CLASSIC BATTLETECH™

RECORD SHEETS
PHOENIX UPGRADES

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THE DEVELOPER'S SAY

Let's talk about some ancient history to lay a solid framework of how things developed and to provide proper context for current events.

In 1983, Jordan Weisman saw a series of plastic model giant robots at a toy fair. At that time Jordan was co-owner of a game company called FASA Corporation, which was producing games based on various TV and movie properties, as well as publishing game aids for other successful game properties. These robots (soon to be known as "mecha" to American audiences) came from a variety of Japanese animated series, but Jordan instantly knew that giant robots would shortly be very big in the United States. He subsequently licensed those giant robot images from that model toy manufacturer, to use the images in a game.

FASA published the box set game *BattleDroids* in 1984, with the name changed to *BattleTech* upon publication of a second-edition box set in 1985. While those first licensed images formed the bedrock visuals for the initial game, *BattleTech* quickly began creating original images. In 1986, FASA published *Technical Readout: 3025*, which included twenty-four licensed images, along with sixty-four original illustrations. The game and universe proved wildly successful and put FASA Corporation solidly on the map as one of the big game companies in the industry. Through the next several years, the company published a slew of additional game products for *BattleTech*, including the launch of a novel line set within the game universe; the first *BattleTech* novel, *Decision at Thunder Rift*, came out in 1986.

The year 1988 saw the publication of the first computer game set in the *BattleTech* universe, *The Crescent Hawk's Inception*. *MechWarrior* followed in 1989 (and proved very popular), and *The Crescent Hawk's Revenge* came out in 1990.

Michael Stackpole's Blood of Kerensky novel trilogy, which appeared in 1990 and 1991, introduced a new and dynamic faction into the *Classic BattleTech* universe: the Clans. The popularity of the game and novel line—along with the additional property recognition brought by the computer games—convinced ROC (a division of Penguin Putnam) to pick up the novel line from FASA Corporation, starting with *Way of the Clans* in 1991. (Roc has continued to publish novels set in the *Classic BattleTech/MechWarrior* universe, with well over a hundred full-length novels reaching publication.)

Another Jordan Weisman experiment became reality in 1990, with the opening of the Virtual World Entertainment *BattleTech Center* in Chicago: the first fully immersive, public computer simulation, where players sat in "pods" that represented the cockpits of 'Mechs.

With the convergence of these factors—and with a *MechWarrior 2* computer game already in development (which would become a top seller soon after its 1995 debut and which remains on most "top 10 best games of all time" lists)—work began on an animated series in 1993, with thirteen episodes airing in 1994. During that time, FASA Corporation approached Playmates US to produce an accompanying toy line, but they expressed no interest. FASA then approached Tyco, which released a line of *BattleTech* toys simultaneously with the animated series.

At this point, FASA became aware of a new toy under development by Playmates US that they felt was based directly on an original image created by FASA. Copyright/Trademark law demands that the copyright holder vigorously pursue any apparent violations (or risk losing the copyright/trademark), and so FASA sued Playmates US over this alleged copyright infringement.

After a long, protracted court battle, FASA both won and lost its court case. An interesting, relatively unknown bit of copyright/trademark law says that anyone can slap a trademark on a name or product when they publish it. However, the trademark doesn't really mean anything until the holder is dragged into court and the judge makes a final ruling one way or another; in other words, most copyright/trademarks are about intimidating companies from making such infringements. FASA won in one respect: the judge unequivocally stated that FASA owned much of the imagery of the *BattleTech* universe, in particular the 'Mech image that had caused the case in the first place. Unfortunately, the judge felt that because FASA dealt in the gaming market and the Playmates US toy fell into a different market, FASA failed to prove that Playmates US infringed directly on FASA's business. Therefore, FASA received no monetary settlement.

In the midst of that case, FASA realized that the original images licensed for the publication of *BattleDroids* in 1984—images still very much a part of the game universe—left the company open to legal action from other companies currently using those same images. Understandably now legal-shy—having lost years and millions to the lawsuit—FASA decided to remove those images from any in-print products, and to discontinue the use of those images in the future.

While the images were discontinued, their names, their game statistics and so on—everything *but* their images—were wholly owned by FASA Corporation. This left FASA with two options. The first involved redrawing all the images to make them unique enough not to cause any legal problems. However, one of the biggest draws of the *BattleTech* universe (outside of giant robots blowing stuff up on alien worlds, fighting for far future star empires) is its continuity: it represents twenty years of artists and writers weaving together a living, breathing, dynamic universe, with each sourcebook and story building on the events of the past. FASA believed that tossing aside visual continuity would do far more harm than good, and so chose the second option: to simply discontinue the use of the problem images. This decision allowed players to keep using the game statistics and names of those designs in their own games and at conventions, but the images in question would no longer be featured in published products. (Among the *BattleTech* community, these images would become known as the "Unseen.")

Fast forward to the year 2000. For many reasons, FASA Corporation finally closed its doors after some twenty years of publication, including the creation of *BattleTech* and *Shadowrun*: two of the most iconic universes in the gaming industry. Jordan Weisman—founder of WizKids Games, which published the revolutionary new collectible miniatures game *MageKnight*—purchased the *BattleTech* intellectual property and went on to publish *MechWarrior: The Collectible Miniatures Game* in 2001 (set 65 years into *BattleTech*'s future). WizKids then licensed the rights to publish game products set in the *Classic BattleTech* time frame to FanPro LLC, a division of a German company, Fantasy Productions. FanPro started publishing *BattleTech* product in 2001.

THE DEVELOPER'S SAY

With the closing of FASA and the prospect of publishing *BattleTech* products under a new company, the publishers of *BattleTech* hoped to find a new solution to the "unseen" issue. In 1992, FASA Corporation had published *Technical Readout: 3055*. That product featured several original images from *Technical Readout: 3025* (published in 1986), which it termed "IIC" variants. Those IIC images were considerably altered from their original forms, creating a brand new image identity. Yet players comparing the two images can clearly see the ancestry that links them (think of a 1970s Camaro and a 2007 Camaro and you'll get the picture). *Technical Readout: 3055* provided a precedent for how we could re-introduce images that could match the names of those Unseen 'Mechs, providing a visual heritage linking to those images while avoiding potential legal issues.

At the same time, however, I felt strongly—and I still do—that at heart, FASA's original decision not to toss aside the game's visual continuity was correct. In other words, to say that X 'Mech before the "in-universe" year of 3060 never looked like all the images published and all the miniatures released over twenty years and now looks like Y, really would do more harm than good.

Instead, using the precedent set in 1992—along with the "in-universe" backdrop of the ongoing technological renaissance and rapid development of new BattleMechs—we could generate a new series of images. These new images represented "upgrades" to centuries-old designs, incorporating new cutting-edge technologies, while (from an "in-universe" perspective) creating a new, impressive look to make these older machines competitive in the marketplace alongside brand-new 'Mechs.

In other words, we created a compromise. With the publication of *Technical Readout: Project Phoenix* in 2003, players once again have images (and miniatures) they can link to those Unseen 'Mechs that once formed the bedrock of the *BattleTech* universe, while retaining the universe's visual continuity; that is, while a player knows that the *BattleMaster* from *Technical Readout: Project Phoenix* didn't look like that previous to the in-universe year of 3060, he has a *BattleMaster* miniature to use in current-era games and can use it as the best possible stand-in when playing in a game or campaign set in a previous time frame. (For the *BattleTech* community, these images would become known as the "Reseen.")

Note that the original *Technical Readout: 3055* included several illustrations that were also created "out of house." With the publication of *Technical Readout: 3055 Upgrade* in 2005, those designs were given a "phoenix treatment," but are still included in that publication; the "Solaris VII" section found in *Technical Readout: 3055 Upgrade* were previously published in another product and also created "out of house," so they were also given the "phoenix treatment" before inclusion.

Now we come to the crux of this discussion: record sheet books. Since 1996, record sheet books have carried the name of the technical readout with which they are most closely associated. For example, *Record Sheets: 3050*, published in 1996 by FASA Corporation, included the various 'Mech and vehicle designs (as well as their many variants) found in *Technical Readout: 3050, Revised*, also published in 1996. However, the record sheet book also contained all of the "modern era" variants of those Unseen 'Mechs (images removed from the original *Technical Readout: 3050* with the publication of that revised edition). FASA did this for two reasons. One was sheer history; it had always been done that way. The other was to let players who wanted to play in an era-specific timeline know which variants were appropriate for which eras, based on the Technical Readouts (3025, 3050 and so on).

We are now entering what might be considered the third publishing era for *Classic BattleTech*. In 2007, the rights to publish products set in the *Classic BattleTech* universe went from FanPro LLC to a company called InMediaRes Productions, LLC, which launched the www.battlecorps.com subscription-based website for canon *BattleTech* fiction in 2004. IMRPro immediately formed an imprint, Catalyst Game Labs, to publish paper product. In the summer of 2007, Catalyst will publish the *Classic BattleTech Introductory Box Set*; the first *BattleTech* box set to see print in three years and the first to include plastic miniatures in more than a decade. The simultaneous publication of *Starterbook: Sword and Dragon*—a companion volume to the box set—and *TechManual*—the core construction rules, a companion volume to *Total Warfare*, the core game rules—heralds a dedicated effort to reshape the *BattleTech* product line from the ground up, to make it as user-friendly as possible for old hands and for new players.

To continue the reshaping of the product line, we have decided to make as certain as possible that if a design name/variant is mentioned in a technical readout, it will appear in the corresponding record sheet book. If it doesn't appear in the corresponding technical readout, then regardless of its past history of placement, the record sheet will be moved to where the name does appear. In other words, for any Unseen images in the original *Technical Readout: 3025* and original *Technical Readout: 3050*, all of the corresponding record sheets now appear in *Record Sheet: Phoenix Upgrades*, as *Technical Readout: Project Phoenix* contains those Reseen 'Mechs.

Some might wonder if such a move will make it harder to play era-specific games. Nothing could be further from the truth. We have made a conscious effort to provide more era-specific rules and details for players than ever before. The free Force Faction Table PDF at www.classicbattletech.com provide a comprehensive list of all record sheet variants and the major eras in which each unit can be used, making it easy for players to choose a force based on a time period.

In the end, for longtime players, this may seem strange, like a coat that resembles their old coat but just doesn't fit as well. However, I believe this is the right move to make alongside the new box set, starterbooks and the new core rulebooks. Another important piece of the puzzle in the reshaping of the game line for a whole new and exciting era of *Classic BattleTech* exploration and game play!

Randall N. Bills
Classic BattleTech Line Developer

INTRODUCTION

Classic BattleTech Record Sheet: Phoenix Upgrade provides more than 200 filled-out record sheets for the standard 'Mech designs detailed in *Classic BattleTech Technical Readout: Project Phoenix*, spanning from the classic versions common during the Succession Wars to variants utilizing the newest weapons and equipment as presented in *Total Warfare*.

These new variants represent a large swath of in-universe production capabilities. From simple, easy to install field upgrade kits, to from-the-ground-up new variants requiring the retooling of entire production lines, to a middle ground upgrade which can be accomplished by "remote refit facilities;" a new kind of advanced repair/refit facility appearing throughout the Inner Sphere as the ravages of the Jihad continue to destroy production facilities.

Technical Readout-style articles covering the in-universe development and deployment of these new variants are available to the public (no membership needed) at the MilSpec section of BattleCorps.com.

GAME NOTES

This edition of *Record Sheets: Phoenix Upgrade* has been revised so that the units within conform to the construction rules as found in *Classic BattleTech TechManual*. Note that some designs were slightly modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books published by FASA and/or FanPro. (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

'MECH DESIGNER SOFTWARE

The 'Mech record sheets in this book were created using *HeavyMetal Plus* for Windows. Players can use this software to create and edit their own 'Mech designs and print record sheets; *HeavyMetal Plus* also allows player to create and edit their own ProtoMechs, vehicles and infantry. Programmed by Rick Raisley, the program is available via mail order for $55.00 plus $3.00 shipping and handling, Richard Raisley, 327 West Passage, Columbia, SC 29212. Orders can also be placed at http://www.heavymetalpro.com or in the BattleCorps' BattleShop.

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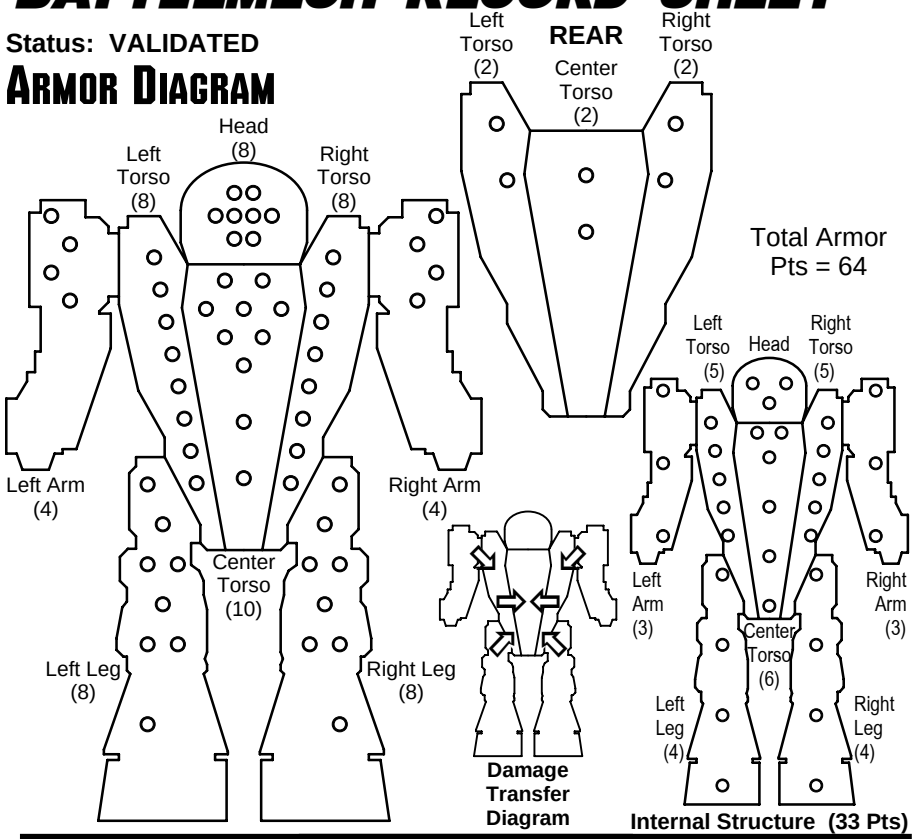
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



'Mech Data

Type: Locust LCT-1E
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (8)

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
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Small 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. *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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Small 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. *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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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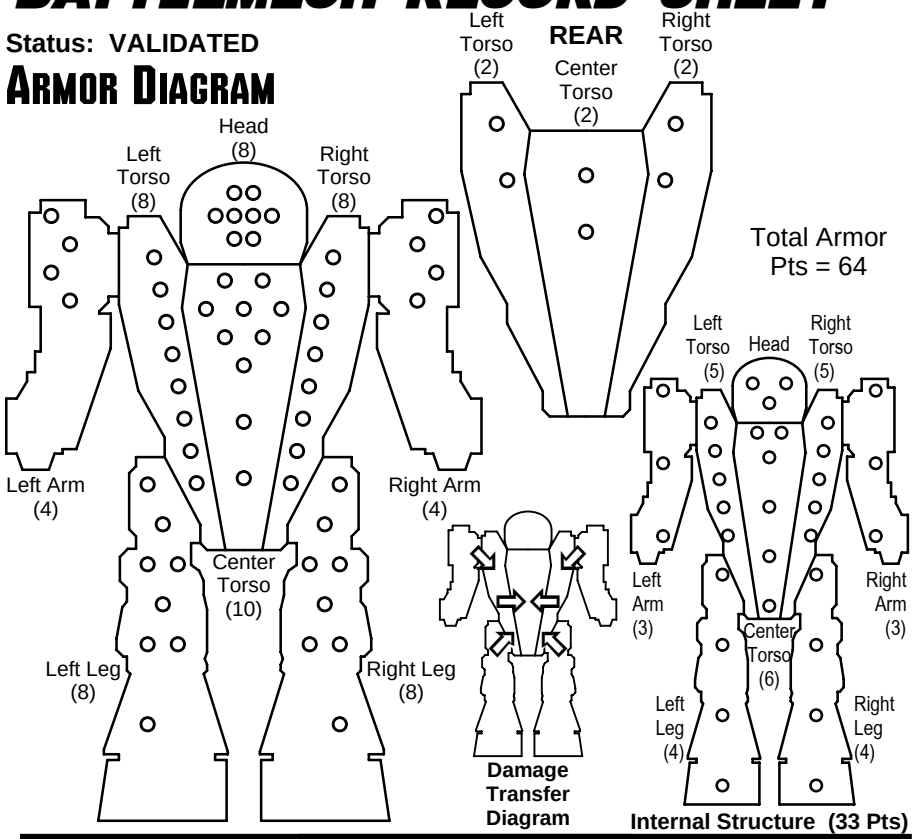
Armor Diagram



Damage Transfer Diagram

Internal Structure (33 Pts)

'Mech Data

Type: Locust LCT-1L
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8 [9]	Inner Sphere
Running:	12 [14]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

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
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun

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

1. *Roll Again*
2. *Roll Again*

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

Left Torso
1. *Triple Strength*
2. *Triple Strength*

1-3
3. *Triple Strength*
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (MG) 200

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun

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

1. *Roll Again*
2. *Roll Again*

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

Right Torso
1. *Triple Strength*
2. *Triple Strength*

1-3
3. *Triple Strength*
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. Single Heat Sink
6. Single Heat Sink

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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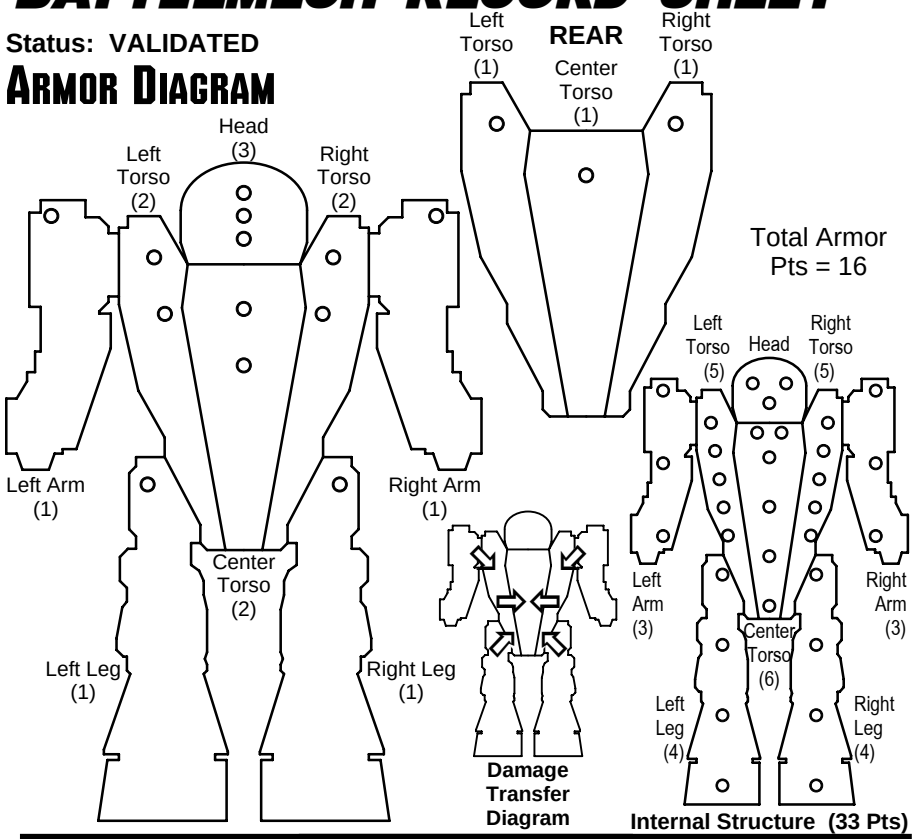

'Mech Data

Type: Locust LCT-1M
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	LRM 5	RA	2	1/hit	6	7	14	21
1	LRM 5	LA	2	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
LRM 5	24

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (7)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Medium Laser
6. Ammo (LRM 5) 24

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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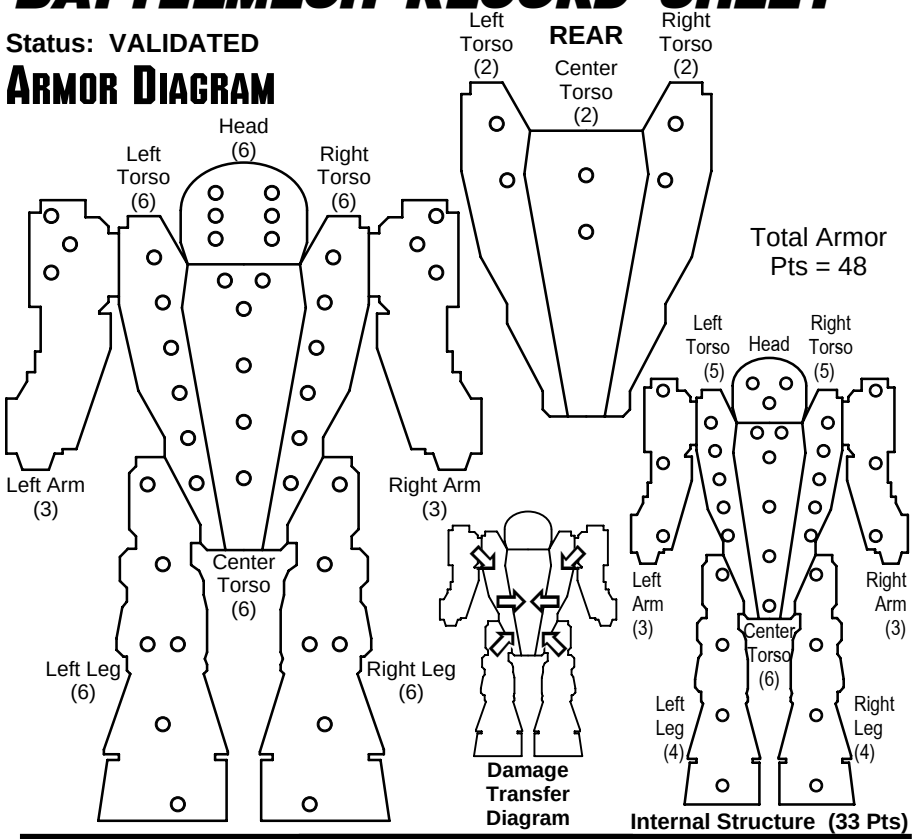
ARMOR DIAGRAM



'MECH DATA

Type: Locust LCT-1S
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	SRM 2	RA	2	2/hit	-	3	6	9
1	SRM 2	LA	2	2/hit	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
SRM 2	50

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (7)

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

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

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

Center Torso
1-3: 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro

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

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 2

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

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

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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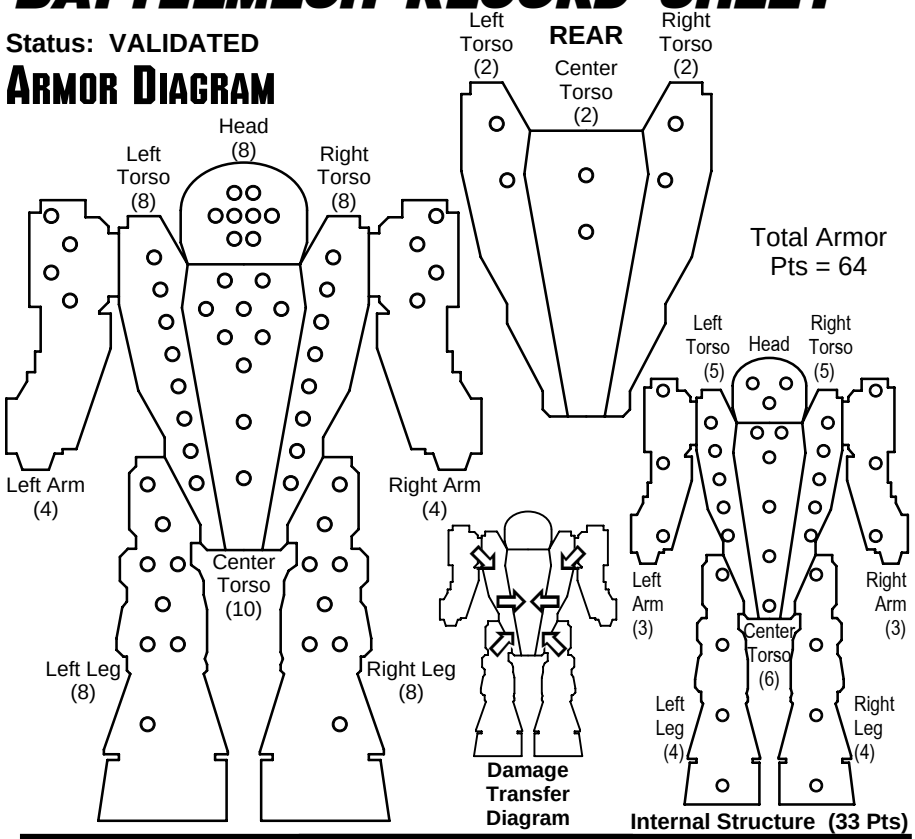
Armor Diagram



'Mech Data

Type: Locust LCT-1V
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. Single Heat Sink
2. *Roll Again*

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. Single Heat Sink
6. *Roll Again*

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (MG) 200

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

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Machine Gun
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 Torso

1. Single Heat Sink
2. *Roll Again*

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*

Right Leg

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

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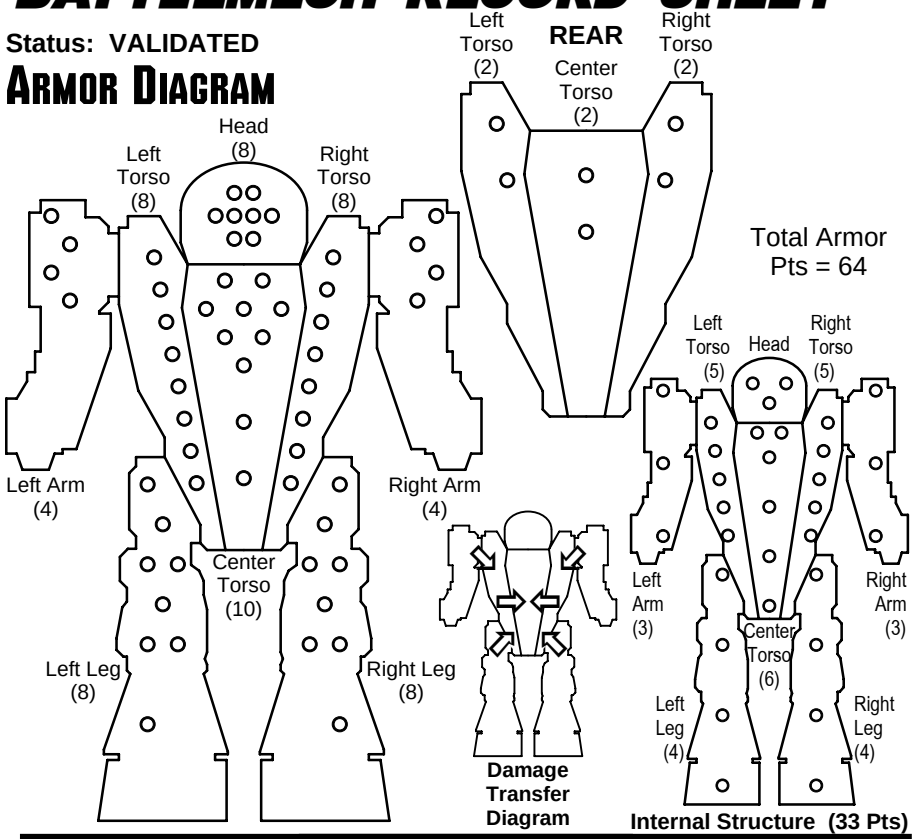
Armor Diagram



'Mech Data

Type: Locust LCT-1V2
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
2	Rocket Launcher 10 (OS)	RA	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	LA	3	1/hit	-	5	11	18
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (3)

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Rocket Launcher 10 (OS)
4. Rocket Launcher 10 (OS)
5. *Roll Again*
6. *Roll Again*

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

Left Torso

1-3
1. Single Heat Sink
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 Leg

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

Head

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

Center Torso

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Rocket Launcher 10 (OS)
4. Rocket Launcher 10 (OS)
5. *Roll Again*
6. *Roll Again*

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

Right Torso

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

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

Right Leg

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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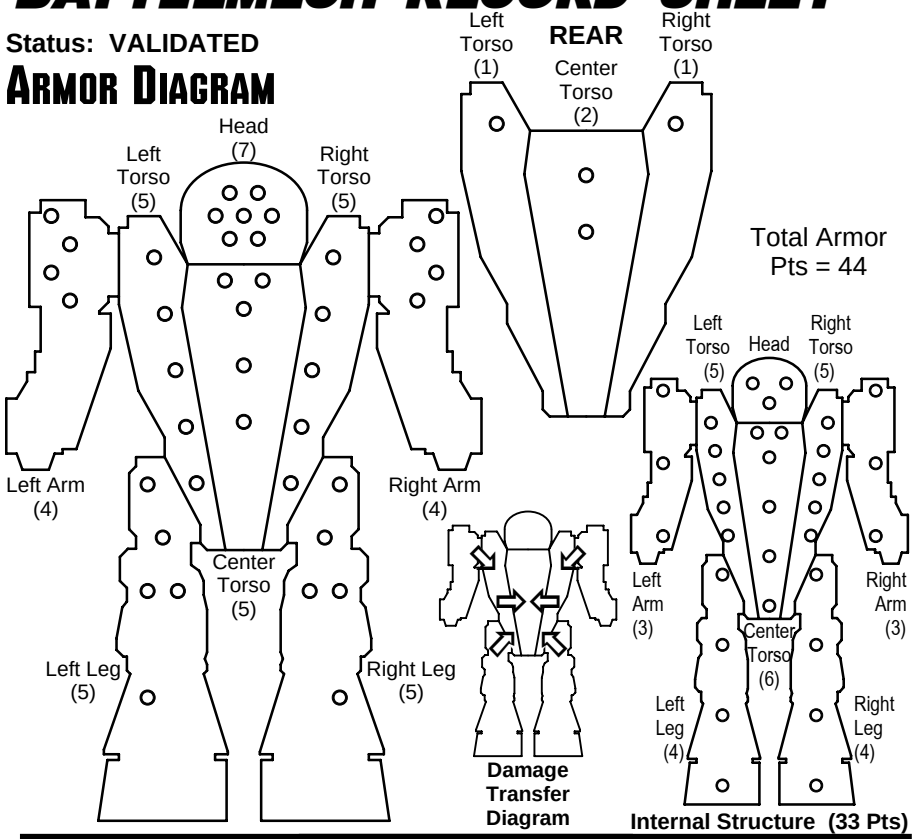
Armor Diagram



'Mech Data

Type: Locust LCT-3D
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 5	RA	2	1/hit	6	7	14	21
1	LRM 5	LA	2	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 5	24

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (4)

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
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 5) 24
6. CASE

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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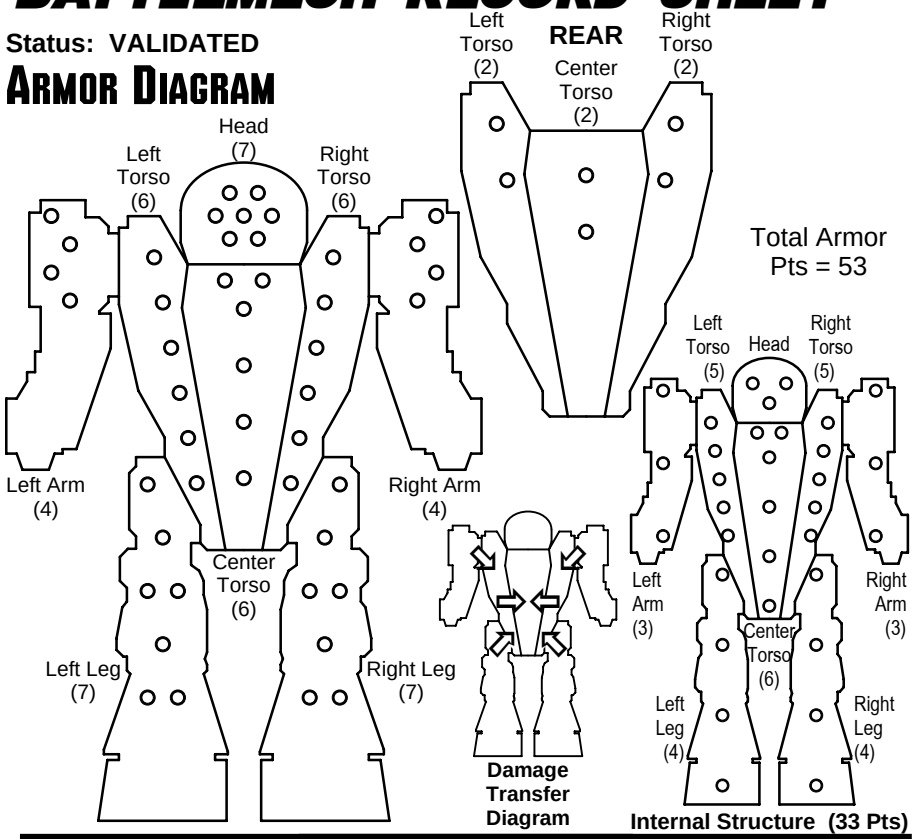
Armor Diagram



'Mech Data

Type: Locust LCT-3M
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Small Laser	RA	1	3	-	1	2	3
1	Anti-Missile System	LA	1	-	-	-	-	-
2	Small Laser	LA	1	3	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
Anti-Missile System	12

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Anti-Missile System
4. Small Laser
5. Small Laser
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. Ammo (AMS) 12
2. CASE
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
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. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Endo Steel*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Small Laser
4. Small Laser
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
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. Single Heat Sink
6. Single Heat Sink

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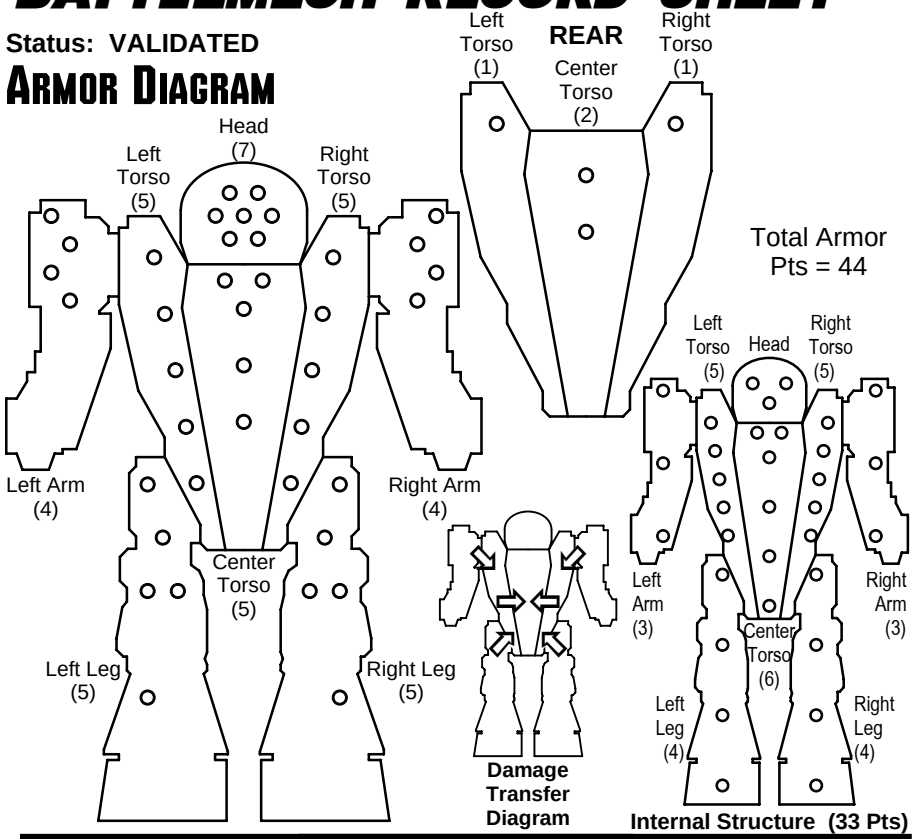
Armor Diagram



'Mech Data

Type: Locust LCT-3S
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
Streak SRM 2	50

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (7)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 2

1-3
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. Ammo (Streak 2) 50
2. *Endo Steel*

1-3
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. CASE
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. Single Heat Sink
6. Single Heat Sink

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Streak SRM 2
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. *Endo Steel*
2. *Endo Steel*

1-3
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
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. Single Heat Sink
6. Single Heat Sink

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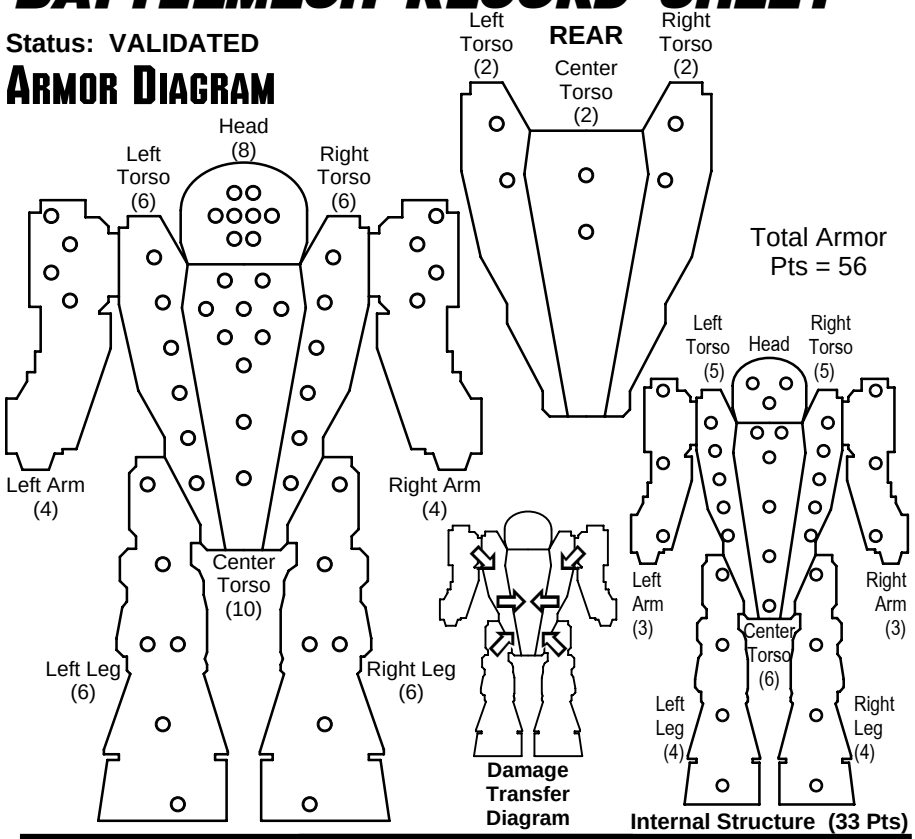
Armor Diagram



'Mech Data

Type: Locust LCT-3V
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3
2	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	100

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (6)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

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

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg

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

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Medium Laser
6. Medium Laser

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Machine Gun

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. Ammo (MG) 100
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. Single Heat Sink
6. Single Heat Sink

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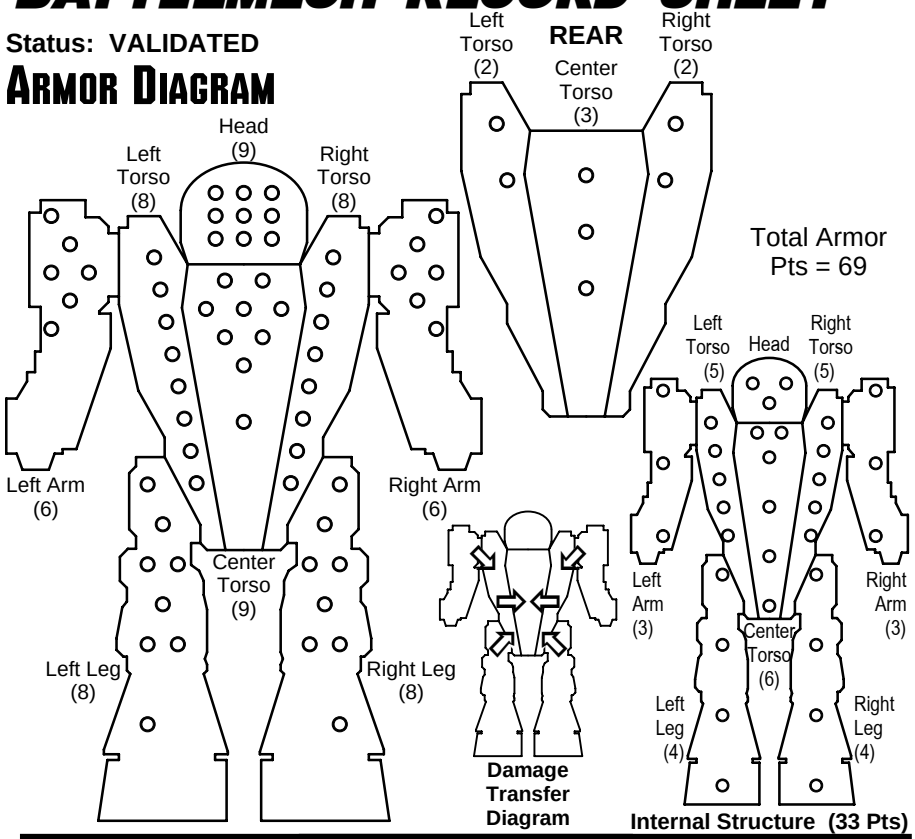
Armor Diagram



Damage Transfer Diagram

Internal Structure (33 Pts)

'Mech Data

Type: Locust LCT-5M
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	12	Inner Sphere
Running:	18	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
2	ER Small Laser	RA	2	3	-	2	4	5
2	ER Small Laser	LA	2	3	-	2	4	5
1	ER Medium Laser	CT	5	5	-	4	8	12

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (13)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser (1-3)
4. ER Small Laser (1-3)
5. *Ferro-Fibrous* (1-3)
6. *Ferro-Fibrous* (1-3)
1. *Ferro-Fibrous* (4-6)
2. *Endo Steel* (4-6)
3. *Endo Steel* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. *Ferro-Fibrous* (1-3)
5. *Ferro-Fibrous* (1-3)
6. *Ferro-Fibrous* (1-3)
1. *Ferro-Fibrous* (4-6)
2. *Endo Steel* (4-6)
3. *Endo Steel* (4-6)
4. *Endo Steel* (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

Left 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. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Engine (4-6)
3. XL Engine (4-6)
4. XL Engine (4-6)
5. ER Medium Laser (4-6)
6. *Roll Again* (4-6)

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser (1-3)
4. ER Small Laser (1-3)
5. *Ferro-Fibrous* (1-3)
6. *Ferro-Fibrous* (1-3)
1. *Ferro-Fibrous* (4-6)
2. *Endo Steel* (4-6)
3. *Endo Steel* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. *Ferro-Fibrous* (1-3)
5. *Ferro-Fibrous* (1-3)
6. *Ferro-Fibrous* (1-3)
1. *Ferro-Fibrous* (4-6)
2. *Endo Steel* (4-6)
3. *Endo Steel* (4-6)
4. *Endo Steel* (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

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

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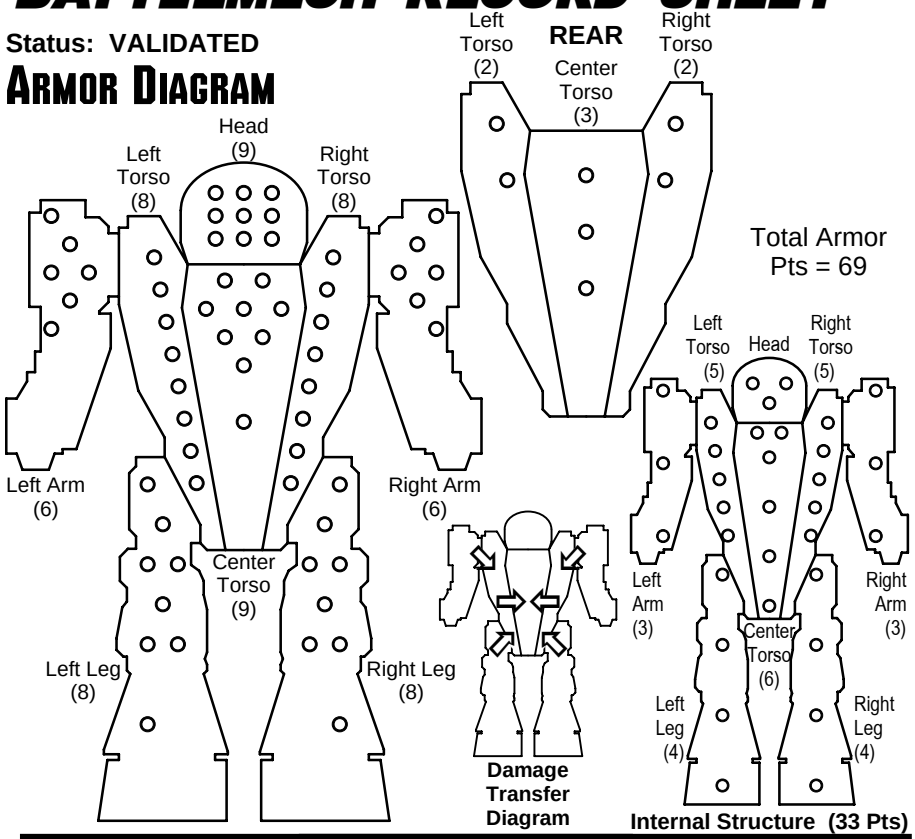
Armor Diagram



'Mech Data

Type: Locust LCT-5T
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
3	Light Machine Gun	RA	0	1	-	2	4	6
1	Machine Gun Array	RA	0	-	-	-	-	-
3	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type:	Rounds:
Light Machine Gun	100

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (5)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Light Machine Gun
4. Light Machine Gun
5. Light Machine Gun
6. Machine Gun Array

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Single Heat Sink
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Light Machine Gun
4. Light Machine Gun
5. Light Machine Gun
6. Machine Gun Array

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Single Heat Sink
6. Ammo (LMG) 100

1-3

1. CASE
2. *Ferro-Fibrous*
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. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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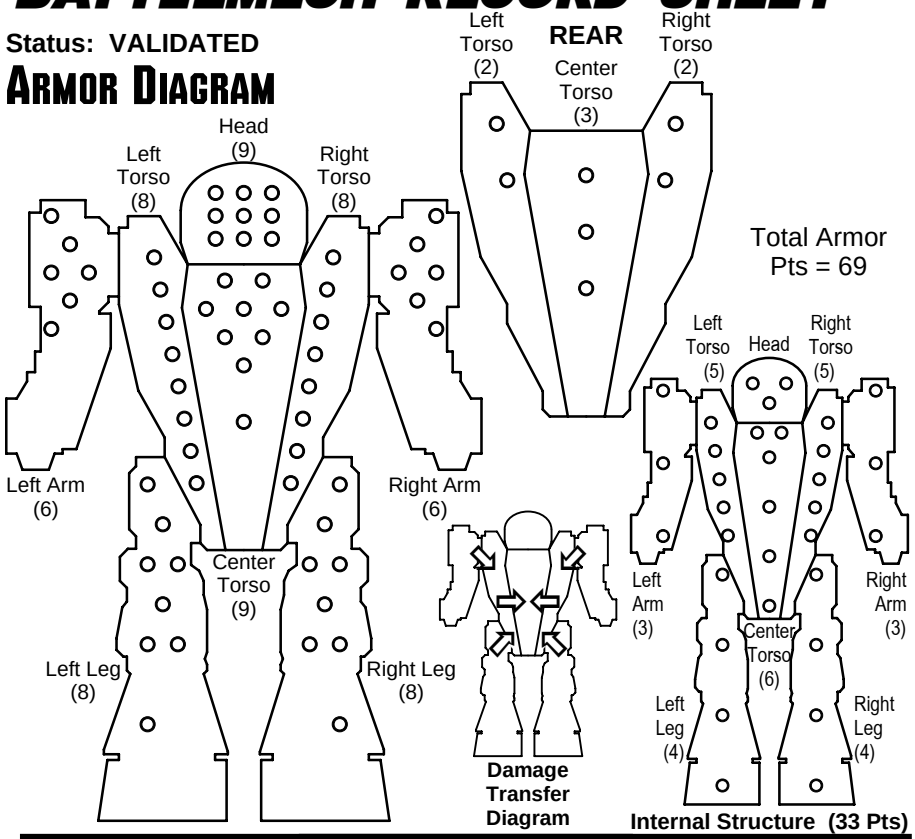
Armor Diagram



'Mech Data

Type: Locust LCT-5V
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Rocket Launcher 10 (OS)	RA	3	1/hit	-	5	11	18
1	Rocket Launcher 10 (OS)	LA	3	1/hit	-	5	11	18
2	ER Medium Laser	CT	5	5	-	4	8	12

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (10)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Rocket Launcher 10 (OS)

1-3
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Left Torso
1. Double Heat Sink
2. Double Heat Sink

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

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Rocket Launcher 10 (OS)

1-3
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
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. Double Heat Sink
2. Double Heat Sink

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

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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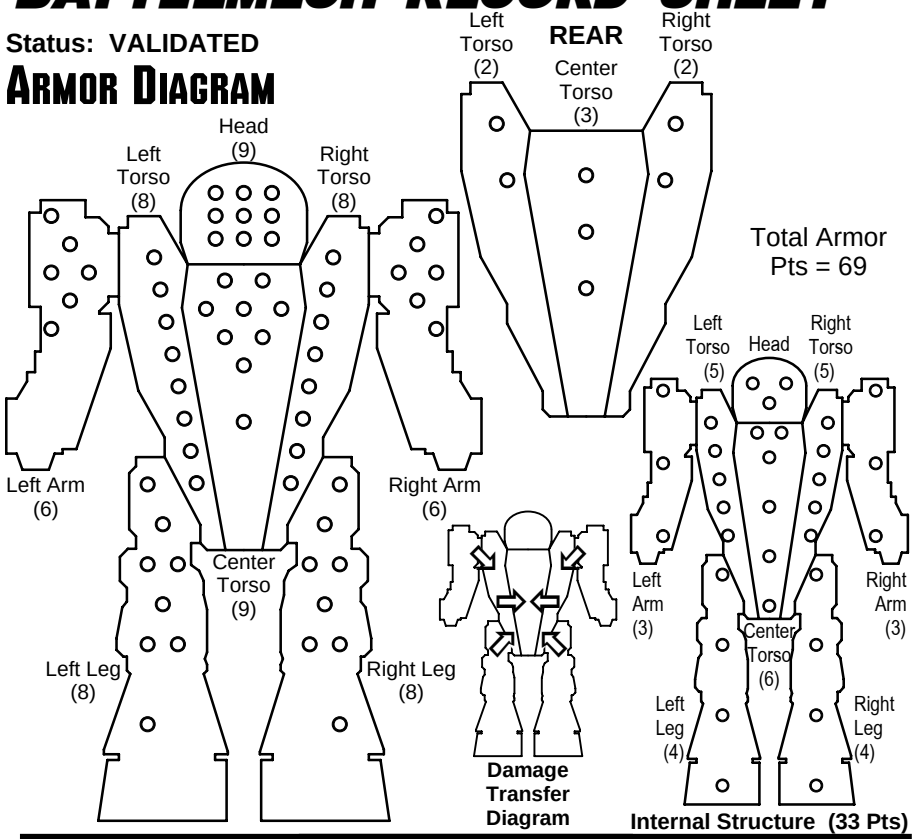
Armor Diagram



'Mech Data

Type: Locust LCT-6M
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	14	Inner Sphere
Running:	21 [28]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Small Laser	HD	2	3	-	2	4	5

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

Warrior Data

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

1-3
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro

4-6
4. XL Engine
5. XL Engine
6. XL Engine

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Endo Steel*

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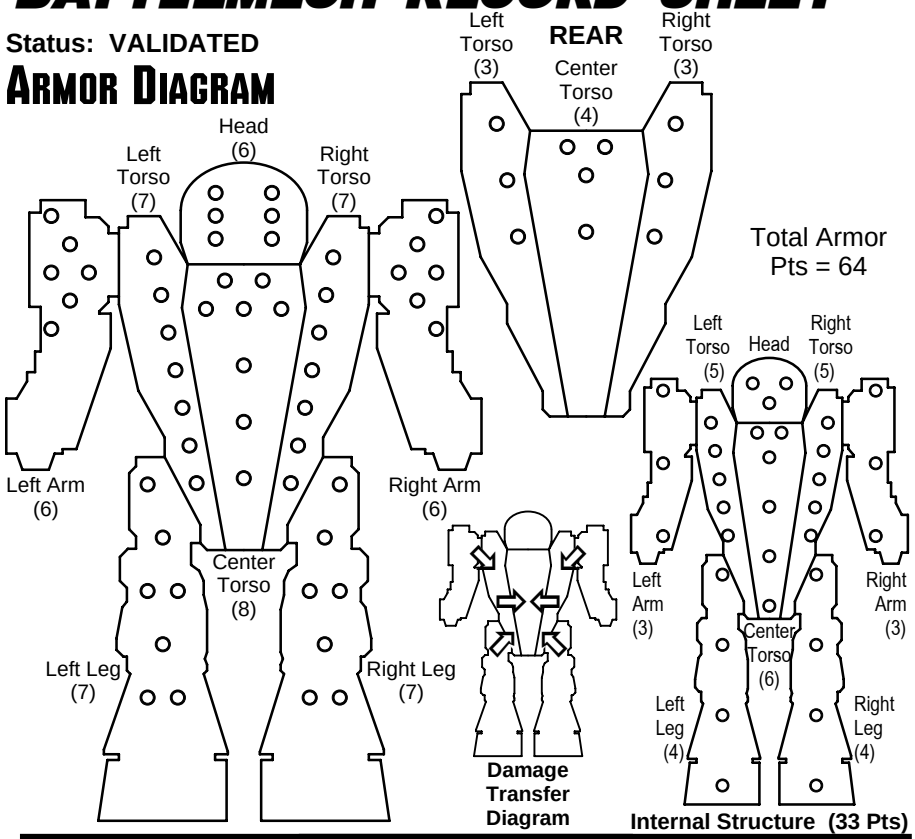
Armor Diagram



'Mech Data

Type: Stinger STG-3G
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (6)

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
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. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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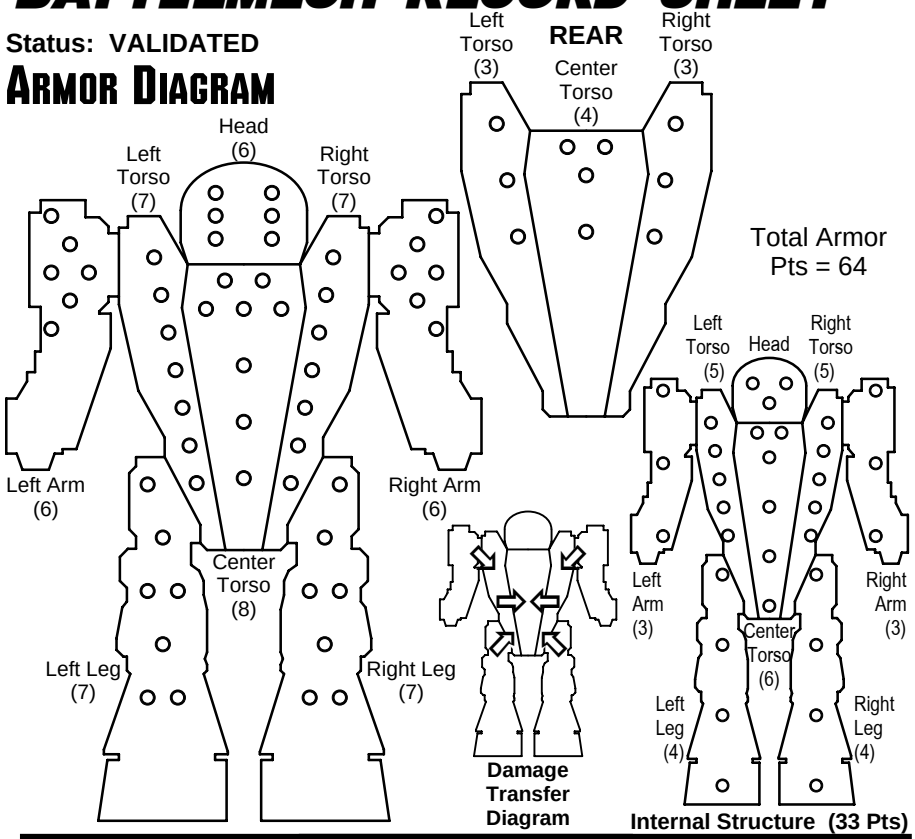
ARMOR DIAGRAM



'MECH DATA

Type: Stinger STG-3P
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Light PPC	RA	5	5	3	6	12	18

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (5)

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
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. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light 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. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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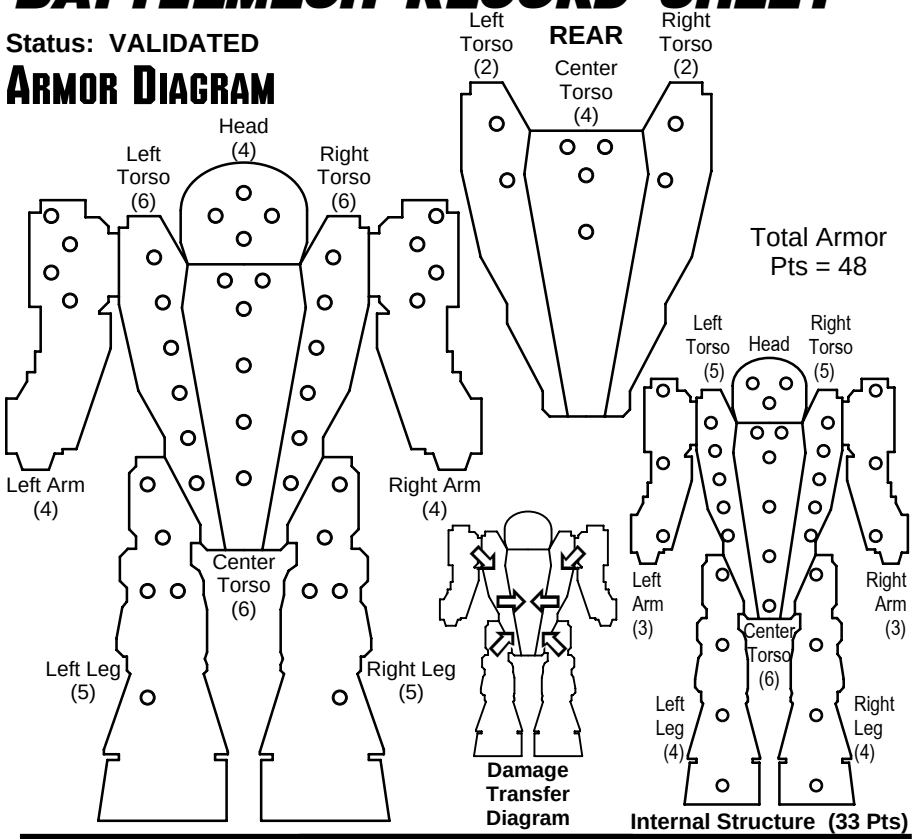
Armor Diagram



'Mech Data

Type: Stinger STG-3R
Mass: 20 tons

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Machine Gun — **Rounds:** 200

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

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*

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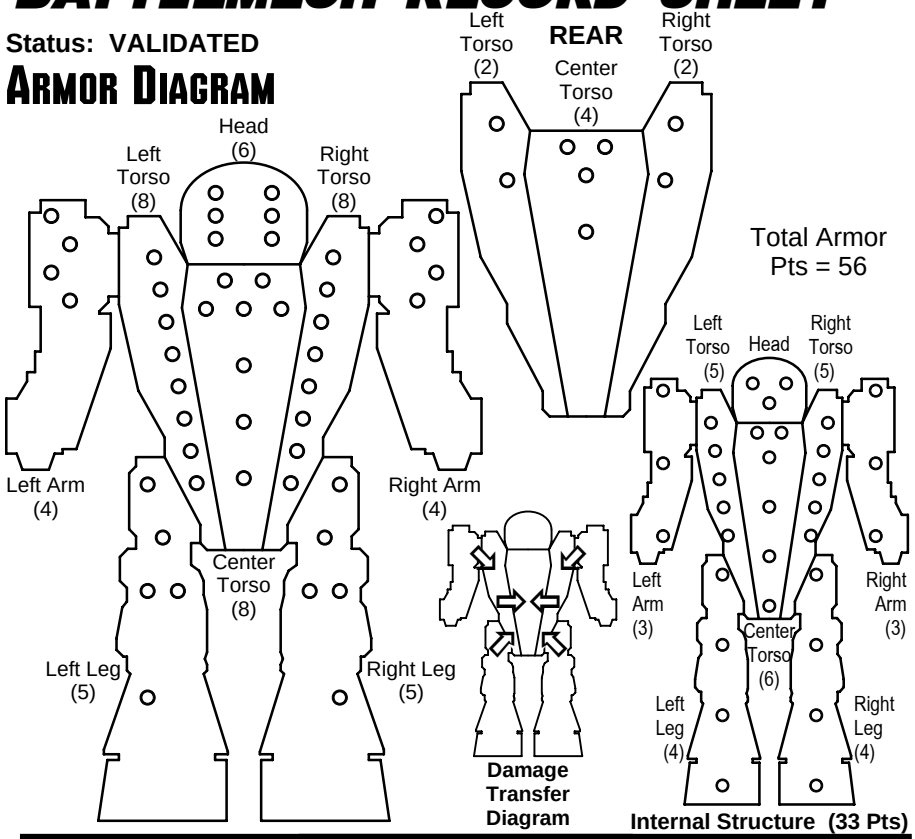
Armor Diagram



'Mech Data

Type: Stinger STG-5M
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Anti-Missile System	RA	1	-	-	-	-	-
1	Flamer	LA	3	2	-	1	2	3

Ammo Type:	Rounds:
Anti-Missile System	12

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (7)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

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

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

Left Torso

1-3
1. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Leg

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

Head

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

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Endo Steel*
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Anti-Missile System

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

Right Torso

1-3
1. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Ammo (AMS) 12
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Leg

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

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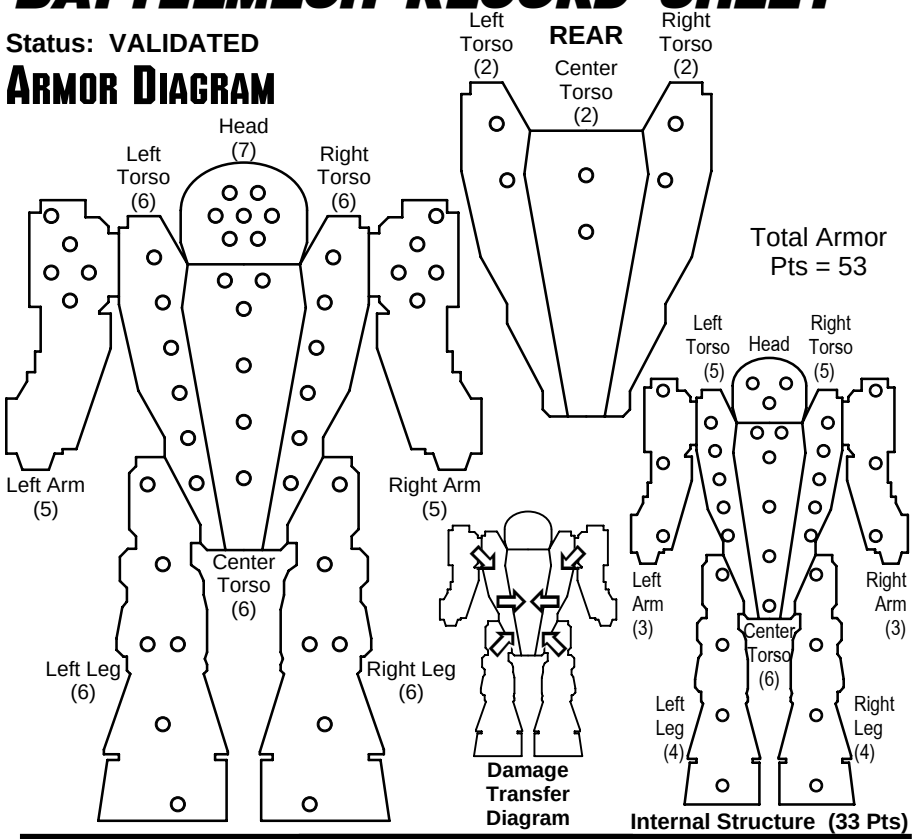
Armor Diagram



'Mech Data

Type: Stinger STG-5R
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
1	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (5)

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
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Rocket Launcher 15 (OS)
2. Rocket Launcher 15 (OS)
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Rocket Launcher 15 (OS)
2. Rocket Launcher 15 (OS)
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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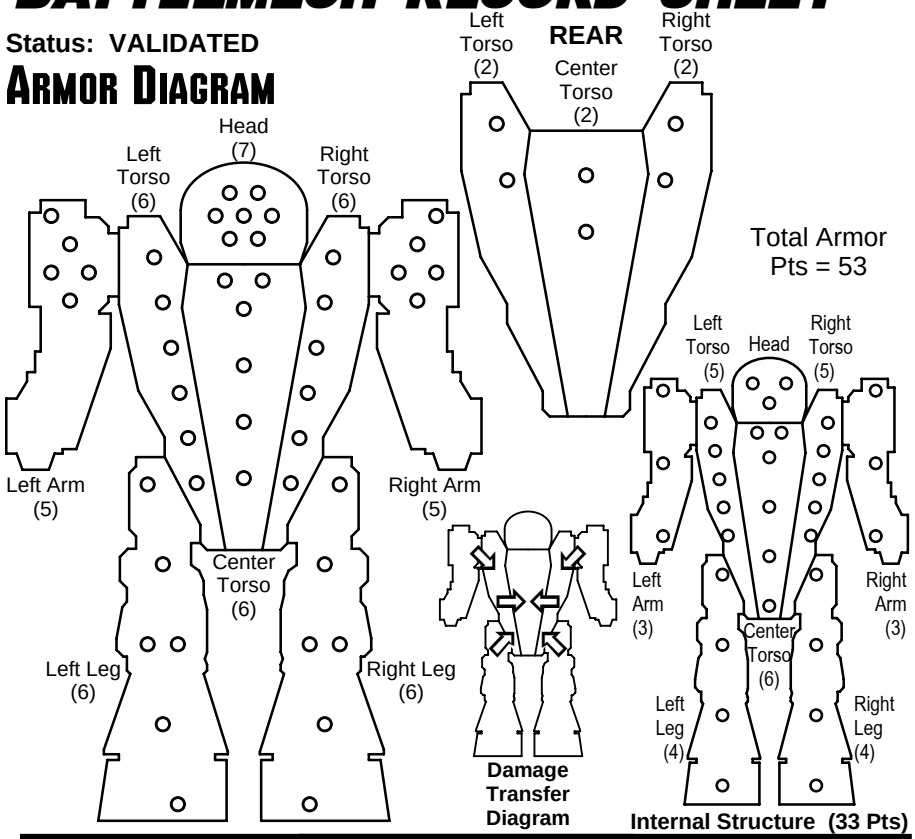
ARMOR DIAGRAM



'MECH DATA

Type: Stinger STG-5T
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	MML 3	RT	2	-	-	-	-	-
	LRM (40 salvos/ton)			1/hit	6	7	14	21
	SRM (33 salvos/ton)			2/hit	-	3	6	9
1	MML 3	LT	2	-	-	-	-	-

Ammo Type: MML3 **Rounds:**

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat:** (4)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Jump Jet
6. Jump Jet

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

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Ammo (MML 3) 33/40
6. Ammo (MML 3) 33/40

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. MML 3
3. MML 3
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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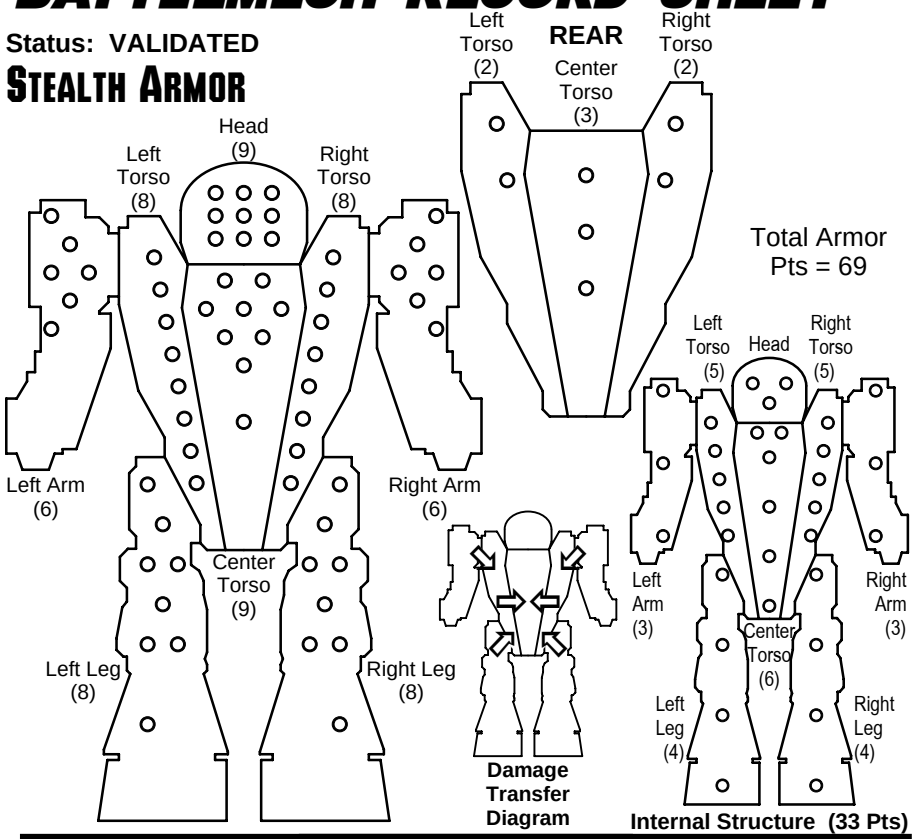
STEALTH ARMOR



'MECH DATA

Type: Stinger STG-6L
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 8	Inner Sphere
Running: 12	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

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

1-3

1. Double Heat Sink
2. Medium Laser
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Stealth Armor*
5. *Stealth Armor*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. Double Heat Sink
2. Medium Laser
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Stealth Armor*
5. *Stealth Armor*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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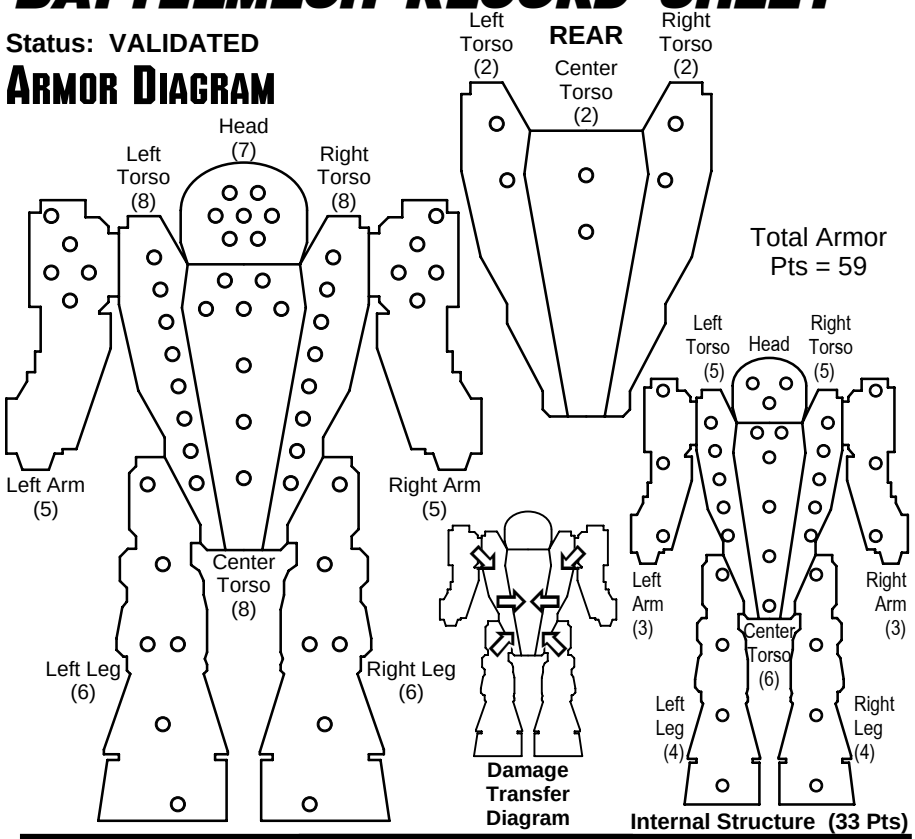
ARMOR DIAGRAM



'MECH DATA

Type: Stinger STG-6S
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 7	Inner Sphere
Running: 11 [14]	Biped 'Mech
Jumping: 7	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Light Machine Gun	RA	0	1	-	2	4	6
1	Light Machine Gun	LA	0	1	-	2	4	6

Ammo Type:	Rounds:
Light Machine Gun	100

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light Machine Gun
6. *Heavy Ferro-Fibrous*

1-3

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Roll Again*

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. Ammo (LMG) 100

1-3

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. MASC

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

1-3

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Roll Again*

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

1-3

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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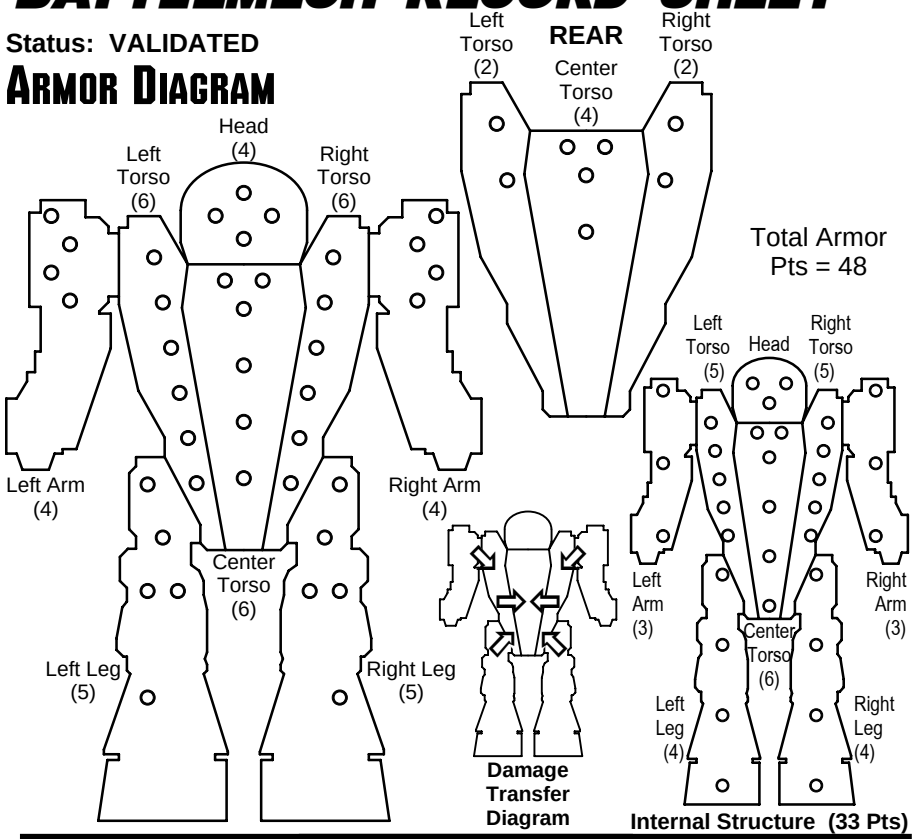
ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-1A
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 2	LL	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
SRM 2	50

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (5)

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
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. Ammo (SRM 2) 50
2. Jump Jet
3. Single Heat Sink
4. Single Heat Sink
5. Single 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

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
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. *Roll Again*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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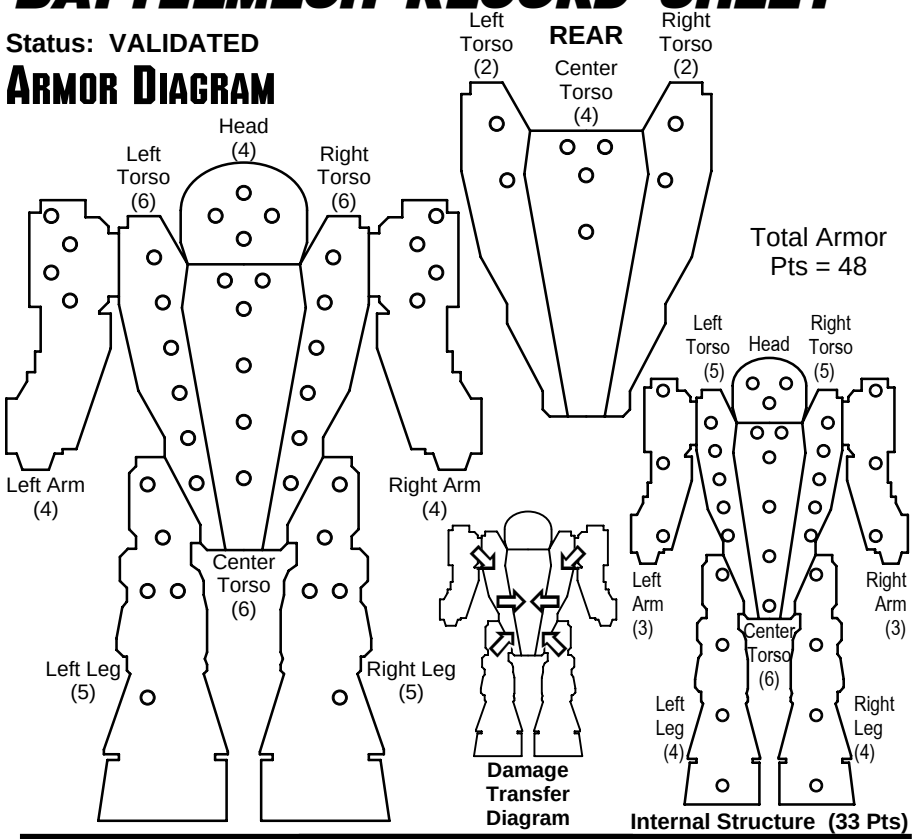
Armor Diagram



'Mech Data

Type: Wasp WSP-1D
Mass: 20 tons

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Medium Laser	RA	3	5	-	3	6	9
2	Small Laser	LT	1	3	-	1	2	3
1	Flamer	LL	3	2	-	1	2	3

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Small Laser
4. Small Laser
5. *Roll Again*
6. *Roll Again*

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

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. Jump Jet
6. *Roll Again*

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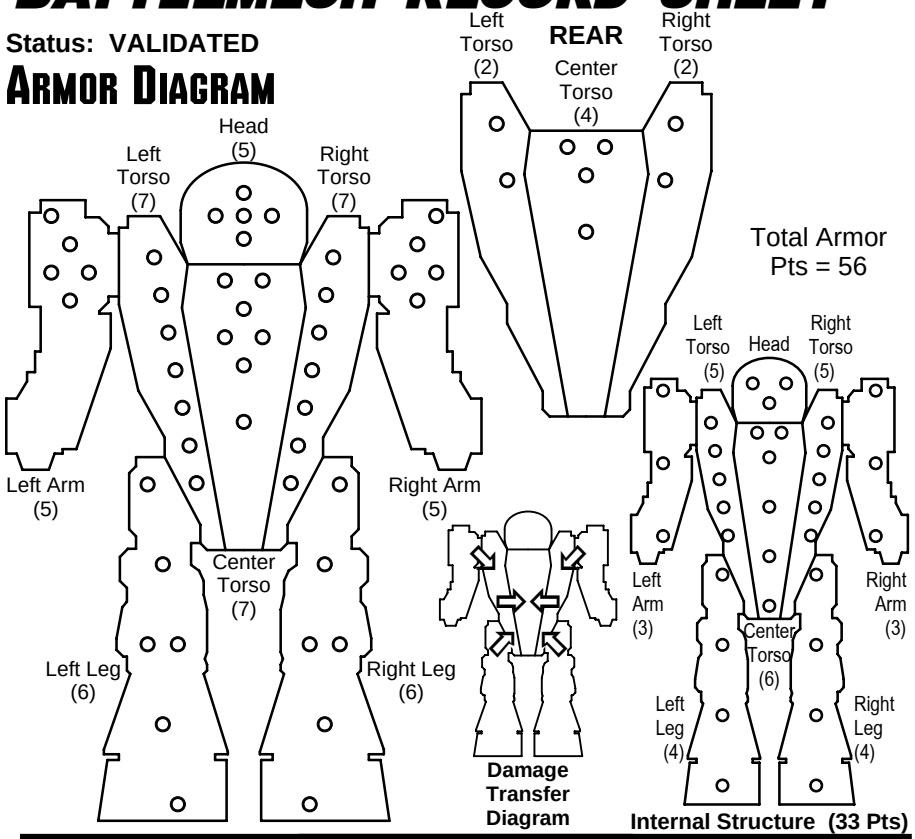
Armor Diagram



'Mech Data

Type: Wasp WSP-1K
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:
Machine Gun	200

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (3)

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

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

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

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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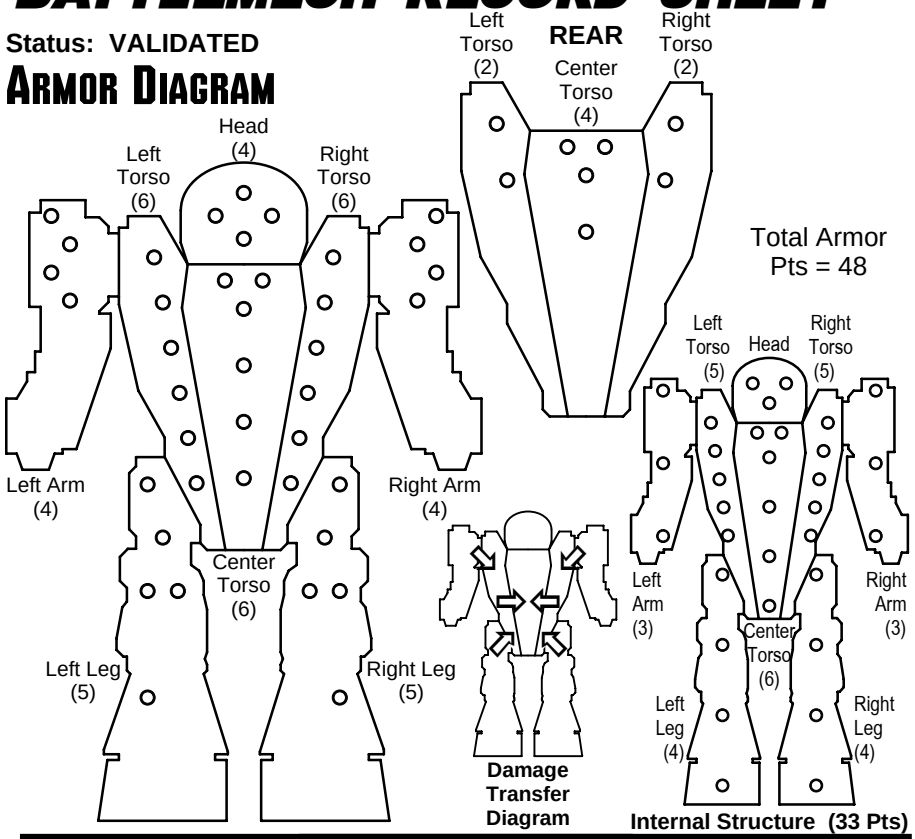
Armor Diagram



'Mech Data

Type: Wasp WSP-1L
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	SRM 4	RA	3	2/hit	-	3	6	9

Ammo Type:	Rounds:
SRM 4	25

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

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
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. Single Heat Sink
3. Single 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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 4
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. Single Heat Sink
3. Single Heat Sink
4. Ammo (SRM 4) 25
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. Single Heat Sink

Heat Scale

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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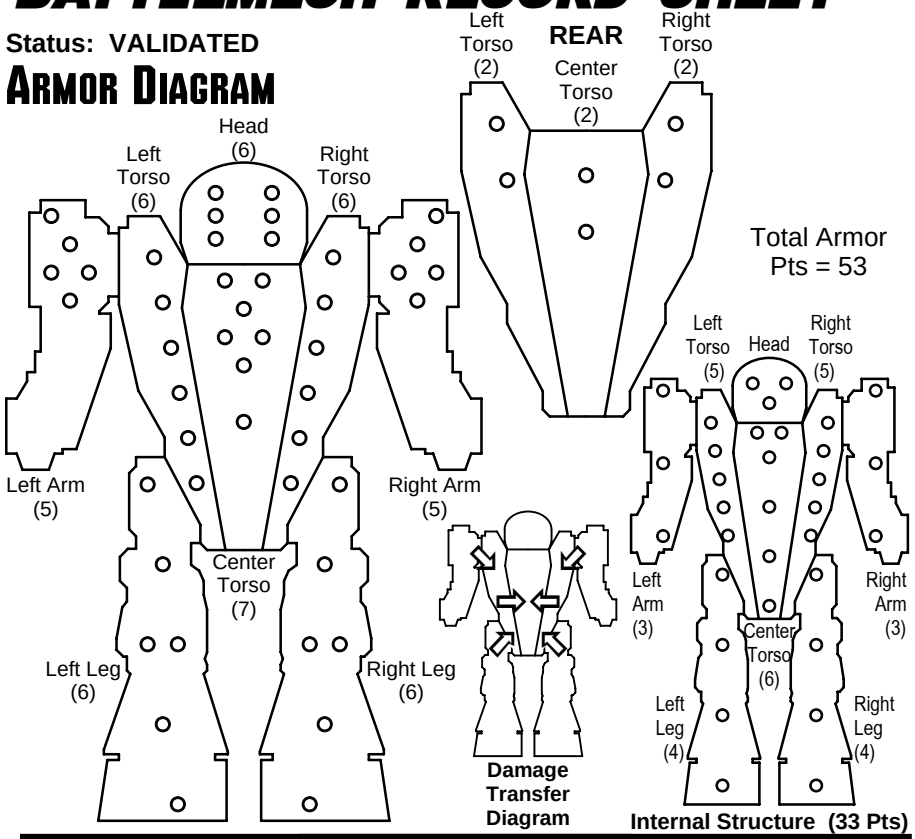
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Wasp WSP-1S
Mass: 20 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Pulse Laser	RA	4	6	-	2	4	6
2	Small Laser	RT	1	3	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (9)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Flamer
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Small Laser
5. Small Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

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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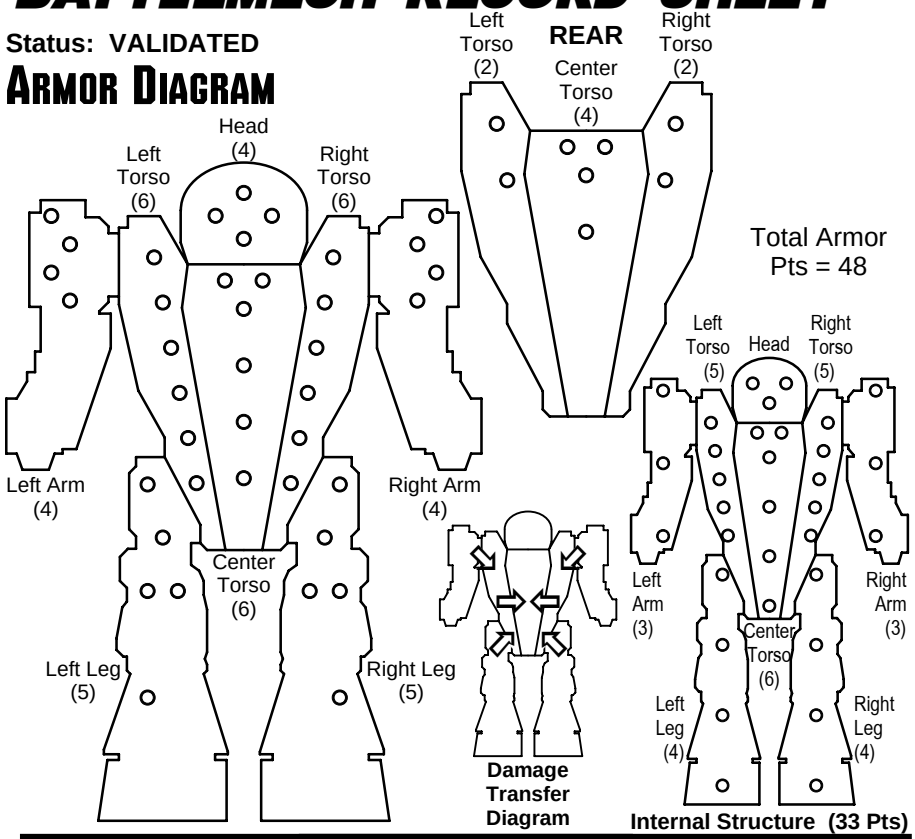
ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-1W
Mass: 20 tons

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Small Laser	RA	1	3	-	1	2	3
2	Small Laser	RT	1	3	-	1	2	3
2	Small Laser	LT	1	3	-	1	2	3

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (6)

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
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. Single Heat Sink
3. Single Heat Sink
4. Small Laser
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 Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
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

Right Torso
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Small Laser
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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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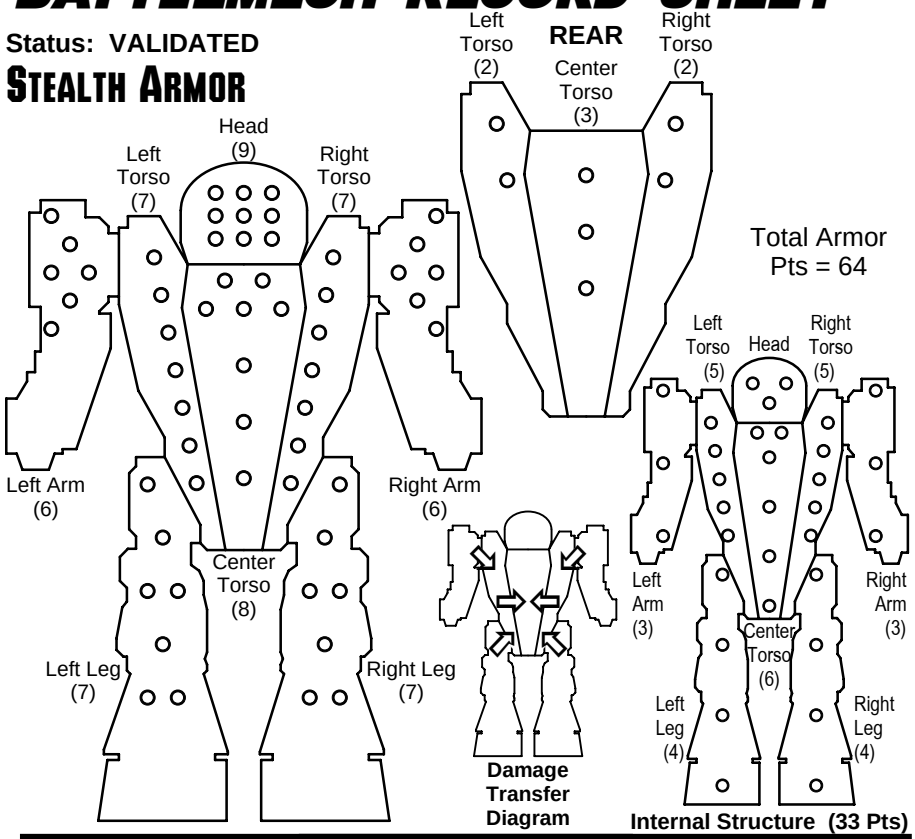
STEALTH ARMOR



'MECH DATA

Type: Wasp WSP-3L
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	Guardian ECM	LT	0	-	-	-	-	6

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (15)

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

1-3
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink

1-3
3. Jump Jet
4. Jump Jet
5. Guardian ECM
6. Guardian ECM

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. ER Medium Laser

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink

1-3
3. Jump Jet
4. Jump Jet
5. Rocket Launcher 10 (OS)
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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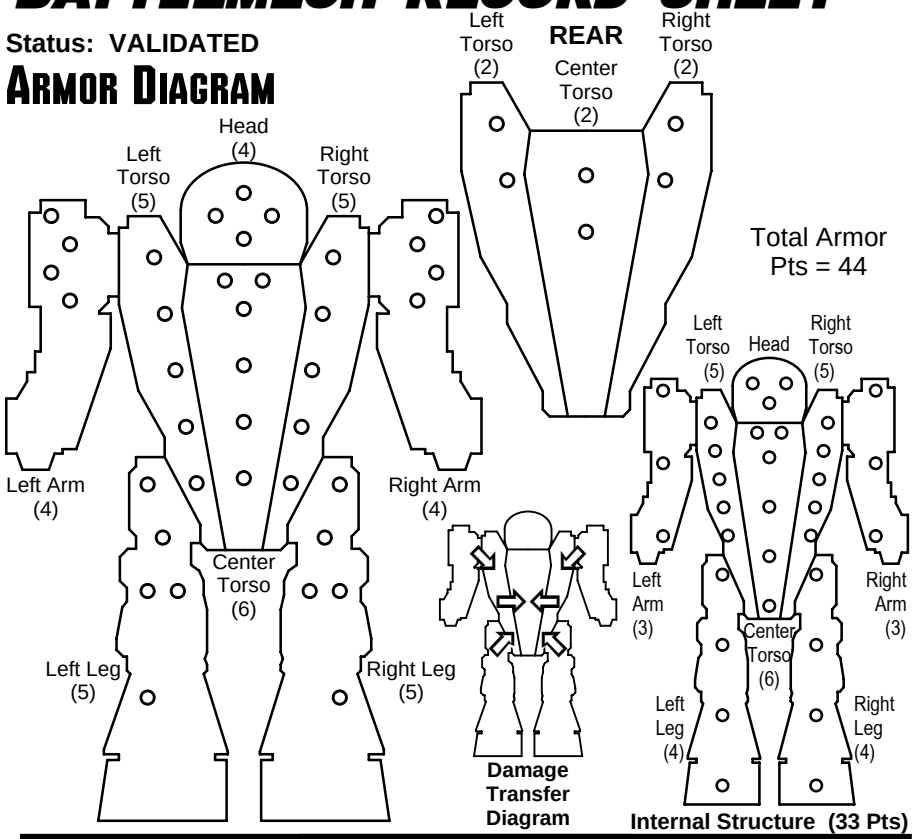
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-3M
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
SRM 2	50

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (6)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (SRM 2) 50
5. CASE
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. SRM 2
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

4-6

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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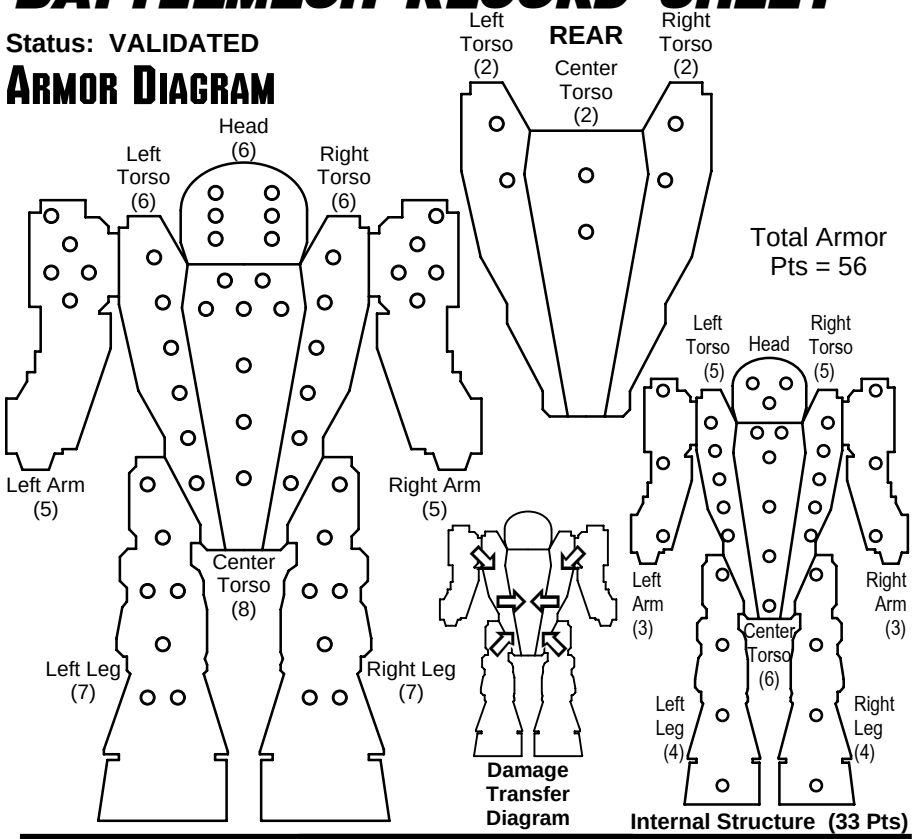
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-3S
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Guardian ECM	CT	0	-	-	-	-	6
1	TAG	HD	0	*	-	5	9	15

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (10)

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

1-3

1. Double Heat Sink
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. *Endo Steel*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Guardian ECM
6. Guardian ECM

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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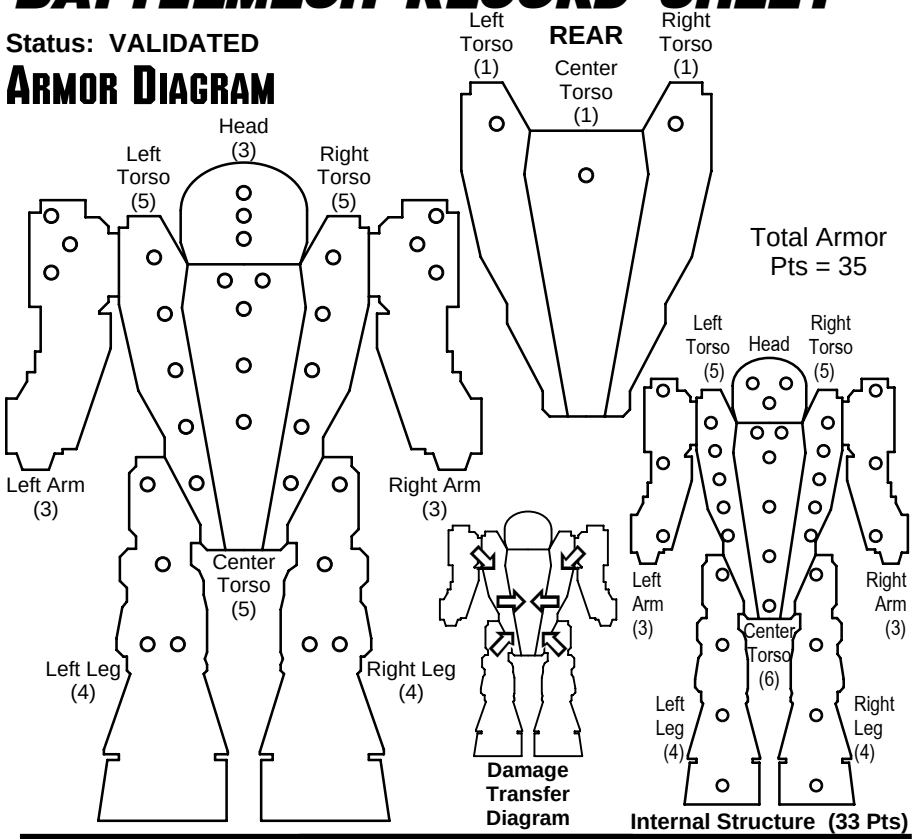
ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-3W
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Small Pulse Laser	RA	2	3	-	1	2	3
2	Small Laser	LT	1	3	-	1	2	3
2	Small Laser	LL	1	3	-	1	2	3

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (8)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. Small Laser

1-3

1. Small Laser
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Small Laser
6. Small Laser

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Pulse Laser
5. Small Pulse Laser
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
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*

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 Point
4	
3	
2	
1	
0	

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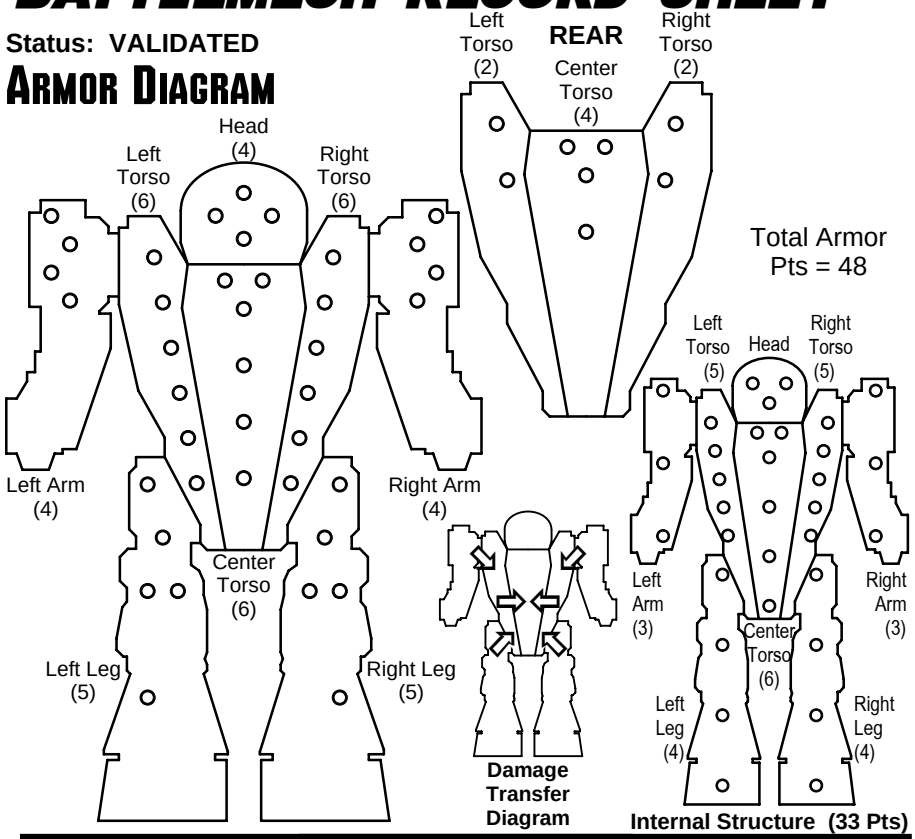
ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-7MAF
Mass: 20 tons

Movement Points:	Tech & Configuration:
Walking: 8	Inner Sphere
Running: 12	Biped 'Mech
Jumping: 8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	MML 5	LT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9

Ammo Type: MML 5 **Rounds:**

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

CRITICAL HIT TABLE

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

1-3

1. Double Heat Sink
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. MML 5
2. MML 5
3. MML 5
4. Ammo (MML5) 20/24
5. Ammo (MML5) 20/24
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. *Endo Steel*
6. *Endo Steel*

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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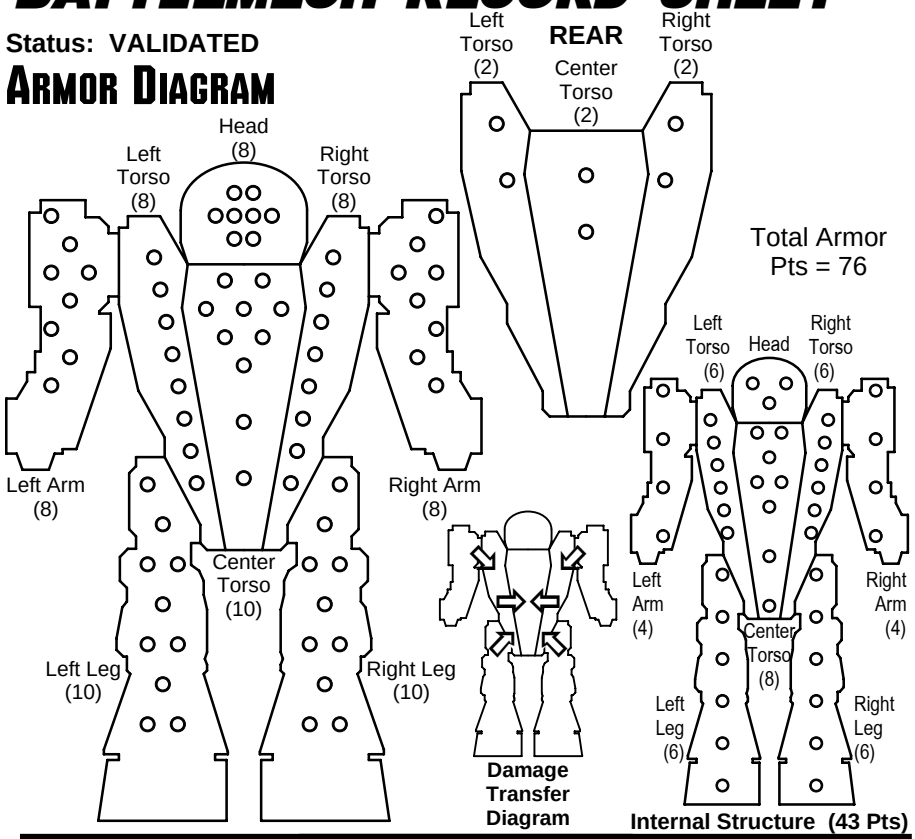
ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
4	ER Small Laser	RA	2	5	-	2	4	6
4	ER Small Laser	LA	2	5	-	2	4	6
1	Medium Pulse Laser	CT	4	7	-	4	8	12

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (20)

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

1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser (1-3)
4. ER Small Laser (1-3)
5. ER Small Laser (1-3)
6. ER Small Laser (1-3)

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel* (1-3)
4. *Endo Steel* (1-3)
5. *Ferro-Fibrous* (1-3)
6. *Ferro-Fibrous* (1-3)

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro
2. Fusion Engine
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Medium Pulse Laser (4-6)
6. *Endo Steel* (4-6)

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser (1-3)
4. ER Small Laser (1-3)
5. ER Small Laser (1-3)
6. ER Small Laser (1-3)

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel* (1-3)
4. *Endo Steel* (1-3)
5. *Ferro-Fibrous* (1-3)
6. *Ferro-Fibrous* (1-3)

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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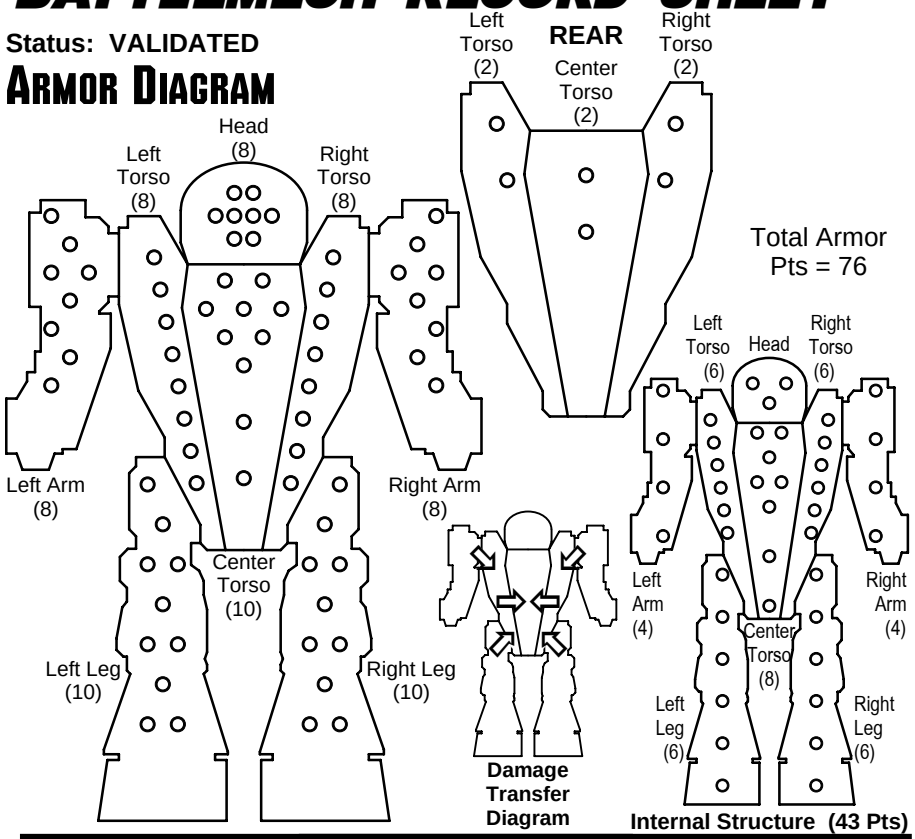
ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC 2
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
2	Streak SRM 2	RA	2	2/hit	-	4	8	12
2	Streak SRM 2	LA	2	2/hit	-	4	8	12
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:	Rounds:
Streak SRM 2	50

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (13)

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
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 2
4. Streak SRM 2
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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. *Endo Steel*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 2
4. Streak SRM 2
5. Ammo (Streak 2) 50
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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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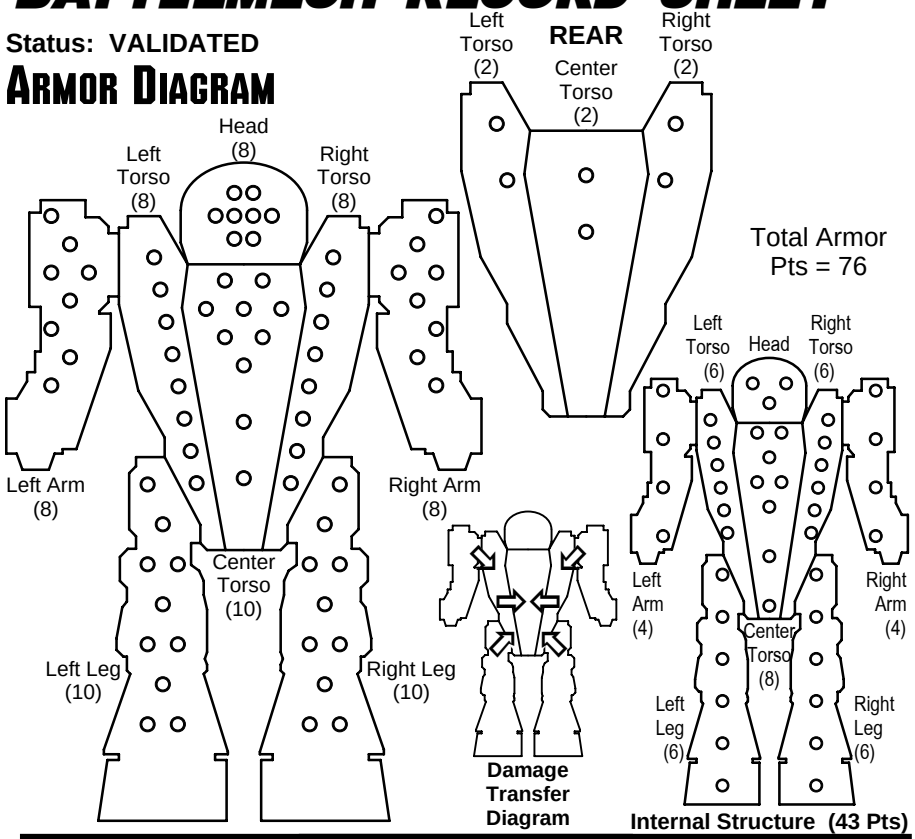
ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC 3
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	ER Large Laser	CT	12	10	-	8	15	25

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (16)

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
1. Shoulder
2. Upper Arm Actuator
3. Small Pulse Laser

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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3: 4. Gyro 5. Gyro 6. Gyro

4-6: 1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. ER Large Laser 6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Small Pulse Laser

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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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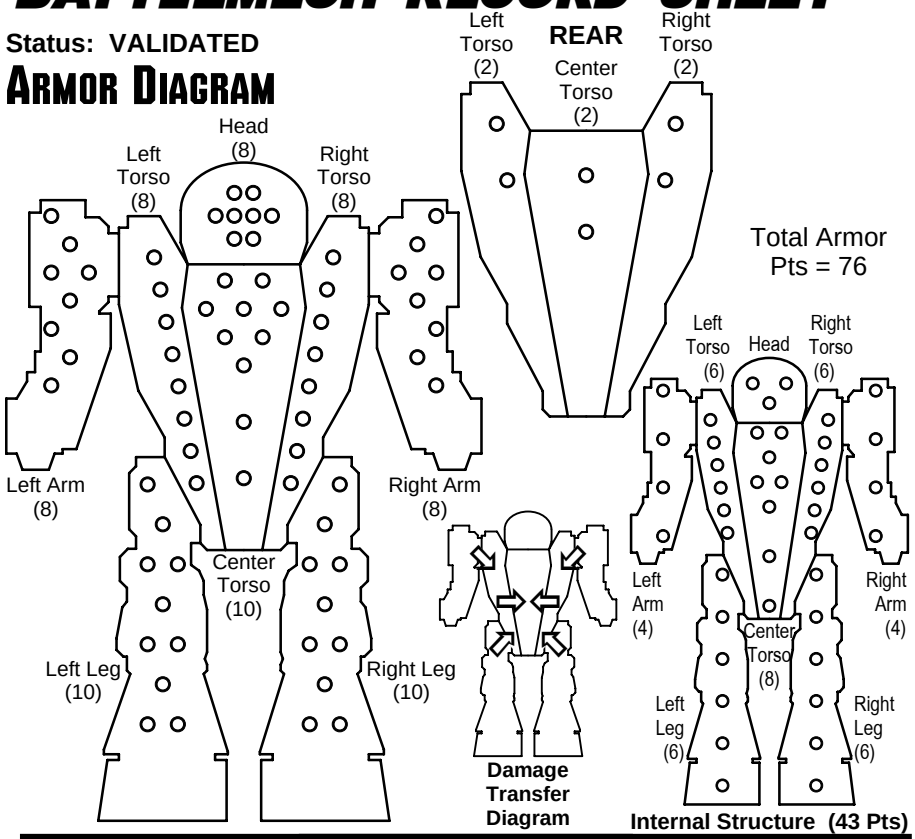
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC 4
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
3	Heavy Small Laser	RA	3	6	-	1	2	3
3	Heavy Small Laser	LA	3	6	-	1	2	3
1	ER Medium Laser	CT	5	7	-	5	10	15

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (23)

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
1. Shoulder
2. Upper Arm Actuator
3. Heavy Small Laser
4. Heavy Small Laser
5. Heavy 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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Endo Steel*
6. *Endo Steel*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Heavy Small Laser
4. Heavy Small Laser
5. Heavy 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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Endo Steel*
6. *Endo Steel*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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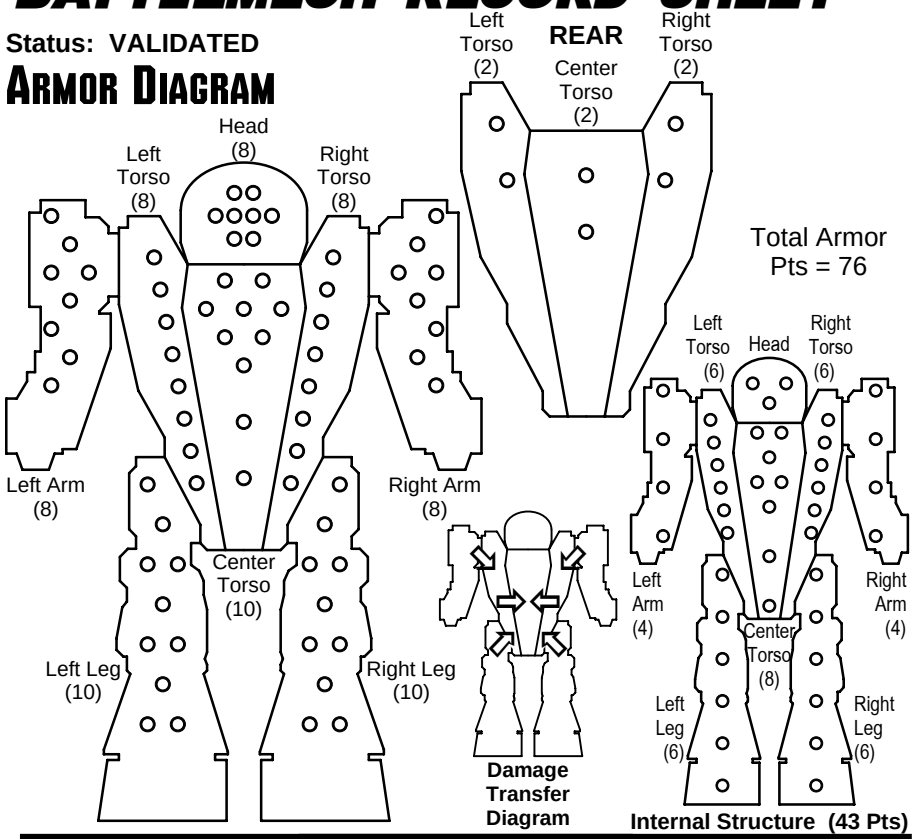
ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC 5
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Adv. Tact. Msl. 3	RA	2	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 3	LA	2	2/hit	4	5	10	15
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:	Rounds:
Adv. Tact. Msl. 3	40

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (9)

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Adv. Tact. Msl. 3
4. Adv. Tact. Msl. 3
5. Ammo (ATM 3) 20
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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. *Endo Steel*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Adv. Tact. Msl. 3
4. Adv. Tact. Msl. 3
5. Ammo (ATM 3) 20
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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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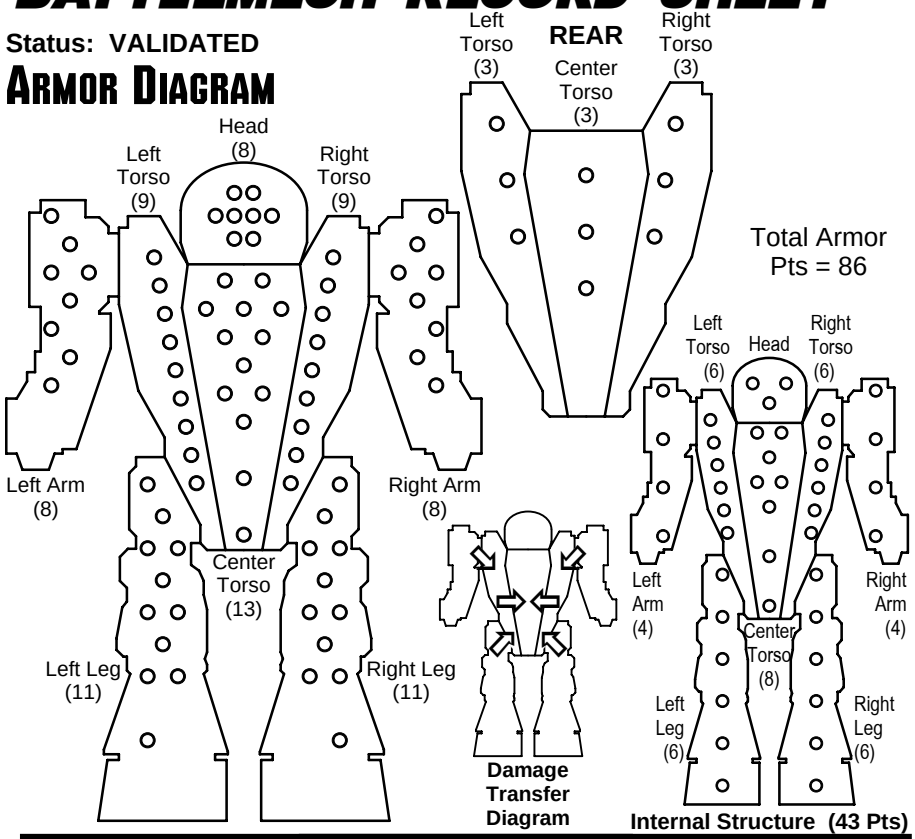
ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC 6
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
3	Heavy Machine Gun	RA	0	3	-	1	2	-
1	Machine Gun Array	RA	0	-	-	-	-	-
3	Heavy Machine Gun	LA	0	3	-	1	2	-
1	Machine Gun Array	LA	0	-	-	-	-	-
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:	Rounds:
Heavy Machine Gun	100

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (5)

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
1. Shoulder
2. Upper Arm Actuator
3. Heavy Machine Gun
4. Heavy Machine Gun
5. Heavy Machine Gun
6. Machine Gun Array

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. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. *Endo Steel*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Heavy Machine Gun
4. Heavy Machine Gun
5. Heavy Machine Gun
6. Machine Gun Array

1-3

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

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Ammo (HMG) 100
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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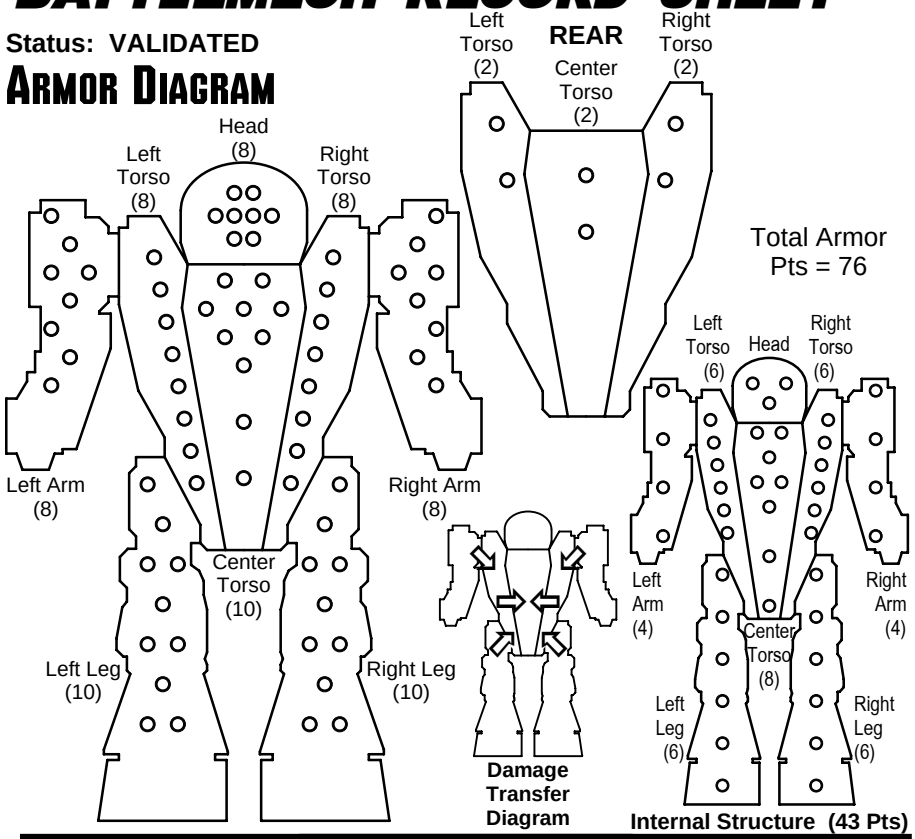
ARMOR DIAGRAM



'MECH DATA

Type: Locust IIC 7
Mass: 25 tons

Movement Points:		Tech & Configuration:
Walking:	8	Clan
Running:	12	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
3	AP Gauss Rifle	RA	1	3	-	3	6	9
3	AP Gauss Rifle	LA	1	3	-	3	6	9
1	ER Medium Laser	CT	5	7	-	5	10	15
1	Targeting Computer							

Ammo Type:	Rounds:
AP Gauss Rifle	40

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (11)

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 (CASE)

1. Shoulder
2. Upper Arm Actuator
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
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. Ammo (APGR) 40
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
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. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

Center Torso

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

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. *Endo Steel*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
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. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
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. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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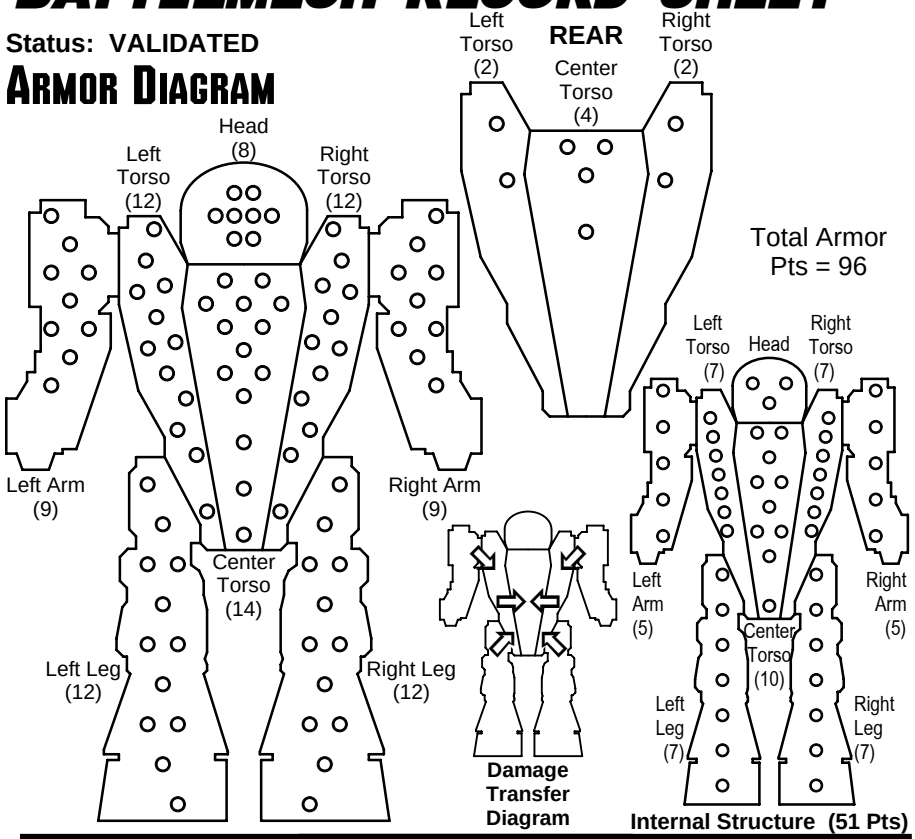
Armor Diagram



'Mech Data

Type: Valkyrie VLK-QA
Mass: 30 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 10	12

Total Heat Sinks: 11 Single ○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat:** (7)

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

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

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

Left Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. *Roll Again*
6. *Roll Again*

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 10) 12
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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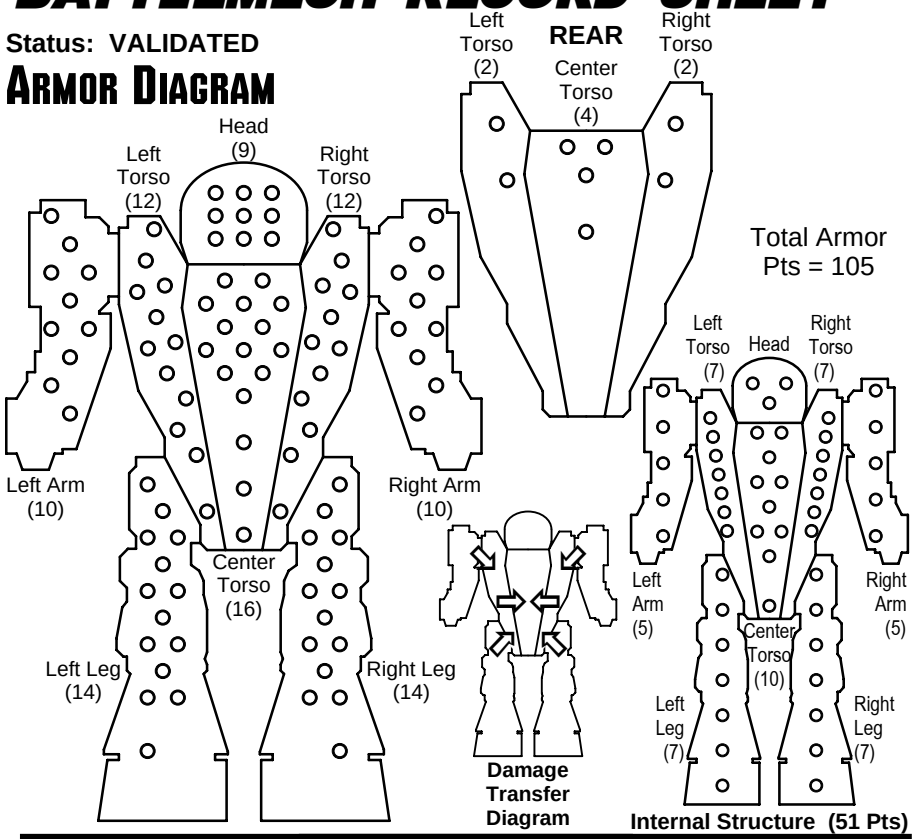
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Valkyrie VLK-QD
Mass: 30 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 10	12

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink

1-3
3. LRM 10
4. LRM 10
5. Artemis IV FCS
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Medium Pulse Laser
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink

1-3
3. Ammo (LRM 10) 12
4. CASE
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
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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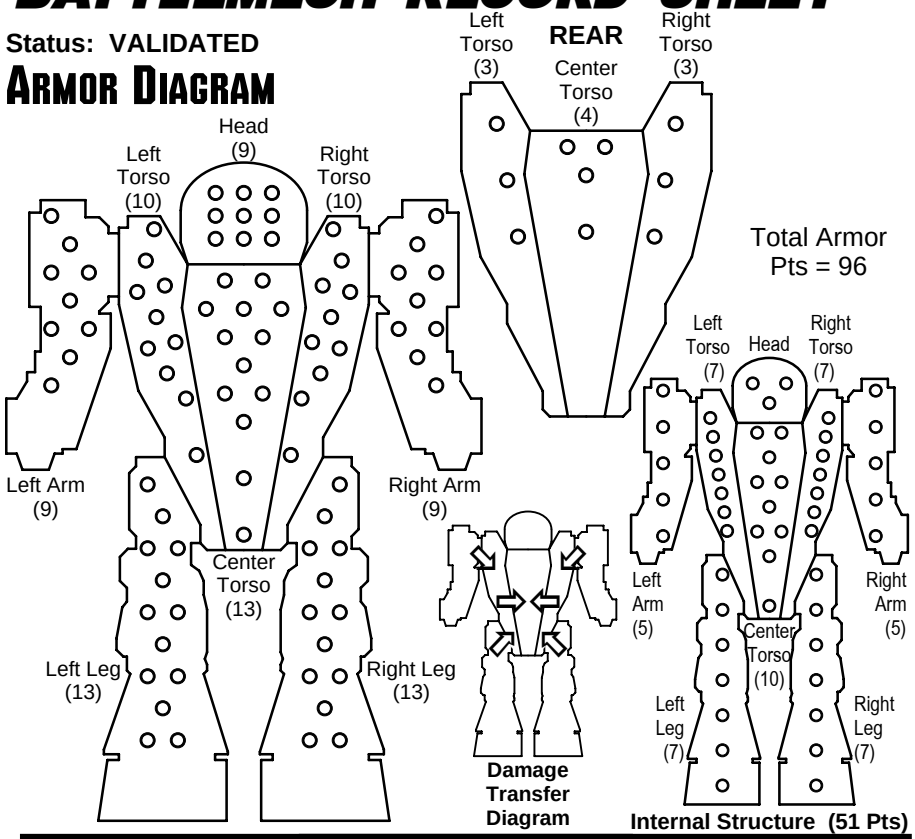
Armor Diagram



'Mech Data

Type: Valkyrie VLK-QD1
Mass: 30 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	Targeting Computer							

Ammo Type:	Rounds:
LRM 15	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (10)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. LRM 15
2. LRM 15
3. LRM 15
4. Artemis IV FCS
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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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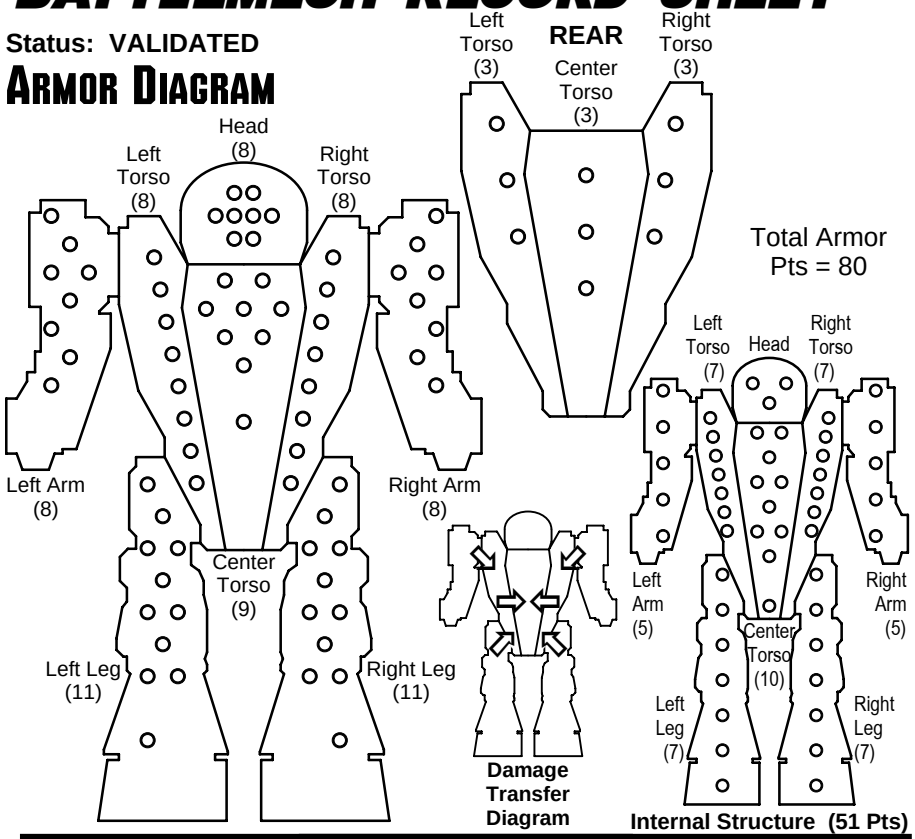
ARMOR DIAGRAM



'MECH DATA

Type: Valkyrie VLK-QD2
Mass: 30 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
2	Light AC/2	LT	1	2	-	6	12	18
1	Targeting Computer							

Ammo Type:	Rounds:
Light AC/2	45

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (7)

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

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

1-3
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Light AC/2
2. Light AC/2

4-6
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Ammo (LAC/2) 45

Left Leg

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

Head

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

Center Torso

1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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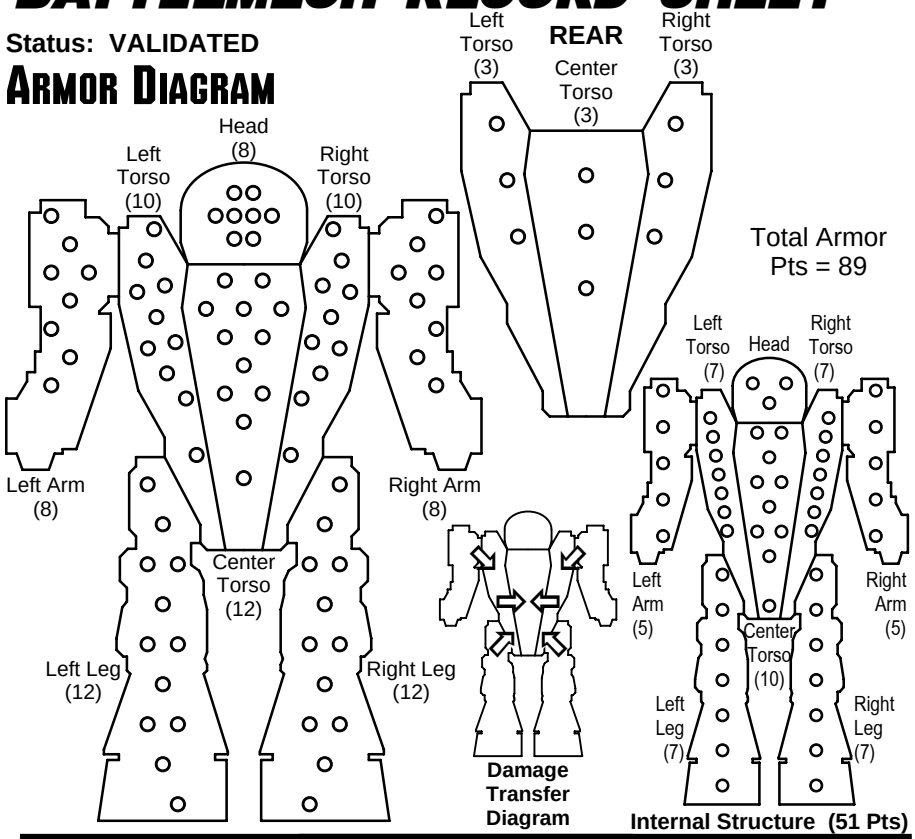
ARMOR DIAGRAM



'MECH DATA

Type: Valkyrie VLK-QD3
Mass: 30 tons

Movement Points:		Tech & Configuration:
Walking:	7	Inner Sphere
Running:	11	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 5	RT	2	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 5	24

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1. Double Heat Sink
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. LRM 5
2. Ammo (LRM 5) 24
3. CASE
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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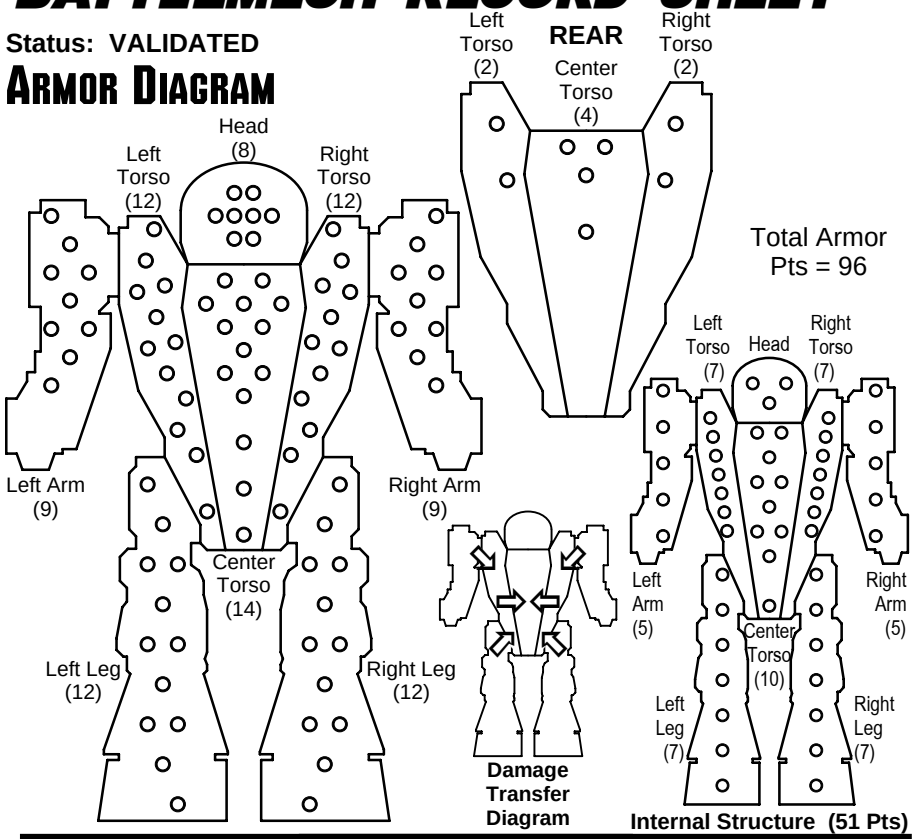
ARMOR DIAGRAM



'MECH DATA

Type: Valkyrie VLK-QF
Mass: 30 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Flamer	RA	3	2	-	1	2	3
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 10	12

Total Heat Sinks: 11 Single ○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat:** (7)

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

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. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
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. Jump Jet
6. Jump Jet

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
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. Single Heat Sink
2. Single 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*

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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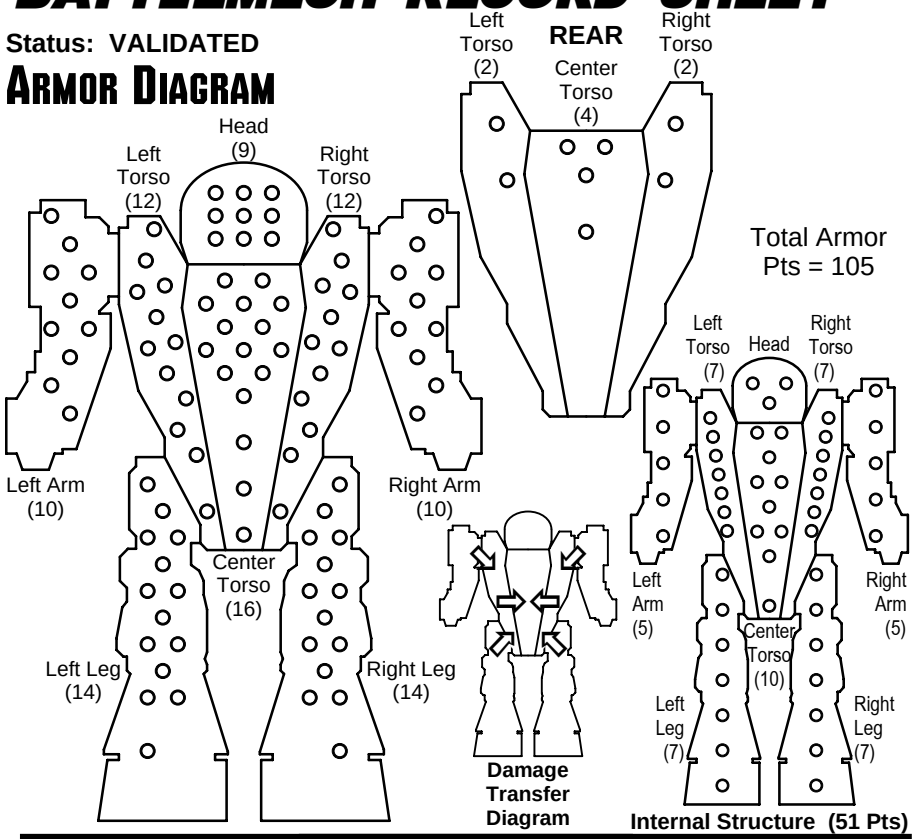
ARMOR DIAGRAM



'MECH DATA

Type: Valkyrie VLK-QS5
Mass: 30 tons

Movement Points:	Tech & Configuration:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	MML 9 w/ Artemis IV	RT	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9

Ammo Type: MML 9 **Rounds:**

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Left Torso
1. Single Heat Sink
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Ferro-Fibrous*

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Right Torso
1. Single Heat Sink
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. MML 9

1-3

1. Artemis IV FCS
2. Ammo (MML 9) 11/13
3. Ammo (MML 9) 11/13
4. CASE
5. *Ferro-Fibrous*
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

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 Point
4	
3	
2	
1	
0	

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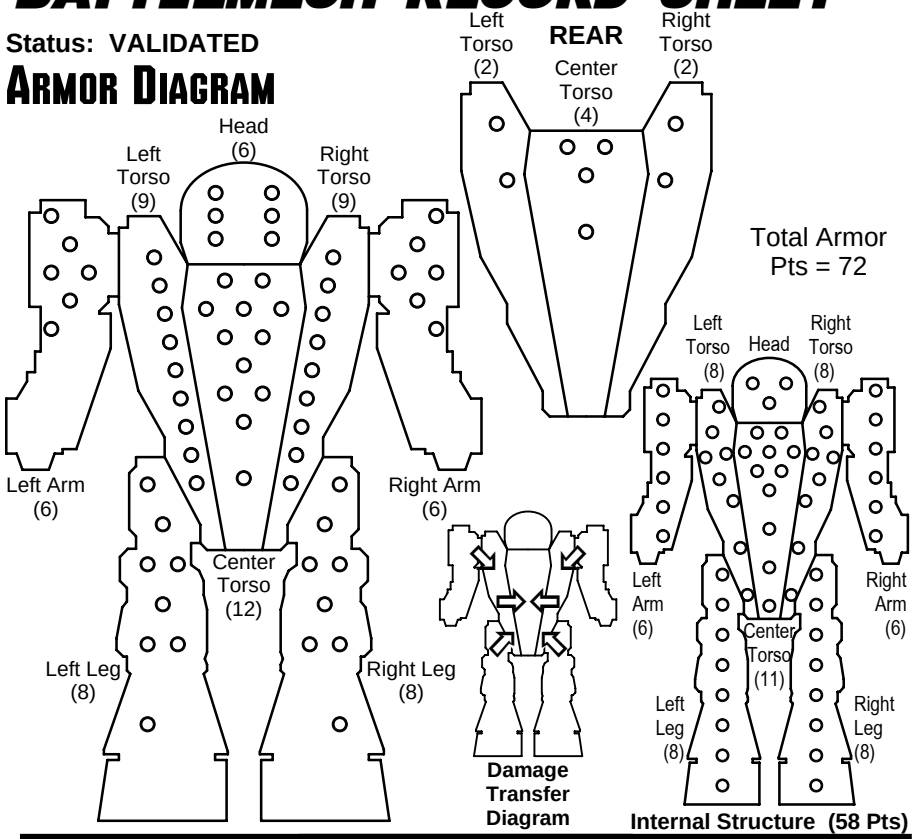
ARMOR DIAGRAM



'MECH DATA

Type: Ostscout OTT-7J
Mass: 35 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

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

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*

Left Torso
1. Jump Jet
2. Jump Jet

1-3
3. Jump Jet
4. Jump Jet
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*

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
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 Torso
1. Jump Jet
2. Jump Jet

1-3
3. Jump Jet
4. Jump Jet
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*

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 Point
4	
3	
2	
1	
0	

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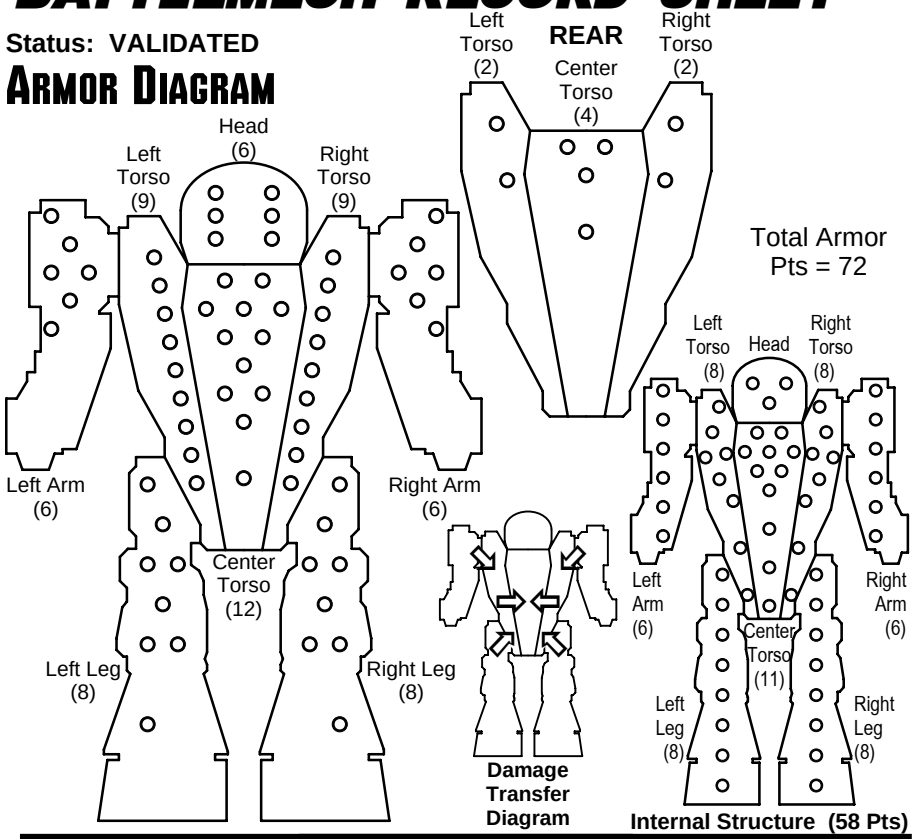
ARMOR DIAGRAM



'MECH DATA

Type: Ostscout OTT-7K
Mass: 35 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	TAG	CT	0	*	-	5	9	15

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (0)

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

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. TAG
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet

1-3
4. Jump Jet
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*

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 Point
4	
3	
2	
1	
0	

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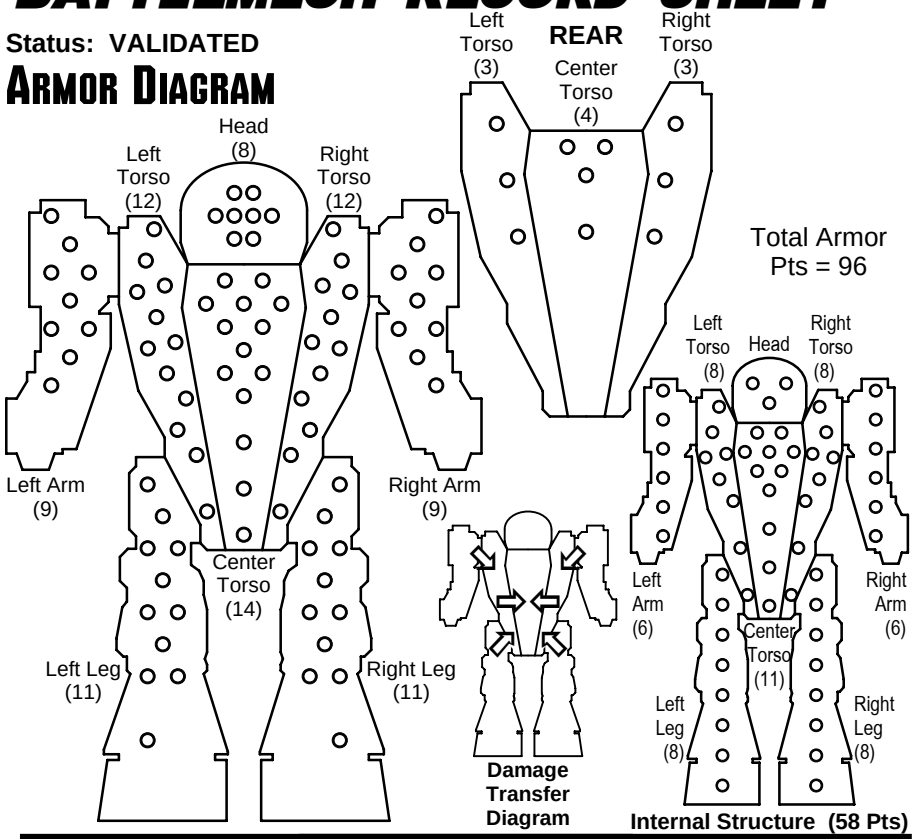
Armor Diagram



'Mech Data

Type: Ostscout OTT-9CS
Mass: 35 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Small Laser	CT	2	3	-	2	4	5
1	TAG	HD	0	*	-	5	9	15

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Jump Jet
2. Beagle Active Probe
3. Beagle Active Probe
4. Guardian ECM
5. Guardian ECM
6. *Endo Steel*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Small Laser
6. *Endo Steel*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Jump Jet
2. Improved C³ CPU
3. Improved C³ CPU
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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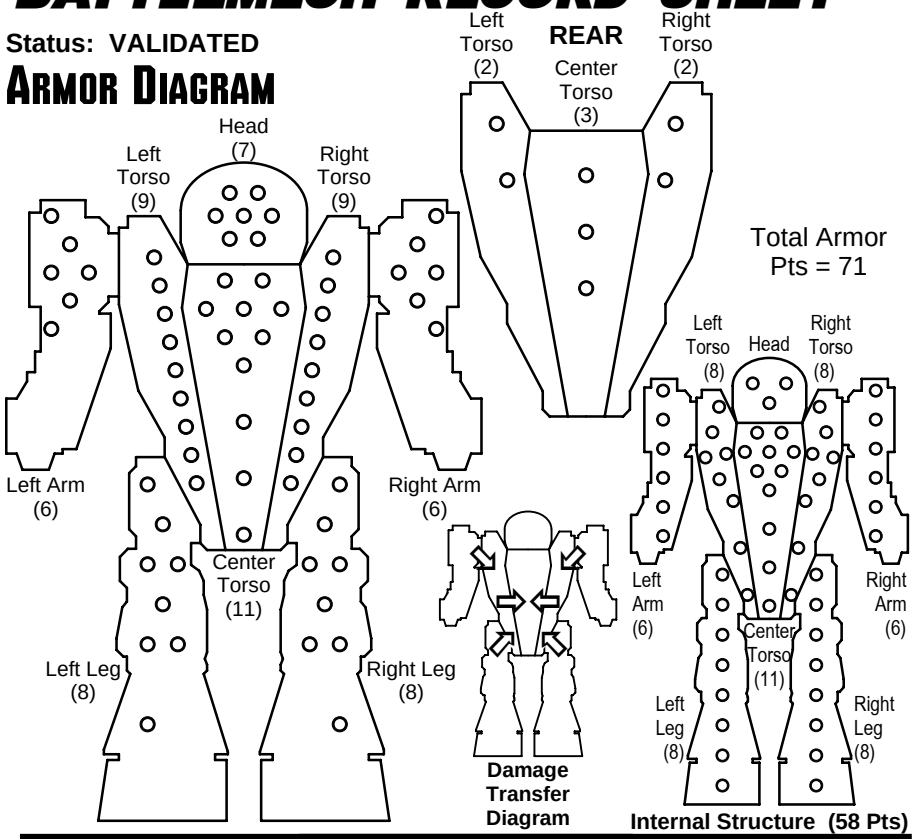
ARMOR DIAGRAM



'MECH DATA

Type: Ostscout OTT-9S
Mass: 35 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	Guardian ECM	LT	0	-	-	-	-	6
1	TAG	HD	0	*	-	5	9	15
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (10)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1-3

4-6
1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

4-6
1. Guardian ECM
2. Guardian ECM
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Personnel Pod
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. *Endo Steel*
6. *Endo Steel*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1-3

4-6
1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

4-6
1. Beagle Active Probe
2. Beagle Active Probe
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. Anti-Personnel Pod

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 Point
4	
3	
2	
1	
0	

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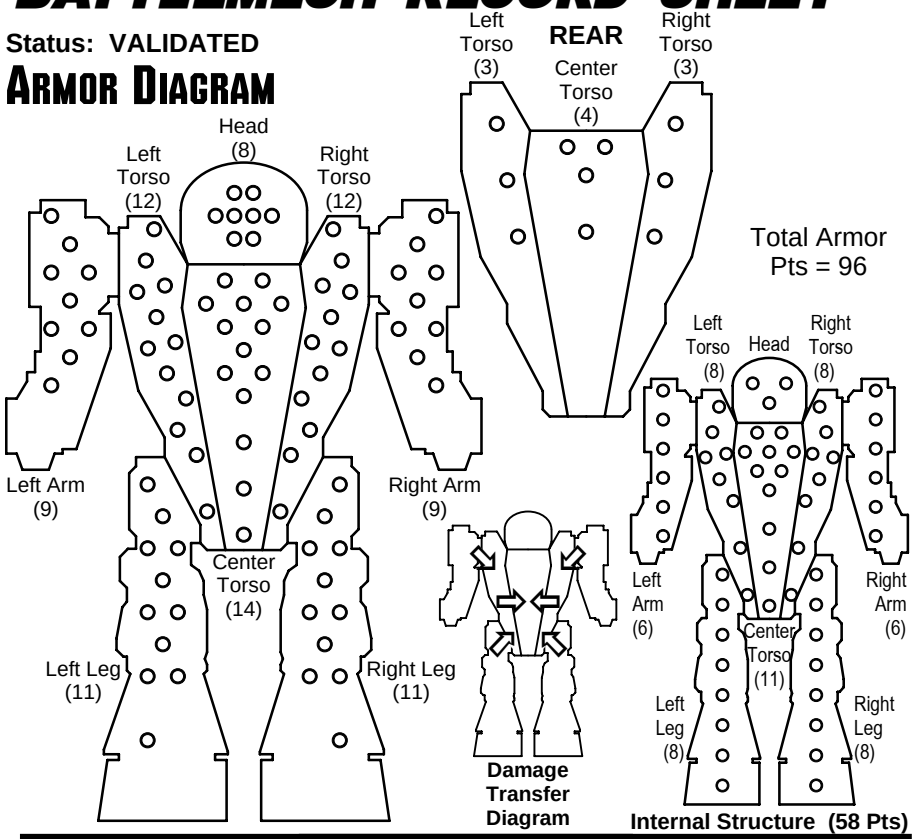
ARMOR DIAGRAM



'MECH DATA

Type: Ostscout OTT-10CS
Mass: 35 tons

Movement Points:		Tech & Configuration:
Walking:	8	Inner Sphere
Running:	12	Biped 'Mech
Jumping:	10	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved C³ CPU	RA	0	-	-	-	-	-
1	ER Medium Laser	LA	5	5	-	4	8	12

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (10)

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
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. *Endo Steel*

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

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Improved C³ CPU
6. Improved C³ CPU

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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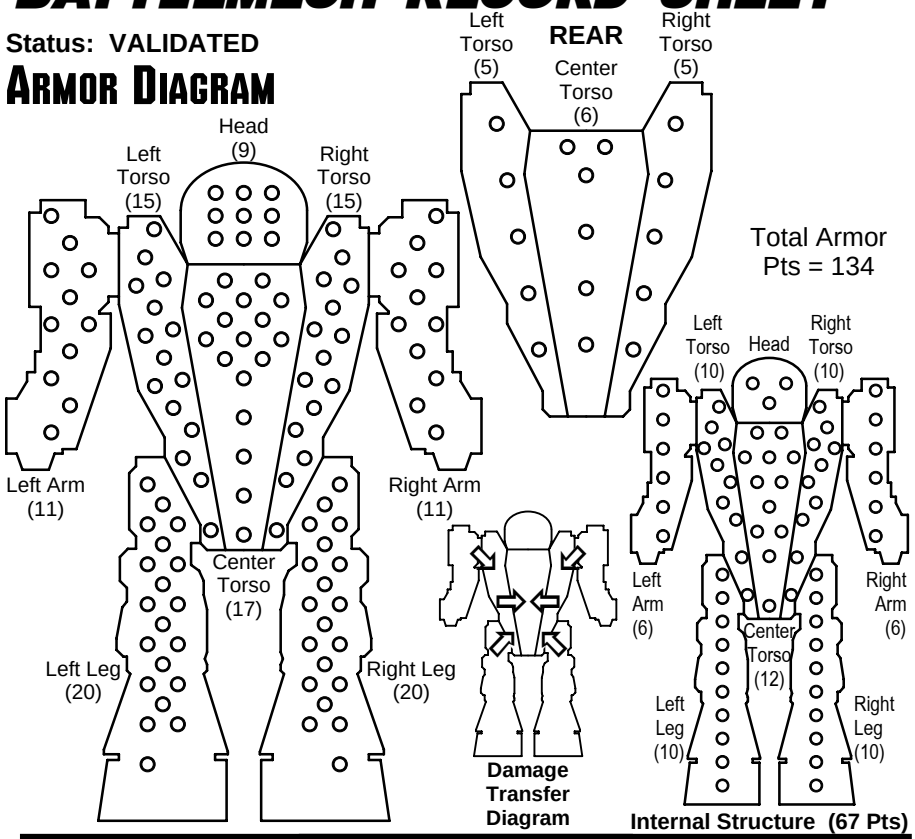
Armor Diagram



'Mech Data

Type: Griffin IIC
Mass: 40 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	LRM 5	RT	2	1/hit	-	7	14	21
2	LRM 5	LT	2	1/hit	-	7	14	21
1	ER Large Laser	CT	12	10	-	8	15	25
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:	Rounds:
LRM 5	48

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. LRM 5
5. LRM 5
6. Ammo (LRM 5) 24

1-3

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
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 (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. LRM 5
5. LRM 5
6. Ammo (LRM 5) 24

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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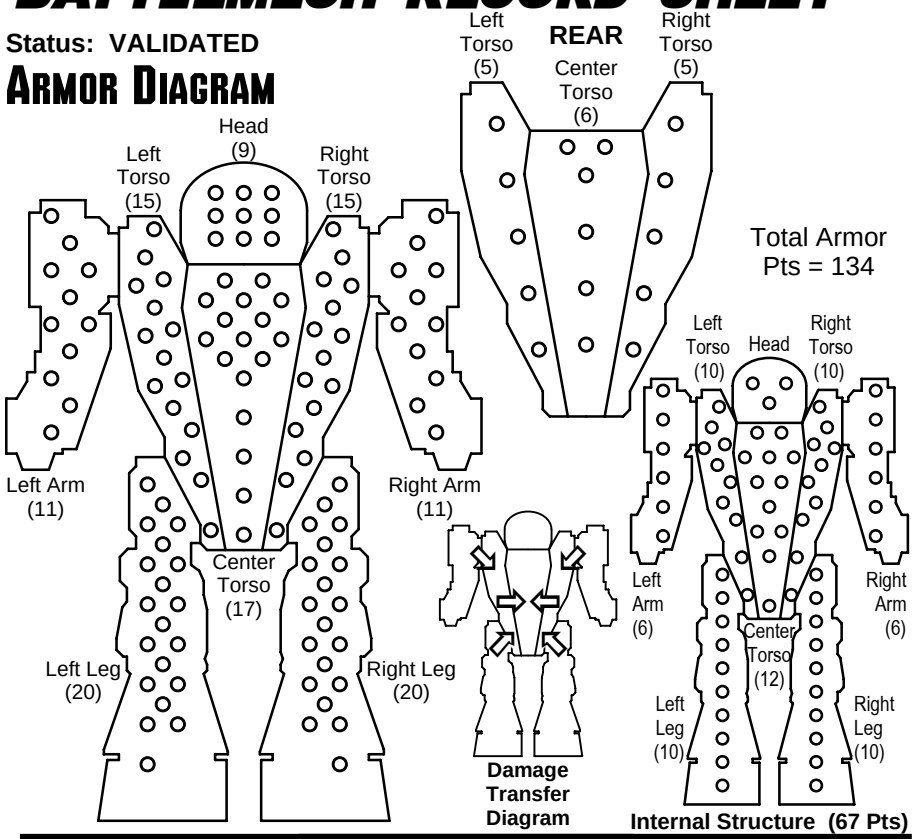
ARMOR DIAGRAM



'MECH DATA

Type: Griffin IIC 2
Mass: 40 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Streak SRM 2	RT	2	2/hit	-	4	8	12
2	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	ER Large Laser	CT	12	10	-	8	15	25
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:	Rounds:
Streak SRM 2	100

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Streak SRM 2
5. Streak SRM 2
6. Ammo (Streak 2) 50

1-3

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
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 (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Streak SRM 2
5. Streak SRM 2
6. Ammo (Streak 2) 50

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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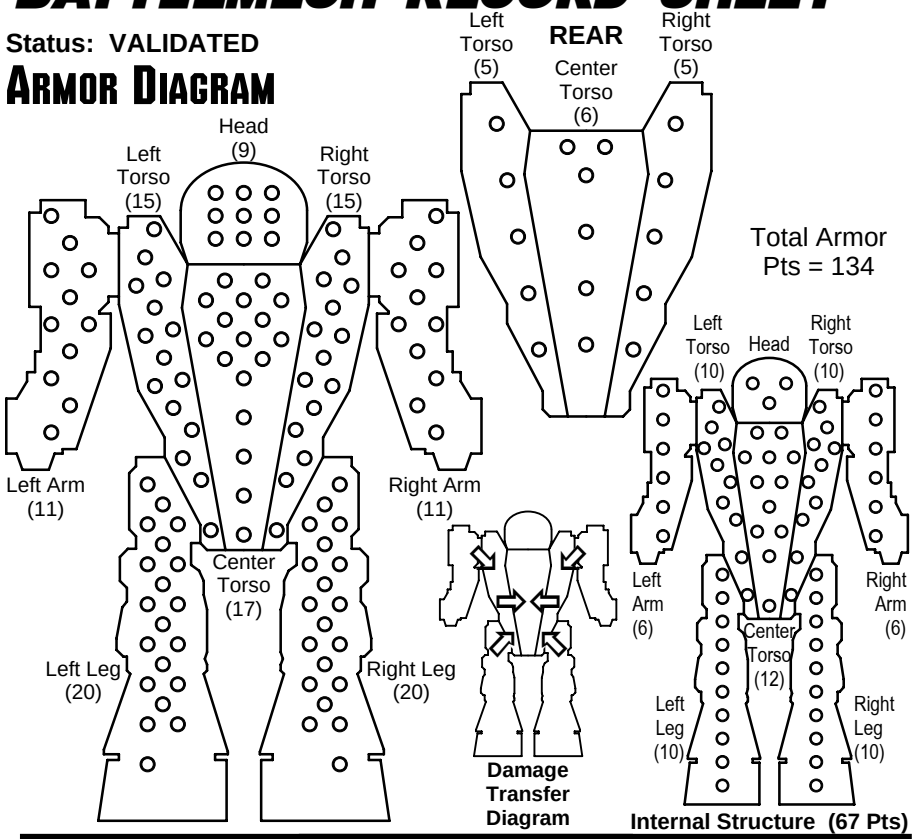
ARMOR DIAGRAM



'MECH DATA

Type: Griffin IIC 3
Mass: 40 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Heavy Medium Laser	RT	7	10	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	4	8	12
1	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	ER Large Laser	CT	12	10	-	8	15	25
1	Heavy Small Laser	HD	3	6	-	1	2	3

Ammo Type:	Rounds:
Streak SRM 2	100

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (33)

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

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Streak SRM 2

1-3

1. Ammo (Streak 2) 50
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
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 (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Streak SRM 2

1-3

1. Ammo (Streak 2) 50
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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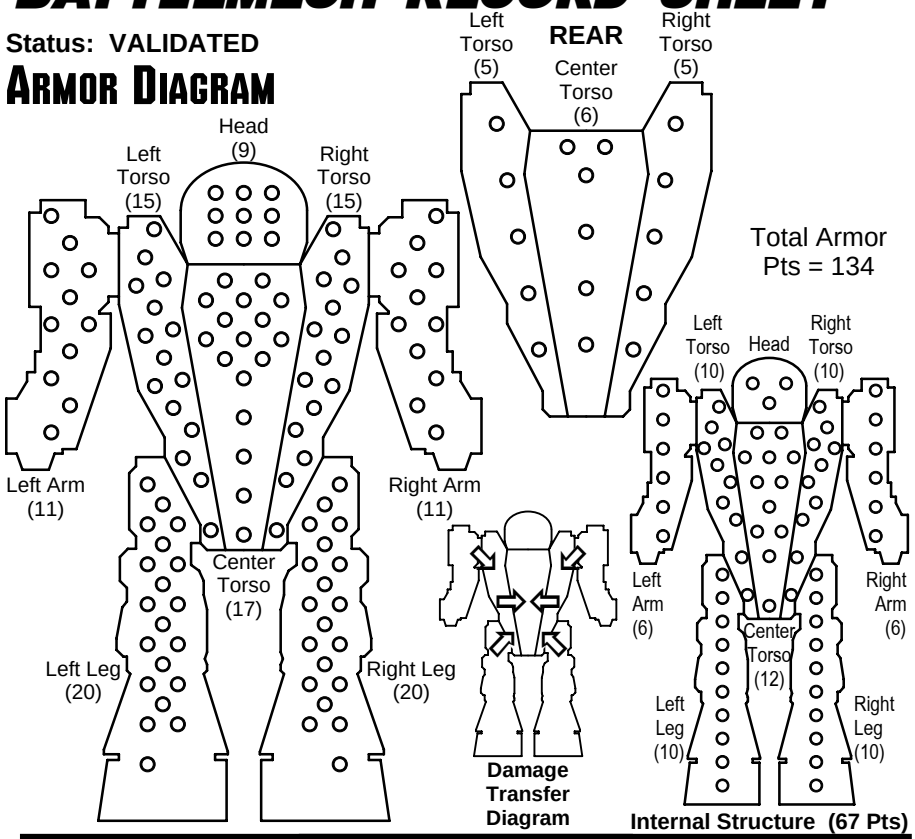
Armor Diagram



'Mech Data

Type: Griffin IIC 4
Mass: 40 tons

Movement Points:	Tech & Configuration:
Walking: 6	Clan
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Adv. Tact. Msl. 3	RT	2	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 3	LT	2	2/hit	4	5	10	15
1	ER Large Laser	CT	12	10	-	8	15	25
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:	Rounds:
Adv. Tact. Msl. 3	60

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Adv. Tact. Msl. 3
5. Adv. Tact. Msl. 3
6. Ammo (ATM 3) 20

1-3

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
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 (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Adv. Tact. Msl. 3
5. Adv. Tact. Msl. 3
6. Ammo (ATM 3) 20

1-3

1. Ammo (ATM 3) 20
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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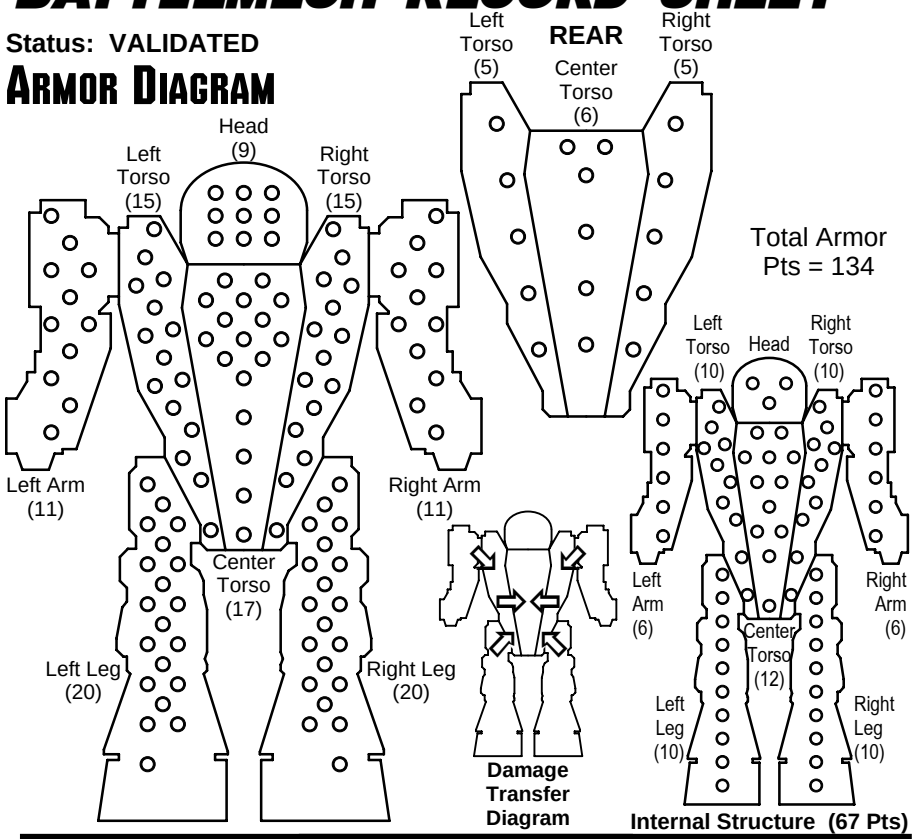
ARMOR DIAGRAM



'MECH DATA

Type: Griffin IIC 5
Mass: 40 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	7	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Small Laser	RT	2	5	-	2	4	6
3	Light Machine Gun	RT	0	1	-	2	4	6
3	Light Machine Gun	LT	0	1	-	2	4	6
1	ER Large Laser	HD	12	10	-	8	15	25

Ammo Type:	Rounds:
Light Machine Gun	100

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (14)

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

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso (CASE)
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Light Machine Gun
2. Light Machine Gun
3. Light Machine Gun
4. Ammo (LMG) 100
5. *Endo Steel*
6. *Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. ER Small Laser
2. Light Machine Gun
3. Light Machine Gun
4. Light Machine Gun
5. *Endo Steel*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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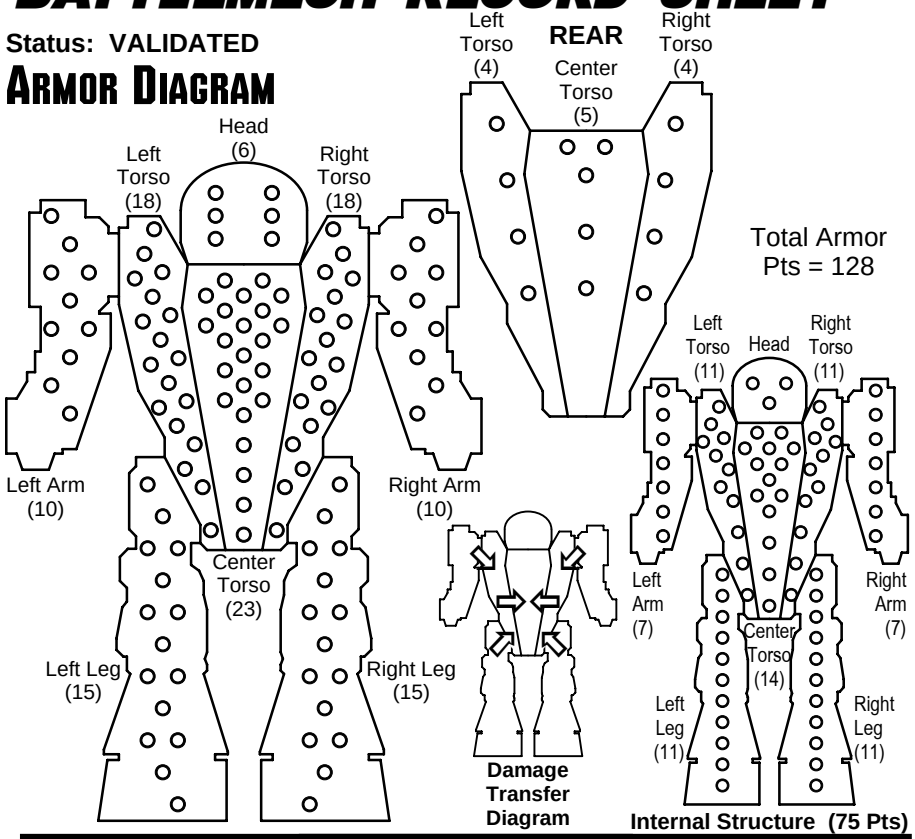
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-1
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:
Machine Gun	200

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

1-3

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

4-6

Left Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
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*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. Medium Laser
2. Machine Gun
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. *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*

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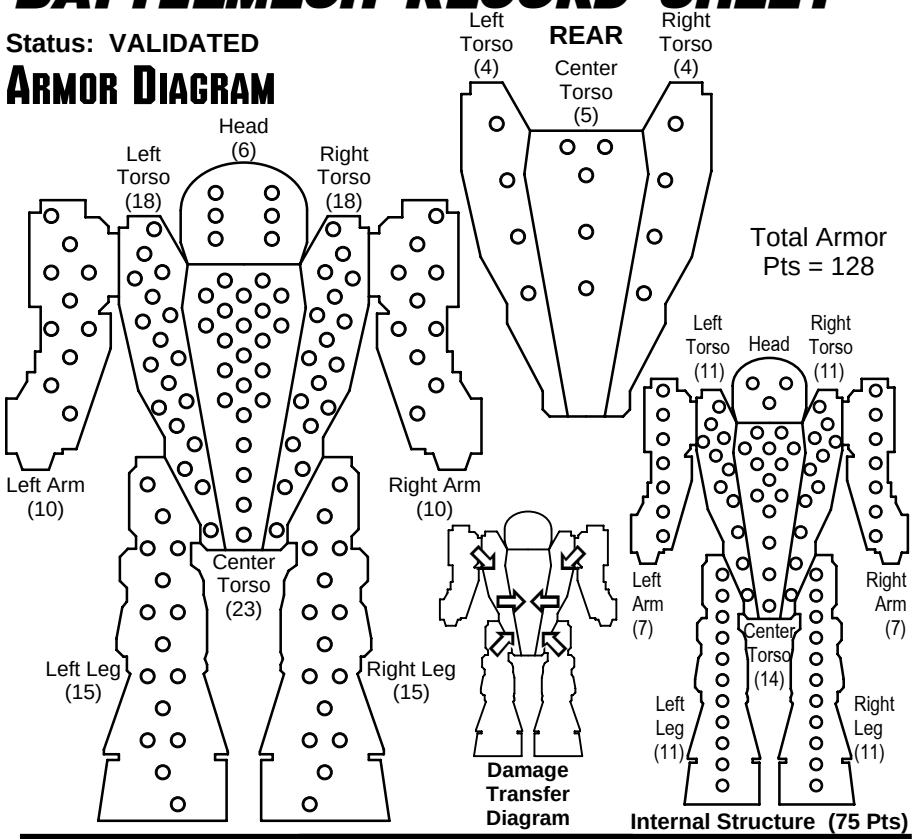
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-1D
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Total Heat Sinks: 12 Single
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

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

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

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

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. *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 Leg

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

Head

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

Center Torso

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

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

Right Torso

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

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

Right Leg

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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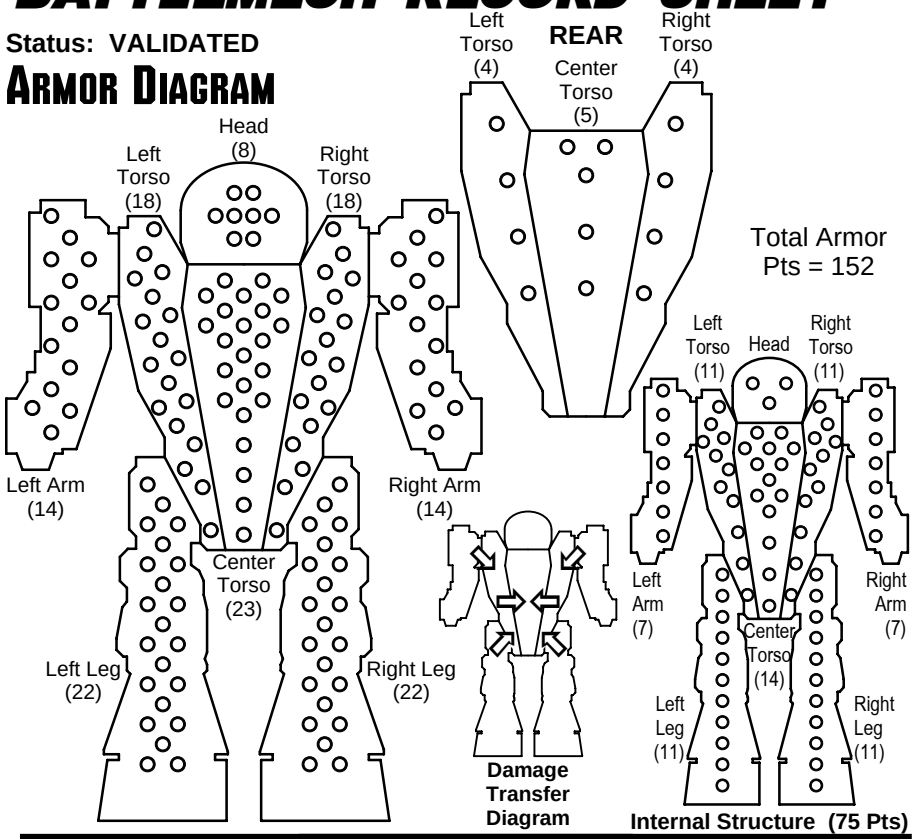
ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk PXH-1K
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: 13 Single ○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (15)

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
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. *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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Small Laser

4-6

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

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

1-3

1. Medium Laser
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. Single Heat Sink
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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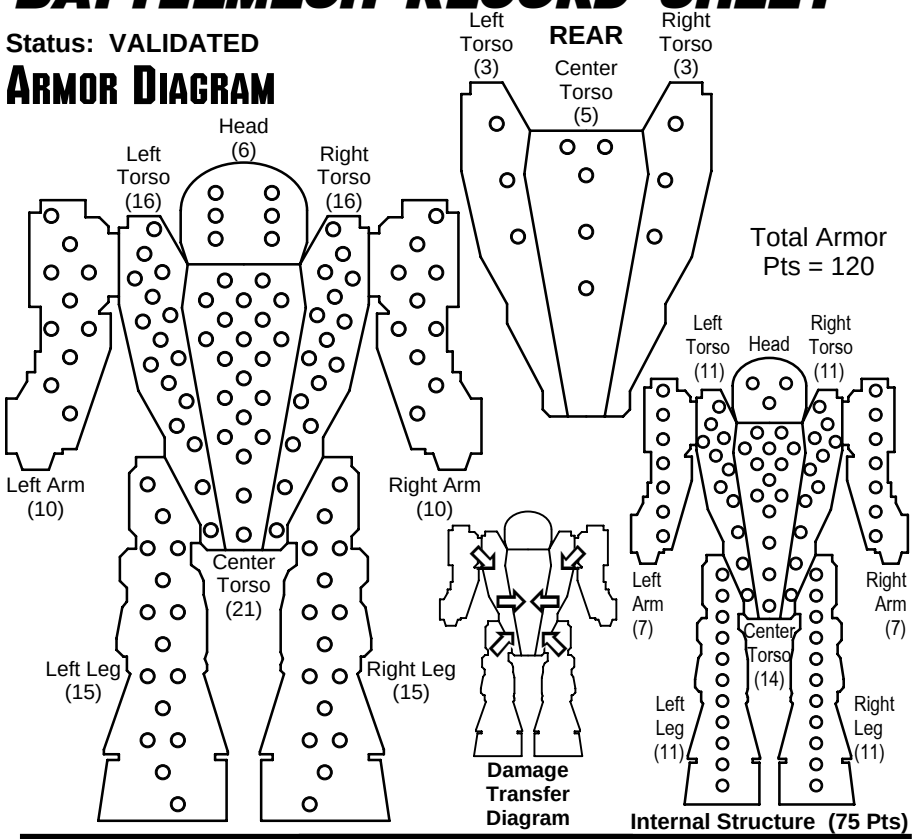
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-3D
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Anti-Missile System	RA	1	-	-	-	-	-
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Ammo Type:	Rounds:
Anti-Missile System	24

Total Heat Sinks: 12 Double (24) OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (33)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

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

4-6
1. Medium Pulse Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (AMS) 12
5. Ammo (AMS) 12
6. *Endo Steel*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head

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

Center Torso

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

4-6
1. Medium Pulse Laser
2. Anti-Missile System
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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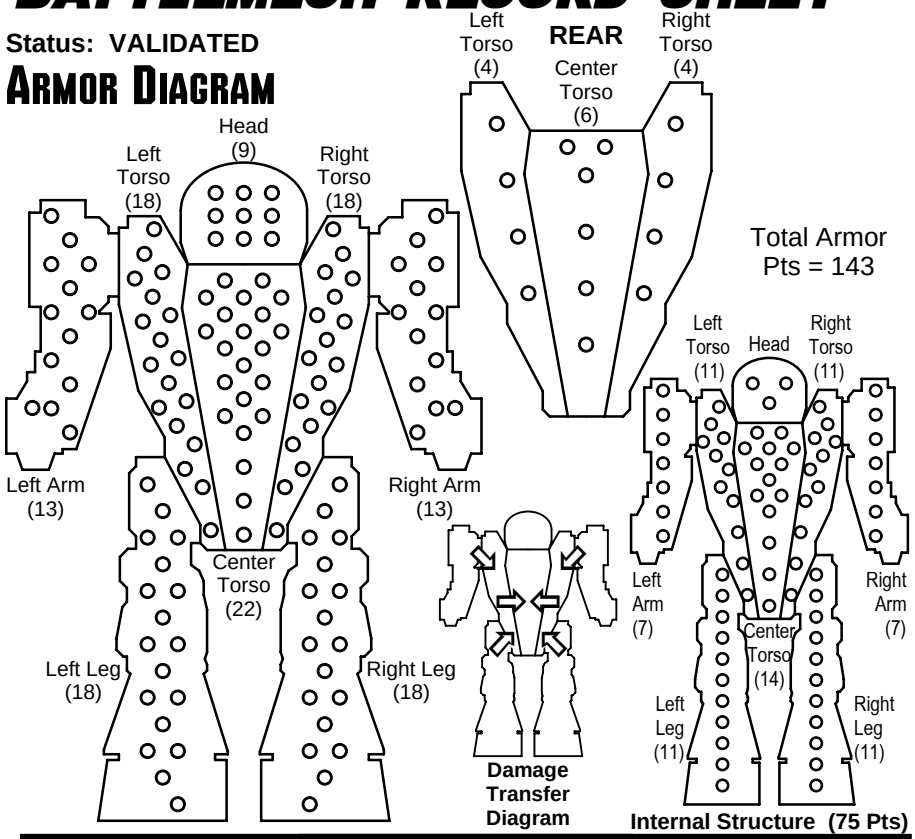
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-3K
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Total Heat Sinks: 12 Double (24) ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

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

4-6
1. Medium Pulse Laser
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

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

4-6
1. Medium Pulse Laser
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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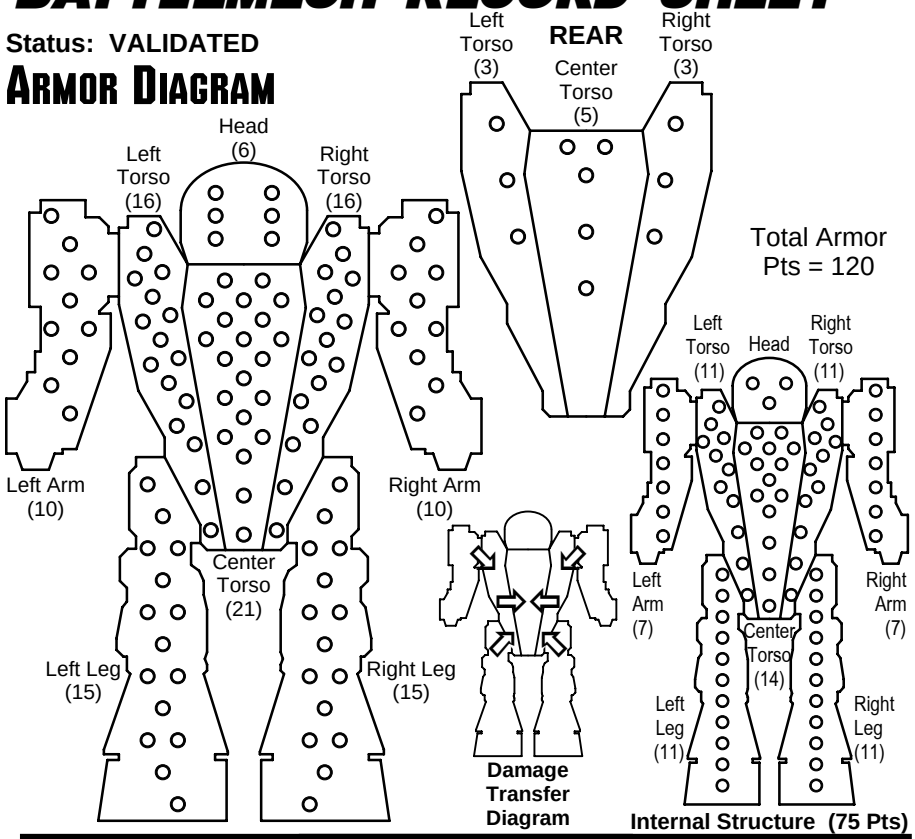
ARMOR DIAGRAM



Total Armor Pts = 120

'MECH DATA

Type: Phoenix Hawk PXH-3M
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Anti-Missile System	RA	1	-	-	-	-	-
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:
Anti-Missile System	24
Machine Gun	200

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (33)

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

1. Medium Pulse Laser
2. Machine Gun
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Ammo (AMS) 12
2. Ammo (AMS) 12
3. Ammo (MG) 200
4. *Endo Steel*
5. *Endo Steel*
6. CASE

Left 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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1. Medium Pulse Laser
2. Anti-Missile System
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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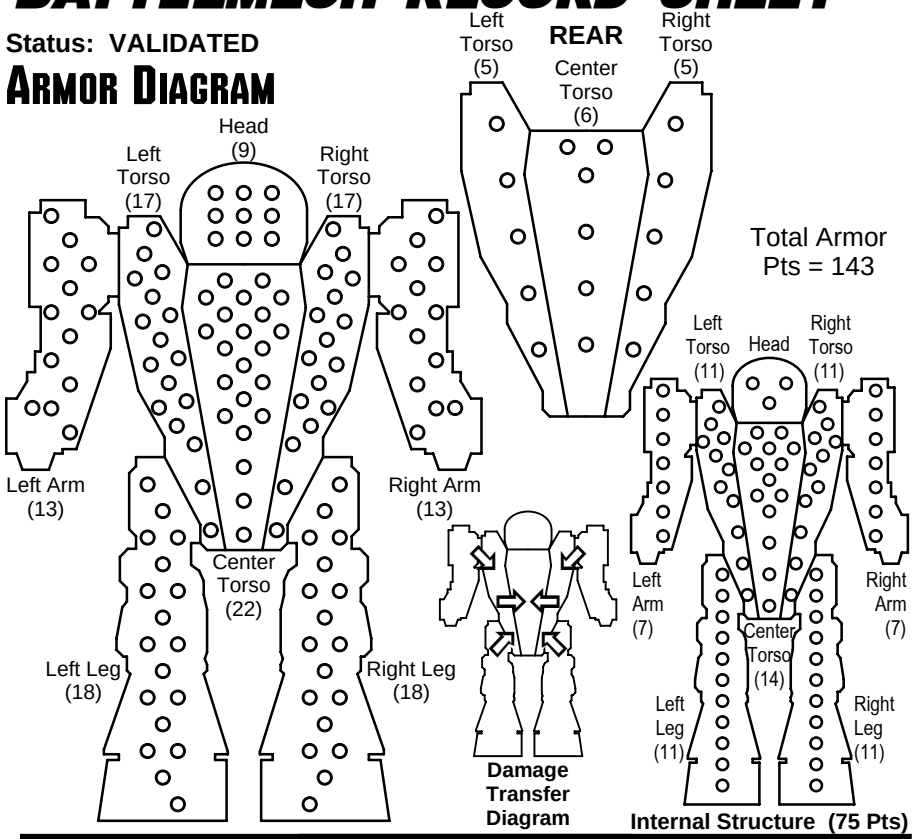
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-3PL
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	LA	4	6	-	2	4	6
2	ER Small Laser	RT	2	3	-	2	4	5
1	Targeting Computer							

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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

1-3

1. Double Heat Sink
2. Medium Pulse Laser
3. Medium Pulse Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. Double Heat Sink
2. Large Pulse Laser
3. Large Pulse Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. ER Small Laser
2. ER Small Laser
3. *Endo Steel*
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. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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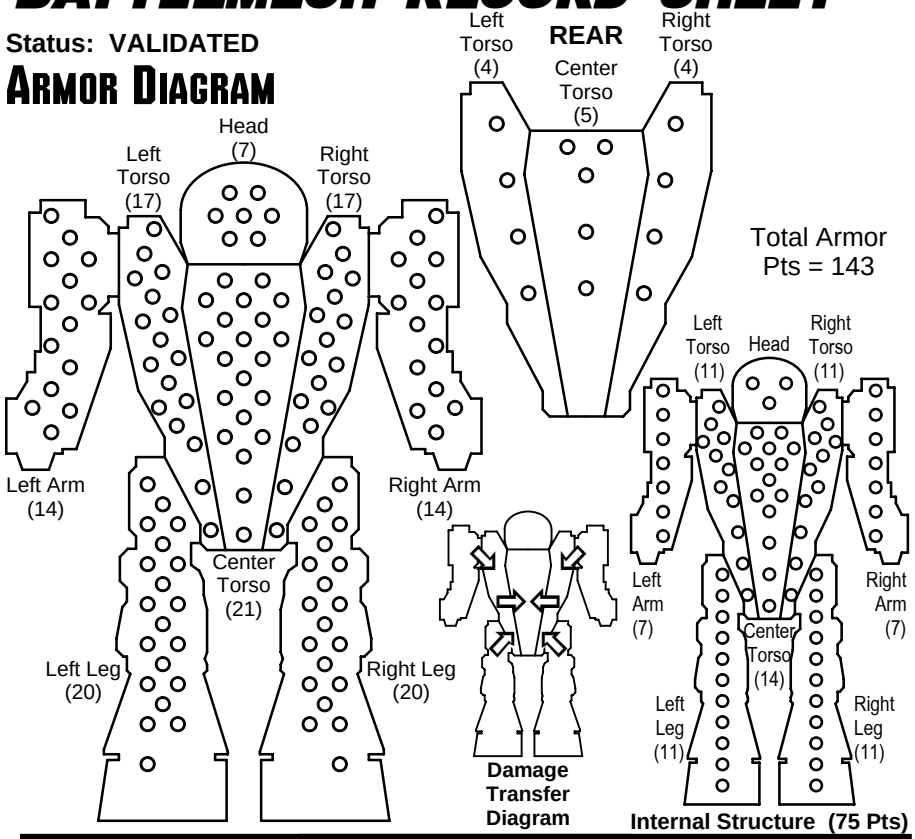
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-3S
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9 [12]	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Medium Laser	RA	3	5	-	3	6	9
1	Anti-Missile System	RA	1	-	-	-	-	-
1	Medium Laser	LA	3	5	-	3	6	9
2	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:
Anti-Missile System	24
Machine Gun	200

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

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

1-3

4. Hand Actuator
5. Medium Laser
6. Machine Gun

1. Machine Gun
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6

4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3

4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Ammo (AMS) 12
2. Ammo (AMS) 12
3. Ammo (MG) 200

4-6

4. CASE
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left 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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3

4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine

4-6

4. XL Engine
5. MASC
6. MASC

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

1-3

4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1. Medium Laser
2. Anti-Missile System
3. *Ferro-Fibrous*

4-6

4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3

4. Jump Jet
5. Jump Jet
6. Jump Jet

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6

4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Leg

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

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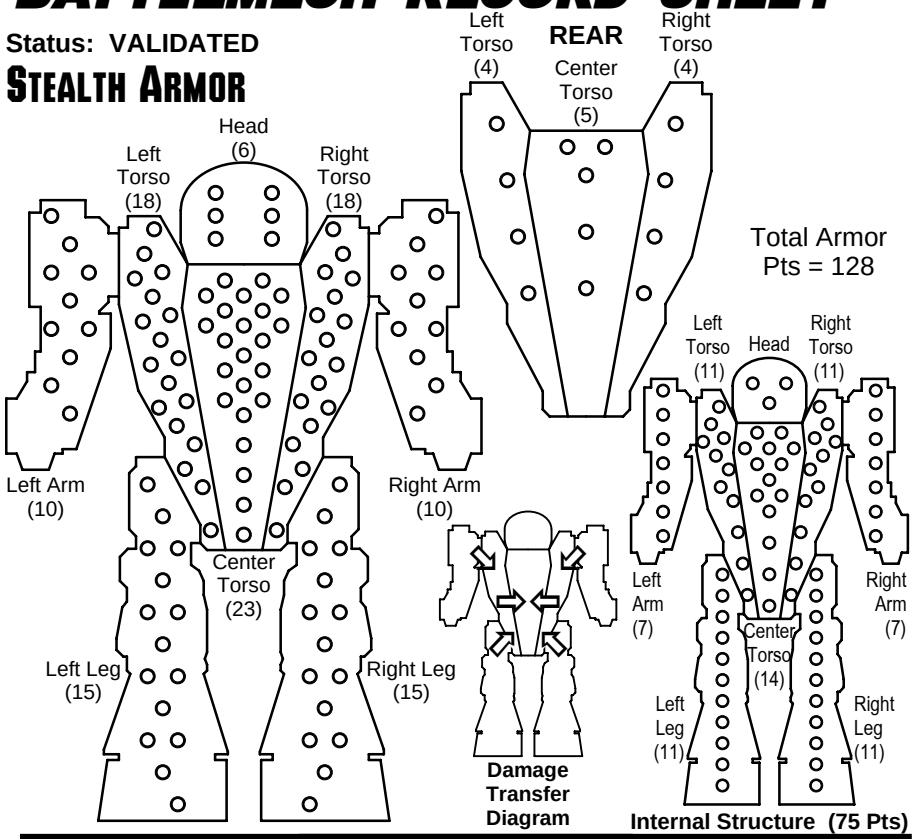
STEALTH ARMOR



'MECH DATA

Type: Phoenix Hawk PXH-4L
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Machine Gun	RA	0	2	-	1	2	3
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Machine Gun	LA	0	2	-	1	2	3
1	Guardian ECM	RT	0	-	-	-	-	6

Ammo Type:	Rounds:
Machine Gun	100

Total Heat Sinks: 11 Double (22) ○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

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

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

Left Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Stealth Armor*
6. *Stealth Armor*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (MG) 100
6. *Roll Again*

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

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

1. ER Medium Laser
2. Machine Gun
3. *Endo Steel*
4. *Endo Steel*
5. *Stealth Armor*
6. *Stealth Armor*

Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Guardian ECM
5. Guardian ECM
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Stealth Armor*
6. *Stealth Armor*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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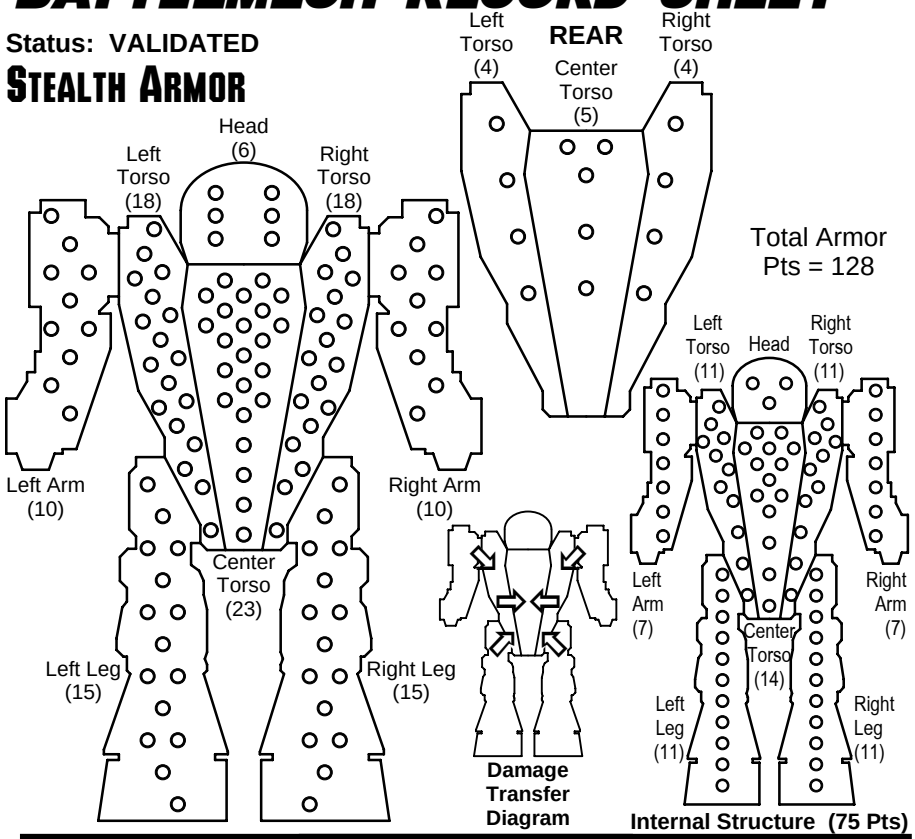
STEALTH ARMOR



'MECH DATA

Type: Phoenix Hawk PXH-5L
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Plasma Rifle	RA	10	10	-	5	10	15
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type:	Rounds:
Plasma Rifle	20

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

4-6

Left Torso

1. Jump Jet
2. Jump Jet
3. Guardian ECM
4. Guardian ECM
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

1-3

1. ER Medium Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

4-6

Right Torso

1. Jump Jet
2. Jump Jet
3. Ammo (PR) 10
4. Ammo (PR) 10
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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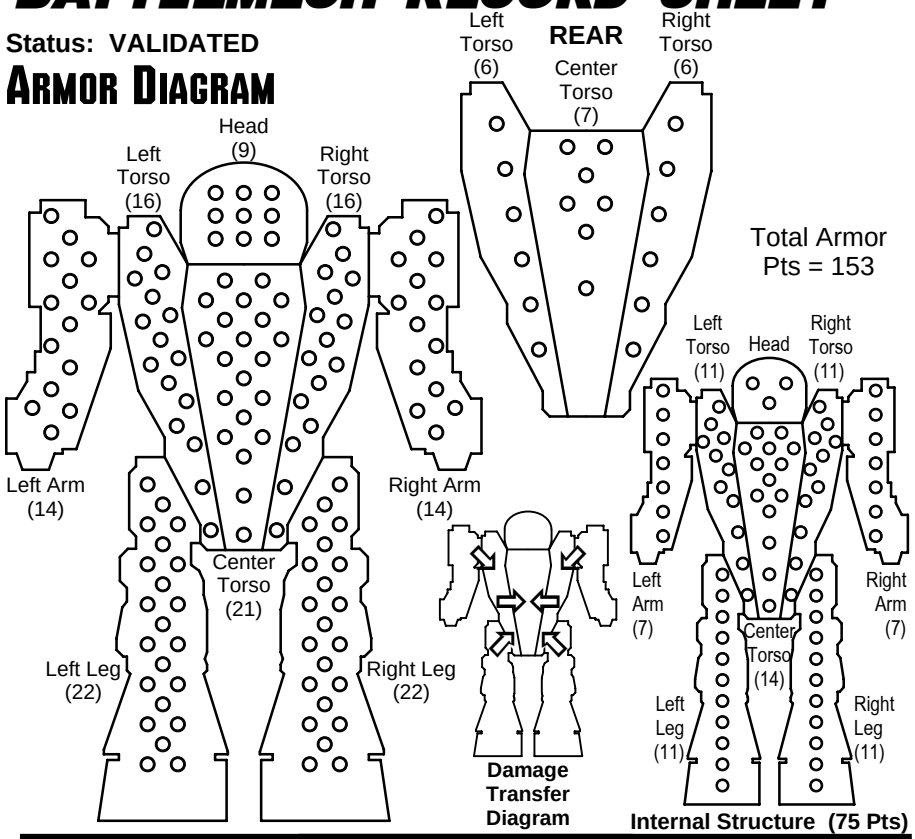
ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk PXH-6D
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
2	ER Medium Laser	LA	5	5	-	4	8	12
2	ER Medium Laser	CT	5	5	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (35)

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

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

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. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER PPC
3. ER PPC

4-6
4. ER PPC
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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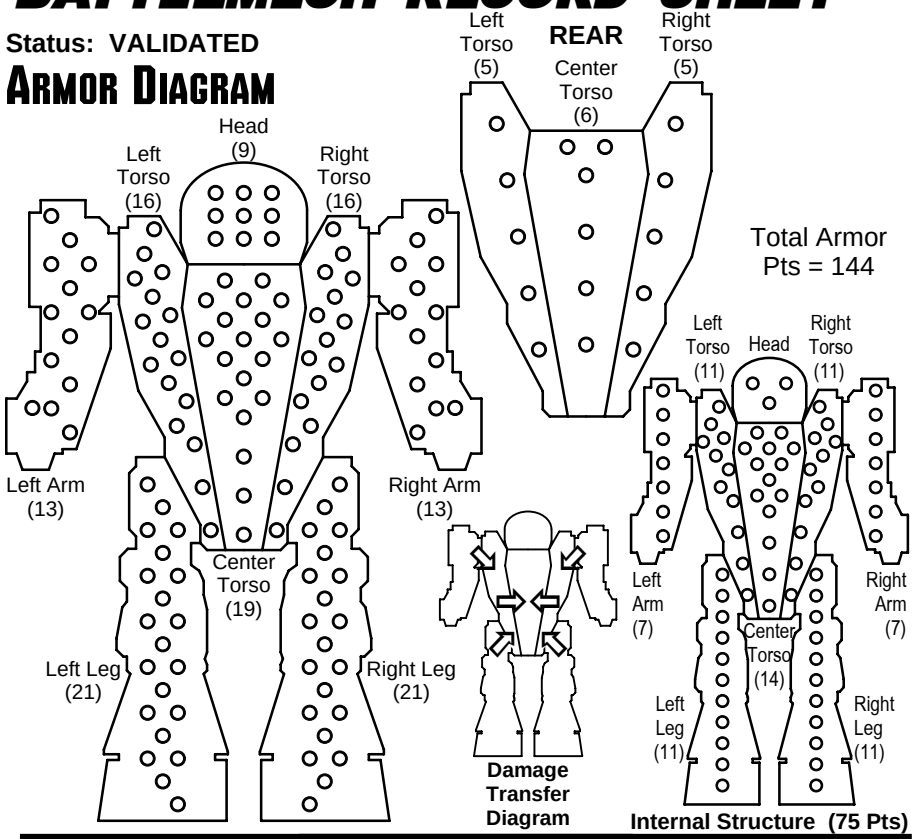
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-7CS
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Improved Narc	LT	0	-	-	4	9	15

Ammo Type:	Rounds:
Improved Narc	12

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. *Endo Steel*
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Jump Jet
5. Jump Jet
6. Improved Narc

1. Improved Narc
2. Improved Narc
3. Ammo (iNarc) 4

4-6
4. Ammo (iNarc) 4
5. Ammo (iNarc) 4
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. Jump Jet
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. *Endo Steel*
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Jump Jet
5. Jump Jet
6. Improved C³ CPU

1. Improved C³ CPU
2. *Endo Steel*
3. *Endo Steel*

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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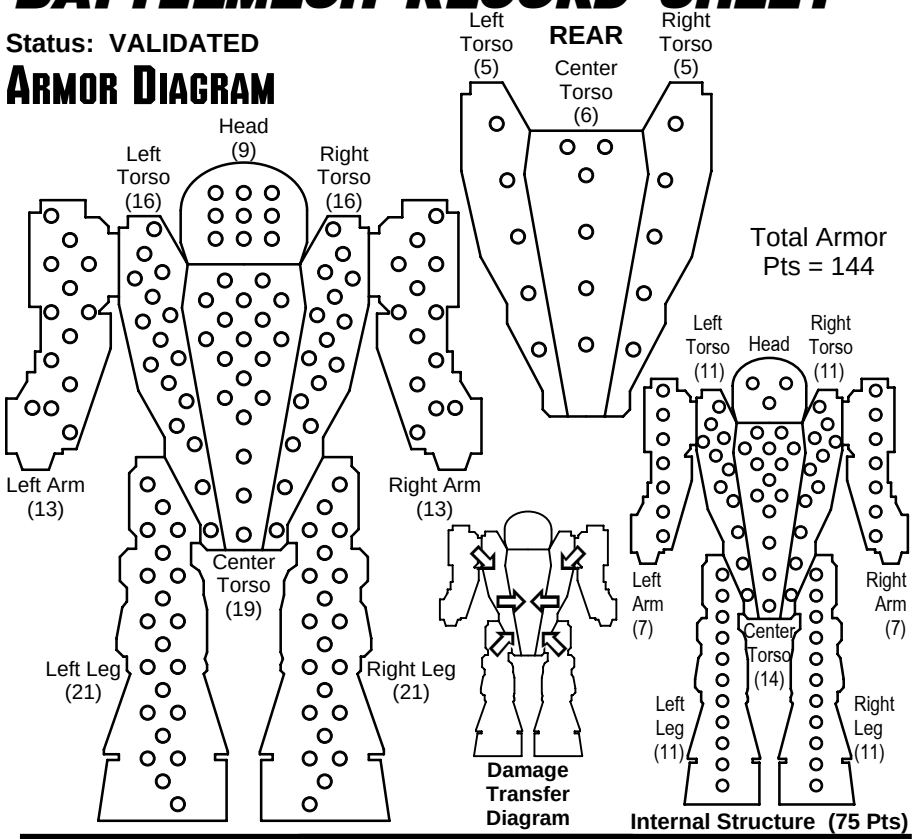
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-7K
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Biped 'Mech
Jumping:	9	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	ER Medium Laser	LA	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (15)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Light Ferro-Fibrous*
4. *Light Ferro-Fibrous*
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. *Endo Steel*
6. *Endo Steel*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head

1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Light Ferro-Fibrous*
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Right Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. *Endo Steel*
6. *Endo Steel*

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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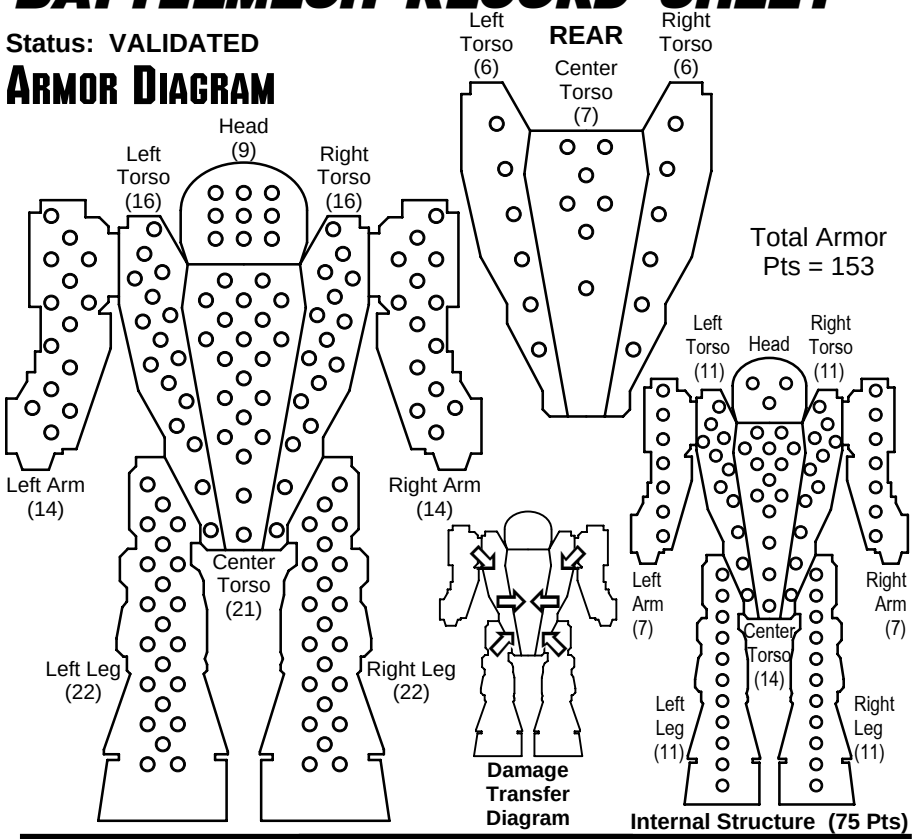
Armor Diagram



'Mech Data

Type: Phoenix Hawk PXH-7S
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9 [12]	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (23)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

1-3
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Medium Laser
5. *Ferro-Fibrous*
6. *Endo Steel*

1-3
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

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

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

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine

4-6
4. Light Fusion Engine
5. MASC
6. MASC

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Medium Laser
5. *Ferro-Fibrous*
6. *Endo Steel*

1-3
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

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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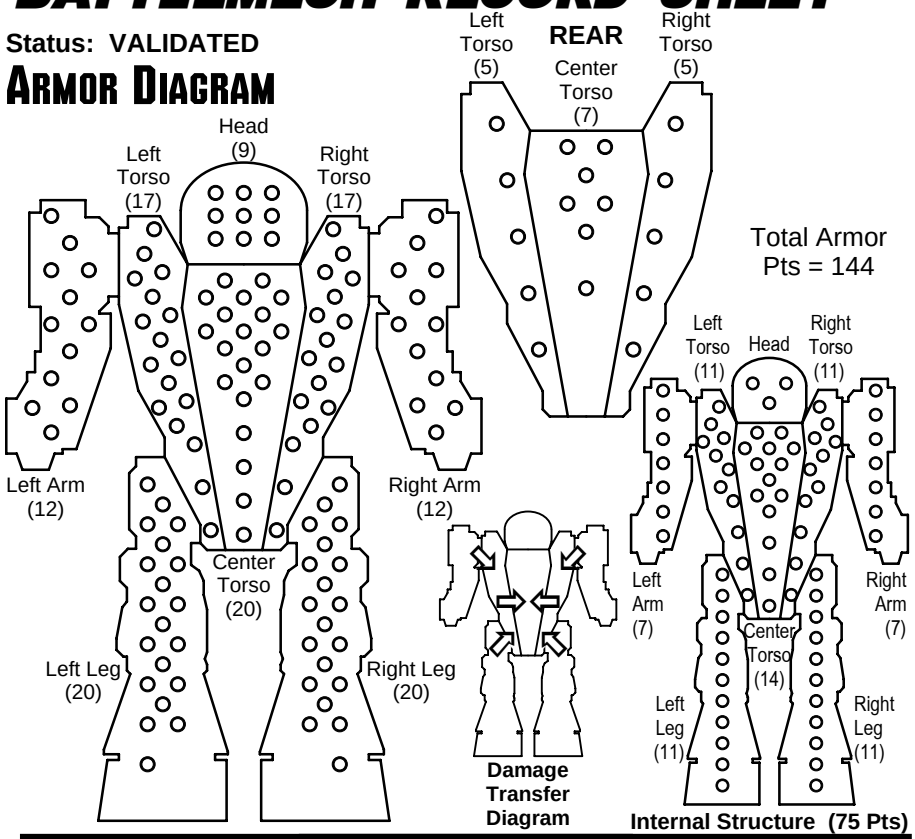
Armor Diagram



'Mech Data

Type: Shadow Hawk IIC
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Streak SRM 2	RT	2	2/hit	-	4	8	12
2	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6
1	ER Medium Laser	HD	5	7	-	5	10	15

Ammo Type:	Rounds:
Streak SRM 2	100

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (23)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Streak SRM 2
5. Streak SRM 2
6. Ammo (Streak 2) 50

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Small Laser
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

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

Right Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Streak SRM 2
5. Streak SRM 2
6. Ammo (Streak 2) 50

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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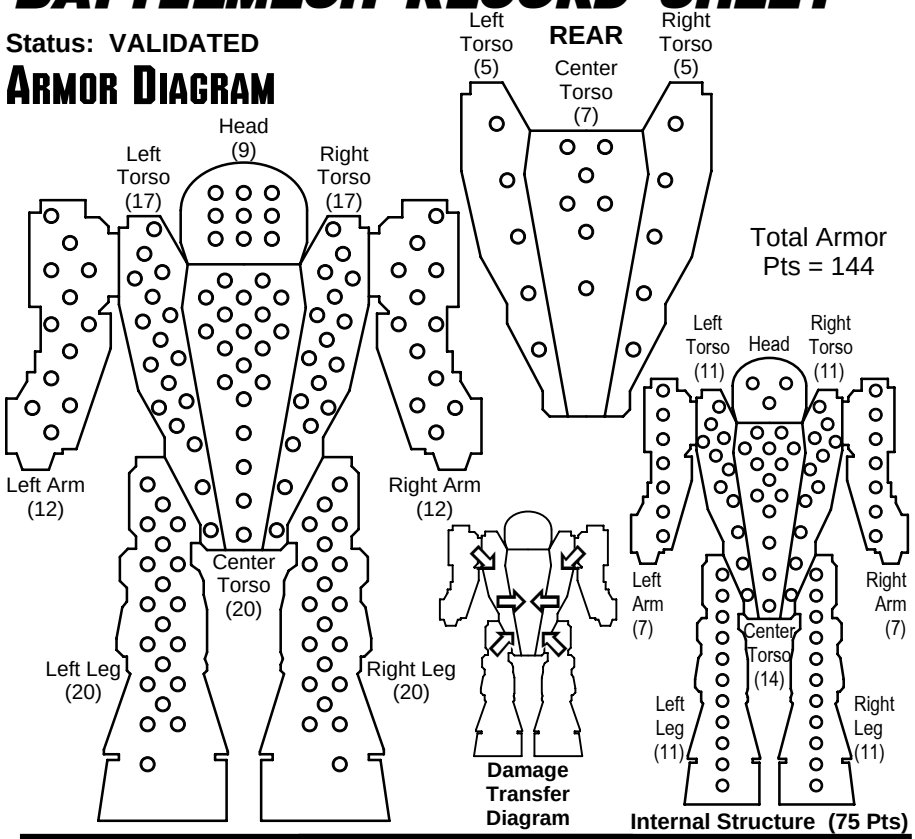
Armor Diagram



'Mech Data

Type: Shadow Hawk IIC 2
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	ER Large Laser	RT	12	10	-	8	15	25
1	ER Large Laser	LT	12	10	-	8	15	25
1	ER Small Laser	CT	2	5	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	2	4	6

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

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

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

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. ER Large Laser
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

Head

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

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Small Laser
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Pulse Laser
6. *Endo Steel*

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

Right Torso

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. ER Large Laser
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

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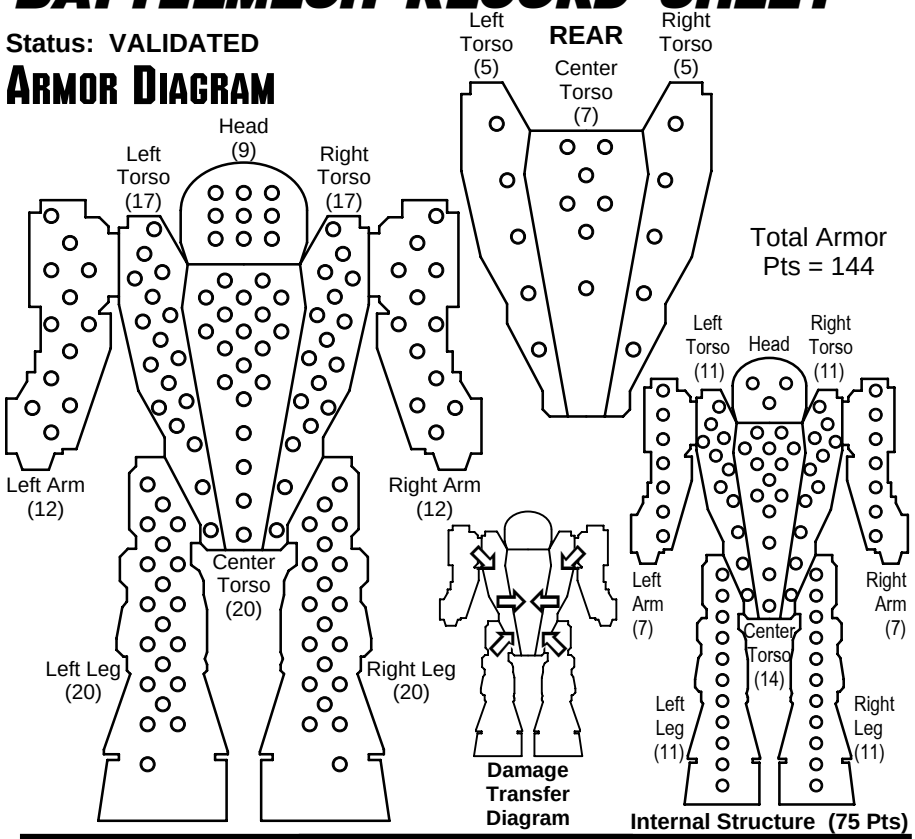
Armor Diagram



'Mech Data

Type: Shadow Hawk IIC 3
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Micro Pulse Laser	RA	1	3	-	1	2	3
1	ER Micro Laser	RA	1	2	-	1	2	4
1	Micro Pulse Laser	LA	1	3	-	1	2	3
1	ER Micro Laser	LA	1	2	-	1	2	4
1	Heavy Large Laser	RT	18	16	-	5	10	15
1	Medium Pulse Laser	CT	4	7	-	4	8	12

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Micro Pulse Laser
6. ER Micro 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. Jump Jet
2. Jump Jet
3. Jump Jet
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Pulse Laser
6. *Ferro-Fibrous*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. Micro Pulse Laser
2. ER Micro Laser
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser

1-3

1. Heavy Large Laser
2. Heavy Large Laser
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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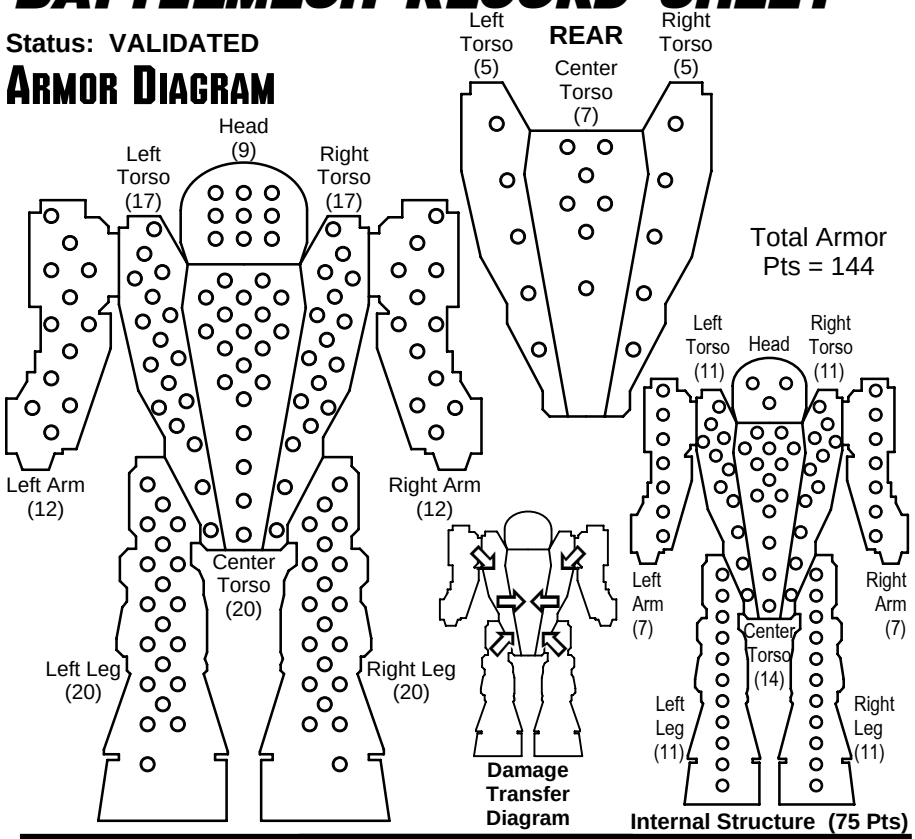
ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk IIC 4
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Clan
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Adv. Tact. Msl. 6	RT	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:	Rounds:
Adv. Tact. Msl. 6	30

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse 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 (CASE)
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Ammo (ATM 6) 10
5. Ammo (ATM 6) 10
6. Ammo (ATM 6) 10

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. *Ferro-Fibrous*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

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. Adv. Tact. Msl. 6
5. Adv. Tact. Msl. 6
6. Adv. Tact. Msl. 6

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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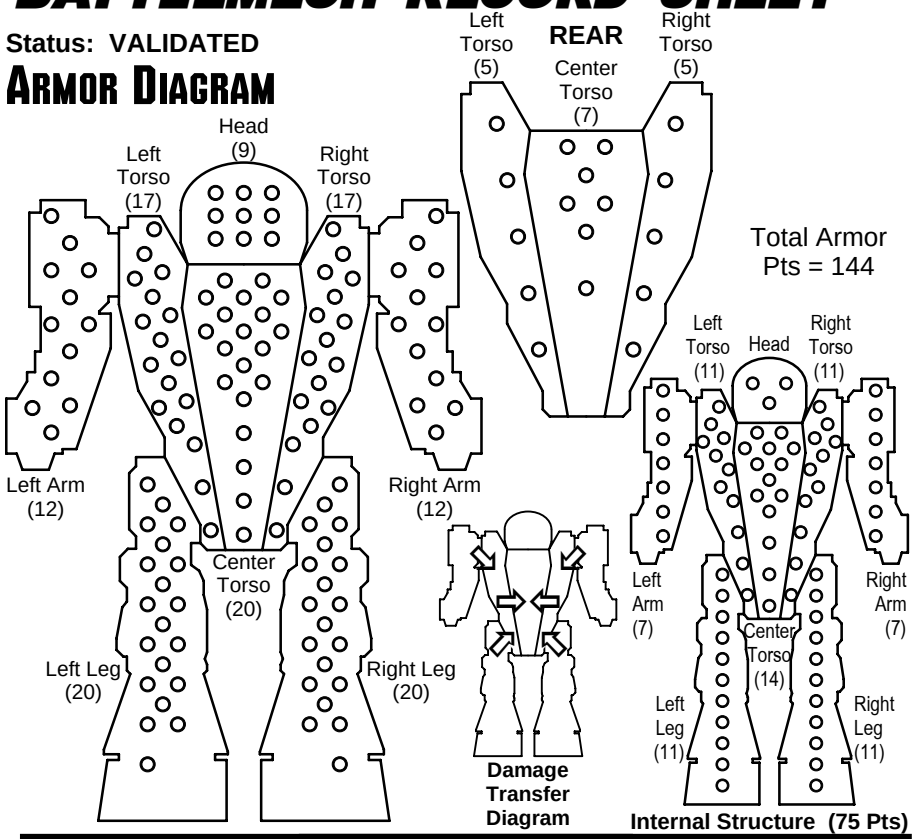
ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk IIC 5
Mass: 45 tons

Movement Points:	Tech & Configuration:
Walking: 6	Clan
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Plasma Cannon	RA	7	-	-	6	12	18
1	AP Gauss Rifle	RA	1	3	-	3	6	9
1	Plasma Cannon	LA	7	-	-	6	12	18
1	AP Gauss Rifle	LA	1	3	-	3	6	9
1	AP Gauss Rifle	CT	1	3	-	3	6	9

Ammo Type:	Rounds:
Plasma Cannon	30
AP Gauss Rifle	40

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

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 (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Plasma Cannon
6. AP Gauss Rifle

4-6
1. Ammo (PC) 10
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Ammo (PC) 10
5. Ammo (APGR) 40
6. *Endo Steel*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. AP Gauss Rifle
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Plasma Cannon
6. AP Gauss Rifle

4-6
1. Ammo (PC) 10
2. *Endo Steel*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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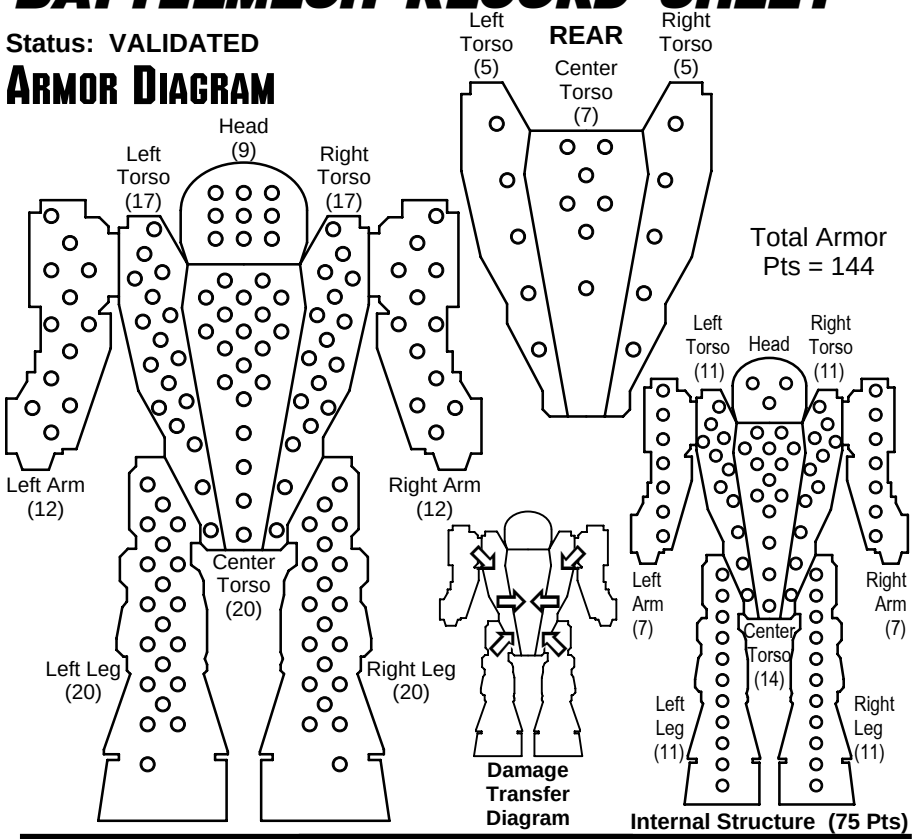
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk IIC 6
Mass: 45 tons

Movement Points:		Tech & Configuration:
Walking:	6	Clan
Running:	9	Biped 'Mech
Jumping:	6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	HAG 20	LT	4	20	2	8	16	24
1	ER Small Laser	CT	2	5	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	2	4	6

Ammo Type:	Rounds:
HAG 20	18

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso (CASE)
1. XL Engine
2. XL Engine
3. Jump Jet
4. HAG 20
5. HAG 20
6. HAG 20

1-3

1. HAG 20
2. HAG 20
3. HAG 20
4. Ammo (HAG20) 6
5. Ammo (HAG20) 6
6. Ammo (HAG20) 6

4-6

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

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Small Laser
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. Jump Jet
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
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

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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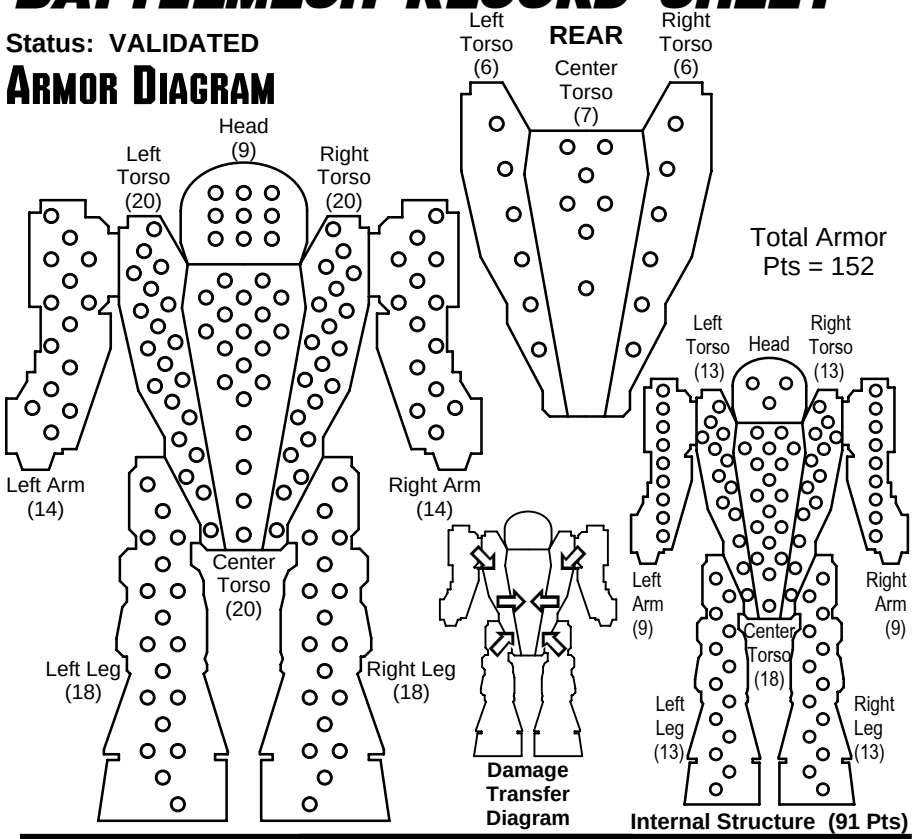
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Griffin GRF-1DS
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	LRM 20	RT	6	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 20	12

Total Heat Sinks: 14 Double (28) ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat:** (16)

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

1-3

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

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. CASE
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*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

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

1-3

1. Double Heat Sink
2. Large Pulse Laser
3. Large Pulse Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
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*

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 Point
4	
3	
2	
1	
0	

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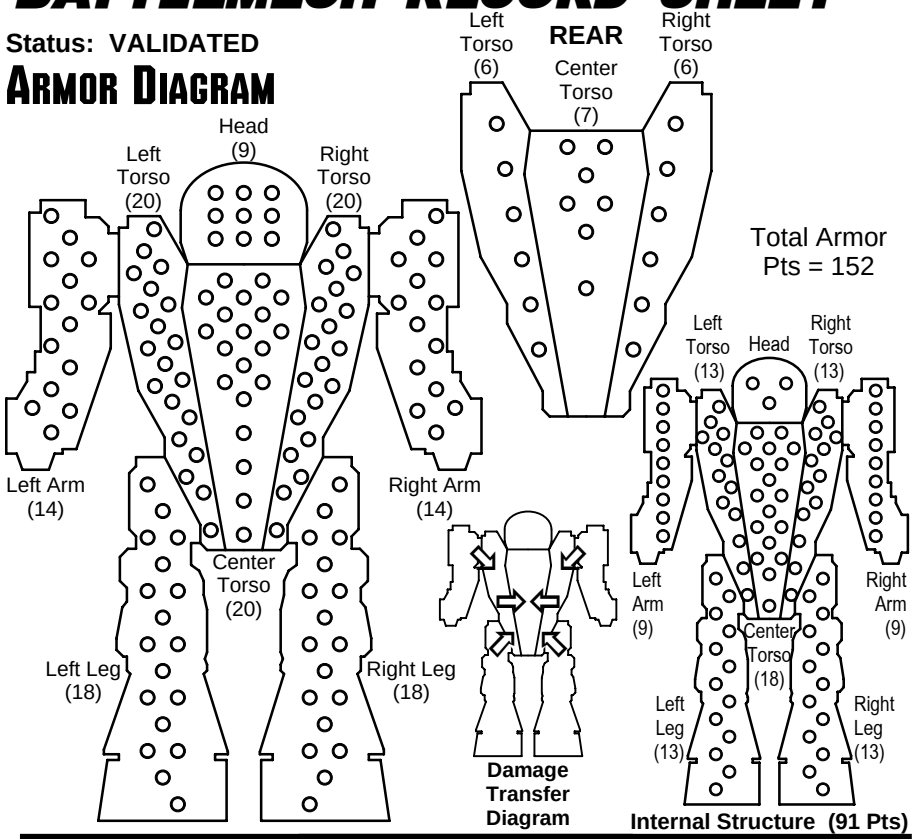
Armor Diagram



'Mech Data

Type: Griffin GRF-1N
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 10	24

Total Heat Sinks: 12 Single ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1. Jump Jet
2. Jump Jet
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

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

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*

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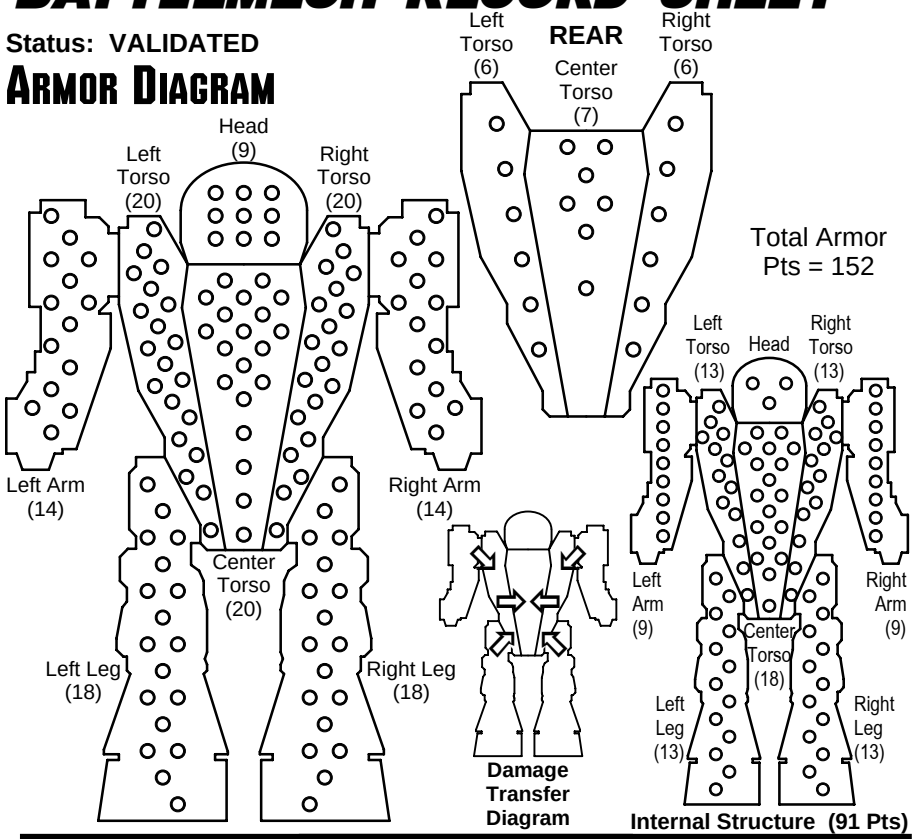
ARMOR DIAGRAM



'MECH DATA

Type: Griffin GRF-1S
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
2	Medium Laser	RA	3	5	-	3	6	9
1	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 5	24

Total Heat Sinks: 16 Single ○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (16)

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

1-3
4. Hand Actuator
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. Jump Jet
2. Jump Jet
3. LRM 5

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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Medium Laser
2. Medium Laser
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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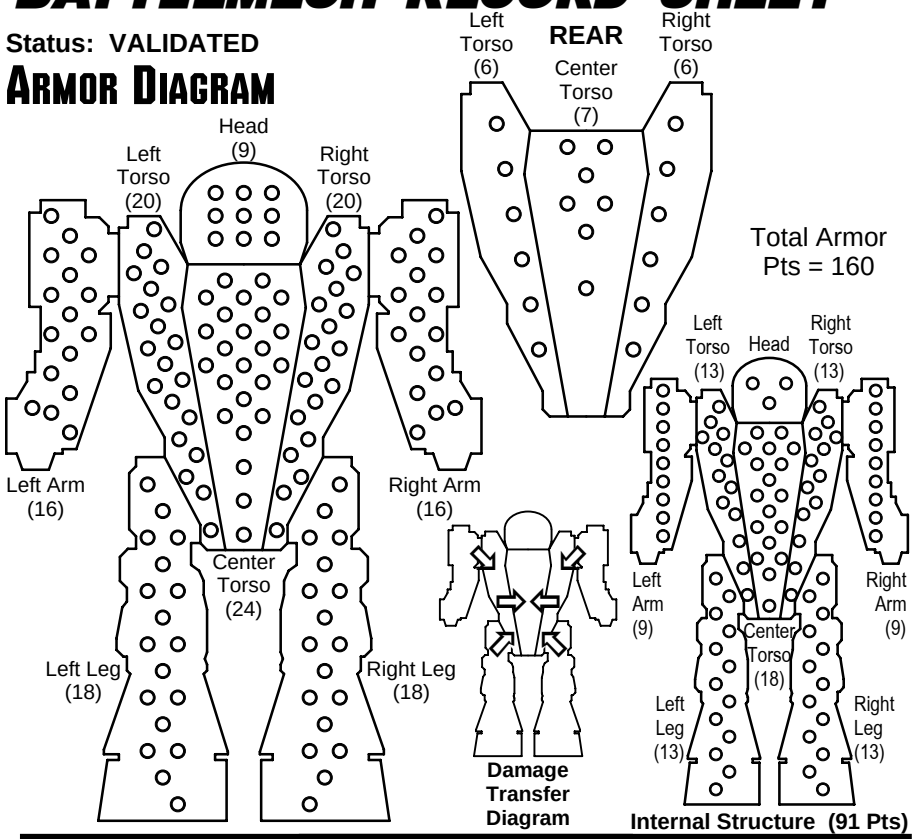
Armor Diagram



'Mech Data

Type: Griffin GRF-3M
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	LRM 20	RT	6	1/hit	6	7	14	21
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:
LRM 20	12

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Small Laser
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. CASE

Left 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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
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*

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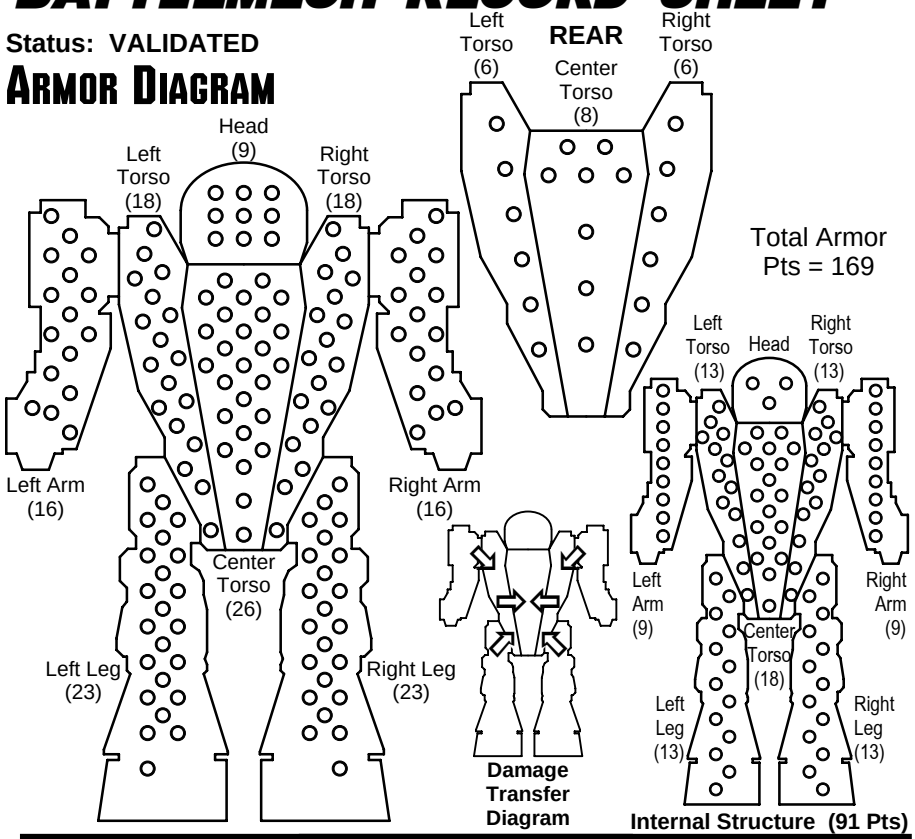
ARMOR DIAGRAM



'MECH DATA

Type: Griffin GRF-5K
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Light PPC	RA	5	5	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 10	12

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (14)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

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. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. *Light Ferro-Fibrous*
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. Improved Jump Jet
6. Improved Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Light Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1-3

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Medium Laser
6. *Light Ferro-Fibrous*

4-6

Engine Hits	O O O
Gyro Hits	O O O
Sensor Hits	O O
Life Support	O

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

1-3

1. *Light Ferro-Fibrous*
2. *Light Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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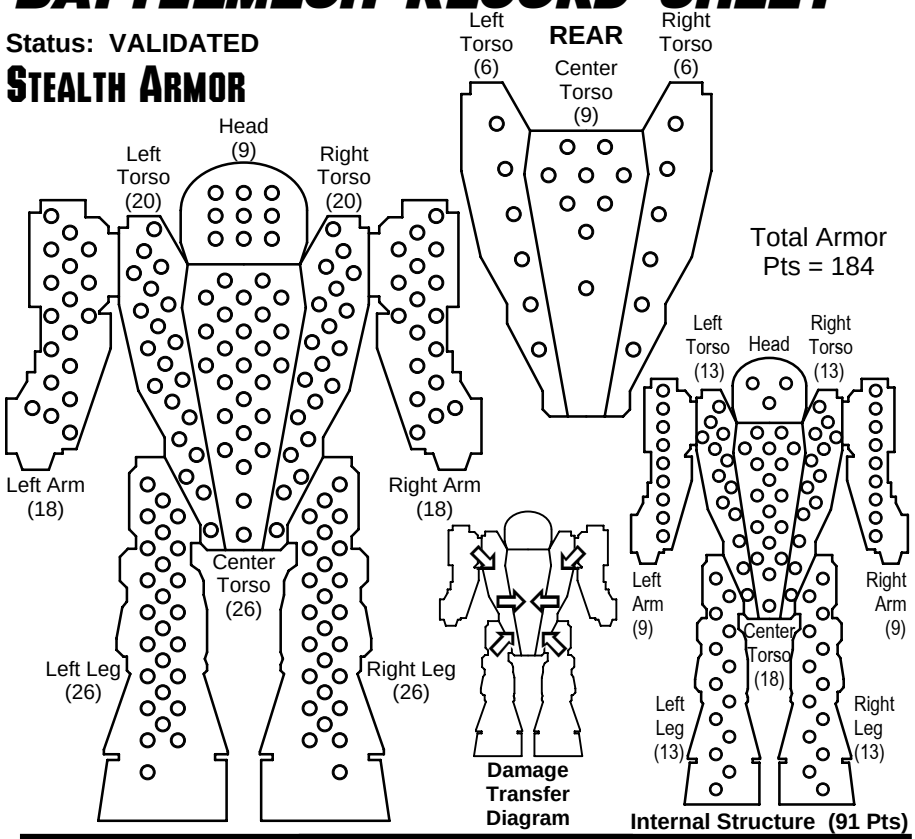
STEALTH ARMOR



'MECH DATA

Type: Griffin GRF-5L
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Plasma Rifle	RA	10	10	-	5	10	15
3	Medium Laser	LA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	MML 5	LT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9

Ammo Type:	Rounds:
Plasma Rifle	20
MML 5	

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

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

1-3

1. Double Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. MML 5

1-3

1. MML 5
2. MML 5
3. Ammo (MML 5) 20/24
4. Ammo (MML 5) 20/24
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ammo (PR) 10

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. Double Heat Sink
2. Plasma Rifle
3. Plasma Rifle
4. Ammo (PR) 10
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. Guardian ECM
4. Guardian ECM
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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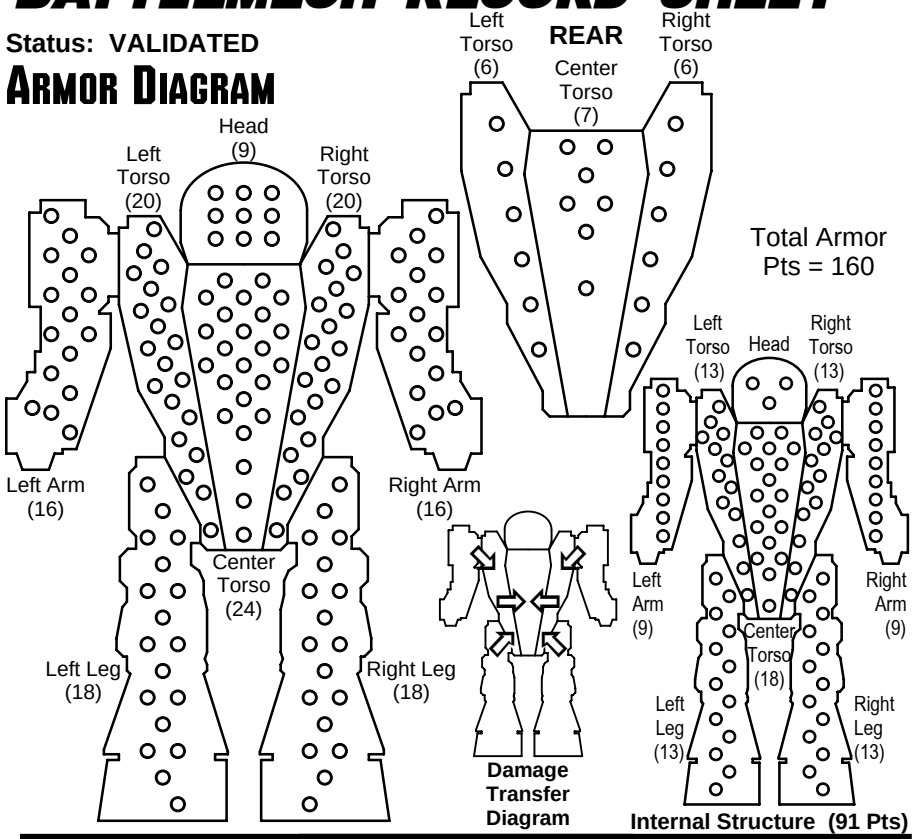
Armor Diagram



'Mech Data

Type: Griffin GRF-5M
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:
Light Gauss Rifle	16
LRM 10	12

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (6)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Small Laser
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*

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 10

4-6
1. LRM 10
2. Ammo (Lt Gauss) 16
3. Ammo (LRM 10) 12
4. CASE
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*

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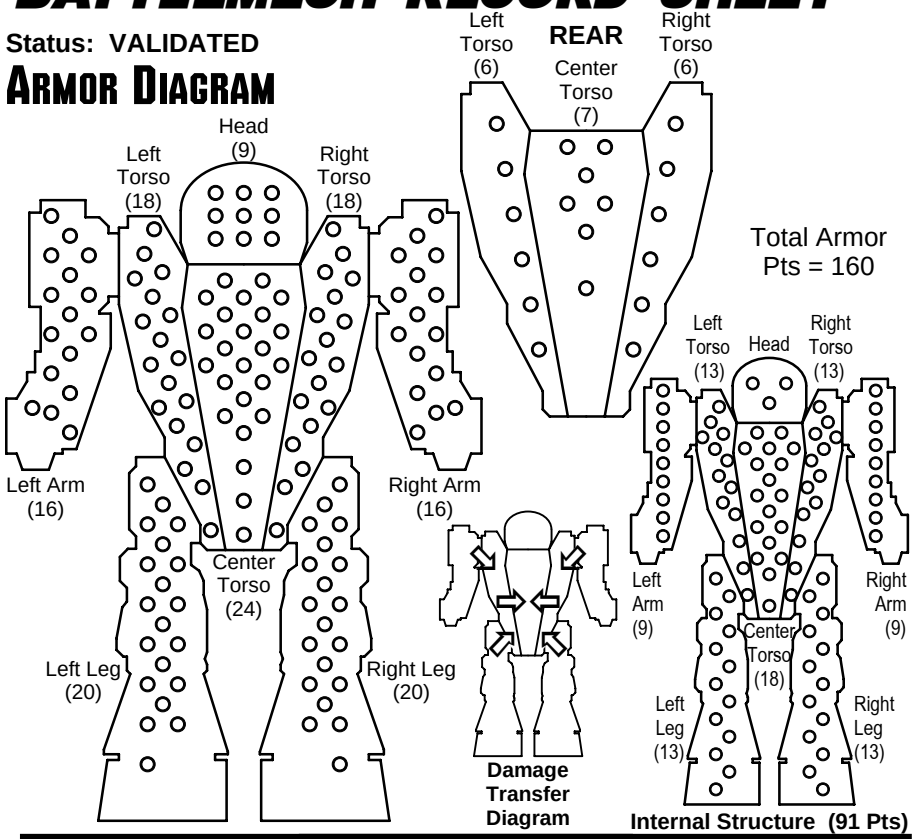
ARMOR DIAGRAM



'MECH DATA

Type: Griffin GRF-6CS
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 15	16

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

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

1. Double Heat Sink
2. ER Medium Laser
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Improved C³ CPU

1. Improved C³ CPU
2. Guardian ECM
3. Guardian ECM
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Medium Laser
6. Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1. ER PPC
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 15

1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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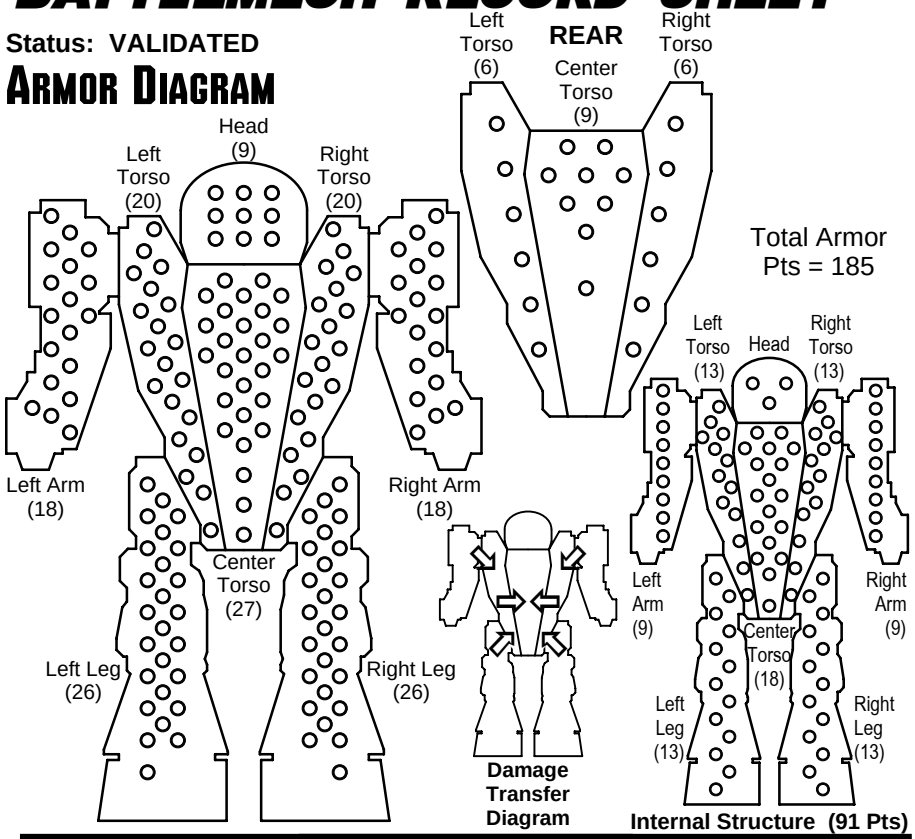
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Griffin GRF-6S
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 15	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
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. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Medium Laser
6. Jump Jet

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. ER PPC
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 15
4. LRM 15
5. LRM 15
6. Artemis IV FCS

1-3

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. CASE
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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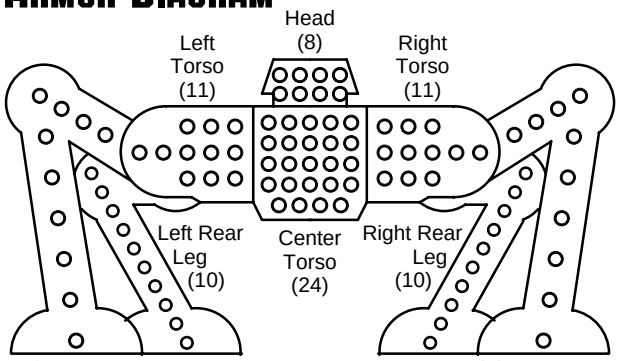
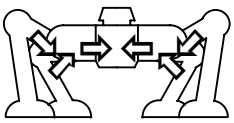
BATTLETECH®
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

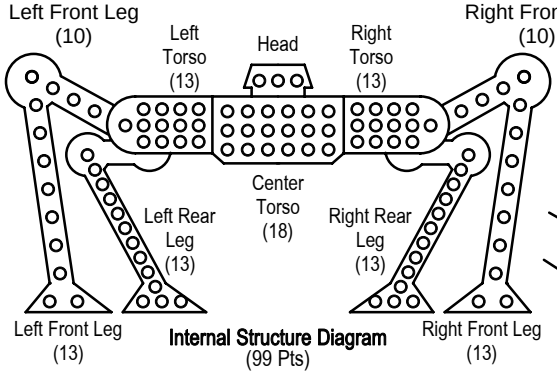
ARMOR DIAGRAM



Total Armor Pts = 112

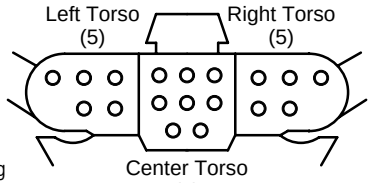


Damage Transfer Diagram



Internal Structure Diagram
(99 Pts)

REAR ARMOR



'MECH DATA

Type: Scorpion SCP-1N
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Quad 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RT	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

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 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*

Left Torso
1. Ammo (SRM 6) 15
2. *Roll Again*
3. *Roll Again*

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*

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Right Torso
1. PPC
2. PPC
3. PPC

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

1. *Roll Again*
2. *Roll Again*

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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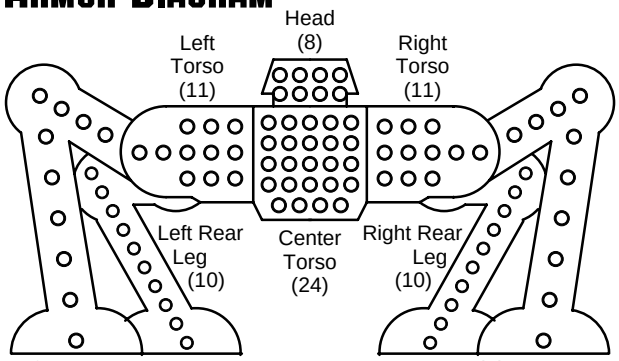
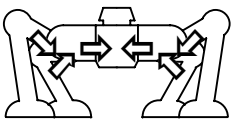
BATTLETECH®
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

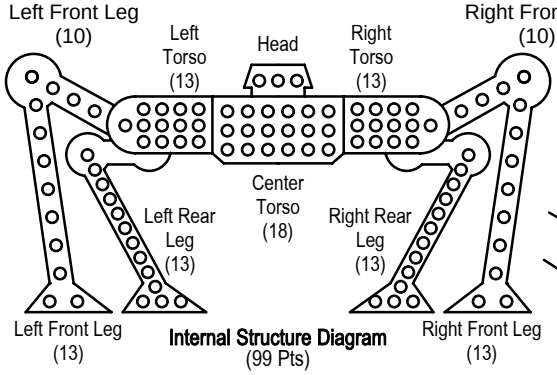
ARMOR DIAGRAM



Total Armor Pts = 112

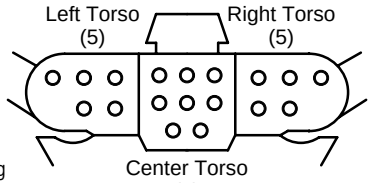


Damage Transfer Diagram



Internal Structure Diagram
(99 Pts)

REAR ARMOR



'MECH DATA

Type: Scorpion SCP-10
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Quad 'Mech
Jumping:	0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (19)

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 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*

Left Torso
1. Ammo (SRM 6) 15
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*

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Right Torso
1. ER PPC
2. ER PPC
3. ER PPC

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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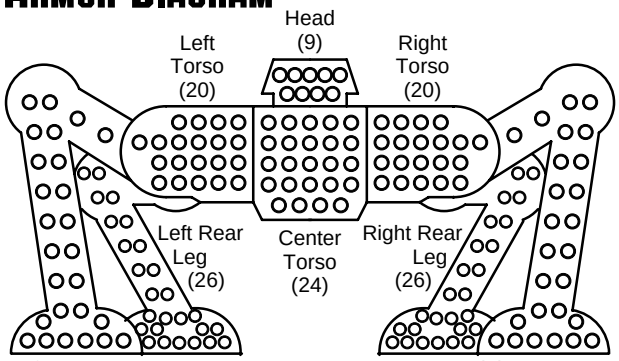
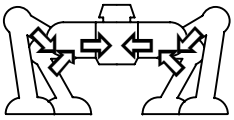
Status: VALIDATED

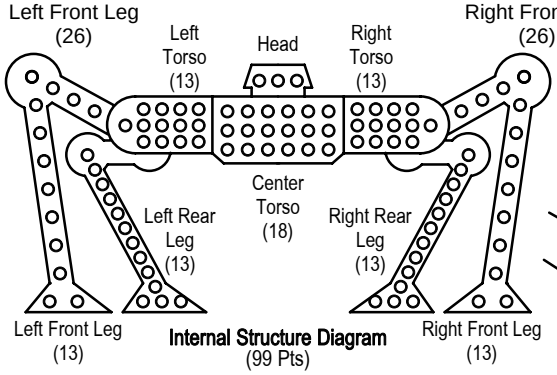
Armor Diagram



Total Armor Pts = 197

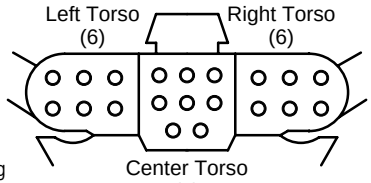


Damage Transfer Diagram



Internal Structure Diagram
(99 Pts)

REAR ARMOR



'Mech Data

Type: Scorpion SCP-12C
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Quad 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RT	15	10	-	7	14	23
1	Improved Narc	RT	0	-	-	4	9	15
1	ER Small Laser	LT	2	3	-	2	4	5
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type:	Rounds:
Improved Narc	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3 4. ER Small Laser
5. Ammo (iNarc) 4
6. Ammo (iNarc) 4

1. Ammo (iNarc) 4
2. Ammo (iNarc) 4
4-6 3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4-6 4. XL Engine
5. Improved C³ CPU
6. Improved C³ CPU

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3 4. ER PPC
5. ER PPC
6. ER PPC

1. Improved Narc
2. Improved Narc
3. Improved Narc
4-6 4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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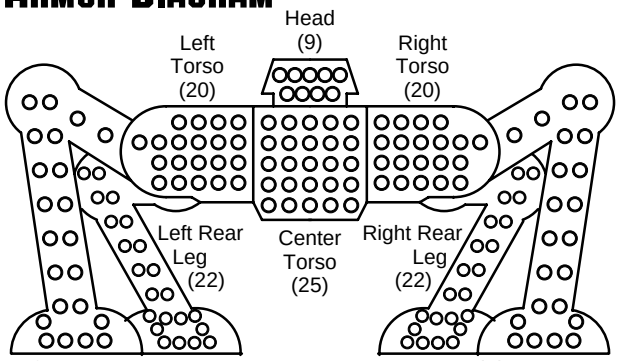
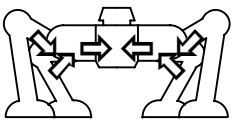
Status: VALIDATED

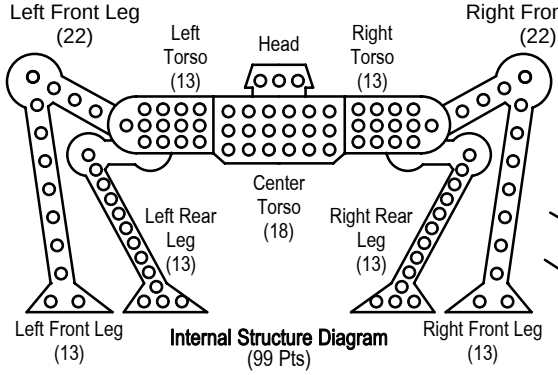
ARMOR DIAGRAM



Total Armor Pts = 179

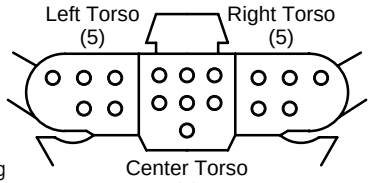


Damage Transfer Diagram



Internal Structure Diagram
(99 Pts)

REAR ARMOR



'MECH DATA

Type: Scorpion SCP-12K
Mass: 55 tons

Movement Points:	Tech & Configuration:
Walking: 6	Inner Sphere
Running: 9	Quad 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RT	10	10/8/5	-	9	13	15
1	MML 9	RT	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
1	ER Medium Laser	LT	5	5	-	4	8	12
1	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: **Rounds:**
MML 9

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (20)

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 Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3 4. ER Medium Laser
5. C³ Master Computer
6. C³ Master Computer

1. C³ Master Computer
2. C³ Master Computer
4-6 3. C³ Master Computer
4. Ammo (MML 9) 11/13
5. Ammo (MML 9) 11/13
6. *Ferro-Fibrous*

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4-6 4. XL Engine
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3 4. Snub-Nose PPC
5. Snub-Nose PPC
6. MML 9

1. MML 9
2. MML 9
3. MML 9
4-6 4. MML 9
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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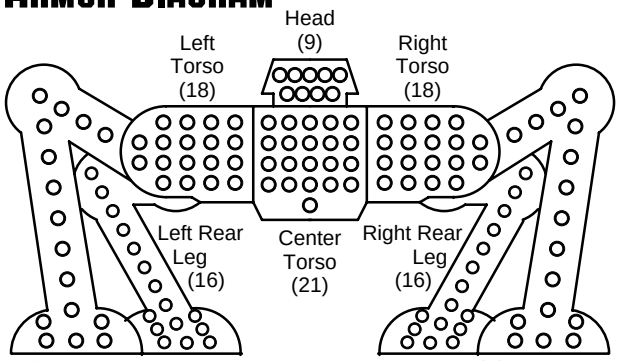
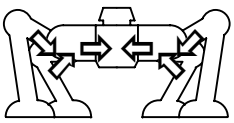
BATTLETECH®
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

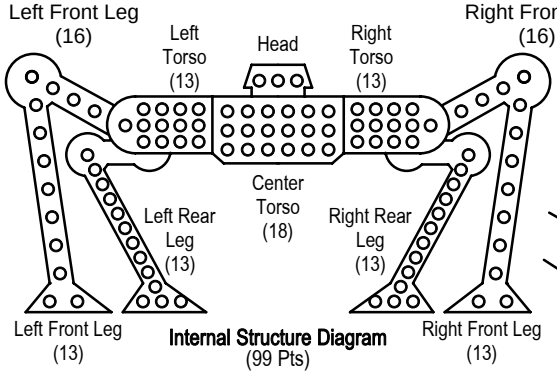
ARMOR DIAGRAM



Total Armor Pts = 144

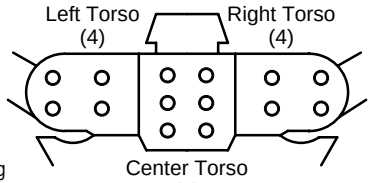


Damage Transfer Diagram



Internal Structure Diagram
(99 Pts)

REAR ARMOR



'MECH DATA

Type: Scorpion SCP-12S
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	6	Inner Sphere
Running:	9	Quad 'Mech
Jumping:	0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
LB 10-X AC	20
SRM 6	15

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (6)

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 Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (SRM 6) 15
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
6. CASE

1-3
1. *Endo Steel*
2. *Endo Steel*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. *Endo Steel*
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. LB 10-X AC
3. SRM 6
4. SRM 6
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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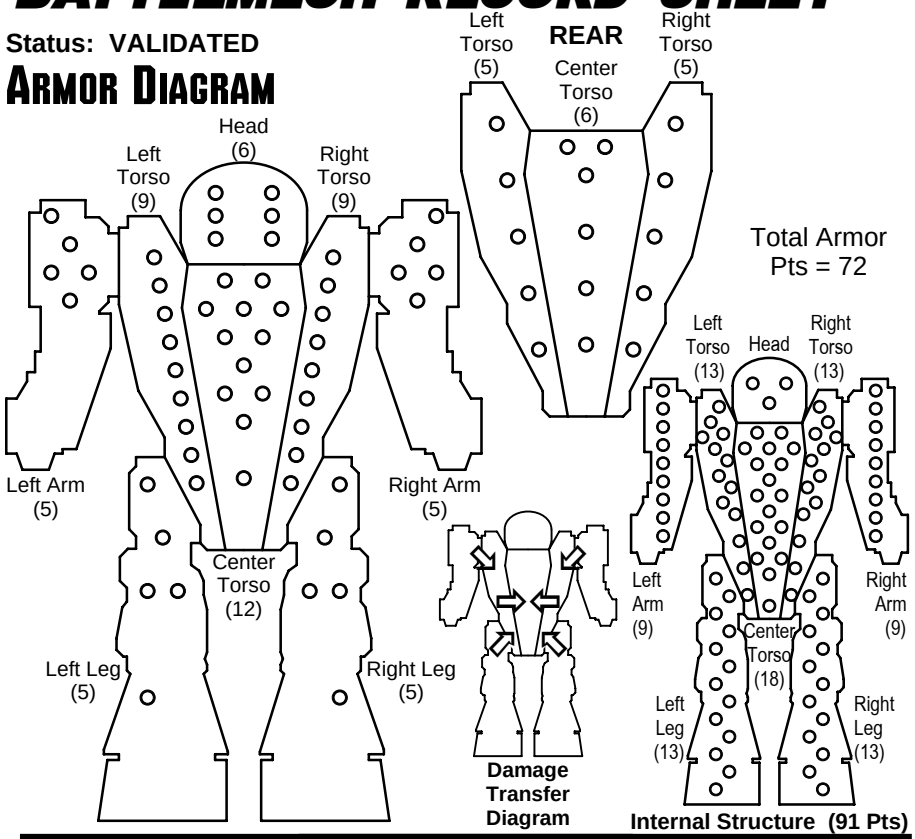
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-2D
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 3

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18
1	SRM 2	CT	2	2/hit	-	3	6	9
1	SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 5	24
Autocannon/5	20
SRM 2	100

Total Heat Sinks: 14 Single ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (13)

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
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. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

1-3

1. Ammo (SRM 2) 50
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*

Head
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

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

1-3

1. Ammo (SRM 2) 50
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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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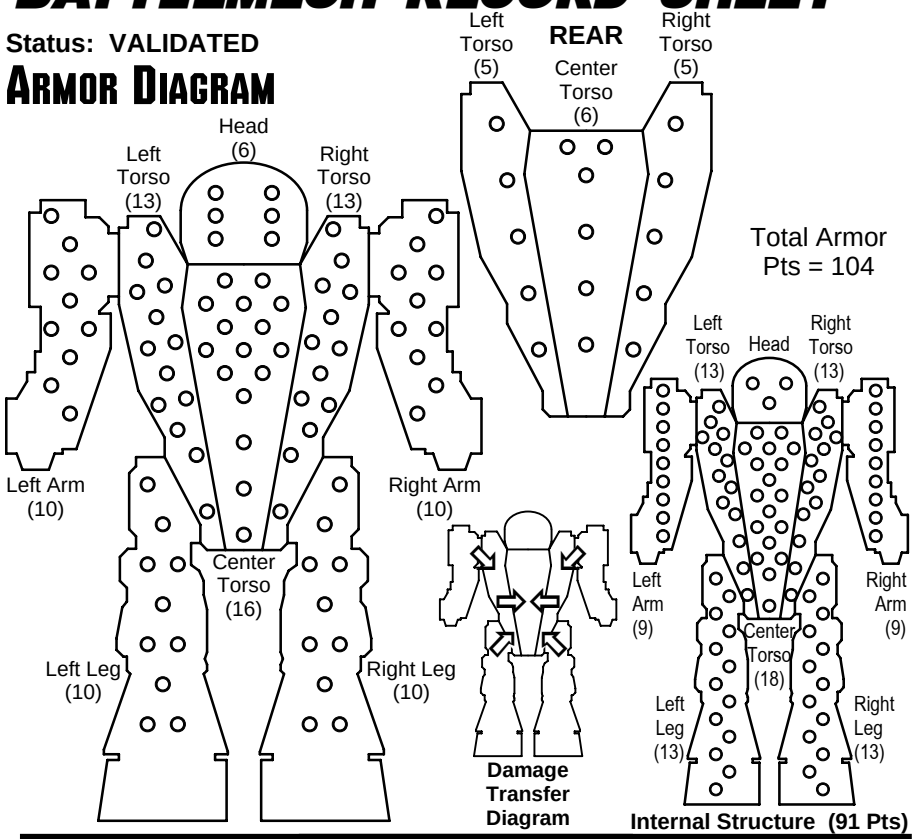
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



'Mech Data

Type: Shadow Hawk SHD-2D2
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18
1	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Streak SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 5	24
Autocannon/5	20
Streak SRM 2	50

Total Heat Sinks: 12 Single ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (13)

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

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. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

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*

Head

1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

Center Torso

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

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

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

Right Arm

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

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

Right Torso

1. Jump Jet
2. Single Heat Sink
3. LRM 5
4. Ammo (LRM 5) 24
5. Ammo (Streak 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. *Roll Again*
6. *Roll Again*

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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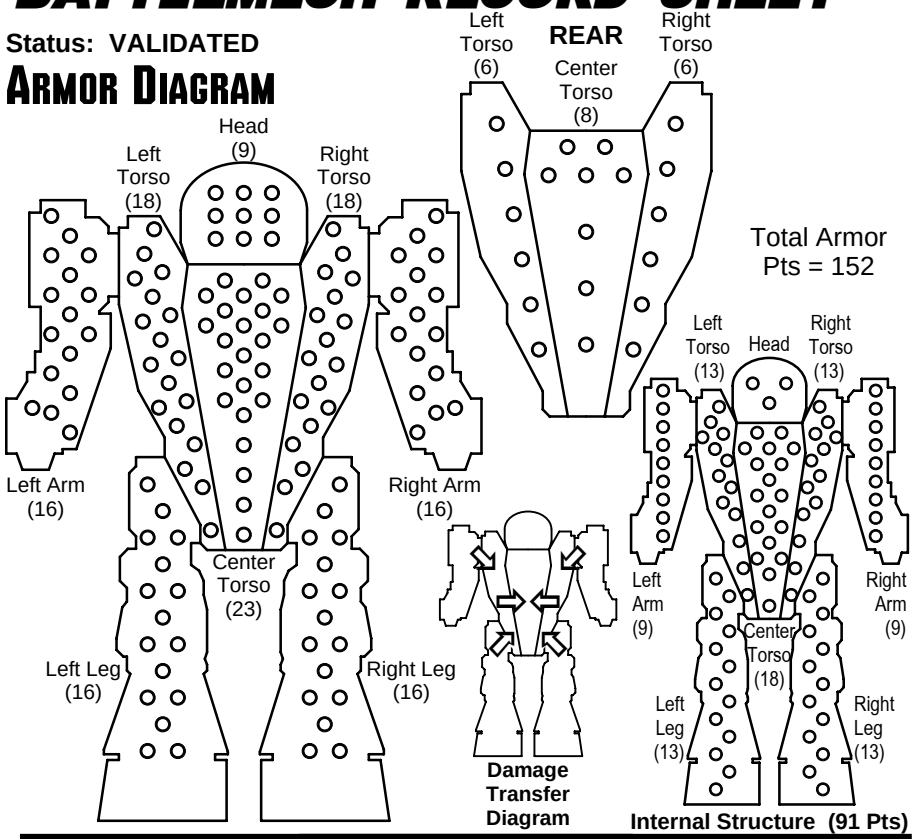
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-2H
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 3

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18
1	SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 5	24
Autocannon/5	20
SRM 2	50

Total Heat Sinks: 12 Single ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

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
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. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

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*

Head
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ammo (SRM 2) 50

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. Single Heat Sink
3. LRM 5
4. Ammo (LRM 5) 24
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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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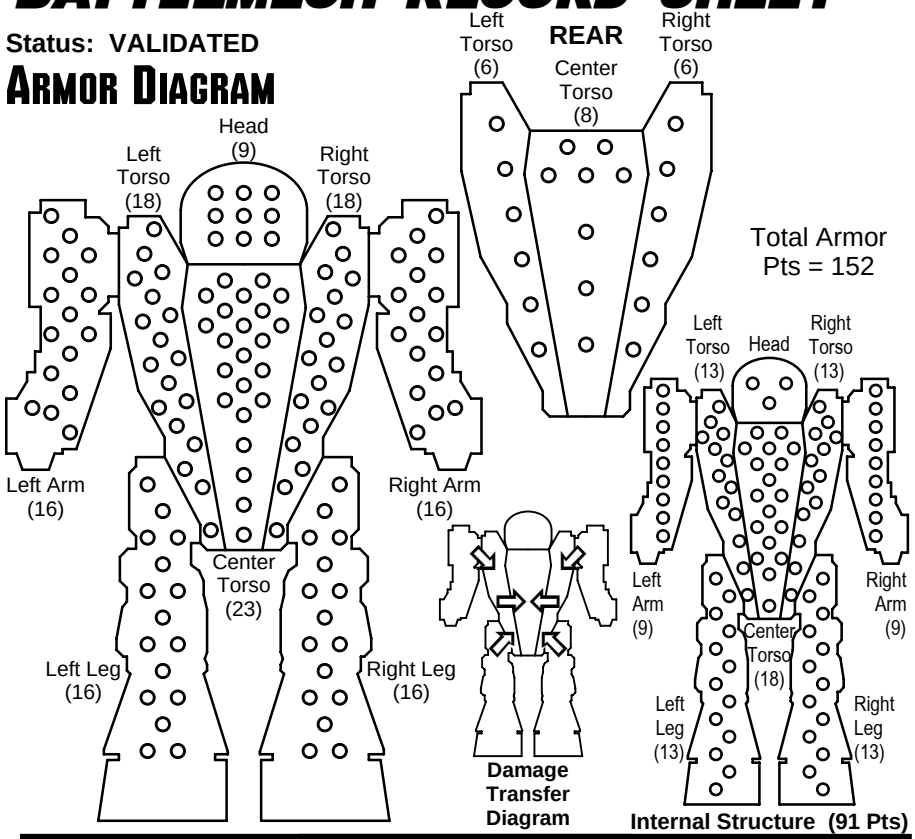
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-2K
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 5	RT	2	1/hit	6	7	14	21
1	PPC	LT	10	10	3	6	12	18

Ammo Type:	Rounds:
LRM 5	24

Total Heat Sinks: 17 Single ○○○○○○○○○○ ○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (12)

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *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. Single Heat Sink
3. LRM 5
4. Ammo (LRM 5) 24
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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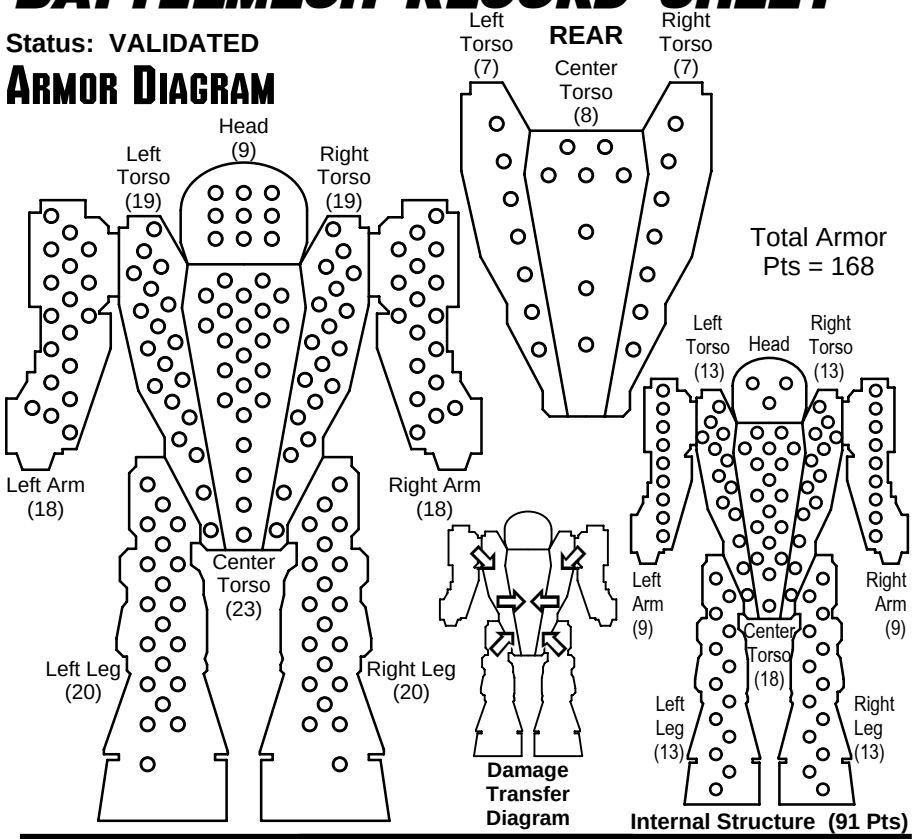
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-5D
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Rotary AC/5	LT	1	5	-	5	10	15
1	Streak SRM 4	HD	3	2/hit	-	3	6	9

Ammo Type:	Rounds:
Rotary AC/5	40
Streak SRM 4	25

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (15)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Ferro-Fibrous*

1-3
4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. Jump Jet
2. Jump Jet
1-3
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
4-6
3. Ammo (RAC/5) 20
4. Ammo (RAC/5) 20
5. Ammo (Streak 4) 25
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 4
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Ferro-Fibrous*

1-3
4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. Jump Jet
2. Jump Jet
1-3
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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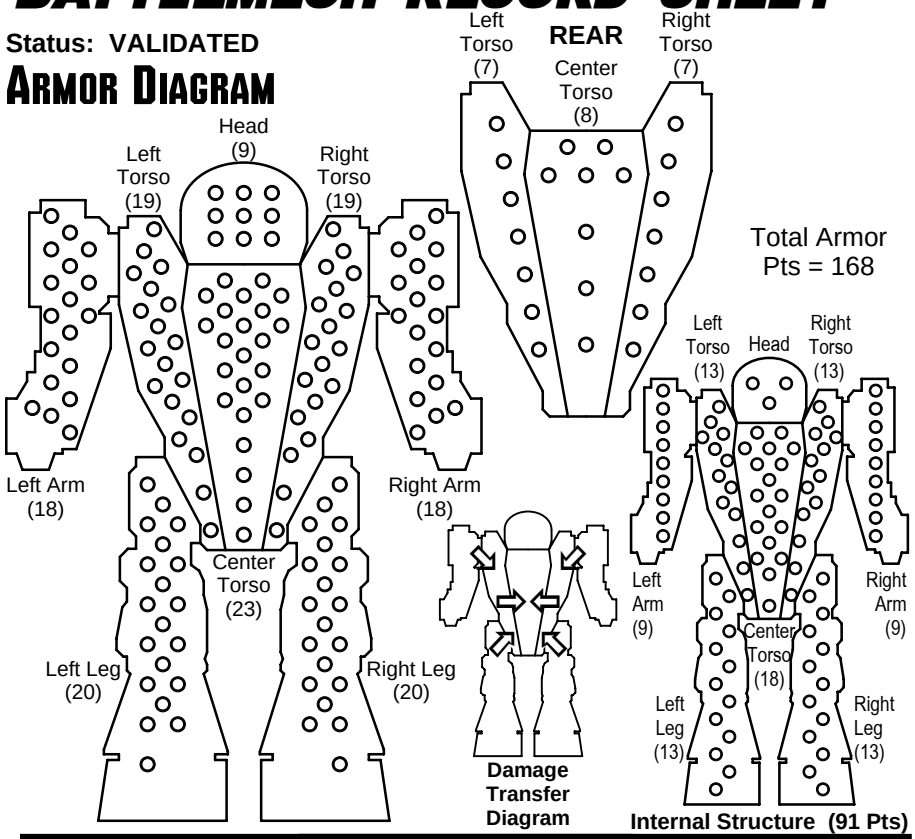
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-5M
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21
1	Ultra AC/5	LT	1	5	2	6	13	20
1	Streak SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 20	6
Ultra AC/5	20
Streak SRM 2	50

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (13)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Ultra AC/5

1-3

1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Ultra AC/5
5. Ammo (Ult AC/5) 20
6. CASE

4-6

Left 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. Streak SRM 2
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ammo (Streak 2) 50

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 20

1-3

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

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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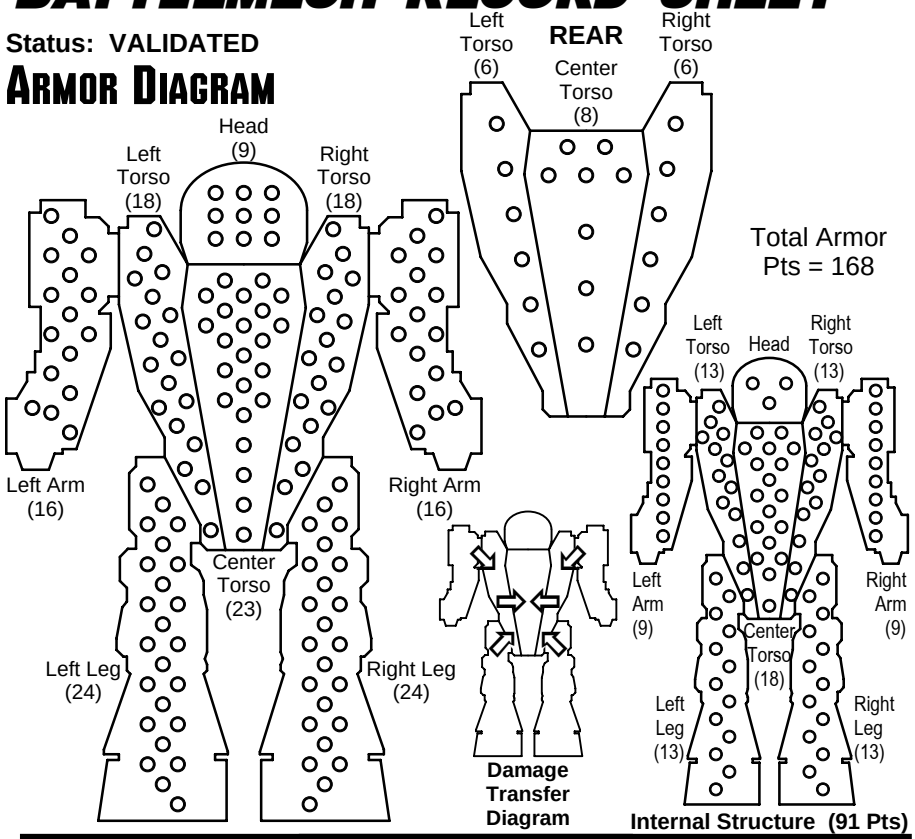
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-7CS
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	Ultra AC/5	LT	1	5	2	6	13	20
1	Improved C³ CPU	LT	0	-	-	-	-	-

Ammo Type:	Rounds:
LRM 15	16
Ultra AC/5	20

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Ultra AC/5
5. Ultra AC/5
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5
3. Improved C³ CPU
4. Improved C³ CPU
5. Jump Jet
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. Jump Jet

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. CASE
5. LRM 15
6. LRM 15

1. LRM 15
2. Artemis IV FCS
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (Ult AC/5) 20
6. Jump Jet

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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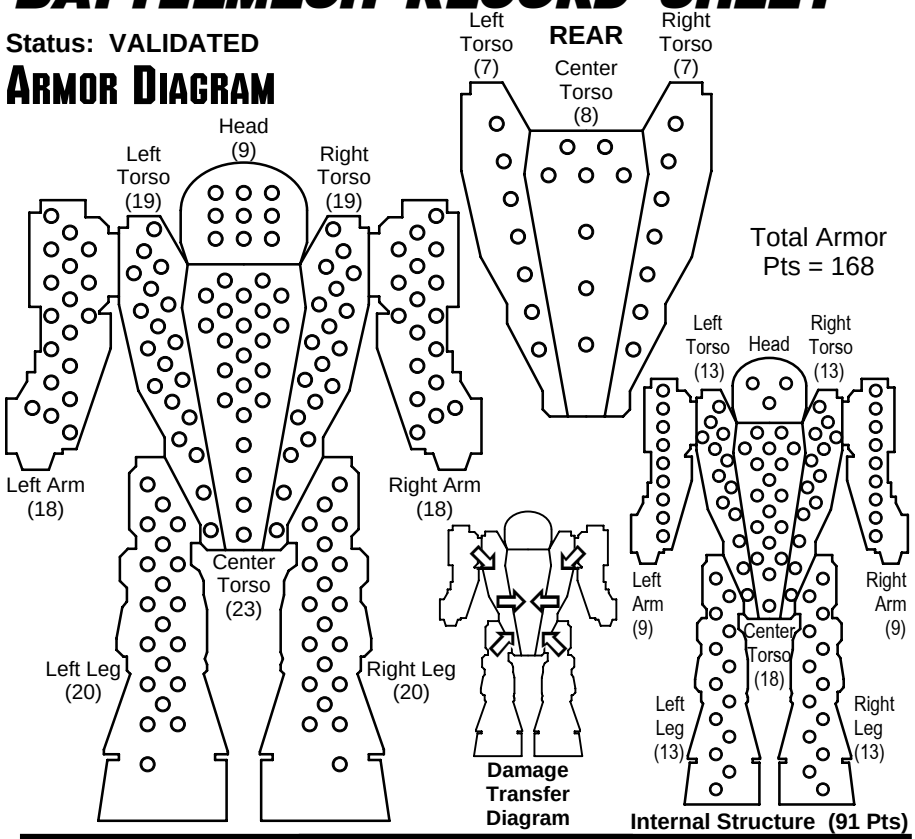
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Shadow Hawk SHD-7M
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Light Gauss Rifle	LT	1	8	3	8	17	25
1	Streak SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 15	8
Light Gauss Rifle	16
Streak SRM 2	50

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (11)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Ammo (Lt Gauss) 16
6. CASE

Left 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. Streak SRM 2
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ammo (Streak 2) 50

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 15

1. LRM 15
2. LRM 15
3. Ammo (LRM 15) 8
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*

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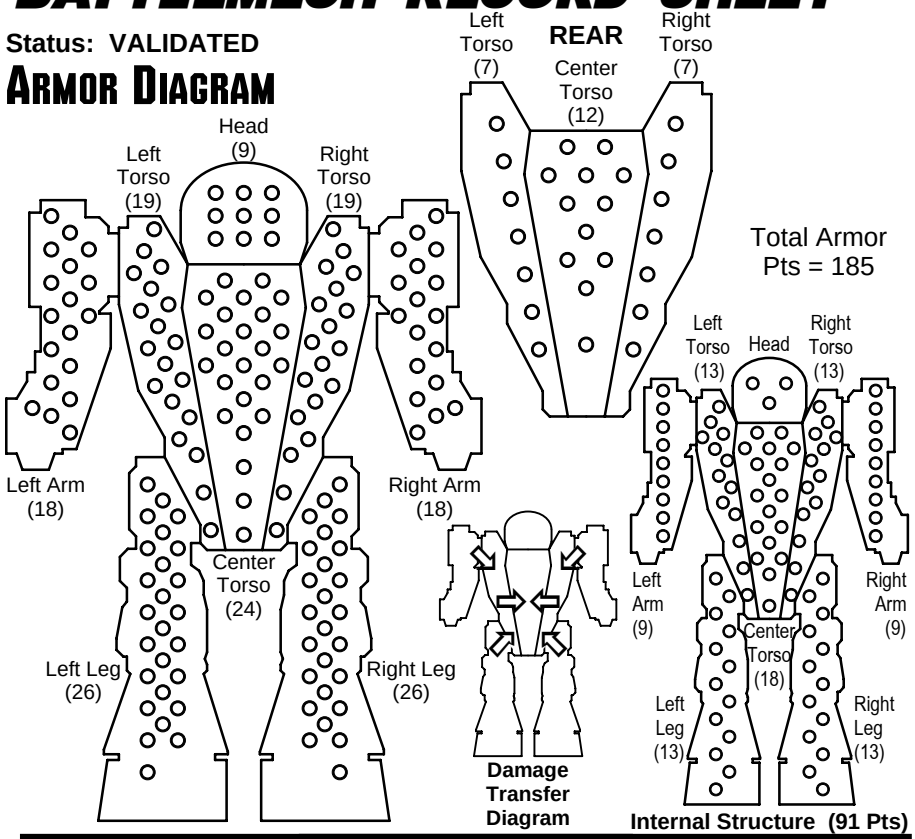
ARMOR DIAGRAM



Total Armor Pts = 185

Internal Structure (91 Pts)

'MECH DATA

Type: Shadow Hawk SHD-9D
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Light AC/5	RT	1	5	-	5	10	15
2	MML 5	LT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:
Light AC/5 20
MML 5

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (11)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Light Ferro-Fibrous*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. MML 5
6. MML 5

1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. Targeting Computer
6. Targeting Computer

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. *Light Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Light AC/5
6. Light AC/5

1. Ammo (MML 5) 20/24
2. Ammo (MML 5) 20/24
3. Ammo (MML 5) 20/24
4. Ammo (LAC/5) 20
5. CASE
6. *Light Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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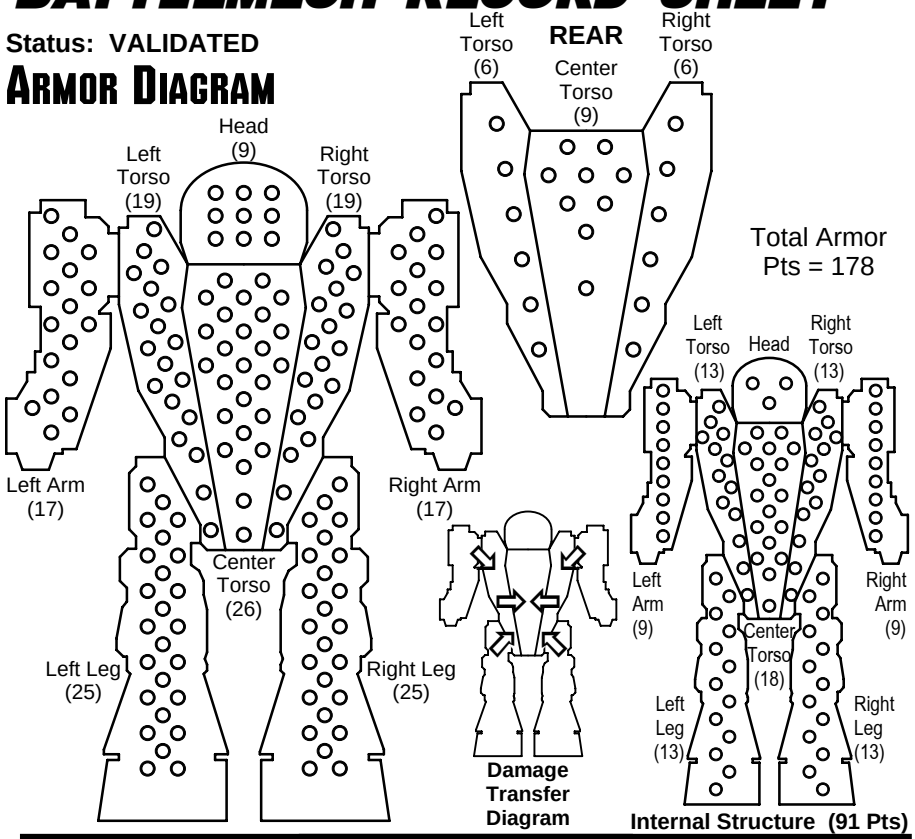
Armor Diagram



'Mech Data

Type: Shadow Hawk SHD-11CS
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	Snub-Nose PPC	LT	10	10/8/5	-	9	13	15
1	Improved C³ CPU	LT	0	-	-	-	-	-

Ammo Type:	Rounds:
LRM 15	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (25)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Light Ferro-Fibrous*
4. *Light Ferro-Fibrous*
5. *Light Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Snub-Nose PPC
6. Snub-Nose PPC

1. Improved C³ CPU
2. Improved C³ CPU
3. *Endo Steel*
4. *Endo Steel*
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Light Ferro-Fibrous*
3. *Light Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 15
6. LRM 15

1. LRM 15
2. Artemis IV FCS
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. CASE
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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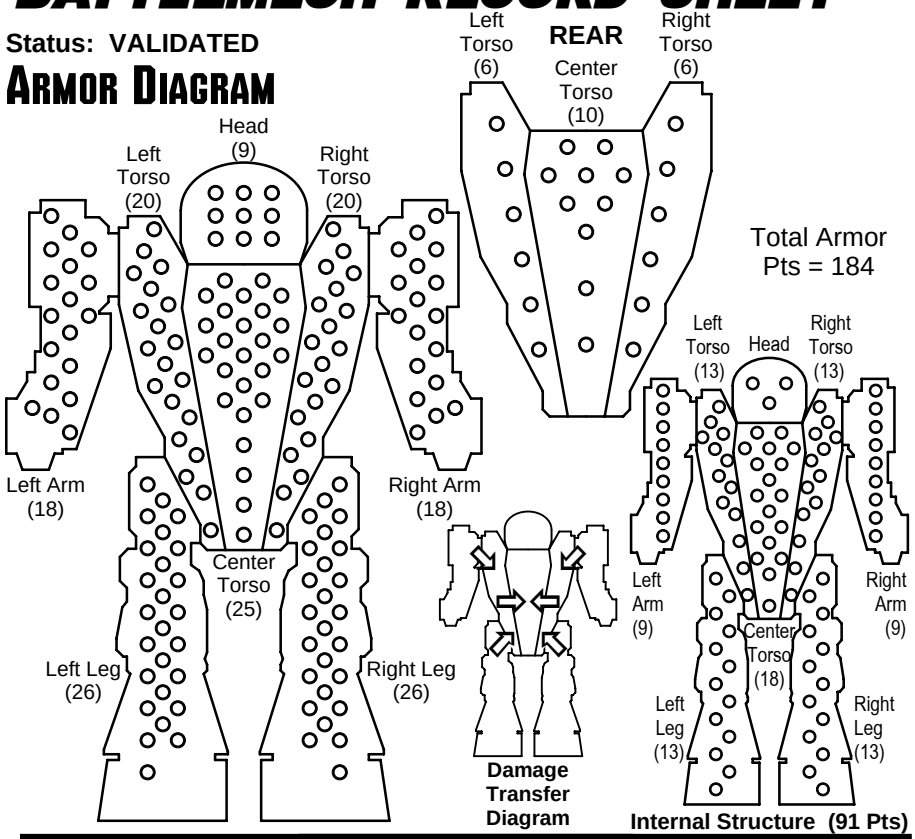
Armor Diagram



'Mech Data

Type: Wolverine WVR-6K
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type:	Rounds:
SRM 6	30

Total Heat Sinks: 14 Single ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (19)

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
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. SRM 6
2. SRM 6
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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

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

1-3

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

4-6

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

1-3

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. Single Heat Sink
6. *Roll Again*

Heat Scale

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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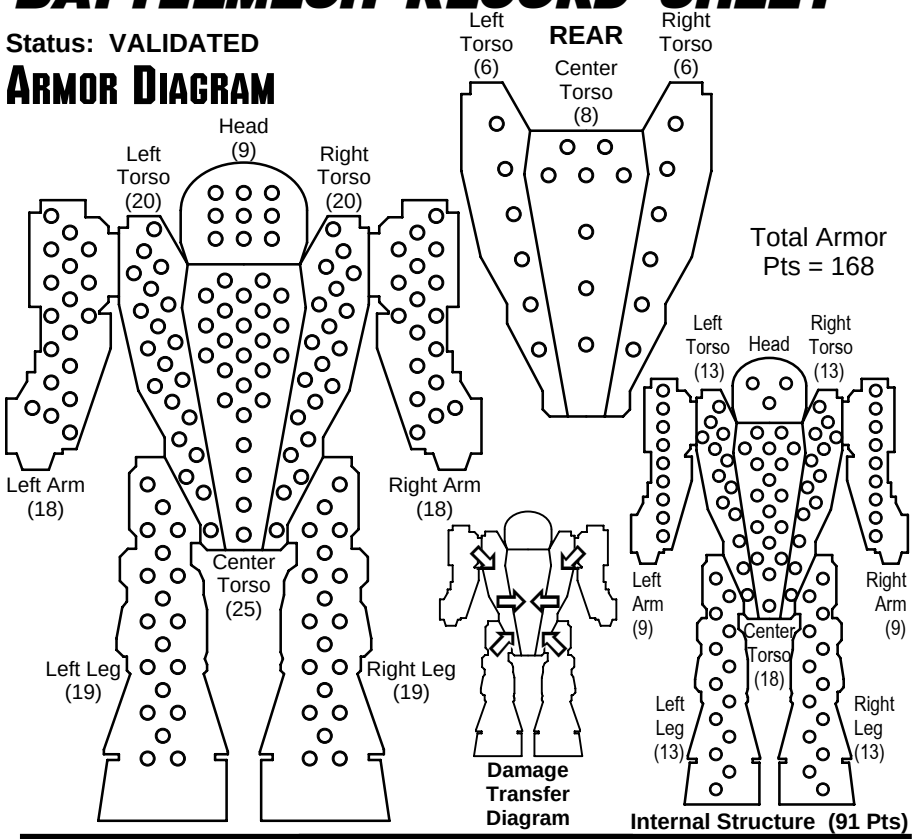
ARMOR DIAGRAM



'MECH DATA

Type: Wolverine WVR-6M
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 14 Single ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (18)

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
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. SRM 6
4. SRM 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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

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

1-3

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

4-6

Right Torso
1. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Ammo (SRM 6) 15
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. Single Heat Sink
6. *Roll Again*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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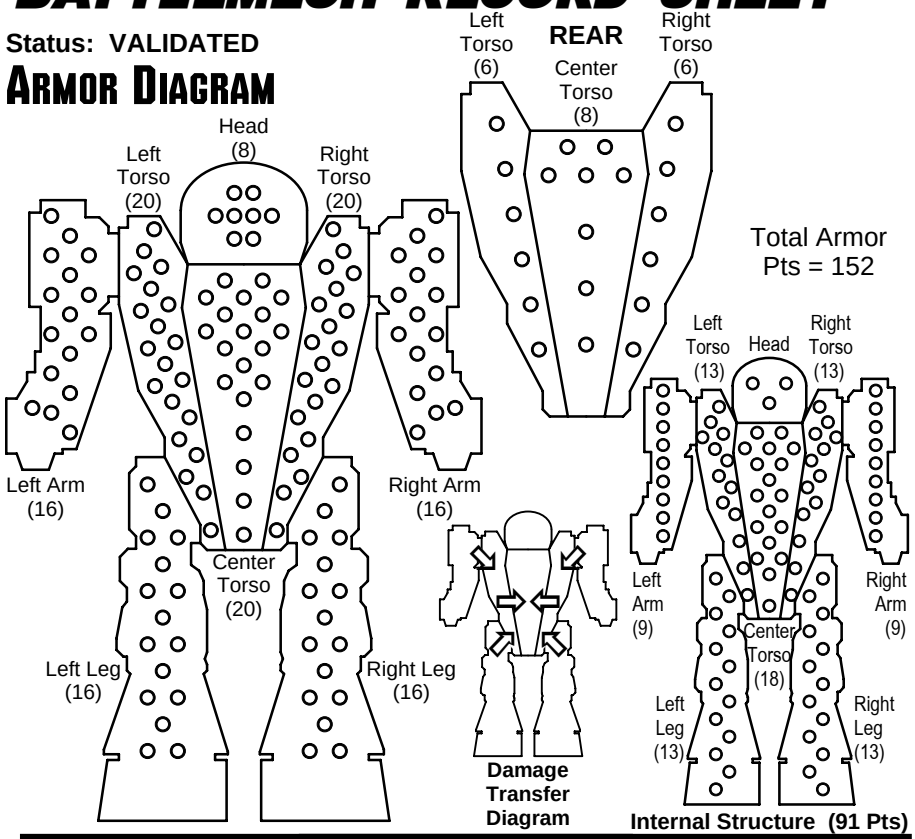
ARMOR DIAGRAM



'MECH DATA

Type: Wolverine WVR-6R
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type:	Rounds:
Autocannon/5	20
SRM 6	15

Total Heat Sinks: 12 Single ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

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

1-3
4. Hand Actuator
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. SRM 6
2. SRM 6

1-3
3. Ammo (SRM 6) 15
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. Jump Jet
6. Jump Jet

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5

4-6
3. Ammo (AC/5) 20
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. *Roll Again*

1-3
3. *Roll Again*
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. Jump Jet
6. Jump Jet

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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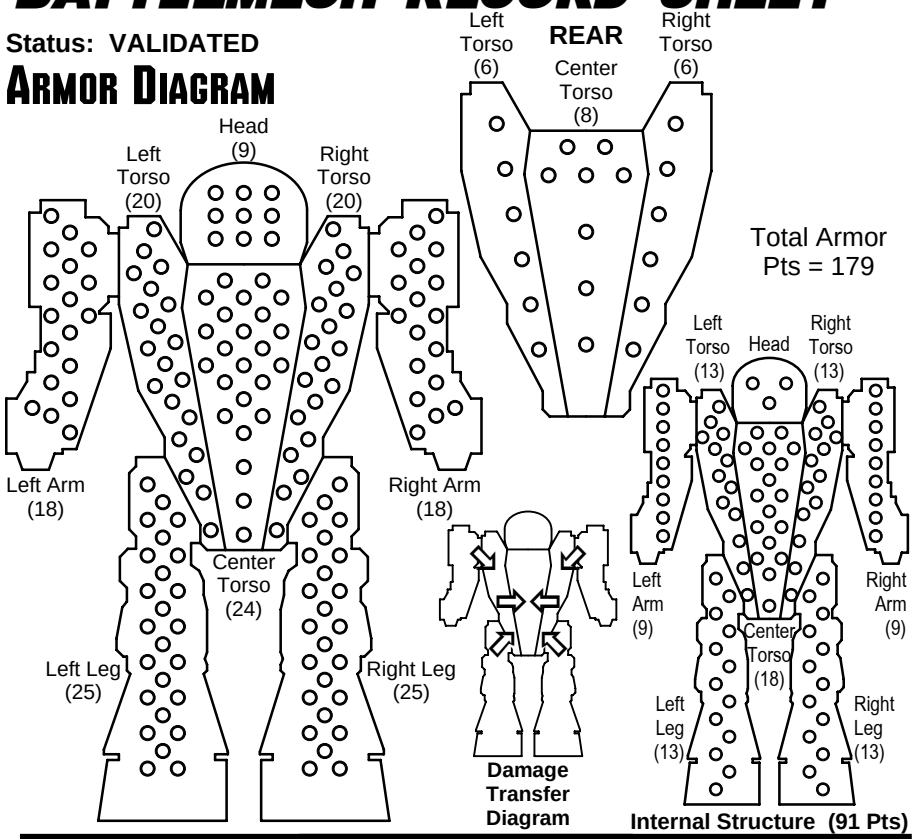
ARMOR DIAGRAM



'MECH DATA

Type: Wolverine WVR-7D
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8 [10]	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Ultra AC/5	RA	1	5	2	6	13	20
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:
Ultra AC/5	20
SRM 6	15

Total Heat Sinks: 13 Single ○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (10)

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

1-3
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Single Heat Sink
5. SRM 6
6. SRM 6

1. Ammo (SRM 6) 15
2. CASE

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

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

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

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Ultra AC/5
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5

4-6
3. Ultra AC/5
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Single Heat Sink
5. MASC
6. MASC

1. MASC
2. Ammo (Ult AC/5) 20

4-6
3. CASE
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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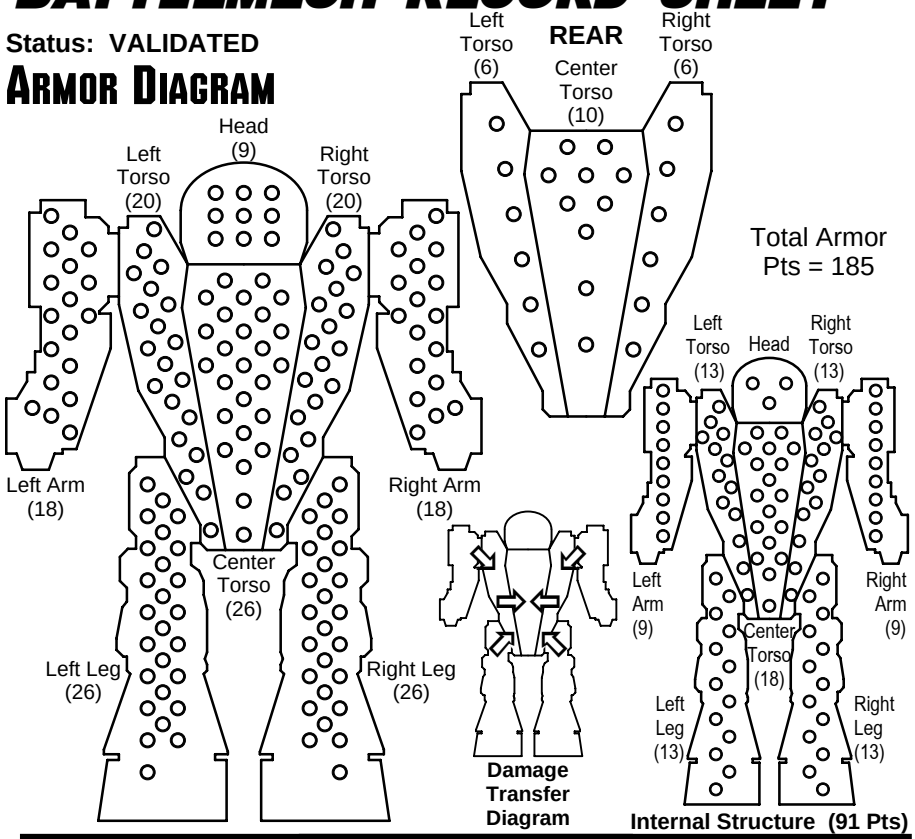
ARMOR DIAGRAM



'MECH DATA

Type: Wolverine WVR-7K
Mass: 55 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Small Pulse Laser	RA	2	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:
SRM 6	30

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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
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. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 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. *Roll Again*
6. *Roll Again*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

1-3

1. Small Pulse Laser
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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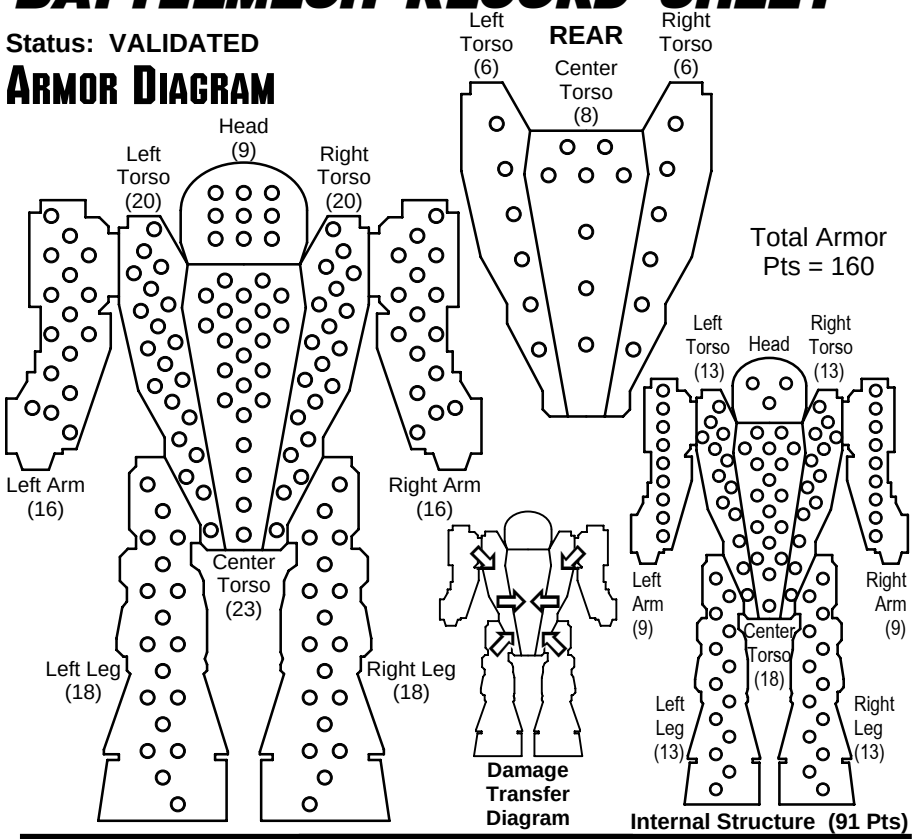
ARMOR DIAGRAM



'MECH DATA

Type: Wolverine WVR-7M
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8 [10]	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 12 Double (24) ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (36)

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

1-3
4. Hand Actuator
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. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet

4-6
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. *Roll Again*

Left 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. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. ER Large Laser
2. ER Large Laser

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

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Jump Jet
5. Jump Jet
6. MASC

1. MASC
2. MASC

4-6
3. Medium Pulse 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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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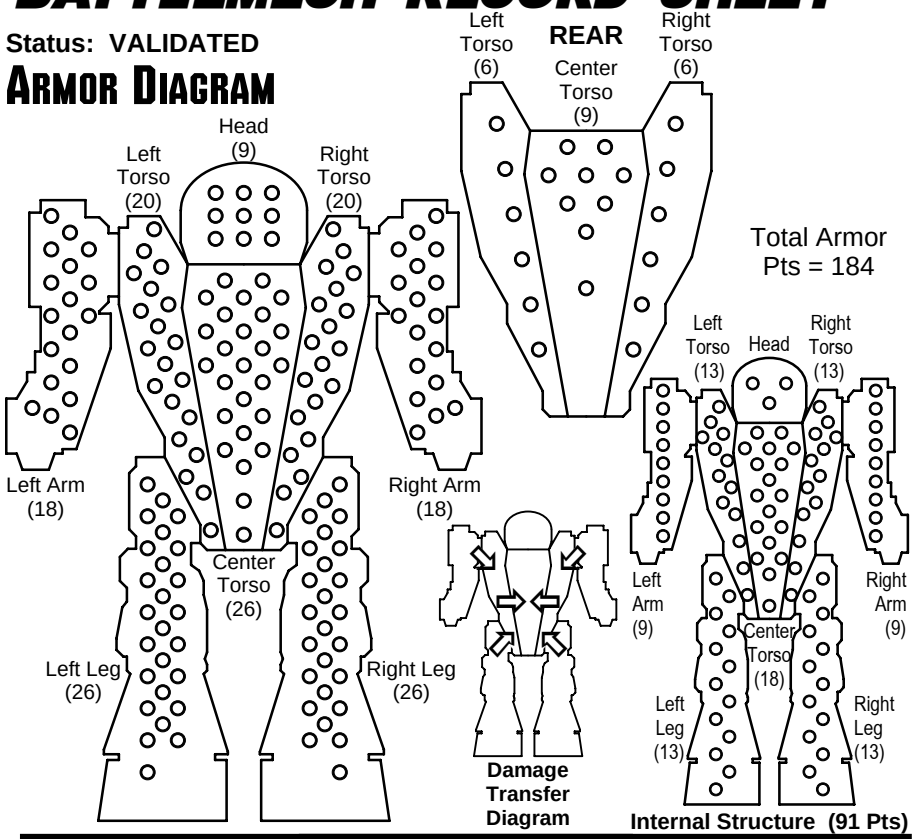
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Wolverine WVR-8C
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Small Pulse Laser	RA	2	3	-	1	2	3
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Streak SRM 6
4. Streak SRM 6
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Medium Pulse Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

4-6
1. Small Pulse Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak 6) 15
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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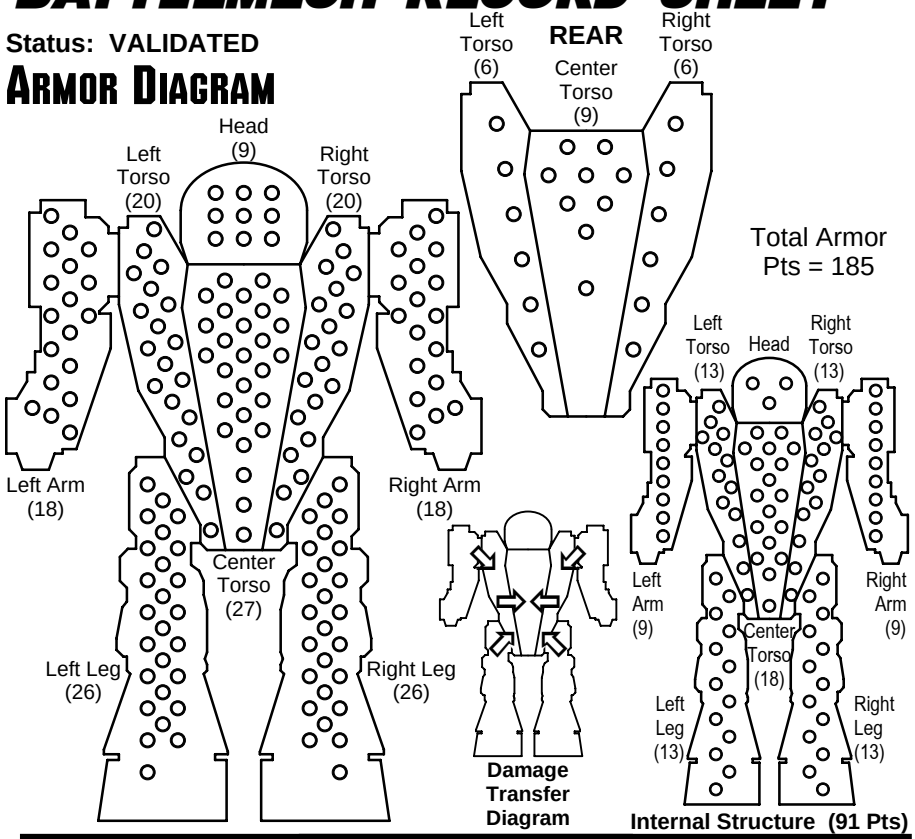
Armor Diagram



'Mech Data

Type: Wolverine WVR-8D
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8 [10]	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Rotary AC/2	RA	1	2	-	6	12	18
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	ER Medium Laser	HD	5	5	-	4	8	12
1	Targeting Computer							

Ammo Type:	Rounds:
Rotary AC/2	90
Streak SRM 6	15

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (15)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak 6) 15

1. CASE
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

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

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Rotary AC/2
6. Rotary AC/2

1. Rotary AC/2
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Ammo (RAC/2) 45
2. Ammo (RAC/2) 45
3. MASC
4. MASC
5. MASC
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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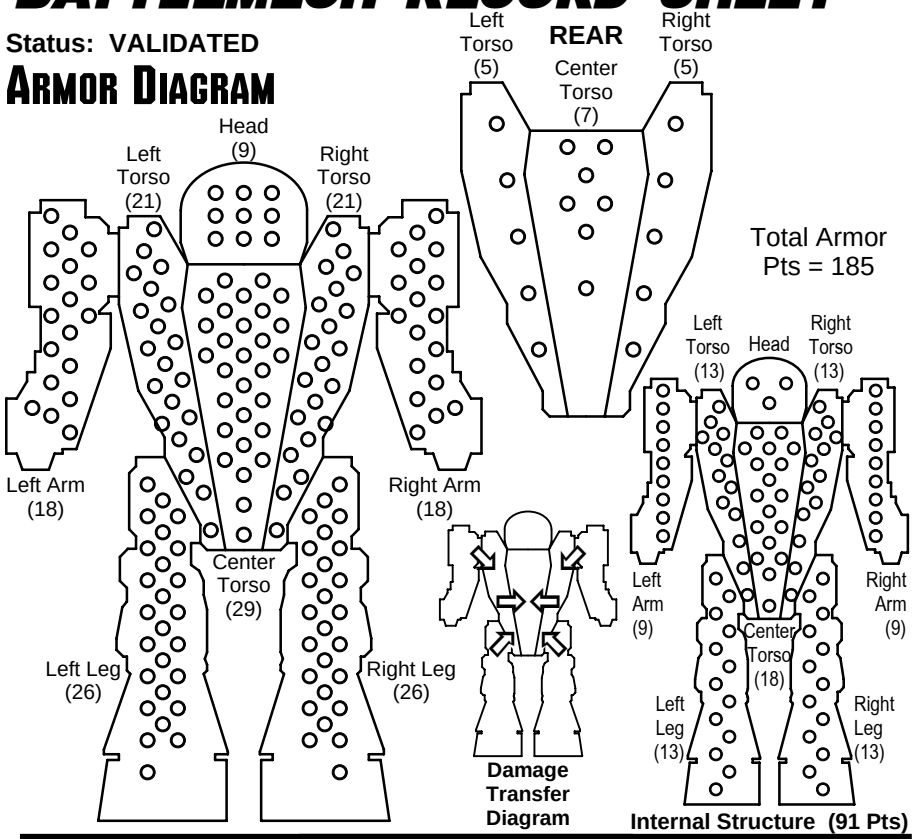
Armor Diagram



'Mech Data

Type: Wolverine WVR-8K
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (28)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak 6) 15
4. CASE
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

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. ER Medium Laser
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
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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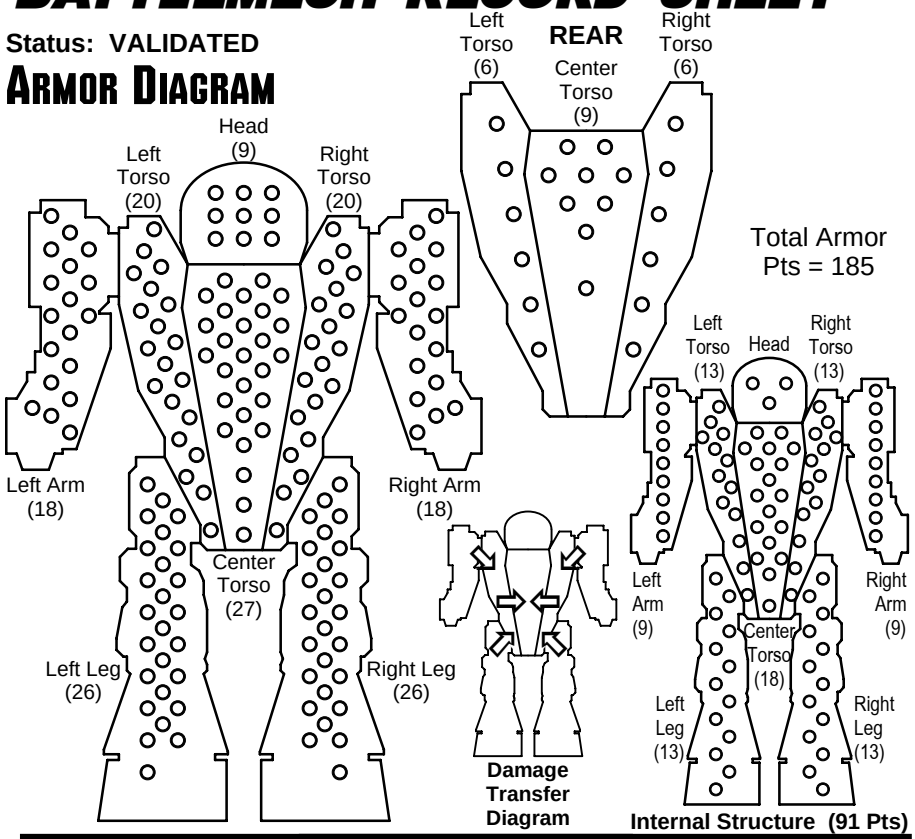
Armor Diagram



'Mech Data

Type: Wolverine WVR-9D
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8 [10]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Rotary AC/2	RA	1	2	-	6	12	18
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	TAG	HD	0	*	-	5	9	15

Ammo Type:	Rounds:
Rotary AC/2	90
Streak SRM 6	15

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Streak SRM 6
5. Streak SRM 6
6. MASC

4-6
1. MASC
2. MASC
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Rotary AC/2
6. Rotary AC/2

4-6
1. Rotary AC/2
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ammo (Streak 6) 15
2. Ammo (RAC/2) 45
3. Ammo (RAC/2) 45
4. CASE
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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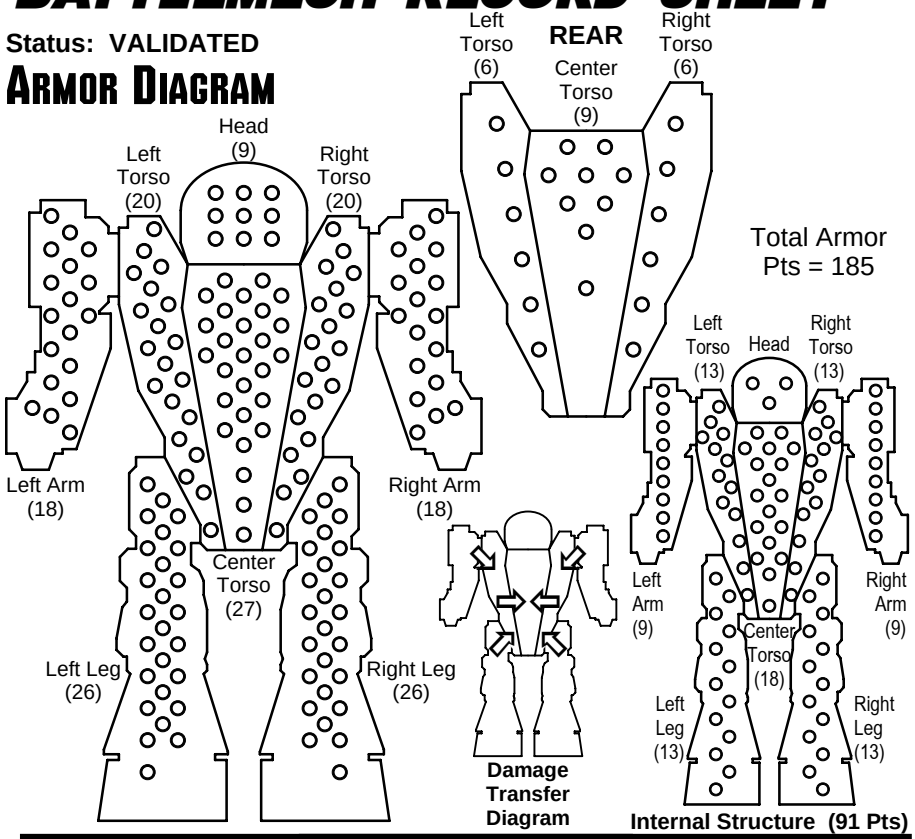
ARMOR DIAGRAM



Total Armor Pts = 185

Internal Structure (91 Pts)

'MECH DATA

Type: Wolverine WVR-9K
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5 [6]	Inner Sphere
Running:	8 [9]	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
3	Light Machine Gun	RA	0	1	-	2	4	6
1	Machine Gun Array	RA	0	-	-	-	-	-
1	B-Pod	RT	0	-	-	-	-	-
1	SRM 4	LT	3	2/hit	-	3	6	9
1	B-Pod	LT	0	-	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-
1	Sword	LA	0	7				

Ammo Type:	Rounds:
Light Machine Gun	100
SRM 4	25

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (13)

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

1-3

1. Sword
2. Sword
3. *Triple Strength*
4. *Triple Strength*
5. *Triple Strength*
6. *Roll Again*

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. SRM 4
5. Ammo (SRM 4) 25
6. Ammo (LMG) 100

1-3

1. B-Pod
2. CASE
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Triple Strength*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1-3

1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

1-3

1. Light Machine Gun
2. Light Machine Gun
3. Light Machine Gun
4. Machine Gun Array
5. *Triple Strength*
6. *Roll Again*

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. B-Pod
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Triple Strength*

HEAT SCALE

30	** Avoid Inferno explosion on.. Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM) (** 4+)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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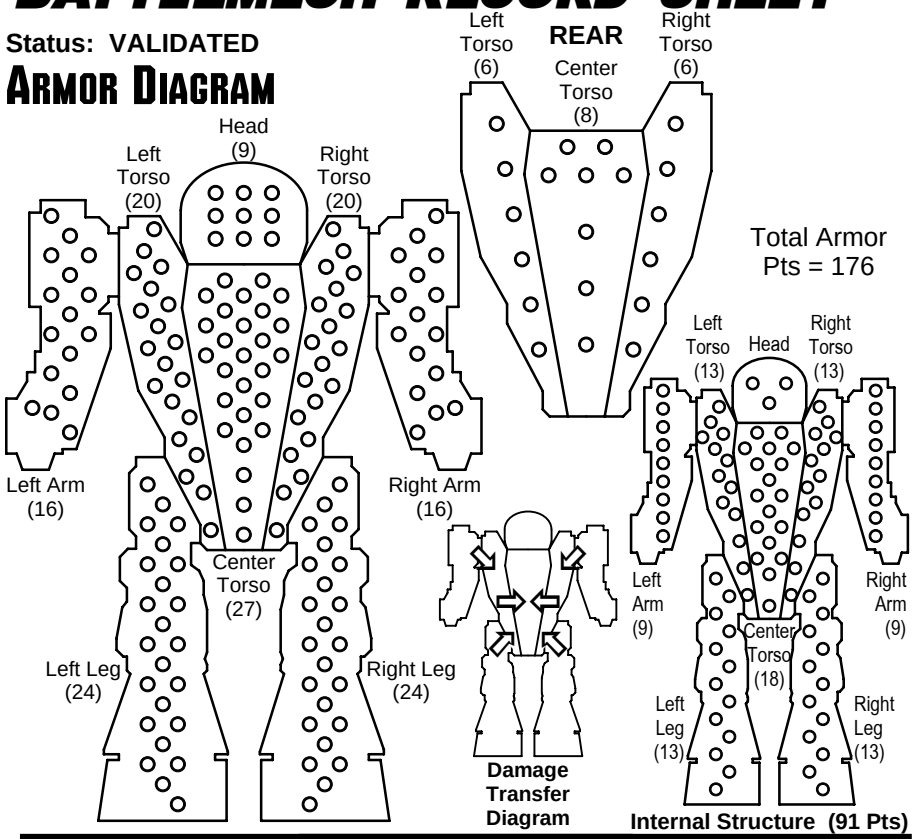
Armor Diagram



'Mech Data

Type: Wolverine WVR-9M
Mass: 55 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Heavy PPC	RA	15	15	3	6	12	18
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
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. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Streak SRM 6
2. Streak SRM 6

4-6
3. Ammo (Streak 6) 15
4. CASE
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

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

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

4-6
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
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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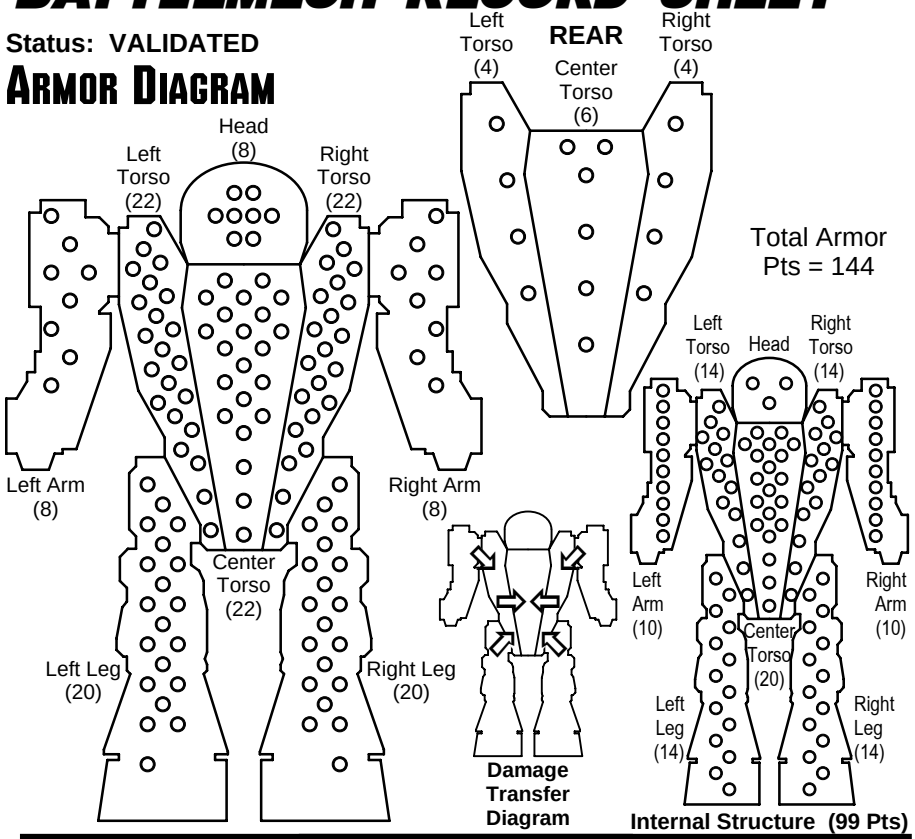
ARMOR DIAGRAM



'MECH DATA

Type: Ostroc OSR-2C
Mass: 60 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	SRM 4	RT	3	2/hit	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
SRM 4	25

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (25)

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

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*

Left Torso
1. Large Laser
2. Large Laser

1-3
3. Medium Laser
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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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 Torso
1. SRM 4
2. Large Laser
3. Large Laser

1-3
4. Medium 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*

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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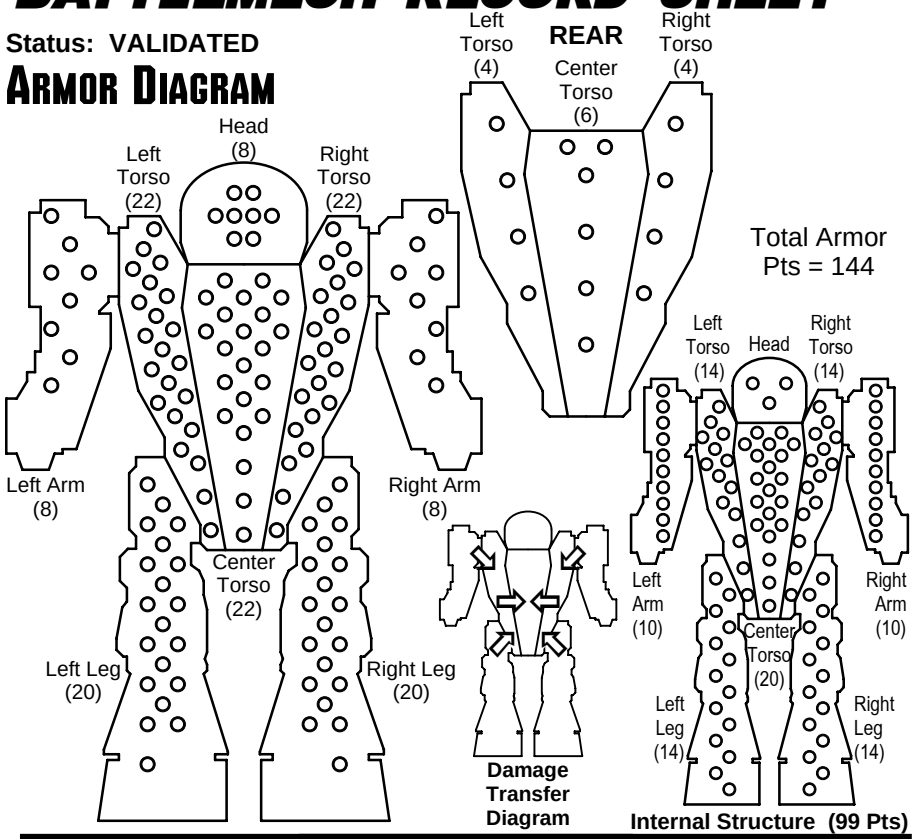
ARMOR DIAGRAM



'MECH DATA

Type: Ostroc OSR-2D
Mass: 60 tons

Movement Points:	Tech & Configuration:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	SRM 4	RT	3	2/hit	-	3	6	9
1	ER Large Laser	RT	12	8	-	7	14	19
1	Medium Laser	RT	3	5	-	3	6	9
1	ER Large Laser	LT	12	8	-	7	14	19
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
SRM 4	25

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (33)

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
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. ER Large Laser
2. ER Large Laser
3. Medium Laser
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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Ammo (SRM 4) 25

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *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. SRM 4
2. ER Large Laser
3. ER Large Laser
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. Single Heat Sink
6. *Roll Again*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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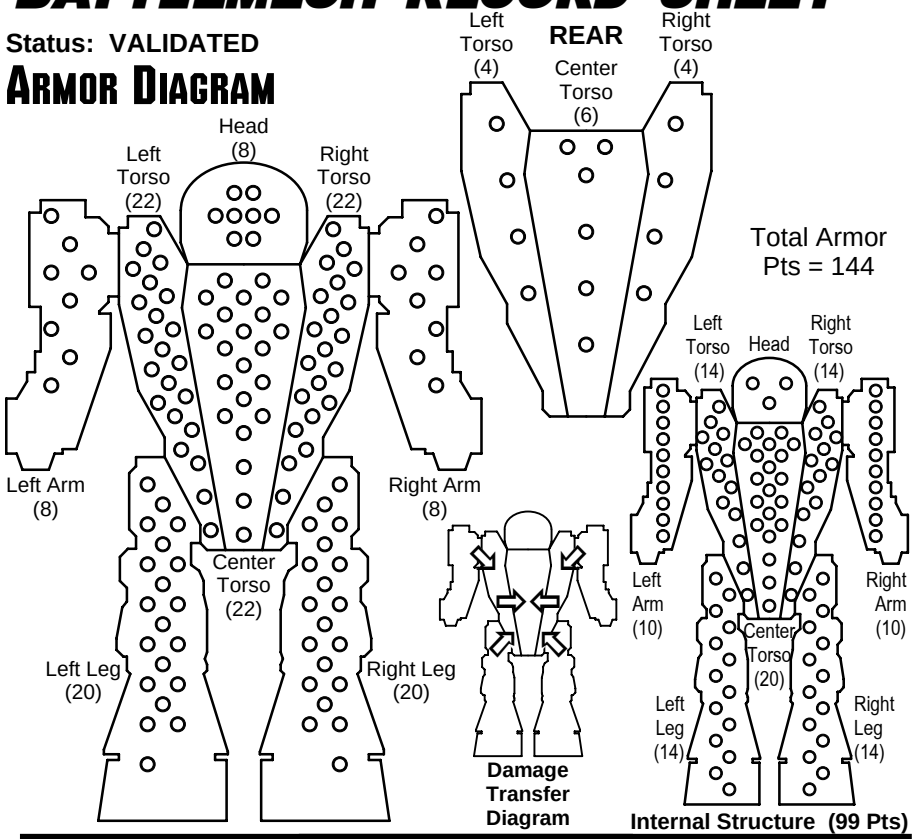
ARMOR DIAGRAM



'MECH DATA

Type: Ostroc OSR-2L
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
LRM 5	24

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Large Laser
2. Large Laser
3. Medium Laser

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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Single Heat Sink
6. Ammo (LRM 5) 24

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Large Laser
2. Large Laser
3. Medium Laser

1-3
4. LRM 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. Single Heat Sink
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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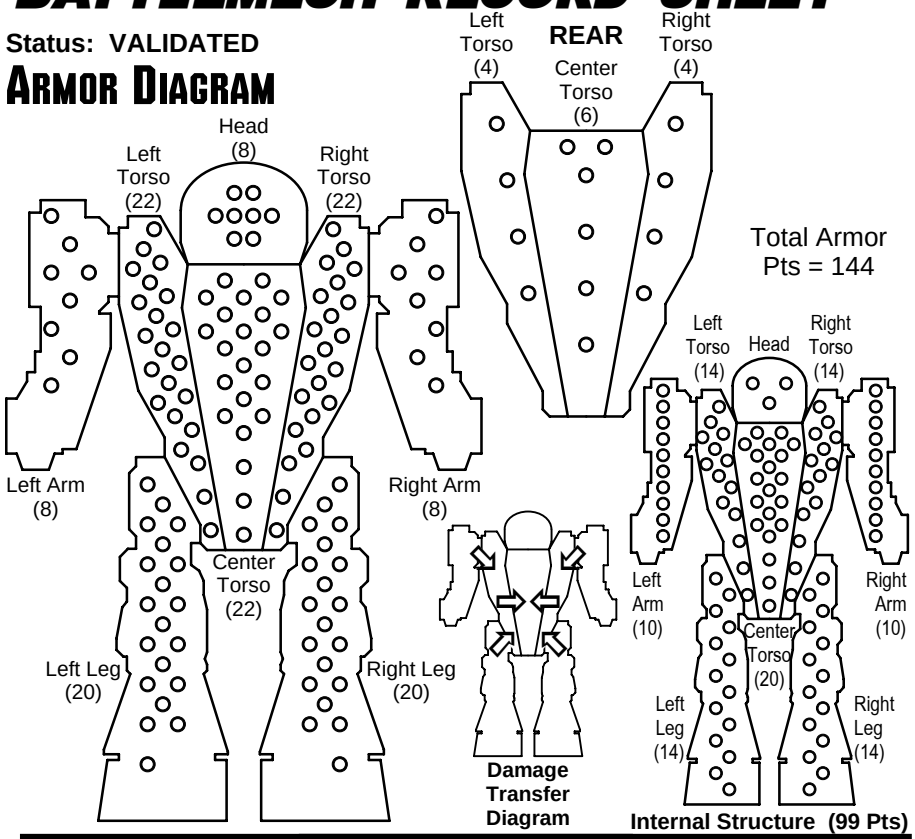
ARMOR DIAGRAM



'MECH DATA

Type: Ostroc OSR-2M
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (16)

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

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*

Left Torso
1. Jump Jet
2. Jump Jet

1-3
3. Large Laser
4. Large 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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Jump Jet

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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 Torso
1. Jump Jet
2. Jump Jet

1-3
3. Large Laser
4. Large 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*

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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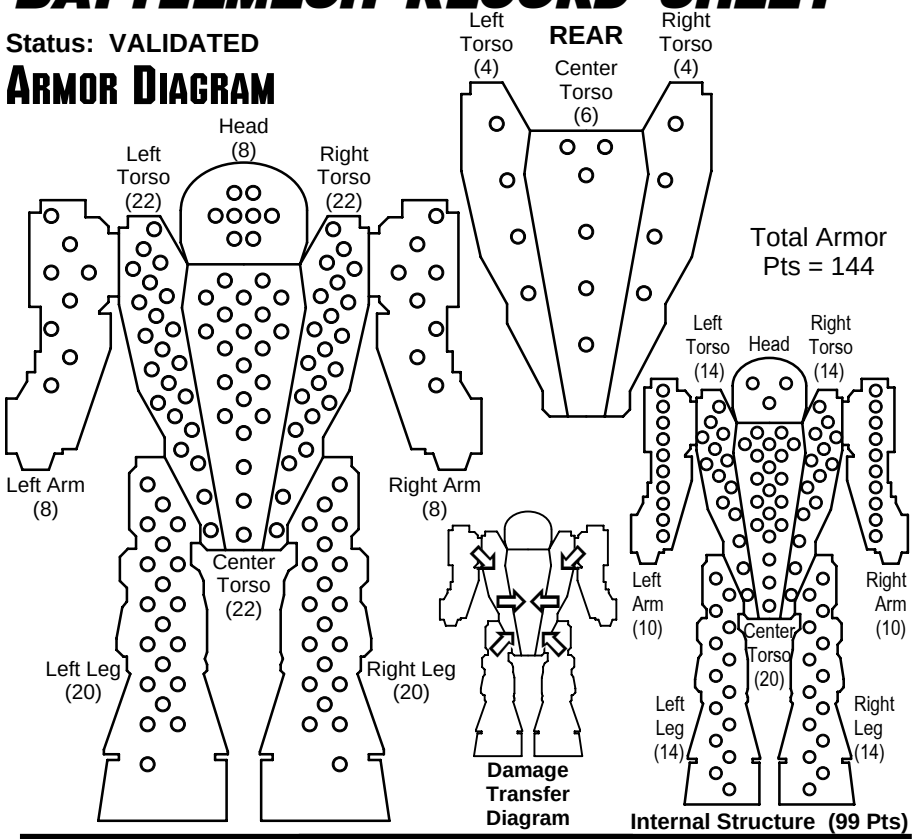
ARMOR DIAGRAM



'MECH DATA

Type: Ostroc OSR-3C
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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

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*

Left Torso
1. Single Heat Sink
2. Large Laser

1-3
3. Large Laser
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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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 Torso
1. Large Laser
2. Large Laser

1-3
3. Large Laser
4. Large 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*

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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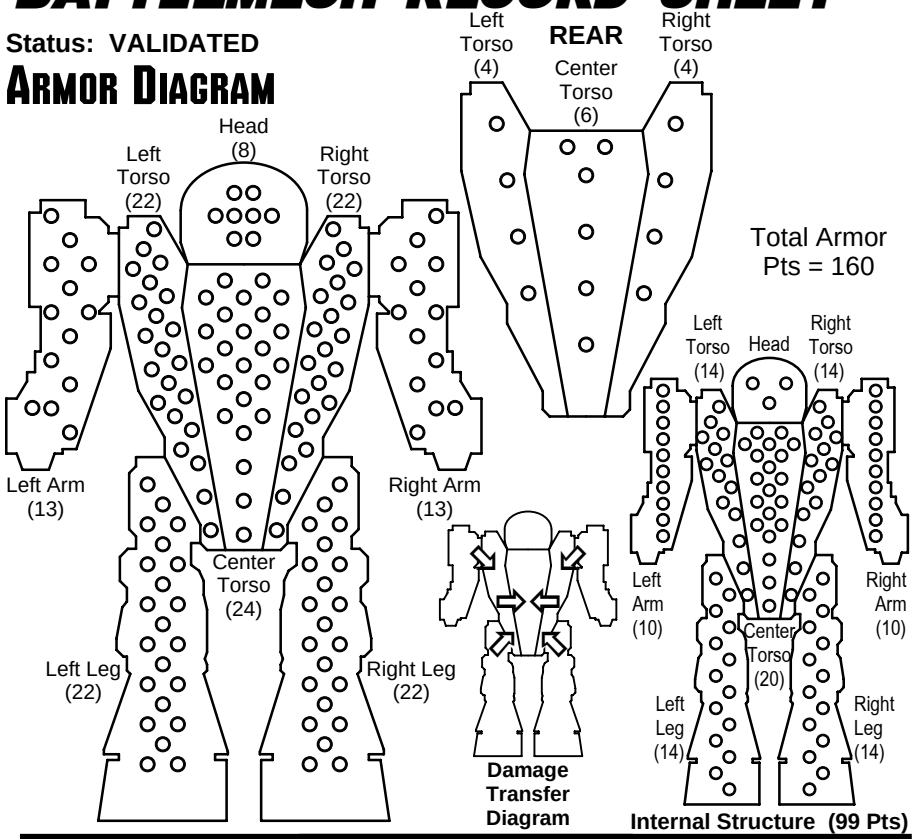
Armor Diagram



'Mech Data

Type: Ostroc OSR-4C
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
1	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15
1	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (22)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

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

1-3
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Roll Again*

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

Left Torso

1. Rocket Launcher 15 (OS)
2. Rocket Launcher 15 (OS)

1-3
3. Rocket Launcher 10 (OS)
4. Large Laser
5. Large Laser
6. Medium Laser

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

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. Single Heat Sink
6. *Ferro-Fibrous*

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Right Arm

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

1-3
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Roll Again*

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

Right Torso

1. Rocket Launcher 15 (OS)
2. Rocket Launcher 15 (OS)

1-3
3. Rocket Launcher 10 (OS)
4. Large Laser
5. Large Laser
6. Medium Laser

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

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. Single Heat Sink
6. *Ferro-Fibrous*

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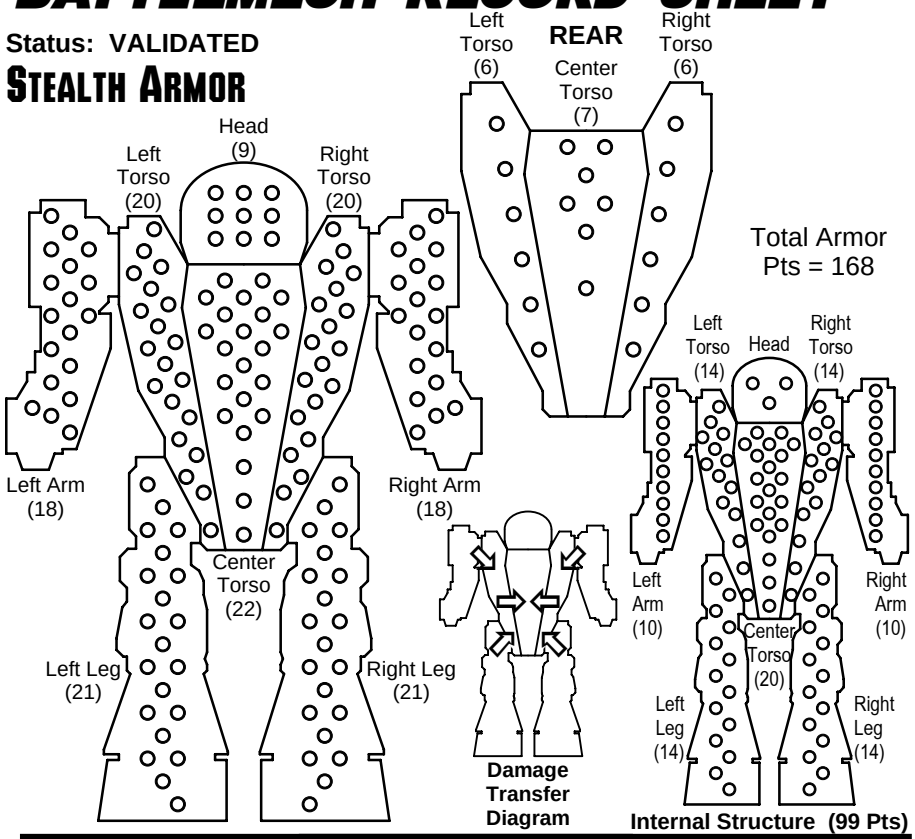
STEALTH ARMOR



'MECH DATA

Type: Ostroc OSR-4L
Mass: 60 tons

Movement Points:	Tech & Configuration:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Large Laser	LT	12	8	-	7	14	19
1	ER Medium Laser	LT	5	5	-	4	8	12

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (44)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Guardian ECM
2. Guardian ECM
3. ER Large Laser
4. ER Large Laser
5. ER Medium Laser
6. Jump Jet

1. *Endo Steel*
2. Jump Jet
3. *Endo Steel*
4. *Endo Steel*
5. *Stealth Armor*
6. *Stealth Armor*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. ER Large Laser

1. ER Large Laser
2. ER Medium Laser
3. *Endo Steel*
4. *Endo Steel*
5. *Stealth Armor*
6. *Stealth Armor*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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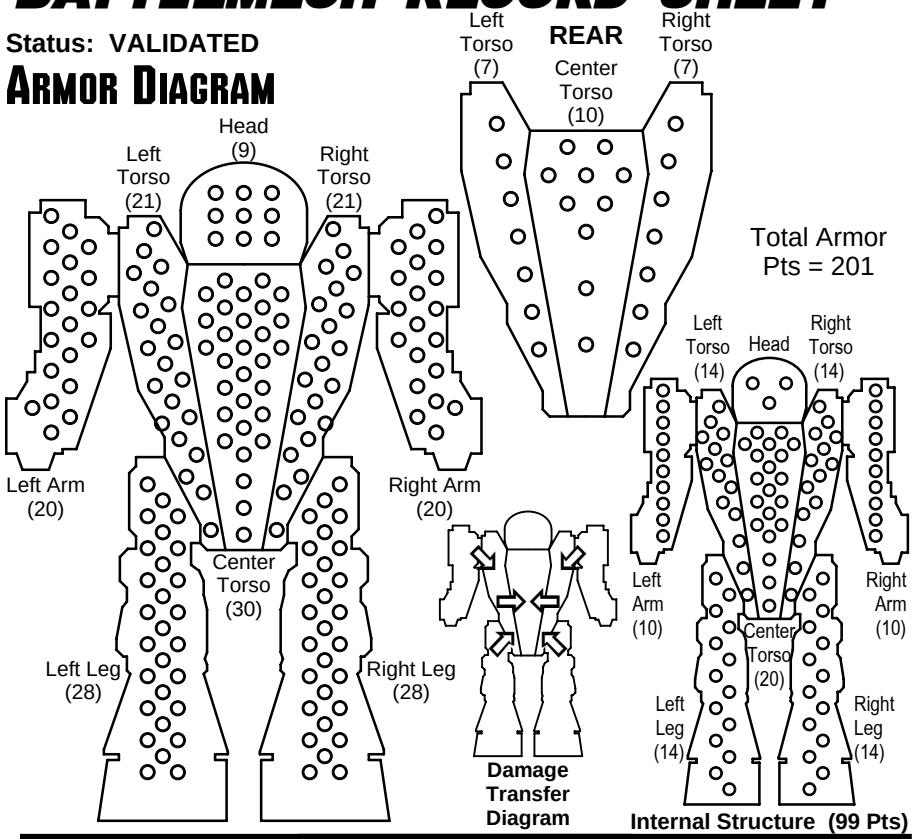
Armor Diagram



'Mech Data

Type: Ostroc OSR-5W
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Snub-Nose PPC	RT	10	10/8/5	-	9	13	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Snub-Nose PPC	LT	10	10/8/5	-	9	13	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Improved C³ CPU	HD	0	-	-	-	-	-

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

Warrior Data

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Snub-Nose PPC
6. Snub-Nose PPC

1. ER Medium Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Improved C³ CPU
6. Improved C³ CPU

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Snub-Nose PPC
6. Snub-Nose PPC

1. ER Medium Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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 Point
4	
3	
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1	
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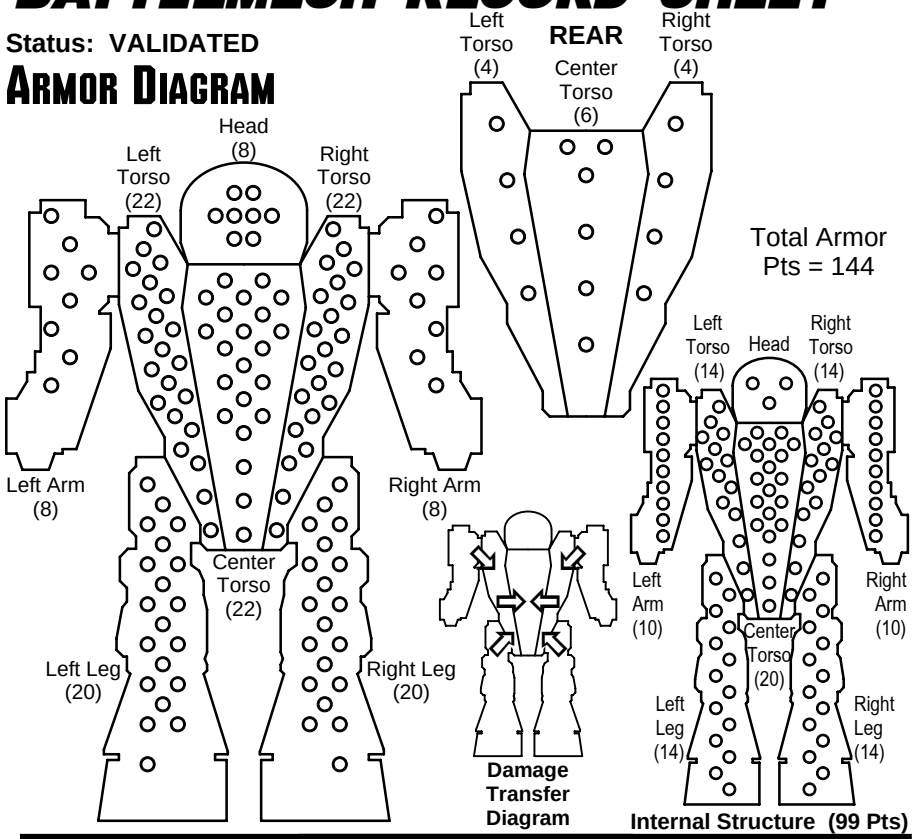
Armor Diagram



'Mech Data

Type: Ostsol OTL-4D
Mass: 60 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 16 Single
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (28)

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

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*

Left Torso
1. Large Laser
2. Large Laser

1-3
3. Medium Laser
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
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 Torso
1. Large Laser
2. Large Laser

1-3
3. Medium Laser
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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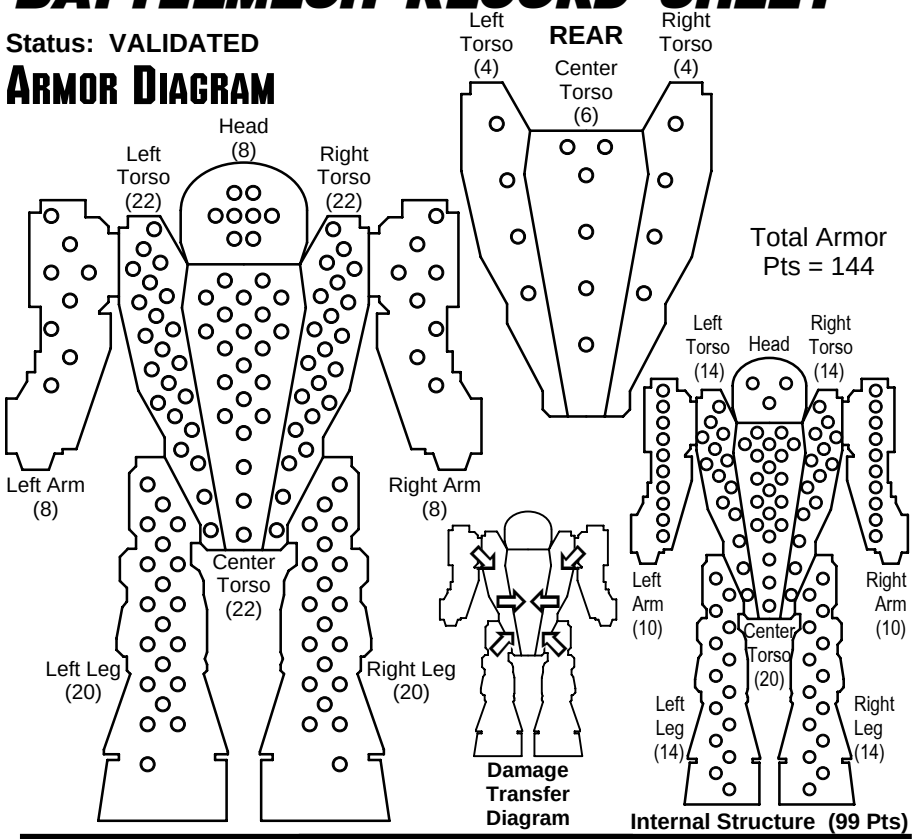
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Ostsol OTL-4F
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RT	10	10	3	6	12	18
1	PPC	LT	10	10	3	6	12	18

Total Heat Sinks: 16 Single
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (20)

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

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*

Left Torso
1. PPC
2. PPC

1-3
3. PPC
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
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 Torso
1. PPC
2. PPC

1-3
3. PPC
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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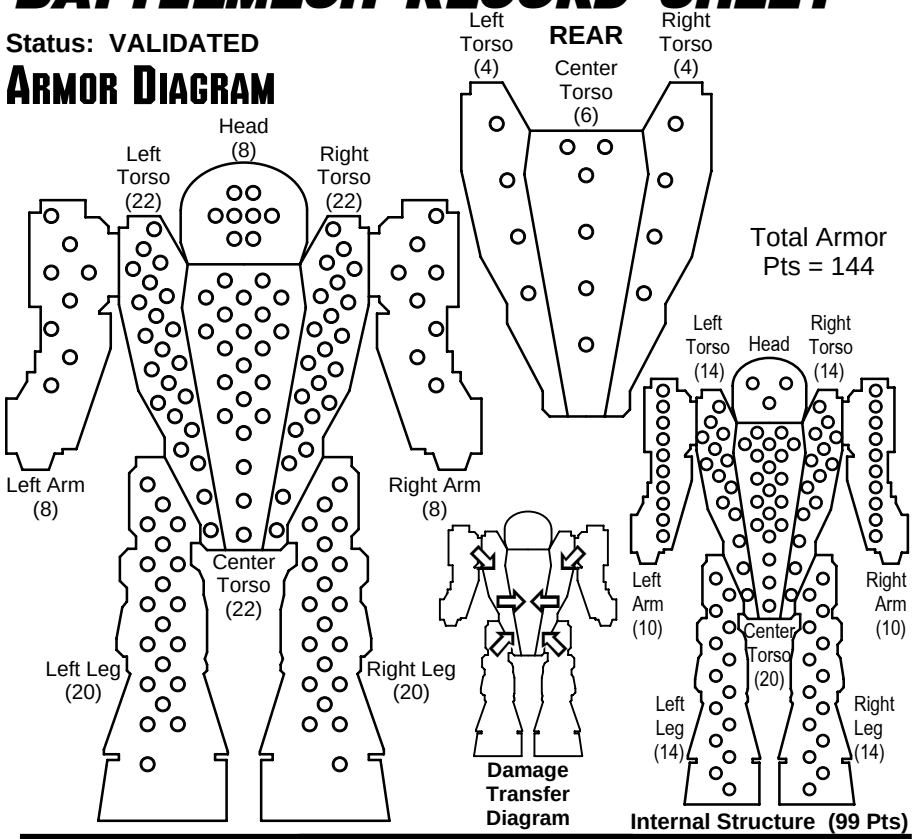
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Ostsol OTL-5D
Mass: 60 tons

Movement Points:	Tech & Configuration:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
2	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
2	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18
1	Rocket Launcher 10 (OS)	CT	3	1/hit	-	5	11	18

Total Heat Sinks: 16 Single ○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (22)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Large Laser
2. Large Laser
3. Medium Laser
4. Rocket Launcher 10 (OS)
5. Rocket Launcher 10 (OS)
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Rocket Launcher 10 (OS)
6. *Ferro-Fibrous*

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Large Laser
2. Large Laser
3. Medium Laser
4. Rocket Launcher 10 (OS)
5. Rocket Launcher 10 (OS)
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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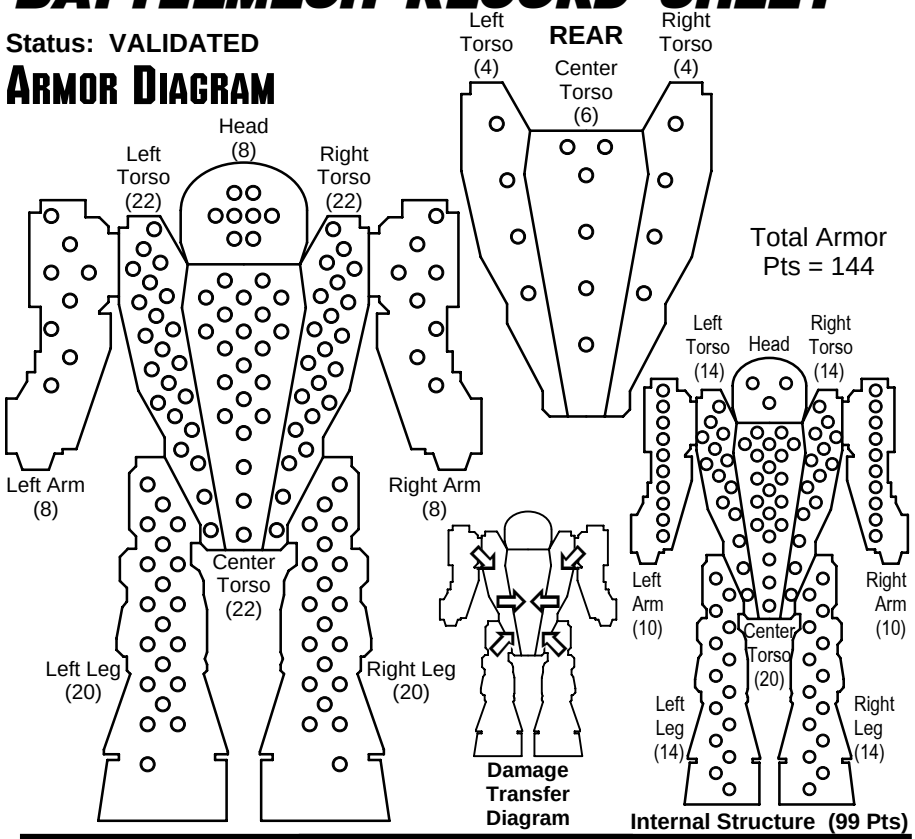
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Ostsol OTL-5M
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6

Ammo Type:	Rounds:
Anti-Missile System	12

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (37)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

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

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Large Pulse Laser
2. Large Pulse Laser

4-6
3. Medium Pulse Laser
4. Ammo (AMS) 12
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*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. Medium Pulse Laser (R)
6. Medium Pulse Laser (R)

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

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

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Large Pulse Laser
2. Large Pulse Laser

4-6
3. Medium Pulse Laser
4. Anti-Missile System
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*

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BATTLETECH®
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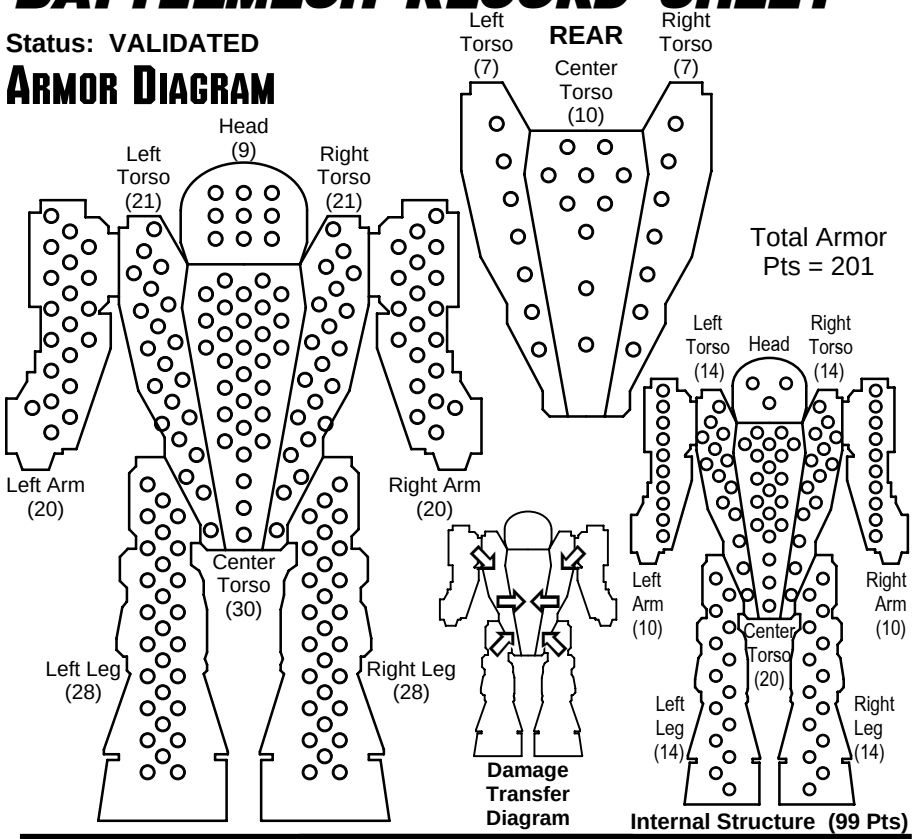
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Ostsol OTL-6D
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5 [6]	Inner Sphere
Running:	8 [9]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	ER Large Laser	LT	12	8	-	7	14	19
1	ER Medium Laser	LT	5	5	-	4	8	12
2	Small Pulse Laser	CT	2	3	-	1	2	3
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Targeting Computer							

Total Heat Sinks: 14 Double (28)
○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (46)

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 (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. *Triple Strength* 6. *Ferro-Fibrous*
4-6	1. *Ferro-Fibrous* 2. *Ferro-Fibrous* 3. *Ferro-Fibrous* 4. *Ferro-Fibrous* 5. *Ferro-Fibrous* 6. *Ferro-Fibrous*

Left Torso

1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. ER Large Laser 5. ER Large Laser 6. ER Medium Laser
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Triple Strength*
6. *Triple Strength*

Head

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

Center Torso

1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Small Pulse Laser 6. Small Pulse Laser

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

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. *Triple Strength* 6. *Ferro-Fibrous*
4-6	1. *Ferro-Fibrous* 2. *Ferro-Fibrous* 3. *Ferro-Fibrous* 4. *Ferro-Fibrous* 5. *Ferro-Fibrous* 6. *Ferro-Fibrous*

Right Torso

1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. ER Large Laser 5. ER Large Laser 6. ER Medium Laser
4-6	1. Medium Pulse Laser 2. Targeting Computer 3. Targeting Computer 4. Targeting Computer 5. Targeting Computer 6. Targeting Computer

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Triple Strength*
6. *Triple Strength*

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BATTLETECH®
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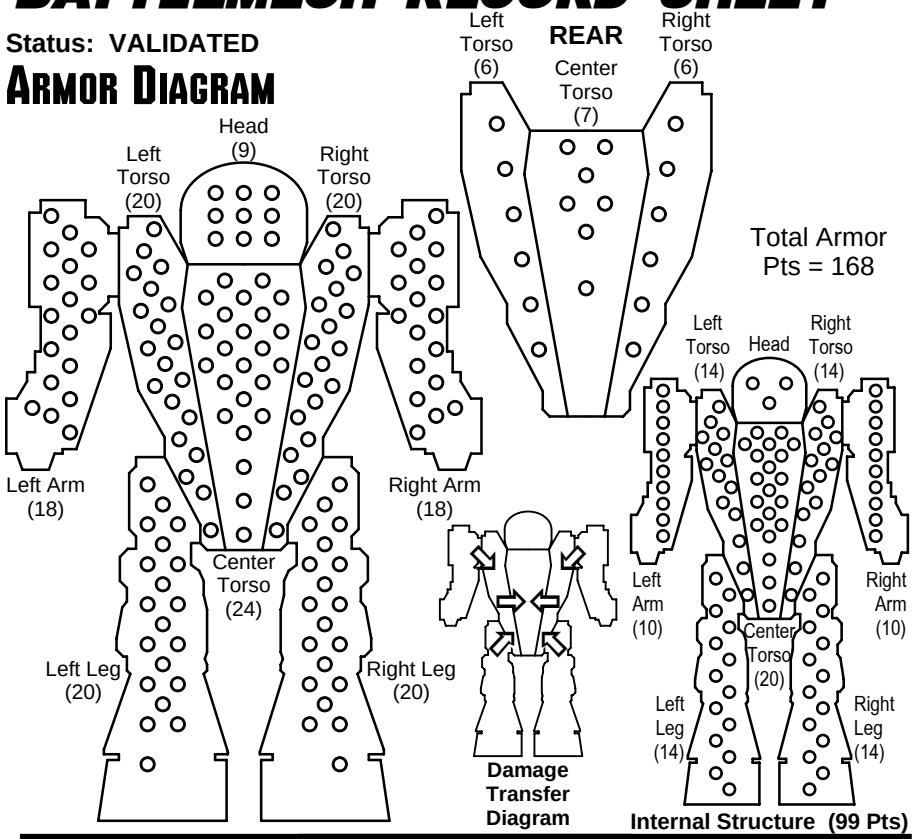
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Ostsol OTL-7M
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Light Gauss Rifle	RT	1	8	3	8	17	25
2	ER Medium Laser	RT	5	5	-	4	8	12
1	Light Gauss Rifle	LT	1	8	3	8	17	25
2	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type:	Rounds:
Light Gauss Rifle	32

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Lt Gauss) 16
4. ER Medium Laser
5. ER Medium Laser
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Lt Gauss) 16
4. ER Medium Laser
5. ER Medium Laser
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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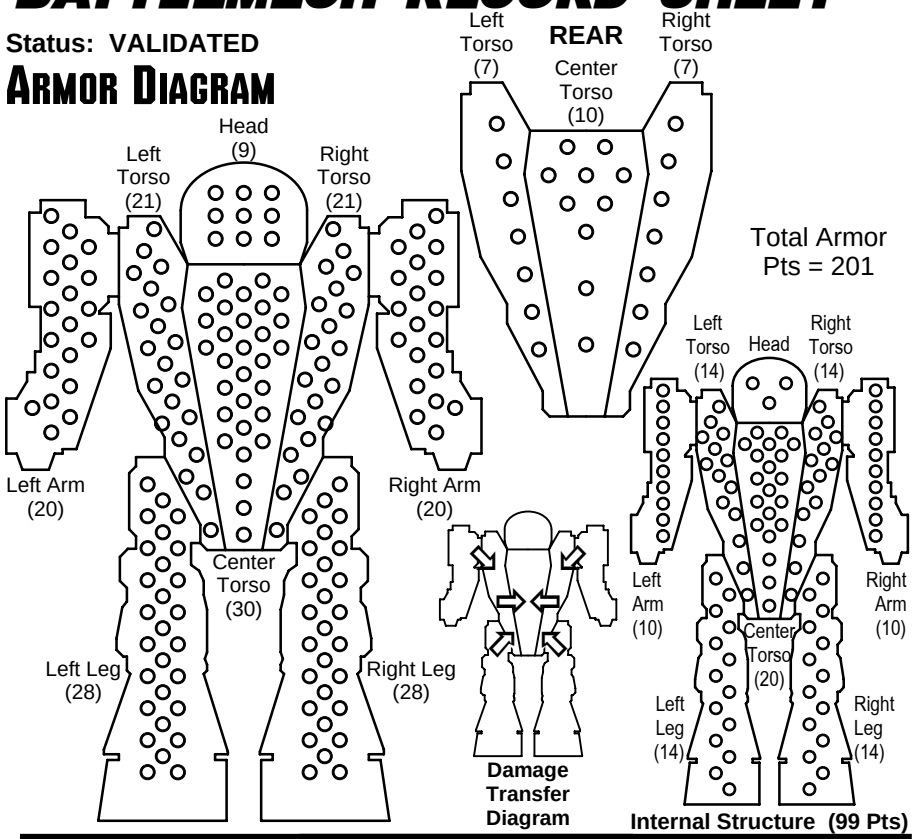
Armor Diagram



'Mech Data

Type: Ostsol OTL-8D
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Light AC/5	RT	1	5	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Light AC/5	LT	1	5	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Light PPC	CT	5	5	3	6	12	18
1	Targeting Computer							

Ammo Type:	Rounds:
Light AC/5	80

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

Warrior Data

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

Critical Hit Table

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

4-6
1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light AC/5
4. Light AC/5
5. ER Medium Laser
6. Ammo (LAC/5) 20

4-6
1. Ammo (LAC/5) 20
2. CASE
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. *Heavy Ferro-Fibrous*
6. *Roll Again*

Center Torso

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Light PPC
6. Light PPC

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

4-6
1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light AC/5
4. Light AC/5
5. ER Medium Laser
6. Targeting Computer

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Ammo (LAC/5) 20
5. Ammo (LAC/5) 20
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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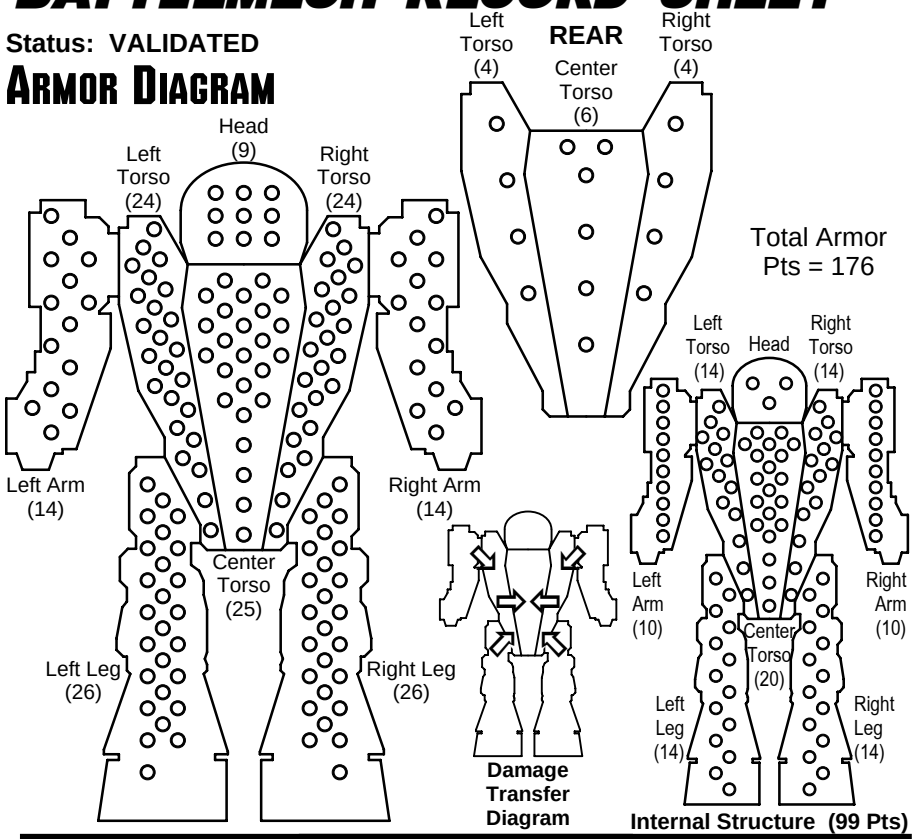
Armor Diagram



'Mech Data

Type: Ostsol OTL-8M
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	6 [7]	Inner Sphere
Running:	9 [11]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Medium Pulse Laser	RT	4	6	-	2	4	6
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	ER Small Laser	CT	2	3	-	2	4	5
1	ER Medium Laser	CT	5	5	-	4	8	12

Total Heat Sinks: 11 Double (22) ○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (39)

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 (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Triple Strength*
3. *Triple Strength*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Medium Pulse Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Triple Strength*
5. *Roll Again*
6. *Roll Again*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Small Laser
6. ER Medium Laser

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

4-6
1. *Triple Strength*
2. *Triple Strength*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. PPC
5. PPC
6. PPC

4-6
1. Medium Pulse Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Triple Strength*
5. *Roll Again*
6. *Roll Again*

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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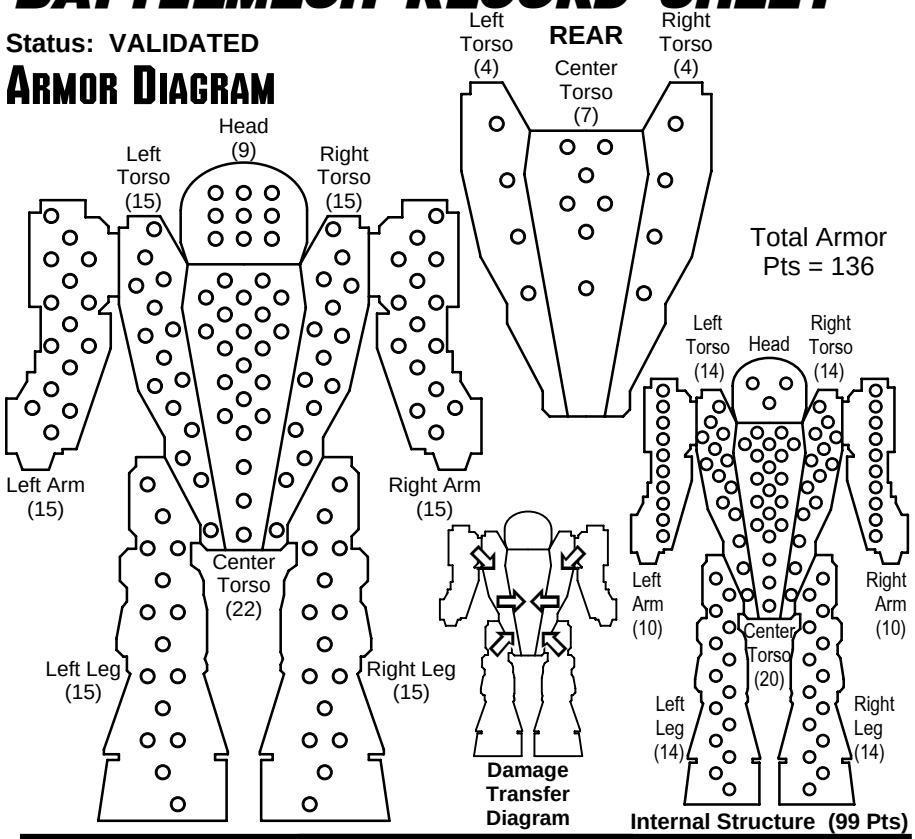
Armor Diagram



'Mech Data

Type: Rifleman RFL-3C
Mass: 60 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Autocannon/10	RA	3	10	-	5	10	15
1	Autocannon/10	LA	3	10	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: Autocannon/10 — **Rounds:** 20

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (12)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Autocannon/10, 4. Autocannon/10, 5. Autocannon/10, 6. Autocannon/10
4-6: 1. Autocannon/10, 2. Autocannon/10, 3. Autocannon/10, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Left Torso
1. Medium Laser
2. Single Heat Sink
1-3: 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 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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
1-3: 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. *Roll Again*, 6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Autocannon/10, 4. Autocannon/10, 5. Autocannon/10, 6. Autocannon/10
4-6: 1. Autocannon/10, 2. Autocannon/10, 3. Autocannon/10, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso
1. Medium Laser
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
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 Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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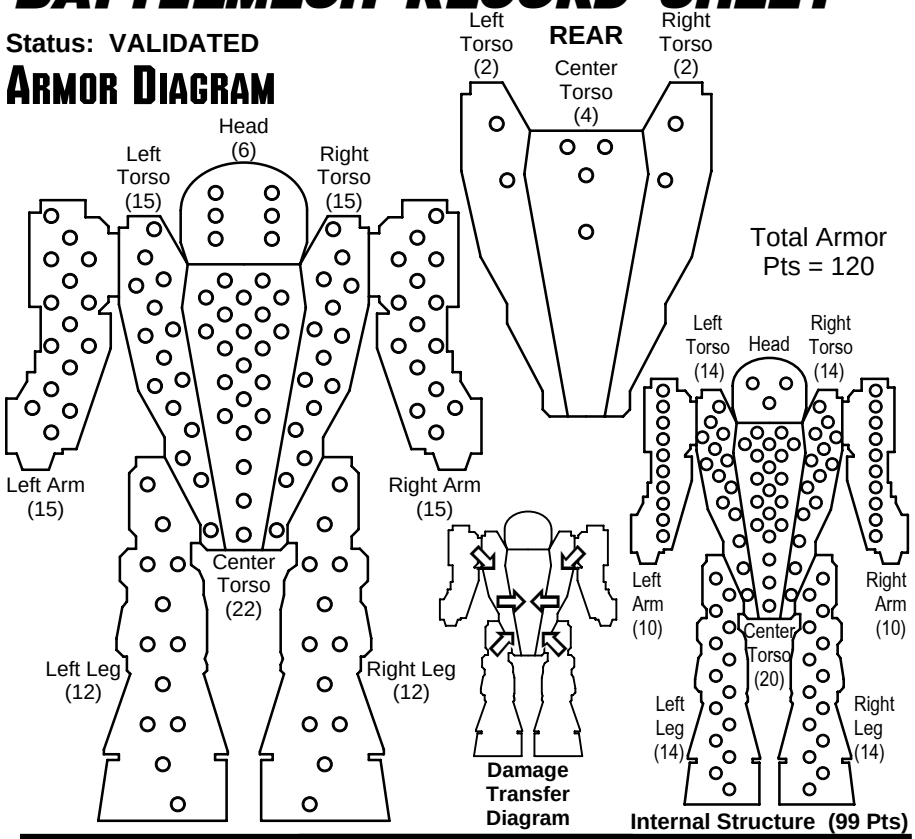
ARMOR DIAGRAM



'MECH DATA

Type: Rifleman RFL-3N
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Autocannon/5	RA	1	5	3	6	12	18
1	Large Laser	LA	8	8	-	5	10	15
1	Autocannon/5	LA	1	5	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
Autocannon/5	20

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser, 4. Large Laser, 5. Autocannon/5, 6. Autocannon/5
1. Autocannon/5
2. Autocannon/5
4-6: 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Left Torso
1. Medium Laser
1-3: 2. *Roll Again*, 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. Single Heat Sink
6. *Roll Again*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3: 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. Fusion Engine
4-6: 3. Fusion Engine, 4. Fusion Engine, 5. Ammo (AC/5) 20, 6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser, 4. Large Laser, 5. Autocannon/5, 6. Autocannon/5
1. Autocannon/5
2. Autocannon/5
4-6: 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso
1. Medium Laser
1-3: 2. *Roll Again*, 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*

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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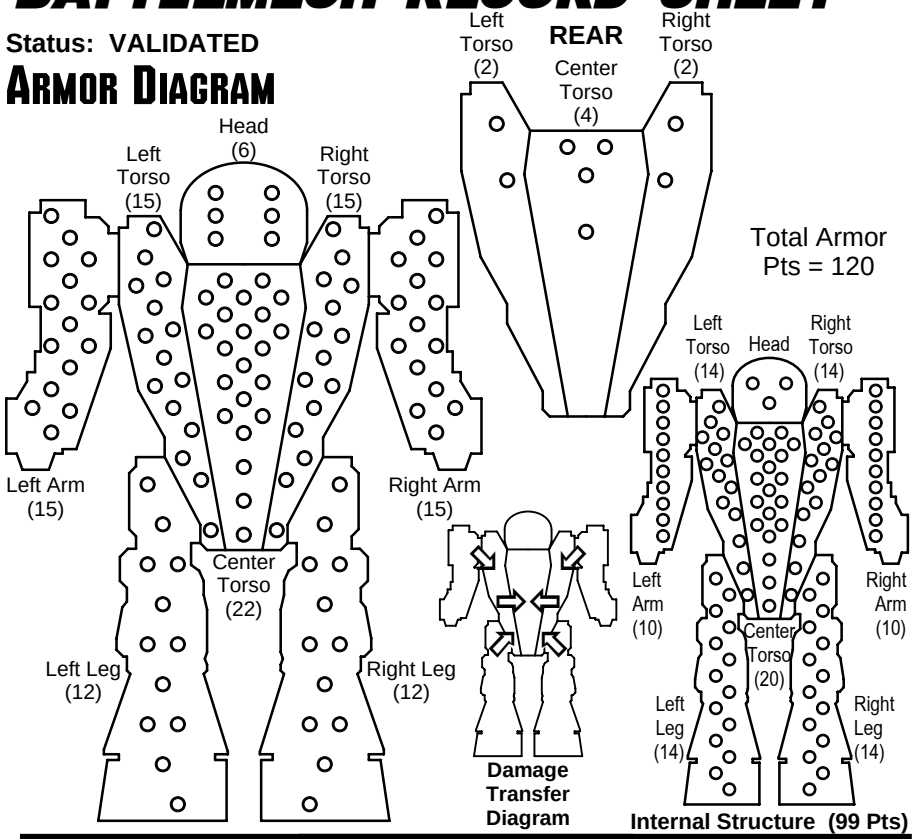

'MECH DATA

Type: Rifleman RFL-4D
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	LA	10	10	3	6	12	18

Total Heat Sinks: 15 Single
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (36)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser, 4. Large Laser, 5. PPC, 6. PPC
1. PPC
4-6: 2. *Roll Again*, 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

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

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

Center Torso
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Single Heat Sink, 6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser, 4. Large Laser, 5. PPC, 6. PPC
1. PPC
4-6: 2. *Roll Again*, 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso
1-3: 1. *Roll Again*, 2. *Roll Again*, 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*
4-6: 1. *Roll Again*, 2. *Roll Again*, 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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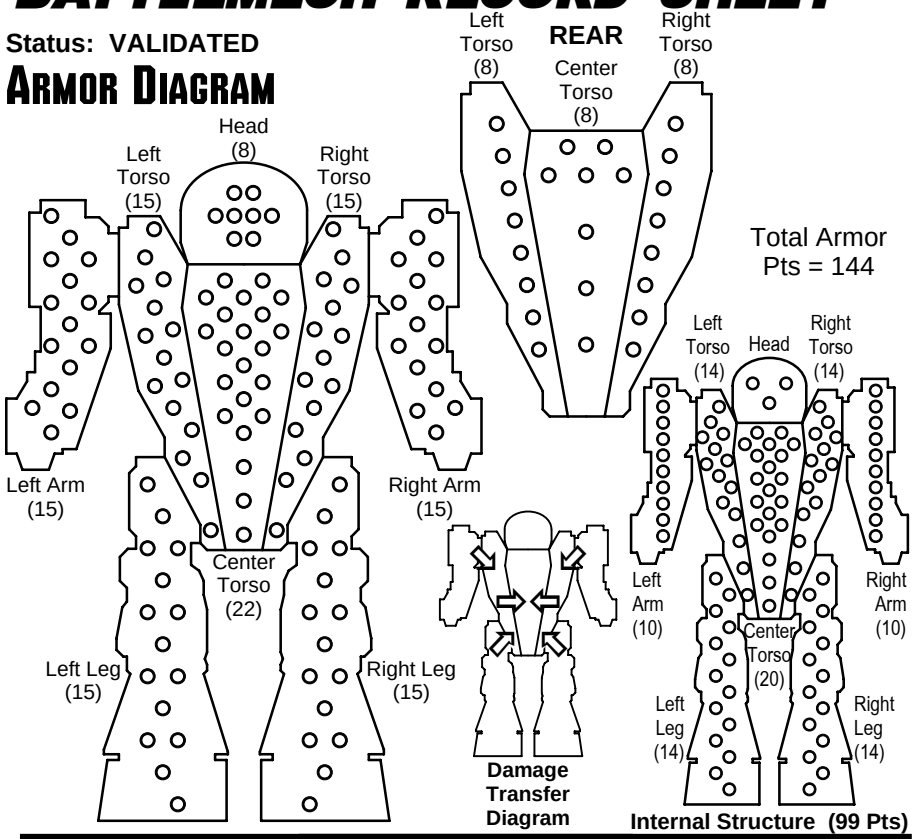
ARMOR DIAGRAM



'MECH DATA

Type: Rifleman RFL-5D
Mass: 60 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	ER PPC	RA	15	10	-	7	14	23
1	Large Laser	LA	8	8	-	5	10	15
1	ER PPC	LA	15	10	-	7	14	23
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 17 Double (34)
OOOOOOOOOO OOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (52)

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
1. Shoulder
2. Upper Arm Actuator
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Large Laser
1. Large Laser
2. ER PPC
4-6
3. ER PPC
4. ER PPC
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left 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

Center Torso
1. XL Engine
2. XL Engine
1-3
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
4-6
3. XL Engine
4. XL Engine
5. Medium Laser
6. Medium Laser

Engine Hits	O	O	O
Gyro Hits	O	O	
Sensor Hits	O	O	
Life Support	O		

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Large Laser
1. Large Laser
2. ER PPC
4-6
3. ER PPC
4. ER PPC
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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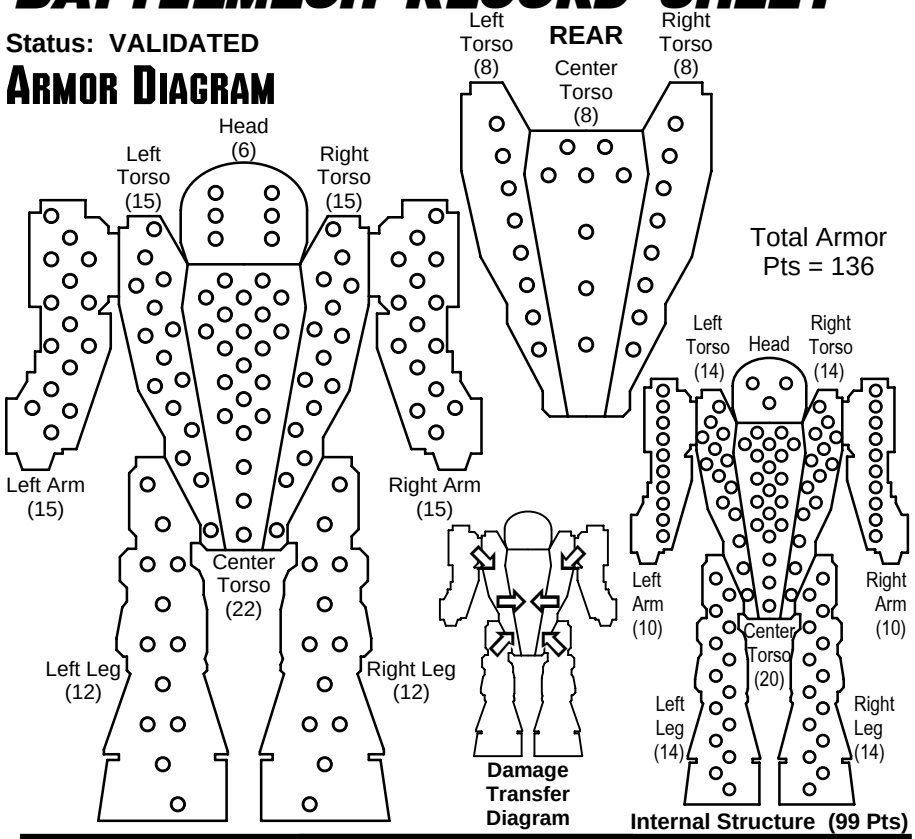
Armor Diagram



'Mech Data

Type: Rifleman RFL-5M
Mass: 60 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Large Laser	LA	8	8	-	5	10	15
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
Ultra AC/5	20

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser, 4. Large Laser, 5. Ultra AC/5, 6. Ultra AC/5
1. Ultra AC/5
2. Ultra AC/5
4-6: 3. Ultra AC/5, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6: 3. Double Heat Sink, 4. Medium Laser, 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*

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

Center Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. XL Engine
4-6: 3. XL Engine, 4. XL Engine, 5. *Roll Again*, 6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser, 4. Large Laser, 5. Ultra AC/5, 6. Ultra AC/5
1. Ultra AC/5
2. Ultra AC/5
4-6: 3. Ultra AC/5, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Medium Laser
2. Ammo (Ult AC/5) 20
4-6: 3. CASE, 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*

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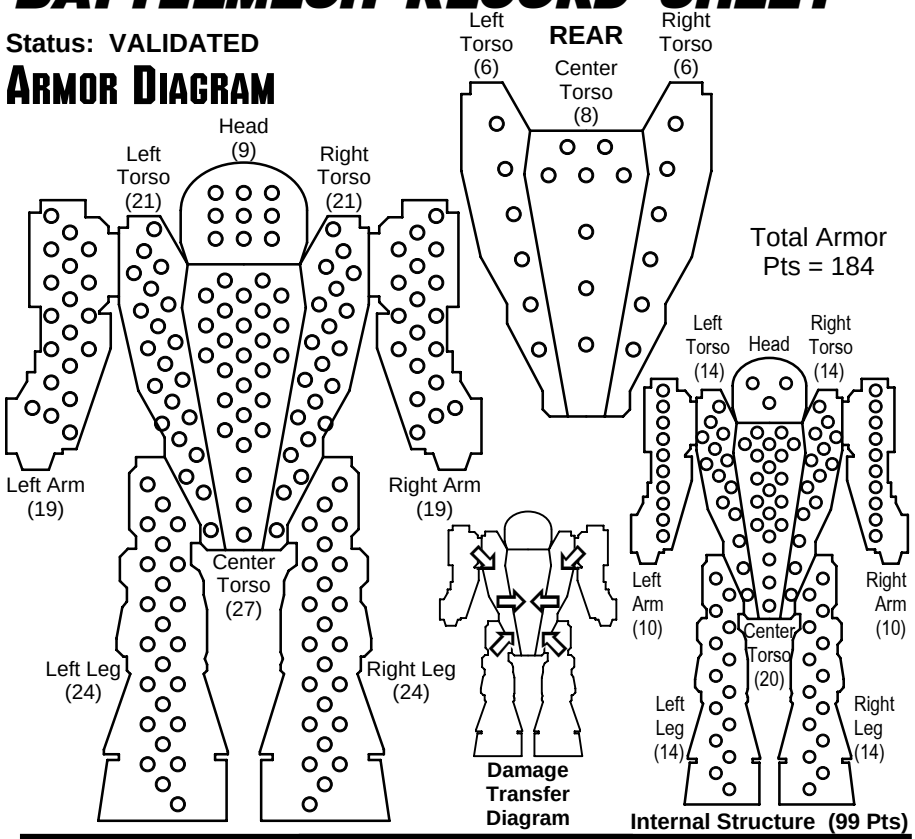
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Rifleman RFL-6D
Mass: 60 tons

Movement Points:	Tech & Configuration:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Light AC/5	RA	1	5	-	5	10	15
2	Light AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:
Light AC/5	120

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (14)

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
1. Shoulder
2. Upper Arm Actuator
3. Light AC/5 (1-3)
4. Light AC/5 (1-3)
5. Light AC/5 (1-3)
6. Light AC/5 (1-3)
1. *Roll Again* (4-6)
2. *Roll Again* (4-6)
3. *Roll Again* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. ER Medium Laser (1-3)
5. Ammo (LAC/5) 20 (1-3)
6. Ammo (LAC/5) 20 (1-3)
1. Ammo (LAC/5) 20 (4-6)
2. CASE (4-6)
3. *Endo Steel* (4-6)
4. *Endo Steel* (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Engine (4-6)
3. XL Engine (4-6)
4. XL Engine (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light AC/5 (1-3)
4. Light AC/5 (1-3)
5. Light AC/5 (1-3)
6. Light AC/5 (1-3)
1. *Roll Again* (4-6)
2. *Roll Again* (4-6)
3. *Roll Again* (4-6)
4. *Roll Again* (4-6)
5. *Roll Again* (4-6)
6. *Roll Again* (4-6)

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. ER Medium Laser (1-3)
5. Ammo (LAC/5) 20 (1-3)
6. Ammo (LAC/5) 20 (1-3)
1. Ammo (LAC/5) 20 (4-6)
2. CASE (4-6)
3. *Endo Steel* (4-6)
4. *Endo Steel* (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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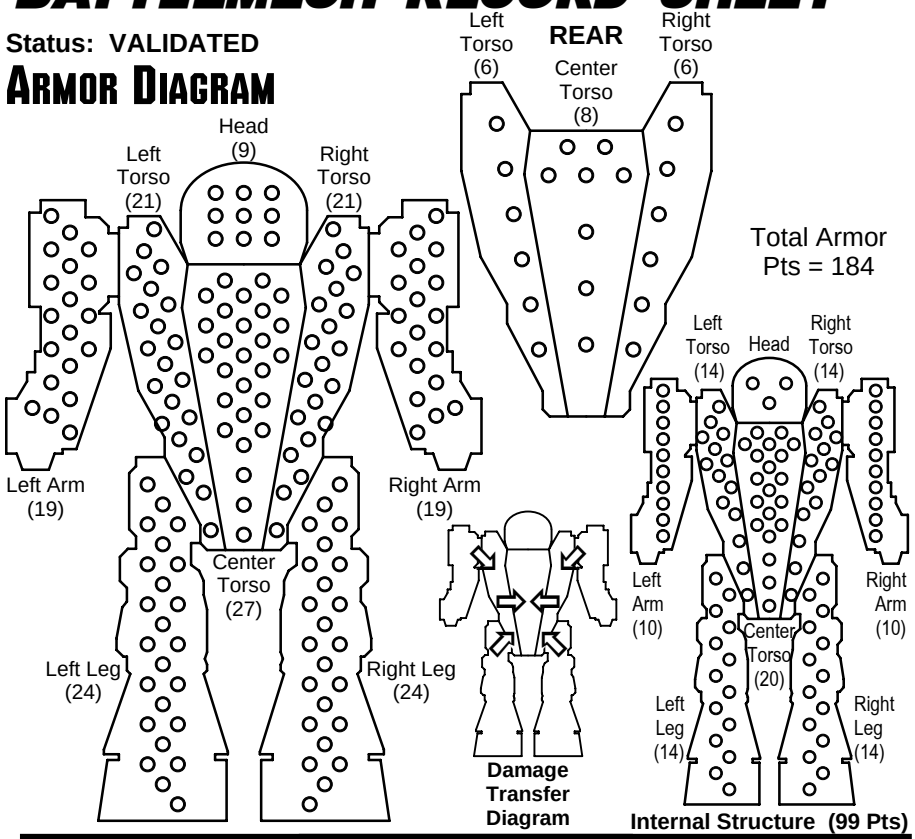
ARMOR DIAGRAM



Total Armor Pts = 184

'MECH DATA

Type: Rifleman RFL-6X
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LB 10-X AC	RA	2	10	-	6	12	18
1	ER Medium Laser	RA	5	5	-	4	8	12
1	LB 10-X AC	LA	2	10	-	6	12	18
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Small Laser	RT	2	3	-	2	4	5
1	ER Small Laser	LT	2	3	-	2	4	5

Ammo Type:	Rounds:
LB 10-X AC	40

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LB 10-X AC, 4. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC
1. LB 10-X AC
2. LB 10-X AC
4-6: 3. ER Medium Laser, 4. *Endo Steel*, 5. *Roll Again*, 6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. ER Small Laser, 5. Ammo (LB 10-X) 10, 6. Ammo (LB 10-X) 10
1. CASE
2. *Endo Steel*
4-6: 3. *Endo Steel*, 4. *Endo Steel*, 5. *Roll Again*, 6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. XL Engine
4-6: 3. XL Engine, 4. XL Engine, 5. *Endo Steel*, 6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LB 10-X AC, 4. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC
1. LB 10-X AC
2. LB 10-X AC
4-6: 3. ER Medium Laser, 4. *Endo Steel*, 5. *Roll Again*, 6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. ER Small Laser, 5. Ammo (LB 10-X) 10, 6. Ammo (LB 10-X) 10
1. CASE
2. *Endo Steel*
4-6: 3. *Endo Steel*, 4. *Endo Steel*, 5. *Roll Again*, 6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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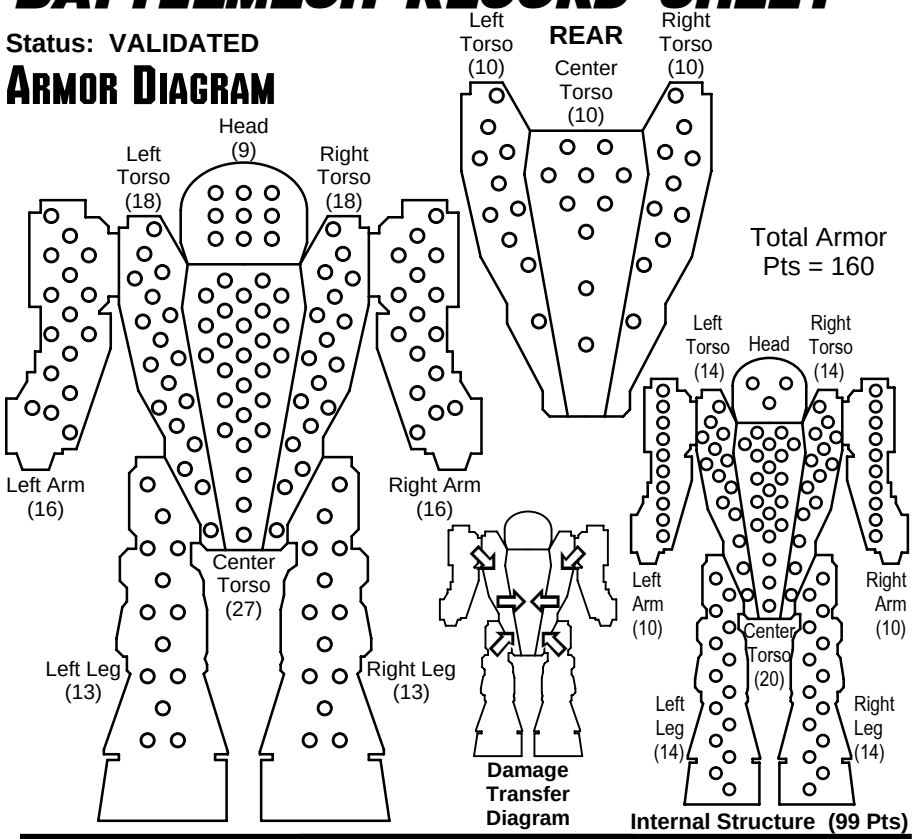
Armor Diagram



'Mech Data

Type: Rifleman RFL-7M
Mass: 60 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Light Gauss Rifle	RA	1	8	3	8	17	25
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Light Gauss Rifle	LA	1	8	3	8	17	25
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	CT	0	-	-	-	-	6
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:
Light Gauss Rifle	32

Total Heat Sinks: 11 Double (22)
○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (33)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. ER Medium Laser
3. ER Medium Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. Ammo (Lt Gauss) 16
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. XL Engine
2. XL Engine

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Guardian ECM
6. Guardian ECM

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

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. ER Medium Laser
3. ER Medium Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. Ammo (Lt Gauss) 16
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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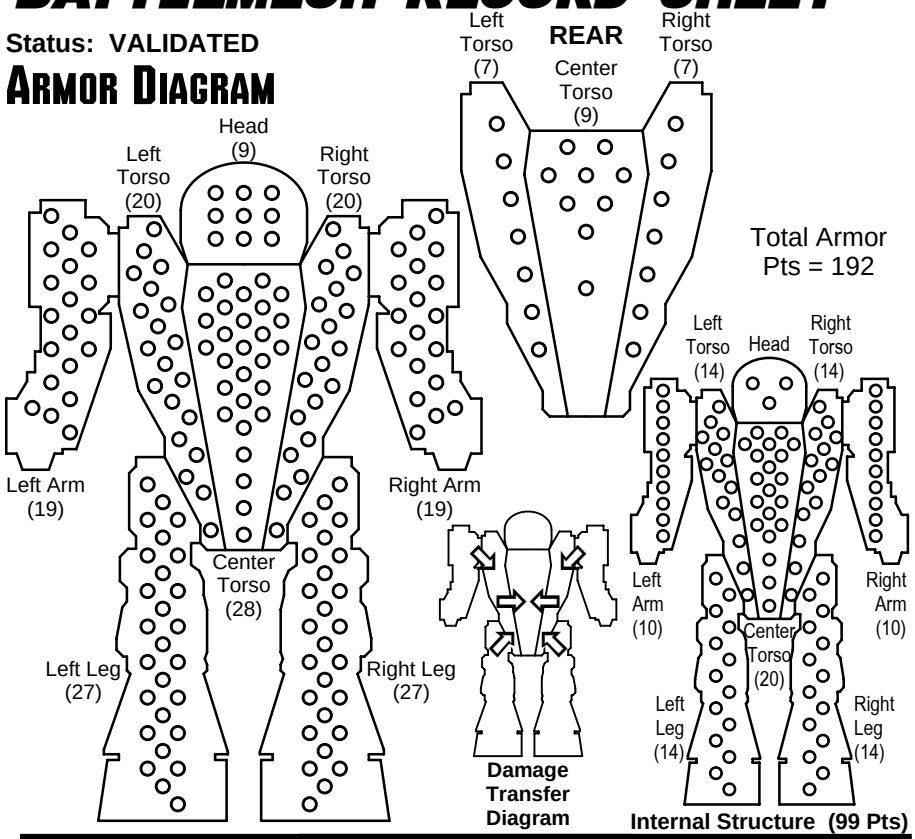
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Rifleman RFL-8D
Mass: 60 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Rotary AC/5	RA	1	5	-	5	10	15
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Rotary AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	LA	5	5	-	4	8	12

Ammo Type:	Rounds:
Rotary AC/5	120

Total Heat Sinks: 11 Double (22)
○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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
1. Shoulder
2. Upper Arm Actuator
1-3 3. Rotary AC/5
1-3 4. Rotary AC/5
1-3 5. Rotary AC/5
1-3 6. Rotary AC/5
4-6 1. Rotary AC/5
4-6 2. Rotary AC/5
4-6 3. ER Medium Laser
4-6 4. *Endo Steel*
4-6 5. *Endo Steel*
4-6 6. *Endo Steel*

Left Torso
1. XL Engine
2. XL Engine
1-3 3. XL Engine
1-3 4. Double Heat Sink
1-3 5. Double Heat Sink
1-3 6. Double Heat Sink
4-6 1. Ammo (RAC/5) 20
4-6 2. Ammo (RAC/5) 20
4-6 3. Ammo (RAC/5) 20
4-6 4. *Endo Steel*
4-6 5. *Endo Steel*
4-6 6. *Endo Steel*

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

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

Center Torso
1. XL Engine
2. XL Engine
1-3 3. XL Engine
1-3 4. Gyro
1-3 5. Gyro
1-3 6. Gyro
4-6 1. Gyro
4-6 2. XL Engine
4-6 3. XL Engine
4-6 4. XL Engine
4-6 5. *Endo Steel*
4-6 6. *Endo Steel*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Rotary AC/5
1-3 4. Rotary AC/5
1-3 5. Rotary AC/5
1-3 6. Rotary AC/5
4-6 1. Rotary AC/5
4-6 2. Rotary AC/5
4-6 3. ER Medium Laser
4-6 4. *Endo Steel*
4-6 5. *Endo Steel*
4-6 6. *Endo Steel*

Right Torso
1. XL Engine
2. XL Engine
1-3 3. XL Engine
1-3 4. Double Heat Sink
1-3 5. Double Heat Sink
1-3 6. Double Heat Sink
4-6 1. Ammo (RAC/5) 20
4-6 2. Ammo (RAC/5) 20
4-6 3. Ammo (RAC/5) 20
4-6 4. *Endo Steel*
4-6 5. *Endo Steel*
4-6 6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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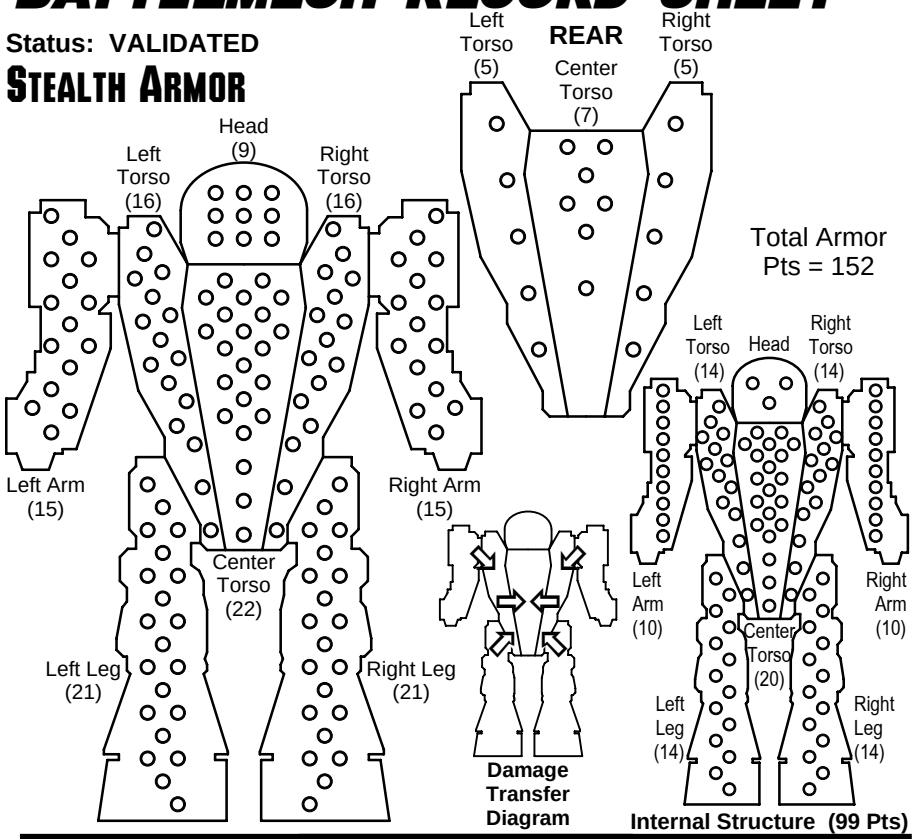
STEALTH ARMOR



'MECH DATA

Type: Rifleman RFL-9T
Mass: 60 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
1	Light AC/5	RA	1	5	-	5	10	15
1	Light PPC	LA	5	5	3	6	12	18
1	Light AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	CT	0	-	-	-	-	6
1	Targeting Computer							

Ammo Type:	Rounds:
Light AC/5	40

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

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
1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. Light AC/5
6. Light AC/5

1-3

1. *Stealth Armor*
2. *Stealth Armor*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. Ammo (LAC/5) 20
6. Ammo (LAC/5) 20

1-3

1. CASE
2. *Stealth Armor*
3. *Stealth Armor*
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. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. Light AC/5
6. Light AC/5

1-3

1. *Stealth Armor*
2. *Stealth Armor*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. ER Medium Laser
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1-3

1. *Stealth Armor*
2. *Stealth Armor*
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. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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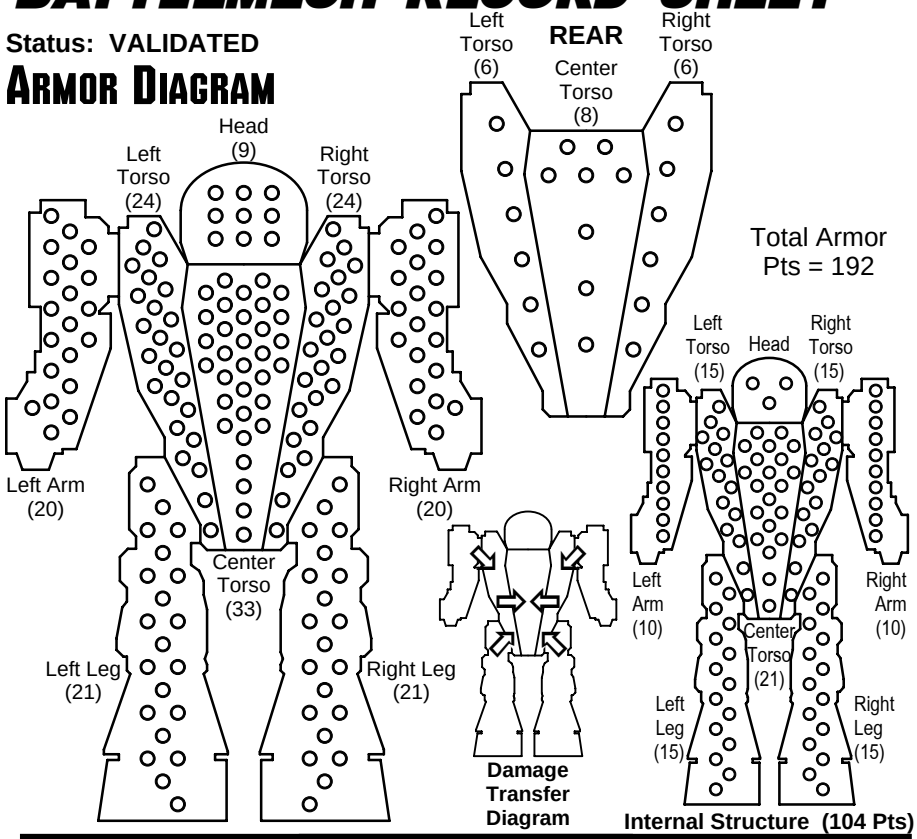
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-3D
Mass: 65 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	LL	3	2/hit	-	3	6	9
1	SRM 4	RL	3	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 15	16
SRM 4	25

Total Heat Sinks: 14 Single ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (22)

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

1-3
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser

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

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 15) 8

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*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser

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

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 15) 8

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. SRM 4
6. *Roll Again*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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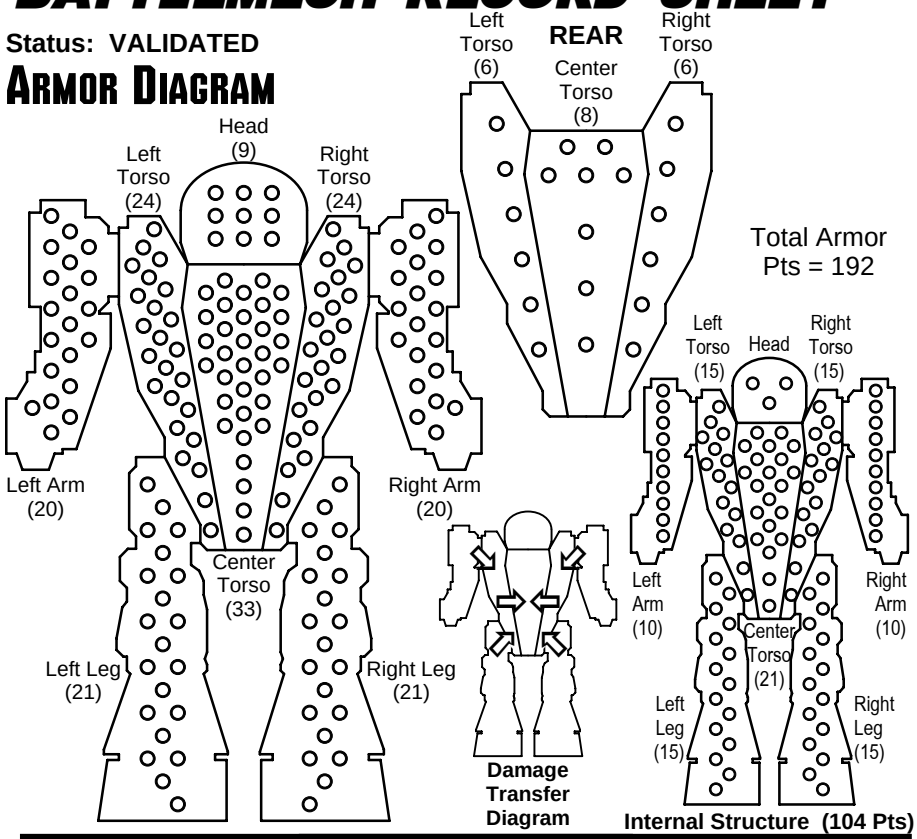
ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-3K
Mass: 65 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 10	24
SRM 6	15

Total Heat Sinks: 16 Single ○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (22)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

1-3
1. LRM 10
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (LRM 10) 12
5. *Roll Again*
6. *Roll Again*

1-3
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Ammo (SRM 6) 15
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

1-3
1. LRM 10
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (LRM 10) 12
5. *Roll Again*
6. *Roll Again*

1-3
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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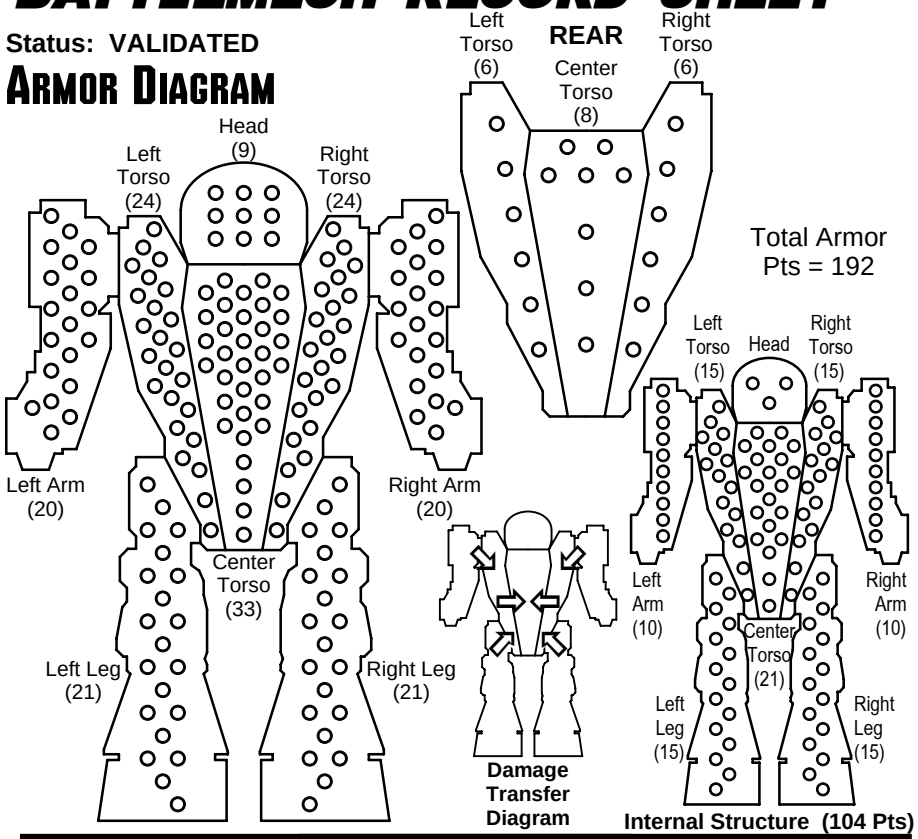
ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-3L
Mass: 65 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Machine Gun	RA	0	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	Machine Gun	LA	0	2	-	1	2	3
1	SRM 4	LL	3	2/hit	-	3	6	9
1	SRM 4	RL	3	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 10	24
Machine Gun	200
SRM 4	25

Total Heat Sinks: 12 Single ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (20)

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

1-3
4. Hand Actuator
5. Medium Laser
6. LRM 10

1. LRM 10
2. Machine Gun

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

Left Torso
1. Ammo (LRM 10) 12
2. Jump Jet

1-3
3. Jump Jet
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. Single Heat Sink
6. SRM 4

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. Ammo (MG) 200

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Medium Laser
6. LRM 10

1. LRM 10
2. Machine Gun

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

Right Torso
1. Ammo (LRM 10) 12
2. Jump Jet

1-3
3. Jump Jet
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. Single Heat Sink
6. SRM 4

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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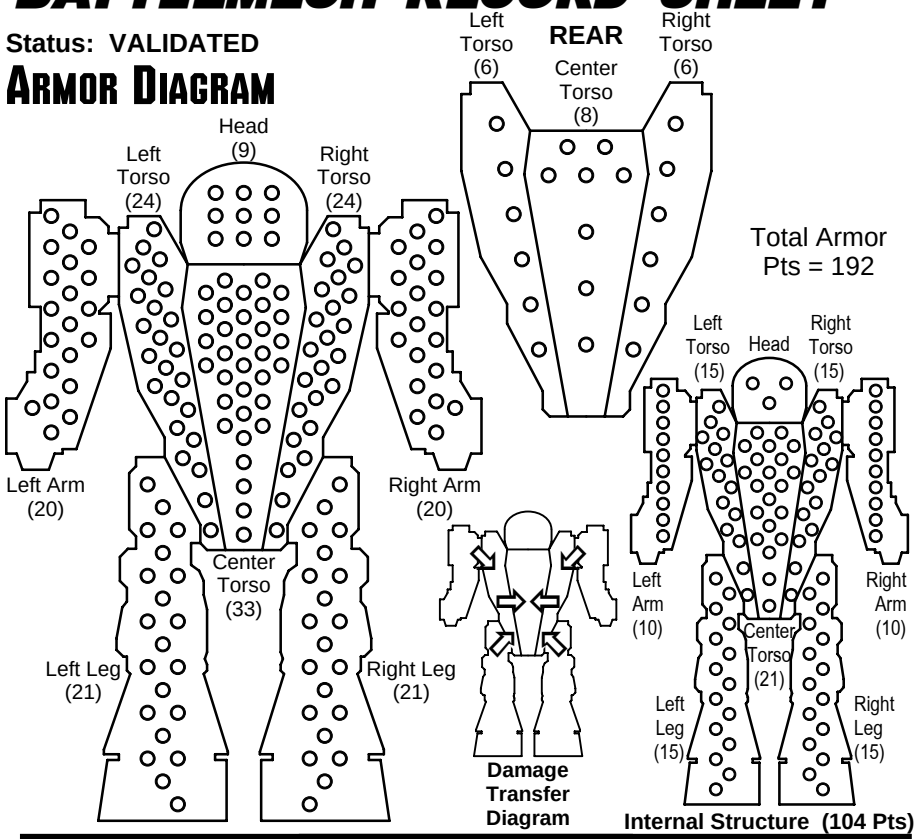
ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-3R
Mass: 65 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 15	16
Machine Gun	200
SRM 6	15

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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
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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 6) 15
6. Ammo (MG) 200

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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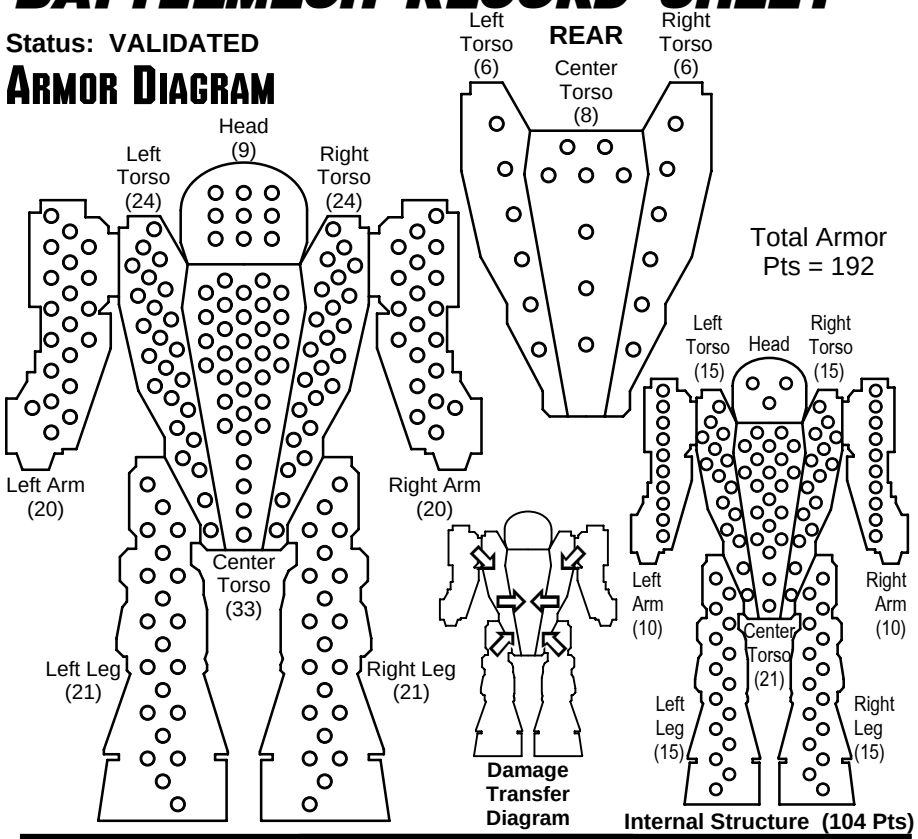
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-4D
Mass: 65 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Streak SRM 2	LL	2	2/hit	-	3	6	9
1	Streak SRM 2	RL	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 15	16
Streak SRM 2	50

Total Heat Sinks: 13 Single ○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (22)

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

1-3
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Pulse Laser

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

Left Torso
1. Ammo (LRM 15) 8
2. *Roll Again*

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. Single Heat Sink
6. Streak SRM 2

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Ammo (Streak 2) 50

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Pulse Laser

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

Right Torso
1. Ammo (LRM 15) 8
2. *Roll Again*

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*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Streak SRM 2

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 Point
4	
3	
2	
1	
0	

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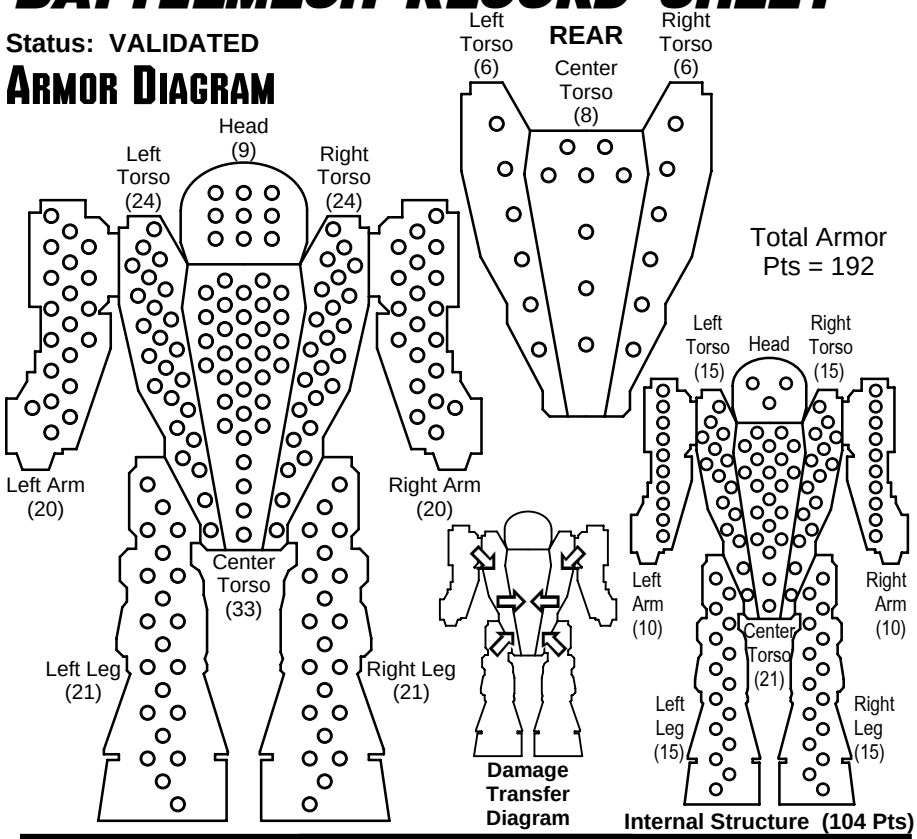
ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-4K
Mass: 65 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LRM 10	LA	4	1/hit	6	7	14	21
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 10	24
SRM 6	15

Total Heat Sinks: 14 Single ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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

1-3
4. Hand Actuator
5. Medium Pulse Laser
6. LRM 10

1. LRM 10
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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. SRM 6
6. SRM 6

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Ammo (SRM 6) 15
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Medium Pulse Laser
6. LRM 10

1. LRM 10
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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. SRM 6
6. SRM 6

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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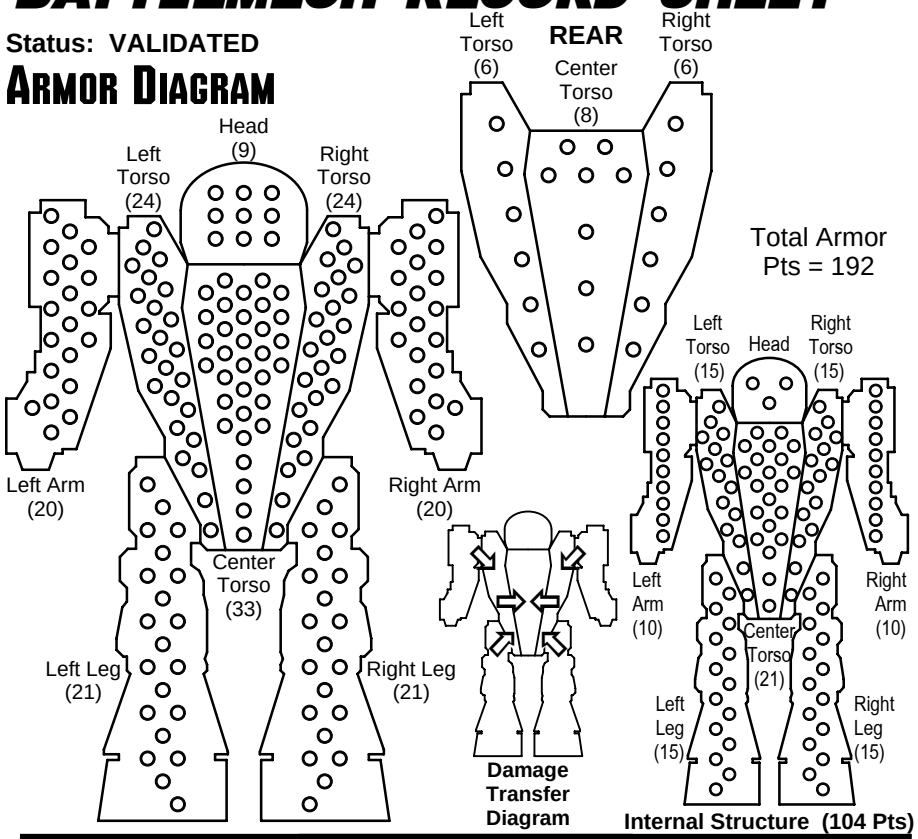
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Crusader CRD-5K
Mass: 65 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	MRM 30	RA	10	1/hit	-	3	8	15
1	MRM 30	LA	10	1/hit	-	3	8	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:
MRM 30	32

Total Heat Sinks: 11 Double (22)
OOOOOOOOOO O

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (34)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 30
6. MRM 30

1-3

1. MRM 30
2. MRM 30
3. MRM 30
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Medium Laser

1-3

1. Ammo (MRM 30) 8
2. Ammo (MRM 30) 8
3. Ammo (MRM 30) 8
4. Ammo (MRM 30) 8
5. CASE
6. *Endo Steel*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 30
6. MRM 30

1-3

1. MRM 30
2. MRM 30
3. MRM 30
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Medium Laser

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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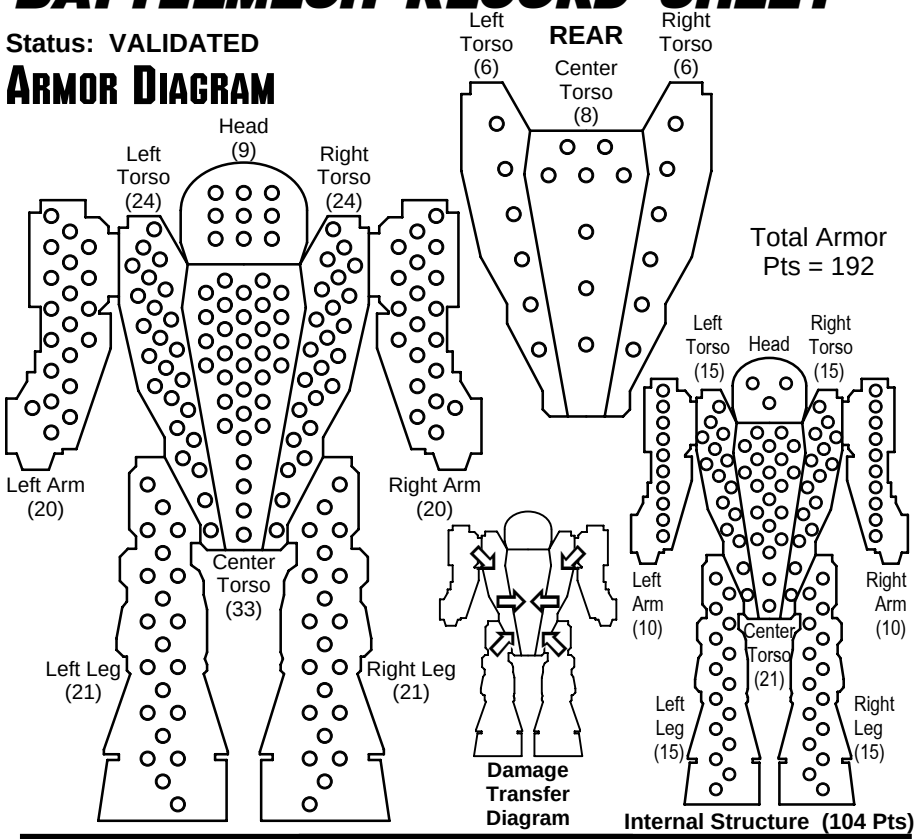
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-5M
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Anti-Missile System	HD	1	-	-	-	-	-
1	Streak SRM 2	LL	2	2/hit	-	3	6	9
1	Streak SRM 2	RL	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 15	16
Machine Gun	100
Anti-Missile System	12
Streak SRM 2	50

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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

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

4-6
1. LRM 15
2. LRM 15
3. LRM 15
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

4-6
1. Jump Jet
2. Jump Jet
3. Ammo (Streak 2) 50
4. CASE
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Flamer
3. Machine Gun
4. Medium Laser
5. Ammo (MG) 100
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

4-6
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (AMS) 12
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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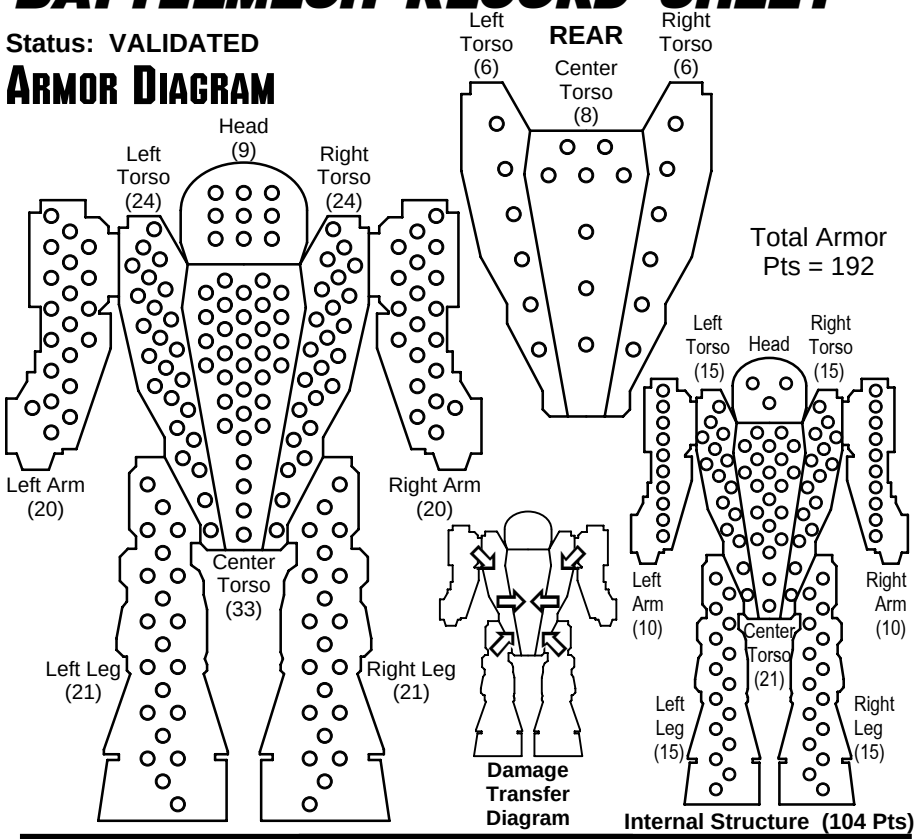
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-5S
Mass: 65 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 15	16
SRM 6	15

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

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

1-3
4. LRM 15
5. LRM 15
6. LRM 15

1. Medium Laser
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. *Roll Again*
2. *Roll Again*

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. SRM 6
6. SRM 6

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 6) 15
6. CASE

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

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

1-3
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Flamer

4-6
3. Medium Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8

1-3
3. CASE
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. SRM 6
6. SRM 6

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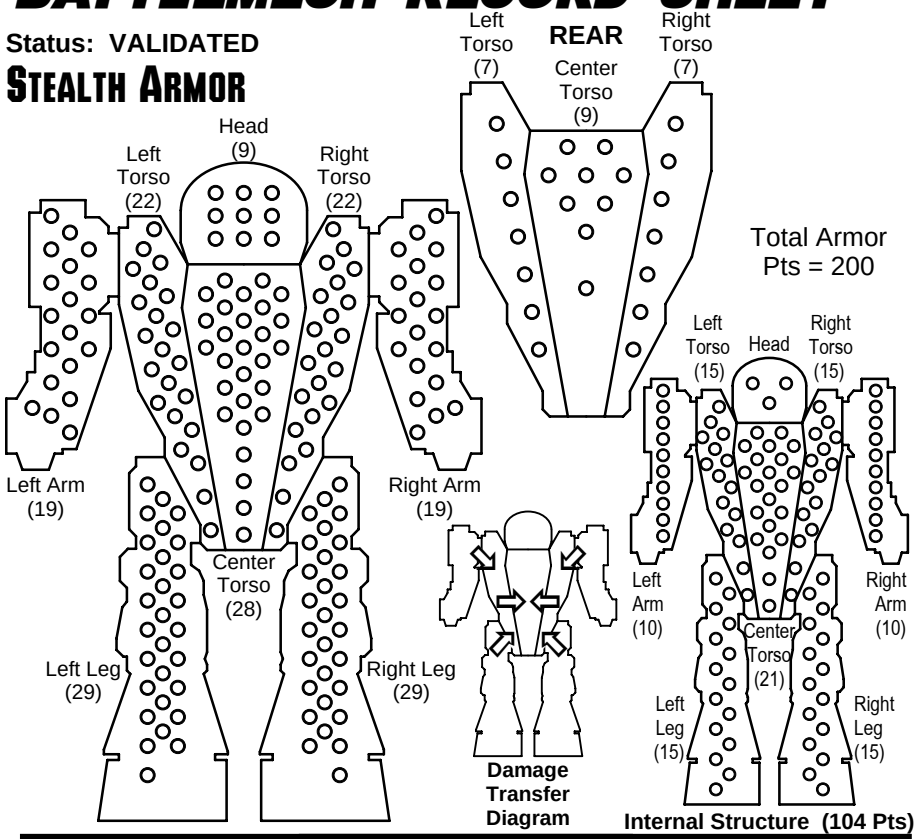
STEALTH ARMOR



'MECH DATA

Type: Crusader CRD-7L
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Streak SRM 4	RT	3	2/hit	-	3	6	9
1	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 15	32
Streak SRM 4	25

Total Heat Sinks: 11 Double (22)
○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (36)

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

1-3

1. Double Heat Sink
2. LRM 15
3. LRM 15
4. LRM 15
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Left Torso
1. Jump Jet
2. Streak SRM 4
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Guardian ECM
4. Guardian ECM
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. ER Medium Laser

4-6

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

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

1-3

1. Double Heat Sink
2. LRM 15
3. LRM 15
4. LRM 15
5. *Stealth Armor*
6. *Stealth Armor*

4-6

Right Torso
1. Jump Jet
2. Streak SRM 4
3. Ammo (Streak 4) 25
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1-3

1. Ammo (LRM 15) 8
2. CASE
3. *Stealth Armor*
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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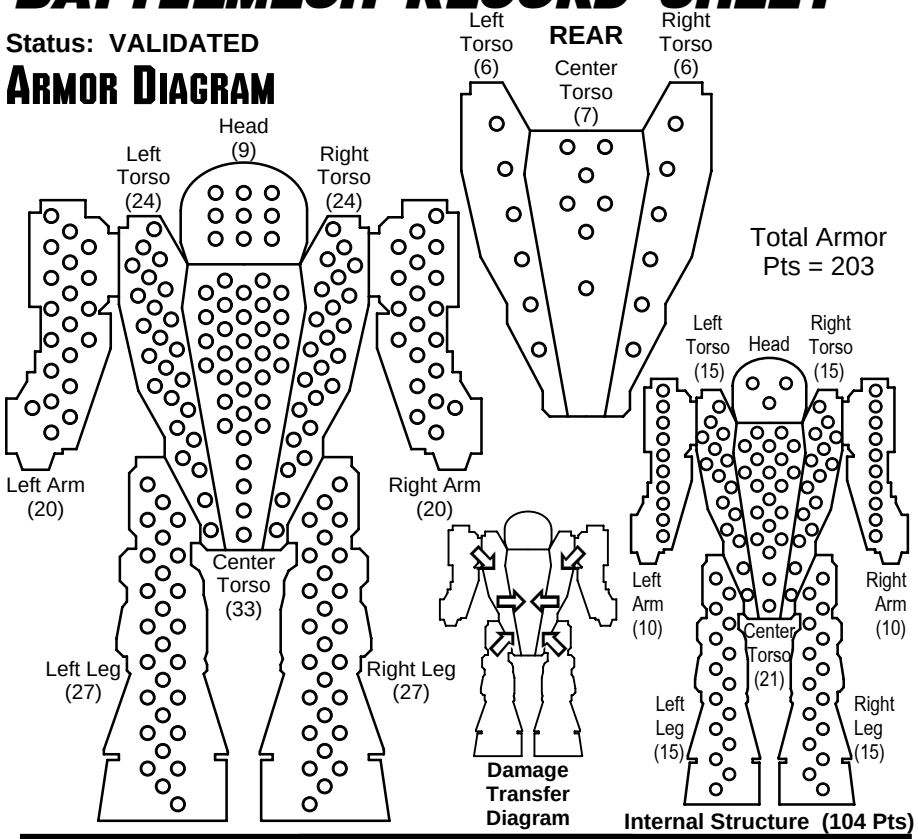
ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-7W
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	MML 9 w/ Artemis IV	RA	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
1	ER Medium Laser	RA	5	5	-	4	8	12
1	MML 9 w/ Artemis IV	LA	5	-	-	-	-	-
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MML 5 w/ Artemis IV	RT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
1	MML 5 w/ Artemis IV	LT	3	-	-	-	-	-

Ammo Type: Rounds:
MML 9
MML 5

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

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

1-3
4. MML 9
5. MML 9
6. MML 9

1. MML 9
2. MML 9

4-6
3. Artemis IV FCS
4. ER Medium Laser
5. Ammo (MML 9) 11/13
6. Ammo (MML 9) 11/13

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. MML 5
5. MML 5
6. MML 5

1. Artemis IV FCS
2. Ammo (MML 5) 20/24

4-6
3. Ammo (MML 5) 20/24
4. Ammo (MML 5) 20/24
5. CASE
6. *Light Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Light Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

4-6
3. XL Gyro
4. XL Engine
5. XL Engine
6. XL Engine

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. MML 9
5. MML 9
6. MML 9

1. MML 9
2. MML 9

4-6
3. Artemis IV FCS
4. ER Medium Laser
5. Ammo (MML 9) 11/13
6. Ammo (MML 9) 11/13

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. MML 5
5. MML 5
6. MML 5

1. Artemis IV FCS
2. Ammo (MML 5) 20/24

4-6
3. Ammo (MML 5) 20/24
4. Ammo (MML 9) 11/13
5. CASE
6. *Light Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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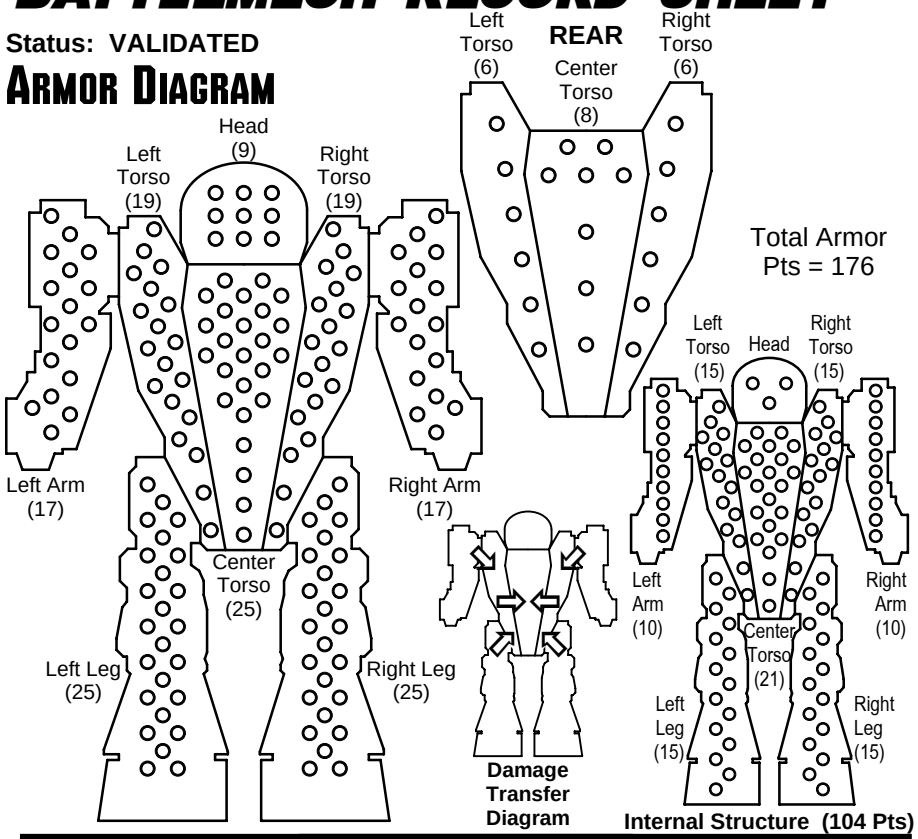
ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-8S
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Heavy Gauss Rifle	LT	2	25/20/10	4	6	13	20

Ammo Type:	Rounds:
LRM 10	12
Heavy Gauss Rifle	8

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

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

1-3

1. Medium Laser
2. *Roll Again*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

1-3

1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Heavy Gauss Rifle (Cont)
6. Heavy Gauss Rifle (Cont)

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

1. Medium Laser
2. *Roll Again*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (LRM 10) 12
5. Ammo (Hvy Gauss) 4
6. Ammo (Hvy Gauss) 4

1-3

1. CASE
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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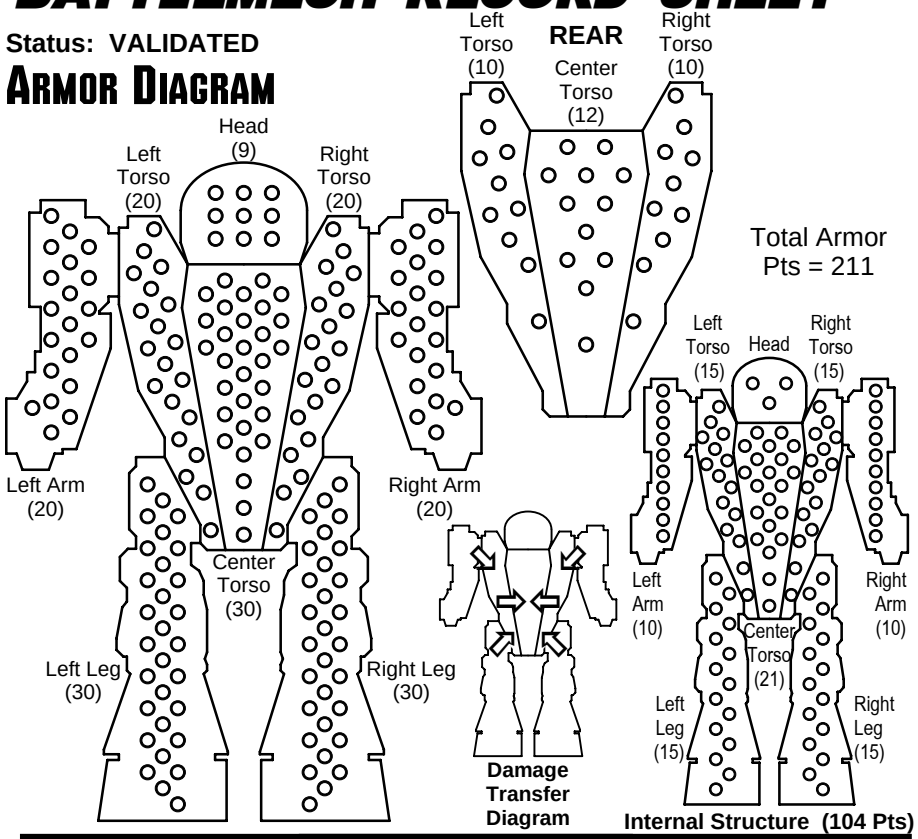
Armor Diagram



'Mech Data

Type: Rifleman IIC
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	3	Clan
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
2	Large Pulse Laser	RA	10	10	-	6	14	20
2	Large Pulse Laser	LA	10	10	-	6	14	20
1	Active Probe	CT	0	-	-	-	-	5
1	ER Small Laser	HD	2	5	-	2	4	6

Total Heat Sinks: 19 Double (38)
OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (42)

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
1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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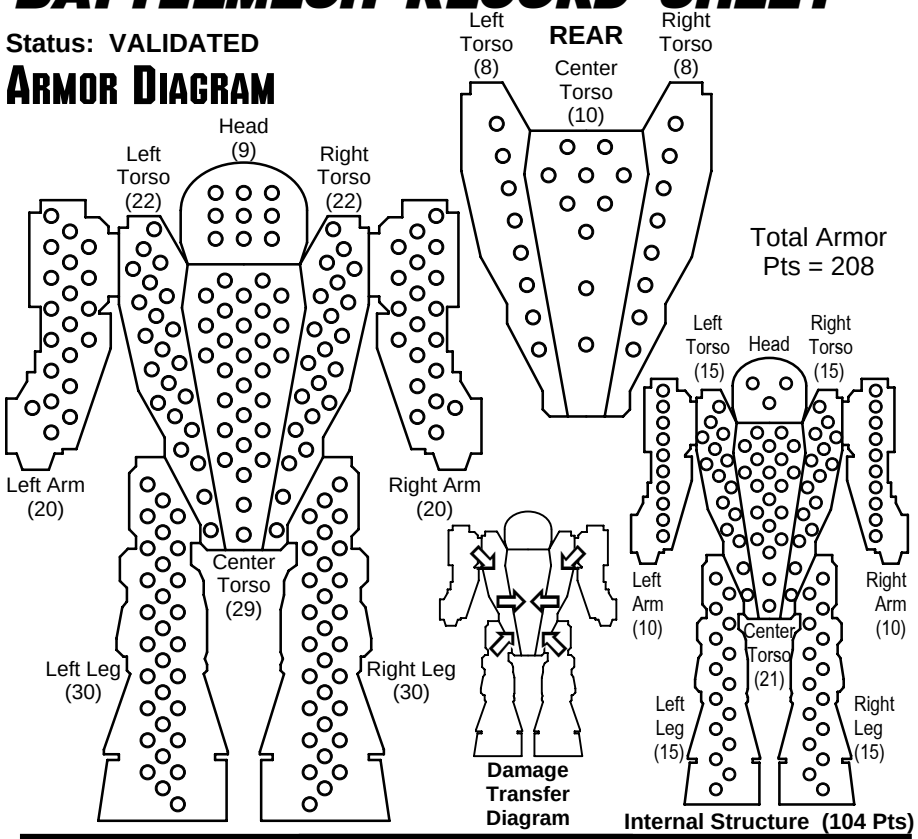
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Rifleman IIC 2
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Clan
Running:	6	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Ultra AC/2	RA	1	2	2	9	18	27
2	Ultra AC/2	LA	1	2	2	9	18	27

Ammo Type:	Rounds:
Ultra AC/2	270

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (8)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Ultra AC/2, 4. Ultra AC/2, 5. Ultra AC/2, 6. Ultra AC/2
1. *Endo Steel*
2. *Endo Steel*
4-6: 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Left Torso (CASE)
1. Ammo (Ult AC/2) 45
2. Ammo (Ult AC/2) 45
1-3: 3. Ammo (Ult AC/2) 45, 4. Jump Jet, 5. *Endo Steel*, 6. *Endo Steel*
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*

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

Center Torso
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
4-6: 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Jump Jet, 6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Ultra AC/2, 4. Ultra AC/2, 5. Ultra AC/2, 6. Ultra AC/2
1. *Endo Steel*
2. *Roll Again*
4-6: 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso (CASE)
1. Ammo (Ult AC/2) 45
2. Ammo (Ult AC/2) 45
1-3: 3. Ammo (Ult AC/2) 45, 4. Jump Jet, 5. *Endo Steel*, 6. *Endo Steel*
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*

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 Point
4	
3	
2	
1	
0	

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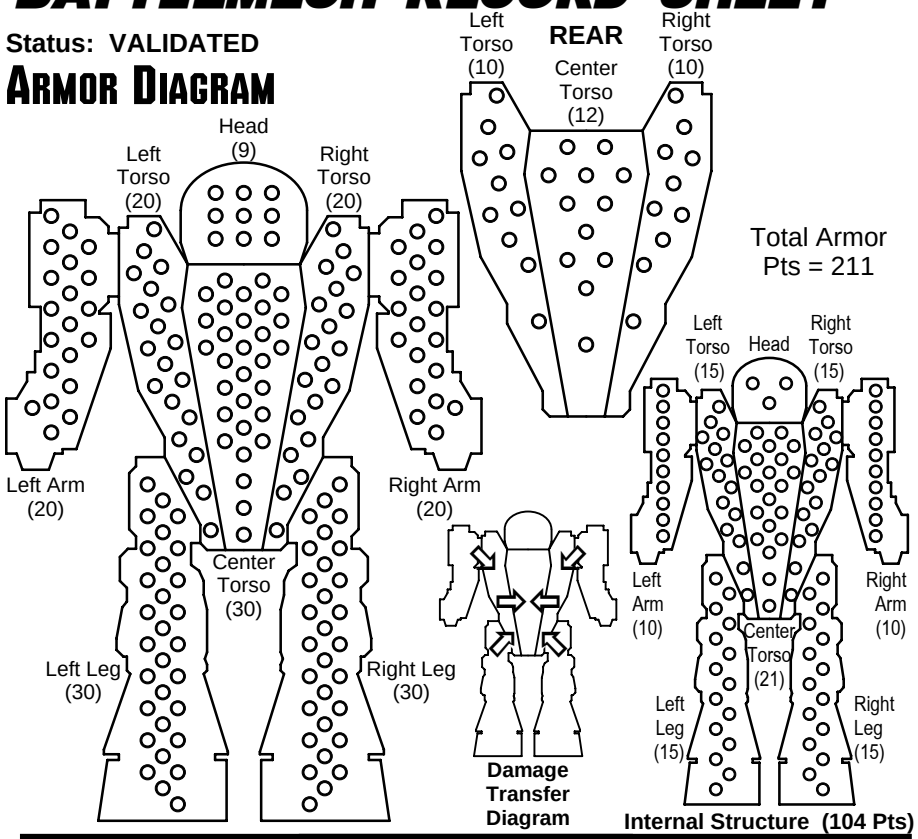
Armor Diagram



'Mech Data

Type: Rifleman IIC 3
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	3	Clan
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Ultra AC/2	RA	1	2	2	9	18	27
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Ultra AC/2	LA	1	2	2	9	18	27
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:	Rounds:
Ultra AC/2	90

Total Heat Sinks: 21 Double (42)
○○○○○○○○○○ ○○○○○○○○○○
○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Heavy Large Laser, 6. Heavy Large Laser
1. Heavy Large Laser
2. Ultra AC/2
4-6: 3. Ultra AC/2, 4. Ammo (Ult AC/2) 45
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Jump Jet, 6. *Endo Steel*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Jump Jet, 6. *Endo Steel*

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

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Heavy Large Laser, 6. Heavy Large Laser
1. Heavy Large Laser
2. Ultra AC/2
4-6: 3. Ultra AC/2, 4. Ammo (Ult AC/2) 45
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Jump Jet, 6. *Endo Steel*

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

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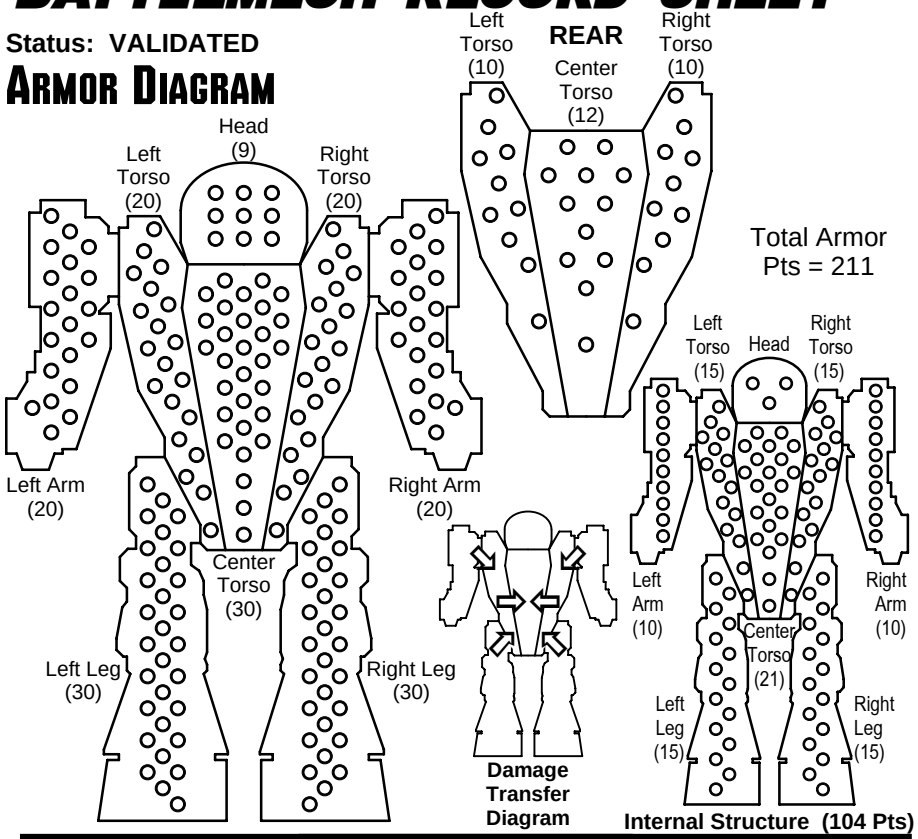
Armor Diagram



'Mech Data

Type: Rifleman IIC 4
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	3	Clan
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Adv. Tact. Msl. 9	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15

Ammo Type:	Rounds:
Adv. Tact. Msl. 9	28

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Pulse Laser, 4. Large Pulse Laser, 5. Adv. Tact. Msl. 9, 6. Adv. Tact. Msl. 9
1. Adv. Tact. Msl. 9
2. Adv. Tact. Msl. 9
4-6: 3. Ammo (ATM 9) 7, 4. Ammo (ATM 9) 7
5. *Endo Steel*
6. *Roll Again*

Left Torso
1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Jump Jet
4-6: 2. *Endo Steel*, 3. *Endo Steel*, 4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

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

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

Center Torso
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
4-6: 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Pulse Laser, 4. Large Pulse Laser, 5. Adv. Tact. Msl. 9, 6. Adv. Tact. Msl. 9
1. Adv. Tact. Msl. 9
2. Adv. Tact. Msl. 9
4-6: 3. Ammo (ATM 9) 7, 4. Ammo (ATM 9) 7
5. *Endo Steel*
6. *Roll Again*

Right Torso
1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6: 3. Jump Jet, 4. *Endo Steel*, 5. *Endo Steel*, 6. *Roll Again*

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

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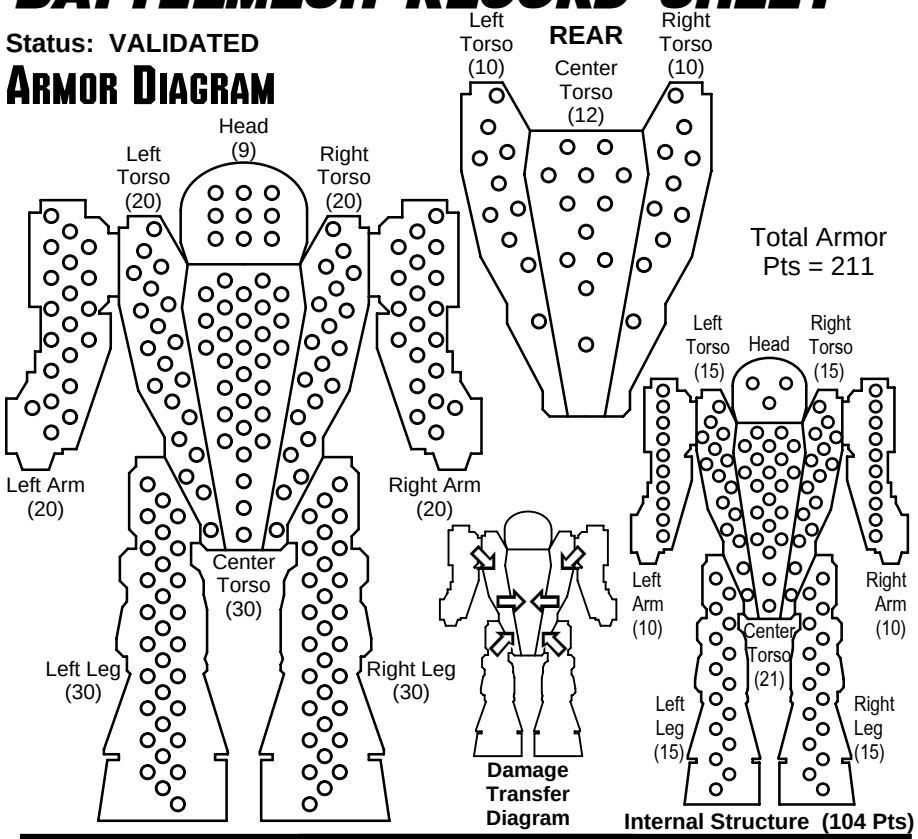
Armor Diagram



'Mech Data

Type: Rifleman IIC 5
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	3	Clan
Running:	5	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Large Laser	LA	12	10	-	8	15	25
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Large Laser	HD	12	10	-	8	15	25

Total Heat Sinks: 19 Double (38)
OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (44)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Medium Pulse Laser

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Endo Steel*
6. *Endo Steel*

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1. Shoulder
2. Upper Arm Actuator

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. Medium Pulse Laser
5. *Endo Steel*
6. *Endo Steel*

Right Torso

1-3
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Endo Steel*
6. *Roll Again*

Right Leg

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

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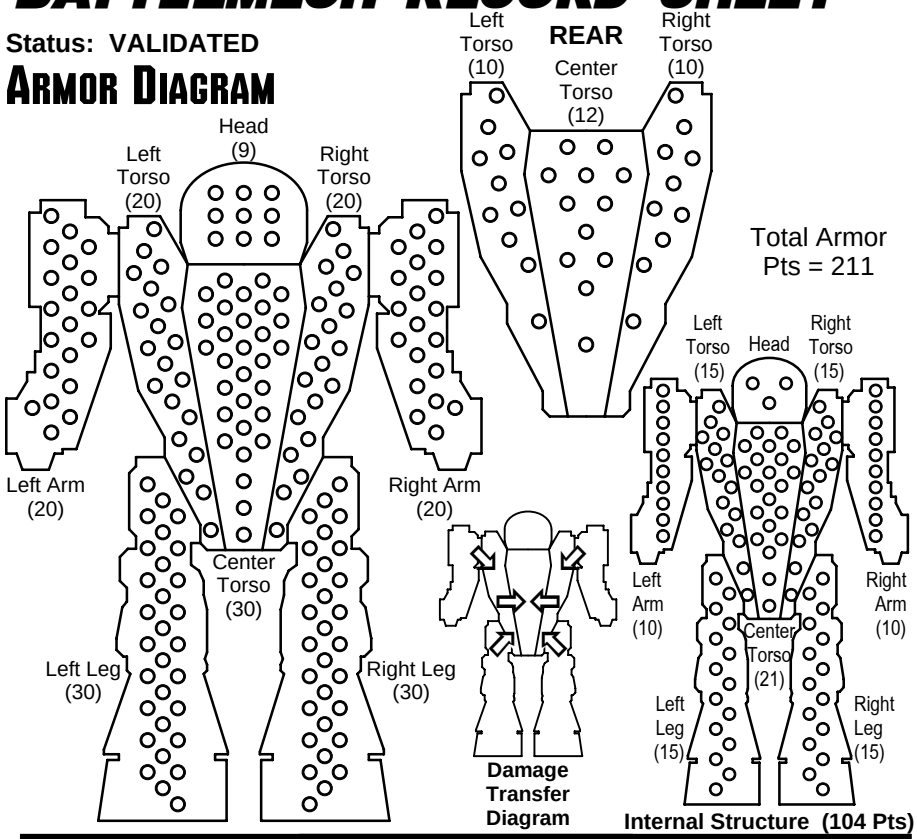
Armor Diagram



'Mech Data

Type: Rifleman IIC 6
Mass: 65 tons

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	HAG 30	RA	6	30	2	8	16	24
1	Anti-Missile System	RA	1	-	-	-	-	-
1	HAG 30	LA	6	30	2	8	16	24
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	CT	0	-	-	-	-	5
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:	Rounds:
HAG 30	28
Anti-Missile System	48

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG 30
4. HAG 30
5. HAG 30
6. HAG 30

1-3

1. HAG 30
2. HAG 30
3. HAG 30
4. HAG 30
5. Anti-Missile System
6. Ammo (AMS) 24

4-6

Left Torso
1. Ammo (HAG30) 4
2. Ammo (HAG30) 4
3. Ammo (HAG30) 4
4. Ammo (HAG30) 4
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

4-6

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Active Probe
6. Ammo (HAG30) 4

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG 30
4. HAG 30
5. HAG 30
6. HAG 30

1-3

1. HAG 30
2. HAG 30
3. HAG 30
4. HAG 30
5. Anti-Missile System
6. Ammo (AMS) 24

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Ammo (HAG30) 4
4. Ammo (HAG30) 4
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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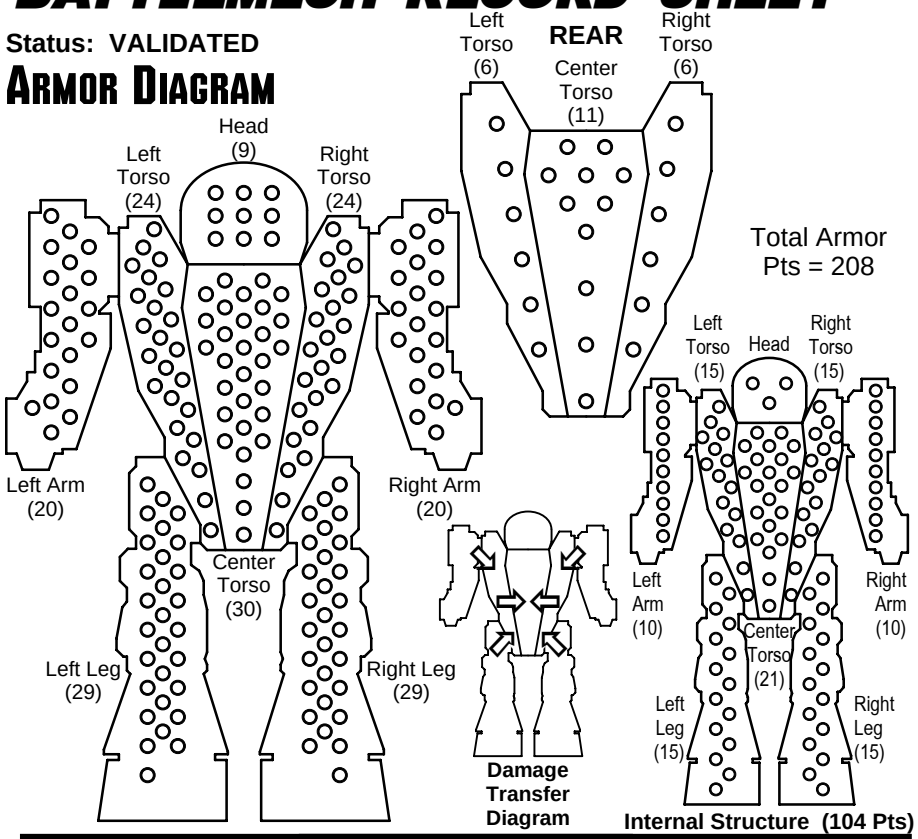
ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-5S
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
2	Machine Gun	LA	0	2	-	1	2	3
1	LRM 15	RT	5	1/hit	6	7	14	21
1	SRM 2	RT	2	2/hit	-	3	6	9
3	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200
LRM 15	16
SRM 2	50

Total Heat Sinks: 15 Single ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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

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

4-6

Left Torso
1. Medium Laser
2. Medium Laser
3. Medium Laser
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. LRM 15
2. LRM 15
3. LRM 15
4. SRM 2
5. Ammo (SRM 2) 50
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. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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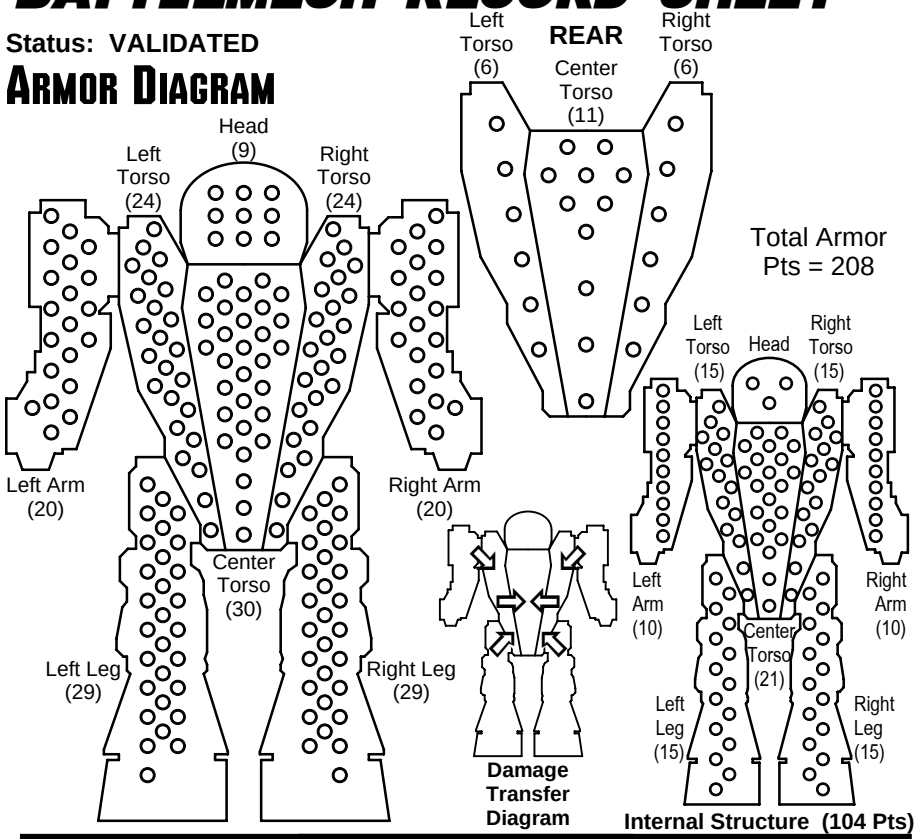
Armor Diagram



'Mech Data

Type: Thunderbolt TDR-5SE
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Large Laser	RA	8	8	- 5	10	15	
1	LRM 10	LT	4	1/hit	6	7	14	21
3	Medium Laser	LT	3	5	- 3	6	9	

Ammo Type:	Rounds:
LRM 10	24

Total Heat Sinks: 17 Single
OOOOOOOOOO OOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (21)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

4-6
1. Medium Laser
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. *Roll Again*

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

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

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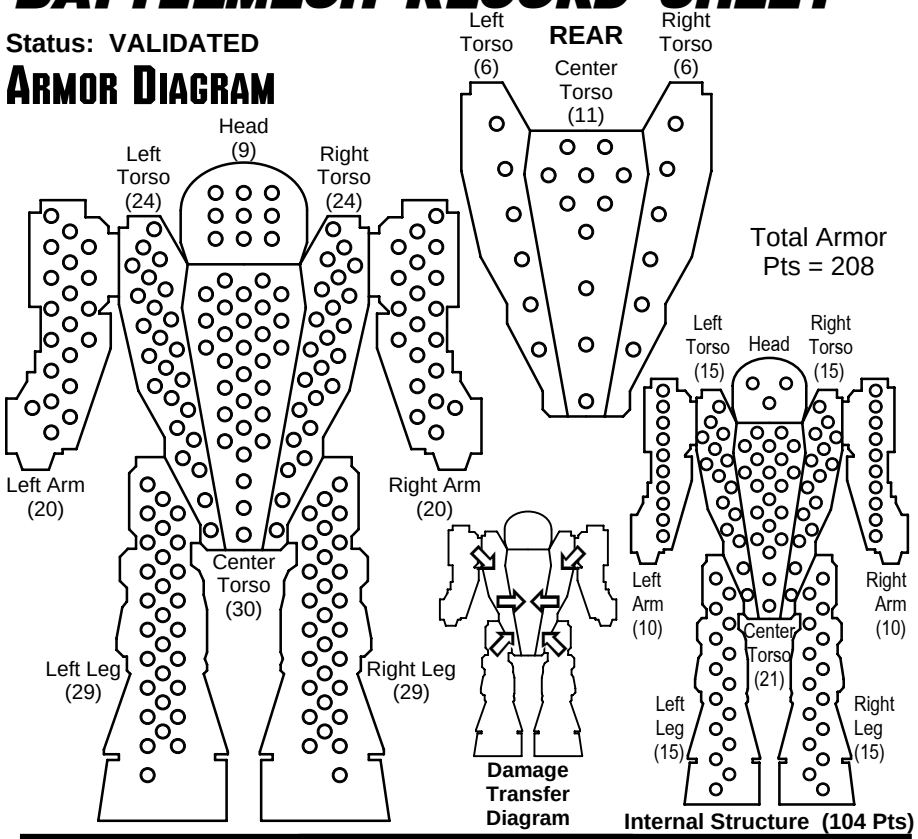
ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-5SS
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	Flamer	RT	3	2	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9
3	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 21 Single
○○○○○○○○○○ ○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

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
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. Single Heat Sink
2. SRM 6
3. SRM 6
4. Medium Laser
5. Medium Laser
6. Medium Laser

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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Ammo (SRM 6) 15

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

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. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Flamer

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. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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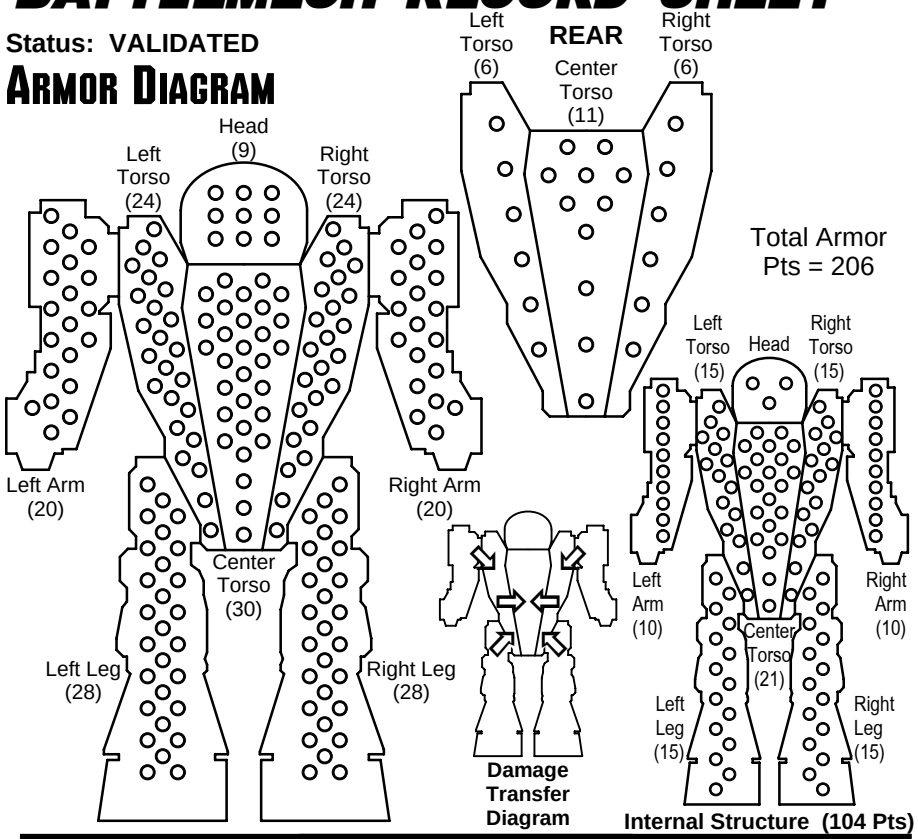
ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-7M
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
2	Machine Gun	LA	0	2	-	1	2	3
1	LRM 15	RT	5	1/hit	6	7	14	21
3	Medium Laser	LT	3	5	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200
LRM 15	16
Streak SRM 2	50

Total Heat Sinks: 15 Double (30) ○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (28)

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

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Machine Gun
6. Machine Gun

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser

1-3

1. Streak SRM 2
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (MG) 200
5. CASE
6. *Ferro-Fibrous*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Ferro-Fibrous*
6. *Roll Again*

4-6

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

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

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (Streak 2) 50
5. CASE
6. *Ferro-Fibrous*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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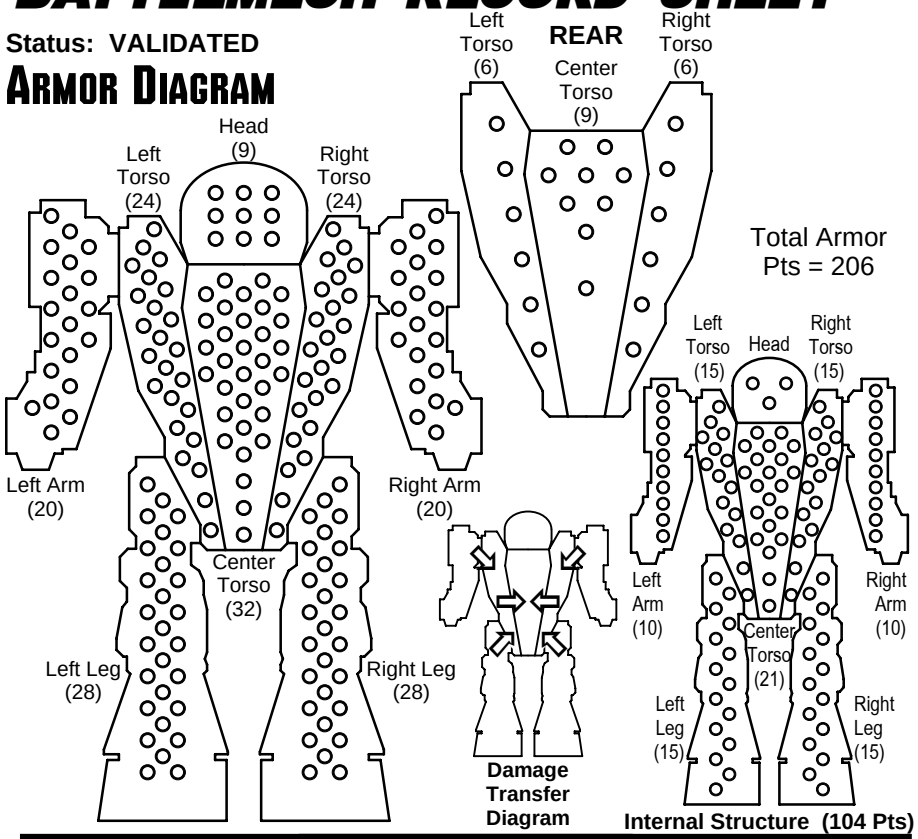
Armor Diagram



'Mech Data

Type: Thunderbolt TDR-7SE
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Medium Pulse Laser	LA	4	6	-	2	4	6
3	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type:	Rounds:
Gauss Rifle	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (17)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1-3
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. *Endo Steel*

Right Torso
1-3
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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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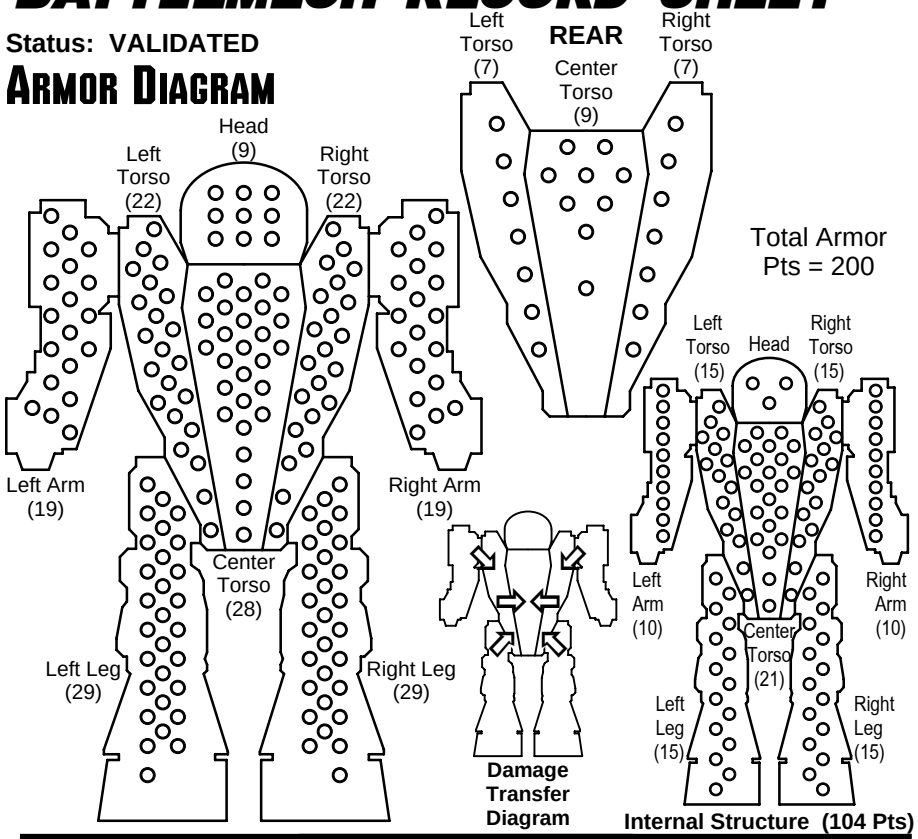
ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-9M
Mass: 65 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	LRM 15	RT	5	1/hit	6	7	14	21
3	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type:	Rounds:
Light Gauss Rifle	16
LRM 15	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (21)

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
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. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light Gauss Rifle
6. Light Gauss Rifle

1-3

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (Lt Gauss) 16

1-3

1. CASE
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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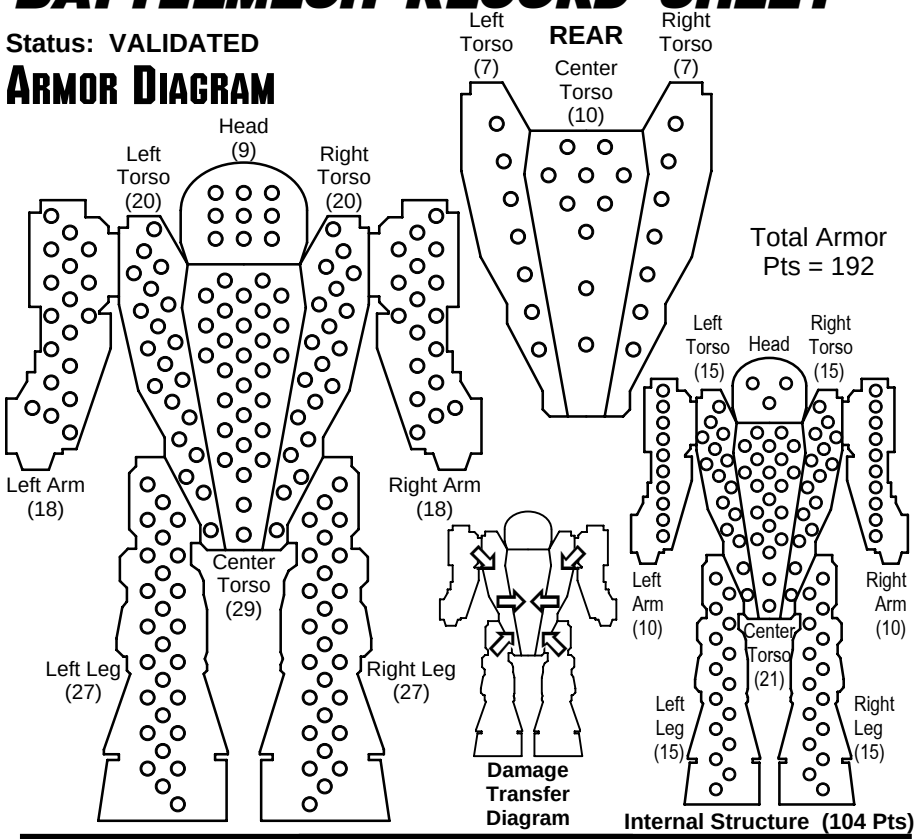
ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-9NAIS
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Rotary AC/5	RA	1	5	-	5	10	15
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
3	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	CT	0	-	-	-	-	6
1	Targeting Computer							

Ammo Type:	Rounds:
Rotary AC/5	60
Streak SRM 6	15

Total Heat Sinks: 13 Double (26)
OOOOOOOOOO OOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (25)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Streak SRM 6
3. Streak SRM 6
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (RAC/5) 20
5. Ammo (Streak 6) 15
6. Ammo (RAC/5) 20

1. Ammo (RAC/5) 20
2. CASE
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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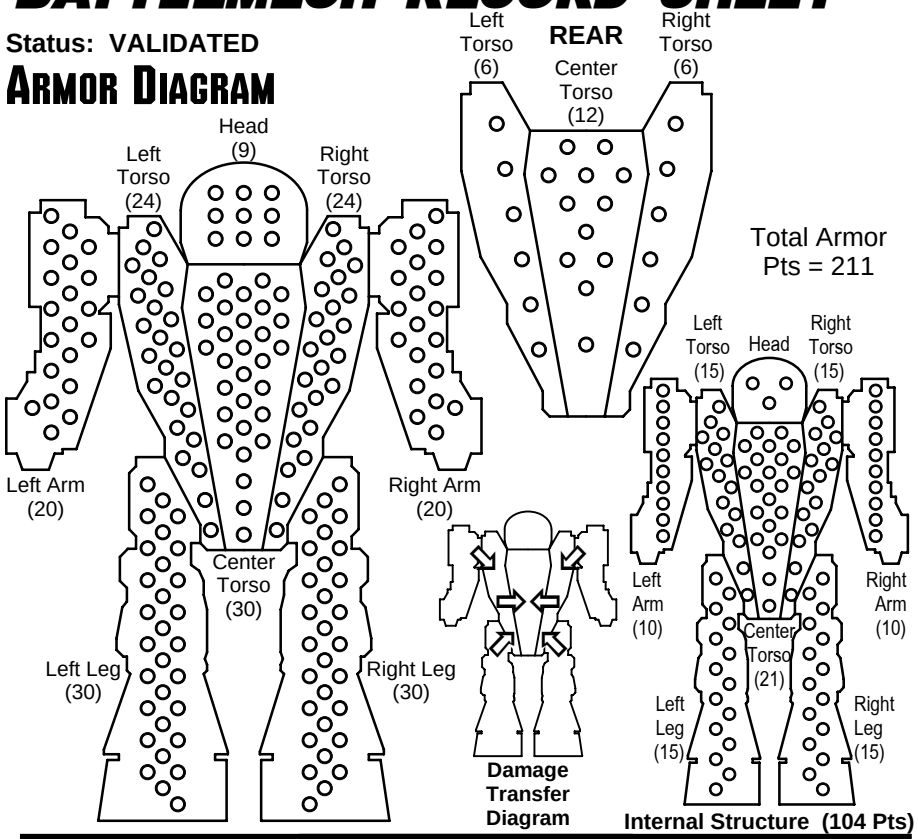
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-9S
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Machine Gun	LA	0	2	-	1	2	3
2	Flamer	RT	3	2	-	1	2	3
1	Anti-Missile System	RT	1	-	-	-	-	-
1	SRM 6	LT	4	2/hit	-	3	6	9
3	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200
Anti-Missile System	12
SRM 6	15

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (35)

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

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Machine Gun
3. Machine Gun

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. SRM 6
5. SRM 6
6. Medium Laser

1. Medium Laser
2. Medium Laser
3. Ammo (SRM 6) 15

4-6
4. Ammo (MG) 200
5. CASE
6. *Roll Again*

Left 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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

1. Flamer
2. Flamer
3. Anti-Missile System

4-6
4. Ammo (AMS) 12
5. CASE
6. *Roll Again*

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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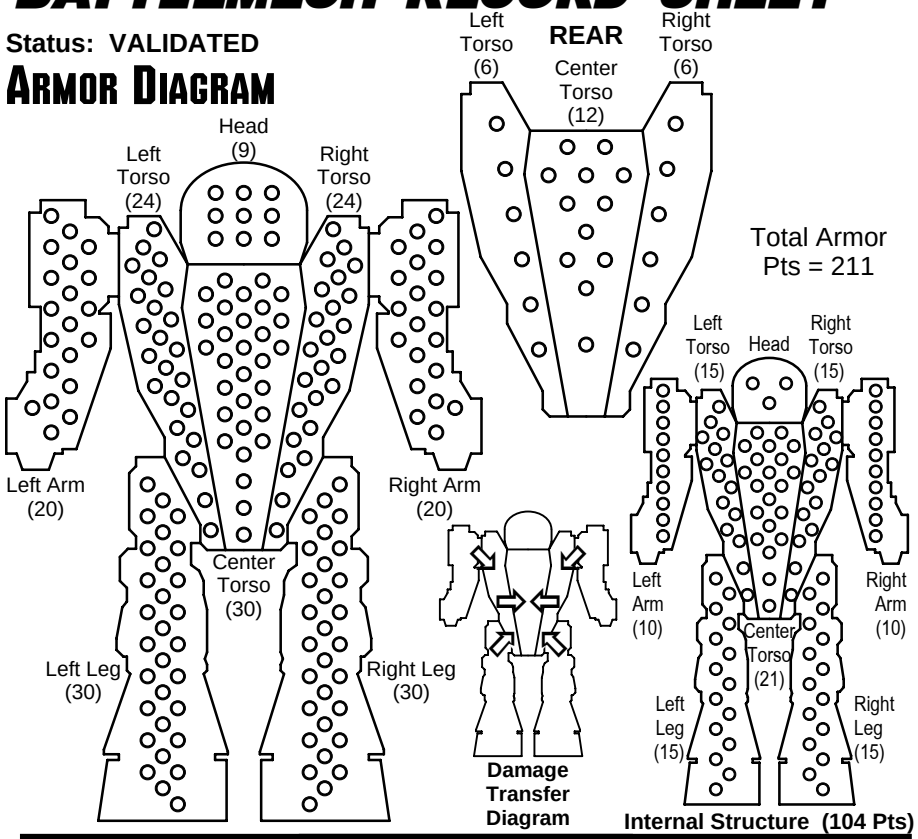
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-9SE
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
3	Medium Laser	LT	3	5	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 10	12

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (23)

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

1-3

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

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Medium Laser

1-3

1. Medium Laser
2. Medium Laser
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. CASE

4-6

Left 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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse 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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
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*

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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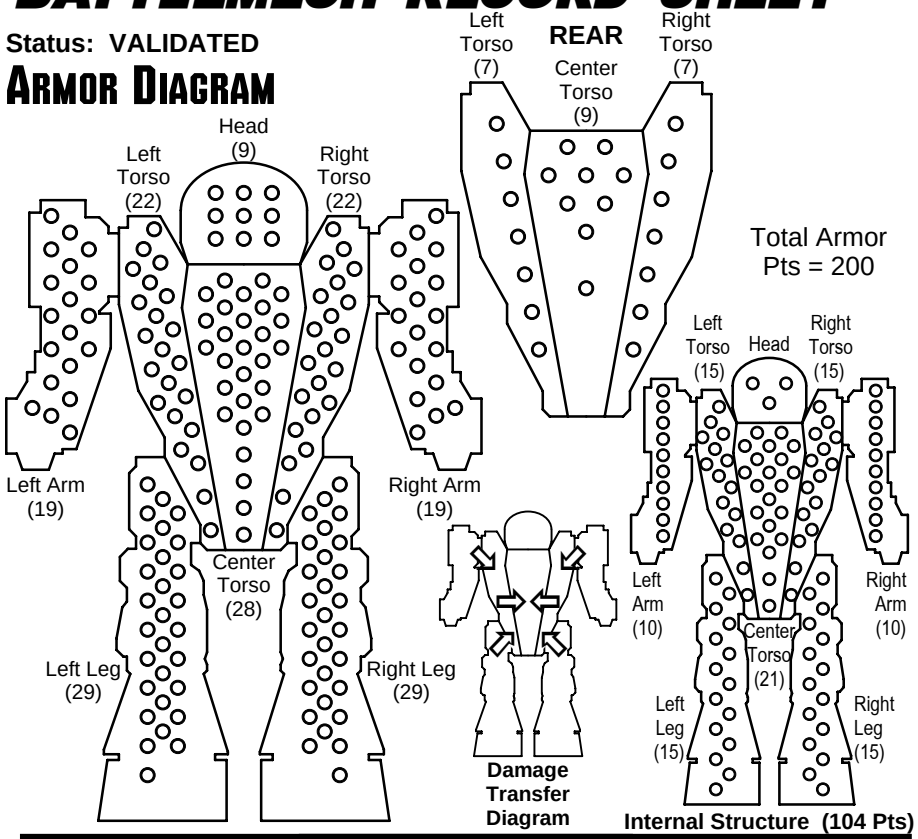
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-10SE
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6 [8]	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	LRM 10	LT	4	1/hit	6	7	14	21
3	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	CT	0	-	-	-	-	6
1	Targeting Computer							

Ammo Type:	Rounds:
LRM 10	12

Total Heat Sinks: 12 Double (24) ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (34)

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

1-3
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. LRM 10
5. LRM 10
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser
3. Ammo (LRM 10) 12

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER PPC
6. ER PPC

1. ER PPC
2. *Endo Steel*
3. *Endo Steel*

4-6
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. MASC
2. MASC
3. MASC

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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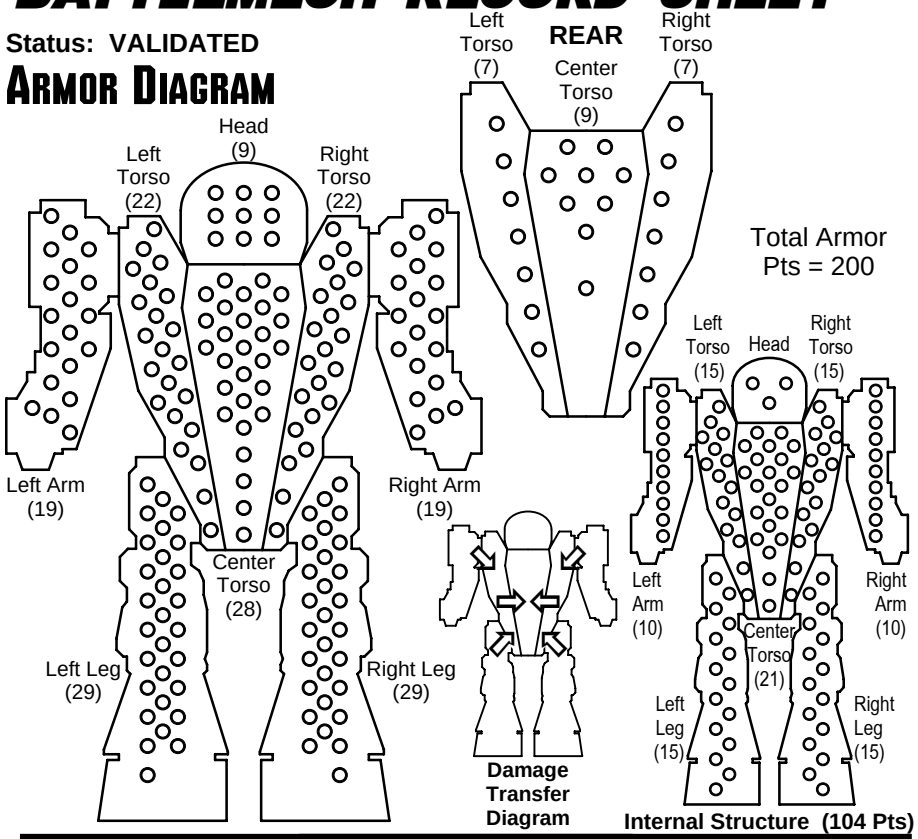
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-11SE
Mass: 65 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 6	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	MML 7	RT	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
3	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	CT	0	-	-	-	-	6
1	Targeting Computer							

Ammo Type: MML 7 **Rounds:**

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (29)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Ammo (MML 7) 14/17
5. Ammo (MML 7) 14/17
6. CASE

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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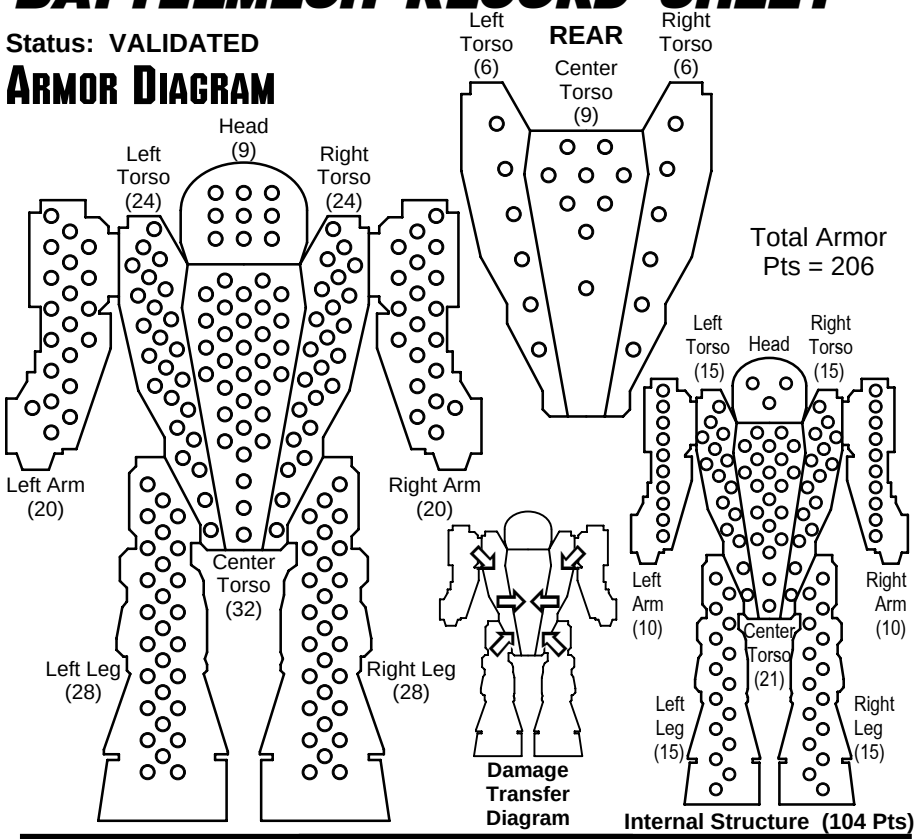
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-17S
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	4 [5]	Inner Sphere
Running:	6 [8]	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
3	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Guardian ECM	CT	0	-	-	-	-	6

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (31)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Triple Strength*
6. *Triple Strength*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Compact Engine
2. Compact Engine
3. Compact Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Guardian ECM
3. Guardian ECM
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O O
Sensor Hits	O O
Life Support	O

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

1. ER PPC
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Triple Strength*

1. *Triple Strength*
2. *Triple Strength*
3. *Triple Strength*
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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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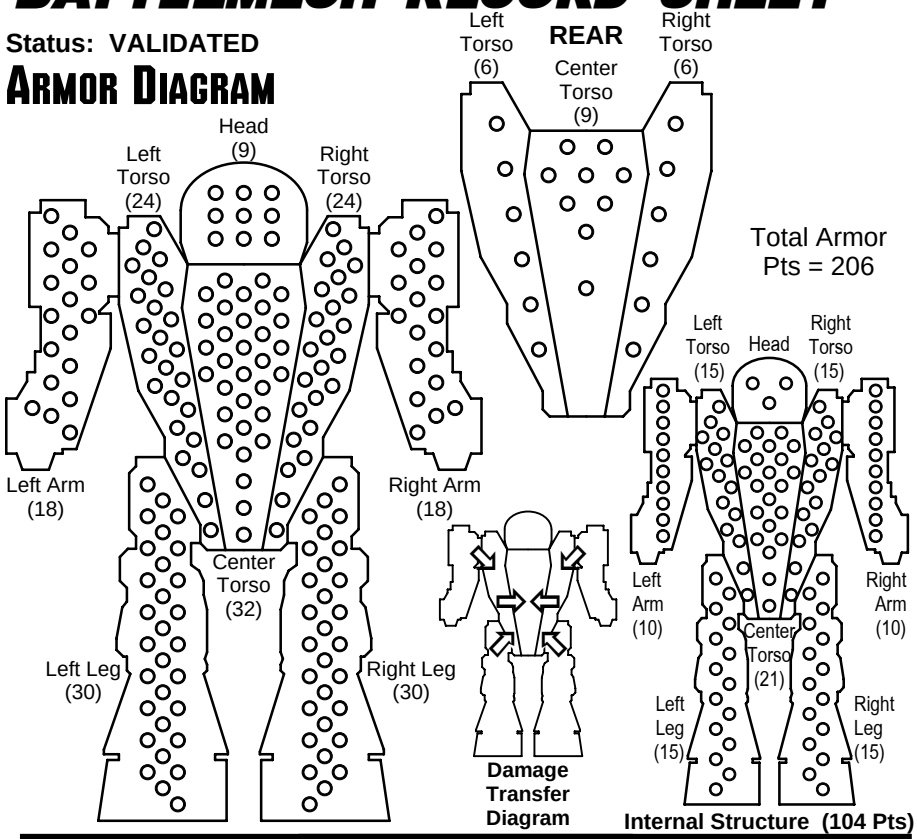
ARMOR DIAGRAM



'MECH DATA

Type: Thunderbolt TDR-60-RLA
Mass: 65 tons

Movement Points:		Tech & Configuration:
Walking:	5 [6]	Inner Sphere
Running:	8 [9]	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Snub-Nose PPC	RT	10	10/8/5	-	9	13	15
3	ER Medium Laser	RT	5	5	-	4	8	12
1	Snub-Nose PPC	LT	10	10/8/5	-	9	13	15
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Small Laser	LT	1	3	-	1	2	3
1	Small Pulse Laser	CT	2	3	-	1	2	3

Total Heat Sinks: 12 Double (24) ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (47)

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Triple Strength*

Left Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Small Laser
3. Small Laser
4. *Triple Strength*
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

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Triple Strength*
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Small Pulse Laser

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Triple Strength*

Right Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. ER Medium Laser

4-6
1. ER Medium Laser
2. ER Medium Laser
3. *Triple Strength*
4. *Triple Strength*
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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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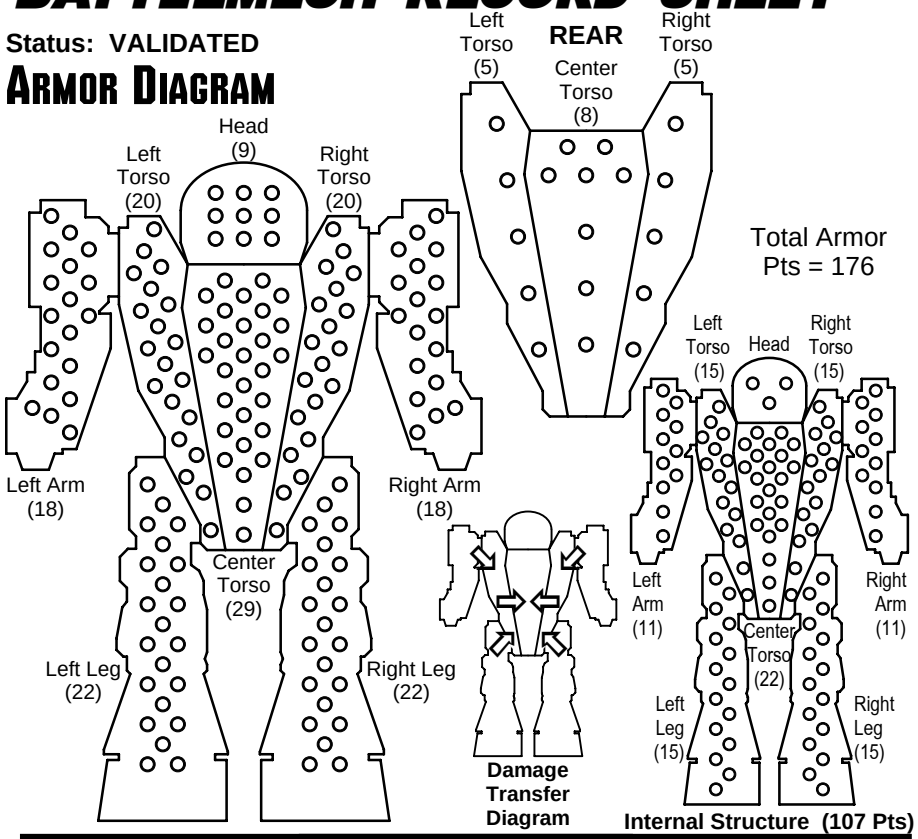
Armor Diagram



'Mech Data

Type: Archer ARC-2K
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21

Ammo Type:	Rounds:
LRM 15	32

Total Heat Sinks: 12 Single ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (26)

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
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

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*
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*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. 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*
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*

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 Point
4	
3	
2	
1	
0	

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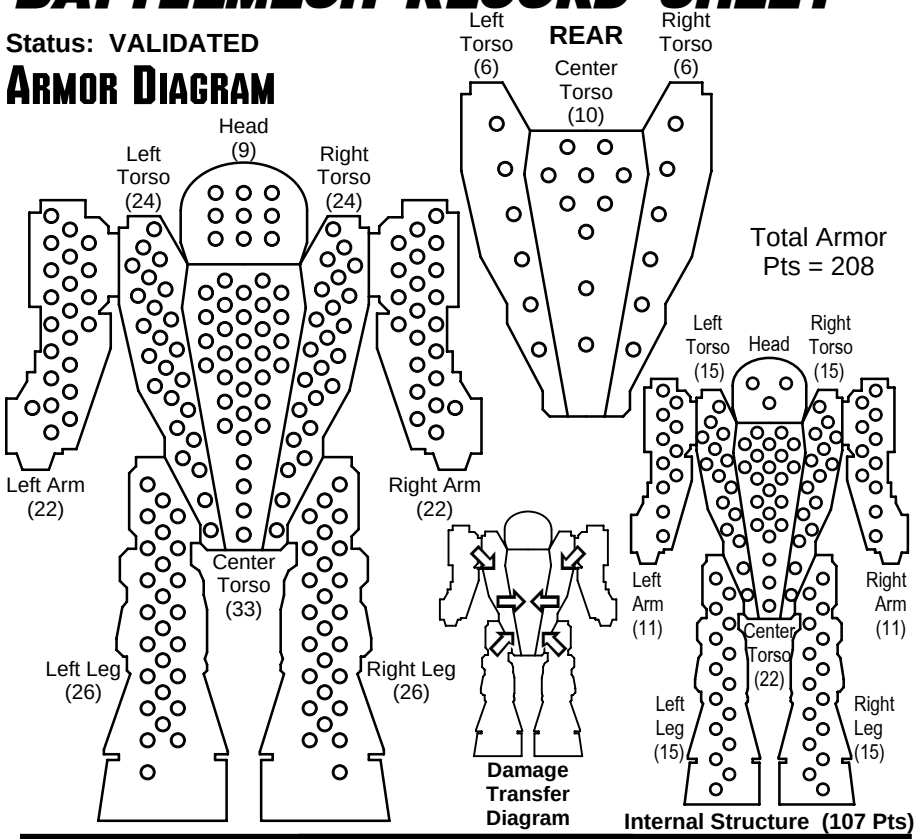
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Archer ARC-2R
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21
2	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:
LRM 20	24

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
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*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

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

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

Right Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
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*

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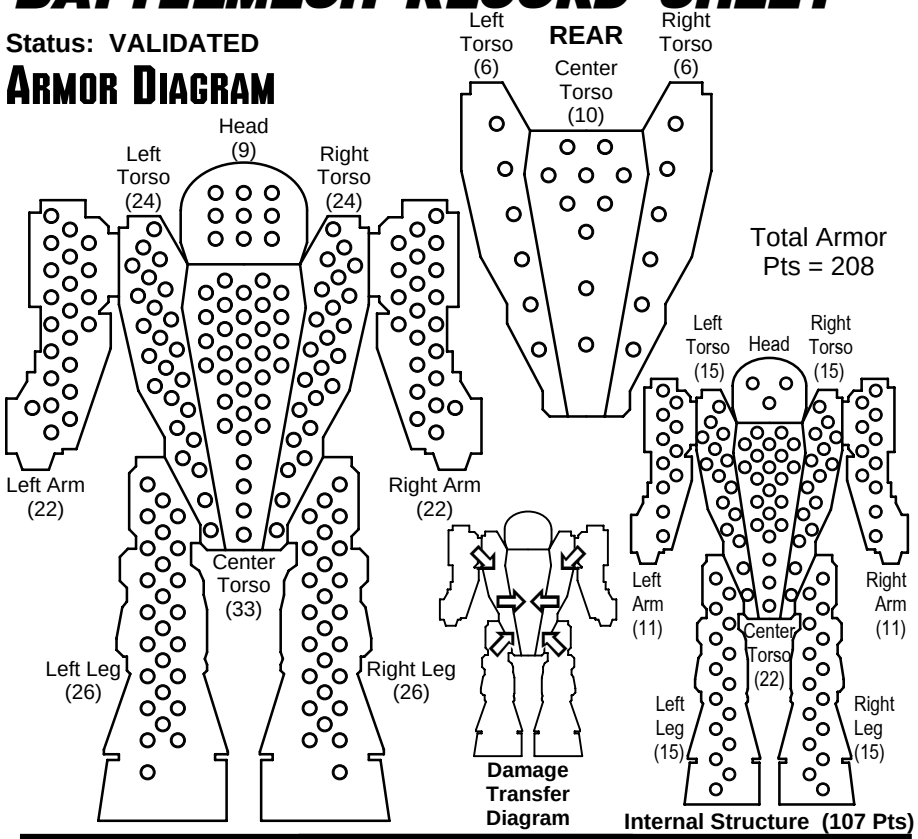
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-2S
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 15	RT	5	1/hit	6	7	14	21
1	SRM 4	RT	3	2/hit	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9
2	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:
LRM 15	32
SRM 4	50

Total Heat Sinks: 10 Single ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (28)

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

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

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

Left Torso

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
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*

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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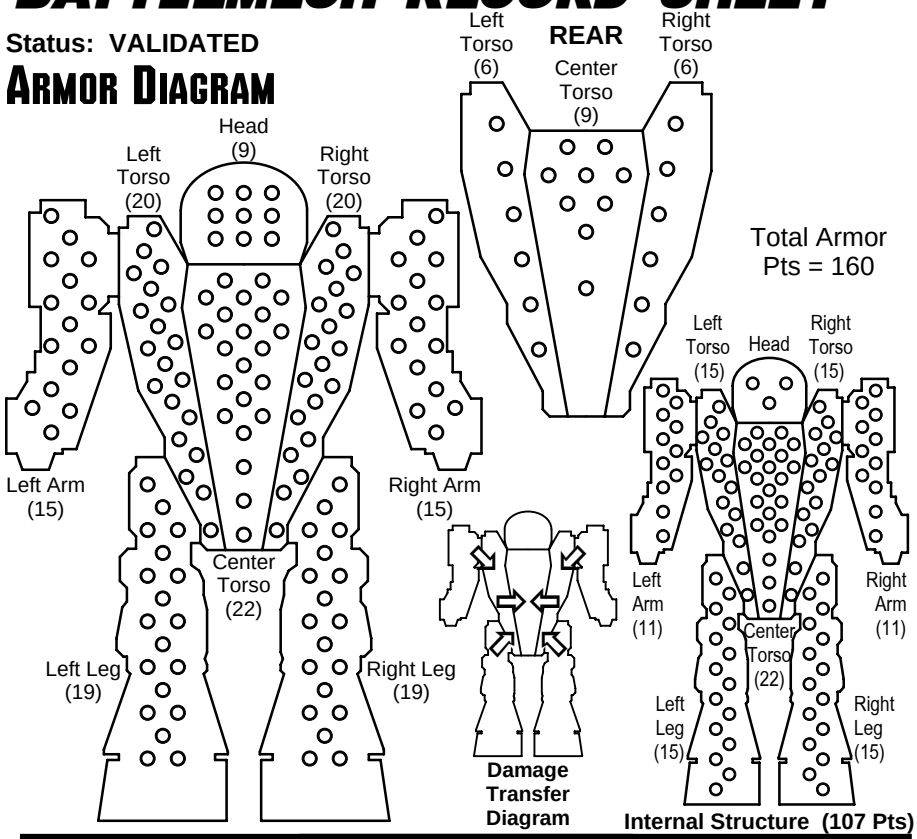
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-2W
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21
1	SRM 4	RT	3	2/hit	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 20	24
SRM 4	25

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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
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. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1-3

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. *Roll Again*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1-3

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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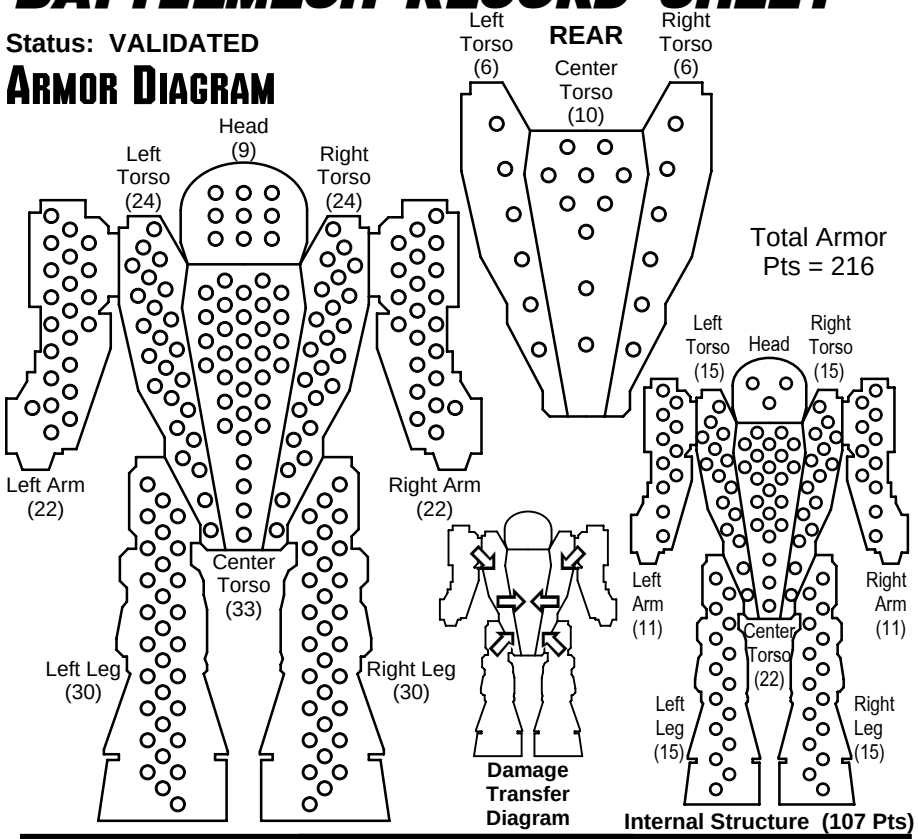
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Archer ARC-4M
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
2	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: LRM 20 — **Rounds:** 24

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Endo Steel*

4-6:
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

4-6:
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. CASE
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*

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

Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Endo Steel*

4-6:
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

4-6:
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. CASE
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*

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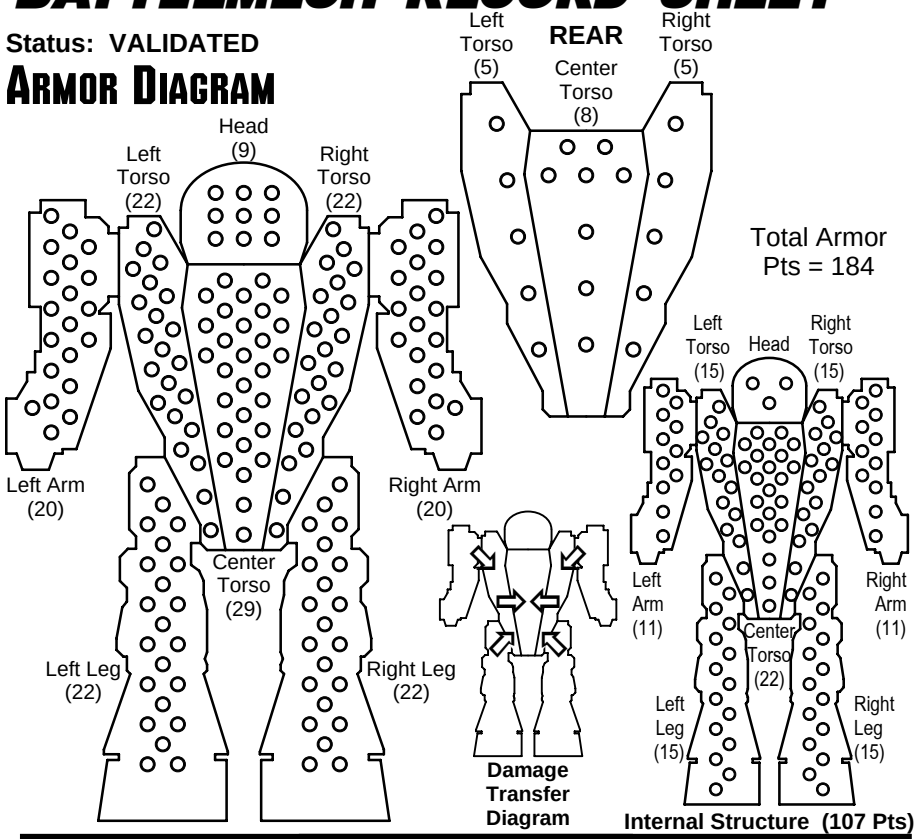
Armor Diagram



'Mech Data

Type: Archer ARC-5R
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21

Ammo Type: LRM 15 — **Rounds:** 32

Total Heat Sinks: 12 Double (24) ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (34)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm

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

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Artemis IV FCS
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. CASE

Left 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

Center Torso

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

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

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

Right Arm

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

4-6
1. Double Heat Sink
2. ER Large Laser
3. ER Large Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Torso

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Artemis IV FCS
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. CASE

Right Leg

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

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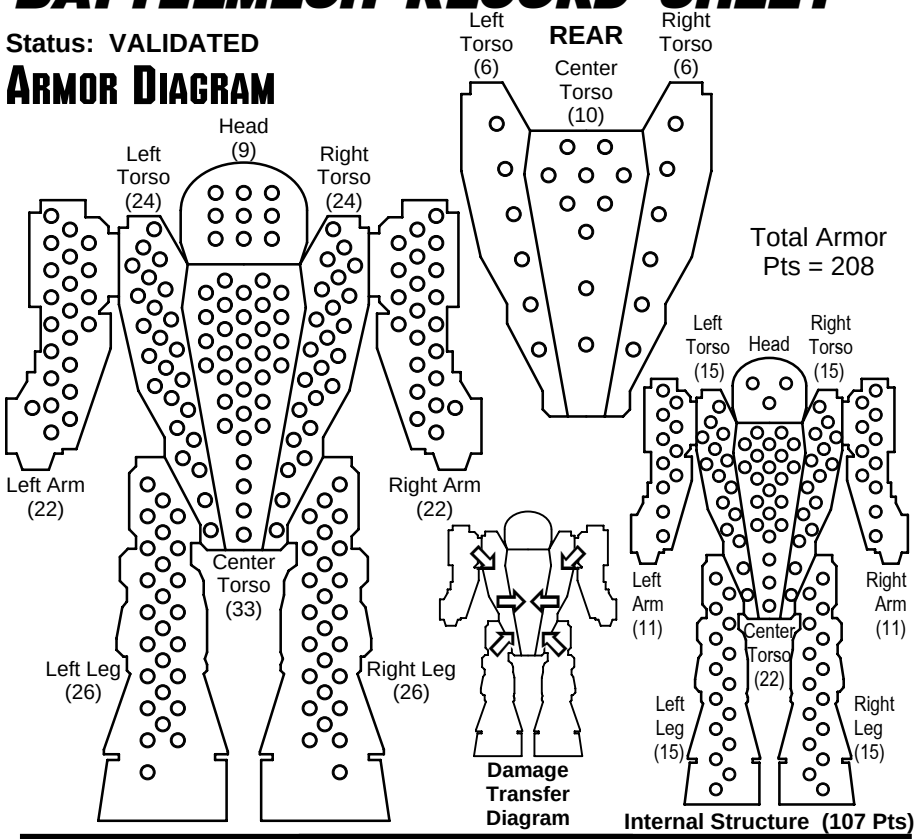
Armor Diagram



'Mech Data

Type: Archer ARC-5S
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Narc Missile Beacon	LT	0	-	-	3	6	9
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6

Ammo Type:	Rounds:
Streak SRM 2	100
LRM 15	32
Narc Missile Beacon	6

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. Medium Pulse Laser

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

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Narc Missile Beacon
2. Narc Missile Beacon
3. Ammo (LRM 15) 8
4. Ammo (Streak 2) 50
5. Ammo (Narc Pods) 6
6. CASE

Left 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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. Medium Pulse Laser

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

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (Streak 2) 50
5. CASE
6. *Roll Again*

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

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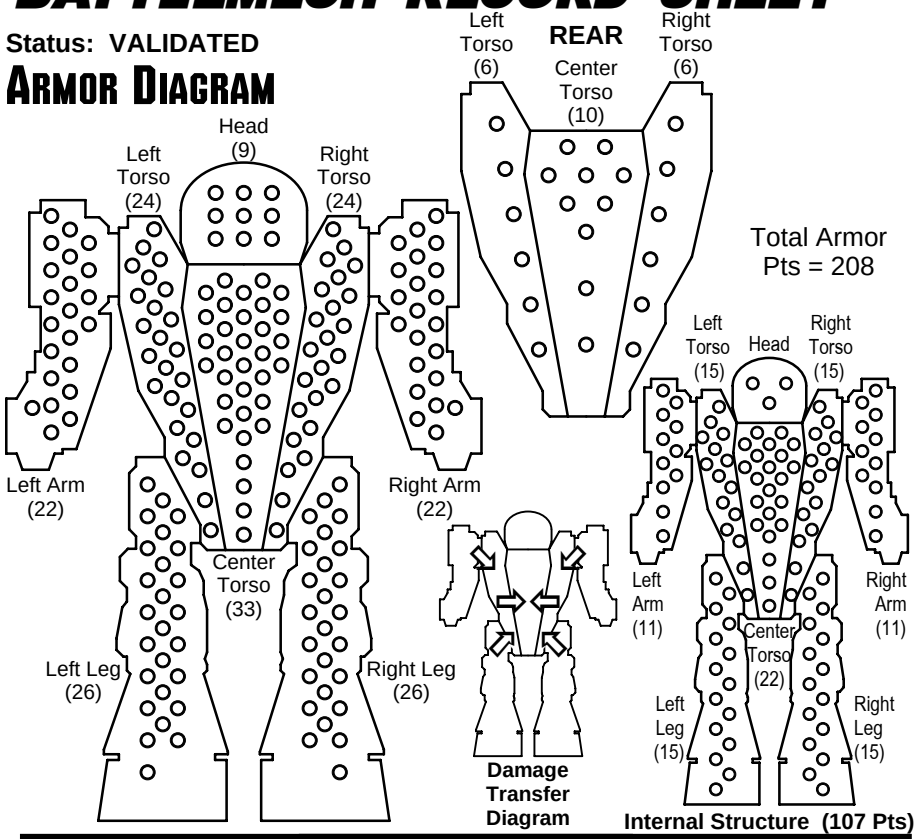
ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-5W
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Narc Missile Beacon	CT	0	-	-	3	6	9

Ammo Type:	Rounds:
SRM 4	50
LRM 20	24
Narc Missile Beacon	12

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

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

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 20
5. LRM 20
6. LRM 20

1-3
4-6
1. LRM 20
2. LRM 20
3. Ammo (Narc Pods) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. CASE

Left 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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Narc Missile Beacon
6. Narc Missile Beacon

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

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

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 20
5. LRM 20
6. LRM 20

1-3
4-6
1. LRM 20
2. LRM 20
3. Ammo (Narc Pods) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. CASE

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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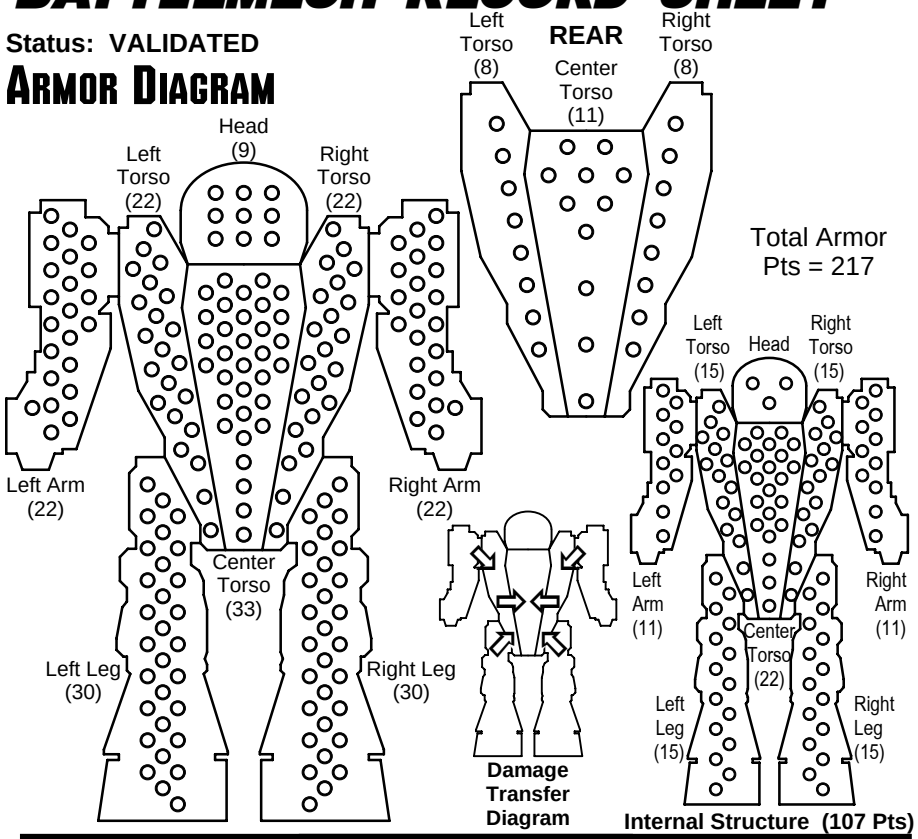
Armor Diagram



'Mech Data

Type: Archer ARC-6S
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
2	Medium Laser	CT	3	5	-	3	6	9
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type:	Rounds:
Streak SRM 2	100
LRM 20	24

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (Streak 2) 50
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser (R)
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (Streak 2) 50
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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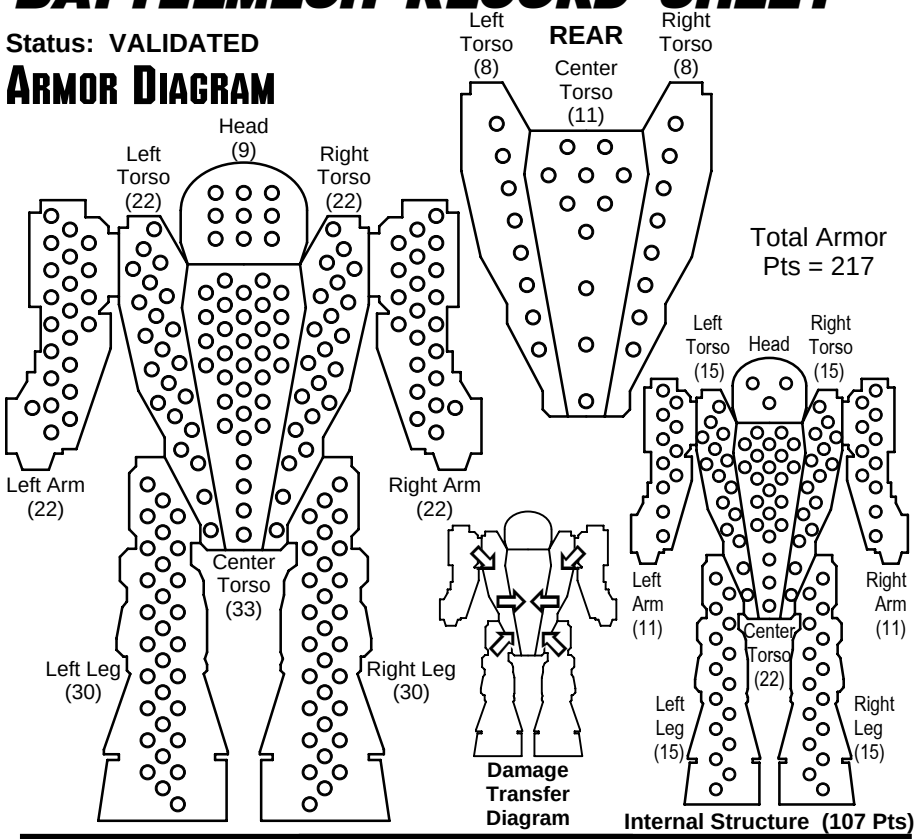
ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-6W
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
4	Rocket Launcher 20 (OS)	RT	5	1/hit	-	3	7	12
4	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12
2	Rocket Launcher 10 (OS)	CT(R)	3	1/hit	-	5	11	18

Total Heat Sinks: 20 Single ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (12)

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

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

4-6

Left Torso
1-3
1. Rocket Launcher 20 (OS)
2. Rocket Launcher 20 (OS)
3. Rocket Launcher 20 (OS)
4. Rocket Launcher 20 (OS)
5. Rocket Launcher 20 (OS)
6. Rocket Launcher 20 (OS)

4-6
1. Rocket Launcher 20 (OS)
2. Rocket Launcher 20 (OS)
3. Rocket Launcher 20 (OS)
4. Rocket Launcher 20 (OS)
5. Rocket Launcher 20 (OS)
6. Rocket Launcher 20 (OS)

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Rocket Launcher 10 (OS)(R)
6. Rocket Launcher 10 (OS)(R)

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

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

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

4-6

Right Torso
1-3
1. Rocket Launcher 20 (OS)
2. Rocket Launcher 20 (OS)
3. Rocket Launcher 20 (OS)
4. Rocket Launcher 20 (OS)
5. Rocket Launcher 20 (OS)
6. Rocket Launcher 20 (OS)

4-6
1. Rocket Launcher 20 (OS)
2. Rocket Launcher 20 (OS)
3. Rocket Launcher 20 (OS)
4. Rocket Launcher 20 (OS)
5. Rocket Launcher 20 (OS)
6. Rocket Launcher 20 (OS)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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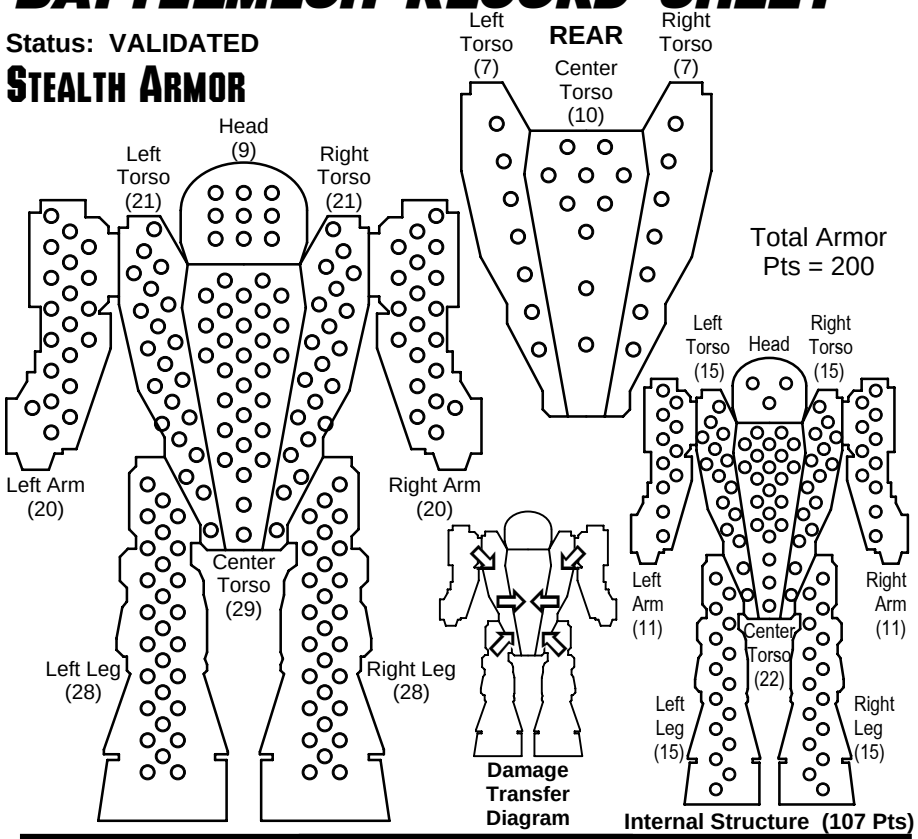
STEALTH ARMOR



'MECH DATA

Type: Archer ARC-7L
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Guardian ECM	LA	0	-	-	-	-	6
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 20	36

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6: 3. Guardian ECM, 4. Guardian ECM
5. *Stealth Armor*
6. *Stealth Armor*

Left Torso
1. Jump Jet
1-3: 2. LRM 20, 3. LRM 20, 4. LRM 20, 5. LRM 20, 6. LRM 20
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
4-6: 3. Ammo (LRM 20) 6, 4. CASE
5. *Stealth Armor*
6. *Stealth Armor*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3: 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. Fusion Engine
4-6: 3. Fusion Engine, 4. Fusion Engine, 5. Jump Jet, 6. ER Medium Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Lower Arm Actuator, 4. Hand Actuator, 5. Double Heat Sink, 6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6: 3. Double Heat Sink, 4. Double Heat Sink
5. *Stealth Armor*
6. *Stealth Armor*

Right Torso
1. Jump Jet
1-3: 2. LRM 20, 3. LRM 20, 4. LRM 20, 5. LRM 20, 6. LRM 20
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
4-6: 3. Ammo (LRM 20) 6, 4. CASE
5. *Stealth Armor*
6. *Stealth Armor*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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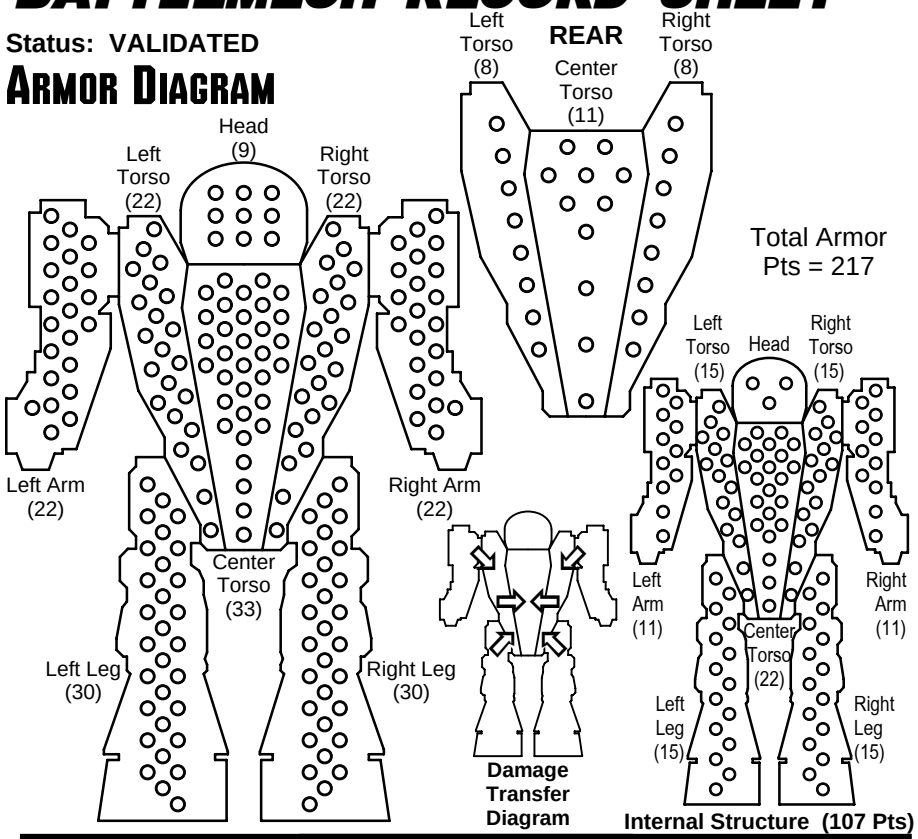
Armor Diagram



'Mech Data

Type: Archer ARC-7S
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	ER Medium Laser	CT	5	5	-	4	8	12
1	Small Pulse Laser	HD(R)	2	3	-	1	2	3

Ammo Type:	Rounds:
Streak SRM 2	100
LRM 20	24

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (23)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 2
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (Streak 2) 50
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser (R)
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Medium Laser
6. *Heavy Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 2
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (Streak 2) 50
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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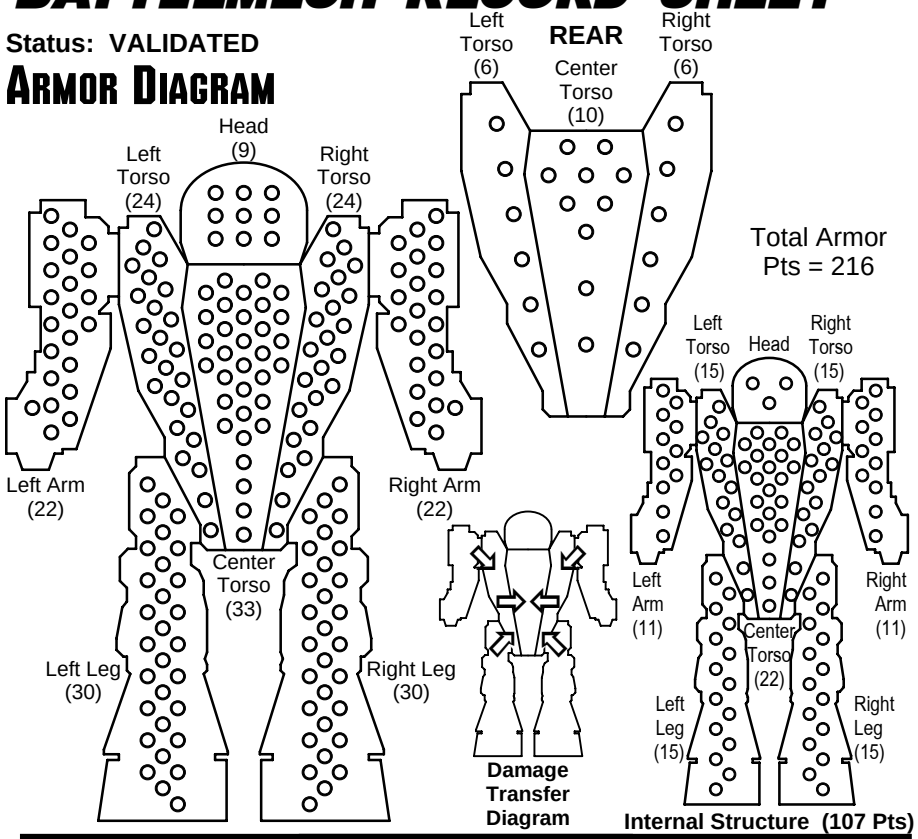
Armor Diagram



'Mech Data

Type: Archer ARC-8M
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 15	32

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (37)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. LRM 15
5. LRM 15
6. LRM 15

1. Artemis IV FCS
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. CASE
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*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. LRM 15
2. LRM 15
3. LRM 15
4. Artemis IV FCS
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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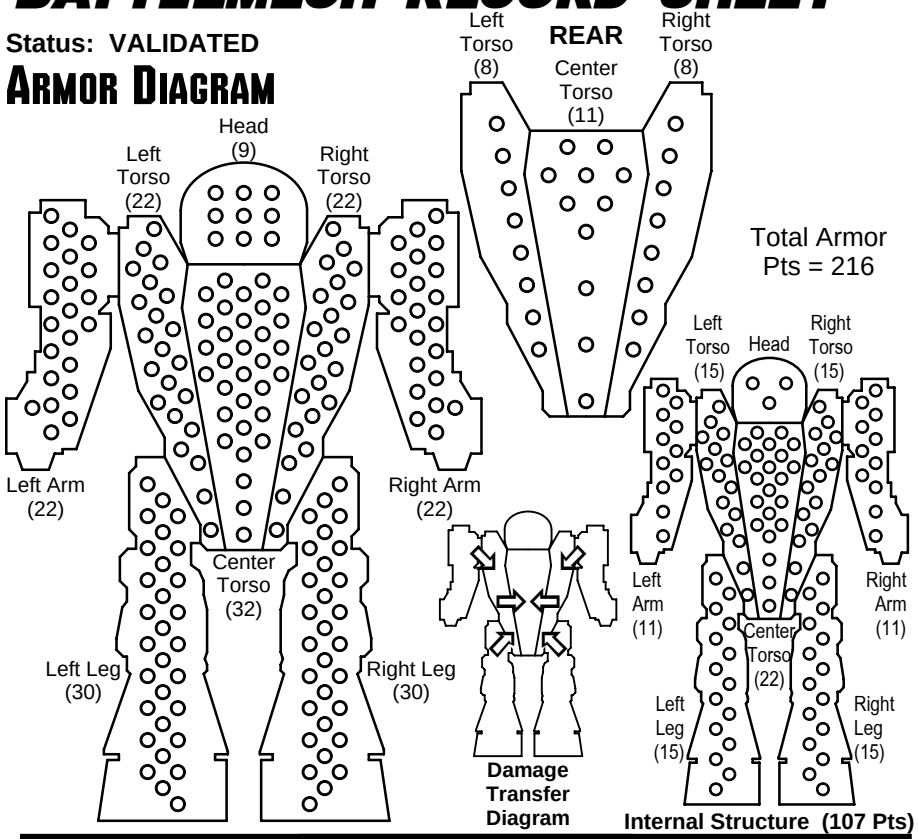
Armor Diagram



'Mech Data

Type: Archer ARC-9K
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18
2	MML 5	RT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
2	MML 5	LT	3	-	-	-	-	-
1	Light PPC	CT	5	5	3	6	12	18
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:
MML 5

Total Heat Sinks: 13 Double (26)
○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (27)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

1. Double Heat Sink
2. Light PPC
3. Light PPC
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. MML 5
6. MML 5

1. Ammo (MML 5) 20/24
2. Ammo (MML 5) 20/24
3. Ammo (MML 5) 20/24
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Light PPC
6. Light PPC

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

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

1. Double Heat Sink
2. Light PPC
3. Light PPC
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. MML 5
6. MML 5

1. Ammo (MML 5) 20/24
2. Ammo (MML 5) 20/24
3. Ammo (MML 5) 20/24
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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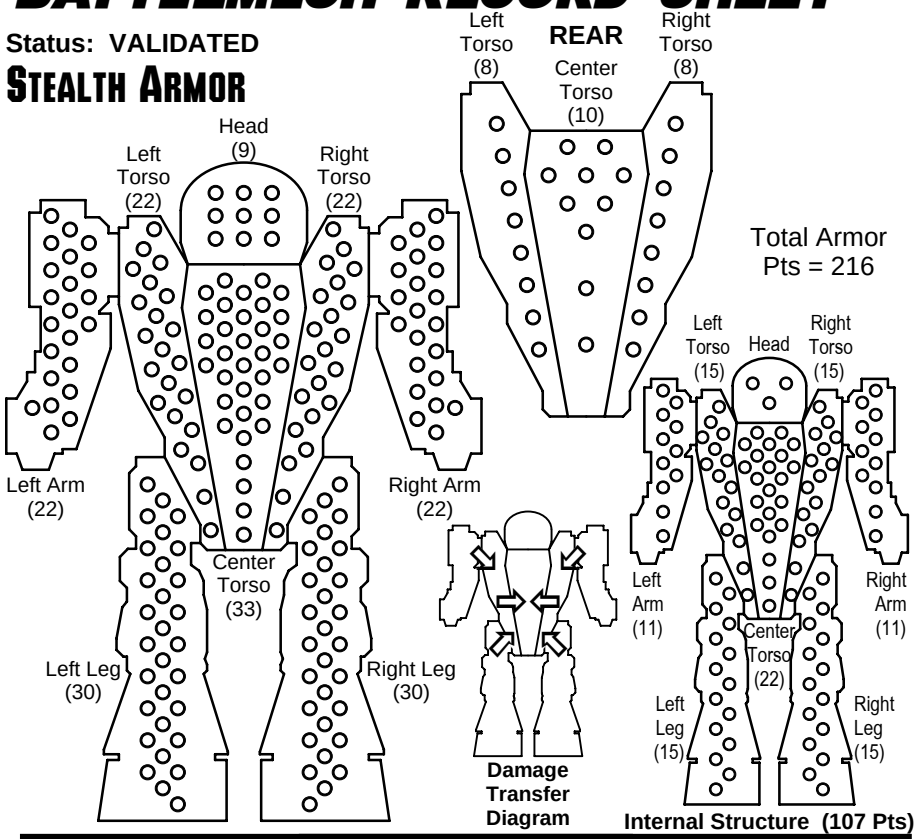
STEALTH ARMOR



'MECH DATA

Type: Warhammer WHM-4L
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Guardian ECM	CT	0	-	-	-	-	6
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (60)

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

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Medium Pulse Laser
5. *Stealth Armor*
6. *Stealth Armor*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Medium Pulse Laser
5. *Stealth Armor*
6. *Stealth Armor*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Medium Pulse Laser
5. *Stealth Armor*
6. *Stealth Armor*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak 6) 15

4-6
4. CASE
5. *Stealth Armor*
6. *Stealth Armor*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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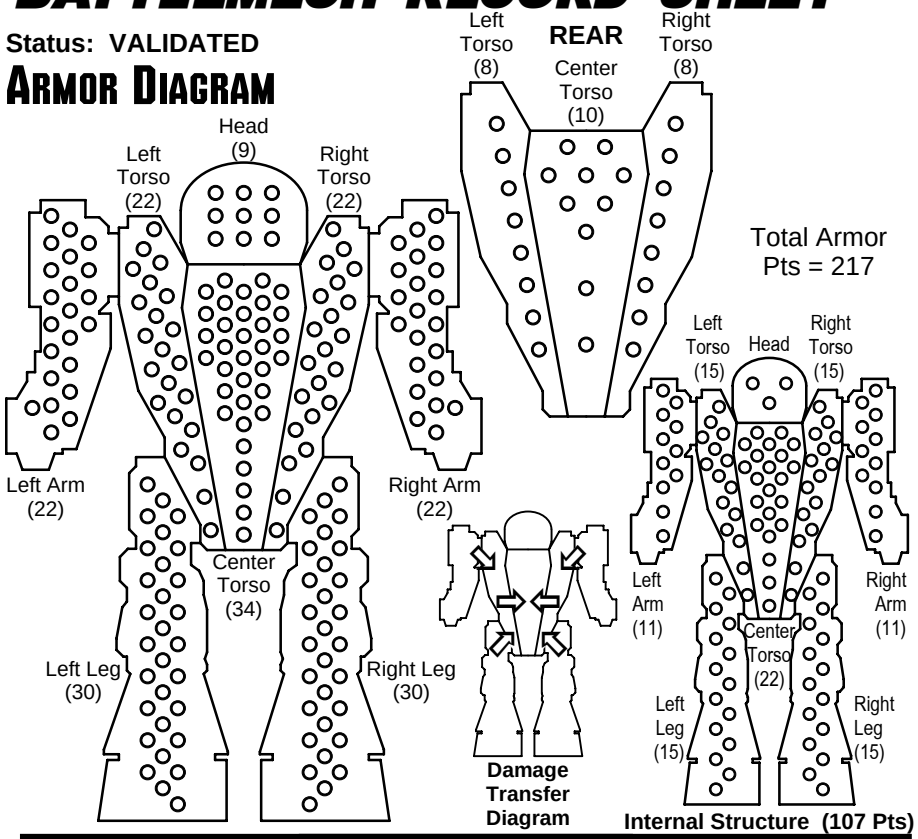
Armor Diagram



'Mech Data

Type: Warhammer WHM-6D
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Total Heat Sinks: 20 Single
○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (28)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Small Laser
5. *Roll Again*
6. *Roll Again*

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

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

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

Right Torso
1-3
1. Single Heat Sink
2. Medium Laser
3. Small Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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

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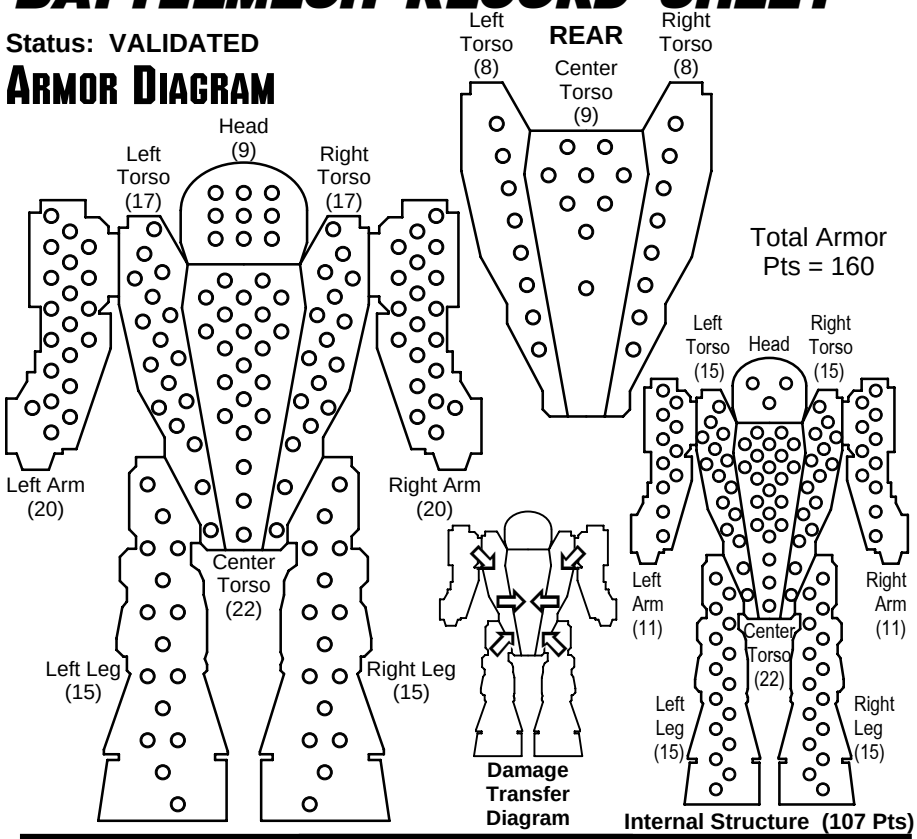
ARMOR DIAGRAM



'MECH DATA

Type: Warhammer WHM-6K
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 20 Single ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

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

1-3
4. PPC
5. PPC
6. PPC

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

Left Torso
1. Single Heat Sink
2. Single Heat Sink

1-3
3. Single Heat Sink
4. Medium Laser
5. Small Laser
6. *Roll Again*

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

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
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

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

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

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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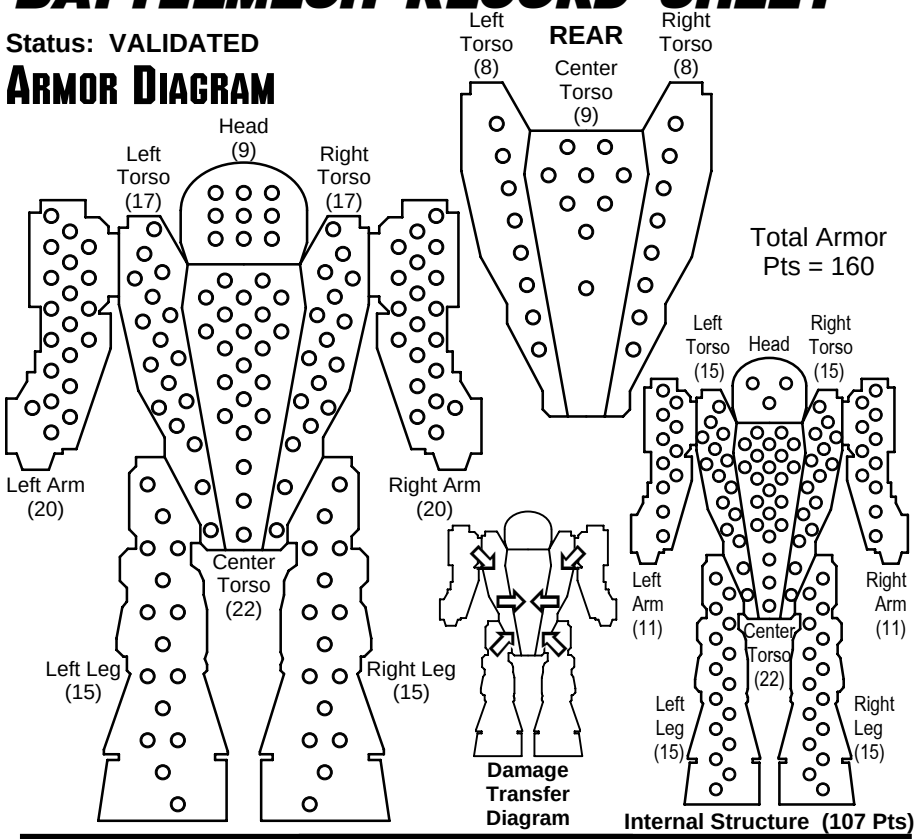
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer WHM-6L
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Flamer	RT	3	2	-	1	2	3
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3

Ammo Type: SRM 6 — **Rounds:** 15

Total Heat Sinks: 18 Single ○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (38)

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

1-3
4. PPC
5. PPC
6. PPC

4-6
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

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
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

1-3
3. SRM 6
4. SRM 6
5. Flamer
6. Ammo (SRM 6) 15

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. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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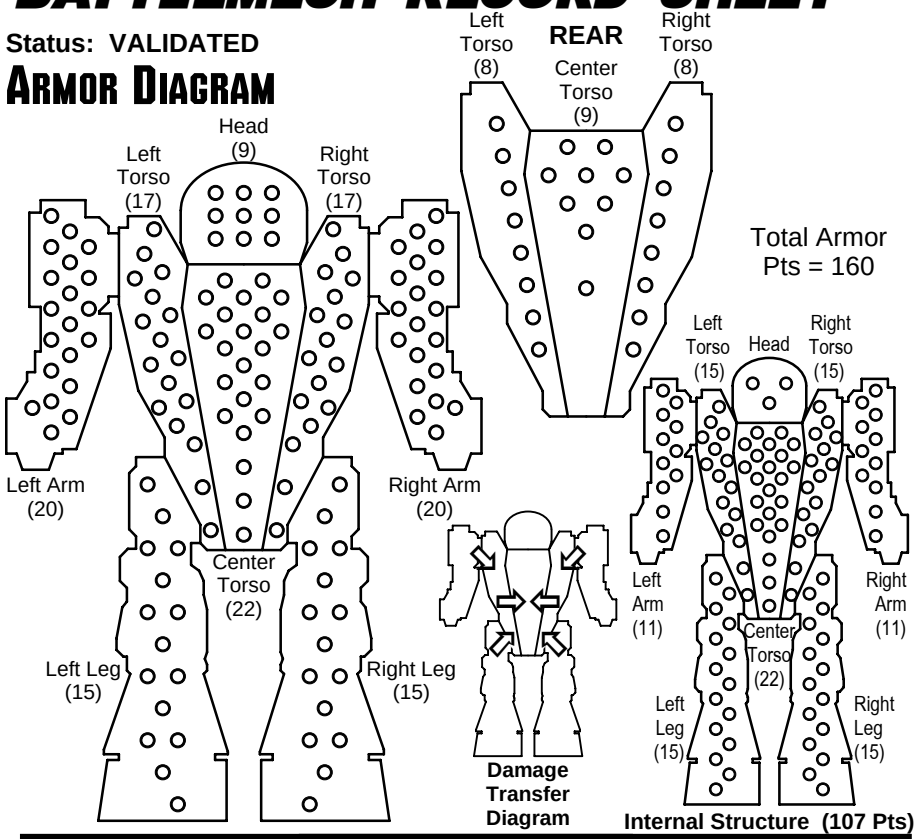
ARMOR DIAGRAM



'MECH DATA

Type: Warhammer WHM-6R
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3
1	Medium Laser	LT	3	5	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:
SRM 6	15
Machine Gun	200

Total Heat Sinks: 18 Single ○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

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

1-3

1. PPC
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
3. Machine Gun
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. PPC
6. PPC

1-3

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

4-6

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

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. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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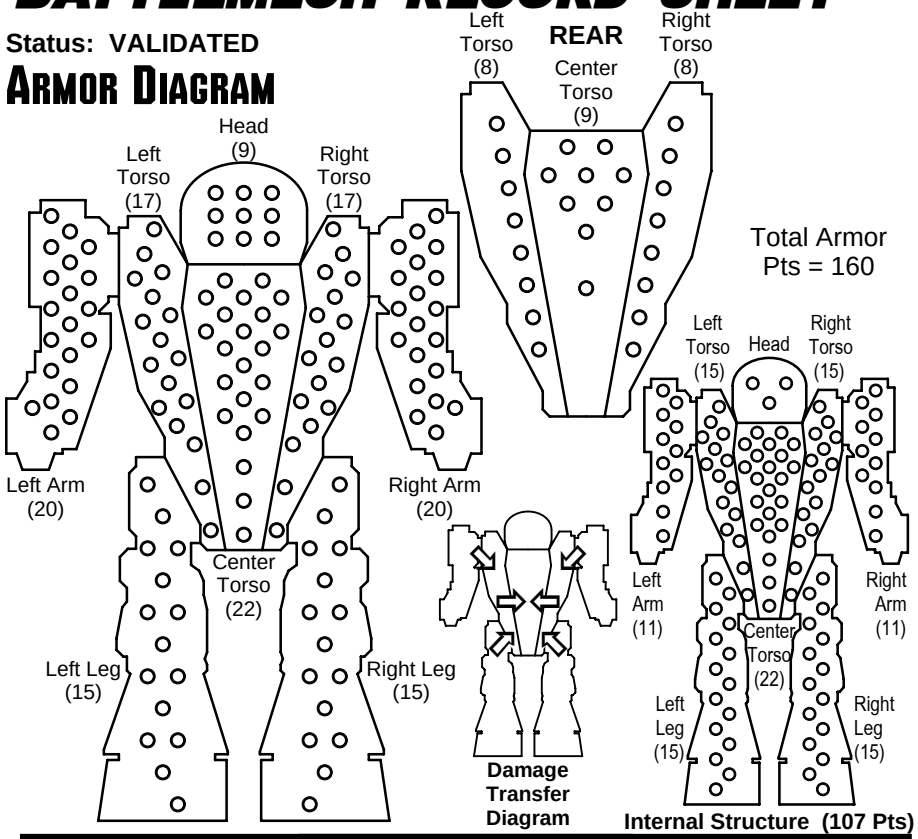
ARMOR DIAGRAM



'MECH DATA

Type: Warhammer WHM-7M
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Machine Gun	RT	0	2	-	1	2	3
1	Medium Laser	LT	3	5	-	3	6	9
1	Anti-Missile System	LT	1	-	-	-	-	-

Ammo Type:	Rounds:
SRM 6	15
Machine Gun	200
Anti-Missile System	12

Total Heat Sinks: 18 Double (36)
OOOOOOOOOO OOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (41)

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

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Medium Laser
5. Anti-Missile System
6. *Roll Again*

Left 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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Ammo (MG) 200
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

1. SRM 6
2. SRM 6

4-6
3. Medium Laser
4. Machine Gun
5. Ammo (SRM 6) 15
6. Ammo (AMS) 12

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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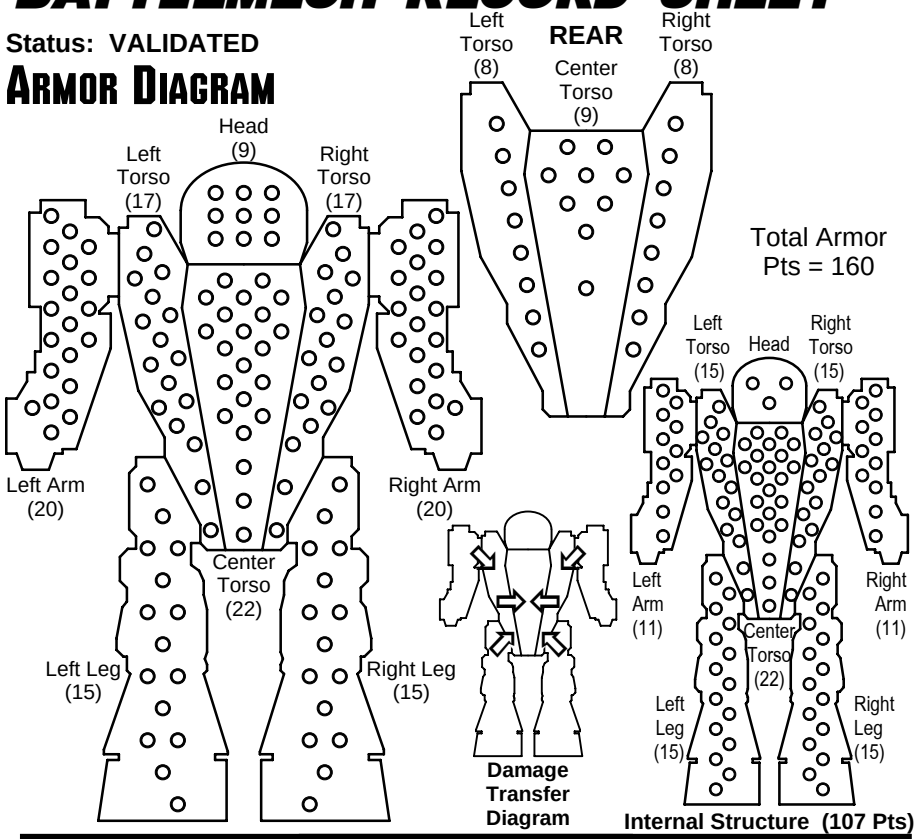
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Warhammer WHM-7S
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Small Laser	RT	1	3	-	1	2	3
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:
Streak SRM 2	50

Total Heat Sinks: 18 Double (36)
○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (44)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

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

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Streak SRM 2
5. Medium Pulse Laser
6. Small Laser

Left 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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Streak 2) 50
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Streak SRM 2
5. Medium Pulse Laser
6. Small Laser

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

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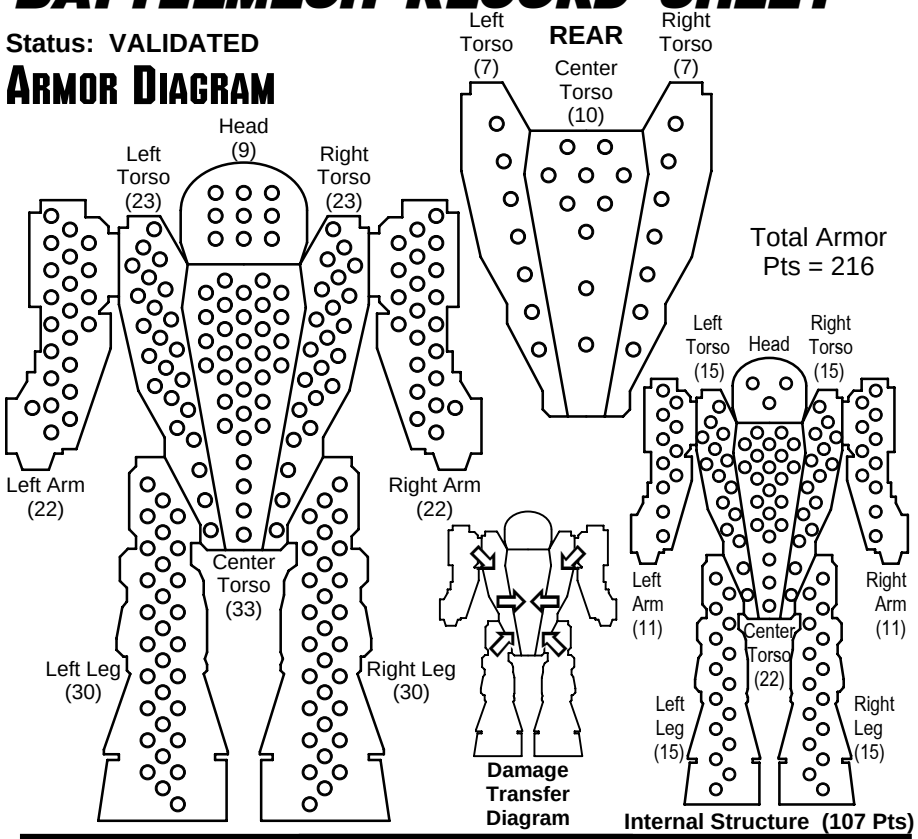
Armor Diagram



'Mech Data

Type: Warhammer WHM-8D
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Small Laser	RT	2	3	-	2	4	5
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Small Laser	LT	2	3	-	2	4	5
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 17 Double (34)
○○○○○○○○○○ ○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (48)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso
1. Double Heat Sink
2. Double Heat Sink

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. ER Medium Laser
5. ER Small Laser
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. ER Medium Laser
5. ER Small Laser
6. Streak SRM 6

1. Streak SRM 6
2. Ammo (Streak 6) 15

4-6
3. CASE
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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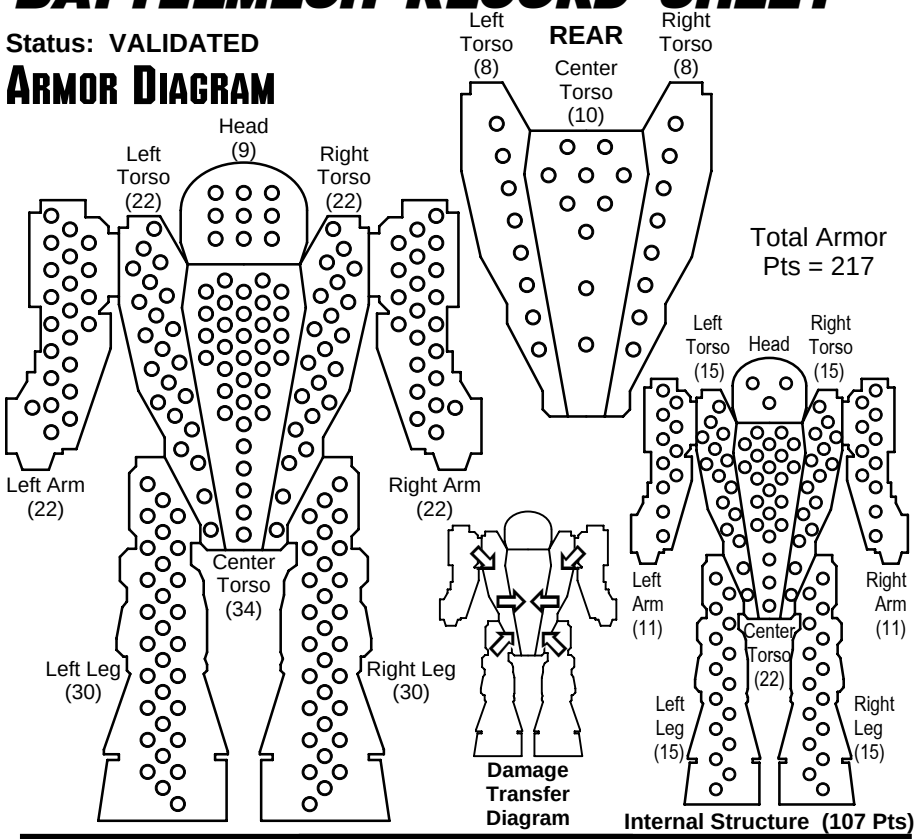
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Warhammer WHM-8K
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	Streak SRM 4	RT	3	2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:
Streak SRM 4	25

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (33)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC

4-6
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Left Torso
1. Double Heat Sink
2. Double Heat Sink

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. *Endo Steel*
5. *Endo Steel*
6. *Light Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Light Ferro-Fibrous*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC

4-6
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Light Ferro-Fibrous*
6. *Light Ferro-Fibrous*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

1. Streak SRM 4
2. Ammo (Streak 4) 25

4-6
3. CASE
4. *Endo Steel*
5. *Endo Steel*
6. *Light Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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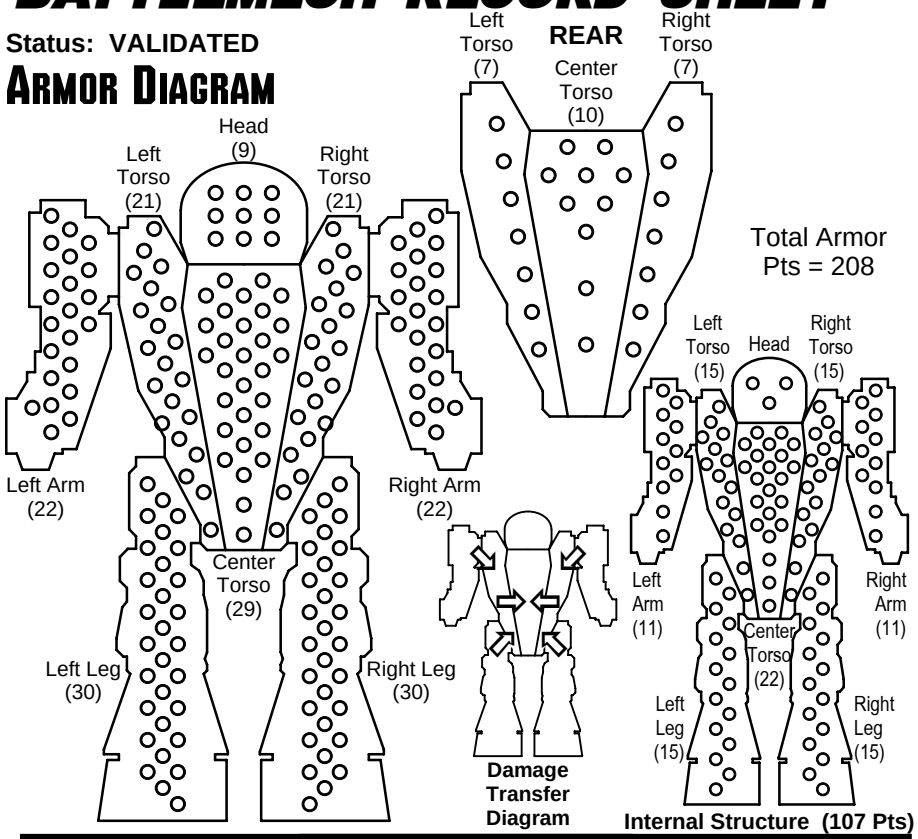
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Warhammer WHM-8M
Mass: 70 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Light Gauss Rifle	RT	1	8	3	8	17	25
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type:	Rounds:
Light Gauss Rifle	16

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (41)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. ER Medium Laser
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

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. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Light Gauss Rifle
2. Light Gauss Rifle

1-3
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. ER Medium Laser

1. Ammo (Lt Gauss) 16
2. CASE

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. *Endo Steel*
6. *Endo Steel*

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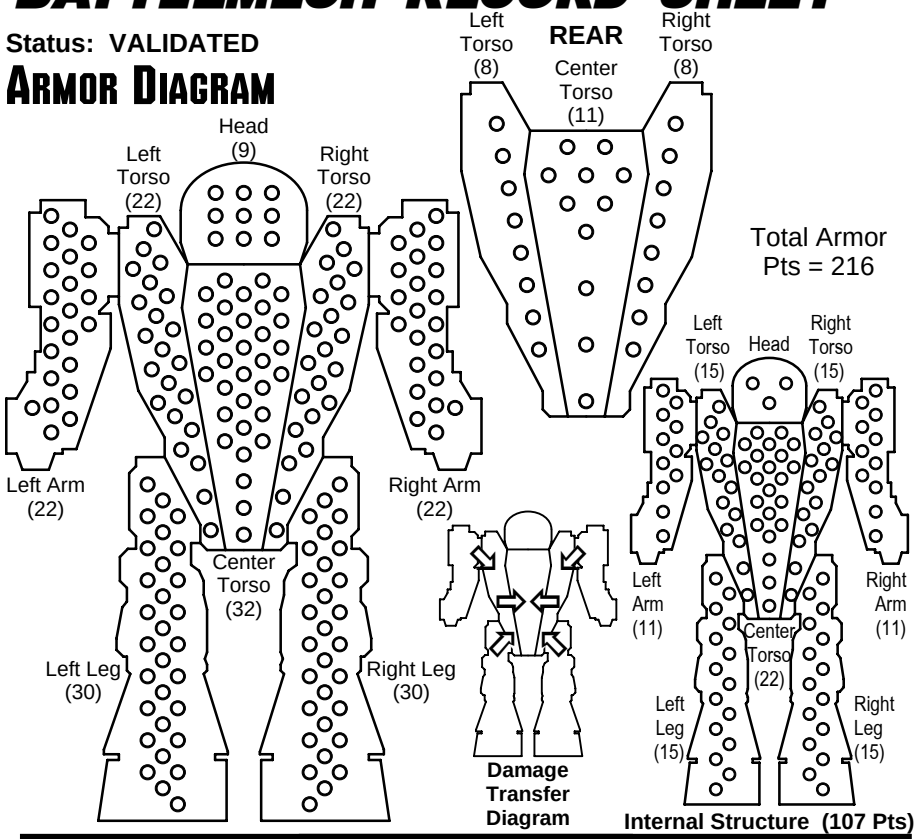
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer WHM-9D
Mass: 70 tons

Movement Points:		Tech & Configuration:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: 18 Double (36)
OOOOOOOOOO OOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

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

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

Left Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Jump Jet
5. ER Medium Laser
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Jump Jet
5. ER Medium Laser
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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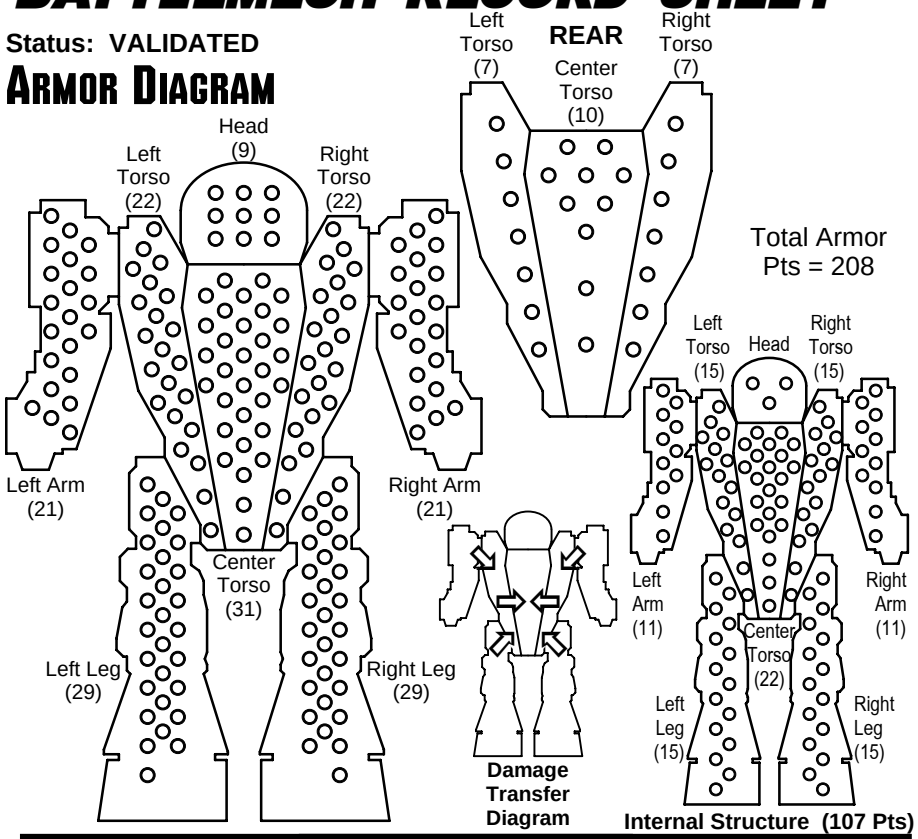
Armor Diagram



'Mech Data

Type: Warhammer WHM-9S
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 20 Double (40)
○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (44)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. *Roll Again*

Left 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

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine

4-6
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak 6) 15
6. CASE

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

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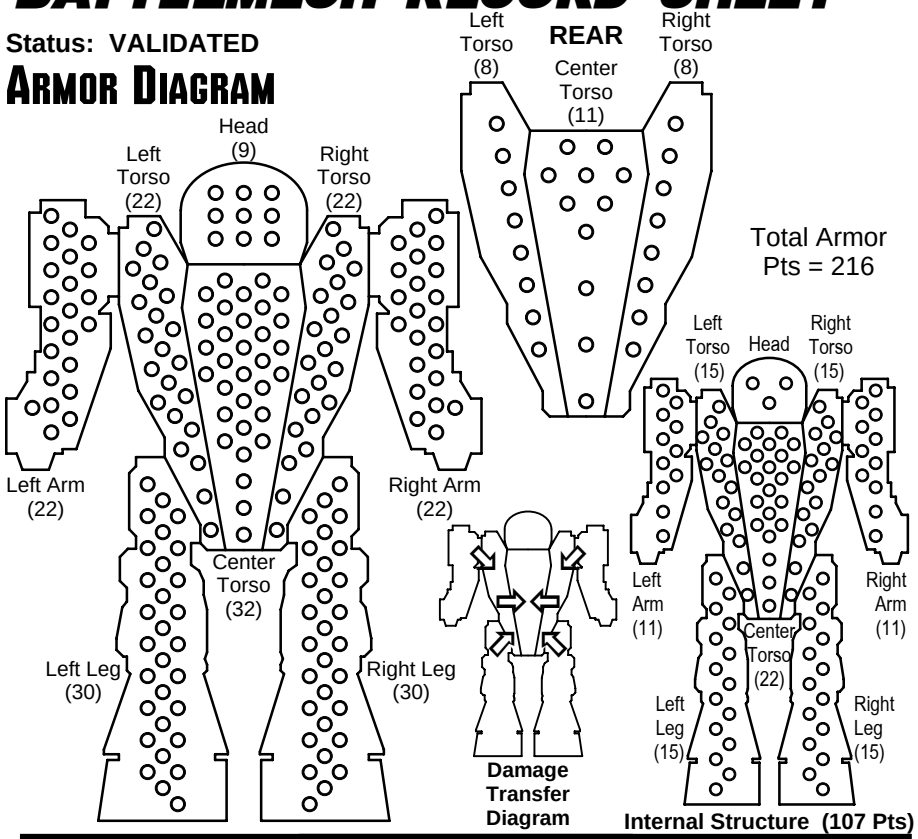

'Mech Data

Type: Warhammer WHM-10T
Mass: 70 tons

Movement Points:	Tech & Configuration:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 7	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12

Total Heat Sinks: 11 Double (22)
○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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

1-3
4. PPC
5. PPC
6. PPC

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. ER Medium Laser

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

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

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

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Improved Jump Jet
6. Improved Jump Jet

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. ER Medium Laser

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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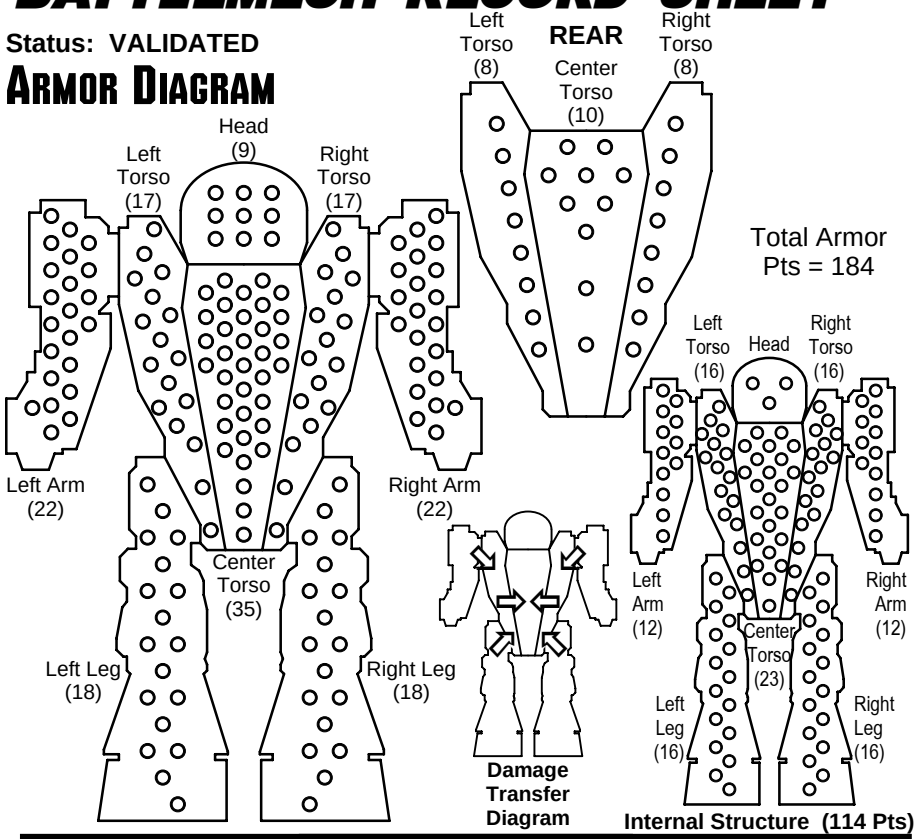

'Mech Data

Type: Marauder MAD-3D
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15

Total Heat Sinks: 20 Single ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (34)

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
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*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink

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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

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*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Large Laser
2. Large Laser

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*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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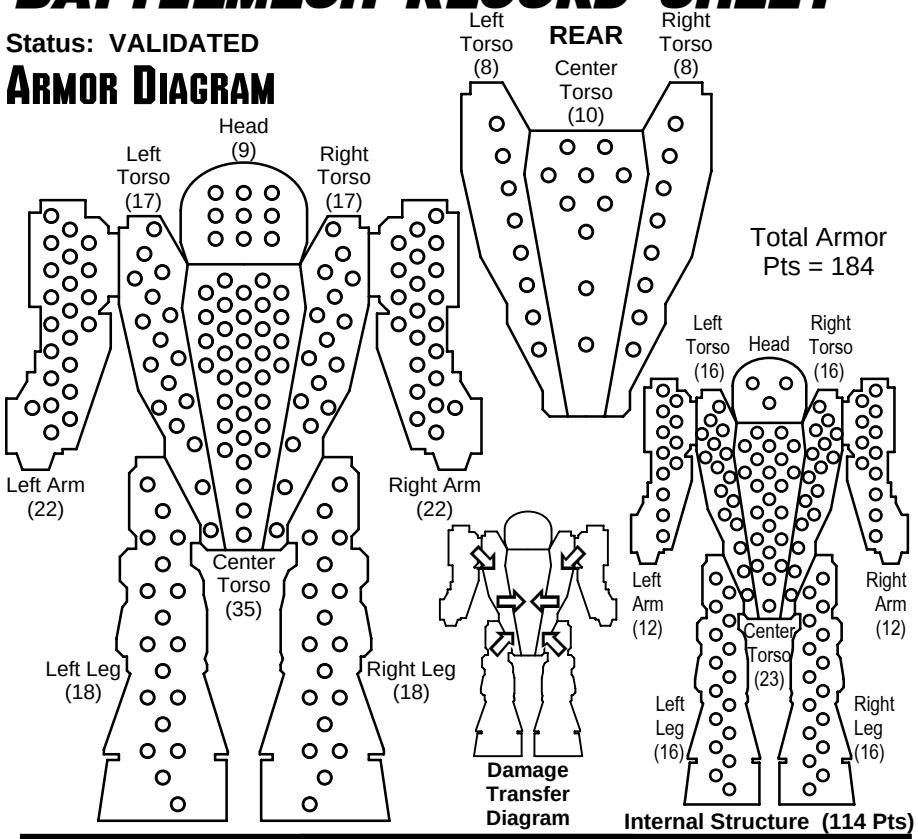

'Mech Data

Type: Marauder MAD-3L
Mass: 75 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type:	Rounds:
Autocannon/5	20

Total Heat Sinks: 18 Single ○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (25)

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

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

1-3
4. Large Laser
5. Large Laser
6. Medium Laser

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. Single Heat Sink
2. Single Heat Sink

1-3
3. Ammo (AC/5) 20
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. Single Heat Sink
6. Single Heat Sink

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

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

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*

4-6
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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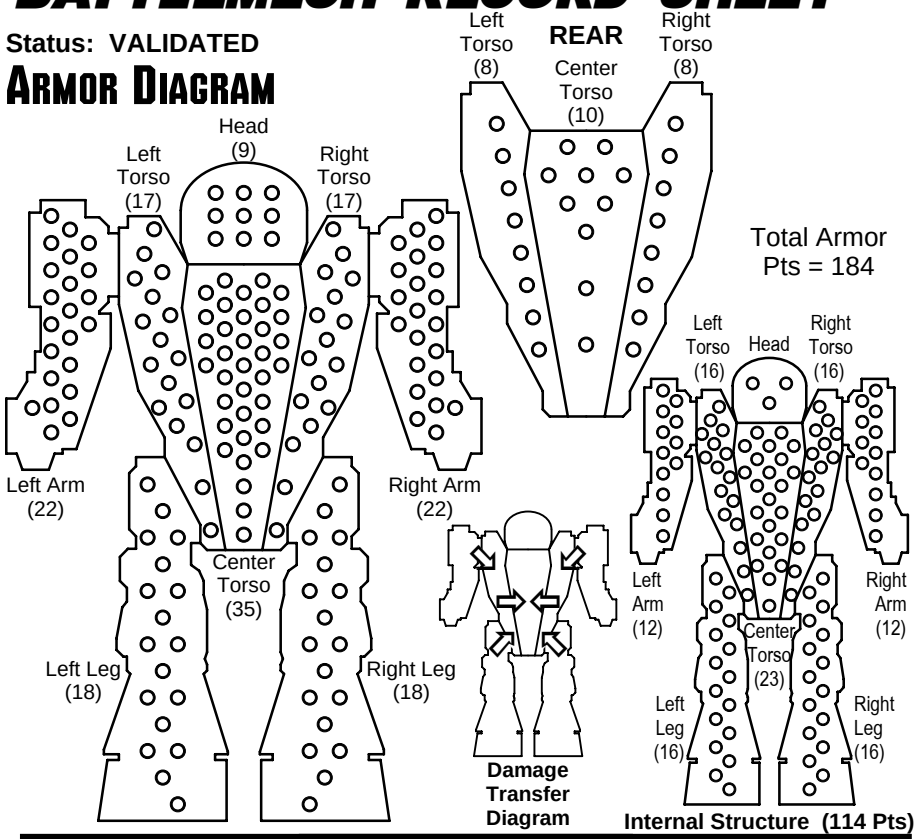

'Mech Data

Type: Marauder MAD-3M
Mass: 75 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type:	Rounds:
Autocannon/5	20

Total Heat Sinks: 20 Single ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (23)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
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. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (AC/5) 20
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. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
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/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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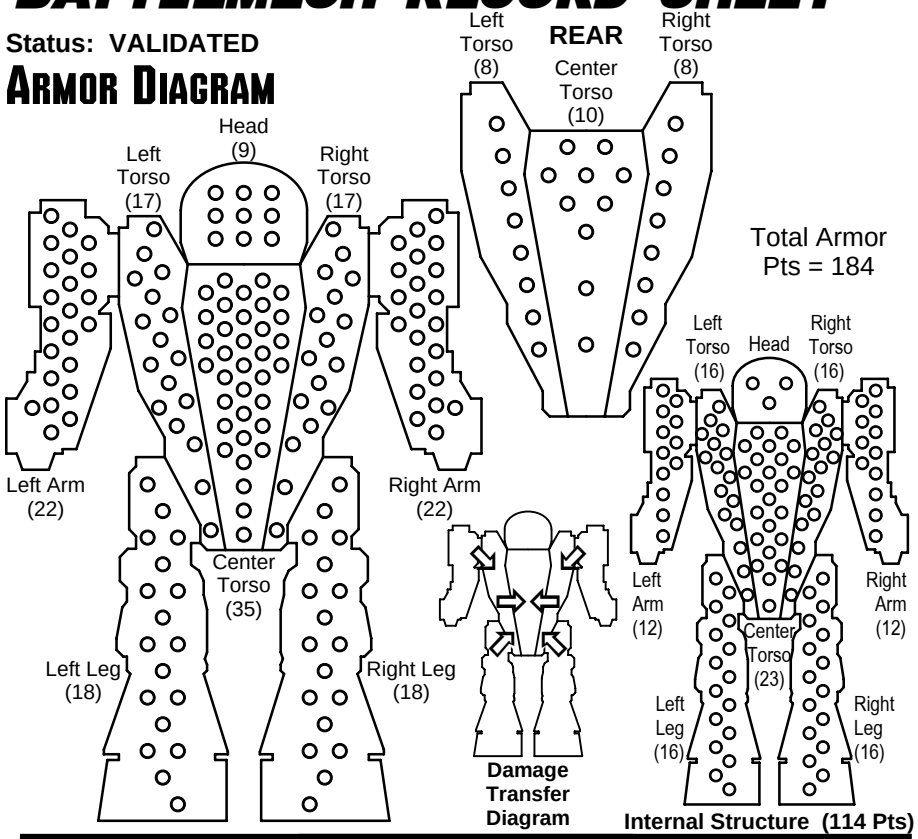
Armor Diagram



'Mech Data

Type: Marauder MAD-3R
Mass: 75 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type:	Rounds:
Autocannon/5	20

Total Heat Sinks: 16 Single ○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (27)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

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

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

Left Torso
1-3
1. Ammo (AC/5) 20
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 Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

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

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

Right Torso
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. *Roll Again*
6. *Roll Again*

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

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

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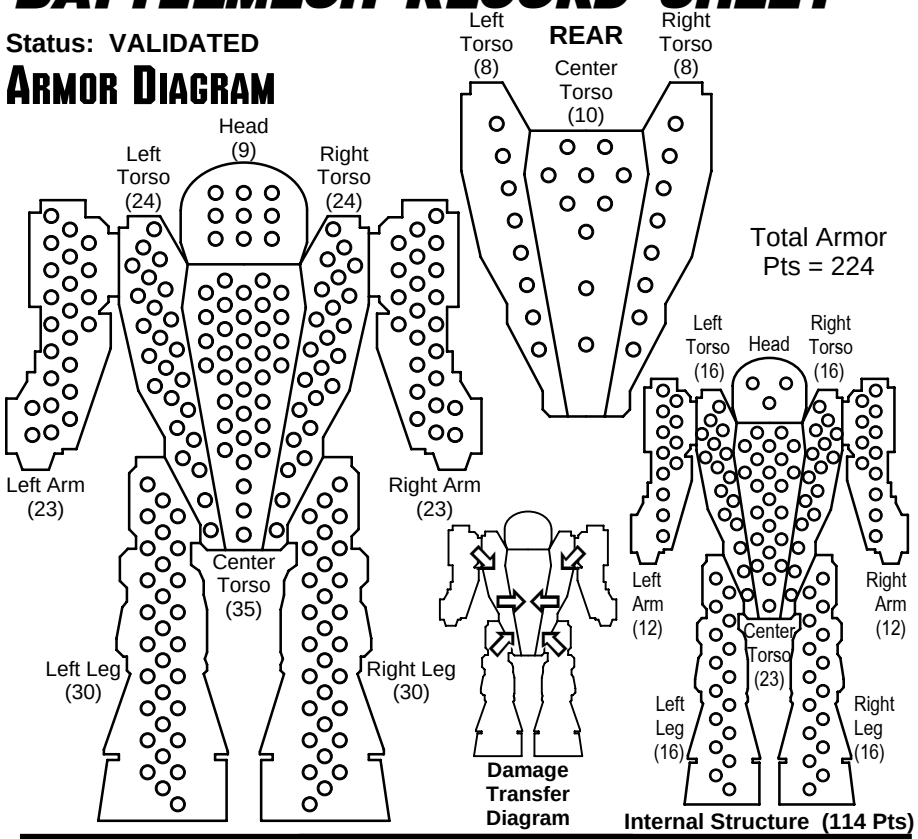
Armor Diagram



'Mech Data

Type: Marauder MAD-5D
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
Streak SRM 2	50

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (50)

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

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Pulse Laser
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Streak SRM 2
5. Ammo (Streak 2) 50
6. CASE

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

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O	O	O
Gyro Hits	O	O	
Sensor Hits	O	O	
Life Support	O		

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium Pulse Laser
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Large Pulse Laser
5. Large Pulse Laser
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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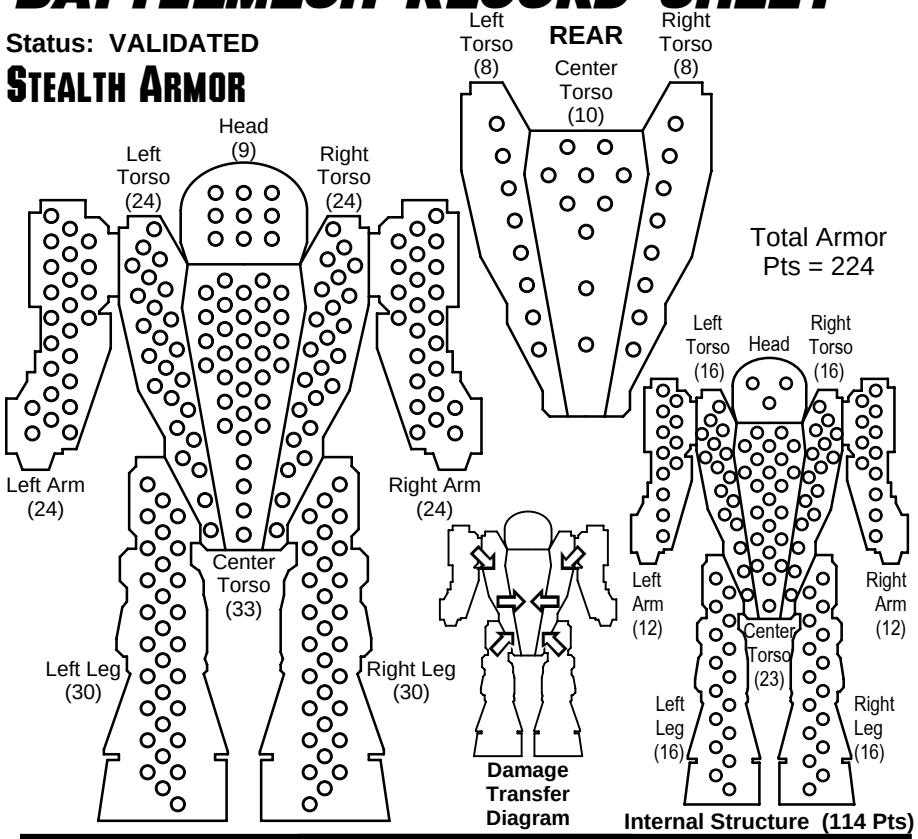
STEALTH ARMOR



'MECH DATA

Type: Marauder MAD-5L
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4 [5]	Inner Sphere
Running:	6 [8]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER PPC	RT	15	10	-	7	14	23
1	Guardian ECM	CT	0	-	-	-	-	6

Total Heat Sinks: 18 Double (36)
OOOOOOOOOO OOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (59)

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

1-3
4. ER Large Laser
5. ER Large Laser
6. ER Medium Laser

4-6
1. *Triple Strength*
2. *Triple Strength*
3. *Triple Strength*
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. *Triple Strength*
5. *Stealth Armor*
6. *Stealth Armor*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. ER Large Laser
3. ER Medium Laser
4. *Triple Strength*
5. *Stealth Armor*
6. *Stealth Armor*

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. *Triple Strength*
5. *Stealth Armor*
6. *Stealth Armor*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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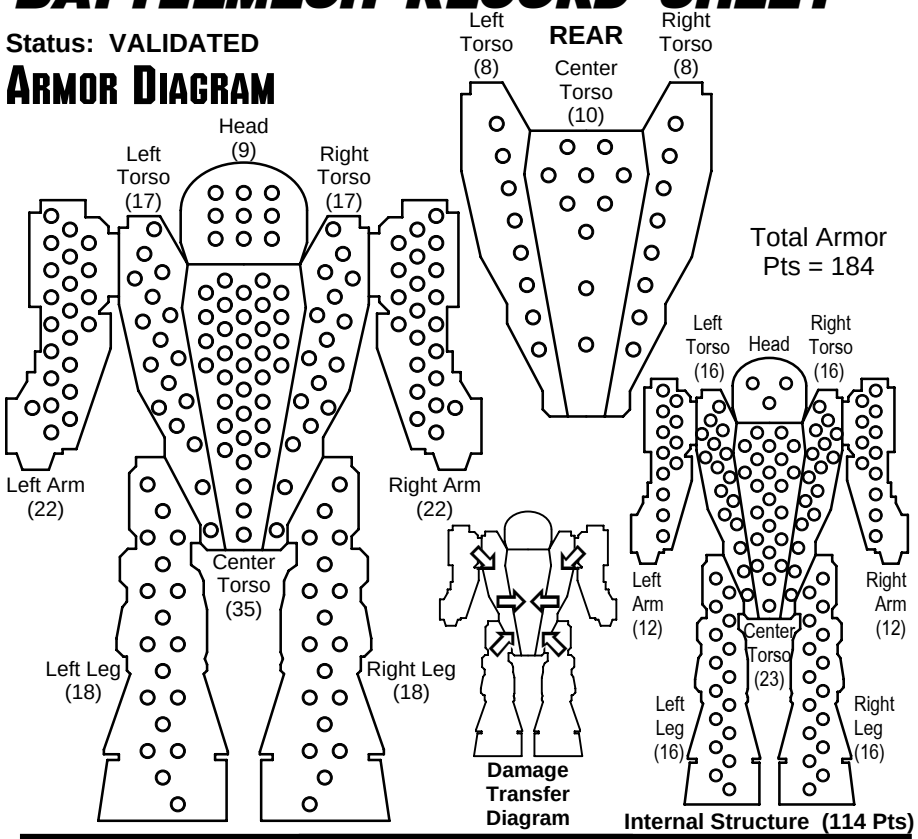
Armor Diagram



'Mech Data

Type: Marauder MAD-5M
Mass: 75 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18

Ammo Type:	Rounds:
LB 10-X AC	10

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (LB 10-X) 10
5. CASE
6. *Roll Again*

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

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

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

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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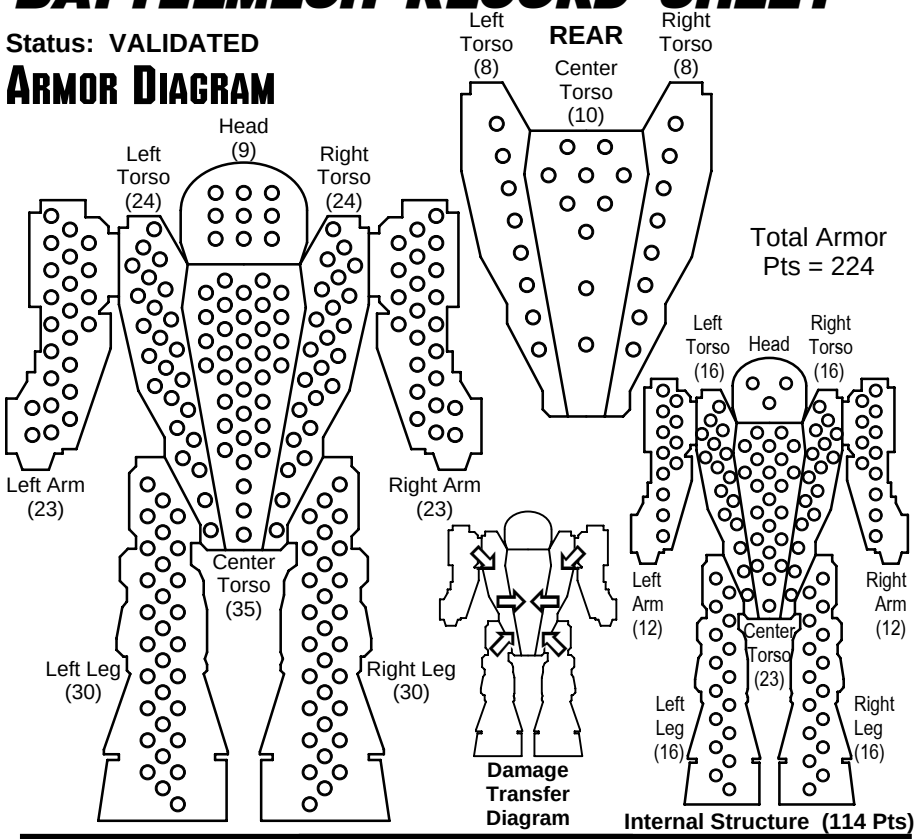
Armor Diagram



'Mech Data

Type: Marauder MAD-5R
Mass: 75 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	RA	3	5	-	3	6	9
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Laser	LA	3	5	-	3	6	9
1	Rotary AC/5	RT	1	5	-	5	10	15
1	Guardian ECM	CT	0	-	-	-	-	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:
Rotary AC/5 40

Total Heat Sinks: 17 Double (34)
OOOOOOOOOO OOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (42)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. CASE

Left 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. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5

4-6
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

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

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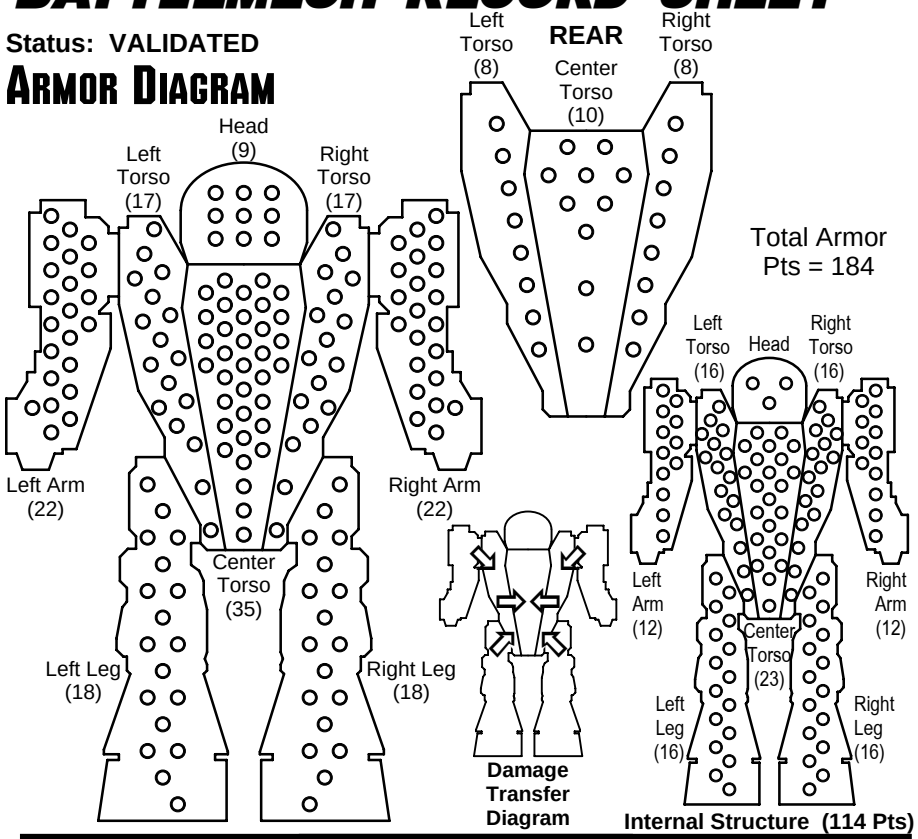
ARMOR DIAGRAM



'MECH DATA

Type: Marauder MAD-5S
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22

Ammo Type:	Rounds:
Gauss Rifle	8

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (39)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Medium Pulse Laser
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Ammo (Gauss) 8
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*

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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Medium Pulse Laser
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. CASE
6. *Roll Again*

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

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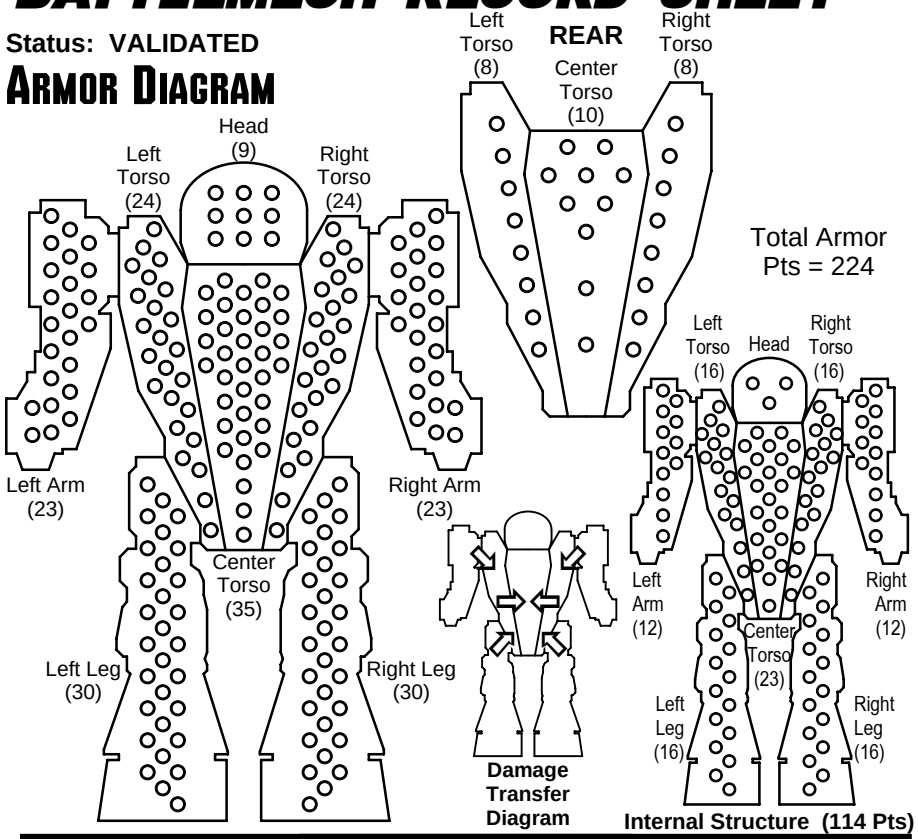
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder MAD-5T
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Rotary AC/5	RT	1	5	-	5	10	15
1	Targeting Computer							

Ammo Type:	Rounds:
Rotary AC/5	40

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (34)

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. *Endo Steel*
6. *Endo Steel*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head

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

Center Torso

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Endo Steel*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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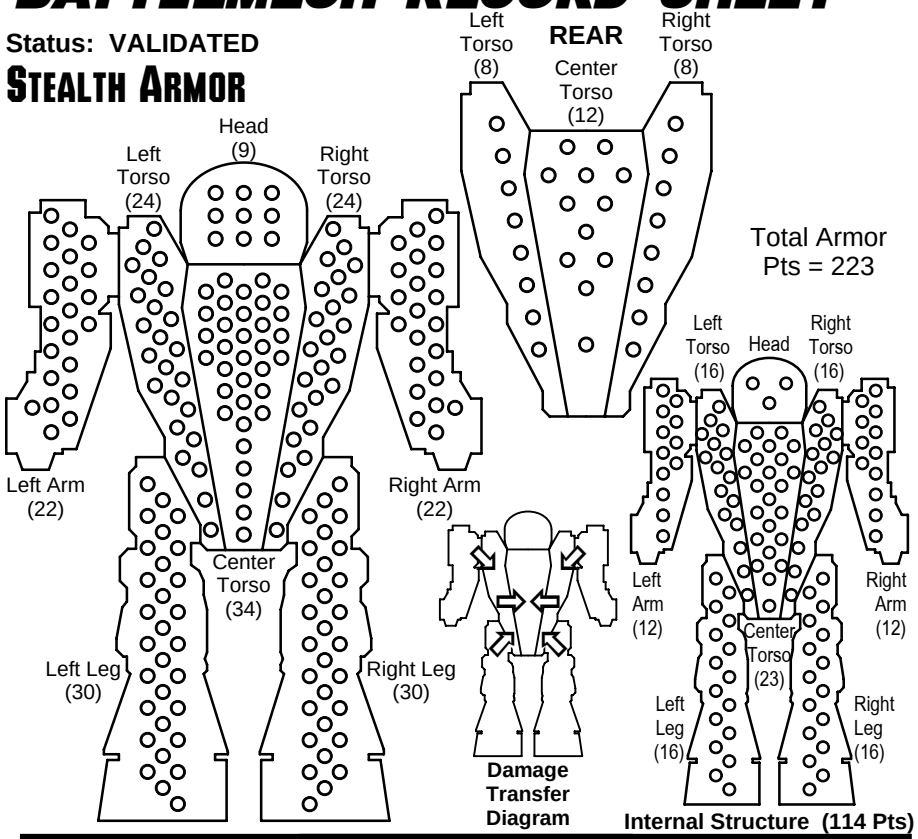
Status: VALIDATED

STEALTH ARMOR



'MECH DATA

Type: Marauder MAD-6L
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4 [5]	Inner Sphere
Running:	6 [8]	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Plasma Rifle	RA	10	10	-	5	10	15
1	Plasma Rifle	LA	10	10	-	5	10	15
1	PPC	LT	10	10	3	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type:	Rounds:
Plasma Rifle	30

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (PR) 10

1-3

1. Ammo (PR) 10
2. *Stealth Armor*
3. *Stealth Armor*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. PPC
5. PPC
6. PPC

1-3

1. *Stealth Armor*
2. *Stealth Armor*
3. *Triple Strength*
4. *Triple Strength*
5. *Triple Strength*
6. *Roll Again*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (PR) 10

1-3

1. *Stealth Armor*
2. *Stealth Armor*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. *Stealth Armor*
2. *Stealth Armor*
3. *Triple Strength*
4. *Triple Strength*
5. *Triple Strength*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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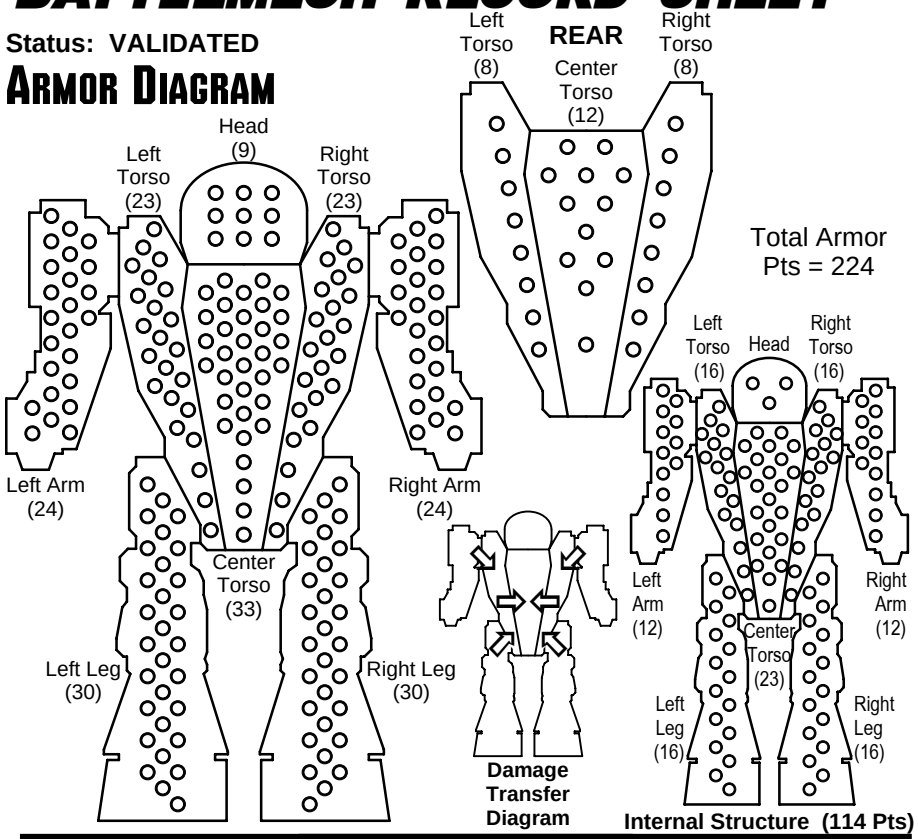
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Marauder MAD-7D
Mass: 75 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Rotary AC/5	RT	1	5	-	5	10	15
1	Guardian ECM	CT	0	-	-	-	-	6
1	Targeting Computer							

Ammo Type:	Rounds:
Rotary AC/5	40

Total Heat Sinks: 16 Double (32)
○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. ER Medium Laser

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer

4-6
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. CASE

Left 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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. Guardian ECM
6. Guardian ECM

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. ER Medium Laser

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5

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*

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BATTLETECH®
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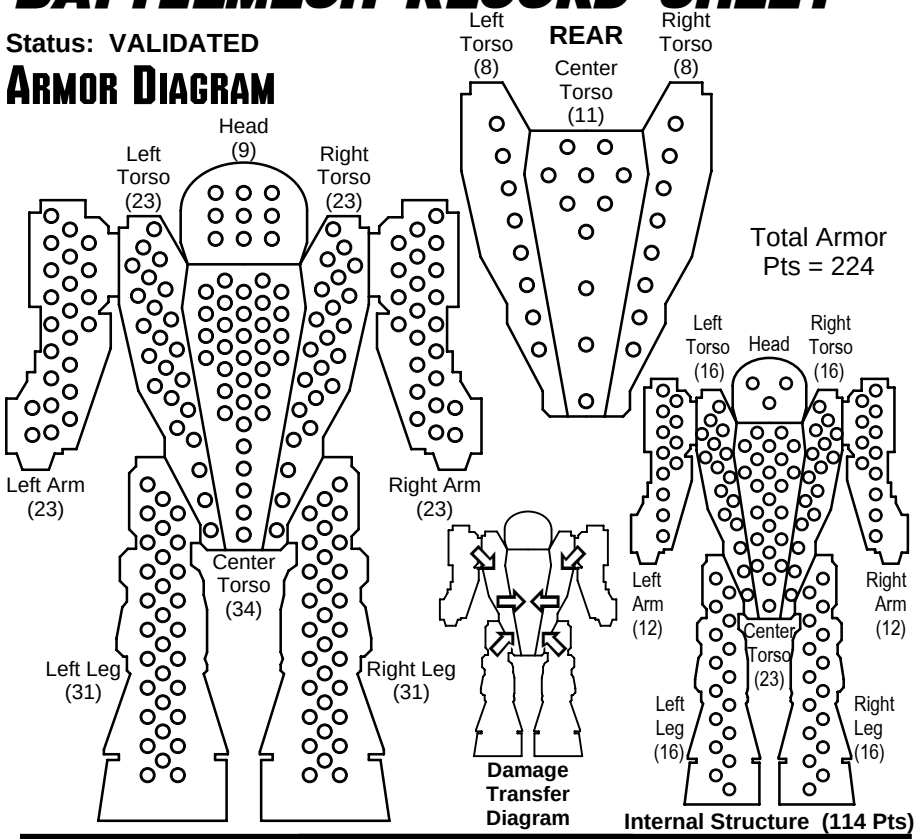
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder MAD-9M
Mass: 75 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	ER Large Laser	RA	12	8	-	7	14	19
2	ER Large Laser	LA	12	8	-	7	14	19
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6
1	TAG	HD	0	*	-	5	9	15

Ammo Type:	Rounds:
Streak SRM 6	30

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (56)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

1. ER Large Laser

4-6
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak 6) 15

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro

4-6
2. XL Engine
3. XL Engine
4. XL Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

1. ER Large Laser

4-6
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak 6) 15

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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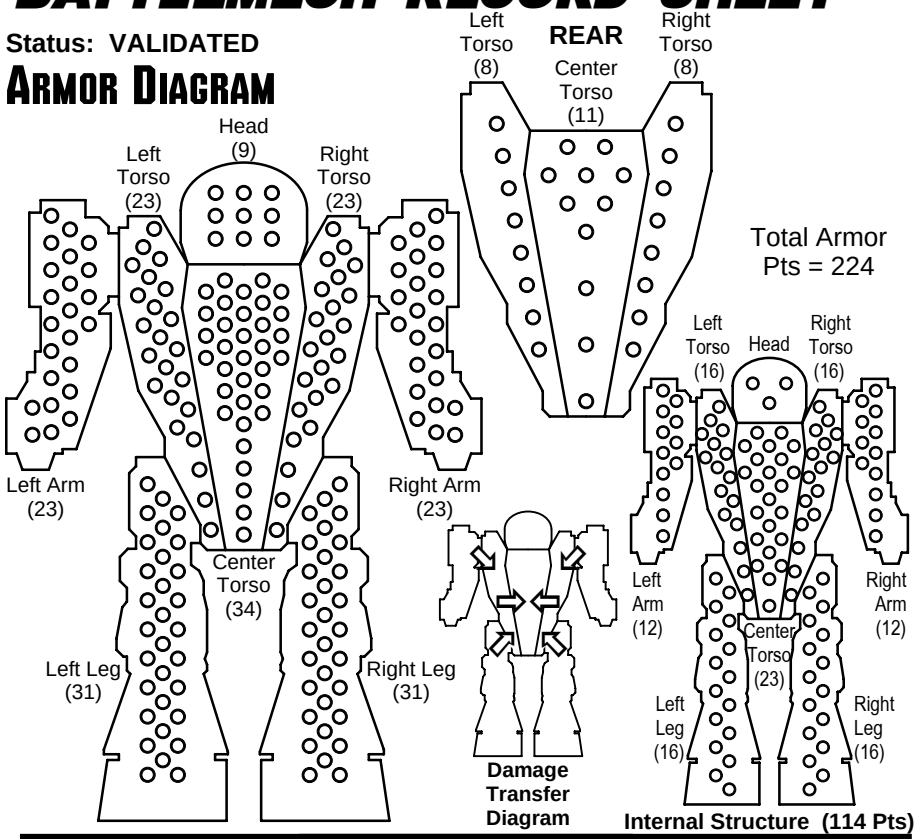
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder MAD-9M2
Mass: 75 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6
1	TAG	HD	0	*	-	5	9	15

Ammo Type:	Rounds:
Streak SRM 6	30

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (38)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC

4-6
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak 6) 15

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC

4-6
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak 6) 15

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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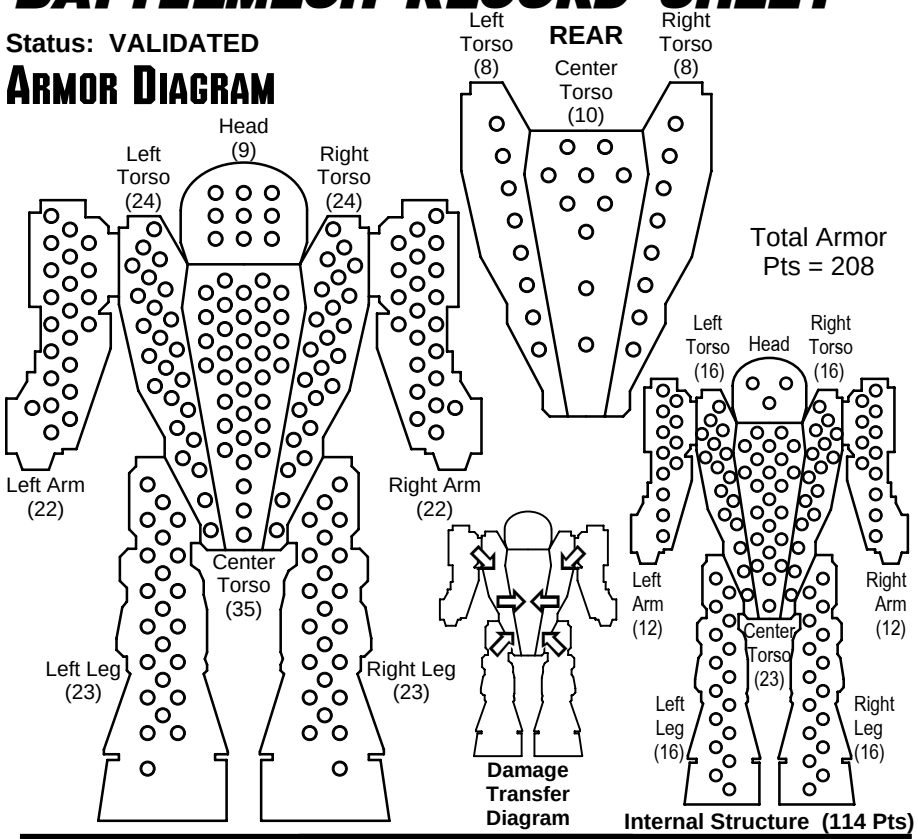
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder MAD-9S
Mass: 75 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Guardian ECM	CT	0	-	-	-	-	6
1	Flamer	HD	3	2	-	1	2	3

Ammo Type:	Rounds:
LB 10-X AC	20

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (45)

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

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. ER Medium Laser
5. *Endo Steel*
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Beagle Active Probe
4. Beagle Active Probe
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X) 10

1. CASE
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine

4-6
4. Light Fusion Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. ER Medium Laser
5. *Endo Steel*
6. *Roll Again*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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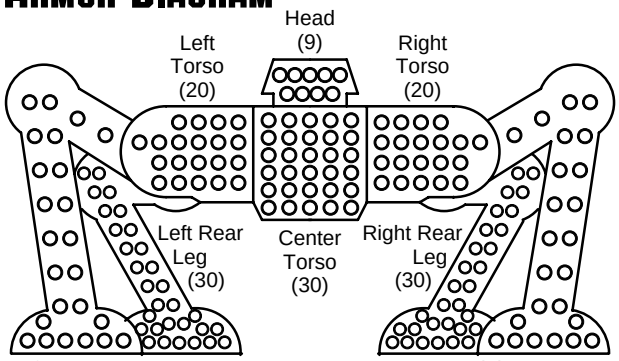
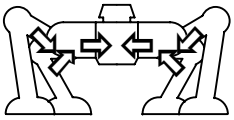
Status: VALIDATED

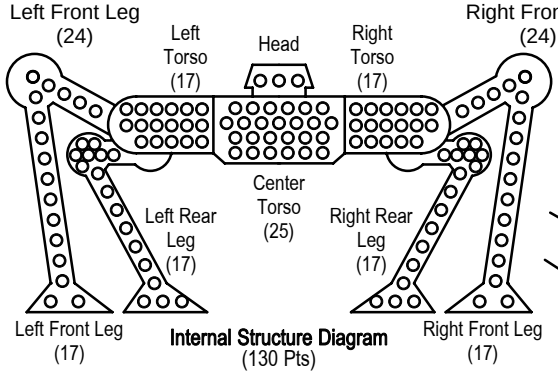
Armor Diagram



Total Armor Pts = 232

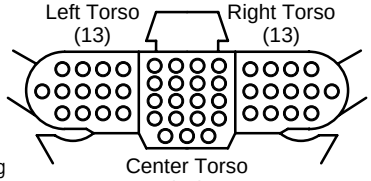


Damage Transfer Diagram



Internal Structure Diagram
(130 Pts)

REAR ARMOR



'Mech Data

Type: Goliath GOL-1H
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Quad 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Machine Gun	RT	0	2	-	1	2	3
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:
LRM 10	24
Machine Gun	200

Total Heat Sinks: 17 Single
OOOOOOOOOO OOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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

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

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

Left Torso
1. LRM 10
2. LRM 10
3. Machine Gun

1-3
4. Ammo (MG) 200
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*

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

Right Torso
1. PPC
2. PPC
3. PPC

1-3
4. LRM 10
5. LRM 10
6. Machine Gun

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

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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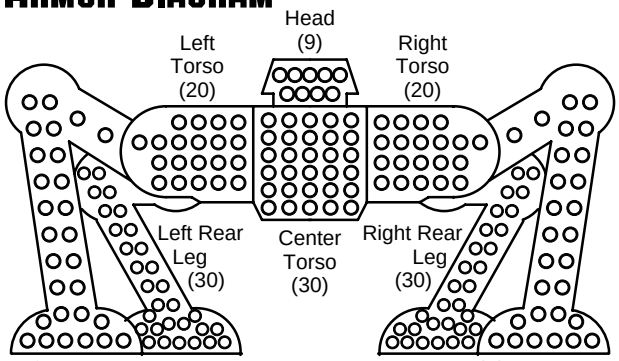
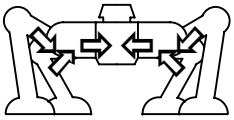
Status: VALIDATED

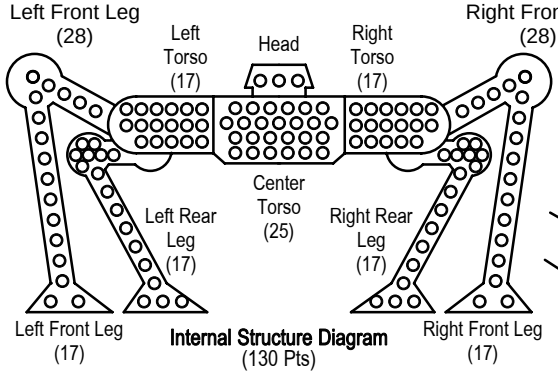
Armor Diagram



Total Armor Pts = 241

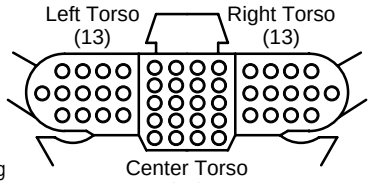


Damage Transfer Diagram



Internal Structure Diagram
(130 Pts)

REAR ARMOR



'Mech Data

Type: Goliath GOL-2H
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Quad 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
3	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	LRM 10	LT	4	1/hit	6	7	14	21
3	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18

Ammo Type:	Rounds:
LRM 10	24

Total Heat Sinks: 17 Single
OOOOOOOOOO OOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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 Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Ferro-Fibrous*

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

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Ferro-Fibrous*

Left Torso
1. LRM 10
2. LRM 10
1-3
3. Rocket Launcher 10 (OS)
4. Rocket Launcher 10 (OS)
5. Rocket Launcher 10 (OS)
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

Right Torso
1. PPC
2. PPC
3. PPC
1-3
4. LRM 10
5. LRM 10
6. Rocket Launcher 10 (OS)

1. Rocket Launcher 10 (OS)
2. Rocket Launcher 10 (OS)
4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Ferro-Fibrous*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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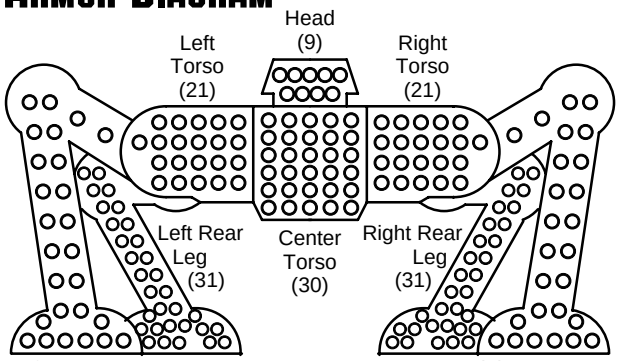
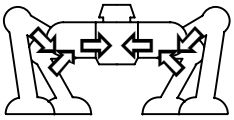
Status: VALIDATED

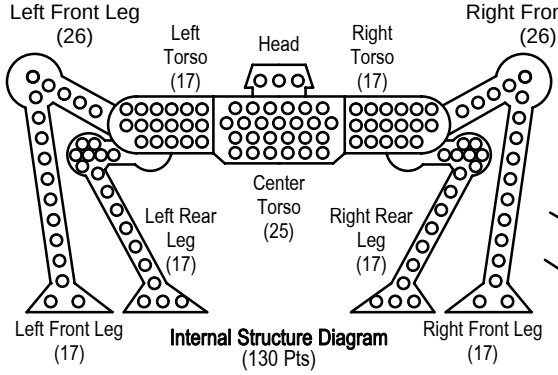
Armor Diagram



Total Armor Pts = 240

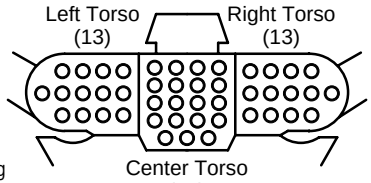


Damage Transfer Diagram



Internal Structure Diagram
(130 Pts)

REAR ARMOR



'Mech Data

Type: Goliath GOL-3M
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Quad 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	CT	0	2	-	1	2	3

Ammo Type:	Rounds:
Gauss Rifle	8
LRM 10	24
Machine Gun	400

Total Heat Sinks: 17 Single
OOOOOOOOOO OOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (9)

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

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

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

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. LRM 10
5. LRM 10
6. Machine Gun

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

4-6
3. Ammo (MG) 200
4. Ammo (MG) 200
5. CASE
6. *Roll Again*

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Machine Gun
6. Ammo (Gauss) 8

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Gauss Rifle
5. LRM 10
6. LRM 10

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

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

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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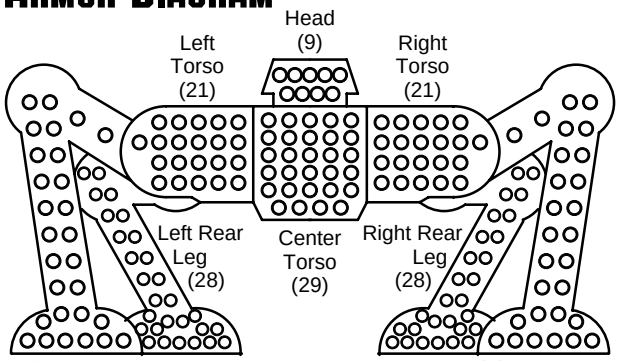
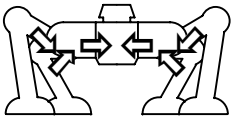
Status: VALIDATED

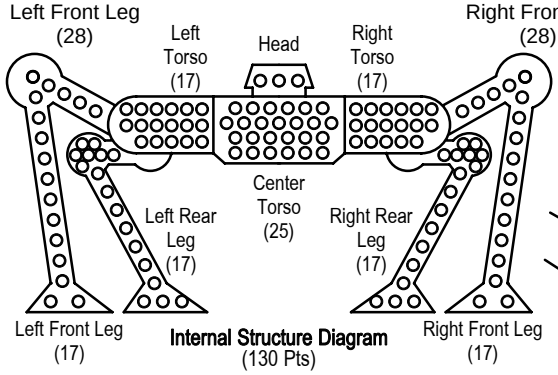
Armor Diagram



Total Armor Pts = 216

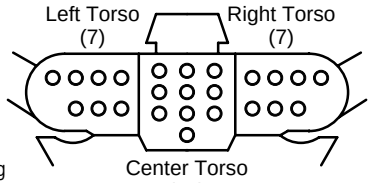


Damage Transfer Diagram



Internal Structure Diagram
(130 Pts)

REAR ARMOR



'Mech Data

Type: Goliath GOL-3S
Mass: 80 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Quad 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Medium Laser	RFL	5	5	-	4	8	12
1	ER Medium Laser	LFL	5	5	-	4	8	12
1	LRM 10 w/ Artemis IV	RT	4	1/hit	6	7	14	21
1	LB 20-X AC	LT	6	20	-	4	8	12
1	ER Large Laser	CT	12	8	-	7	14	19
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type:	Rounds:
LRM 10	24
LB 20-X AC	20

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (37)

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 Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. *Roll Again*

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

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. LB 20-X AC
1-3 4. LB 20-X AC
1-3 5. LB 20-X AC
1-3 6. LB 20-X AC
4-6 1. LB 20-X AC
4-6 2. LB 20-X AC
4-6 3. LB 20-X AC
4-6 4. LB 20-X AC
4-6 5. LB 20-X AC
4-6 6. LB 20-X AC

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
1-3 4. Gyro
1-3 5. Gyro
1-3 6. Gyro
4-6 1. Gyro
4-6 2. Light Fusion Engine
4-6 3. Light Fusion Engine
4-6 4. Light Fusion Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. LRM 10
1-3 4. LRM 10
5. Artemis IV FCS
6. Ammo (LB 20-X) 5
4-6 1. Ammo (LB 20-X) 5
4-6 2. Ammo (LB 20-X) 5
4-6 3. Ammo (LB 20-X) 5
4-6 4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. CASE

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. LB 20-X AC (Cont)
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*

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 Point
4	
3	
2	
1	
0	

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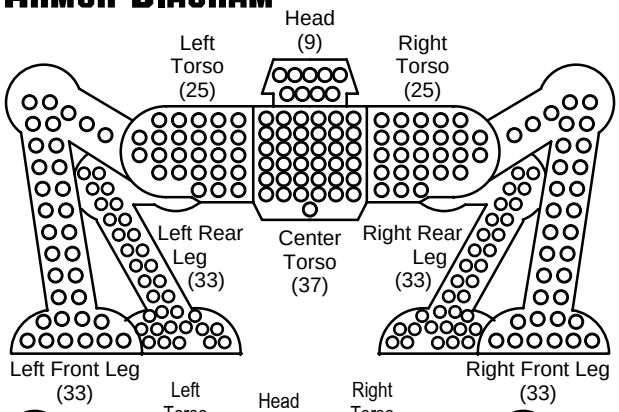
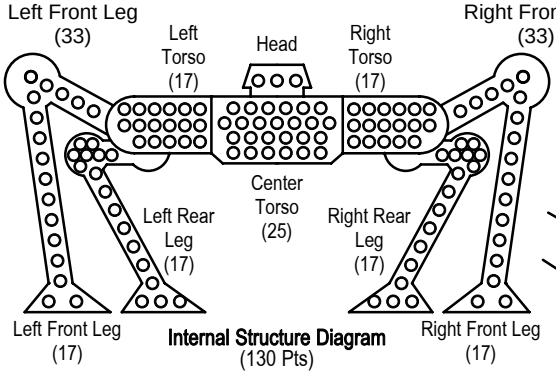
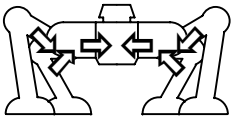
ARMOR DIAGRAM





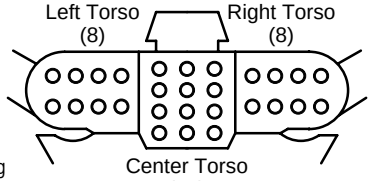
Internal Structure Diagram (130 Pts)

Total Armor Pts = 256



Damage Transfer Diagram

REAR ARMOR



'MECH DATA

Type: Goliath GOL-4S
Mass: 80 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Quad 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	ER Medium Laser	RT	5	5	-	4	8	12
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Heavy Gauss Rifle	LT	2	25/20/10	4	6	13	20

Ammo Type:	Rounds:
LRM 10	24
Heavy Gauss Rifle	16

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Heavy Gauss Rifle
1-3 4. Heavy Gauss Rifle
1-3 5. Heavy Gauss Rifle
1-3 6. Heavy Gauss Rifle
4-6 1. Heavy Gauss Rifle
4-6 2. Heavy Gauss Rifle
4-6 3. Heavy Gauss Rifle
4-6 4. Heavy Gauss Rifle
4-6 5. Heavy Gauss Rifle
6. CASE

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
1-3 4. Gyro
1-3 5. Gyro
1-3 6. Gyro
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4-6 4. Light Fusion Engine
4-6 5. Heavy Gauss Rifle (Cont)
4-6 6. Heavy Gauss Rifle (Cont)

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. ER Medium Laser
1-3 4. ER Medium Laser
1-3 5. LRM 10
1-3 6. LRM 10
1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
4-6 3. CASE
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Hvy Gauss) 4
6. Ammo (Hvy Gauss) 4

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Hvy Gauss) 4
6. Ammo (Hvy Gauss) 4

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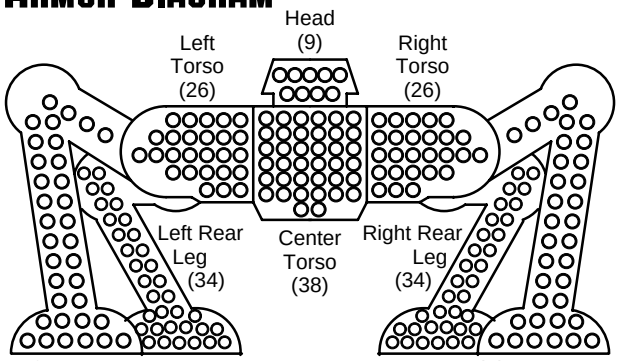
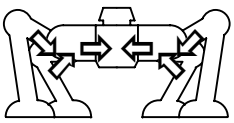
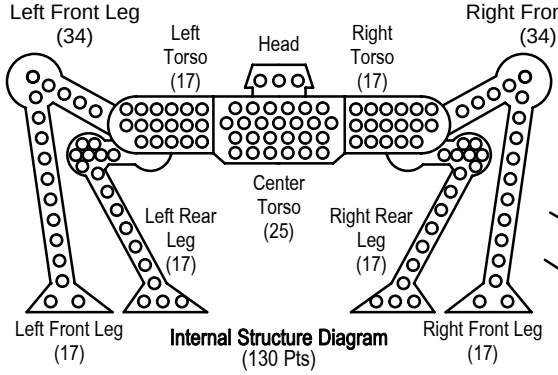
Armor Diagram



Total Armor Pts = 263

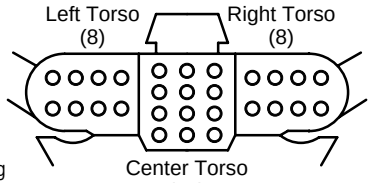


Damage Transfer Diagram



Internal Structure Diagram
(130 Pts)

REAR ARMOR



'Mech Data

Type: Goliath GOL-5D
Mass: 80 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Quad 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
3	ER Medium Laser	RT	5	5	-	4	8	12
1	Rotary AC/5	LT	1	5	-	5	10	15
2	Machine Gun	CT	0	2	-	1	2	3
1	ER Medium Laser	HD	5	5	-	4	8	12
1	Machine Gun	LRL	0	2	-	1	2	3
1	Machine Gun	RRL(R)	0	2	-	1	2	3
1	Targeting Computer							

Ammo Type:	Rounds:
Rotary AC/5	60
Machine Gun	100

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

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 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. ER Medium Laser
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*

Left Torso
1-3:
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6:
1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. Ammo (RAC/5) 20
4. Ammo (MG) 100
5. CASE
6. *Roll Again*

Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Machine Gun
6. Machine Gun

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Torso
1-3:
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. ER Medium Laser
6. ER Medium Laser

4-6:
1. ER Medium Laser
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun (R)
6. *Roll Again*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun (R)
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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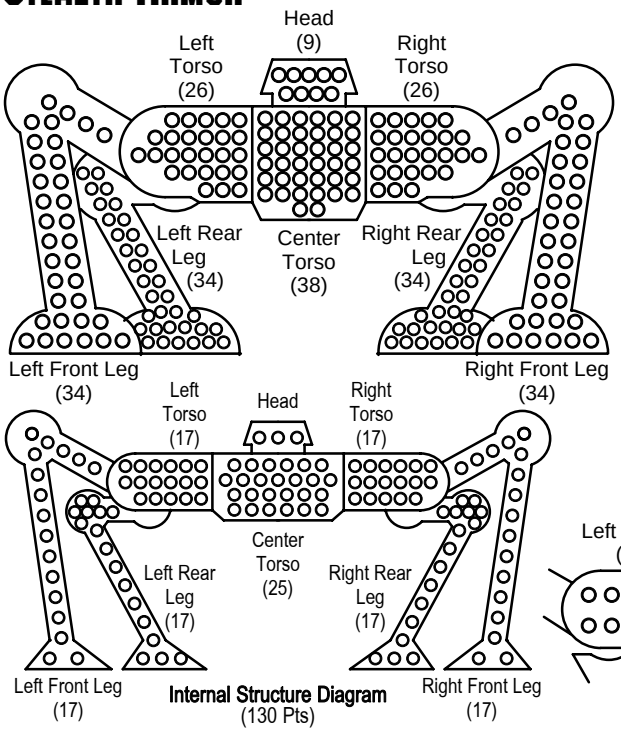
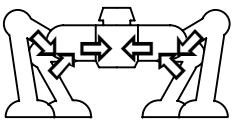
STEALTH ARMOR



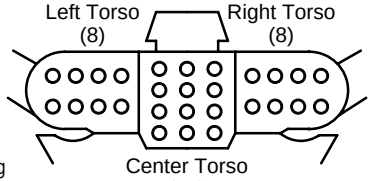
Internal Structure Diagram
(130 Pts)

Total Armor Pts = 263



Damage Transfer Diagram

REAR ARMOR



'MECH DATA

Type: Goliath GOL-5W
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Quad 'Mech
Jumping:	0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Plasma Rifle	RT	10	10	-	5	10	15
3	Medium Laser	RT	3	5	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6
1	Improved C³ CPU	HD	0	-	-	-	-	-

Ammo Type:	Rounds:
Plasma Rifle	30

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

CRITICAL HIT TABLE

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Improved C³ CPU
6. Improved C³ CPU

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

Left Torso
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Ammo (PR) 10
2. Ammo (PR) 10
3. Ammo (PR) 10
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

Right Torso
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Plasma Rifle
5. Plasma Rifle
6. Plasma Rifle

4-6:
1. Plasma Rifle
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. *Stealth Armor*
6. *Stealth Armor*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Stealth Armor*
6. *Stealth Armor*

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 Point
4	
3	
2	
1	
0	

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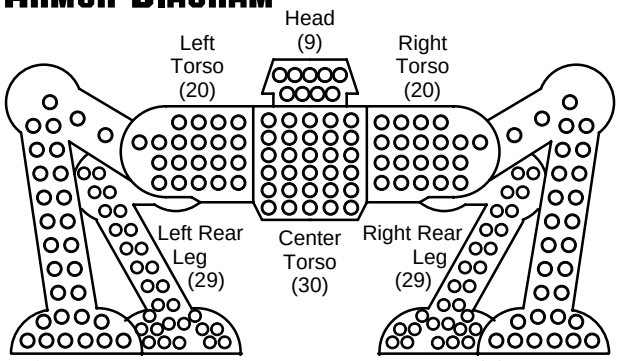
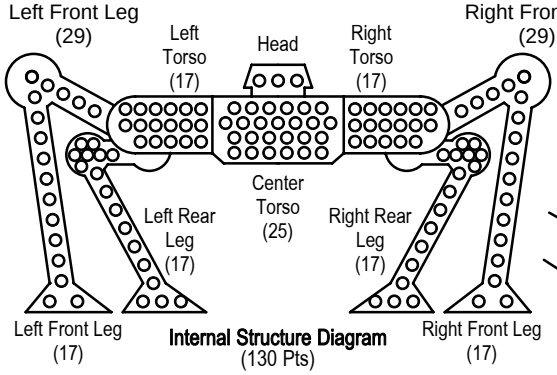
BATTLETECH®
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

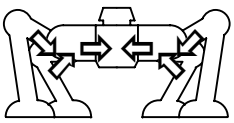
Armor Diagram





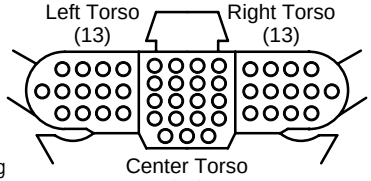
Internal Structure Diagram
(130 Pts)

Total Armor Pts = 240



Damage Transfer Diagram

REAR ARMOR



'Mech Data

Type: Goliath GOL-6H
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Quad 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	B-Pod	RFL	0	-	-	-	-	-
1	B-Pod	LFL	0	-	-	-	-	-
1	Heavy PPC	RT	15	15	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
3	Light Machine Gun	RT	0	1	-	2	4	6
1	Machine Gun Array	RT	0	-	-	-	-	-
1	LRM 10	LT	4	1/hit	6	7	14	21
3	Light Machine Gun	LT	0	1	-	2	4	6
1	Machine Gun Array	LT	0	-	-	-	-	-
1	B-Pod	LRL	0	-	-	-	-	-
1	B-Pod	RRL	0	-	-	-	-	-

Ammo Type:	Rounds:
LRM 10	24
Light Machine Gun	100

Total Heat Sinks: 12 Double (24)
○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (23)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
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. B-Pod
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. LRM 10
1-3 4. LRM 10
5. Light Machine Gun
6. Light Machine Gun

1. Light Machine Gun
2. Machine Gun Array
4-6 3. Ammo (LRM 10) 12
4-6 4. Ammo (LRM 10) 12
5. Ammo (LMG) 100
6. CASE

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
1-3 4. Gyro
5. Gyro
6. Gyro

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

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

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Heavy PPC
1-3 4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. LRM 10
2. LRM 10
4-6 3. Light Machine Gun
4-6 4. Light Machine Gun
5. Light Machine Gun
6. Machine Gun Array

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. *Roll Again*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. *Roll Again*

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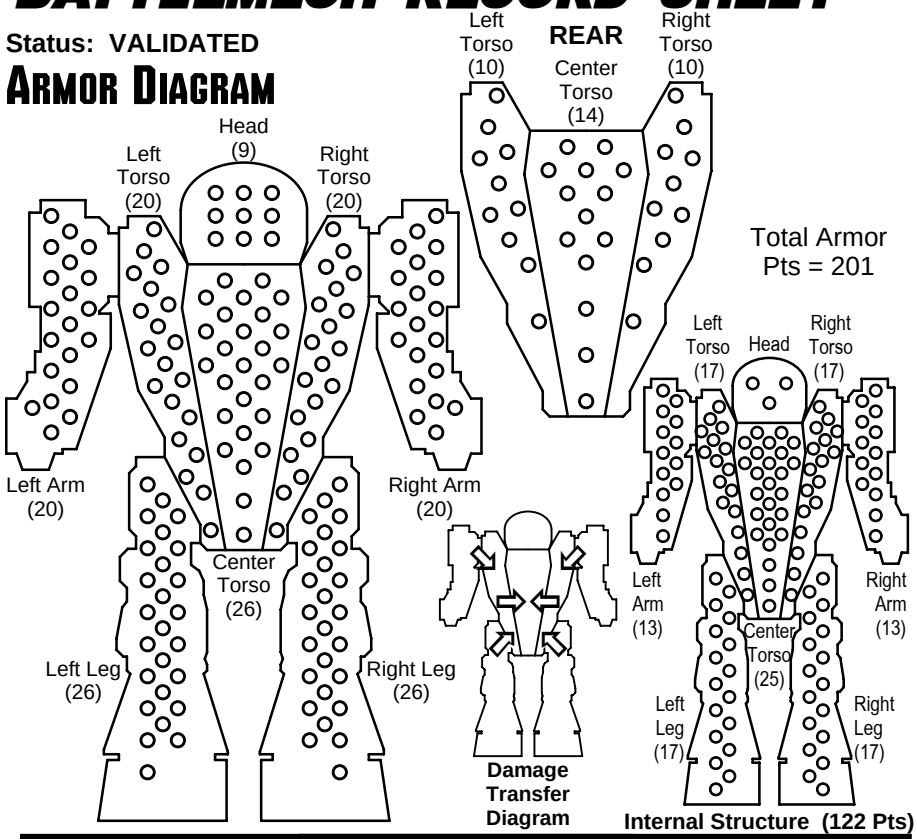
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk IIC
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	5	Clan
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Ultra AC/10	RT	3	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18
1	Machine Gun	CT	0	2	-	1	2	3
1	Machine Gun	HD	0	2	-	1	2	3

Ammo Type:	Rounds:
Ultra AC/10	60
Machine Gun	100

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso (CASE)
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ult AC/10) 10
4. Ammo (Ult AC/10) 10
5. Ammo (Ult AC/10) 10
6. Ammo (MG) 100

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Machine Gun
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Machine Gun

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1-3

1. *Endo Steel*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso (CASE)
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ult AC/10) 10
4. Ammo (Ult AC/10) 10
5. Ammo (Ult AC/10) 10
6. *Ferro-Fibrous*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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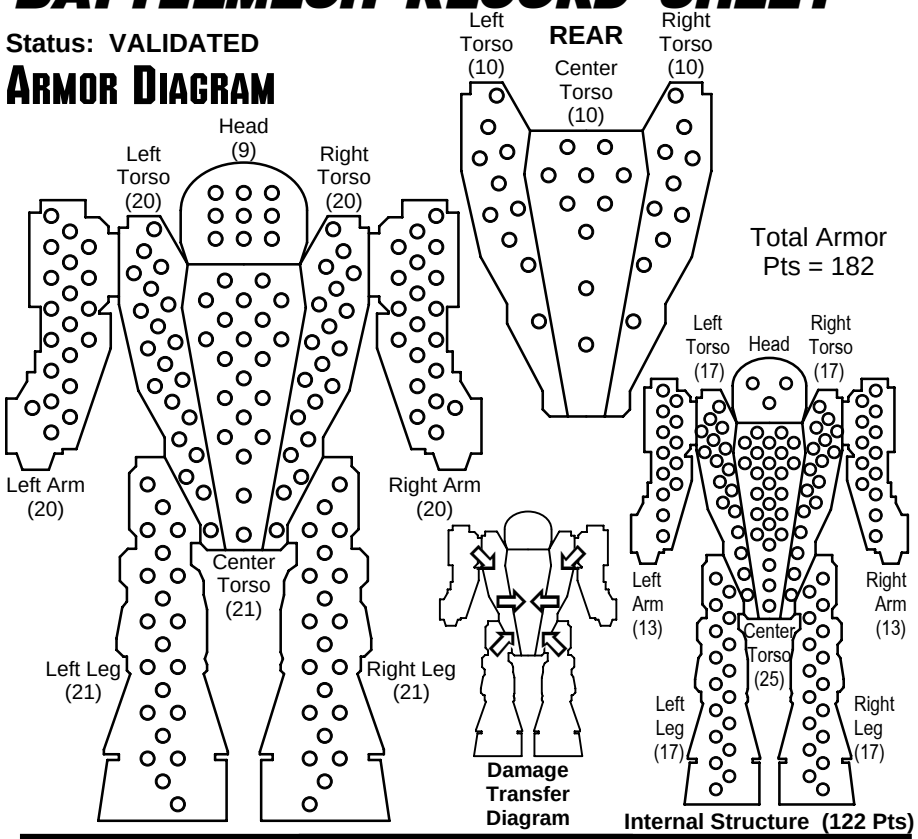
ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk IIC 2
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	5	Clan
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
2	LRM 20	RT	6	1/hit	-	7	14	21
2	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type:	Rounds:
LRM 20	48

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

1-3

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. LRM 20
6. LRM 20

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Ferro-Fibrous*

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

1-3

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. LRM 20
6. LRM 20

1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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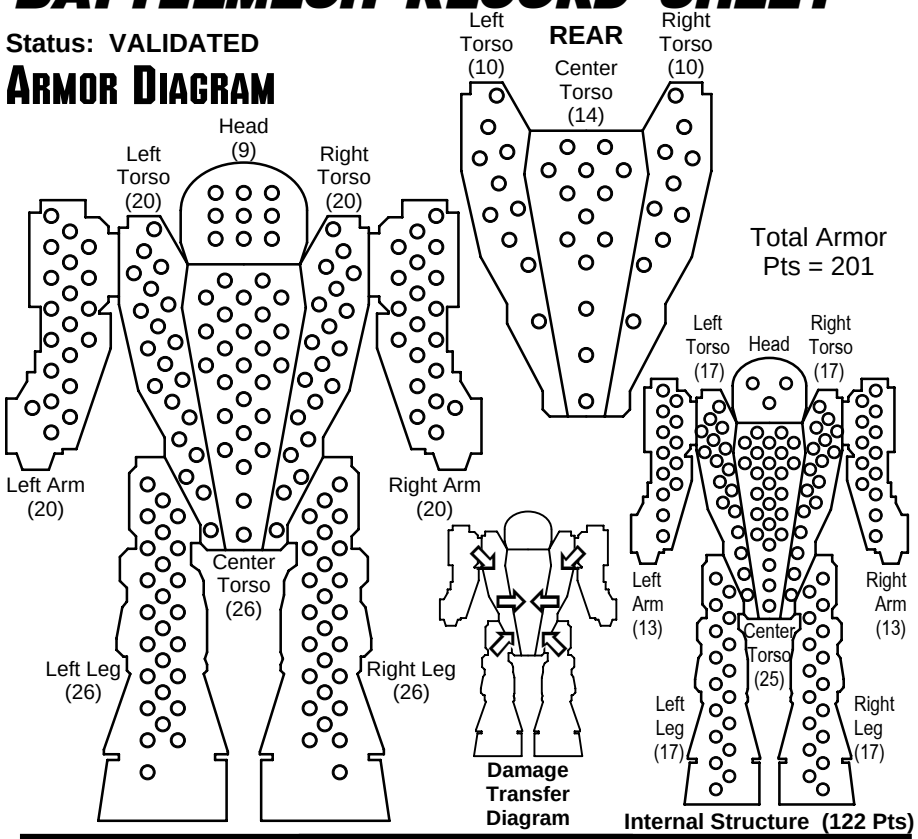
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Phoenix Hawk IIC 3
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	5	Clan
Running:	8	Biped 'Mech
Jumping:	5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Heavy Large Laser	RT	18	16	-	5	10	15
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Heavy Large Laser	LT	18	16	-	5	10	15
1	Small Pulse Laser	LT	2	3	-	2	4	6
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: 22 Double (44)
○○○○○○○○○○ ○○○○○○○○○○
○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (44)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. Small Pulse Laser

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Medium Pulse Laser

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

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Heavy Large Laser
6. Heavy Large Laser

4-6
1. Heavy Large Laser
2. Small Pulse Laser
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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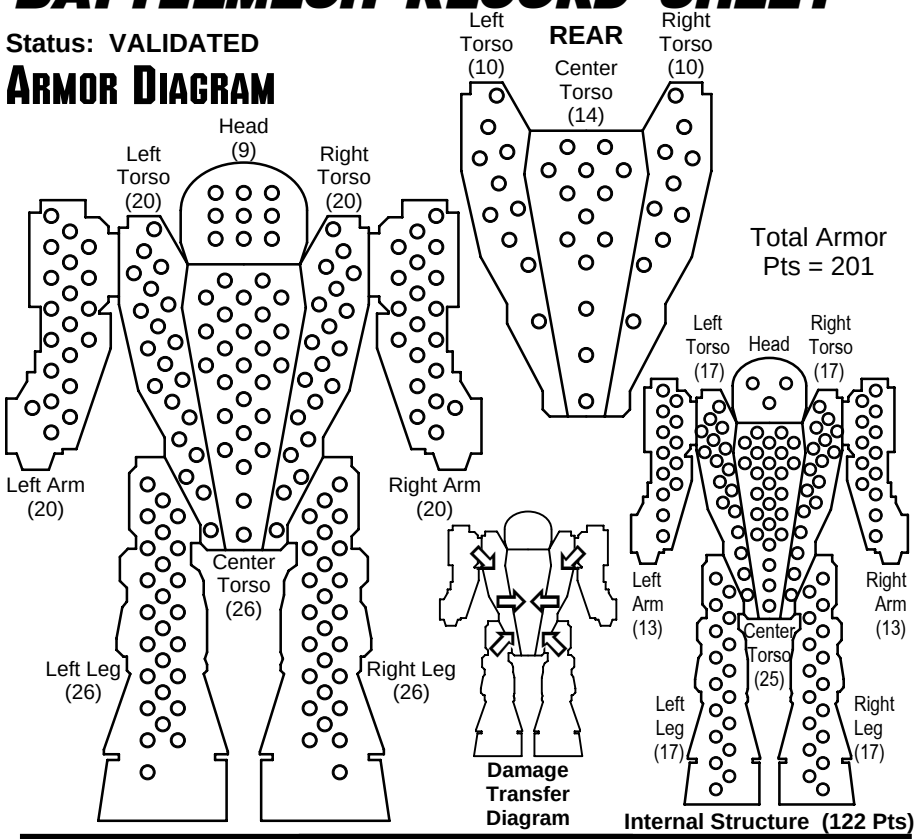
ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk IIC 4
Mass: 80 tons

Movement Points:	Tech & Configuration:
Walking: 5	Clan
Running: 8	Biped 'Mech
Jumping: 5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Adv. Tact. Msl. 9	RT	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	Adv. Tact. Msl. 9	LT	6	2/hit	4	5	10	15

Ammo Type:	Rounds:
Adv. Tact. Msl. 9	49

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (ATM 9) 7
6. Ammo (ATM 9) 7

1-3

1. Ammo (ATM 9) 7
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Left Torso
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9

1-3

1. Adv. Tact. Msl. 9
2. Adv. Tact. Msl. 9
3. Adv. Tact. Msl. 9
4. Adv. Tact. Msl. 9
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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

Center Torso (CASE)
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ammo (ATM 9) 7

4-6

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (ATM 9) 7
6. Ammo (ATM 9) 7

1-3

1. Ammo (ATM 9) 7
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Right Torso
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9

1-3

1. Adv. Tact. Msl. 9
2. Adv. Tact. Msl. 9
3. Adv. Tact. Msl. 9
4. Adv. Tact. Msl. 9
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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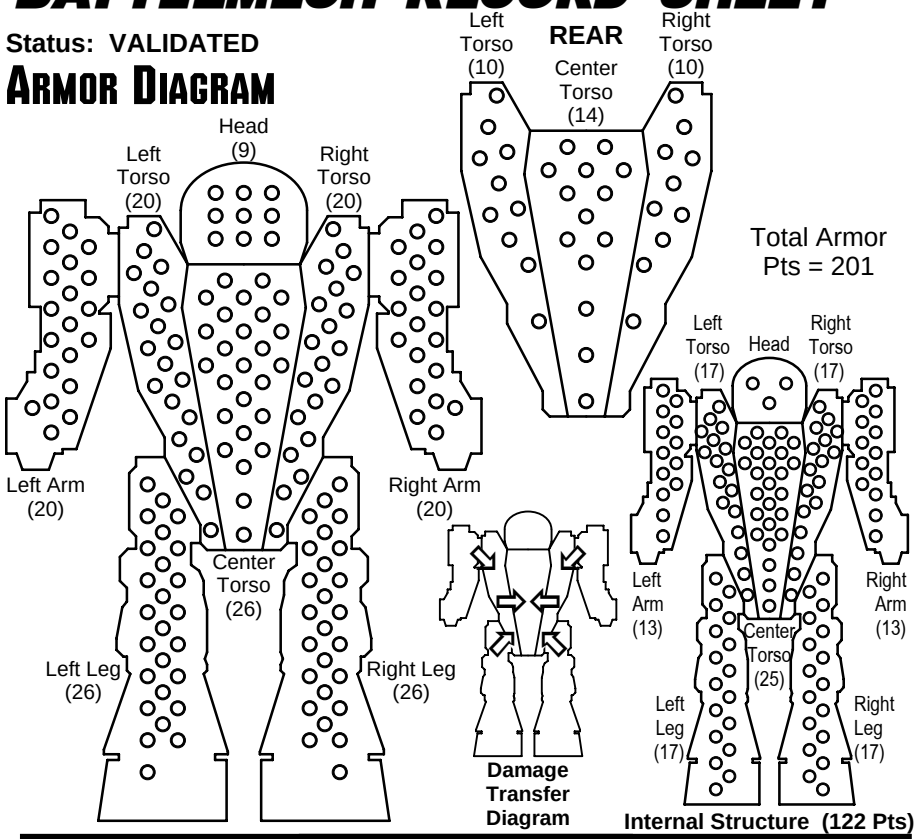
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk IIC 5
Mass: 80 tons

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	AP Gauss Rifle	RA	1	3	-	3	6	9
2	AP Gauss Rifle	LA	1	3	-	3	6	9
1	HAG 20	RT	4	20	2	8	16	24
1	HAG 20	LT	4	20	2	8	16	24

Ammo Type:	Rounds:
AP Gauss Rifle	40
HAG 20	24

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

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 (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AP Gauss Rifle
6. AP Gauss Rifle

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso (CASE)
1-3
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. HAG 20
6. HAG 20

4-6
1. HAG 20
2. HAG 20
3. HAG 20
4. HAG 20
5. Ammo (HAG20) 6
6. Ammo (HAG20) 6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ammo (APGR) 40

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AP Gauss Rifle
6. AP Gauss Rifle

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso (CASE)
1-3
1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. HAG 20
6. HAG 20

4-6
1. HAG 20
2. HAG 20
3. HAG 20
4. HAG 20
5. Ammo (HAG20) 6
6. Ammo (HAG20) 6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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BATTLETECH®
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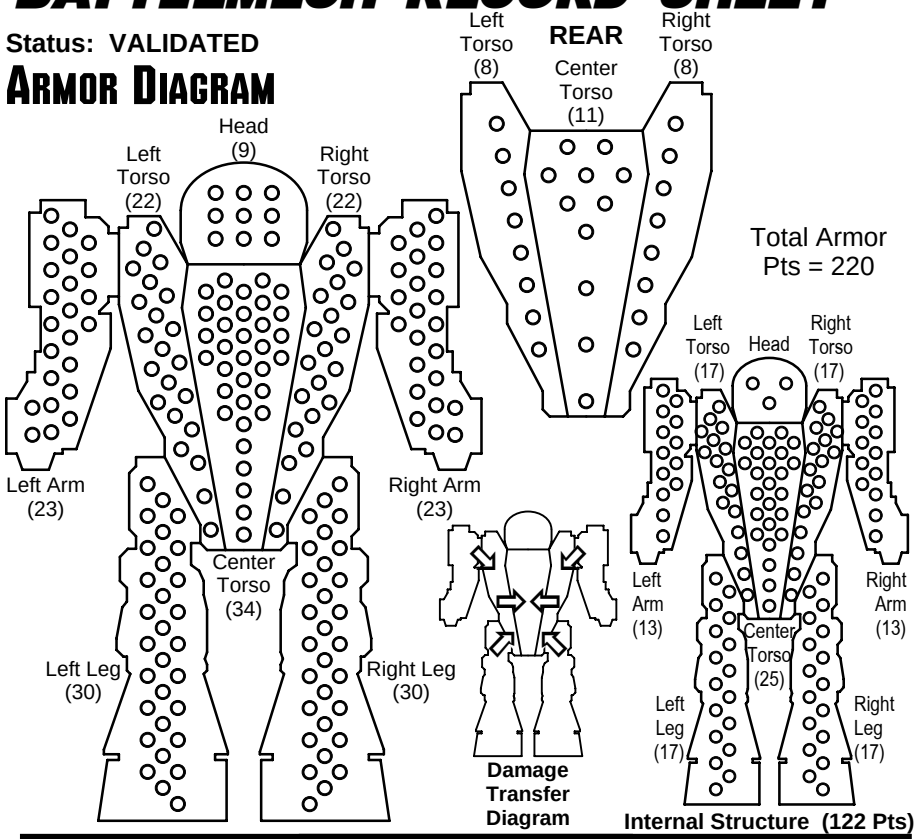
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk IIC 6
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	5	Clan
Running:	8	Biped 'Mech
Jumping:	8	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Plasma Cannon	RA	7	-	-	6	12	18
1	Plasma Cannon	LA	7	-	-	6	12	18
1	Heavy Medium Laser	RT	7	10	-	3	6	9
1	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Targeting Computer							

Ammo Type:	Rounds:
Plasma Cannon	40

Total Heat Sinks: 11 Double (22)
○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (28)

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Plasma Cannon
6. Ammo (PC) 10

4-6
1. Ammo (PC) 10
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso

1-3
1. XL Engine
2. XL Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Heavy Medium Laser
6. Heavy Medium Laser

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Targeting Computer
6. Targeting Computer

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Plasma Cannon
6. Ammo (PC) 10

4-6
1. Ammo (PC) 10
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso

1-3
1. XL Engine
2. XL Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Heavy Medium Laser
6. Heavy Medium Laser

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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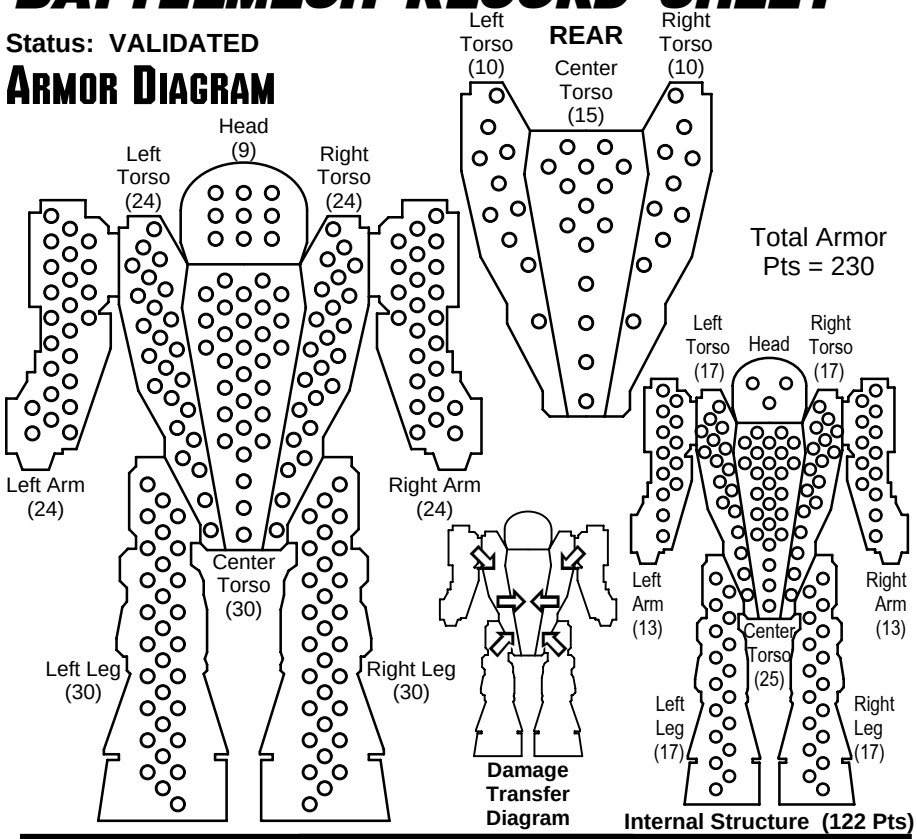
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer IIC
Mass: 80 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
2	Medium Pulse Laser	RT	4	7	-	4	8	12
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12

Ammo Type:	Rounds:
SRM 6	15

Total Heat Sinks: 20 Double (40)
OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (54)

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

1-3
4. ER PPC
5. ER PPC
6. *Endo Steel*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

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

Left Torso
1. Double Heat Sink
2. Double Heat Sink

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

1. Medium Pulse Laser
2. Medium Pulse Laser

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. *Endo Steel*

1. *Endo Steel*
2. *Ferro-Fibrous*

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

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Medium Pulse Laser

1. SRM 6
2. Ammo (SRM 6) 15

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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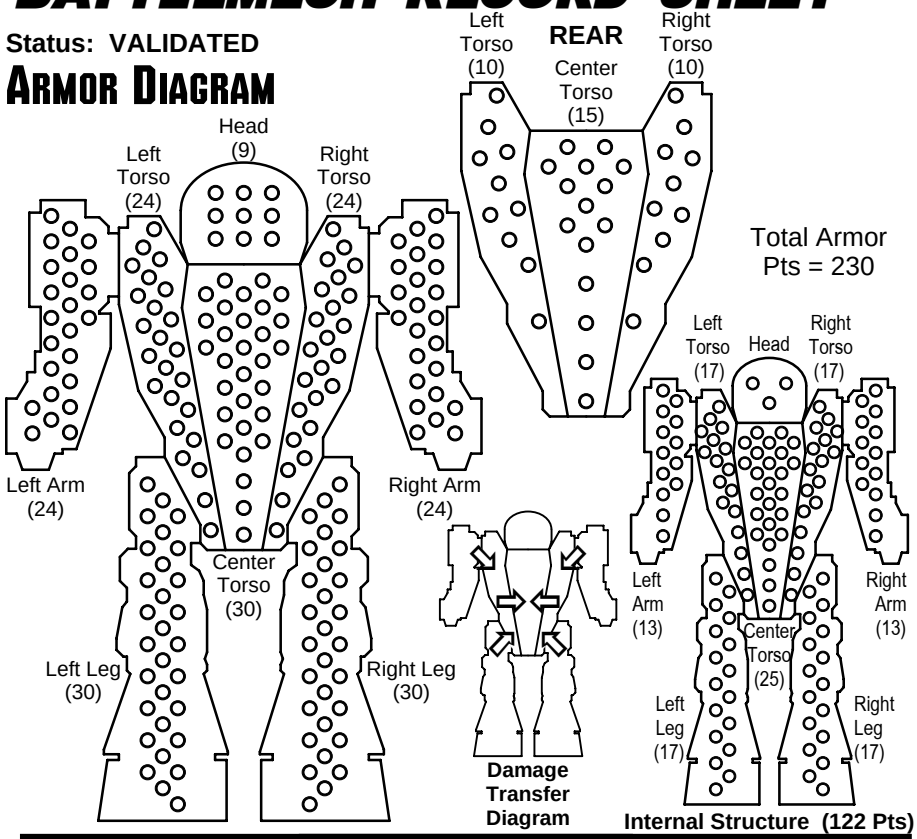
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer IIC 2
Mass: 80 tons

Movement Points:	Tech & Configuration:
Walking: 4	Clan
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	LRM 15	RT	5	1/hit	-	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:	Rounds:
LRM 15	24
SRM 6	15

Total Heat Sinks: 20 Double (40)
OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (44)

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

1-3
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC

4-6
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. Double Heat Sink
5. LRM 15
6. LRM 15

1. Ammo (LRM 15) 8

4-6
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro

4-6
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC

4-6
2. *Endo Steel*
3. *Endo Steel*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink

1-3
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. SRM 6

4-6
2. Ammo (SRM 6) 15
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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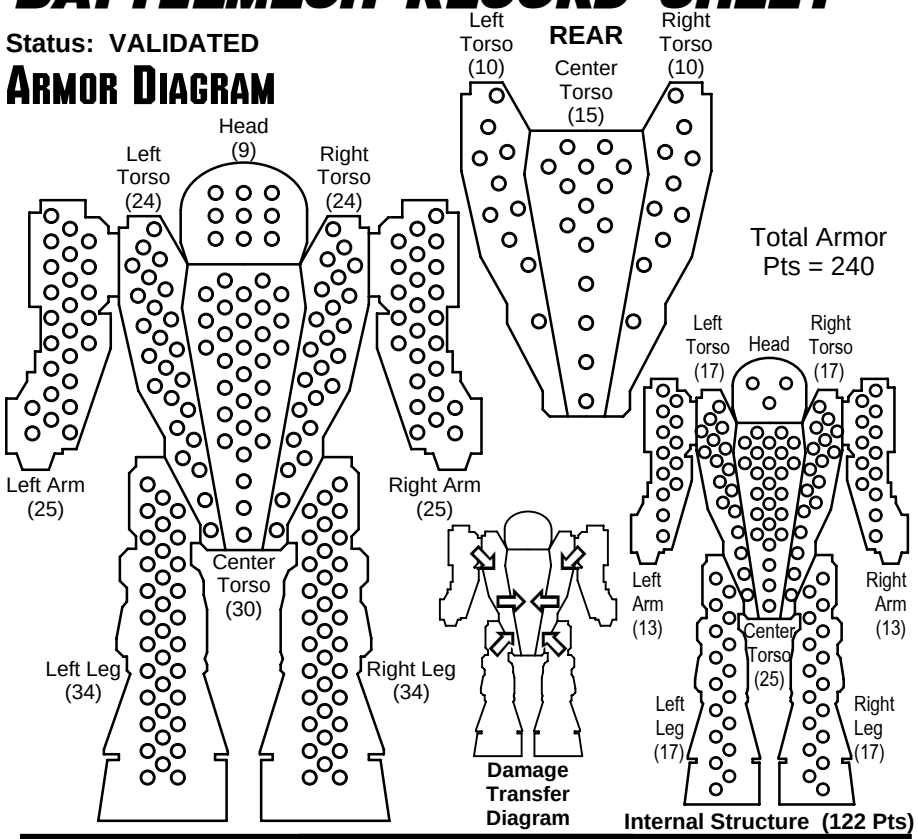
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Warhammer IIC 3
Mass: 80 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
2	Medium Pulse Laser	RT	4	7	-	4	8	12
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: 22 Double (44)
OOOOOOOOOO OOOOOOOOOO
OO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (56)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser
1. Heavy Large Laser
2. Heavy Large Laser
4-6 3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Medium Pulse Laser
2. Medium Pulse Laser
4-6 3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser
1. Heavy Large Laser
2. Heavy Large Laser
4-6 3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

Right Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Medium Pulse Laser
1. Targeting Computer
2. Targeting Computer
4-6 3. Targeting Computer
4. Targeting Computer
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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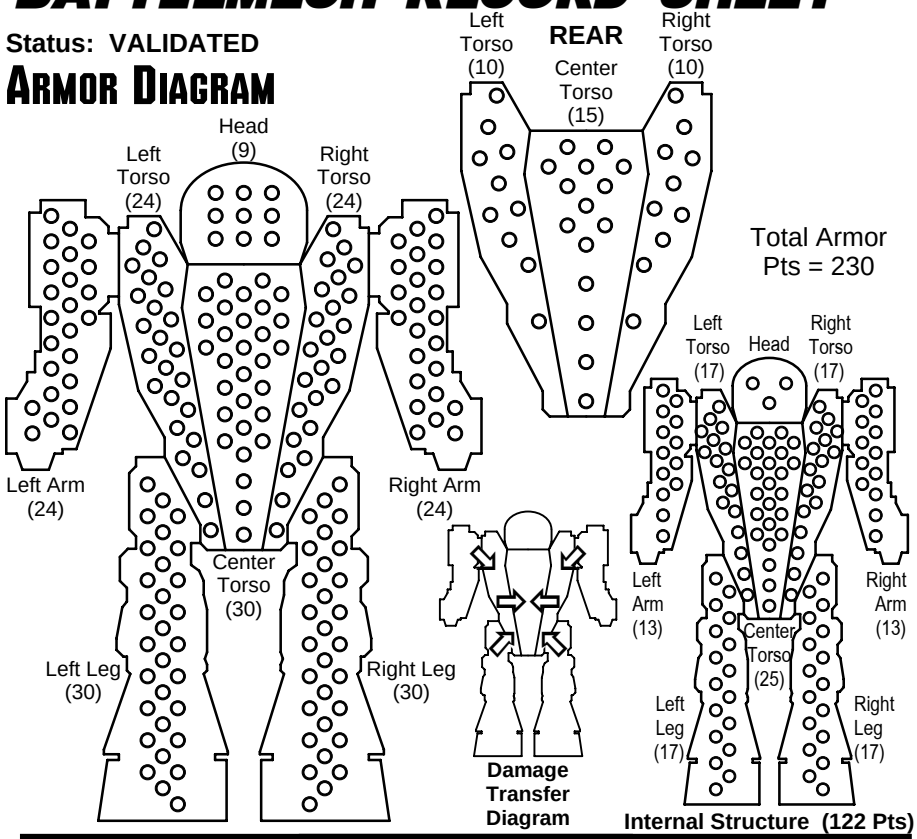
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer IIC 4
Mass: 80 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Adv. Tact. Msl. 6	RT	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 6	LT	4	2/hit	4	5	10	15
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:	Rounds:
Adv. Tact. Msl. 6	50

Total Heat Sinks: 20 Double (40)
○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (40)

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 (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ammo (ATM 6) 10

4-6
1. Ammo (ATM 6) 10
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Adv. Tact. Msl. 6
2. Adv. Tact. Msl. 6
3. Adv. Tact. Msl. 6
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Ammo (ATM 6) 10

4-6
1. Ammo (ATM 6) 10
2. Ammo (ATM 6) 10
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Adv. Tact. Msl. 6
6. Adv. Tact. Msl. 6

4-6
1. Adv. Tact. Msl. 6
2. *Endo Steel*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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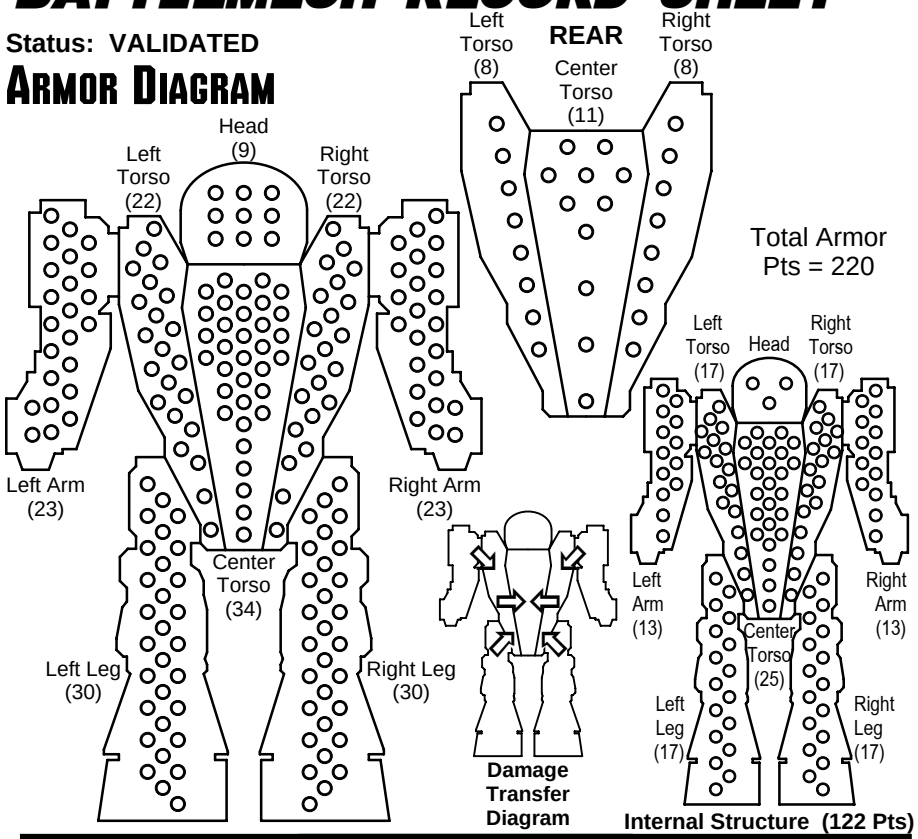
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer IIC 5
Mass: 80 tons

Movement Points:		Tech & Configuration:
Walking:	4	Clan
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	HAG 20	RA	4	20	2	8	16	24
1	HAG 20	LA	4	20	2	8	16	24
2	Heavy Medium Laser	RT	7	10	-	3	6	9
2	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Streak SRM 4	HD	3	2/hit	-	4	8	12

Ammo Type:	Rounds:
HAG 20	24
Streak SRM 4	25

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (39)

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. HAG 20
5. HAG 20
6. HAG 20

1. HAG 20
2. HAG 20

4-6
3. HAG 20
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

Left Torso
1. Heavy Medium Laser
2. Heavy Medium Laser

1-3
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Ammo (HAG20) 6
6. Ammo (HAG20) 6

1. *Endo Steel*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 4
5. Sensors
6. Life Support

Center Torso (CASE)
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Ammo (Streak 4) 25
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. HAG 20
5. HAG 20
6. HAG 20

1. HAG 20
2. HAG 20

4-6
3. HAG 20
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

Right Torso
1. Heavy Medium Laser
2. Heavy Medium Laser

1-3
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Ammo (HAG20) 6
6. Ammo (HAG20) 6

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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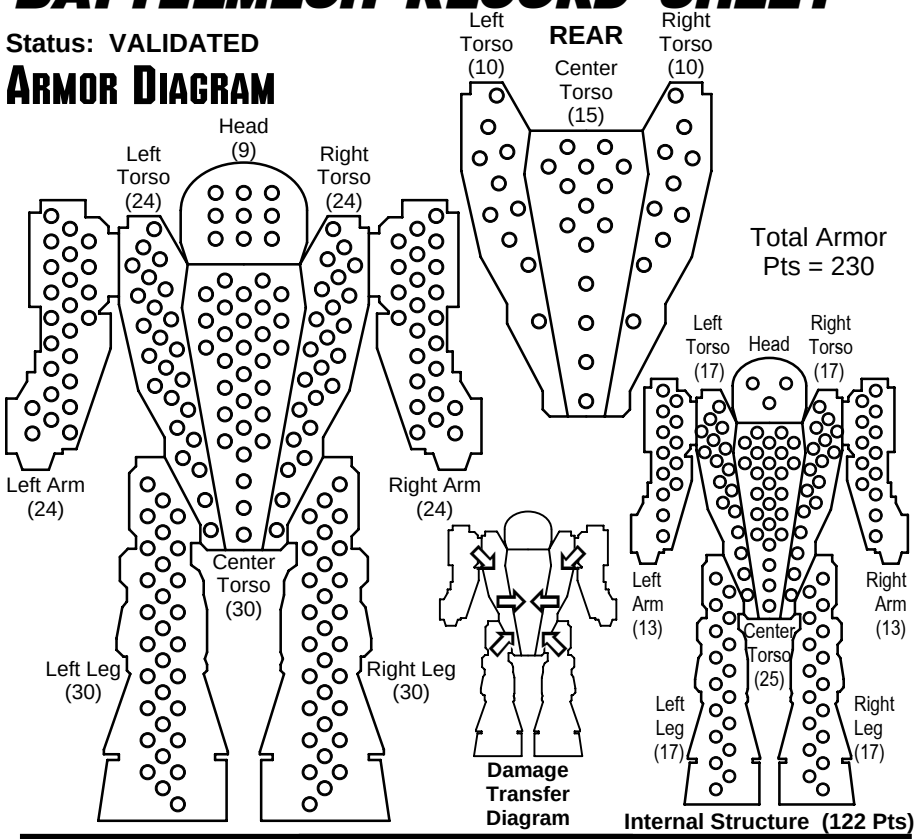
Armor Diagram



'Mech Data

Type: Warhammer IIC 6
Mass: 80 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	HAG 30	RT	6	30	2	8	16	24
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:	Rounds:
HAG 30	16

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (38)

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

1-3
4. ER PPC
5. ER PPC
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. *Endo Steel*
2. *Ferro-Fibrous*

1-3
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
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. Double Heat Sink
6. Double Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso (CASE)
1. HAG 30
2. HAG 30

1-3
3. HAG 30
4. HAG 30
5. HAG 30
6. HAG 30

1. HAG 30
2. HAG 30

4-6
3. Ammo (HAG30) 4
4. Ammo (HAG30) 4
5. Ammo (HAG30) 4
6. Ammo (HAG30) 4

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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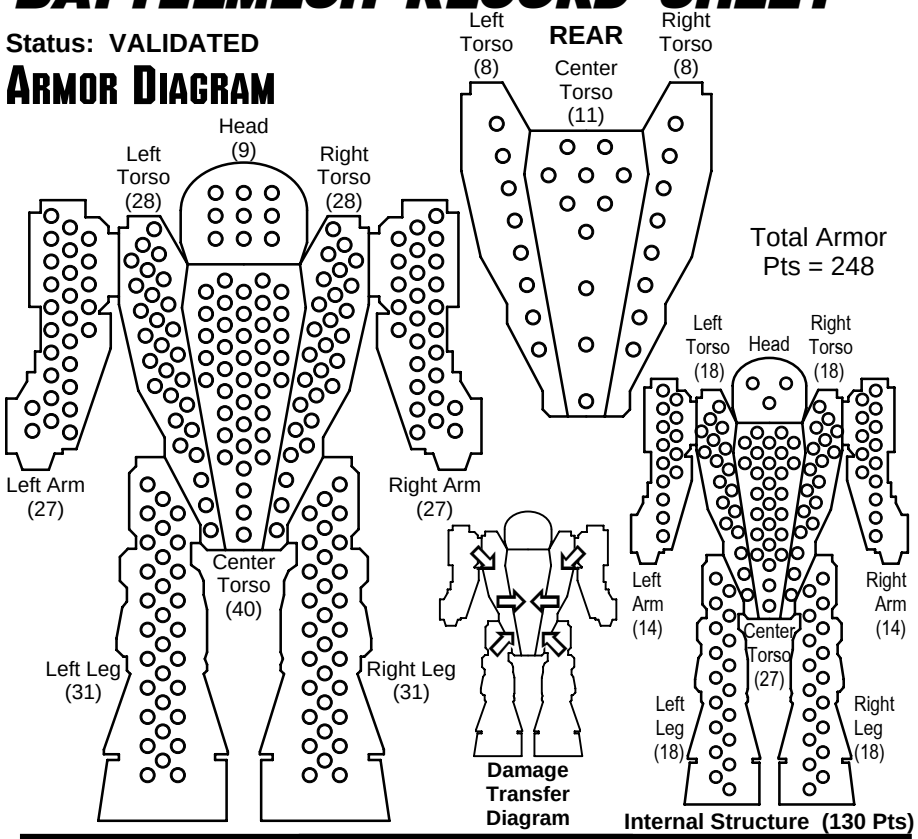
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-1D
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Machine Gun	RA	0	2	-	1	2	3
1	PPC	LA	10	10	3	6	12	18
2	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200

Total Heat Sinks: 24 Single
○○○○○○○○○○ ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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

1-3

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

4-6

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
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

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

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

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. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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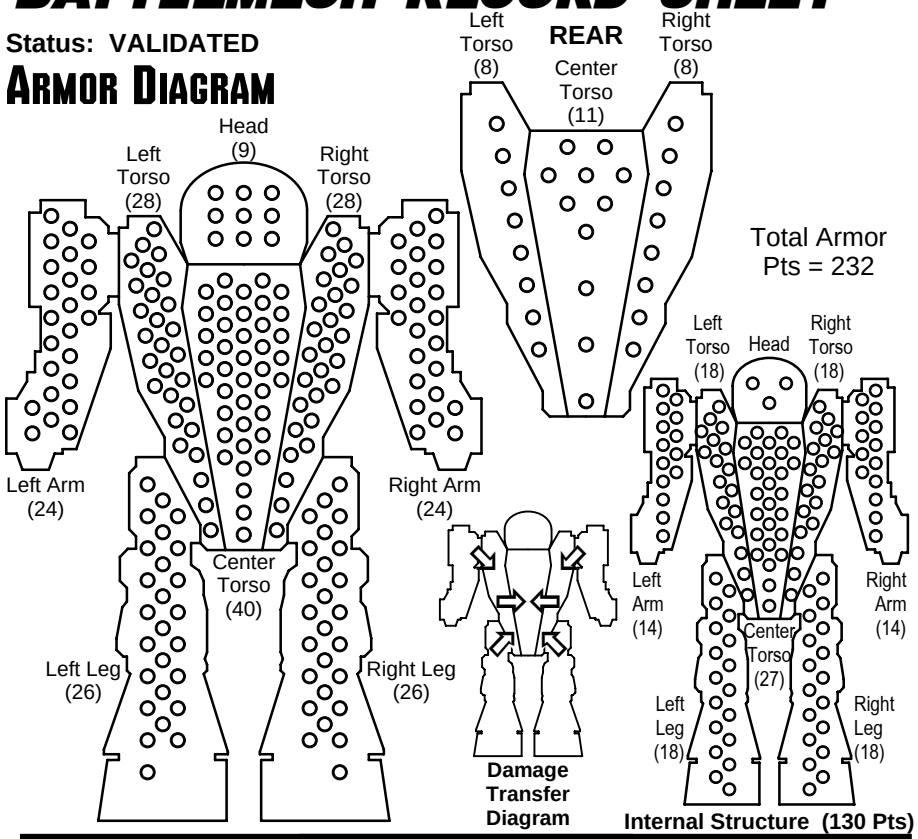
ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-1G
Mass: 85 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Machine Gun	RA	0	2	-	1	2	3
1	PPC	LA	10	10	3	6	12	18
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200
SRM 6	30

Total Heat Sinks: 18 Single ○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

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

1-3
1. PPC
2. *Roll Again*
3. *Roll Again*

4-6
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

1-3
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
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*

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

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

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. Single Heat Sink
2. Medium Laser
3. Medium Laser

1-3
4. Medium Laser (R)
5. *Roll Again*
6. *Roll Again*

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

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

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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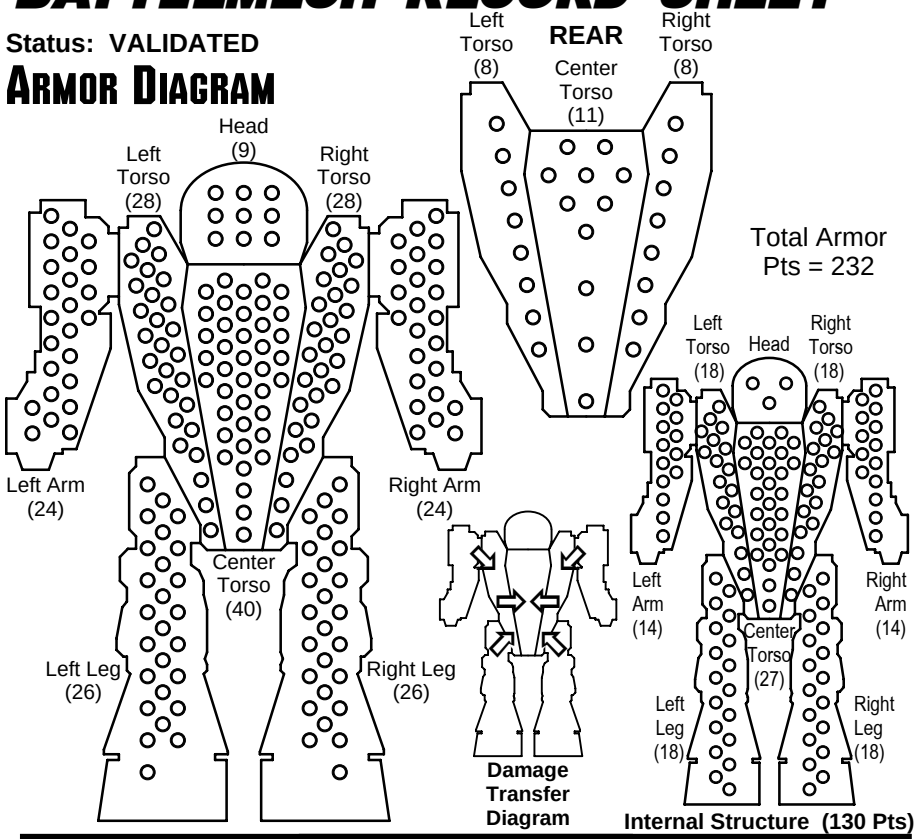
ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-1S
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	SRM 2	RA	2	2/hit	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
2	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
1	LRM 5	LT	2	1/hit	6	7	14	21
1	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:
SRM 2	50
LRM 15	8
LRM 5	24

Total Heat Sinks: 20 Single ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (23)

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

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

Left Torso

1-3
1. Single Heat Sink
2. Medium Laser
3. Medium Laser
4. LRM 5
5. SRM 2
6. Ammo (LRM 5) 24

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 2
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 2) 50
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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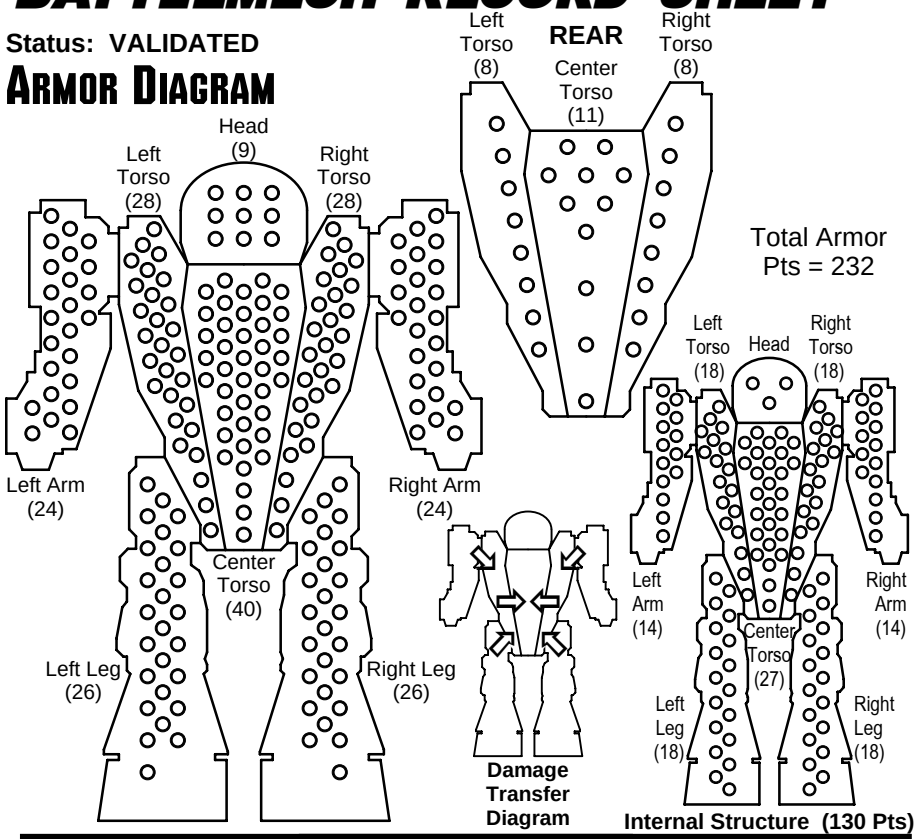
ARMOR DIAGRAM



'MECH DATA

Type: Battlemaster BLR-3M
Mass: 85 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	Machine Gun	LA	0	2	-	1	2	3
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
Machine Gun	200
SRM 6	30

Total Heat Sinks: 18 Double (36)
○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (37)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Machine Gun
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser (R)

1-3

1. SRM 6
2. SRM 6
3. Ammo (MG) 200
4. Ammo (SRM 6) 15
5. Ammo (SRM 6) 15
6. CASE

4-6

Left 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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

1-3

1. ER PPC
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser (R)

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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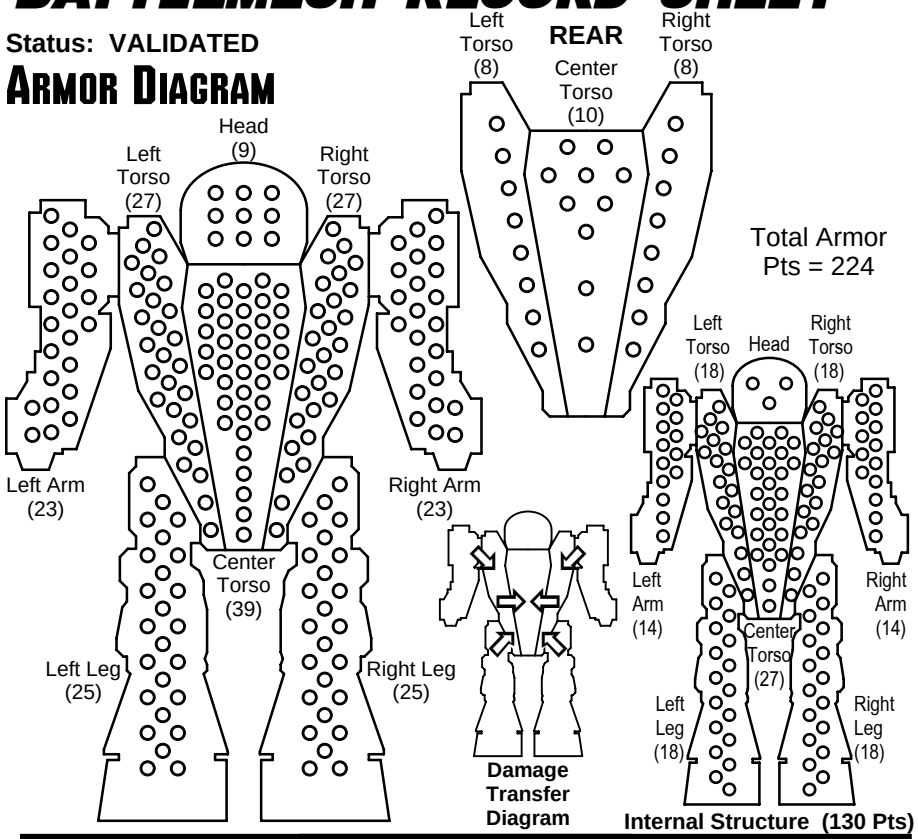
ARMOR DIAGRAM



'MECH DATA

Type: Battlemaster BLR-3S
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 20	RA	6	1/hit	6	7	14	21
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
LRM 20	12
SRM 6	30

Total Heat Sinks: 22 Single
○○○○○○○○○○ ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (34)

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
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. XL Engine
2. XL Engine
3. XL Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser (R)

1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. CASE
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. LRM 20
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Single Heat Sink
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Medium Pulse Laser (R)
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. CASE
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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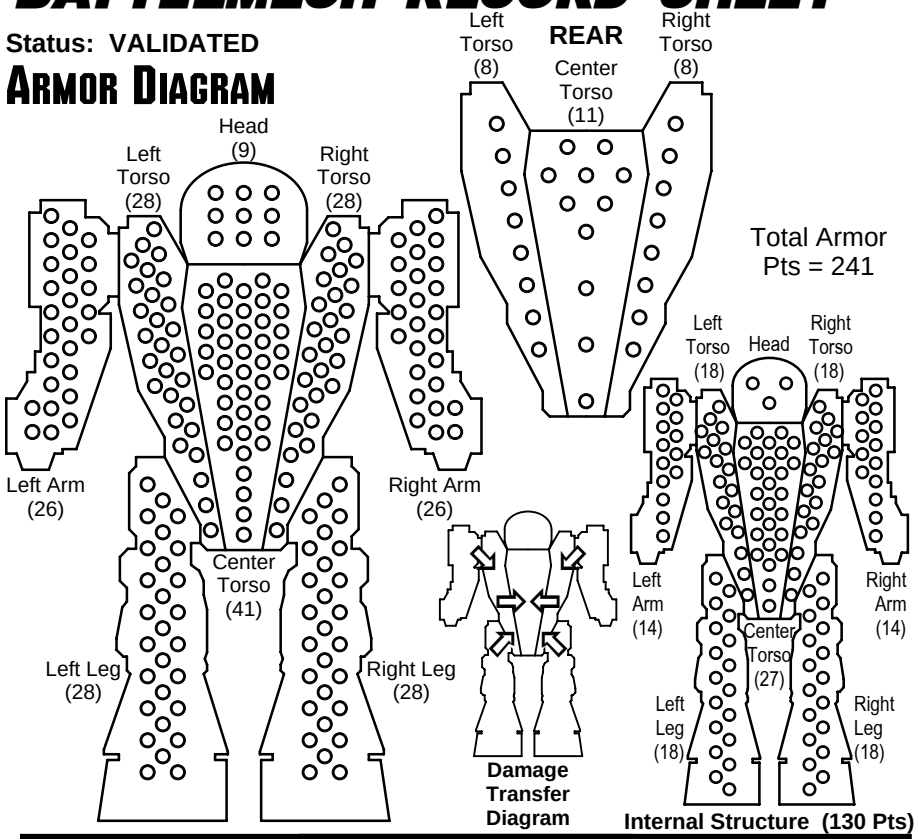
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-4S
Mass: 85 tons

Movement Points:	Tech & Configuration:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Small Pulse Laser	LA	2	3	-	1	2	3
2	ER Medium Laser	RT	5	5	-	4	8	12
1	Medium Laser	RT	3	5	-	3	6	9
2	ER Medium Laser	LT	5	5	-	4	8	12
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:
Gauss Rifle	24
SRM 6	30

Total Heat Sinks: 13 Double (26)
○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (35)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Pulse Laser
6. Small Pulse Laser

1-3

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Medium Laser
6. SRM 6

1-3

1. SRM 6
2. Artemis IV FCS
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. CASE
6. *Ferro-Fibrous*

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. *Ferro-Fibrous*

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Medium Laser
6. Ammo (Gauss) 8

1-3

1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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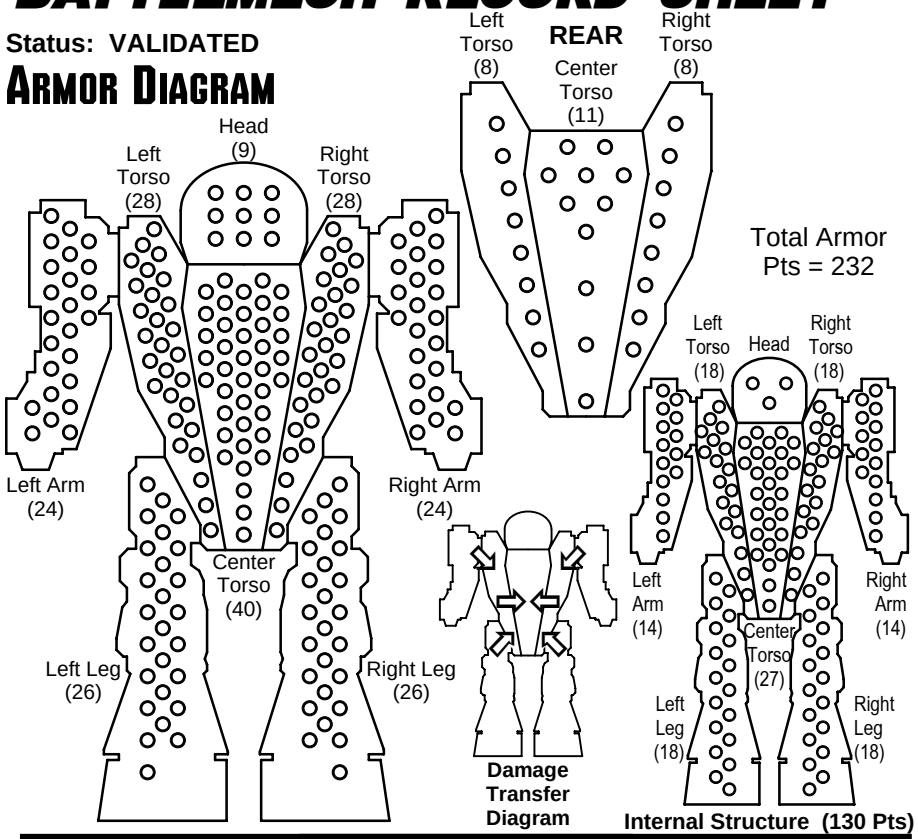
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-5M
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	ER Large Laser	RA	12	8	-	7	14	19
2	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	RT(R)	5	5	-	4	8	12
2	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	LT(R)	5	5	-	4	8	12

Ammo Type:	Rounds:
Light Gauss Rifle	16

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (43)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3
1. Double Heat Sink
2. *Roll Again*
3. *Roll Again*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser (R)

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. *Roll Again*
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Light Gauss Rifle
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle

4-6
4. Ammo (Lt Gauss) 16
5. ER Large Laser
6. ER Large Laser

Right Torso
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser (R)

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*

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 Point
4	
3	
2	
1	
0	

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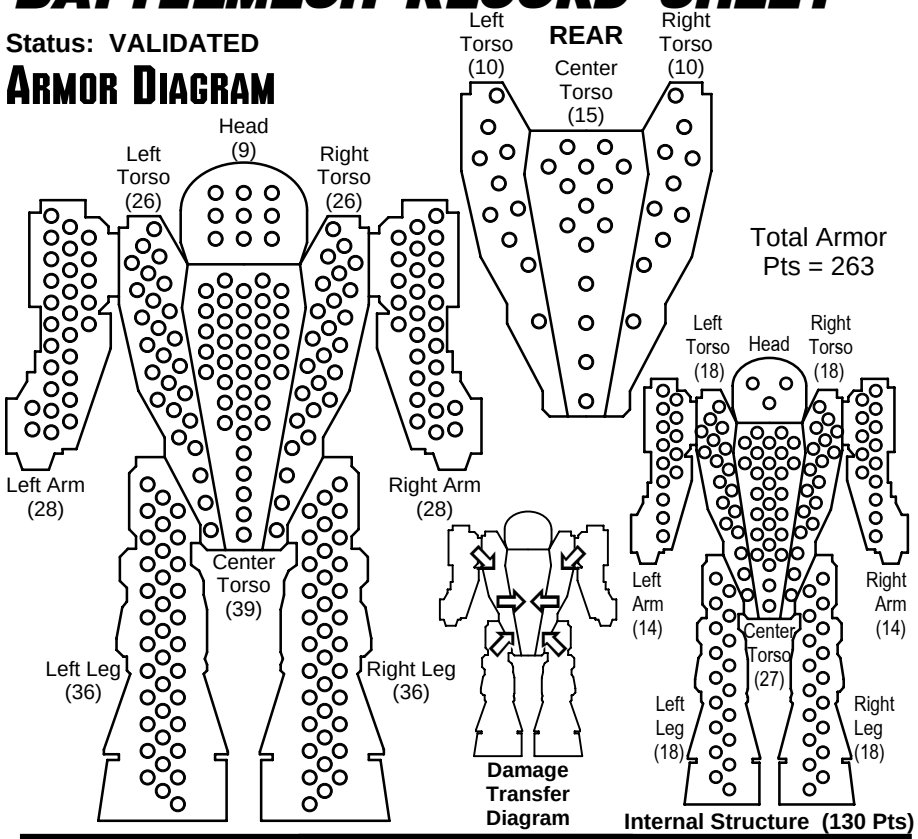
Armor Diagram



'Mech Data

Type: BattleMaster BLR-10S
Mass: 85 tons

Movement Points:	Tech & Configuration:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
3	ER Medium Laser	RT	5	5	-	4	8	12
3	ER Medium Laser	LT	5	5	-	4	8	12
1	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6
1	ER Small Laser	HD(R)	2	3	-	2	4	5
1	B-Pod	LL	0	-	-	-	-	-
1	B-Pod	RL	0	-	-	-	-	-

Ammo Type:	Rounds:
Streak SRM 4	25

Total Heat Sinks: 20 Double (40)
OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (50)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink

4-6

5. *Roll Again*
6. *Roll Again*

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Streak SRM 4
5. Ammo (Streak 4) 25
6. CASE

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser (R)
5. Sensors
6. Life Support

Center Torso
1. Compact Engine
2. Compact Engine
3. Compact Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1-3

1. Heavy Duty Gyro
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Guardian ECM
6. Guardian ECM

4-6

Engine Hits	O O O
Gyro Hits	O O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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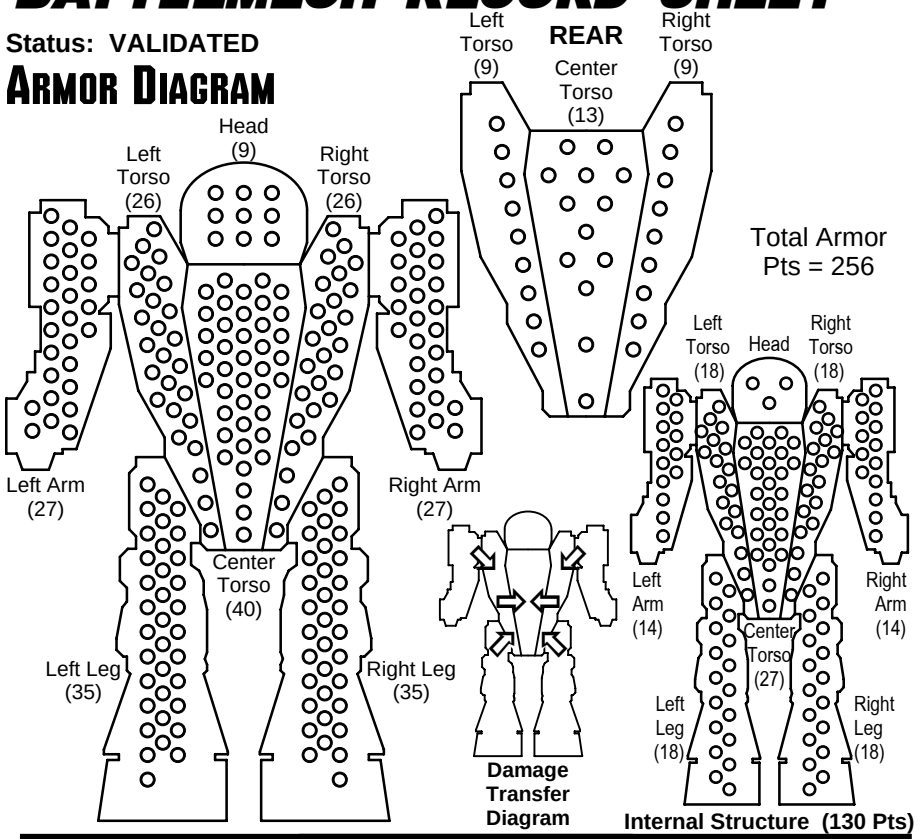
Status: VALIDATED

Armor Diagram



'Mech Data

Type: BattleMaster BLR-CM
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	C³ Master Computer	RT	0	-	-	-	-	-
1	C³ Master Computer	LT	0	-	-	-	-	-
2	ER Medium Laser	LT	5	5	-	4	8	12
1	MRM 30	LT	10	1/hit	-	3	8	15

Ammo Type:	Rounds:
MRM 30	24

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (35)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso
1. C³ Master Computer
2. C³ Master Computer

1-3
3. C³ Master Computer
4. C³ Master Computer
5. C³ Master Computer
6. ER Medium Laser

1. ER Medium Laser

4-6
2. MRM 30
3. MRM 30
4. MRM 30
5. MRM 30
6. MRM 30

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro

4-6
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso
1. C³ Master Computer
2. C³ Master Computer

1-3
3. C³ Master Computer
4. C³ Master Computer
5. C³ Master Computer
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Ammo (MRM 30) 8
4. Ammo (MRM 30) 8
5. Ammo (MRM 30) 8
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

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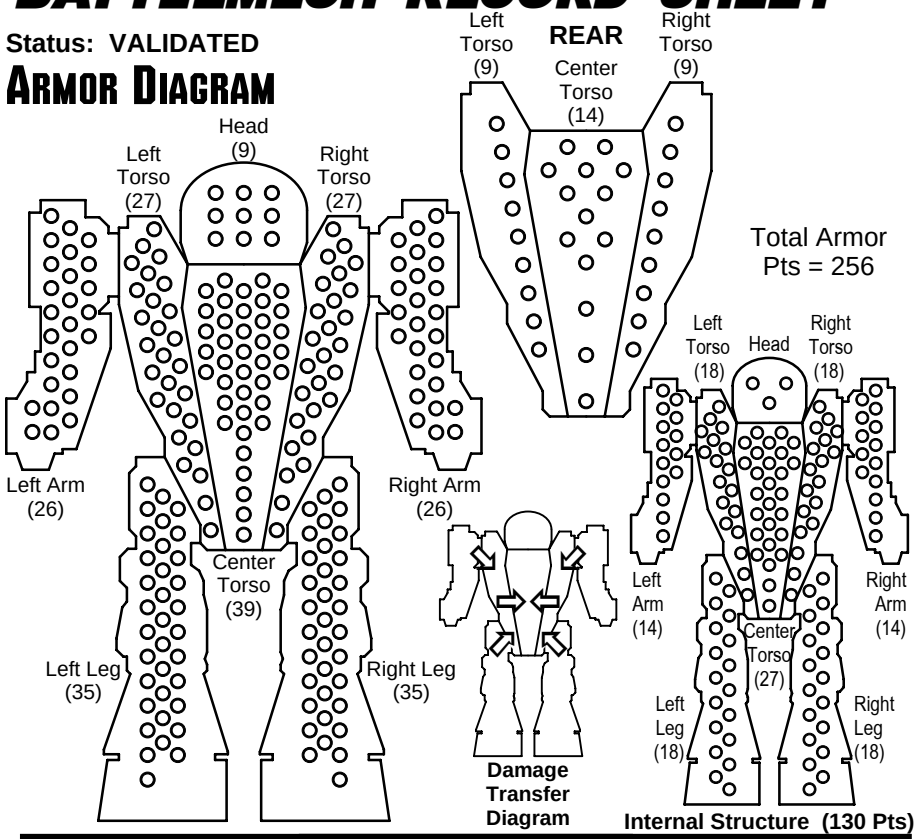
Armor Diagram



'Mech Data

Type: BattleMaster BLR-K3
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
1	C³ Master Computer	RT	0	-	-	-	-	-
1	ER Large Laser	LT	12	8	-	7	14	19
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
2	ER Medium Laser	CT(R)	5	5	-	4	8	12

Ammo Type:	Rounds:
Streak SRM 6	15

Total Heat Sinks: 18 Double (36)
○○○○○○○○○○ ○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (63)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Large Laser
2. ER Large Laser
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak 6) 15
6. CASE

4-6

Left 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

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Medium Laser (R)
6. ER Medium Laser (R)

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

4-6

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. ER Large Laser
5. ER Large Laser
6. C³ Master Computer

1-3

1. C³ Master Computer
2. C³ Master Computer
3. C³ Master Computer
4. C³ Master Computer
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*

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 Point
4	
3	
2	
1	
0	

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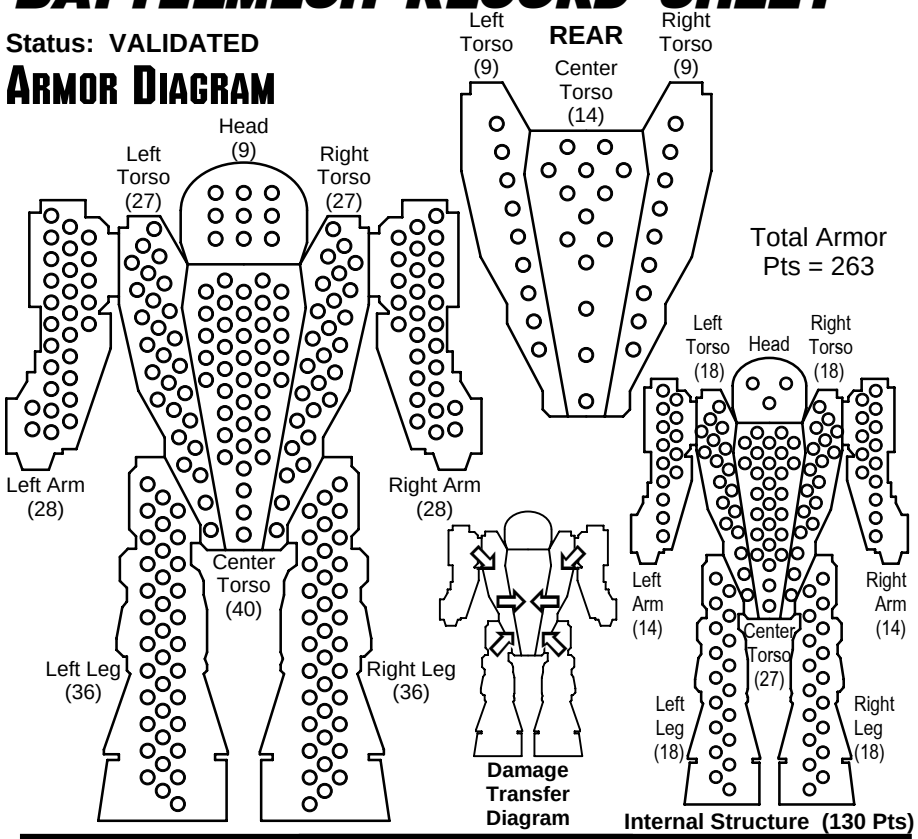
ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-M3
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RA	1	8	3	8	17	25
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Light PPC	RT	5	5	3	6	12	18
1	C³ Master Computer	RT	0	-	-	-	-	-
1	Light PPC	LT	5	5	3	6	12	18
1	MML 5	LT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9

Ammo Type: Rounds:
Light Gauss Rifle 16
MML 5

Total Heat Sinks: 12 Double (24)
○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1. *Heavy Ferro-Fibrous*
2. *Heavy Ferro-Fibrous*
3. *Heavy Ferro-Fibrous*
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. MML 5
6. MML 5

1. MML 5
2. Ammo (MML 5) 20/24
3. Ammo (MML 5) 20/24
4. CASE
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Heavy Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Lt Gauss) 16
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. C³ Master Computer
6. C³ Master Computer

1. C³ Master Computer
2. C³ Master Computer
3. C³ Master Computer
4. *Heavy Ferro-Fibrous*
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Heavy Ferro-Fibrous*
6. *Heavy Ferro-Fibrous*

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 Point
4	
3	
2	
1	
0	

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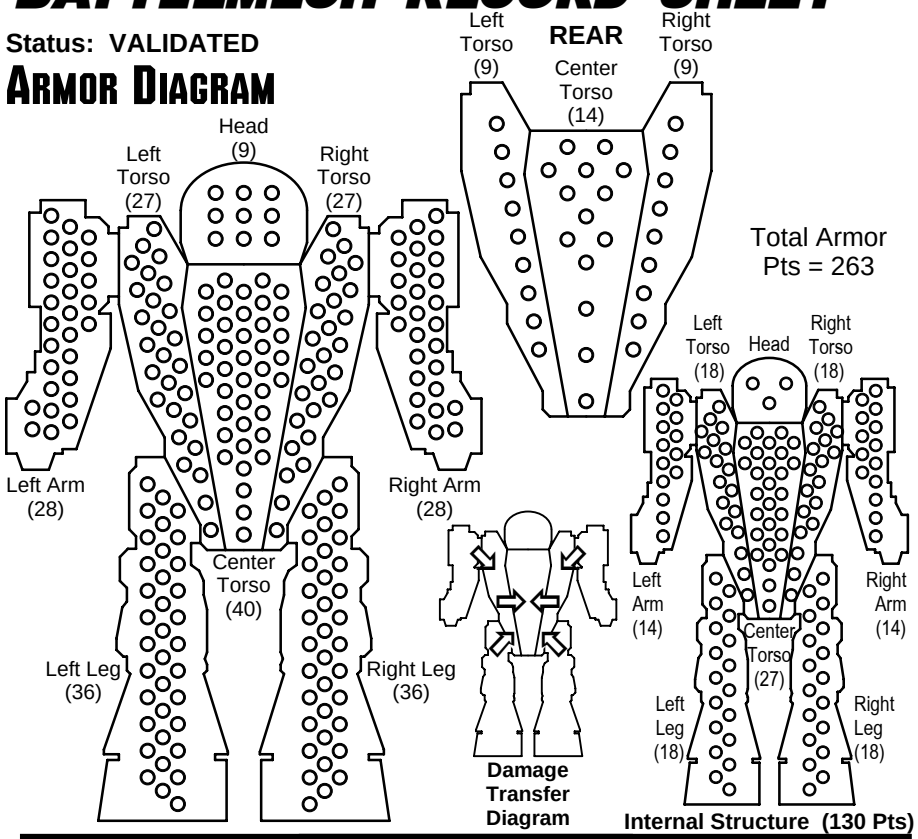
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster C
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Clan
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	HAG 30	RA	6	30	2	8	16	24
2	Medium Pulse Laser	RT	4	7	-	4	8	12
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Adv. Tact. Msl. 6	LT	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Targeting Computer							

Ammo Type:	Rounds:
HAG 30	16
Adv. Tact. Msl. 6	30

Total Heat Sinks: 15 Double (30)
○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (36)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso (CASE)
1. XL Engine
2. XL Engine
3. Adv. Tact. Msl. 6
4. Adv. Tact. Msl. 6
5. Adv. Tact. Msl. 6
6. Medium Pulse Laser

1. Medium Pulse Laser
2. ER Medium Laser
3. Ammo (ATM 6) 10
4. Ammo (ATM 6) 10
5. Ammo (ATM 6) 10
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Ammo (HAG30) 4
6. Ammo (HAG30) 4

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. HAG 30
6. HAG 30

1. HAG 30
2. HAG 30
3. HAG 30
4. HAG 30
5. HAG 30
6. HAG 30

Right Torso
1. XL Engine
2. XL Engine
3. Medium Pulse Laser
4. Medium Pulse Laser
5. ER Medium Laser
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Ammo (HAG30) 4
6. Ammo (HAG30) 4

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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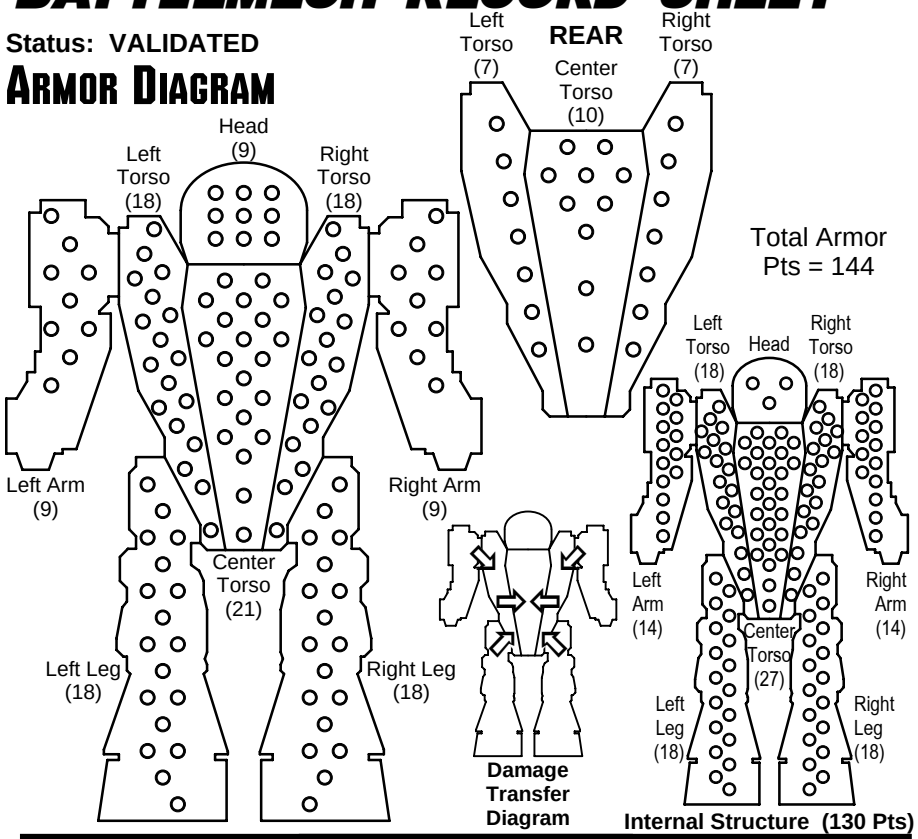
Armor Diagram



'Mech Data

Type: Longbow LGB-0W
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 20	LA	6	1/hit	6	7	14	21
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:
LRM 20	24
LRM 5	48

Total Heat Sinks: 13 Single ○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (17)

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
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. LRM 5
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
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*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 5) 24
6. Ammo (LRM 5) 24

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

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. LRM 5
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
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*

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 Point
4	
3	
2	
1	
0	

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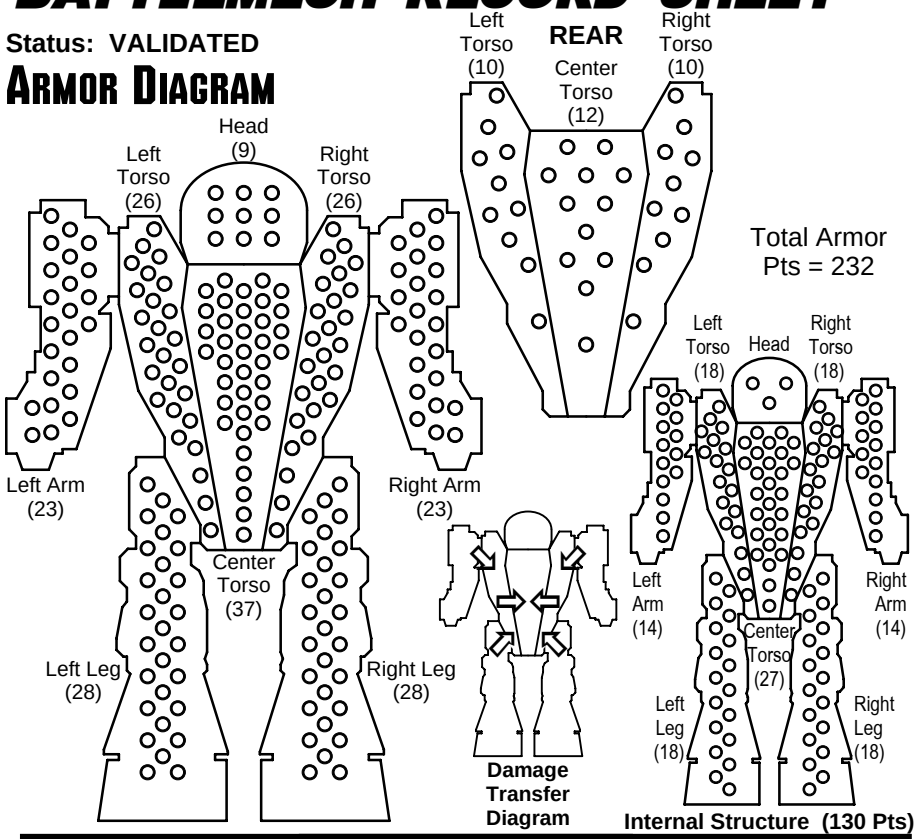
ARMOR DIAGRAM



'MECH DATA

Type: Longbow LGB-7Q
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 20	LA	6	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:
LRM 20	24
LRM 5	24

Total Heat Sinks: 22 Single
○○○○○○○○○○ ○○○○○○○○○○
○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LRM 20, 4. LRM 20, 5. LRM 20, 6. LRM 20
1. LRM 20
4-6: 2. *Roll Again*, 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink
1-3: 3. Single Heat Sink, 4. Single Heat Sink, 5. LRM 5, 6. Medium Laser
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3: 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. Fusion Engine
4-6: 3. Fusion Engine, 4. Fusion Engine, 5. Ammo (LRM 5) 24, 6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LRM 20, 4. LRM 20, 5. LRM 20, 6. LRM 20
1. LRM 20
4-6: 2. *Roll Again*, 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink
1-3: 3. Single Heat Sink, 4. Single Heat Sink, 5. LRM 5, 6. Medium Laser
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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. Single Heat Sink
6. Single 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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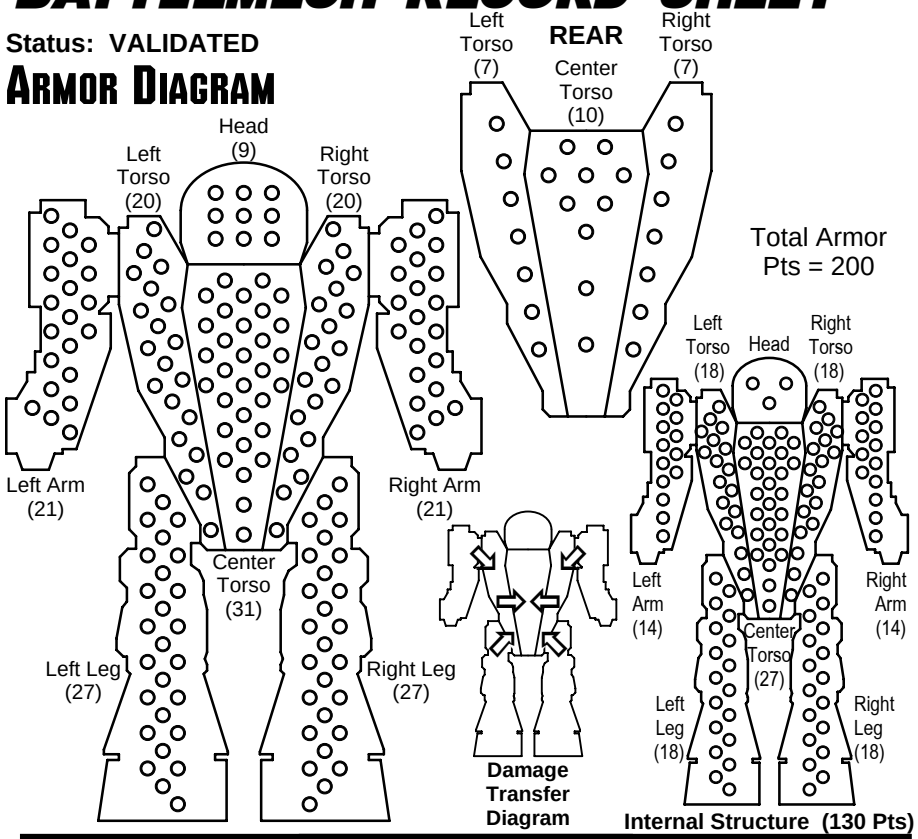
Armor Diagram



'Mech Data

Type: Longbow LGB-13C
Mass: 85 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	MML 7 w/ Artemis IV	RA	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
2	MML 7 w/ Artemis IV	LA	4	-	-	-	-	-
1	MML 7 w/ Artemis IV	RT	4	-	-	-	-	-
1	MML 7 w/ Artemis IV	LT	4	-	-	-	-	-
2	ER Small Laser	CT	2	3	-	2	4	5
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type: MML 7 — Rounds:

Total Heat Sinks: 12 Double (24)
OOOOOOOOOO OO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (30)

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
1. Shoulder
2. Upper Arm Actuator
1-3: 3. MML 7, 4. MML 7, 5. MML 7, 6. MML 7
1. Artemis IV FCS
4-6: 2. MML 7, 3. MML 7, 4. MML 7, 5. MML 7, 6. Artemis IV FCS

Left Torso
1. XL Engine
2. XL Engine
1-3: 3. XL Engine, 4. MML 7, 5. MML 7, 6. MML 7
1. MML 7
4-6: 2. Artemis IV FCS, 3. Ammo (MML 7) 14/17, 4. Ammo (MML 7) 14/17, 5. Ammo (MML 7) 14/17, 6. CASE

Left 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. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3: 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
4-6: 4. XL Engine, 5. ER Small Laser, 6. ER Small Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. MML 7, 4. MML 7, 5. MML 7, 6. MML 7
1. Artemis IV FCS
4-6: 2. MML 7, 3. MML 7, 4. MML 7, 5. MML 7, 6. Artemis IV FCS

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
1-3: 4. MML 7, 5. MML 7, 6. MML 7
1. MML 7
4-6: 2. Artemis IV FCS, 3. Ammo (MML 7) 14/17, 4. Ammo (MML 7) 14/17, 5. Ammo (MML 7) 14/17, 6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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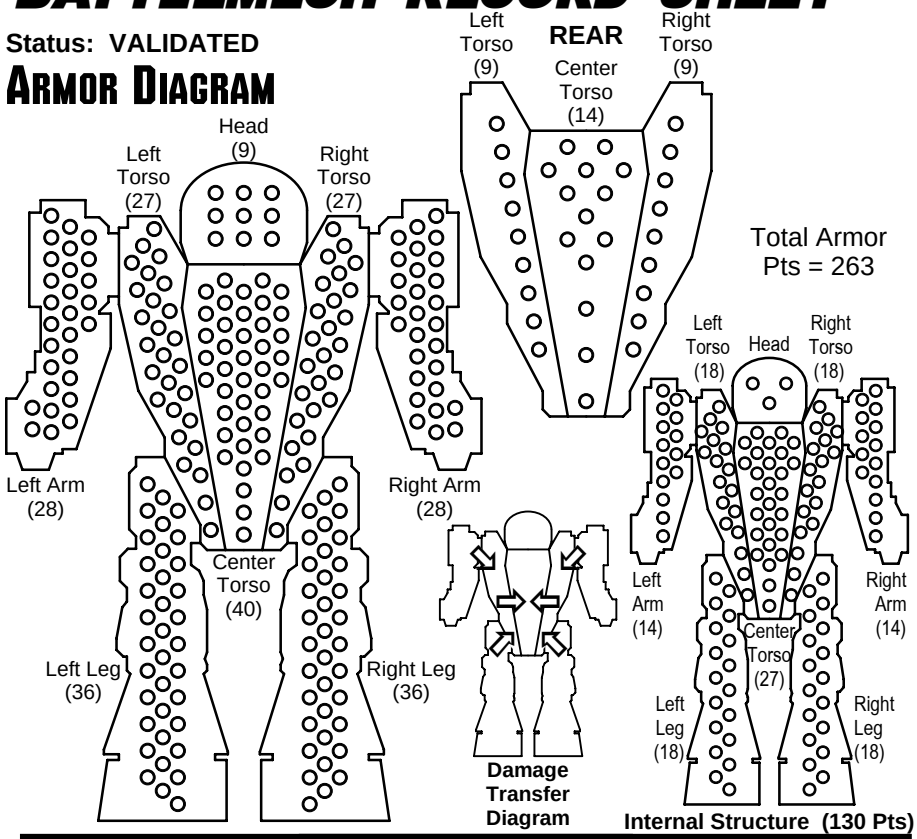
ARMOR DIAGRAM



'MECH DATA

Type: Longbow LGB-13NAIS
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
3	Light AC/5	RA	1	5	-	5	10	15
3	Light AC/5	LA	1	5	-	5	10	15
1	ER Small Laser	LT	2	3	-	2	4	5
1	Guardian ECM	CT	0	-	-	-	-	6
1	C³ Slave Unit	HD	0	-	-	-	-	-
1	ER Medium Laser	LL	5	5	-	4	8	12
1	B-Pod	LL	0	-	-	-	-	-
1	ER Medium Laser	RL	5	5	-	4	8	12
1	B-Pod	RL	0	-	-	-	-	-

Ammo Type:	Rounds:
Light AC/5	140

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (18)

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
1. Shoulder
2. Upper Arm Actuator

1-3
3. Light AC/5
4. Light AC/5
5. Light AC/5
6. Light AC/5

4-6
1. Light AC/5
2. Light AC/5
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. ER Small Laser
2. Ammo (LAC/5) 20

1-3
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. CASE
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. B-Pod

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM
6. Guardian ECM

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Light AC/5
4. Light AC/5
5. Light AC/5
6. Light AC/5

4-6
1. Light AC/5
2. Light AC/5
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Ammo (LAC/5) 20
2. Ammo (LAC/5) 20

1-3
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. CASE
6. *Endo Steel*

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. B-Pod

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 Point
4	
3	
2	
1	
0	

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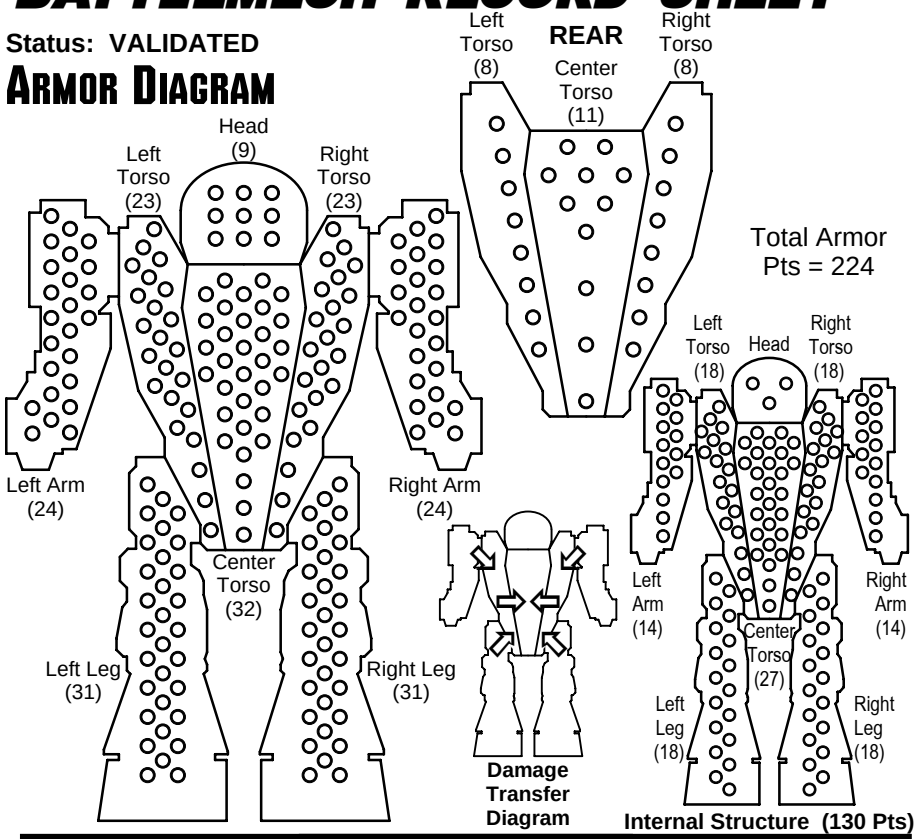
ARMOR DIAGRAM



'MECH DATA

Type: Longbow LGB-14C
Mass: 85 tons

Movement Points:	Tech & Configuration:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 0	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med	Lng
2	MML 9	RA	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
2	MML 9	LA	5	-	-	-	-	-
1	MML 9	RT	5	-	-	-	-	-
1	MML 9	LT	5	-	-	-	-	-
2	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type:	Rounds:
MML 9	

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (45)

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
1. Shoulder
2. Upper Arm Actuator

1-3:
3. MML 9
4. MML 9
5. MML 9
6. MML 9

4-6:
1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. MML 9

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3:
4. MML 9
5. MML 9
6. MML 9

4-6:
1. MML 9
2. MML 9
3. Ammo (MML 9) 11/13
4. Ammo (MML 9) 11/13
5. Ammo (MML 9) 11/13
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (MML 9) 11/13
6. Ammo (MML 9) 11/13

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. MML 9
4. MML 9
5. MML 9
6. MML 9

4-6:
1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. MML 9

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3:
4. MML 9
5. MML 9
6. MML 9

4-6:
1. MML 9
2. MML 9
3. Ammo (MML 9) 11/13
4. Ammo (MML 9) 11/13
5. Ammo (MML 9) 11/13
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (MML 9) 11/13
6. Ammo (MML 9) 11/13

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 Point
4	
3	
2	
1	
0	

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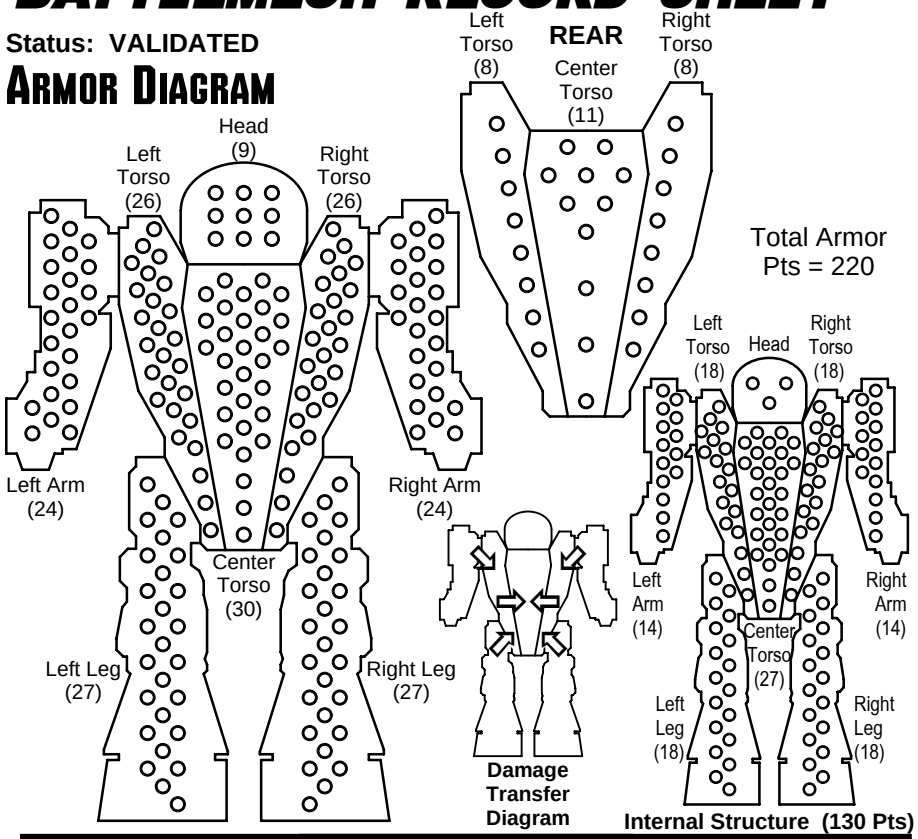
Armor Diagram



'Mech Data

Type: Marauder IIC
Mass: 85 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER PPC	LA	15	15	-	7	14	23
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER PPC	LT	15	15	-	7	14	23
1	ER Small Laser	LT	2	5	-	2	4	6
2	ER Small Laser	CT	2	5	-	2	4	6

Total Heat Sinks: 21 Double (42)
○○○○○○○○○○ ○○○○○○○○○○
○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (61)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Medium Pulse Laser

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER Small Laser
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Medium Pulse Laser

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Small Laser
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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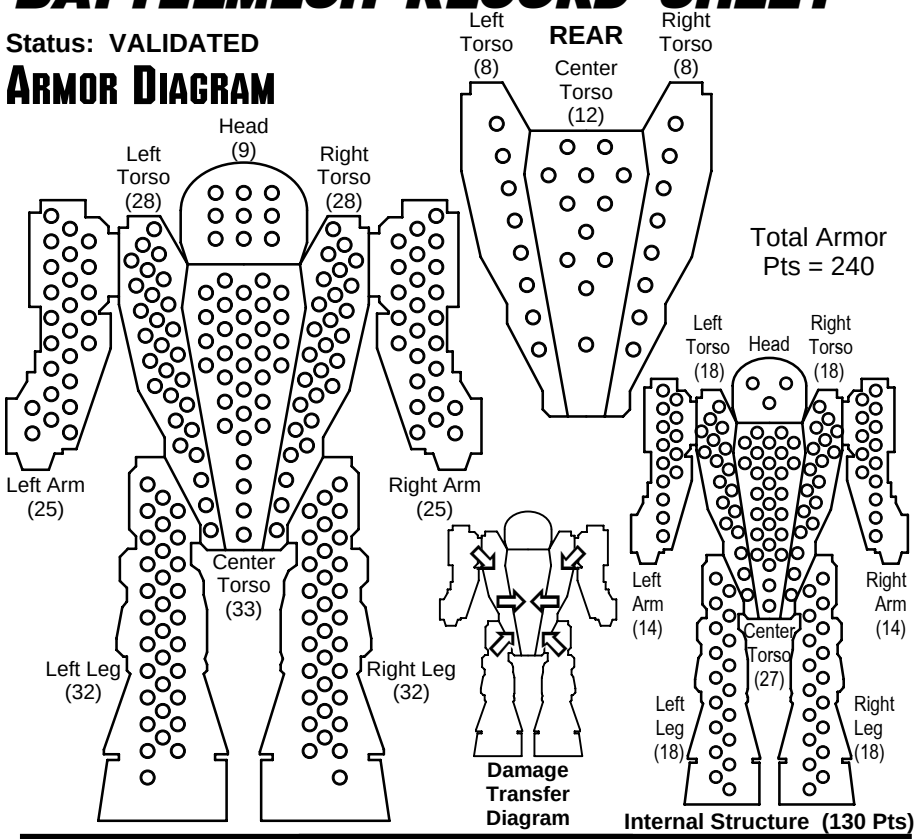
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Marauder IIC 2
Mass: 85 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Large Laser	CT	12	10	-	8	15	25

Total Heat Sinks: 24 Double (48)
○○○○○○○○○○ ○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (56)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser

1. Heavy Large Laser
2. Heavy Large Laser
3. Medium Pulse Laser

4-6
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Left Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Jump Jet
4. Jump Jet
5. *Endo Steel*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. ER Large Laser
6. *Endo Steel*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser

1. Heavy Large Laser
2. Heavy Large Laser

4-6
3. Medium Pulse Laser
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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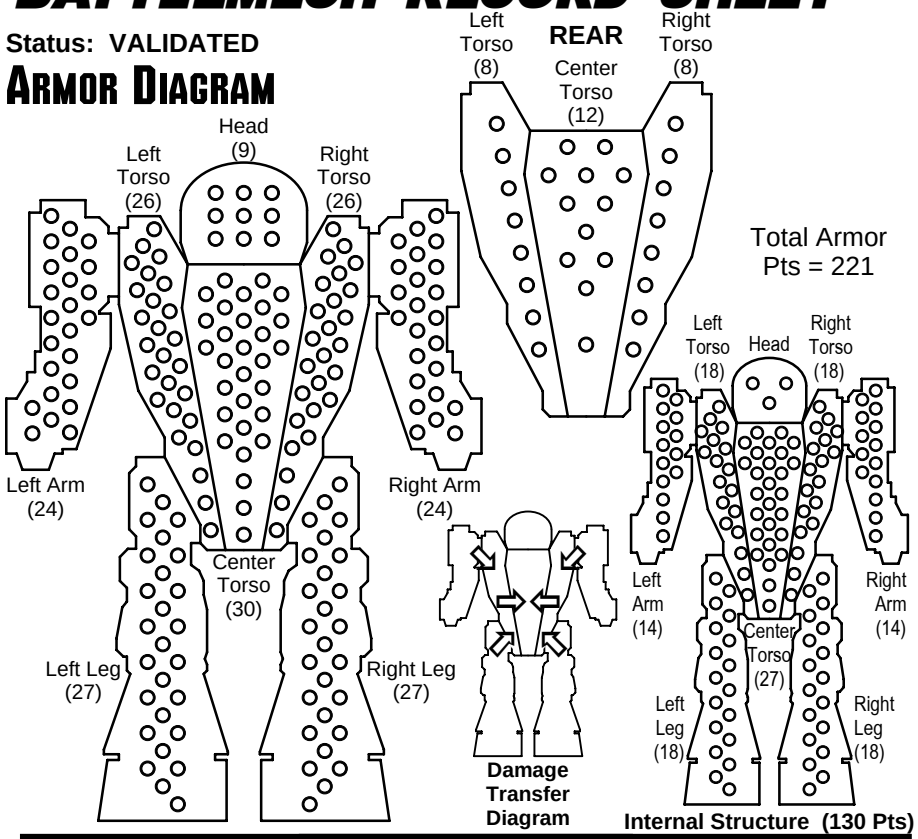
Armor Diagram



'Mech Data

Type: Marauder IIC 3
Mass: 85 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Adv. Tact. Msl. 12	LT	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:	Rounds:
Adv. Tact. Msl. 12	15

Total Heat Sinks: 22 Double (44)
○○○○○○○○○○ ○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (42)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso (CASE)
1. Adv. Tact. Msl. 12
2. Adv. Tact. Msl. 12

1-3
3. Adv. Tact. Msl. 12
4. Adv. Tact. Msl. 12
5. Adv. Tact. Msl. 12
6. Ammo (ATM 12) 5

1. Ammo (ATM 12) 5
2. Ammo (ATM 12) 5

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER PPC
3. ER PPC

4-6
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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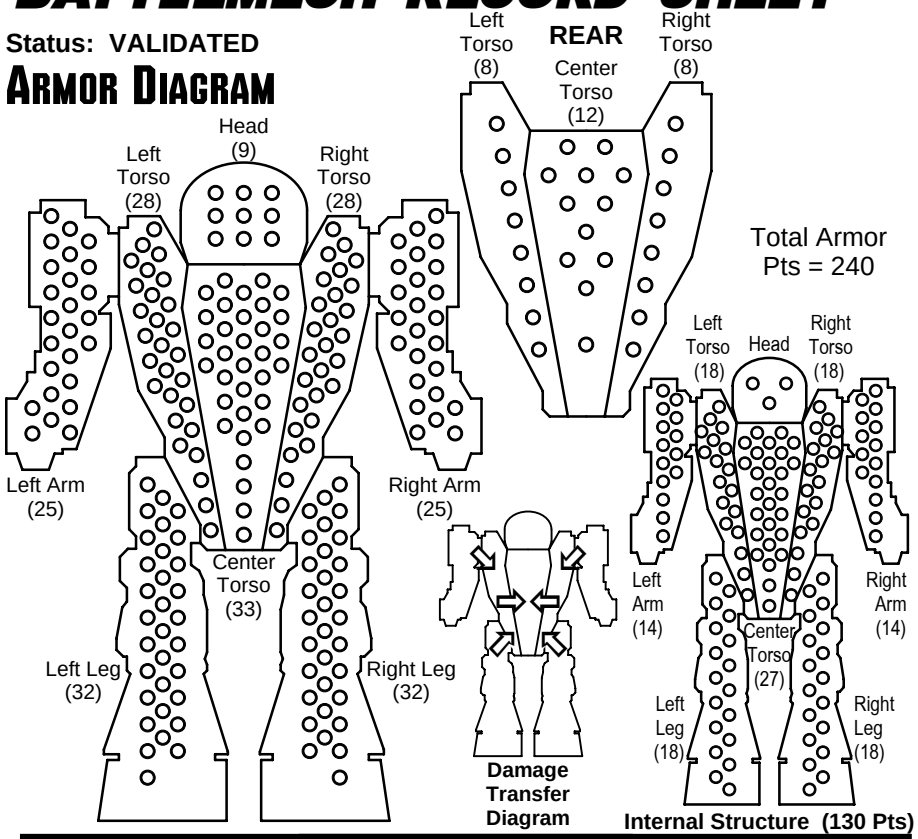
ARMOR DIAGRAM



'MECH DATA

Type: Marauder IIC 4
Mass: 85 tons

Movement Points:		Tech & Configuration:
Walking:	4	Clan
Running:	6	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	HAG 40	RA	8	40	2	8	16	24
1	HAG 40	LA	8	40	2	8	16	24

Ammo Type:	Rounds:
HAG 40	30

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. HAG 40#2
5. HAG 40#2
6. HAG 40#2

1. HAG 40#2
2. HAG 40#2

4-6
3. HAG 40#2
4. HAG 40#2
5. HAG 40#2
6. HAG 40#2

Left Torso
1. XL Engine
2. XL Engine

1-3
3. Jump Jet
4. HAG 40(Cont)#2
5. Ammo (HAG40) 3
6. Ammo (HAG40) 3

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG40) 3
6. Ammo (HAG40) 3

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Jump Jet
6. Ammo (HAG40) 3

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. HAG 40
5. HAG 40
6. HAG 40

1. HAG 40
2. HAG 40

4-6
3. HAG 40
4. HAG 40
5. HAG 40
6. HAG 40

Right Torso
1. XL Engine
2. XL Engine

1-3
3. Jump Jet
4. HAG 40(Cont)
5. Ammo (HAG40) 3
6. Ammo (HAG40) 3

1. Ammo (HAG40) 3
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG40) 3
6. Ammo (HAG40) 3

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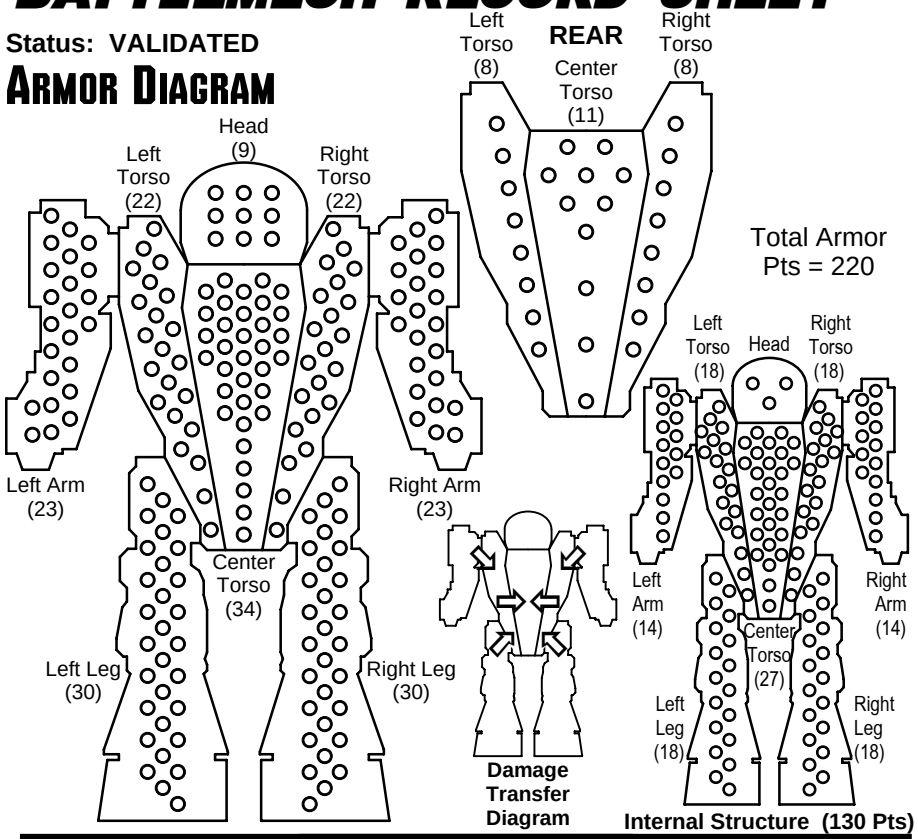
ARMOR DIAGRAM



'MECH DATA

Type: Marauder IIC 5
Mass: 85 tons

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tech & Configuration:
Clan
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	AP Gauss Rifle	RA	1	3	-	3	6	9
1	ER PPC	LA	15	15	-	7	14	23
1	AP Gauss Rifle	LA	1	3	-	3	6	9
1	HAG 20	LT	4	20	2	8	16	24

Ammo Type:	Rounds:
AP Gauss Rifle	40
HAG 20	12

Total Heat Sinks: 19 Double (38)
OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (36)

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. AP Gauss Rifle

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. HAG 20
2. HAG 20

1-3
3. HAG 20
4. HAG 20
5. HAG 20
6. HAG 20

1. Ammo (HAG20) 6
2. Ammo (HAG20) 6

4-6
3. Ammo (APGR) 40
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. *Endo Steel*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC
2. AP Gauss Rifle

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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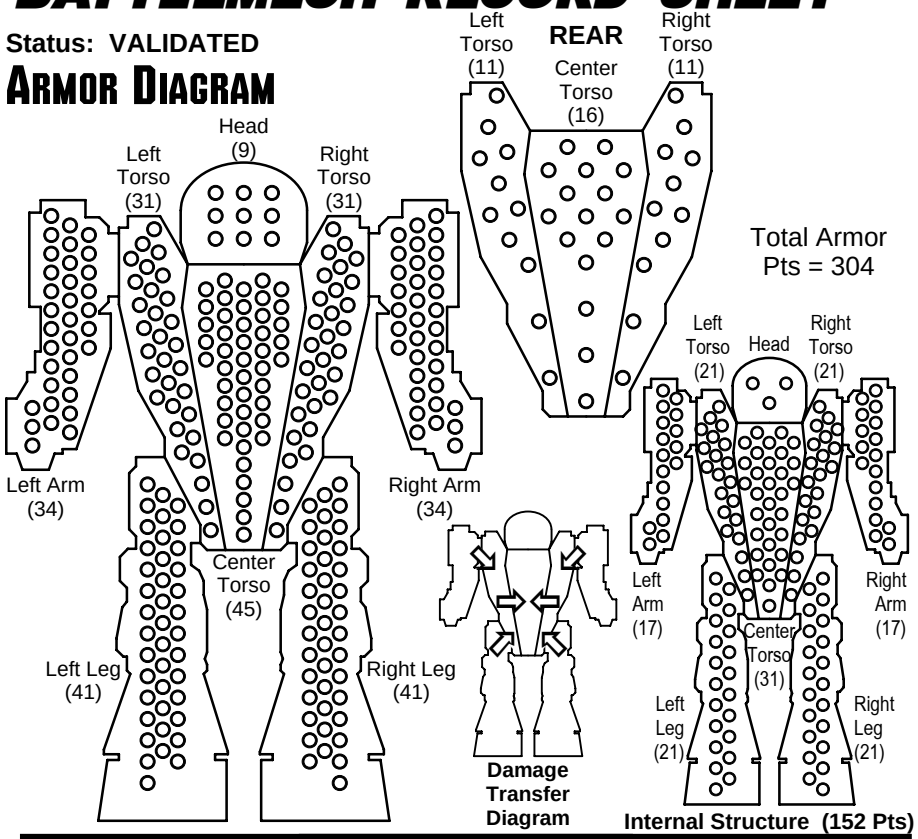
ARMOR DIAGRAM



'MECH DATA

Type: Marauder II MAD-4A
Mass: 100 tons

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15

Total Heat Sinks: 29 Single
○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (34)

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
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*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink

1-3
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

1. Single Heat Sink
2. Single Heat Sink

4-6
3. Single Heat Sink
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. Single Heat Sink
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

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*

4-6
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink

1-3
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

1. Large Laser
2. Large Laser

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. Single Heat Sink
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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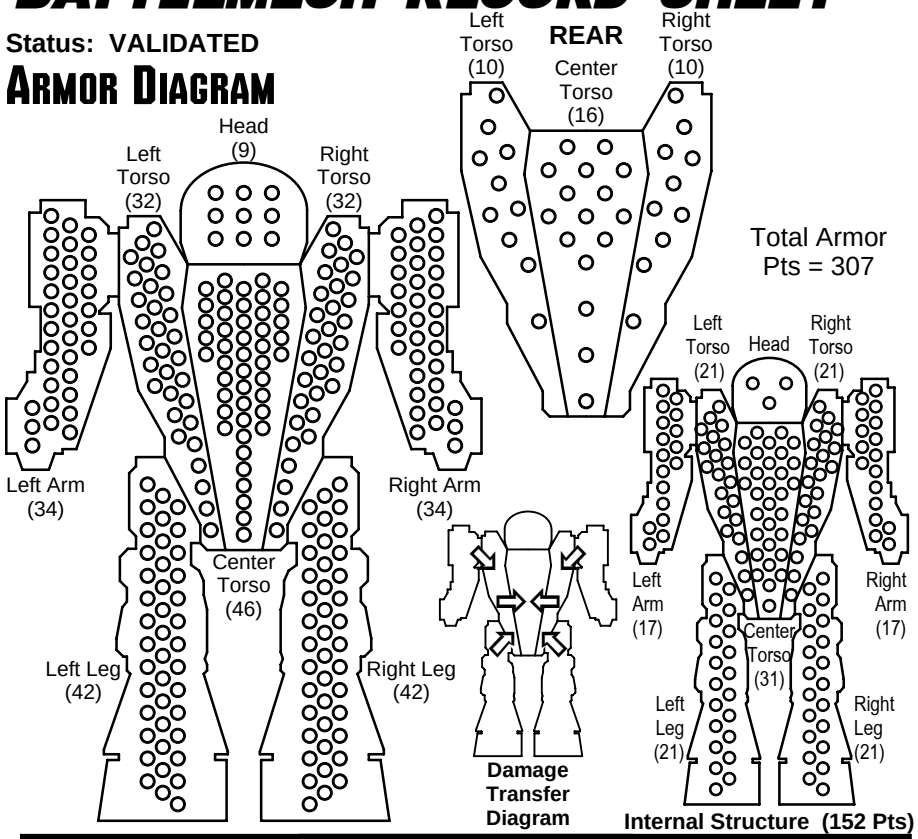
ARMOR DIAGRAM



'MECH DATA

Type: Marauder II MAD-4H
Mass: 100 tons

Movement Points:	Tech & Configuration:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Rocket Launcher 20 (OS)	RT	5	1/hit	-	3	7	12
3	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
2	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12
3	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15
1	Rocket Launcher 10 (OS)	HD	3	1/hit	-	5	11	18

Total Heat Sinks: 21 Single ○○○○○○○○○○ ○○○○○○○○○○ ○

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat:** (40)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

1. Single Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. ER Medium Laser
6. *Roll Again*

Left Torso
1. Rocket Launcher 20 (OS)
2. Rocket Launcher 20 (OS)
3. Rocket Launcher 20 (OS)
4. Rocket Launcher 20 (OS)
5. Rocket Launcher 20 (OS)
6. Rocket Launcher 20 (OS)

1. Rocket Launcher 15 (OS)
2. Rocket Launcher 15 (OS)
3. Rocket Launcher 15 (OS)
4. Rocket Launcher 15 (OS)
5. Rocket Launcher 15 (OS)
6. Rocket Launcher 15 (OS)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Rocket Launcher 10 (OS)
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

1. Single Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. ER Medium Laser
6. *Roll Again*

Right Torso
1. Rocket Launcher 20 (OS)
2. Rocket Launcher 20 (OS)
3. Rocket Launcher 20 (OS)
4. Rocket Launcher 20 (OS)
5. Rocket Launcher 20 (OS)
6. Rocket Launcher 20 (OS)

1. Rocket Launcher 15 (OS)
2. Rocket Launcher 15 (OS)
3. Rocket Launcher 15 (OS)
4. Rocket Launcher 15 (OS)
5. Rocket Launcher 15 (OS)
6. Rocket Launcher 15 (OS)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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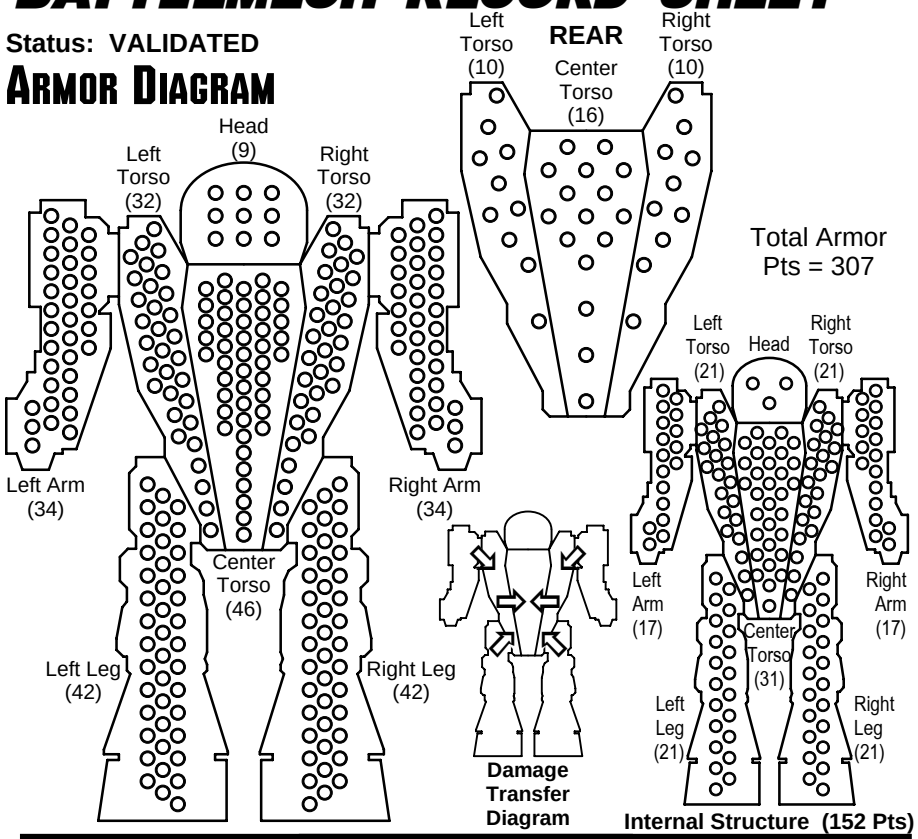
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder II MAD-4K
Mass: 100 tons

Movement Points:		Tech & Configuration:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Heavy PPC	RA	15	15	3	6	12	18
1	ER Small Laser	RA	2	3	-	2	4	5
1	Heavy PPC	LA	15	15	3	6	12	18
1	ER Small Laser	LA	2	3	-	2	4	5
1	Gauss Rifle	RT	1	15	2	7	15	22

Ammo Type:	Rounds:
Gauss Rifle	16

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (35)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. ER Small Laser
6. *Roll Again*

Left Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double 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. Jump Jet
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. ER Small Laser
6. *Roll Again*

Right Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

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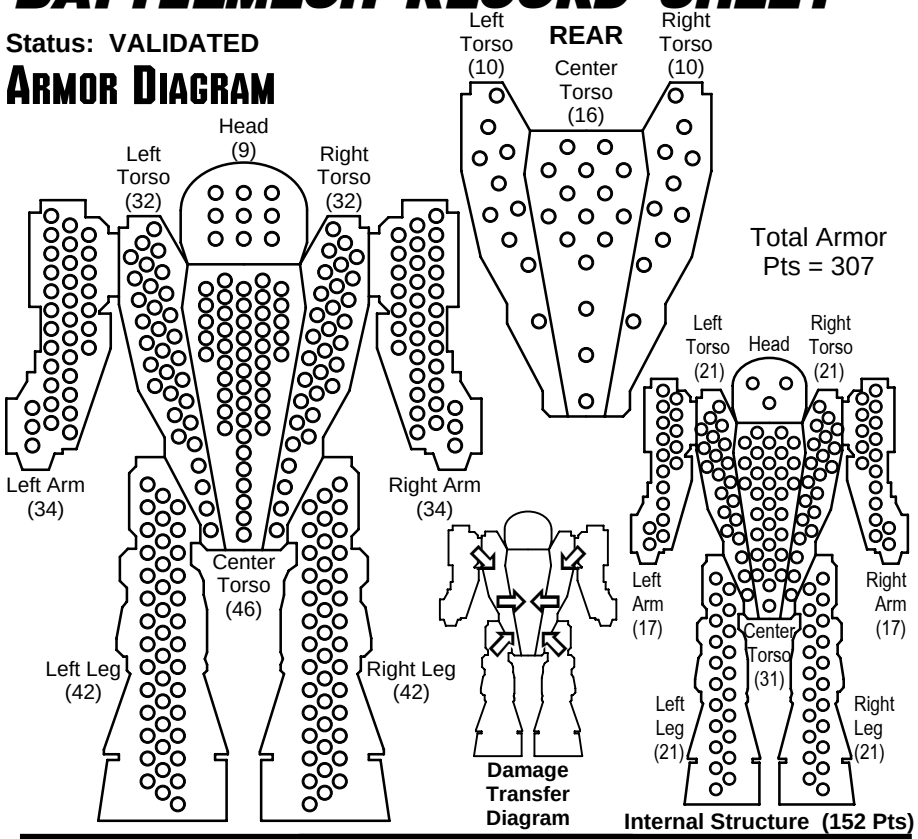
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder II MAD-4S
Mass: 100 tons

Movement Points:		Tech & Configuration:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	3	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Heavy Gauss Rifle	RT 2	25/20/10		4	6	13	20

Ammo Type:	Rounds:
Heavy Gauss Rifle	16

Total Heat Sinks: 16 Double (32)
OOOOOOOOOO OOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (42)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. ER Medium Laser
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Ammo (Hvy Gauss) 4
4. Ammo (Hvy Gauss) 4
5. Ammo (Hvy Gauss) 4
6. Ammo (Hvy Gauss) 4

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine

4-6
4. Light Fusion Engine
5. Heavy Gauss Rifle (Cont)
6. Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. ER Medium Laser
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Heavy Gauss Rifle
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle

4-6
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

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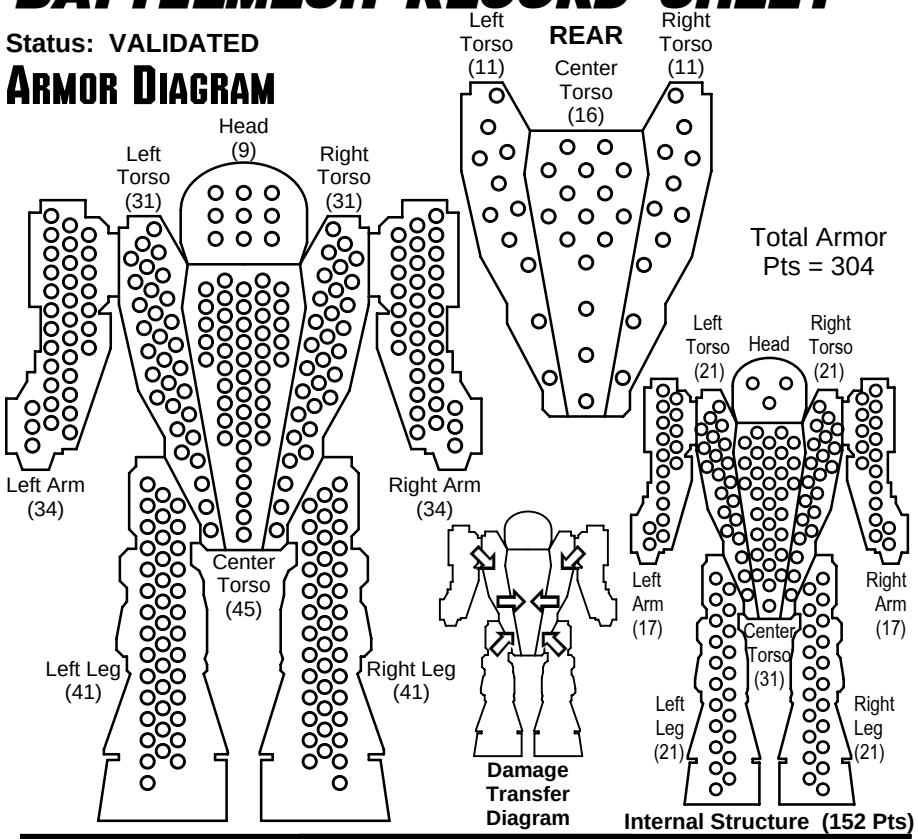
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder II MAD-5A
Mass: 100 tons

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tech & Configuration:
Inner Sphere
Biped 'Mech

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	RA	3	5	-	3	6	9
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Laser	LA	3	5	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18

Ammo Type:	Rounds:
LB 10-X AC	30

Total Heat Sinks: 29 Single
○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (38)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X) 10

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Single Heat Sink
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Jump Jet

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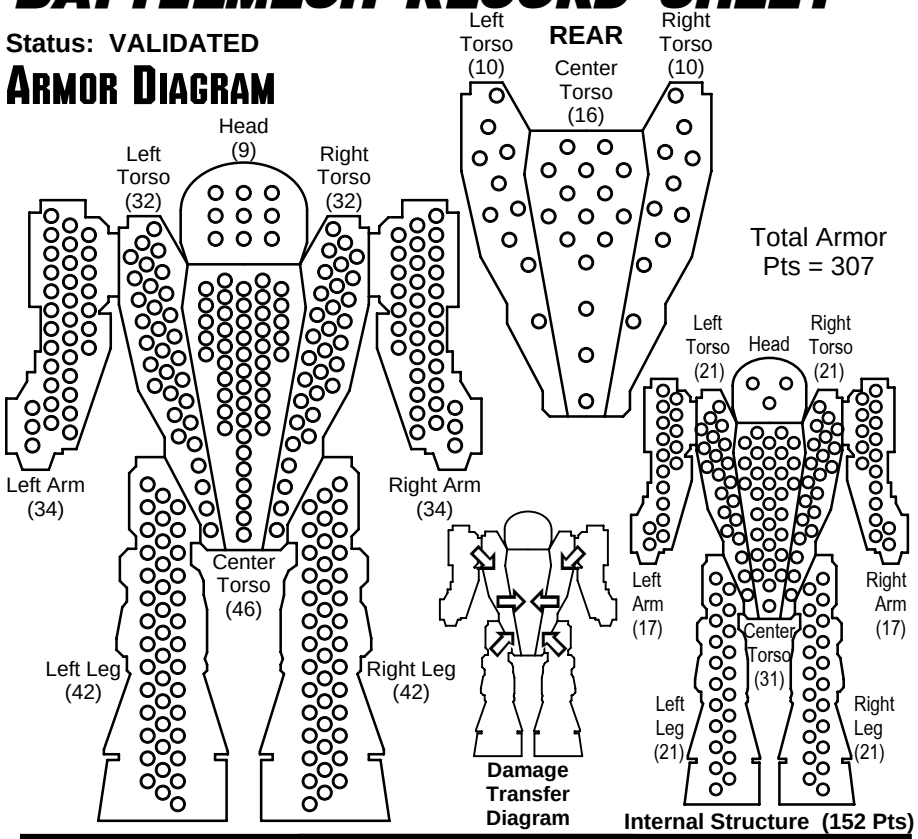
Status: VALIDATED

Armor Diagram



'Mech Data

Type: Marauder II MAD-5W
Mass: 100 tons

Movement Points:	Tech & Configuration:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 5	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5	-	9	13	15
1	Heavy PPC	RT	15	15	3	6	12	18
1	Improved C³ CPU	LT	0	-	-	-	-	-

Total Heat Sinks: 16 Double (32)
○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (35)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Snub-Nose PPC
5. Snub-Nose PPC
6. *Roll Again*

Left Torso
1-3
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved C³ CPU
6. Improved C³ CPU

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Snub-Nose PPC
5. Snub-Nose PPC
6. *Roll Again*

Right Torso
1-3
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC

4-6
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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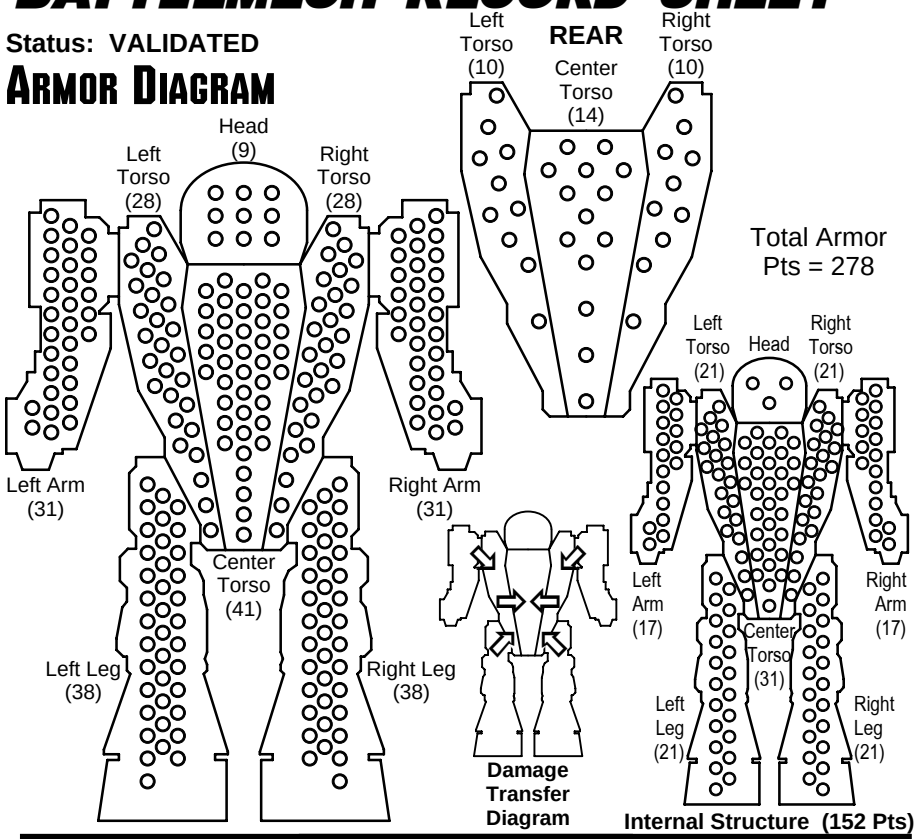
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Marauder II C
Mass: 100 tons

Movement Points:		Tech & Configuration:
Walking:	4	Clan
Running:	6	Biped 'Mech
Jumping:	4	

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	ER PPC	RA	15	15	-	7	14	23
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER PPC	LA	15	15	-	7	14	23
1	ER Medium Laser	LA	5	7	-	5	10	15
1	LB 10-X AC	RT	2	10	-	6	12	18

Ammo Type:	Rounds:
LB 10-X AC	20

Total Heat Sinks: 23 Double (46)
○○○○○○○○○○ ○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (42)

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER Medium Laser

Left Torso
1. XL Engine
2. XL Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Endo Steel*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Endo Steel*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER Medium Laser

Right Torso (CASE)
1. XL Engine
2. XL Engine

1-3
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. Ammo (LB 10-X) 10

4-6
3. Ammo (LB 10-X) 10
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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