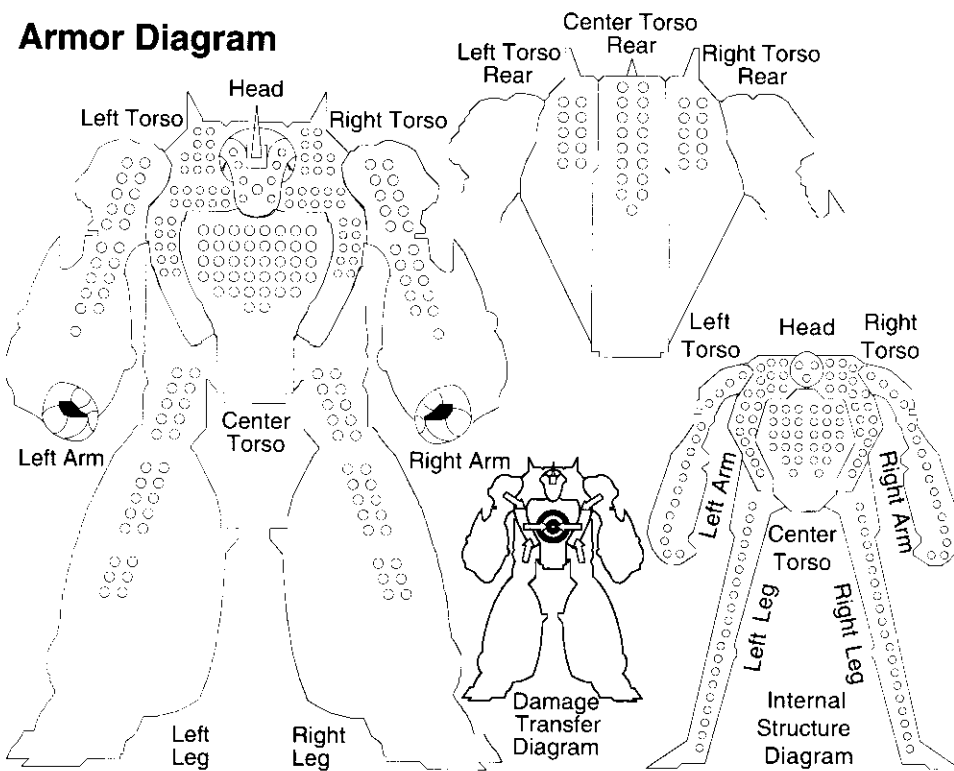
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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: **BNC-3Q Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2475

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Autocannon 20	RT	7	20	0	3	6	9
1 Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 20	30

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

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,574,729

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

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

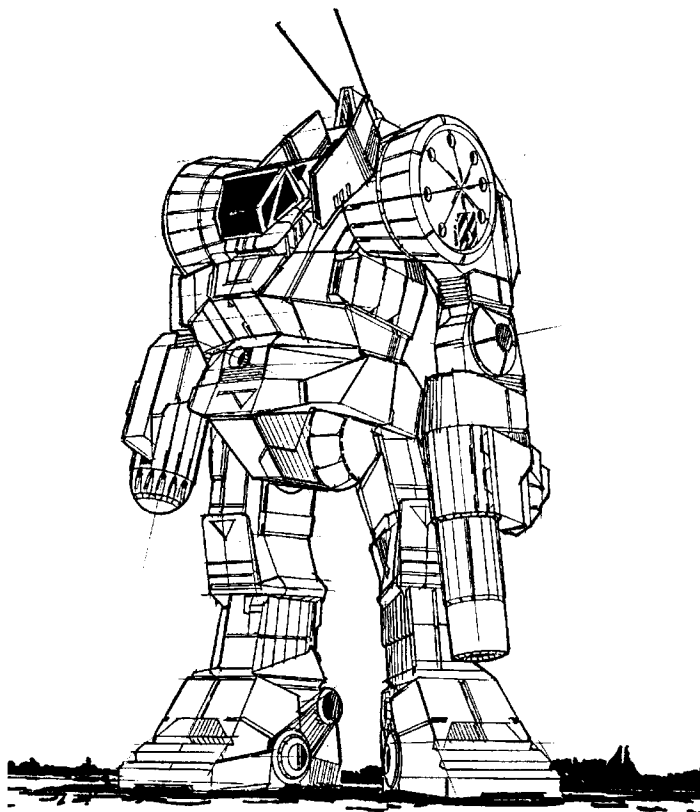
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

APPENDIX

Tons	Vehicles	Model	Combat Value	Cost	Tons	Vehicles	Model	Combat Value	Cost
60	AC/2 Carrier		1,332	1,086,400	40	Engineering Vehicle		608	462,000
10	APC	Hover	253	87,600	65	Exterminator	EXT-4A	3,127	6,485,299
10	APC	Tracked	227	64,350	5	Ferret Light Scout VTOL		95	46,764
10	APC	Wheeled	257	68,425	5	Ferret Light Scout VTOL	Armor Variant	111	58,431
70	Archer	ARC-2K	3,199	6,170,774	5	Ferret Light Scout VTOL	Cargo Transport	85	34,514
70	Archer	ARC-2R	3,123	6,384,974	35	Firestarter	FS 9-H	1,593	3,046,950
70	Archer	ARC-2S	3,131	6,405,374	35	Firestarter	FS 9-M	1,655	3,066,525
70	Archer	ARC-2W	3,081	6,452,974	75	Flashman	FLS-7K	4,091	6,341,125
40	Assassin	ASN-101	1,786	3,533,064	30	Galleon Light Tank	GAL-100	834	323,700
40	Assassin	ASN-21	1,856	3,765,814	30	Galleon Light Tank	GAL-200	782	313,950
100	Atlas	AS7-D	5,371	9,682,000	45	Goblin Medium Tank		1,446	607,550
80	Awesome	AWS-8Q	4,858	6,598,170	45	Goblin Medium Tank	LRM Variant	1,441	848,975
80	Awesome	AWS-8R	4,778	6,436,170	45	Goblin Medium Tank	SRM Variant	1,658	933,075
80	Awesome	AWS-8T	4,454	6,598,170	80	Goliath	GOL-1H	3,952	7,546,801
80	Awesome	AWS-8V	4,801	6,481,170	60	Grand Dragon	DRG-1G	2,620	5,212,800
95	Banshee	BNC-3E	4,447	9,530,854	70	Grasshopper	GHR-5H	4,114	6,024,574
95	Banshee	BNC-3M	4,568	9,824,329	55	Griffin	GRF-1N	2,721	4,957,108
95	Banshee	BNC-3Q	4,029	9,574,729	55	Griffin	GRF-1S	2,940	4,783,508
95	Banshee	BNC-3S	5,161	8,952,645	70	Guillotine	GLT-4L	3,910	6,062,484
85	BattleMaster	BLR-1D	4,781	8,146,044	25	Harasser Missile Platform		899	561,750
85	BattleMaster	BLR-1G	4,368	8,549,344	25	Harasser Missile Platform	Laser Variant	834	381,750
85	BattleMaster	BLR-1S	4,461	8,299,594	25	Harasser Missile Platform	LRM Variant	755	525,750
100	Behemoth Heavy Tank		5,540	3,044,667	45	Hatchetman	HCT-3F	2,180	3,129,390
100	Behemoth Heavy Tank	Flamer Variant	6,496	3,004,667	30	Hermes	HER-1A	1,193	2,569,970
75	Black Knight	BL-7-KNT	4,057	6,594,438	40	Hermes II	HER-2M	1,688	3,263,214
45	Blackjack	BJ-1	2,093	3,153,750	40	Hermes II	HER-2S	1,633	3,165,680
45	Blackjack	BJ-1DB	2,299	3,105,175	40	Hermes II	HER-4K	1,779	3,205,160
45	Blackjack	BJ-1DC	1,880	2,973,950	40	Hetzer Wheeled Assault Gun		1,155	664,000
65	Bombardier	BMB-10D	2,849	5,497,911	2	Hi-Scout Drone	NapFind	58	16,387
60	Bulldog Medium Tank		2,260	1,128,800	3	Hi-Scout Drone	PathTrack	50	21,888
60	Bulldog Medium Tank	AC/2 Variant	1,812	1,174,400	60	Hi-Scout Drone Carrier		1,335	759,200
60	Bulldog Medium Tank	LRM Variant	2,121	1,475,200	90	Highlander	HGN-733	4,431	8,423,460
65	Catapult	CPLT-A1	3,070	5,658,126	50	Hunchback	HBK-4G	2,334	3,467,876
65	Catapult	CPLT-C1	3,162	5,790,126	50	Hunchback	HBK-4H	2,367	3,425,876
65	Catapult	CPLT-C4	2,785	5,893,251	50	Hunchback	HBK-4J	2,470	3,560,876
65	Catapult	CPLT-K2	3,231	5,349,576	50	Hunchback	HBK-4N	2,382	3,437,126
50	Centurion	CN9-A	2,133	3,563,501	50	Hunchback	HBK-4P	2,897	3,377,876
50	Centurion	CN9-AH	2,050	3,589,751	50	Hunchback	HBK-4SP	2,675	3,446,876
50	Centurion	CN9-AL	2,454	3,395,876	35	Hunter Light Support Tank		1,318	1,135,125
50	Centurion	CN9-YLW	2,104	3,454,751	30	Hussar	HSR-300-D	1,201	2,563,340
60	Champion	CHP-2N	2,306	5,037,600	25	J. Edgar Light Hover Tank		1,109	729,250
80	Charger	CGR-1A1	3,032	7,520,372	25	J. Edgar Light Hover Tank	MG Variant	983	690,250
80	Charger	CGR-1L	3,068	7,662,122	25	J. Edgar Light Hover Tank	Flamer Variant	1,133	681,250
80	Charger	CGR-SB	4,864	6,298,920	65	JagerMech	JM6-A	2,531	5,562,426
40	Cicada	CDA-2A	1,439	3,705,218	65	JagerMech	JM6-S	2,557	5,248,926
40	Cicada	CDA-2B	1,429	3,692,968	30	Javelin	JVN-10F	1,561	2,361,840
40	Cicada	CDA-3C	1,525	3,306,334	30	Javelin	JVN-10N	1,447	2,400,840
40	Clint	CLNT-1-2R	1,624	3,220,280	35	Jenner	JR7-D	1,540	3,198,376
40	Clint	CLNT-2-3T	1,852	3,572,380	35	Jenner	JR7-F	1,554	3,121,426
40	Clint	CLNT-2-4T	1,578	3,143,280	30	Karnov UR Transport		519	550,000
25	Commando	COM-2D	1,098	1,891,250	100	King Crab	KGC-0000	4,833	9,582,000
25	Commando	COM-3A	1,103	1,879,375	55	Kintaro	KTO-18	2,436	4,699,808
50	Condor Heavy Hover Tank		1,736	1,217,000	60	Lancelot	LNC25-02	2,944	4,769,600
50	Condor Heavy Hover Tank	Davion Variant	1,425	1,280,000	20	Locust	LCT-1E	791	1,574,201
50	Condor Heavy Hover Tank	Liao Variant	2,035	1,184,000	20	Locust	LCT-1M	758	1,571,201
30	Coolant Truck	135-K	915	212,175	20	Locust	LCT-1S	766	1,543,601
50	Crab	CRB-20	2,366	3,909,876	20	Locust	LCT-1V	752	1,512,401
85	Crockett	CRK-5003-0	4,238	7,378,725	20	Locust	LCT-3V	775	1,553,801
65	Crusader	CRD-3D	3,135	5,620,011	60	LRM Carrier		2,343	1,872,000
65	Crusader	CRD-3K	3,241	5,445,111	60	Manticore Heavy Tank		2,856	2,640,800
65	Crusader	CRD-3L	3,211	5,583,711	75	Marauder	MAD-3D	3,881	6,597,500
65	Crusader	CRD-3R	2,913	5,547,411	75	Marauder	MAD-3L	3,672	6,467,125
90	Cyclops	CP 10-Q	4,163	9,126,460	75	Marauder	MAD-3M	3,788	6,299,125
90	Cyclops	CP 10-Z	3,905	9,375,360	75	Marauder	MAD-3R	3,556	6,635,125
80	Demolisher Heavy Tank		2,883	2,151,000	20	MASH Truck		706	304,333
55	Dervish	DV-6M	2,513	4,980,668	50	Maxim Heavy Hover Transport		2,091	1,320,000
60	Dragon	DRG-1C	2,424	4,899,200	20	Mercury	MCY-98	871	1,580,441
60	Dragon	DRG-1N	2,410	5,118,400	25	Mobile Headquarters		901	477,188
50	Drillson Heavy Hover Tank		2,559	2,505,333	65	Mobile Long Tom Artillery	LT-MOB-25	2,710	1,397,275
50	Drillson Heavy Hover Tank	SRM-2 Variant	2,569	2,433,333	10	Mobile Long Tom Artillery	Ammo Carriage	188	110,000
50	Enforcer	ENF-4R	2,353	3,536,876	5	Mobile Long Tom Artillery	Support Carriage	128	52,500

BATTLETECH RECORD SHEETS • 3025 & 3026

Tons	Vehicles	Model	Combat Value	Cost
25	Mongoose	MON-67	1,105	1,885,730
75	Monitor Naval Vessel		3,165	1,568,531
100	Neptune Submarine		4,267	4,614,000
100	Neptune Submarine	LRM Variant	4,016	5,271,000
100	Neptune Submarine	SRM Variant	4,652	5,304,000
95	Ontos Heavy Tank		4,957	2,264,438
95	Ontos Heavy Tank	LRM Variant	2,732	3,117,563
10	Ordnance Transport	J-27	195	40,517
10	Ordnance Transport	Trailer	160	21,000
75	Orion	ON1-K	3,097	6,763,750
75	Orion	ON1-V	3,084	6,837,250
75	Orion	ON1-VA	3,494	6,510,000
60	Ostroc	OSR-2C	2,771	5,025,600
60	Ostroc	OSR-2L	2,766	4,982,400
60	Ostroc	OSR-2M	2,975	5,238,400
60	Ostroc	OSR-3C	2,751	4,918,400
35	Ostscout	OTT-7J	1,666	3,416,761
60	Ostsol	OTL-4D	2,859	5,017,600
60	Ostsol	OTL-4F	2,923	5,096,960
20	Packrat LRPV	PKR-T5	747	408,650
35	Panther	PNT-9R	1,776	2,485,711
80	Partisan Heavy Tank		2,104	1,872,000
80	Partisan Heavy Tank	AC/2 Variant	2,100	1,629,000
80	Partisan Heavy Tank	LRM Variant	3,528	2,530,800
65	Patton Tank		2,610	2,754,538
35	Pegasus Scout Hover Tank		1,447	841,925
45	Phoenix Hawk	PXH-1	2,190	4,067,540
45	Phoenix Hawk	PXH-1D	2,276	4,057,390
45	Phoenix Hawk	PXH-1K	2,081	3,628,553
60	Pike Support Vehicle		1,780	1,035,200
60	Quickdraw	QKD-4G	3,023	5,514,560
60	Quickdraw	QKD-4H	3,023	5,509,760
60	Quickdraw	QKD-5A	3,267	5,452,160
60	Rifleman	RFL-3C	2,345	4,808,000
60	Rifleman	RFL-3N	2,515	4,869,600
60	Rifleman	RFL-4D	2,751	4,980,800
65	Rommel Tank		2,847	2,905,513
35	Saladin Assault Hover Tank		1,046	911,625
35	Saracen Medium Hover Tank		1,361	813,025
5	Savannah Master Hovercraft		204	91,667
80	Schrek PPC Carrier		4,410	3,825,900
35	Scimitar Medium Hover Tank		1,146	727,175
55	Scorpion	SCP-1N	2,297	5,201,800
25	Scorpion Light Tank		607	327,083
25	Scorpion Light Tank	SRM Variant	833	466,458
25	Sea Skimmer Hydrofoil		620	371,333
25	Sea Skimmer Hydrofoil	SRM-2 Variant	773	324,000
40	Sentinel	STN-3K	1,557	3,117,730
55	Shadow Hawk	SHD-2D	2,649	4,617,658
55	Shadow Hawk	SHD-2H	2,571	4,539,383
55	Shadow Hawk	SHD-2K	2,857	4,505,283
20	Skulker Wheeled Scout Tank		511	183,700
30	Spider	SDR-5D	1,432	2,942,290
30	Spider	SDR-5K	1,372	2,728,440
30	Spider	SDR-5V	1,459	2,984,540
60	SRM Carrier		3,822	1,932,800
85	Stalker	STK-3F	4,325	7,452,725
85	Stalker	STK-3H	4,291	7,637,725
85	Stalker	STK-4N	4,777	7,245,525
20	Stinger	STG-3G	979	1,662,240
20	Stinger	STG-3R	936	1,615,440
35	Striker Light Tank		1,213	563,315
35	Striker Light Tank	LRM Variant	1,086	599,740
85	SturmFeur Heavy Tank		3,145	2,395,288
7.5	Swift Wind Scout Car		231	82,948
7.5	Swift Wind Scout Car	ICE Variant	132	51,175
20	Thorn	THE-S	848	1,558,320
80	Thug	THG-10E	4,162	7,760,641
65	Thunderbolt	TDR-5S	3,189	5,446,761
65	Thunderbolt	TDR-5SE	3,529	5,560,611
65	Thunderbolt	TDR-5SS	3,560	5,320,536
50	Trebuchet	TBT-5J	2,591	4,383,501
50	Trebuchet	TBT-5S	2,498	4,023,501
50	Trebuchet	TBT-7K	2,131	4,085,001
50	Trebuchet	TBT-5N	2,170	4,293,501



Tons	Vehicles	Model	Combat Value	Cost
30	UrbanMech	UM-R60	1,267	1,471,925
30	UrbanMech	UM-R60L	1,264	1,581,125
30	Valkyrie	VLK-QA	1,436	2,205,320
30	Valkyrie	VLK-QF	1,409	2,163,070
50	Vedette Medium Tank		1,124	725,750
50	Vedette Medium Tank	AC/2 Variant	1,214	701,000
50	Vedette Medium Tank	Liao Variant	1,385	673,250
80	Victor	VTR-9A	3,847	7,931,821
80	Victor	VTR-9A1	3,865	7,940,821
80	Victor	VTR-9B	3,885	8,013,721
80	Victor	VTR-9S	3,886	8,154,121
45	Vindicator	VND-1AA	2,348	3,864,033
45	Vindicator	VND-1R	2,375	3,181,083
75	Von Luckner Heavy Tank	VNL-K65N	4,364	3,685,938
40	Vulcan	VL 2-T	1,768	3,462,900
40	Vulcan	VL 5-T	1,949	3,558,100
70	Warhammer	WHM-6D	3,628	5,945,184
70	Warhammer	WHM-6K	3,622	6,059,084
70	Warhammer	WHM-6L	3,490	6,077,784
70	Warhammer	WHM-6R	3,486	6,026,784
21	Warrior Attack Helicopter	H-7	512	544,850
21	Warrior Attack Helicopter	H-7A	444	497,250
21	Warrior Attack Helicopter	H-7C	609	687,650
20	Wasp	WSP-1A	949	1,646,640
20	Wasp	WSP-1D	928	1,636,320
20	Wasp	WSP-1K	922	1,613,520
20	Wasp	WSP-1L	915	1,656,720
20	Wasp	WSP-1W	917	1,633,320
40	Whitworth	WTH-1S	2,030	2,859,734
40	Whitworth	WTH-1	1,884	2,912,934
55	Wolverine	WVR-6K	2,615	4,514,196
55	Wolverine	WVR-6M	2,868	4,865,658
55	Wolverine	WVR-6R	2,686	4,827,683
45	Wyvern	WVE-6N	2,253	3,241,765
80	Zeus	ZEU-6S	3,782	7,617,901
80	Zeus	ZEU-6T	4,001	7,752,001