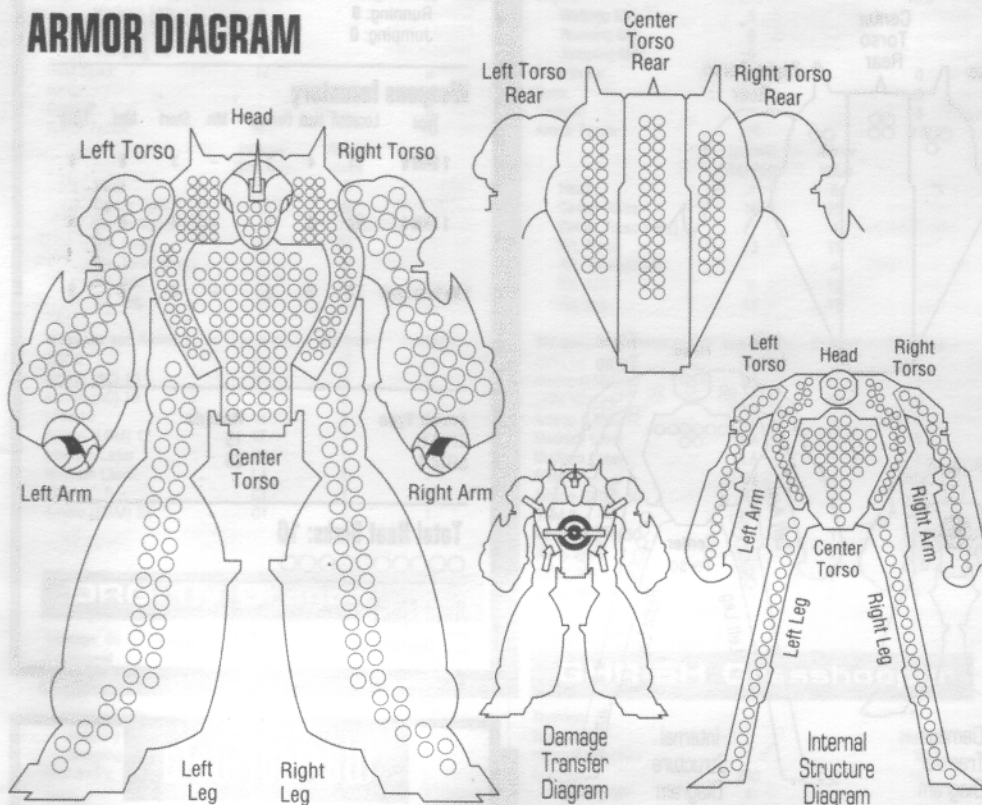


BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: _____ Tonnage: _____
 Movement Points: _____ Technology Base: _____
 Walking: _____ ☐ Inner Sphere
 Running: _____
 Jumping: _____

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long

Ammo Type	Rounds

Total Heat Sinks: _____



Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- 4-6
- Sensors
- Life Support

Center Torso

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3
- 4-6

Right Torso

- 1-3
- 4-6

Right Leg

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

Left Torso

- 1-3
- 4-6

Left Leg

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

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

Warrior Data

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

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

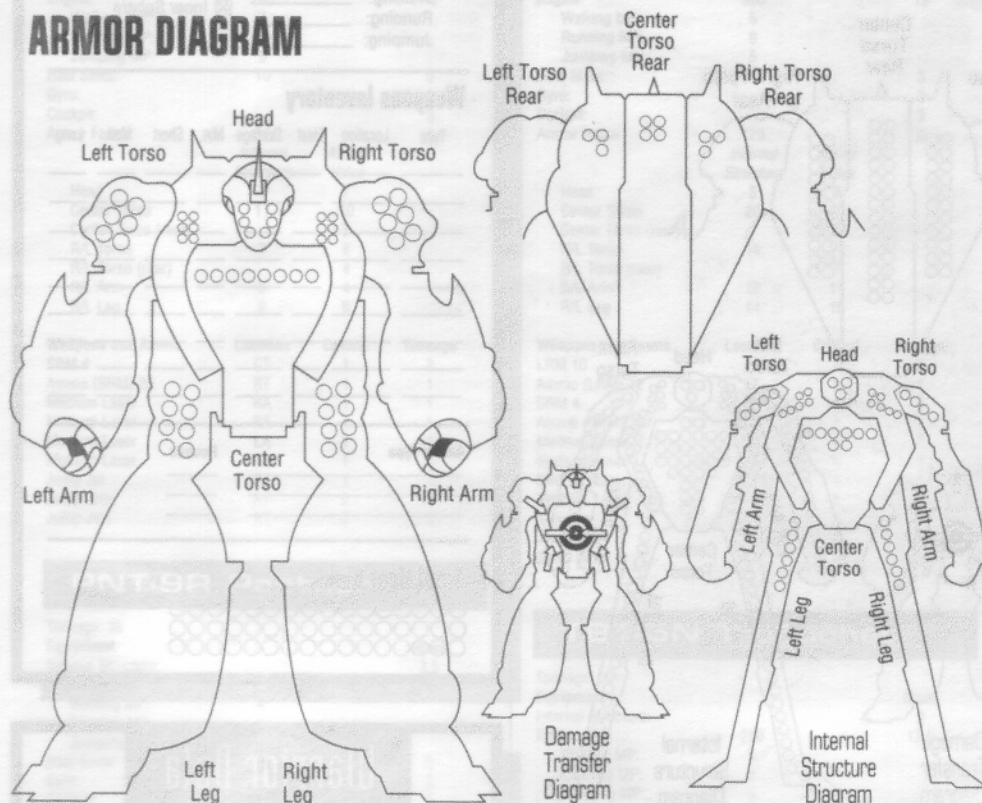
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: COM-2D Commando Tonnage: 25
 Movement Points:
 Walking: 6 Technology Base: 2463
 Running: 9 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 SRM 6	CT	4	2	-	3	6	9
1 SRM 4	RA	3	2	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9

Ammo Type
 SRM 6
 SRM 4

Rounds
 15
 25

Total Heat Sinks: 10

○○○○○○○○○○

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

 Consciousness #

Left Arm

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

1-3

4-6

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

Left Torso

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

1-3

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

1-3

4-6

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

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

Cost 1,891,250

Right Arm

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

1-3

4-6

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

Right Torso

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

1-3

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

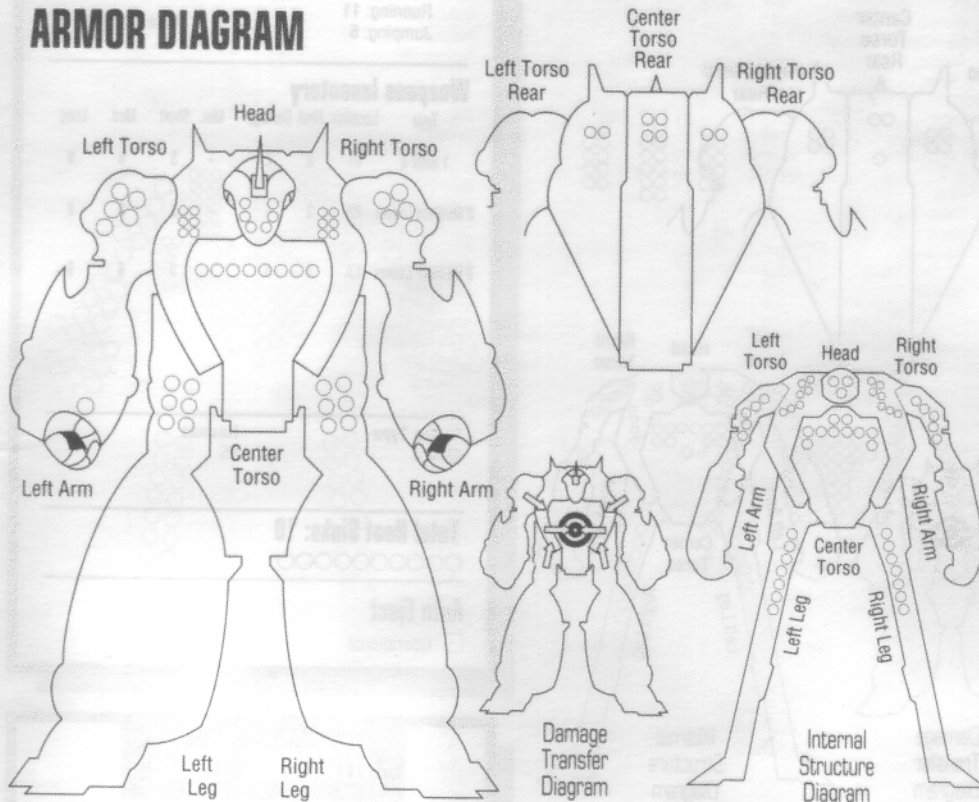
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: SDR-5V Spider
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 8
 Tonnage: 30
 Technology Base: 2650
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 Medium Lasers	CT	3	5	-	3	6	9

Ammo Type

Rounds

Total Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

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

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

Left Arm

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

Left Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 2,984,540

Right Arm

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

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

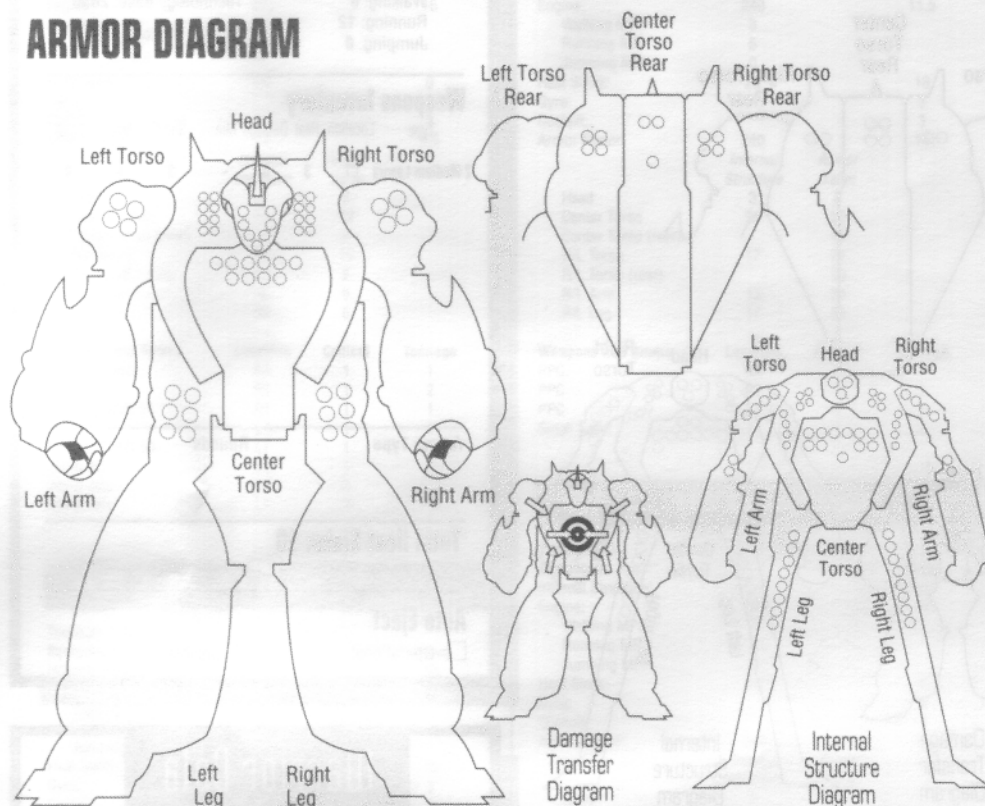
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **JR7-D Jenner** Tonnage: **35**
 Movement Points:
 Walking: **7** Technology Base: **2784**
 Running: **11** Inner Sphere
 Jumping: **5**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 SRM 4	CT	3	2	-	3	6	9
2 Medium Lasers	RA	3	5	-	3	6	9
2 Medium Lasers	LA	3	5	-	3	6	9

Ammo Type: **SRM 4** Rounds: **25**

Total Heat Sinks: 10

○○○○○○○○○○

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

 Consciousness #: _____

Heat Scale

30	Shutdown
29	
28+	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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

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
- Gyro
 - Engine
 - Engine
 - Engine
 - Jump Jet
 - SRM 4

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

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

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

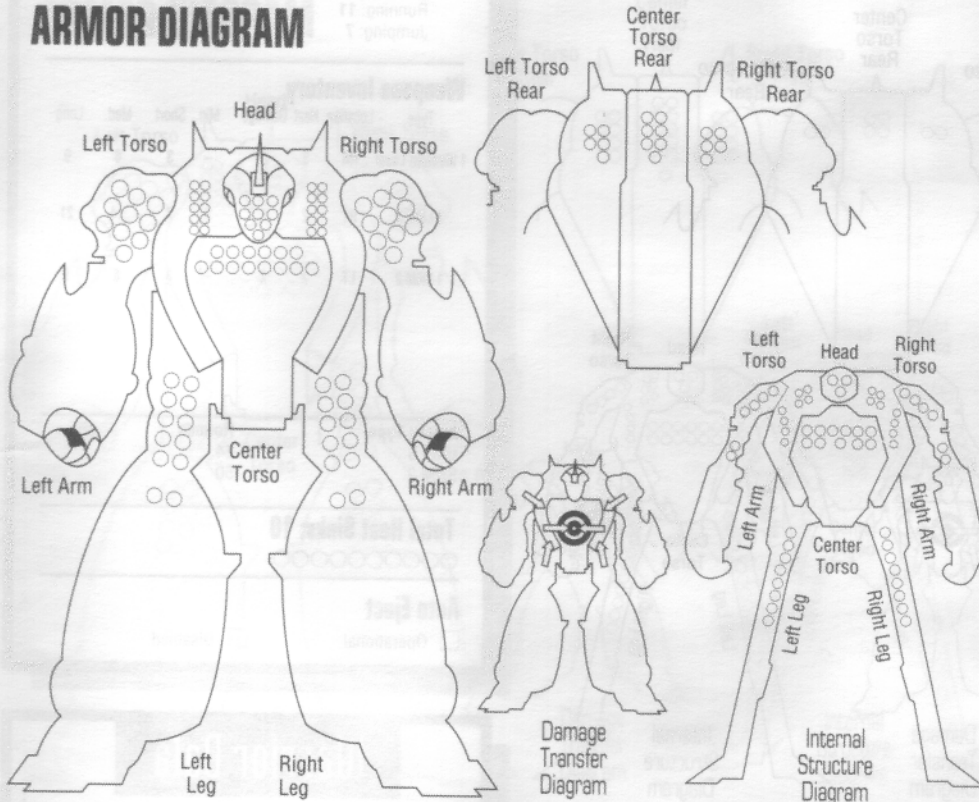
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **PNT-9R Panther**
 Movement Points:
 Walking: **4**
 Running: **6**
 Jumping: **4**

Tonnage: **35**
 Technology Base: **2739**
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 PPC	RA	10	10	3	6	12	18
1 SRM 4	CT	3	2	-	3	6	9

Ammo Type
SRM 4

Rounds
25

Total Heat Sinks: 13

○○○○○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name:	
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead

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

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- Engine
- Engine
- Engine
- SRM 4
- Roll Again

4-6

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

Cost 2,485,711

Right Arm

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

1-3

- PPC
- 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
- Endo Steel
- Endo Steel

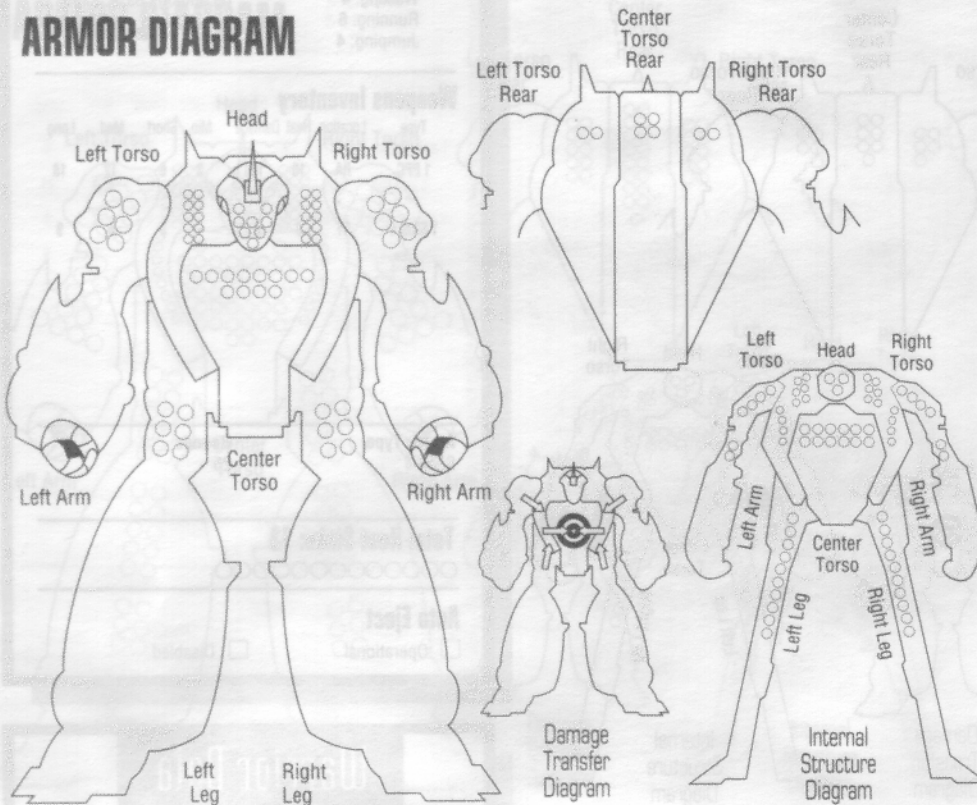
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
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BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **ASN-21 Assassin** Tonnage: **40**
 Movement Points: **7** Technology Base: **2980**
 Walking: **7** Running: **11** Inner Sphere
 Jumping: **7**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RA	3	5	-	3	6	9
1 LRM 5	RT	2	1	6	7	14	21
1 SRM 2	LT	2	2	-	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 2	50

Total Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name:	
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Cost **3,765,814**

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

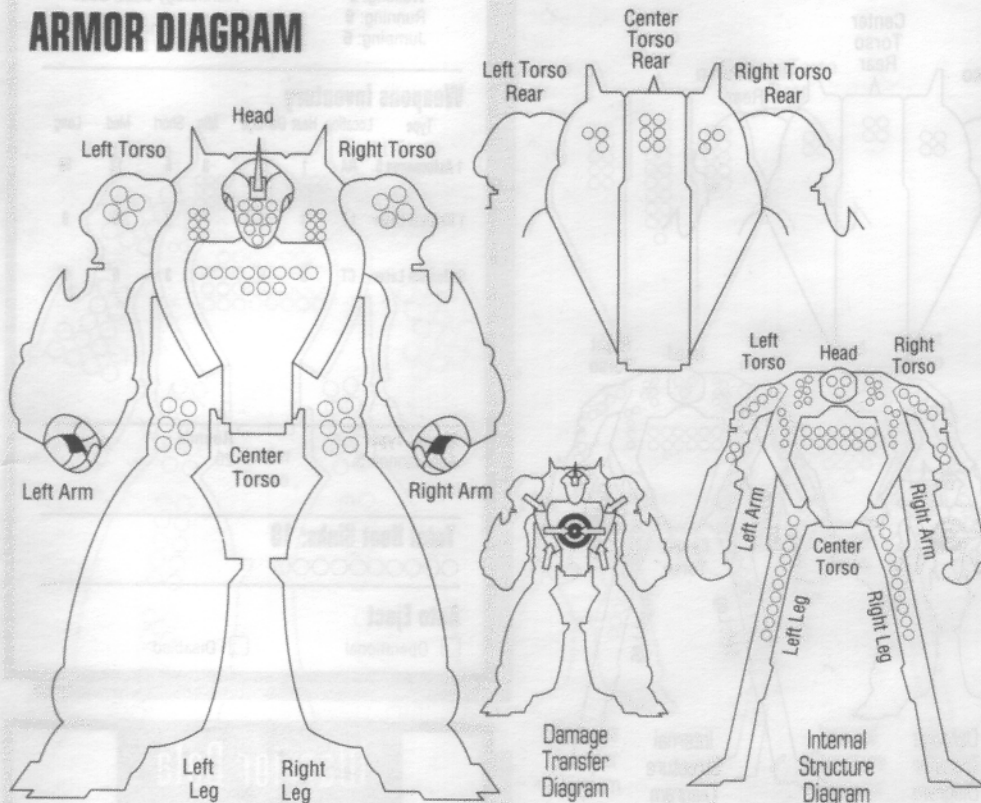
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: CDA-2A Cicada
 Movement Points: Walking: 8
 Running: 12
 Jumping: 0
 Tonnage: 40
 Technology Base: 2840
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RT	3	5	-	3	6	9
1 Medium Laser	LT	3	5	-	3	6	9
1 Small Laser	CT	1	3	-	1	2	3

Ammo Type

Rounds

Total Heat Sinks: 10

○○○○○○○○○○

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

Consciousness #

Critical Hit Table

Left Arm

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

1-3

4-6

Left Torso

- Medium Laser
- 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
- Small Laser
- Roll Again

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

Cost 3,705,218

Right Arm

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

1-3

4-6

Right Torso

- Medium Laser
- 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

Heat Scale

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to fire

-2 Movement Points

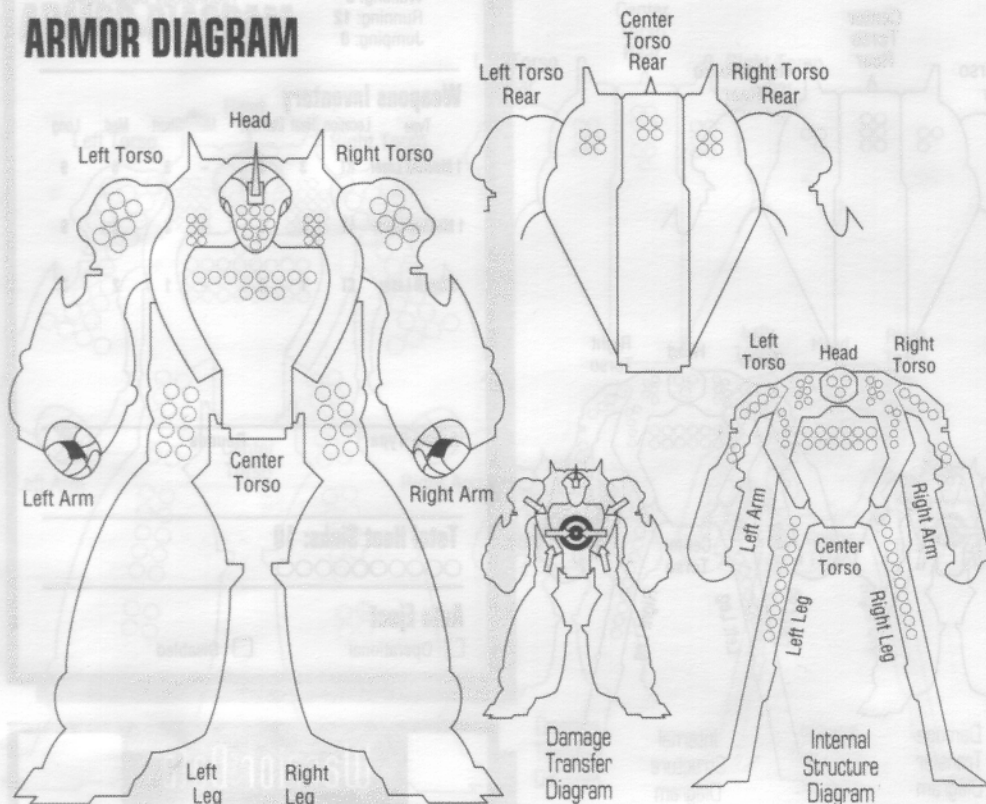
+1 Modifier to Fire

-1 Movement Points

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **CLNT-2-3T Clint** Tonnage: **40**
 Movement Points: **6** Technology Base: **2507**
 Walking: **6** Running: **9** Inner Sphere
 Jumping: **6**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Autocannon 5	RA	1	5	3	6	12	18
1 Medium Laser	LT	3	5	-	3	6	9
1 Medium Laser	CT	3	5	-	3	6	9

Ammo Type
Autocannon 5

Rounds
20

Total Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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
 - Medium Laser
 - 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
- 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
- Gyro
 - Engine
 - Engine
 - Engine
 - Medium Laser
 - Roll Again
- 4-6

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

Cost **3,572,380**

Right Arm

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

Right Torso

- Jump Jet
 - Heat Sink
 - Ammo (AC 5) 20
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

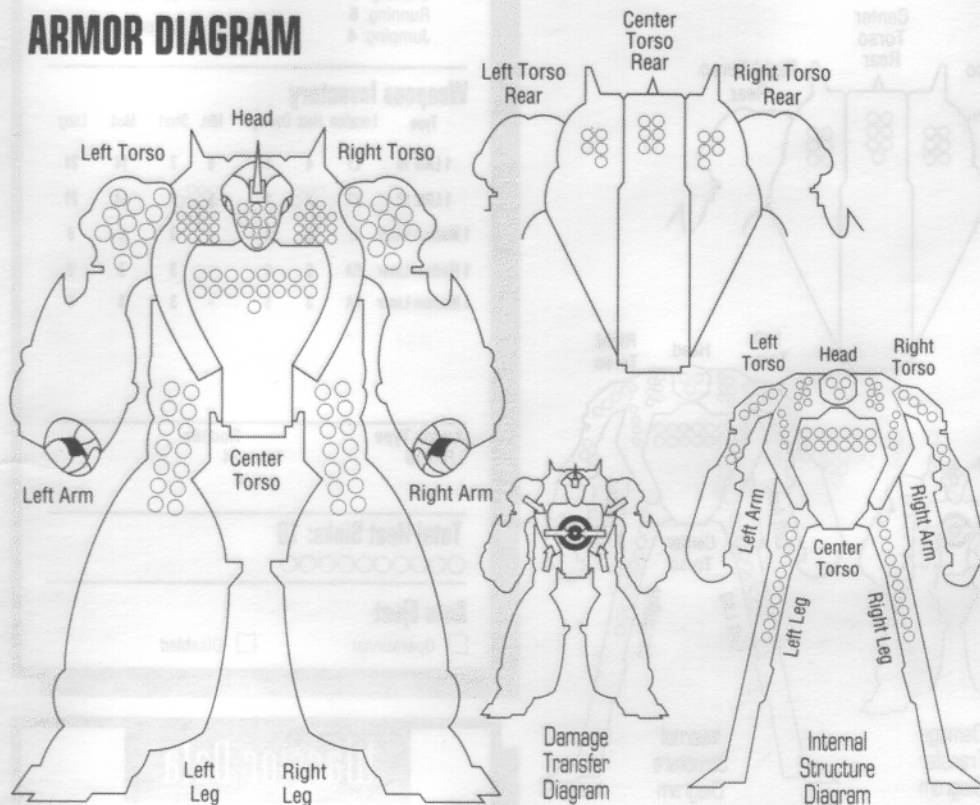
Right Leg

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

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BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Left Arm

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

Left Torso

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

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

Right Torso

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

Mech Data

Type: HER-2S Hermes II Tonnage: 40
Movement Points:
Walking: 6 Technology Base: 2798
Running: 9 Inner Sphere
Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Autocannon 5	RI	1	5	3	6	12	18
1 Medium Laser	RA	3	5	-	3	6	9
1 Flamer	LA	3	2	-	1	2	3

Ammo Type Autocannon 5
Rounds 20

Total Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

Consciousness #

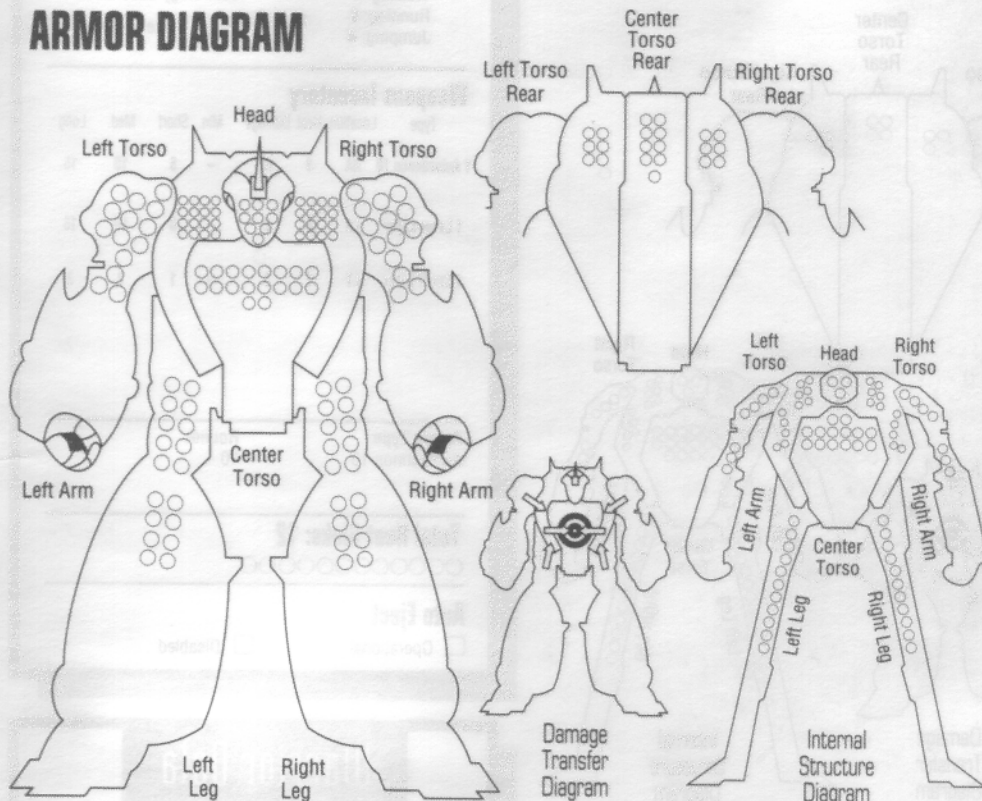
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

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ARMOR DIAGRAM



Mech Data

Type: **VND-1R Vindicator** Tonnage: **45**
 Movement Points:
 Walking: **4** Technology Base: **2826**
 Running: **6** Inner Sphere
 Jumping: **4**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
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	-	3	6	9
1 Small Laser	LA	1	3	-	1	2	3

Ammo Type
LRM 5

Rounds
24

Total Heat Sinks: **16**

○○○○○○○○○○○○○○○○

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

 Consciousness #

Left Arm

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

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. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
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. Jump Jet

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

1-3

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. Heat Sink
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. Roll Again

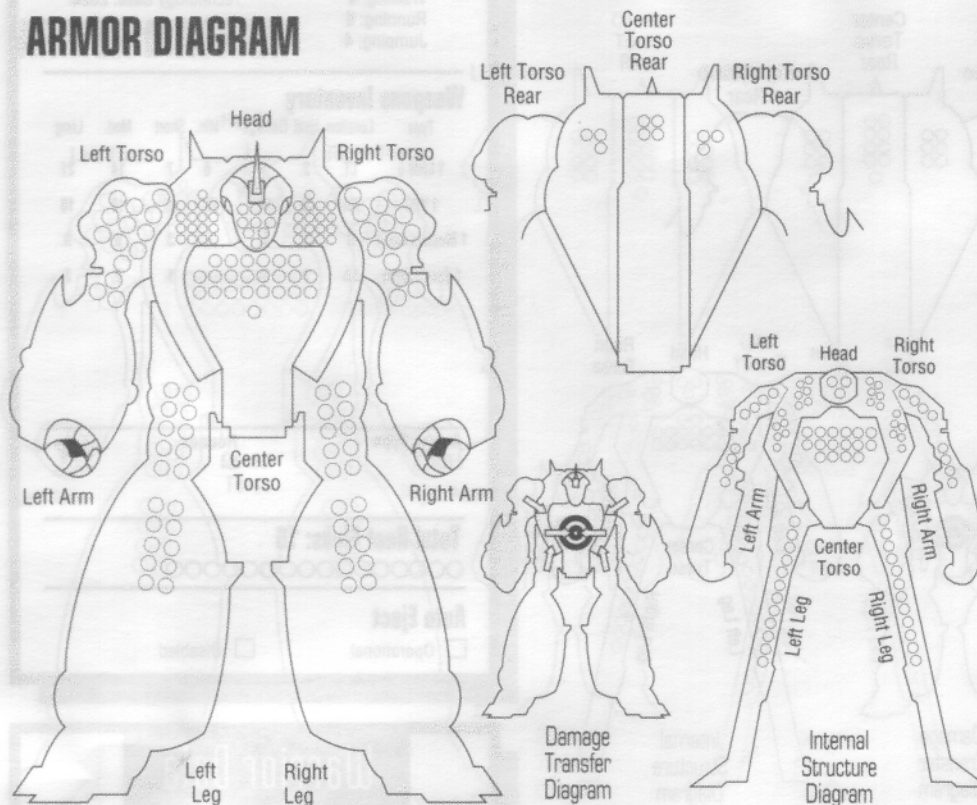
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: ENF-4R Enforcer Tonnage: 50
 Movement Points:
 Walking: 4 Technology Base: 2777
 Running: 6 Inner Sphere
 Jumping: 4

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Autocannon 10	RA	3	10	-	5	10	15
1 Large Laser	LA	8	8	-	6	10	15
1 Small Laser	LT	1	3	-	1	2	3

Ammo Type Autocannon 10
 Rounds 10

Total Heat Sinks: 12

○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

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

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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
- Heat Sink
- 1-3 Small Laser
- 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
- Jump Jet
- Jump Jet

Critical Hit Table

Head

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

Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

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

Cost 3,536,876

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Heat Sink
- 1-3 Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

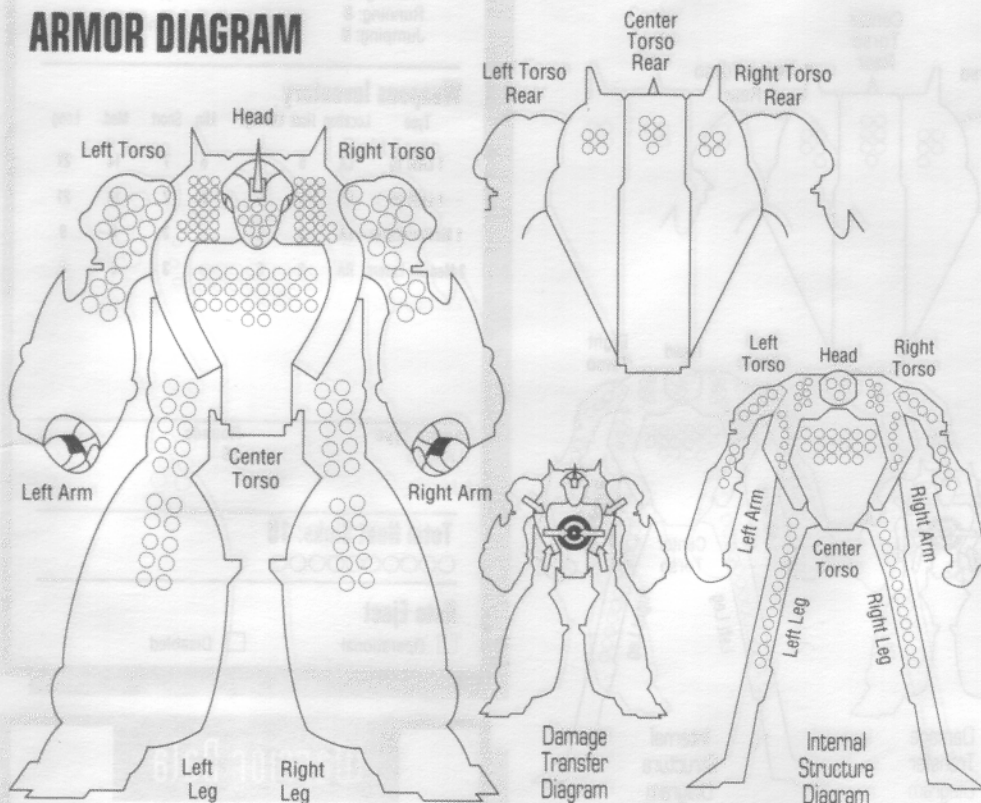
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **HBK-4G Hunchback** Tonnage: **50**
 Movement Points:
 Walking: **4** Technology Base: **2572**
 Running: **6** Inner Sphere
 Jumping: **0**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Autocannon 20	RT	7	20	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9
1 Medium Laser	RA	3	5	-	3	6	9
1 Small Laser	H	1	3	-	1	2	3

Ammo Type: Autocannon 20
 Rounds: 10

Total 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

 Consciousness #

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

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

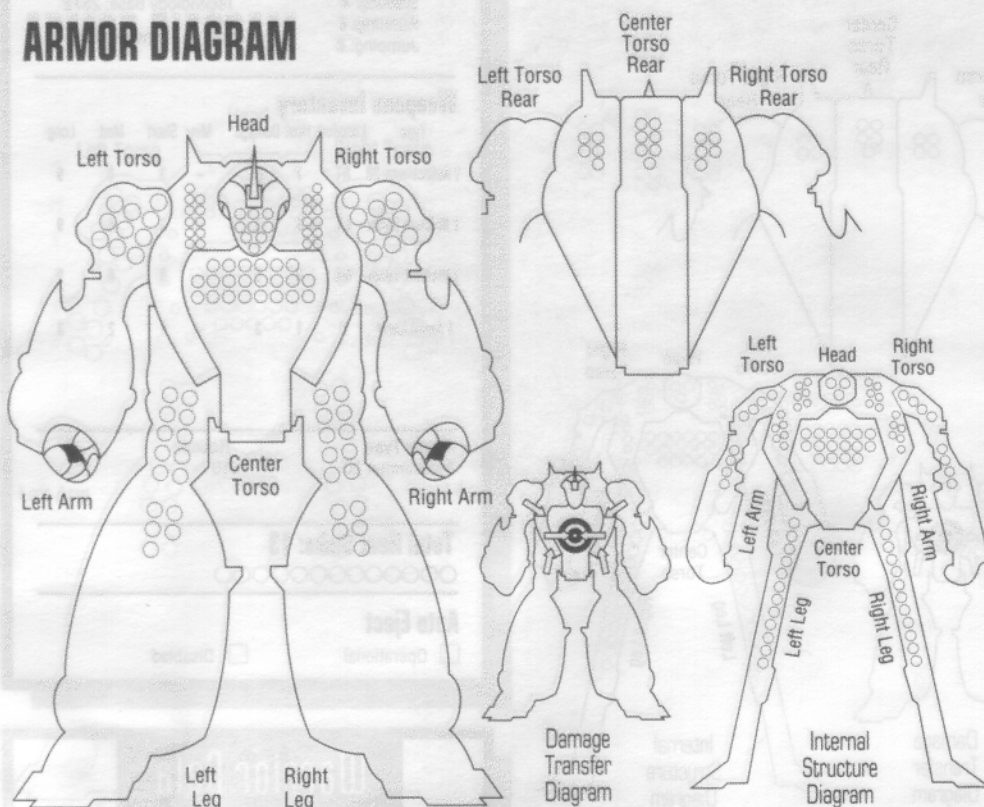
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: TBT-5N Trebuchet Tonnage: 50
 Movement Points: Walking: 5 Technology Base: 2780
 Running: 8 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
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	-	3	6	9
2 Medium Lasers	RA	3	5	-	3	6	9

Ammo Type LRM 15 Rounds 16

Total Heat Sinks: 10

○○○○○○○○○○

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

 Consciousness #

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 LRM 15
- 6 LRM 15
- 1 LRM 15
- 2 Medium Laser
- 4-6 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- Ammo (LRM 15) 8
- Roll Again
- 1-3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

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

Critical Hit Table

Head

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

Center Torso

- Engine
- Engine
- Engine
- 1-3 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 4,239,501

Right Arm

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

- LRM 15
- LRM 15
- 1-3 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

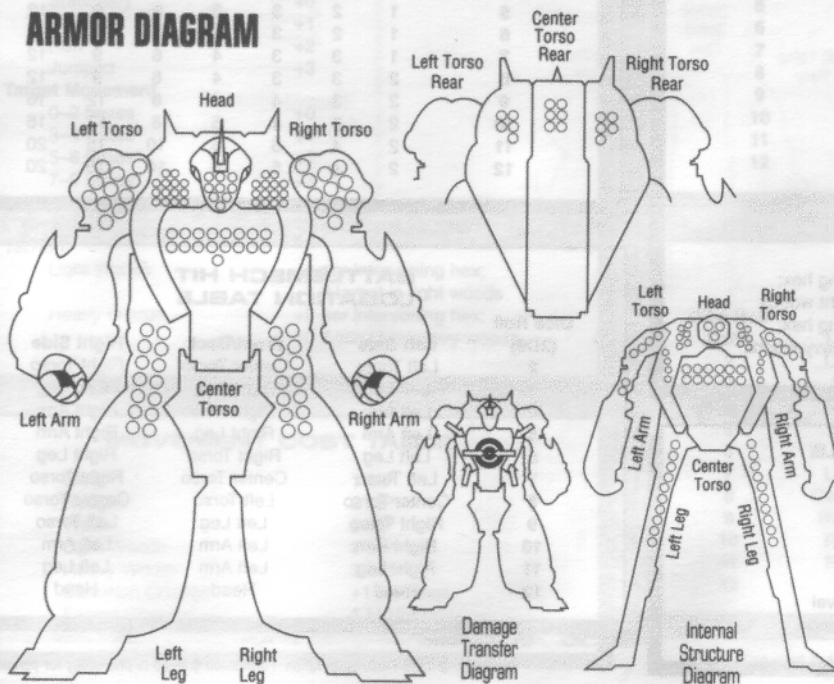
Right Leg

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

BATTLETECH®

BATTLEMECH QUICK START RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: HER-2S Hermes II Tonnage: 40
 Movement Points: Technology Base: 2798
 Walking: 6
 Running: 9
 Jumping: 0
 Inner Sphere

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Autocannon 5	RT	5	6	12	18
1 Medium Laser	RA	5	3	6	9
1 Flamer	LA	2	1	2	3

Ammo Type	Rounds
Autocannon 5	20

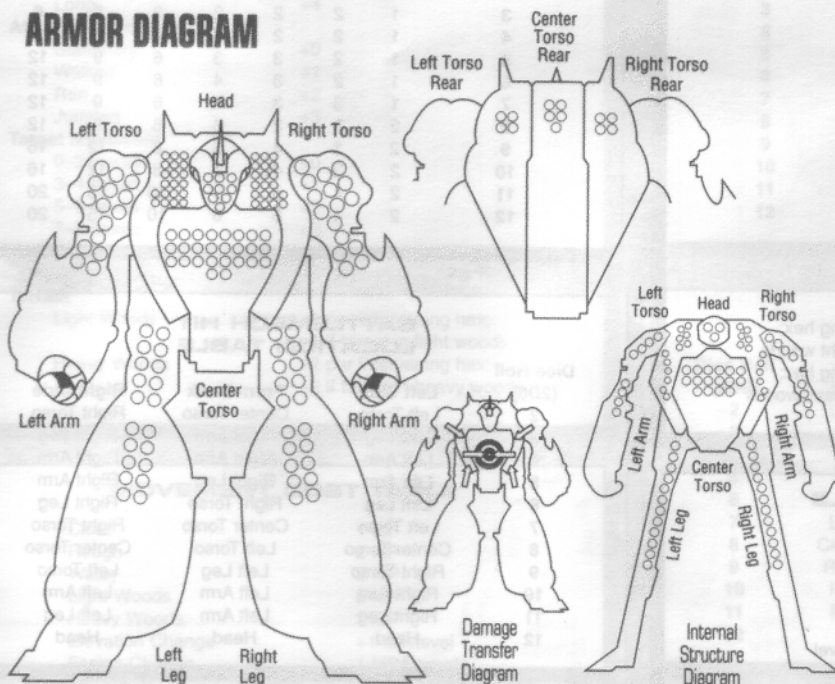
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BATTLETECH®

BATTLEMECH QUICK START RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: HBK-4G Hunchback Tonnage: 50
 Movement Points: Technology Base: 2572
 Walking: 4
 Running: 6
 Jumping: 0
 Inner Sphere

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Autocannon 20	RT	20	3	6	9
1 Medium Laser	LA	5	3	6	9
1 Medium Laser	RA	5	3	6	9
1 Small Laser	H	3	1	2	3

Ammo Type	Rounds
Autocannon 20	10

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ATTACK MODIFIERS TABLE

Range	
Short	+0
Medium	+2
Long	+4
Attacker Movement	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Target Movement	
0-2 hexes	+0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10+ hexes	+4
Jumped	+1 additional
Terrain	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods

MOVEMENT COST TABLE

Clear	1 MP
Rough	2 MP
Water	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Elevation Change	+1 MP/level
Facing Change	1 MP/hexside

MISSILE HITS TABLE

2D6 Result	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

BATTLEMECH HIT LOCATION TABLE

Dice Roll (2D6)	Left Side	Front/Back	Right Side
2	Left Torso	Center Torso	Right Torso
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

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ATTACK MODIFIERS TABLE

Range	
Short	+0
Medium	+2
Long	+4
Attacker Movement	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Target Movement	
0-2 hexes	+0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10+ hexes	+4
Jumped	+1 additional
Terrain	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods

MOVEMENT COST TABLE

Clear	1 MP
Rough	2 MP
Water	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Elevation Change	+1 MP/level
Facing Change	1 MP/hexside

MISSILE HITS TABLE

2D6 Result	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

BATTLEMECH HIT LOCATION TABLE

Dice Roll (2D6)	Left Side	Front/Back	Right Side
2	Left Torso	Center Torso	Right Torso
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

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ATTACK MODIFIERS TABLE

Range	
Short	+0
Medium	+2
Long	+4
Attacker Movement	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Target Movement	
0-2 hexes	+0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10+ hexes	+4
Jumped	+1 additional
Terrain	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods

MOVEMENT COST TABLE

Clear	1 MP
Rough	2 MP
Water	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Elevation Change	+1 MP/level
Facing Change	1 MP/hexside

MISSILE HITS TABLE

2D6 Result	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

BATTLEMECH HIT LOCATION TABLE

Dice Roll (2D6)	Left Side	Front/Back	Right Side
2	Left Torso	Center Torso	Right Torso
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

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ATTACK MODIFIERS TABLE

Range	
Short	+0
Medium	+2
Long	+4
Attacker Movement	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Target Movement	
0-2 hexes	+0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10+ hexes	+4
Jumped	+1 additional
Terrain	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods

MOVEMENT COST TABLE

Clear	1 MP
Rough	2 MP
Water	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Elevation Change	+1 MP/level
Facing Change	1 MP/hexside

MISSILE HITS TABLE

2D6 Result	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

BATTLEMECH HIT LOCATION TABLE

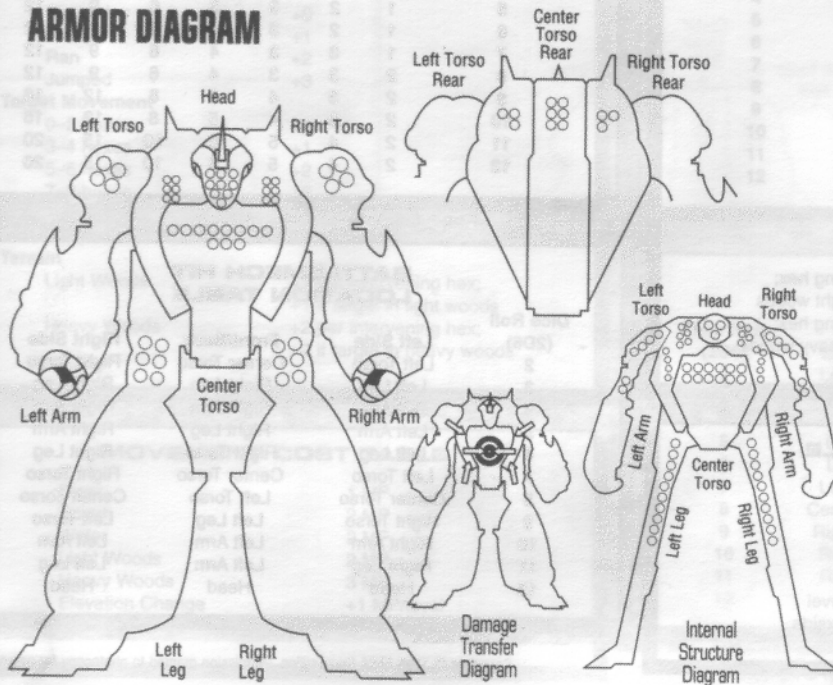
Dice Roll (2D6)	Left Side	Front/Back	Right Side
2	Left Torso	Center Torso	Right Torso
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

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BATTLETECH®

BATTLEMECH QUICK START RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: CDA-2A Cicada
Movement Points:
Walking: 8
Running: 12
Jumping: 0

Tonnage: 40
Technology Base: 2840
Inner Sphere

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Medium Laser	RT	5	3	6	9
1 Medium Laser	LT	5	3	6	9
1 Small Laser	CT	3	1	2	3

Ammo Type Rounds

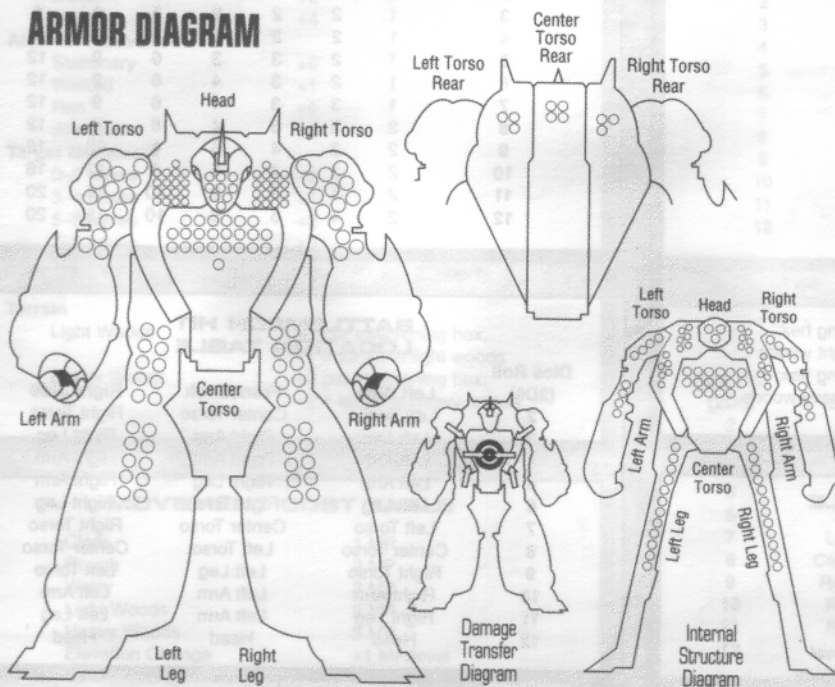
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BATTLEMECH QUICK START RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: ENF-4R Enforcer
Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 50
Technology Base: 2777
Inner Sphere

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Autocannon 10	RA	10	5	10	15
1 Large Laser	LA	8	5	10	15
1 Small Laser	LT	3	1	2	3

Ammo Type Rounds

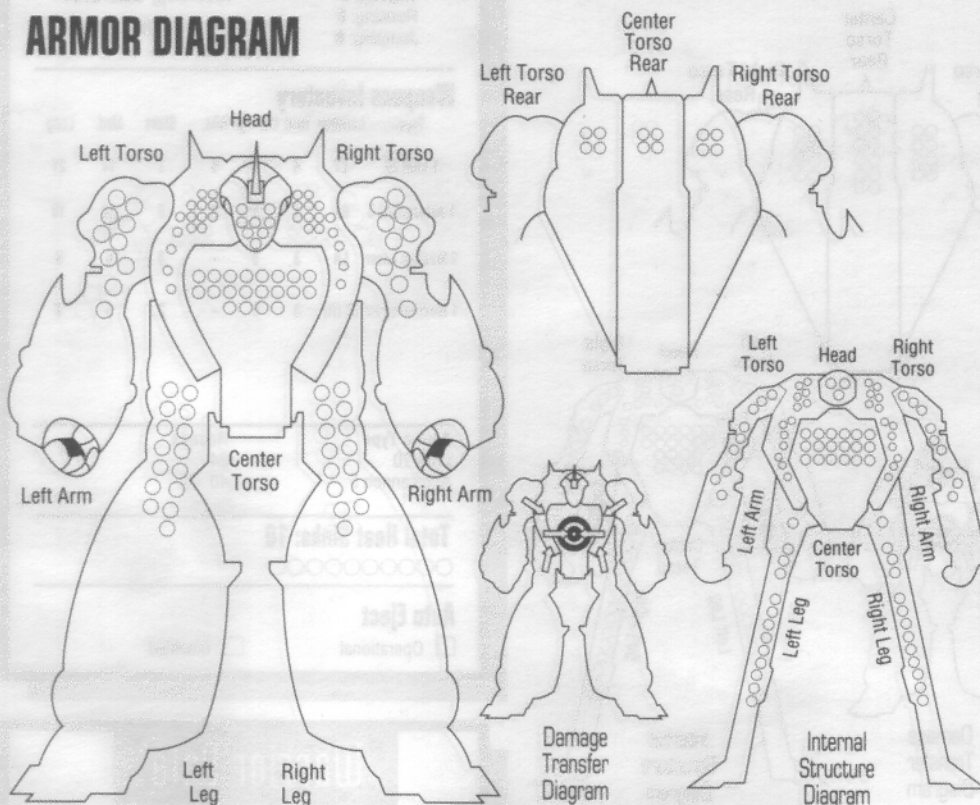
Autocannon 10 10

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BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **DV-6M Dervish** Tonnage: **55**
 Movement Points:
 Walking: **5** Technology Base: **2520**
 Running: **8** Inner Sphere
 Jumping: **5**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 LRM 10	LT	4	1	6	7	14	21
1 LRM 10	RT	4	1	6	7	14	21
1 SRM 2	RA	2	2	-	3	6	9
1 SRM 2	LA	2	2	-	3	6	9
1 Medium Laser	RA	3	5	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 2	100

Total Heat Sinks: 10

○○○○○○○○○○

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

 Consciousness #

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 2
- Ammo (SRM 2) 50

1-3

4-6

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

Left Torso

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

1-3

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
- 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 4,980,668

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 2
- Ammo (SRM 2) 50

1-3

4-6

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

Right Torso

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

1-3

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
- Jump Jet

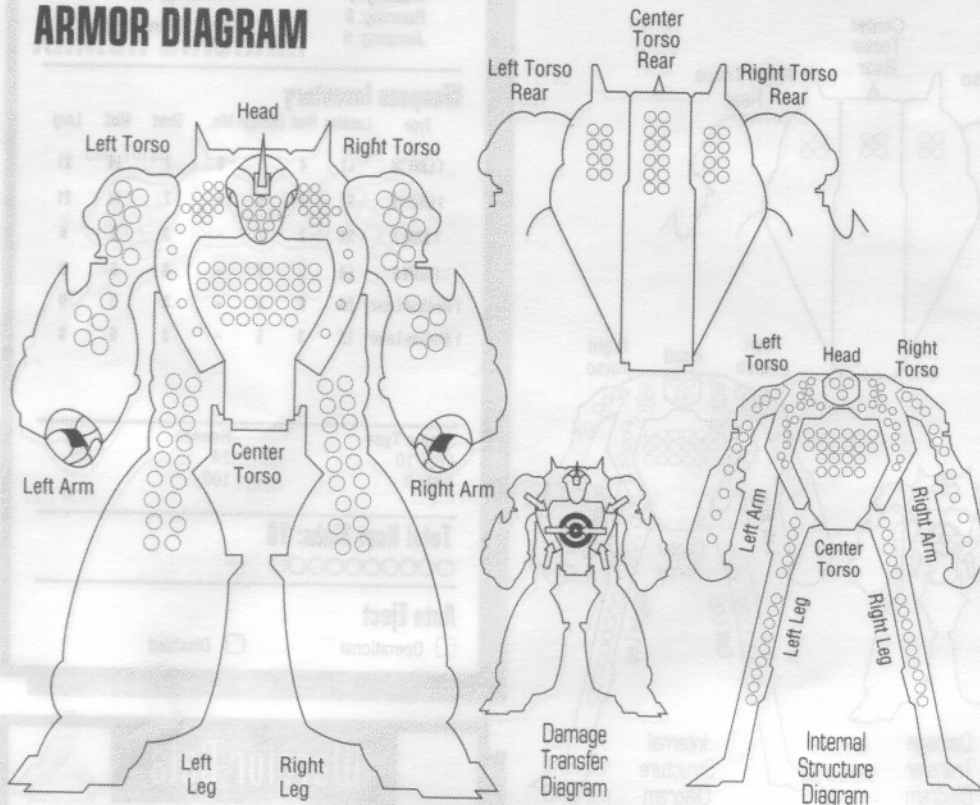
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **DRG-1N Dragon** Tonnage: **60**
 Movement Points:
 Walking: **5** Technology Base: **2754**
 Running: **8** Inner Sphere
 Jumping: **0**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
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	-	3	6	9
1 Medium Laser LT (R)		3	5	-	3	6	9

Ammo Type	Rounds
LRM 10	24
Autocannon 5	40

Total Heat Sinks: 10

○○○○○○○○○○

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

 Consciousness #

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Critical Hit Table

Left Arm

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

Left Torso

- Medium Laser(R)
- Ammo (LRM 10) 12
- 1-3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 2-6 Roll Again
- 3-6 Roll Again
- 4-6 Roll Again
- 5-6 Roll Again
- 6-6 Roll Again

Left Leg

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

Head

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

Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- 2-6 Gyro
- 3-6 Gyro
- 1-3 Gyro
- 2-6 Engine
- 3-6 Engine
- 4-6 Engine
- 5-6 LRM 10
- 6-6 LRM 10

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

Cost **4,293,501**

Right Arm

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

Right Torso

- Ammo (AC 5) 20
- Ammo (AC 5) 20
- 1-3 Roll Again
- 2-6 Roll Again
- 3-6 Roll Again
- 4-6 Roll Again
- 5-6 Roll Again
- 6-6 Roll Again
- 1-3 Roll Again
- 2-6 Roll Again
- 3-6 Roll Again
- 4-6 Roll Again
- 5-6 Roll Again
- 6-6 Roll Again

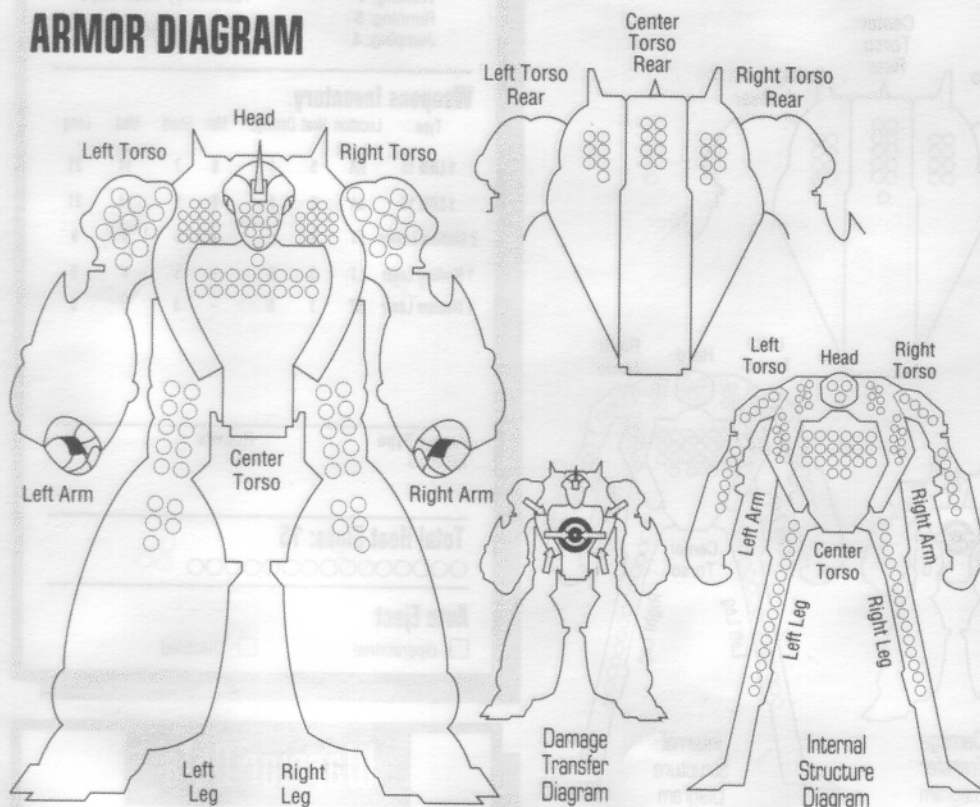
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: QKD-4G Quickdraw
Movement Points:
Walking: 5
Running: 8
Jumping: 5
Tonnage: 60
Technology Base: 2779
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 LRM 10	LT	4	1	6	7	14	21
1 SRM 4	CT	3	2	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9
1 Medium Laser	RA	3	5	-	3	6	9
2 Medium Lasers RT(R)		3	5	-	3	6	9

Ammo Type	Rounds
LRM 10	12
SRM 4	25

Total Heat Sinks: 13

○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name:	
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead

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

4-6

Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- 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
- Heat Sink
- Sensors
- Life Support

Center Torso

1-3

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

4-6

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- SRM 4

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

Cost 5,514,560

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
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)
- Ammo (SRM 4) 25
- 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

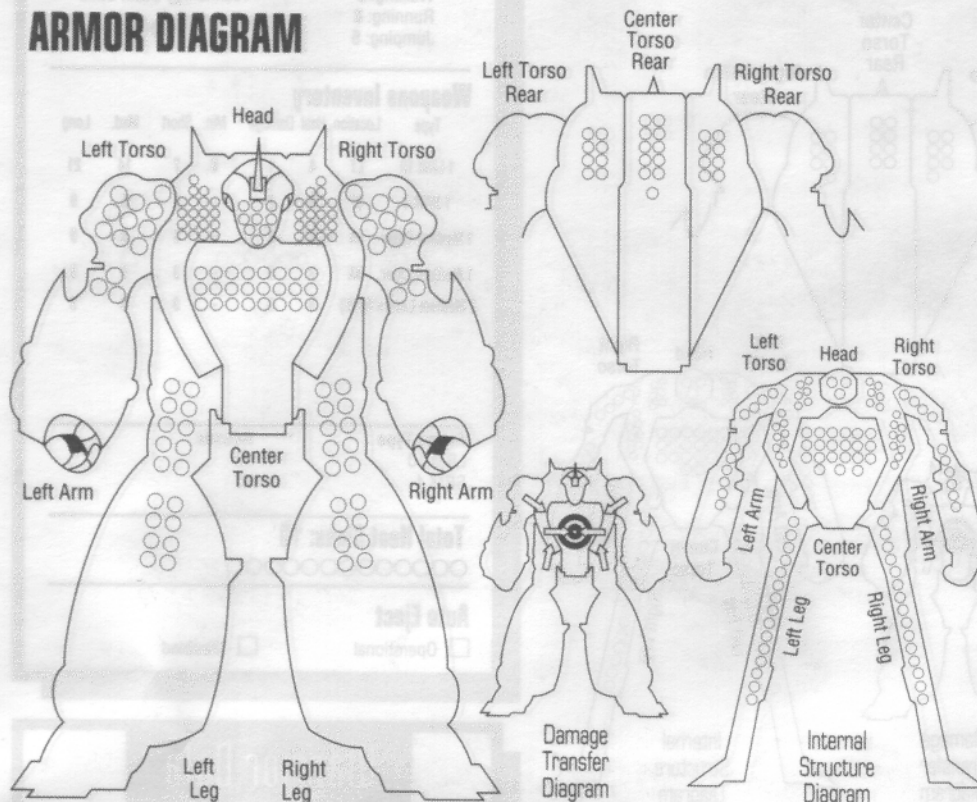
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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	
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **CPLT-C1 Catapult** Tonnage: **65**
 Movement Points:
 Walking: **4** Technology Base: **2561**
 Running: **6** Inner Sphere
 Jumping: **4**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 LRM 15	RA	5	1	6	7	14	21
1 LRM 15	LA	5	1	6	7	14	21
2 Medium Lasers	CT	3	5	-	3	6	9
1 Medium Laser	LT	3	5	-	3	6	9
1 Medium Laser	RT	3	5	-	3	6	9

Ammo Type
LRM 15

Rounds
16

Total Heat Sinks: **15**

○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

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

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

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

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

Center Torso

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Medium Laser
 - Ammo (LRM 15) 8
 - 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 (LRM 15) 8
 - 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

Right Leg

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

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

Cost **5,790,126**

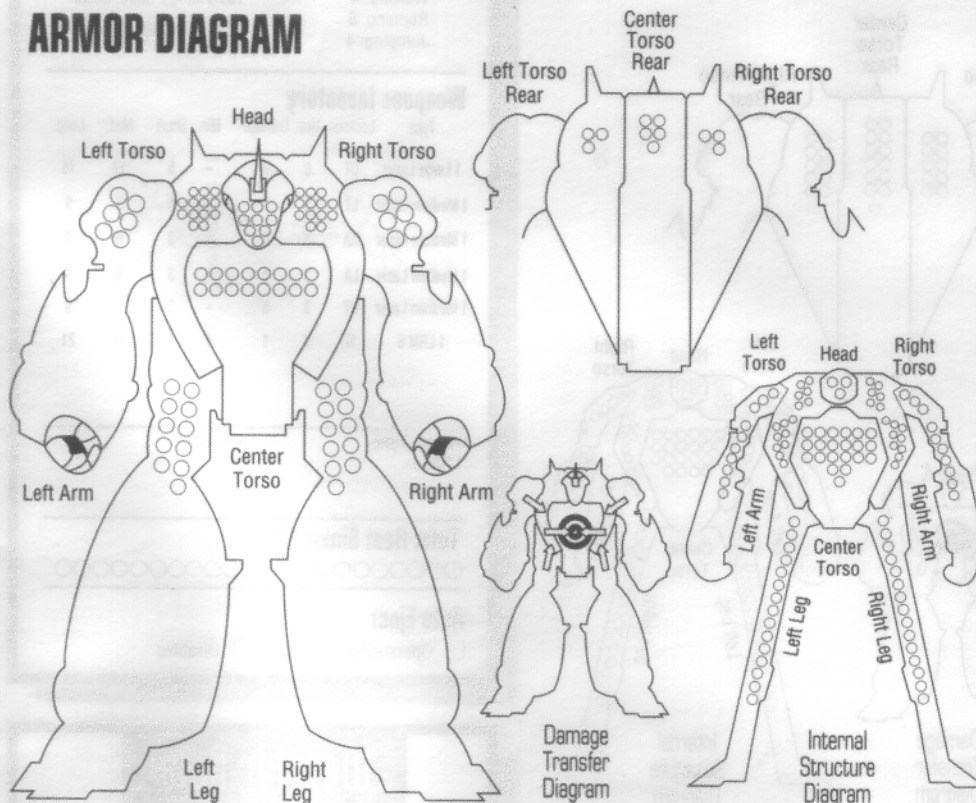
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: JM6-S Jagermech Tonnage: 65
 Movement Points:
 Walking: 4 Technology Base: 2890
 Running: 6 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
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	-	3	6	9
1 Medium Laser	LT	3	5	-	3	6	9

Ammo Type	Rounds
Autocannon 5	40
Autocannon 2	45

Total Heat Sinks: 10

○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

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

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

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

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

Left Torso

1. Medium Laser
 2. Ammo (AC 5) 20
 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. Ammo (AC 2) 45
 6. Roll Again
- 4-6

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

Cost 5,248,926

Right Arm

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

Right Torso

1. Medium Laser
 2. Ammo (AC 5) 20
 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

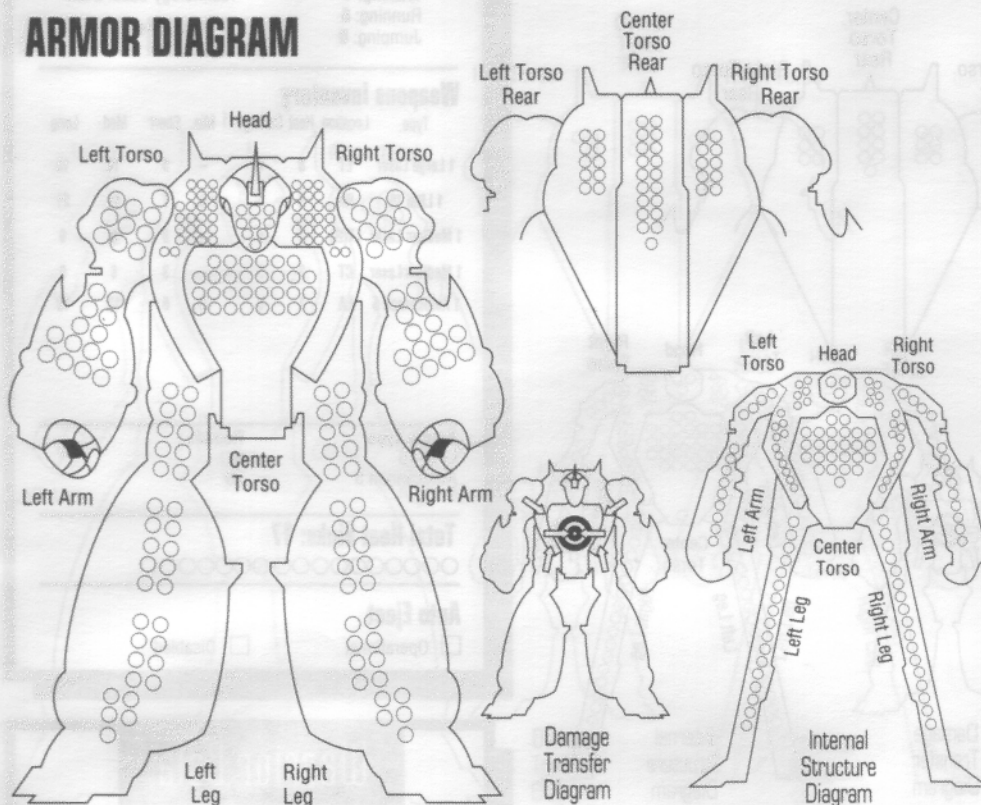
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **AWS-8Q Awesome** Tonnage: **80**
 Movement Points:
 Walking: **3** Technology Base: **2665**
 Running: **5** Inner Sphere
 Jumping: **0**

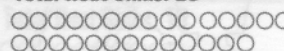
Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 PPC	LT	10	10	3	6	12	18
1 PPC	RA	10	10	3	6	12	18
1 PPC	RT	10	10	3	6	12	18
1 Small Laser	H	1	3	-	1	2	3

Ammo Type

Rounds

Total Heat Sinks: 28



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

 Consciousness #

Left Arm

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

1-3

4-6

Left Torso

- PPC
- PPC
- PPC
- Heat Sink
- Heat Sink
- Heat Sink

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
- Small Laser
- 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 **6,598,170**

Right Arm

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

1-3

4-6

Right Torso

- PPC
- PPC
- PPC
- Heat Sink
- Heat Sink
- Heat Sink

1-3

4-6

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

Right Leg

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

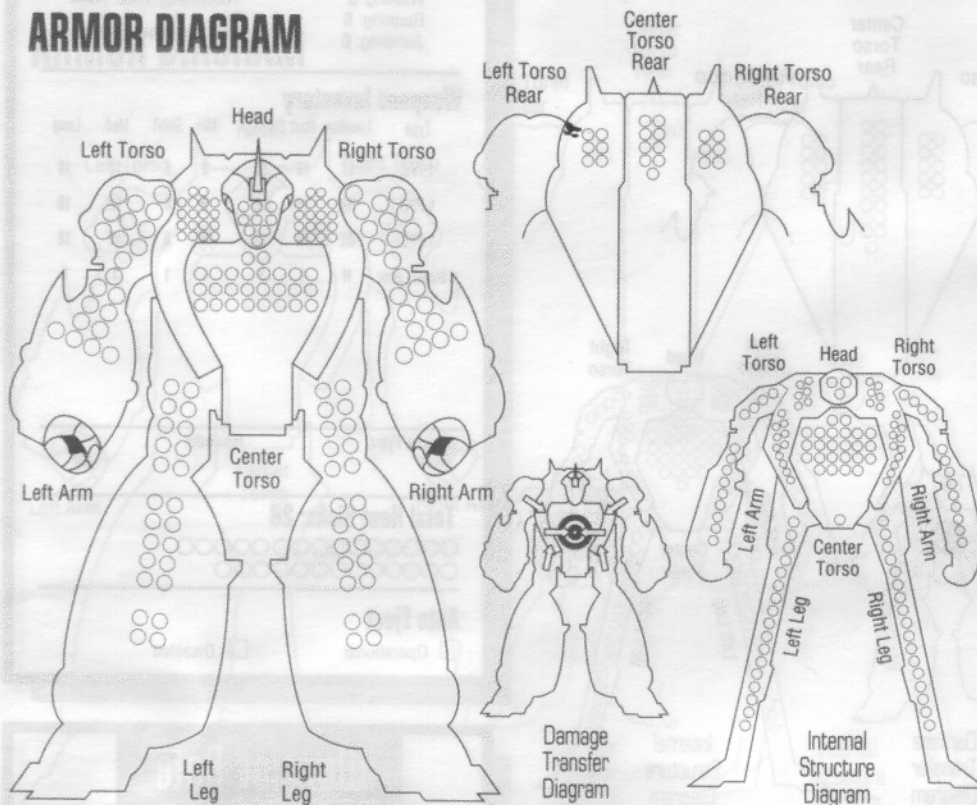
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: ZEU-6S Zeus
Movement Points:
Walking: 4
Running: 6
Jumping: 0
Tonnage: 80
Technology Base: 2439
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Large Laser	LT	8	8	-	5	10	15
1 LRM 15	RA	5	1	6	7	14	21
1 Medium Laser	LT(R)	3	5	-	3	6	9
1 Medium Laser	CT	3	5	-	3	6	9
1 Autocannon 5	LA	1	5	3	6	12	18

Ammo Type	Rounds
LRM 15	8
Autocannon 5	20

Total Heat Sinks: 17

○○○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name:	
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 5
- Autocannon 5
- Autocannon 5
- 1 Autocannon 5
- 2 Ammo (AC 5) 20
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 Large Laser
- 2 Large Laser
- 1-3 Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

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

Critical Hit Table

Head

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

Center Torso

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

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

Cost 7,617,901

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1 Ammo (LRM 15) 8
- 2 Roll Again
- 3 Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

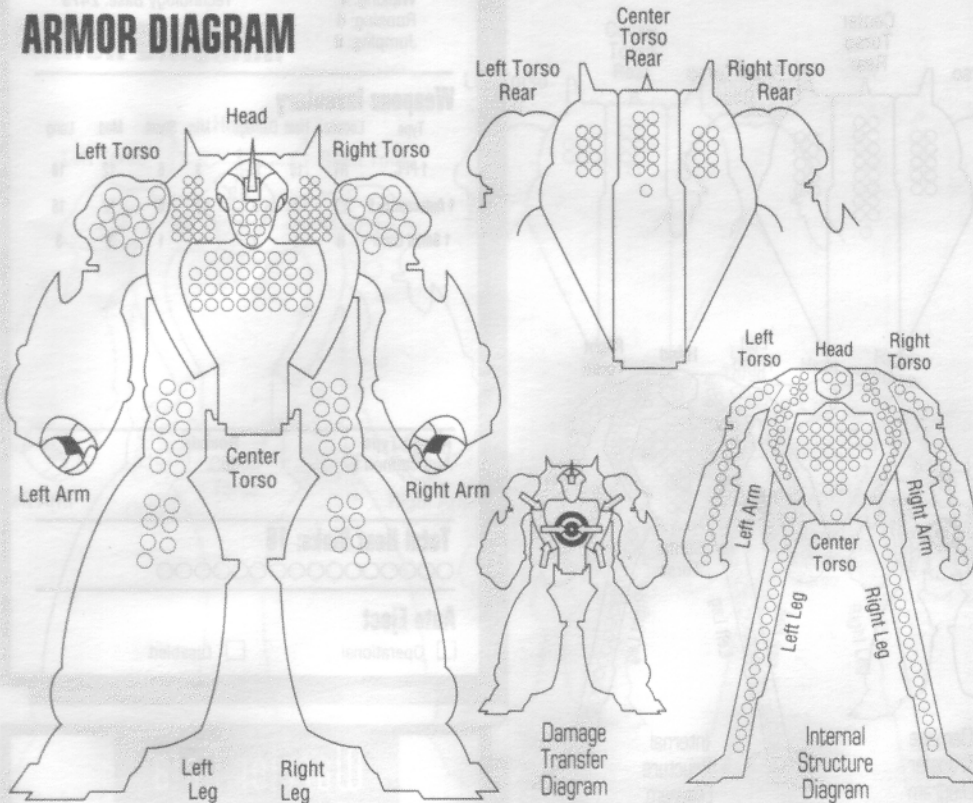
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: CP-10-Z Cyclops
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0
 Tonnage: 90
 Technology Base: 2710
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Autocannon 20	RT	7	20	-	3	6	9
1 LRM 10	LT	4	1	6	7	14	21
1 Medium Laser	RA	3	5	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9
1 SRM 4	CT	3	2	-	3	6	9

Ammo Type	Rounds
Autocannon 20	20
LRM 10	12
SRM 4	25

Total Heat Sinks: 12

○○○○○○○○○○○○○○

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

 Consciousness #

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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
- 4-6

Left Torso

- LRM 10
 - LRM 10
 - Ammo (AC 20) 5
 - Ammo (AC 20) 5
 - Ammo (LRM 10) 12
 - 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
- Gyro
 - Engine
 - Engine
 - Engine
 - SRM 4
 - Ammo (SRM 4) 25
- 4-6

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

Cost 9,375,360

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

- Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
- 1-3
- Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Ammo (AC 20) 5
 - Ammo (AC 20) 5
- 4-6

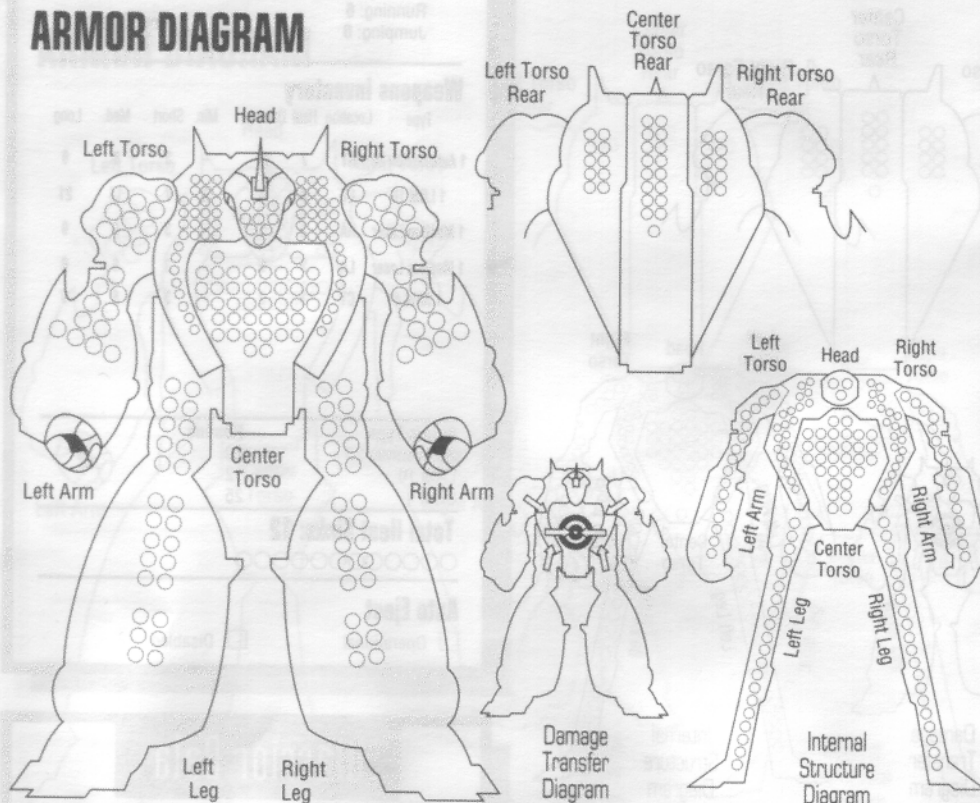
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **BNC-3E Banshee** Tonnage: **95**
 Movement Points:
 Walking: **4** Technology Base: **2475**
 Running: **6** Inner Sphere
 Jumping: **0**

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
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	-	1	2	3

Ammo Type: Autocannon 5
 Rounds: 20

Total Heat Sinks: 16

○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

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

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

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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

- Autocannon 5
 - Autocannon 5
 - Autocannon 5
 - Autocannon 5
 - Ammo (AC 5) 20
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- 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 **9,530,854**

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

- 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

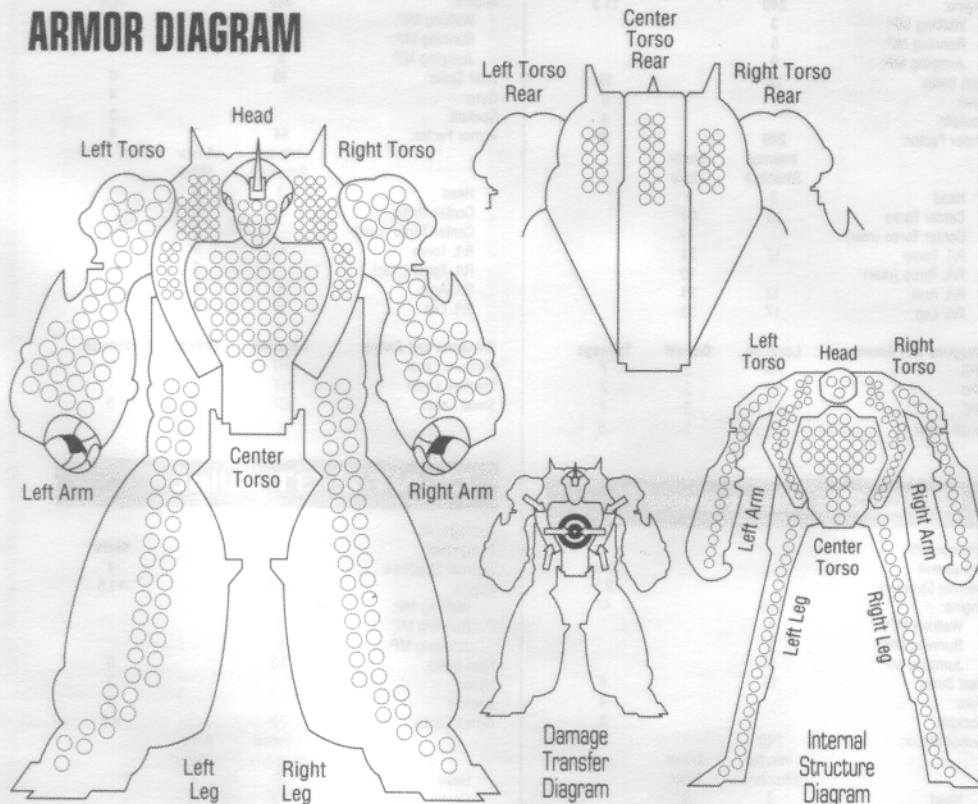
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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. Heat Sink
6. Medium Laser

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. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. SRM 6
2. SRM 6
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (SRM 6) 15
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. 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)

1-3

4-6

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

Cost 9,682,000

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium 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. 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

1-3

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: AS7-D Atlas
Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 100

Technology Base: 2751

Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Autocannon 20	RT	7	20	-	3	6	9
1 LRM 20	LT	6	1	6	7	14	21
2 Medium Lasers CT(R)		3	5	-	3	6	9
1 Medium Laser	RA	3	5	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9
1 SRM 6	LT	4	2	-	3	6	9

Ammo Type	Rounds
Autocannon 20	10
LRM 20	12
SRM 6	15

Total Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name:	
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

ASN-21 Assassin

Tonnage:	40	Mass	
Equipment			
Internal Structure:			4
Engine:	280		16
Walking MP:	7		
Running MP:	11		
Jumping MP:	7		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	72		4.5

	Internal Structure	Armor Value	
Head	3	8	
Center Torso	12	12	
Center Torso (rear)		4	
R/L Torso	10	10	
R/L Torso (rear)		2	
R/L Arm	6	6	
R/L Leg	10	6	

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM 2	LT	1	1
Ammo (SRM) 50	LT	1	1
Jump Jet	CT	1	5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

AS7-D Atlas

Tonnage:	100	Mass	
Equipment			
Internal Structure:			10
Engine:	300		19
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	20		10
Gyro:			3
Cockpit:			3
Armor Factor:	304		19

	Internal Structure	Armor Value	
Head	3	9	
Center Torso	31	47	
Center Torso (rear)		14	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	34	
R/L Leg	21	41	

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT (R)	1	1
Medium Laser	CT (R)	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1

AWS-8Q Awesome

Tonnage:	80	Mass	
Equipment			
Internal Structure:			8
Engine:	240		11.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	28		18
Gyro:			3
Cockpit:			3
Armor Factor:	240		15

	Internal Structure	Armor Value	
Head	3	9	
Center Torso	25	30	
Center Torso (rear)		19	
R/L Torso	17	24	
R/L Torso (rear)		10	
R/L Arm	13	24	
R/L Leg	17	33	

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
PPC	RT	3	7
PPC	LT	3	7
Small Laser	H	1	.5

BNC-3E Banshee

Tonnage:	95	Mass	
Equipment			
Internal Structure:			9.5
Engine:	380		41
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	16		6
Gyro:			4
Cockpit:			3
Armor Factor:	240		15

	Internal Structure	Armor Value	
Head	3	9	
Center Torso	30	40	
Center Torso (rear)		17	
R/L Torso	20	30	
R/L Torso (rear)		10	
R/L Arm	16	21	
R/L Leg	20	26	

Weapons and Ammo	Location	Critical	Tonnage
PPC	RT	3	7
AC/5	LT	4	8
Ammo (AC) 20	LT	1	1
Small Laser	H	1	.5

CPLT-C1 Catapult

Tonnage:	65	Mass	
Equipment			
Internal Structure:			6.5
Engine:	260		13.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	15		5
Gyro:			3
Cockpit:			3
Armor Factor:	160		10

	Internal Structure	Armor Value	
Head	3	9	
Center Torso	21	24	
Center Torso (rear)		11	
R/L Torso	15	19	
R/L Torso (rear)		8	
R/L Arm	10	13	
R/L Leg	15	18	

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2

CDA-2A Cicada

Tonnage:	40	Mass	
Equipment			
Internal Structure:			4
Engine:	320		22.5
Walking MP:	8		
Running MP:	12		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			4
Cockpit:			3
Armor Factor:	64		4

	Internal Structure	Armor Value	
Head	3	9	
Center Torso	12	11	
Center Torso (rear)		6	
R/L Torso	10	6	
R/L Torso (rear)		3	
R/L Arm	6	4	
R/L Leg	10	6	

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5

CLNT-2-3T Clint

Tonnage:	40	Mass	
Equipment			
Internal Structure:			4
Engine:	240		11.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	72		4.5

	Internal Structure	Armor Value	
Head	3	9	
Center Torso	12	11	
Center Torso (rear)		4	
R/L Torso	10	6	
R/L Torso (rear)		4	
R/L Arm	6	6	
R/L Leg	10	8	

Weapons and Ammo	Location	Critical	Tonnage
AC/5	RA	4	8
Ammo (AC) 20	RT	1	1
Medium Laser	CT	1	1
Medium Laser	LT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5

COM-2D Commando

Tonnage:	25	Mass	
Equipment			
Internal Structure:			2.5
Engine:	150		5.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	64		4

	Internal Structure	Armor Value	
Head	3	6	
Center Torso	8	8	
Center Torso (rear)		4	
R/L Torso	6	6	
R/L Torso (rear)		3	
R/L Arm	4	6	
R/L Leg	6	8	

Weapons and Ammo	Location	Critical	Tonnage
SRM 6	CT	2	3
Ammo (SRM) 15	LT	1	1
SRM 4	RA	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	LA	1	1

CP-10-Z Cyclops

Tonnage:	90	Mass	
Equipment			
Internal Structure:			
Engine:	360	33	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	12	2	
Gyro:		4	
Cockpit:		3	
Armor Factor:	160	10	

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	30
Center Torso (rear)		11
R/L Torso	19	20
R/L Torso (rear)		8
R/L Arm	15	10
R/L Leg	19	17

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
Ammo (AC) 10	LT	2	2
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	CT	1	1

DRG-1N Dragon

Tonnage:	60	Mass	
Equipment			
Internal Structure:			
Engine:	300	19	
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	160	10	

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	27
Center Torso (rear)		12
R/L Torso	14	16
R/L Torso (rear)		8
R/L Arm	10	14
R/L Leg	14	18

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	CT	2	5
Ammo (LRM) 24	LT	2	2
AC/5	RA	4	8
Ammo (AC) 40	RT	2	2
Medium Laser	LA	1	1
Medium Laser	LT (R)	1	1

ENF-4R Enforcer

Tonnage:	50	Mass	
Equipment			
Internal Structure:			
Engine:	200	8.5	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	12	2	
Gyro:		2	
Cockpit:		3	
Armor Factor:	144	9	

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		4
R/L Torso	12	17
R/L Torso (rear)		3
R/L Arm	8	14
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
AC/10	RA	7	12
Ammo (AC) 10	RT	1	1
Large Laser	LA	2	5
Small Laser	LT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

DV-6M Dervish

Tonnage:	55	Mass	
Equipment			
Internal Structure:			
Engine:	275	15.5	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	120	7.5	

	Internal Structure	Armor Value
Head	3	8
Center Torso	18	20
Center Torso (rear)		4
R/L Torso	13	15
R/L Torso (rear)		4
R/L Arm	9	10
R/L Leg	13	15

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 2	RA	1	1
Ammo (SRM) 50	RA	1	1
SRM 2	LA	1	1
Ammo (SRM) 50	LA	1	1
Jump Jets	CT	1	5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

GHR-5H Grasshopper

Tonnage:	70	Mass	
Equipment			
Internal Structure:			
Engine:	280	16	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	22	12	
Gyro:		3	
Cockpit:		3	
Armor Factor:	208	13	

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		13
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	CT	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
LRM 5	H	1	2
Ammo (LRM) 24	RT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2

HER-2S Hermes II

Tonnage:	40	Mass	
Equipment			
Internal Structure:			
Engine:	240	11.5	
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	120	7.5	

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	14

Weapons and Ammo	Location	Critical	Tonnage
AC/5	RT	4	8
Ammo (AC) 20	LT	1	1
Medium Laser	RA	1	1
Flamer	LA	1	1

HBK-4G Hunchback

Tonnage:	50	Mass	
Equipment			
Internal Structure:			
Engine:	200	8.5	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	13	3	
Gyro:		2	
Cockpit:		3	
Armor Factor:	160	10	

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	26
Center Torso (rear)		5
R/L Torso	12	20
R/L Torso (rear)		4
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo (AC) 10	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	5

JM6-S JagerMech

Tonnage:	65	Mass	
Equipment			
Internal Structure:			
Engine:	260	13.5	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	96	6	

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	16
Center Torso (rear)		5
R/L Torso	15	13
R/L Torso (rear)		3
R/L Arm	10	6
R/L Leg	15	11

Weapons and Ammo	Location	Critical	Tonnage
AC/5	RA	4	8
Ammo (AC) 20	RT	1	1
AC/5	LA	4	8
Ammo (AC) 20	LT	1	1
AC/2	RA	1	6
AC/2	LA	1	6
Ammo (AC) 45	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1

JR7-D Jenner

Tonnage:	35	Mass	
Equipment			
Internal Structure:		3.5	
Engine:	245	12	
Walking MP:	7		
Running MP:	11		
Jumping MP:	5		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	64	4	

	Internal Structure	Armor Value
Head	3	7
Center Torso	11	10
Center Torso (rear)		3
R/L Torso	8	8
R/L Torso (rear)		4
R/L Arm	6	4
R/L Leg	8	6

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Jump Jet	CT	1	.5
Jump Jets	RT	2	1
Jump Jets	RT	2	1

PNT-9R Panther

Tonnage:	35	Mass	
Equipment			
Internal Structure:		3.5	
Engine:	140	5	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	13	3	
Gyro:		2	
Cockpit:		3	
Armor Factor:	104	6.5	

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		7
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arm	6	10
R/L Leg	8	12

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	CT	1	2
Ammo (SRM) 25	LT	1	1
PPC	RA	3	7
Jump Jets	RL	2	1
Jump Jets	LL	2	1

SDR-5V Spider

Tonnage:	30	Mass	
Equipment			
Internal Structure:		3	
Engine:	240	11.5	
Walking MP:	8		
Running MP:	12		
Jumping MP:	8		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	56	3.5	

	Internal Structure	Armor Value
Head	3	6
Center Torso	10	8
Center Torso (rear)		4
R/L Torso	7	6
R/L Torso (rear)		2
R/L Arm	5	5
R/L Leg	7	6

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2

QKG-4D Quickdraw

Tonnage:	60	Mass	
Equipment			
Internal Structure:		6	
Engine:	300	19	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	13	3	
Gyro:		3	
Cockpit:		3	
Armor Factor:	128	8	

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	17
Center Torso (rear)		8
R/L Torso	14	14
R/L Torso (rear)		7
R/L Arm	10	11
R/L Leg	14	15

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT (R)	1	1
Medium Laser	RT (R)	1	1
Jump Jet	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2

TBT-5N Trebuchet

Tonnage:	50	Mass	
Equipment			
Internal Structure:		5	
Engine:	250	12.5	
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	120	7.5	

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		7
R/L Torso	12	11
R/L Torso (rear)		5
R/L Arm	8	10
R/L Leg	12	15

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RT	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1

VND-1R Vindicator

Tonnage:	45	Mass	
Equipment			
Internal Structure:		4.5	
Engine:	180	7	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	16	6	
Gyro:		2	
Cockpit:		3	
Armor Factor:	144	9	

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18
Center Torso (rear)		9
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	18

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
PPC	RA	3	7
Medium Laser	H	1	1
Small Laser	LA	1	.5
Jump Jets	CT	2	1
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5

WHT-1 Whitworth

Tonnage:	40	Mass	
Equipment			
Internal Structure:		4	
Engine:	160	6	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10	0	
Gyro:		2	
Cockpit:		3	
Armor Factor:	128	8	

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	12
R/L Torso (rear)		6
R/L Arm	6	12
R/L Leg	10	18

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	H	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1

ZEU-6S Zeus

Tonnage:	80	Mass	
Equipment			
Internal Structure:		8	
Engine:	320	22.5	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	17	7	
Gyro:		4	
Cockpit:		3	
Armor Factor:	184	11.5	

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	26
Center Torso (rear)		9
R/L Torso	17	18
R/L Torso (rear)		6
R/L Arm	13	22
R/L Leg	17	24

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	LT	2	5
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
Medium Laser	LT (R)	1	1
Medium Laser	CT	1	1
AC/5	LA	4	8
Ammo (AC) 20	LA	1	1