

# BATTLETECH<sup>®</sup>

RECORD SHEETS • 3095 & 3096<sup>™</sup>





# **BATTLETECH®**

**RECORD SHEETS • 3025 & 3026™**



**FASA CORPORATION**

## INTRODUCTION & CREDITS

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

### TECHNOLOGY BASE

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

#### Inner Sphere 3025

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

#### Inner Sphere 3050, 3055, 3058

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

#### Clan 3050, 3055, 3058

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

#### Level 3

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

### 'MECH DESIGNER SOFTWARE

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

### BATTLETECH RECORD SHEETS: 3025 & 3026

#### 'Mech Designer Software by

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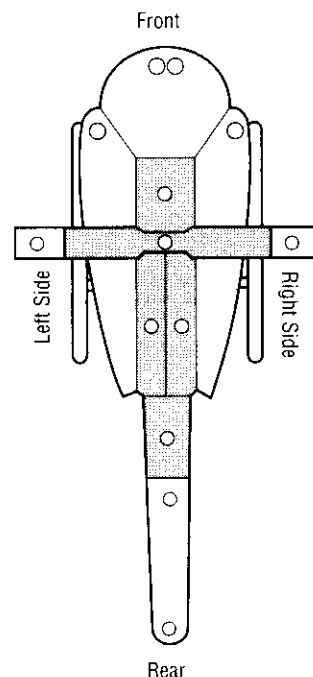
## V.T.O.L. RECORD SHEET

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

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

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

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



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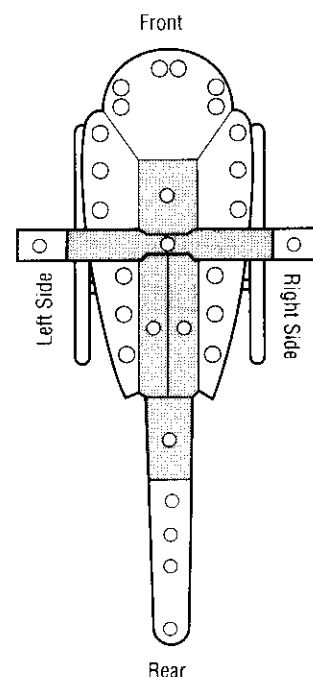
## V.T.O.L. RECORD SHEET

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

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

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

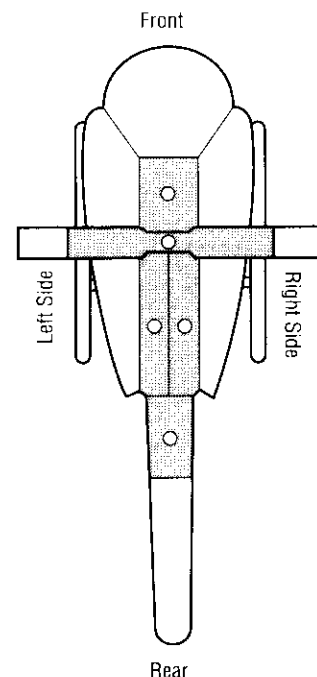
| Elevation |           |
|-----------|-----------|
| Turn      | Elevation |
| 1         | —         |
| 2         | —         |
| 3         | —         |
| 4         | —         |
| 5         | —         |
| 6         | —         |
| 7         | —         |
| 8         | —         |
| 9         | —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





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## V.T.O.L. RECORD SHEET

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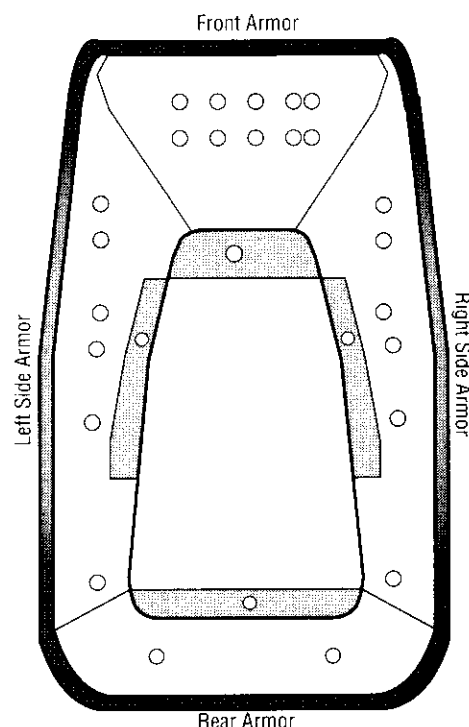
## HOVERCRAFT RECORD SHEET

|                           |  |  |              |                          |  |                                                   |  |  |  |                          |  |  |  |
|---------------------------|--|--|--------------|--------------------------|--|---------------------------------------------------|--|--|--|--------------------------|--|--|--|
| <b>Unit Type:</b>         |  |  |              |                          |  | <b>SAVANNAH MASTER Hovercraft</b>                 |  |  |  |                          |  |  |  |
| <b>Movement Type:</b>     |  |  | <b>Hover</b> |                          |  | <b>Cruising MP:</b>                               |  |  |  | <b>Flank MP:</b>         |  |  |  |
| <b>Tonnage:</b>           |  |  | <b>5</b>     |                          |  | <b>13</b>                                         |  |  |  | <b>20</b>                |  |  |  |
| <b>Driving Skill:</b>     |  |  |              |                          |  | <b>Technology Base:<br/>Inner Sphere<br/>3025</b> |  |  |  |                          |  |  |  |
| <b>Gunnery Skill:</b>     |  |  |              |                          |  |                                                   |  |  |  |                          |  |  |  |
| <b>Cost:</b>              |  |  |              |                          |  | <b>91.667</b>                                     |  |  |  |                          |  |  |  |
| <b>Ammo</b>               |  |  |              |                          |  |                                                   |  |  |  |                          |  |  |  |
| <b>Ammo Type</b>          |  |  |              | <b>Rounds</b>            |  | <b>Ammo Type</b>                                  |  |  |  | <b>Rounds</b>            |  |  |  |
|                           |  |  |              |                          |  |                                                   |  |  |  |                          |  |  |  |
| <b>Critical Damage</b>    |  |  |              |                          |  |                                                   |  |  |  |                          |  |  |  |
| <b>Airskirt Damaged</b>   |  |  |              | <input type="checkbox"/> |  | <b>Engine Hit</b>                                 |  |  |  | <input type="checkbox"/> |  |  |  |
| <b>Lift Fan Destroyed</b> |  |  |              | <input type="checkbox"/> |  |                                                   |  |  |  |                          |  |  |  |

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

**Body Inventory**

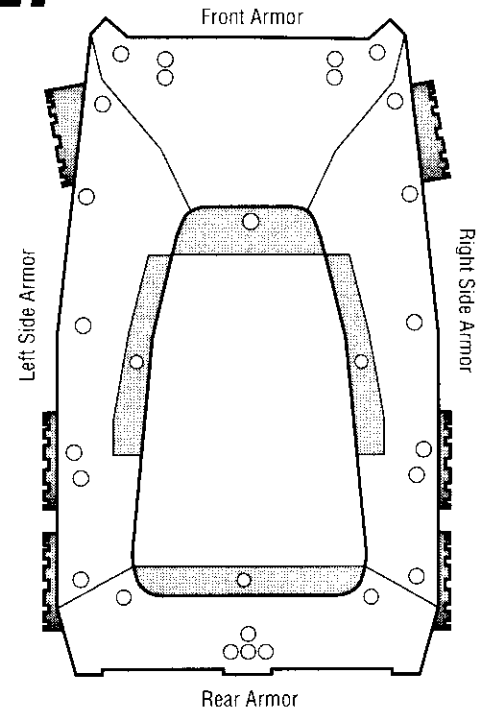
|   |         |   |   |   |   |   |
|---|---------|---|---|---|---|---|
| 1 | Sensors | B | - | - | - | - |
|---|---------|---|---|---|---|---|



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## WHEELED VEHICLE RECORD SHEET

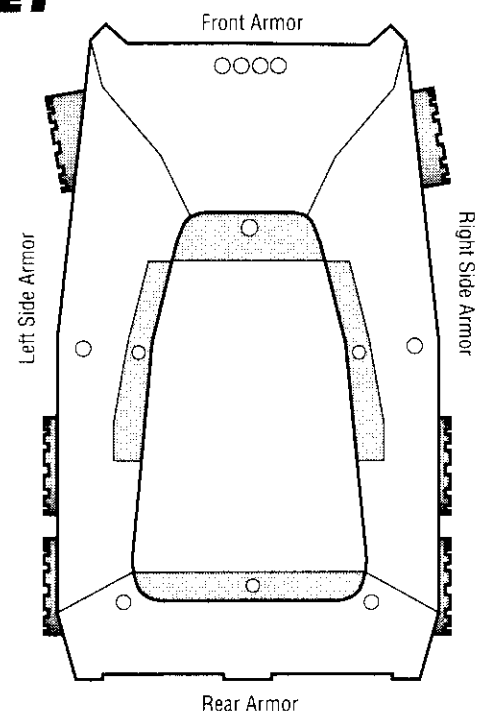
| Unit Type: <b>SWIFT WIND Scout Car</b>                                                                                                                                                          |                          |                     |                                                        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



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## WHEELED VEHICLE RECORD SHEET

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



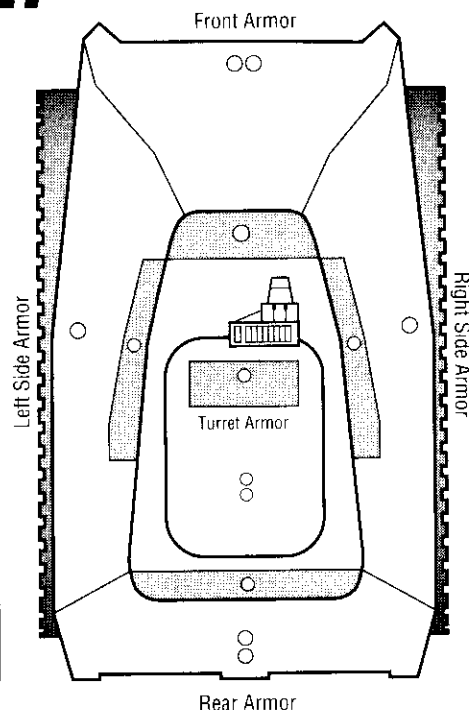


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## TRACKED VEHICLE RECORD SHEET

|                                           |                          |               |                          |
|-------------------------------------------|--------------------------|---------------|--------------------------|
| Unit Type: <b>J-27 Ordnance Transport</b> |                          |               |                          |
| Movement Type: <b>Tracked</b>             | Cruising MP:             | Flank MP:     |                          |
| Tonnage: <b>10</b>                        | <b>5</b>                 | <b>8</b>      |                          |
| Driving Skill:                            | Technology Base:         |               |                          |
| Gunnery Skill:                            | <b>Inner Sphere 3025</b> |               |                          |
| Cost: <b>40,517</b>                       |                          |               |                          |
| <b>Ammo</b>                               |                          |               |                          |
| Ammo Type                                 | Rounds                   | Ammo Type     | Rounds                   |
| <b>MG</b>                                 | <b>200</b>               |               |                          |
| <b>Critical Damage</b>                    |                          |               |                          |
| Drive Damaged                             | <input type="checkbox"/> | Turret Locked | <input type="checkbox"/> |
| Track Destroyed                           | <input type="checkbox"/> | Engine Hit    | <input type="checkbox"/> |

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

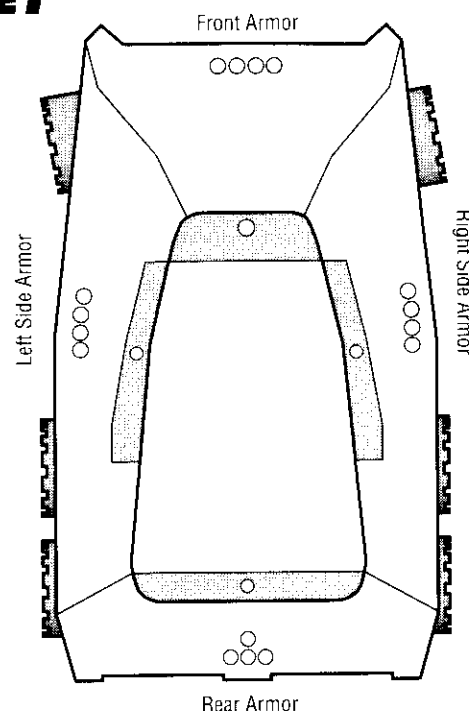


# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

|                                  |                          |            |                          |
|----------------------------------|--------------------------|------------|--------------------------|
| Unit Type: <b>J-27 (Trailer)</b> |                          |            |                          |
| Movement Type: <b>Wheeled</b>    | Cruising MP:             | Flank MP:  |                          |
| Tonnage: <b>10</b>               | <b>-</b>                 | <b>-</b>   |                          |
| Driving Skill:                   | Technology Base:         |            |                          |
| Gunnery Skill:                   | <b>Inner Sphere 3025</b> |            |                          |
| Cost: <b>21,000</b>              |                          |            |                          |
| <b>Ammo</b>                      |                          |            |                          |
| Ammo Type                        | Rounds                   | Ammo Type  | Rounds                   |
|                                  |                          |            |                          |
| <b>Critical Damage</b>           |                          |            |                          |
| Axle Damaged                     | <input type="checkbox"/> | Engine Hit | <input type="checkbox"/> |
| Wheel Destroyed                  | <input type="checkbox"/> |            |                          |

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



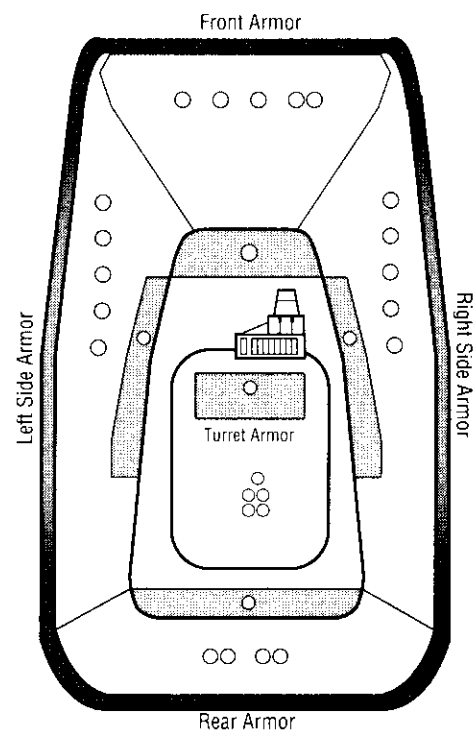
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

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

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

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



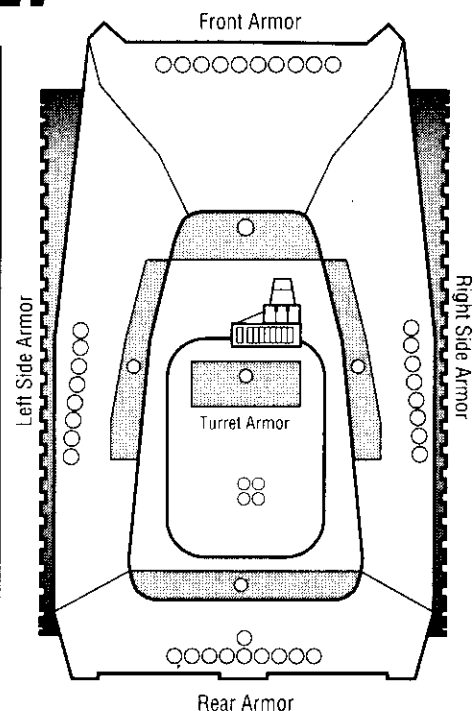
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

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





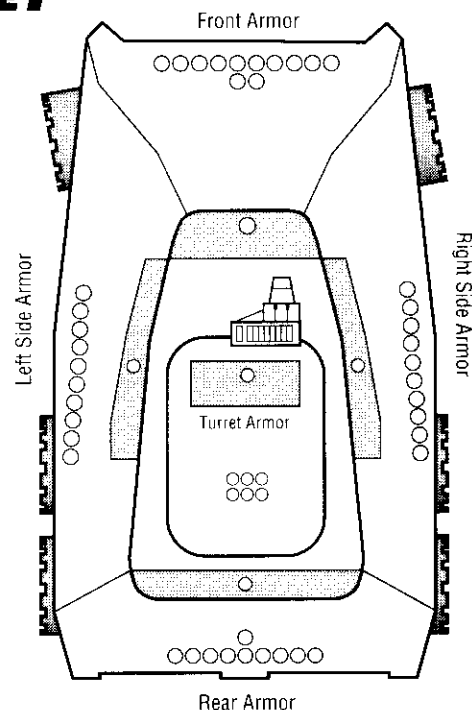
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

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

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

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



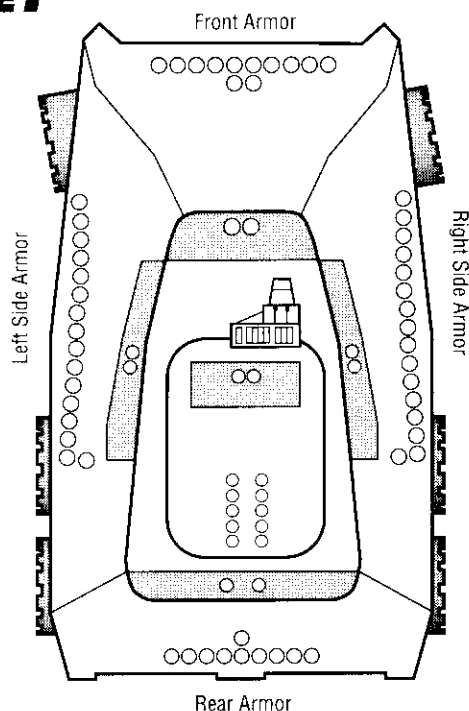
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

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

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

| Body Inventory |                    |   |   |   |   |   |   |
|----------------|--------------------|---|---|---|---|---|---|
| 1              | Hospital Equipment | B | — | — | — | — | — |



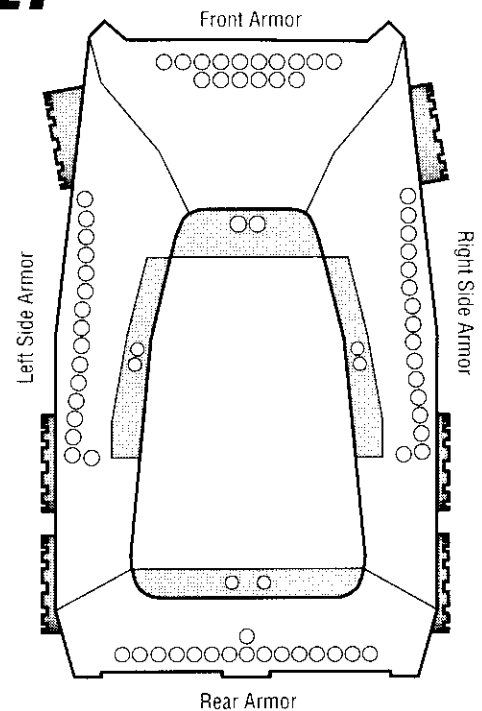
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

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

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

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



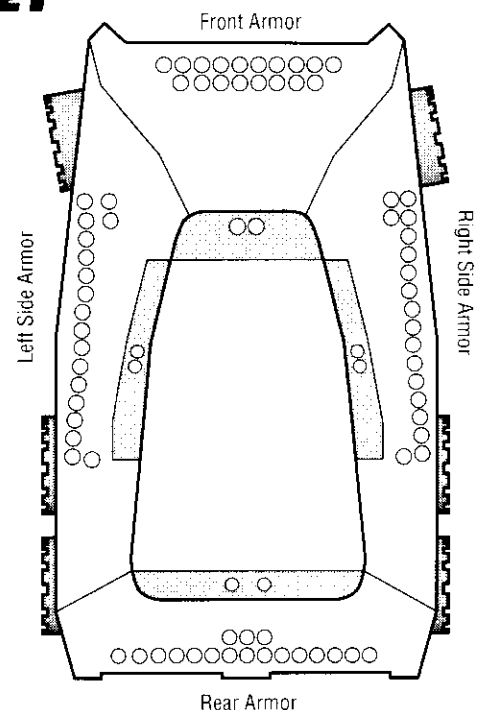
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

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

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

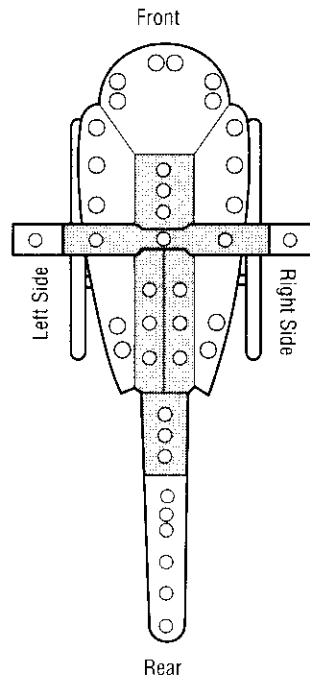
| Body Inventory |         |   |   |   |   |   |   |   |
|----------------|---------|---|---|---|---|---|---|---|
| 1              | Sensors | B | — | — | — | — | — | — |



# BATTLETECH®

## V.T.O.L. RECORD SHEET

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



# BATTLETECH®

## V.T.O.L. RECORD SHEET

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

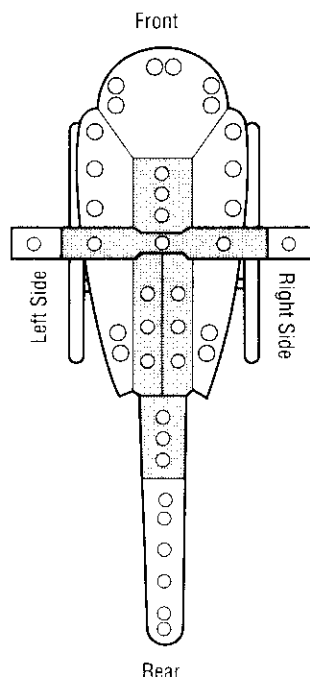




Diagram illustrating the four-point harness configuration, showing the Front, Rear, Left Side, and Right Side views. The harness consists of a central vertical strap with multiple adjustment points (circles) and a horizontal strap across the chest. The Front view shows the top of the harness with two shoulder straps and a central chest strap. The Rear view shows the bottom of the harness with two leg straps and a central vertical strap. The Left Side and Right Side views show the side profile of the harness, highlighting the shoulder and leg straps.

The diagram illustrates the armor layout of a vehicle, showing the following sections:

- Front Armor:** Located at the top of the vehicle, represented by a row of five circles.
- Rear Armor:** Located at the bottom of the vehicle, represented by a row of five circles.
- Left Side Armor:** Located on the left side of the vehicle, represented by a vertical column of five circles.
- Right Side Armor:** Located on the right side of the vehicle, represented by a vertical column of five circles.
- Turret Armor:** Located in the center of the vehicle, represented by a rectangular area containing three circles.

Diagram illustrating the layout of armor components on a vehicle, showing the positions of various armor types:

- Front Armor:** Located at the top of the diagram.
- Rear Armor:** Located at the bottom of the diagram.
- Left Side Armor:** Located on the left side of the diagram.
- Right Side Armor:** Located on the right side of the diagram.
- Turret Armor:** Located in the center of the diagram, representing the turret area.

The diagram illustrates the armor layout of a T-72 tank. It features a central Turret Armor section with a turret and a main gun. Surrounding the turret are four main armor sections: Front Armor at the top, Rear Armor at the bottom, Left Side Armor on the left, and Right Side Armor on the right. Each section is marked with circles representing armor components or rivets. The turret itself has a smaller set of circles on its front face.

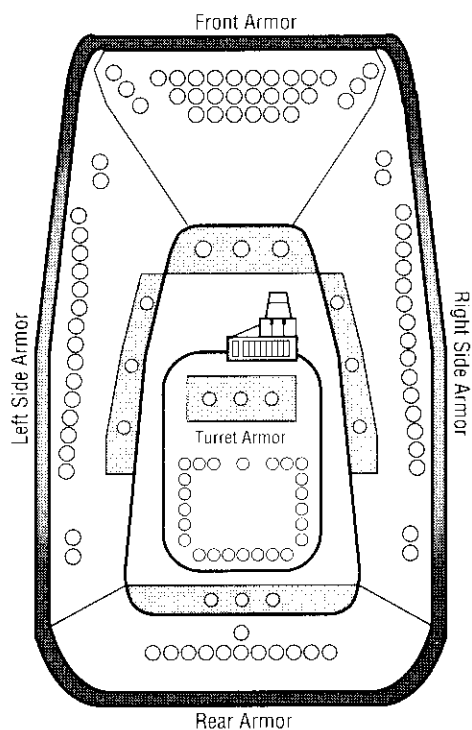
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

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

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

**Body Inventory**



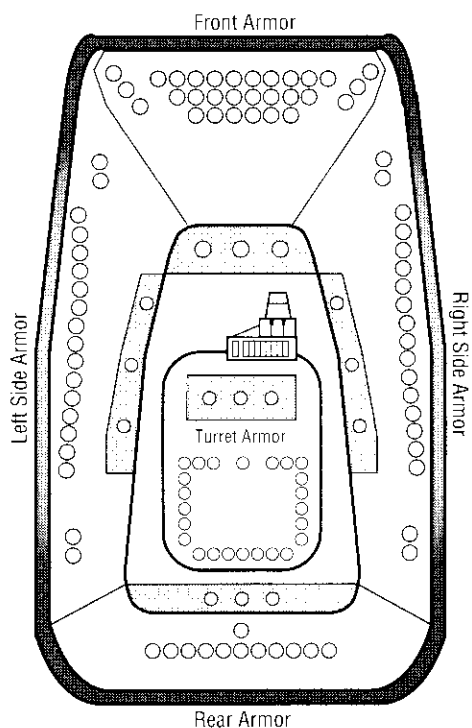
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

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

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

**Body Inventory**



# BATTLETECH®

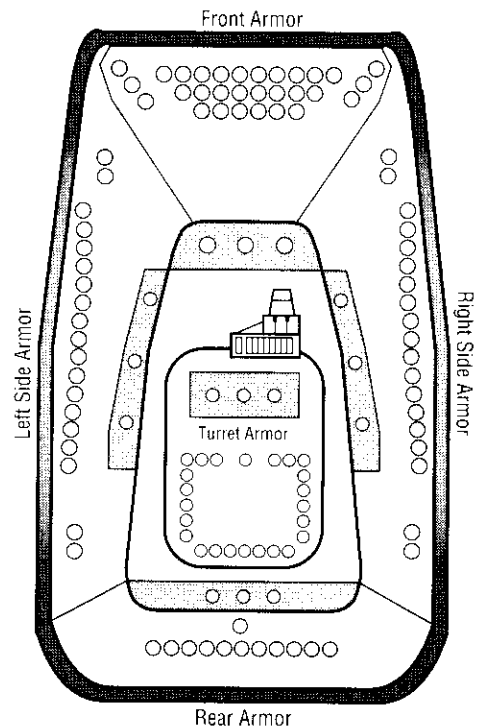
## HOVERCRAFT RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

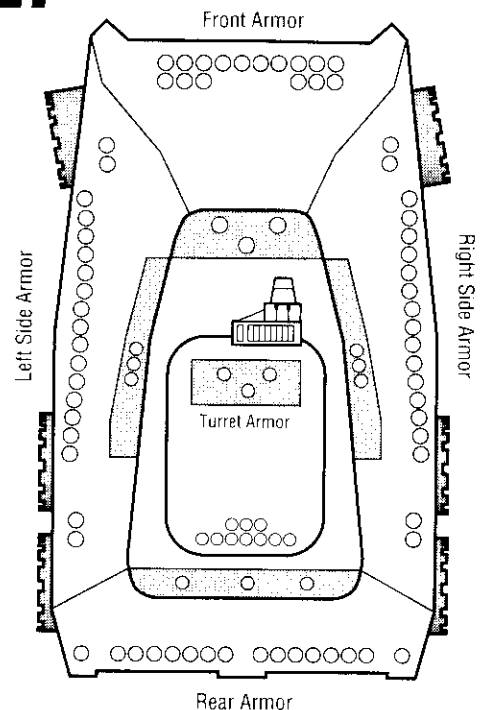
| Unit Type: <b>MOBILE HEADQUARTERS</b>                                                                                                                                                                                                                                                                     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

### Weapons Inventory

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

### Body Inventory

|   |                 |   |   |   |   |   |   |
|---|-----------------|---|---|---|---|---|---|
| 1 | Comm. Equipment | B | — | — | — | — | — |
|---|-----------------|---|---|---|---|---|---|





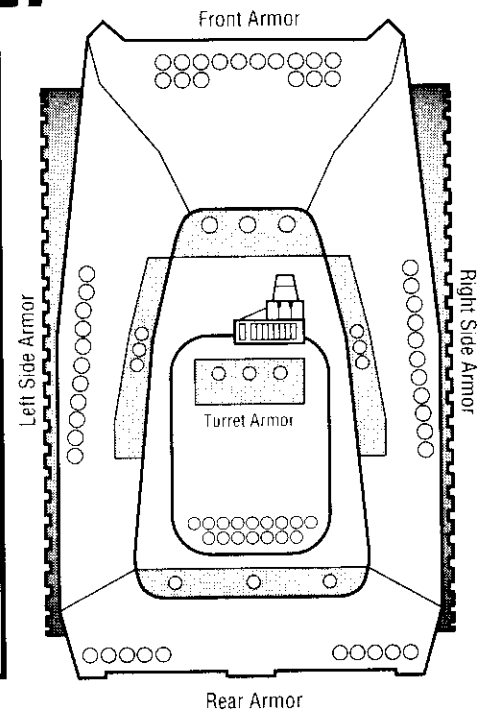
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                       |                          |                          |                          |
|---------------------------------------|--------------------------|--------------------------|--------------------------|
| Unit Type: <b>SCORPION Light Tank</b> |                          |                          |                          |
| Movement Type: <b>Tracked</b>         |                          | Cruising MP:             | Flank MP:                |
| Tonnage: <b>25</b>                    |                          | <b>4</b>                 | <b>6</b>                 |
| Driving Skill:                        |                          | Technology Base:         |                          |
| Gunnery Skill:                        |                          | <b>Inner Sphere 3025</b> |                          |
| Cost: <b>327,083</b>                  |                          |                          |                          |
| <b>Ammo</b>                           |                          |                          |                          |
| Ammo Type                             | Rounds                   | Ammo Type                | Rounds                   |
| AC/S                                  | 20                       |                          |                          |
| MG                                    | 100                      |                          |                          |
| <b>Critical Damage</b>                |                          |                          |                          |
| Drive Damaged                         | <input type="checkbox"/> | Turret Locked            | <input type="checkbox"/> |
| Track Destroyed                       | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |

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

Body Inventory



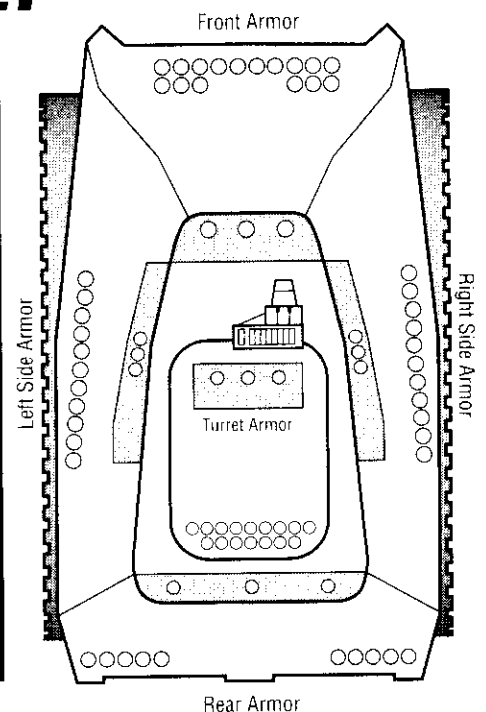
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                          |                          |                          |                          |
|------------------------------------------|--------------------------|--------------------------|--------------------------|
| Unit Type: <b>SCORPION (SRM Variant)</b> |                          |                          |                          |
| Movement Type: <b>Tracked</b>            |                          | Cruising MP:             | Flank MP:                |
| Tonnage: <b>25</b>                       |                          | <b>4</b>                 | <b>6</b>                 |
| Driving Skill:                           |                          | Technology Base:         |                          |
| Gunnery Skill:                           |                          | <b>Inner Sphere 3025</b> |                          |
| Cost: <b>466,458</b>                     |                          |                          |                          |
| <b>Ammo</b>                              |                          |                          |                          |
| Ammo Type                                | Rounds                   | Ammo Type                | Rounds                   |
| SRM 6                                    | 45                       |                          |                          |
| MG                                       | 100                      |                          |                          |
| <b>Critical Damage</b>                   |                          |                          |                          |
| Drive Damaged                            | <input type="checkbox"/> | Turret Locked            | <input type="checkbox"/> |
| Track Destroyed                          | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |

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

Body Inventory



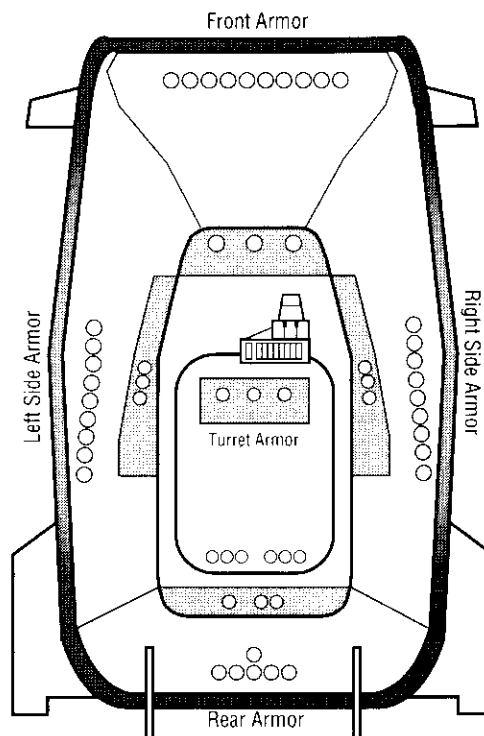
# BATTLETECH®

## HYDROFOIL RECORD SHEET

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

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

Body Inventory



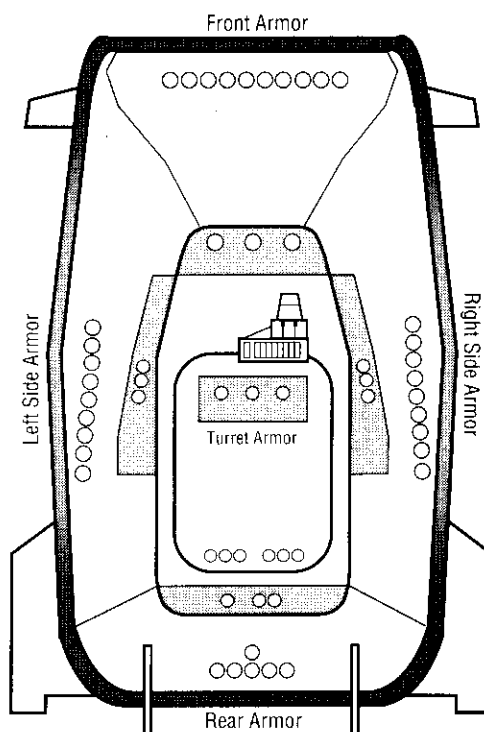
# BATTLETECH®

## HYDROFOIL RECORD SHEET

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

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

Body Inventory



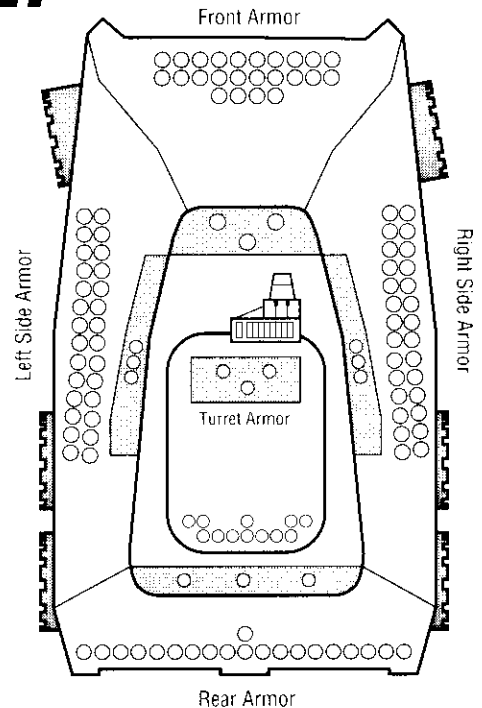
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

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

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

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



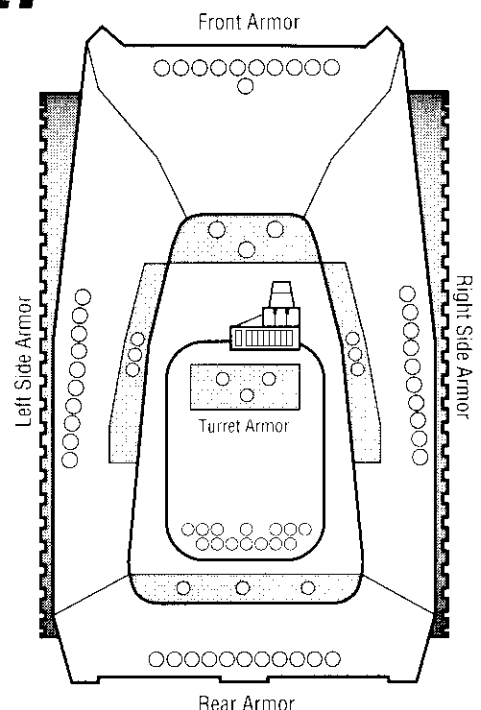
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

| Body Inventory |  |  |  |  |  |  |  |  |
|----------------|--|--|--|--|--|--|--|--|
|                |  |  |  |  |  |  |  |  |



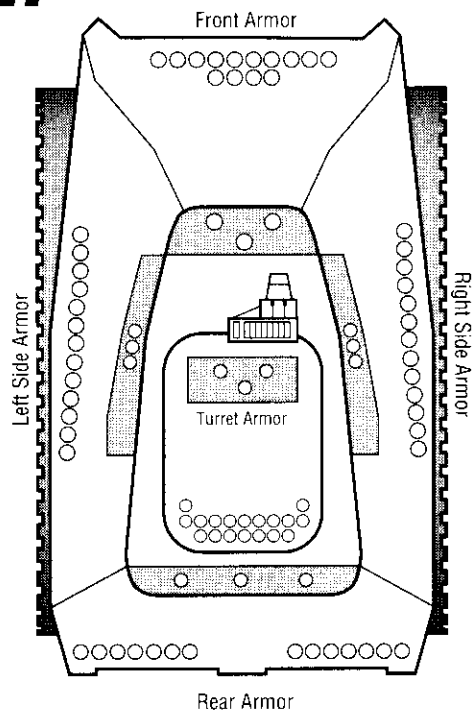
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                          |                                        |                          |                    |
|------------------------------------------|----------------------------------------|--------------------------|--------------------|
| Unit Type: <b>GALLEON GAL-200</b>        |                                        |                          |                    |
| Movement Type: <b>Tracked</b>            |                                        | Cruising MP: <b>6</b>    | Flank MP: <b>9</b> |
| Tonnage: <b>30</b>                       |                                        |                          |                    |
| Driving Skill:                           |                                        | Technology Base:         |                    |
| Gunnery Skill:                           |                                        | <b>Inner Sphere 3025</b> |                    |
| Cost: <b>313,950</b>                     |                                        |                          |                    |
| <b>Ammo</b>                              |                                        |                          |                    |
| Ammo Type                                | Rounds                                 | Ammo Type                | Rounds             |
| MG                                       | 200                                    |                          |                    |
| <b>Critical Damage</b>                   |                                        |                          |                    |
| Drive Damaged <input type="checkbox"/>   | Turret Locked <input type="checkbox"/> |                          |                    |
| Track Destroyed <input type="checkbox"/> | Engine Hit <input type="checkbox"/>    |                          |                    |

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

Body Inventory



# BATTLETECH®

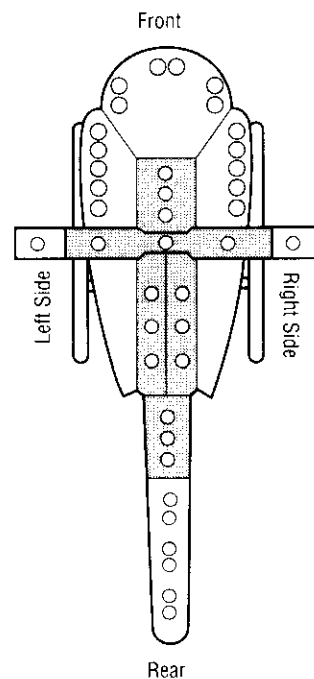
## V.T.O.L. RECORD SHEET

|                                          |                                     |                          |                     |
|------------------------------------------|-------------------------------------|--------------------------|---------------------|
| Unit Type: <b>KARNOV UR Transport</b>    |                                     |                          |                     |
| Movement Type: <b>VTOL</b>               |                                     | Cruising MP: <b>11</b>   | Flank MP: <b>17</b> |
| Tonnage: <b>30</b>                       |                                     |                          |                     |
| Piloting Skill:                          |                                     | Technology Base:         |                     |
| Gunnery Skill:                           |                                     | <b>Inner Sphere 3025</b> |                     |
| Cost: <b>550,000</b>                     |                                     |                          |                     |
| <b>Ammo</b>                              |                                     |                          |                     |
| Ammo Type                                | Rounds                              | Ammo Type                | Rounds              |
|                                          |                                     |                          |                     |
| <b>Critical Damage</b>                   |                                     |                          |                     |
| Rotor Damaged <input type="checkbox"/>   | Engine Hit <input type="checkbox"/> |                          |                     |
| Rotor Destroyed <input type="checkbox"/> |                                     |                          |                     |

| Weapons Inventory |                |      |      |      |   |   |   |
|-------------------|----------------|------|------|------|---|---|---|
| #                 | Type           | Loc. | Dam. | Min. | S | M | L |
| 1                 | Cargo (6 tons) | R    | —    | —    | — | — | — |

Body Inventory

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



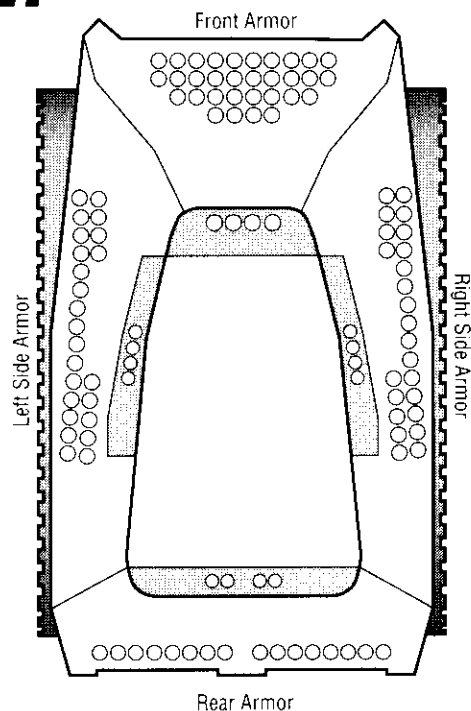
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                             |                          |                          |                          |
|---------------------------------------------|--------------------------|--------------------------|--------------------------|
| Unit Type: <b>HUNTER Light Support Tank</b> |                          |                          |                          |
| Movement Type: <b>Tracked</b>               |                          | Cruising MP:             | Flank MP:                |
| Tonnage: <b>35</b>                          |                          | <b>5</b>                 | <b>8</b>                 |
| Driving Skill:                              |                          | Technology Base:         |                          |
| Gunnery Skill:                              |                          | <b>Inner Sphere 3025</b> |                          |
| Cost: <b>1,135,125</b>                      |                          |                          |                          |
| <b>Ammo</b>                                 |                          |                          |                          |
| Ammo Type                                   | Rounds                   | Ammo Type                | Rounds                   |
| LRM 20                                      | 12                       |                          |                          |
| <b>Critical Damage</b>                      |                          |                          |                          |
| Drive Damaged                               | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |
| Track Destroyed                             | <input type="checkbox"/> |                          |                          |

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

### Body Inventory



# BATTLETECH®

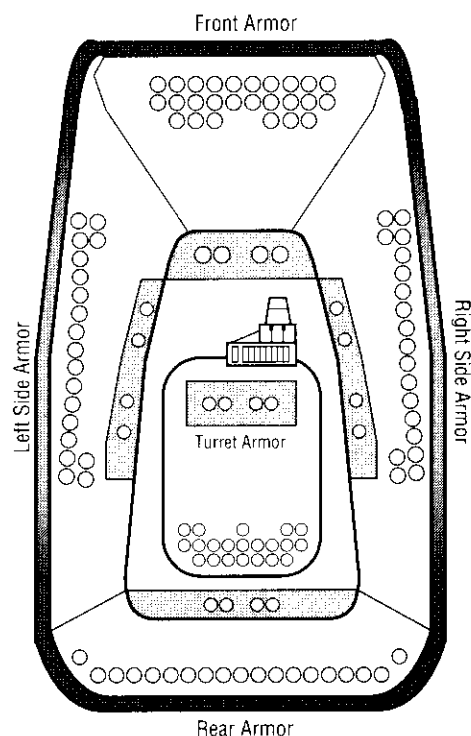
## HOVERCRAFT RECORD SHEET

|                                           |                          |                          |                          |
|-------------------------------------------|--------------------------|--------------------------|--------------------------|
| Unit Type: <b>PEGASUS Scout Hovertank</b> |                          |                          |                          |
| Movement Type: <b>Hover</b>               |                          | Cruising MP:             | Flank MP:                |
| Tonnage: <b>35</b>                        |                          | <b>8</b>                 | <b>12</b>                |
| Driving Skill:                            |                          | Technology Base:         |                          |
| Gunnery Skill:                            |                          | <b>Inner Sphere 3025</b> |                          |
| Cost: <b>841,925</b>                      |                          |                          |                          |
| <b>Ammo</b>                               |                          |                          |                          |
| Ammo Type                                 | Rounds                   | Ammo Type                | Rounds                   |
| SRM 6                                     | 15                       |                          |                          |
| <b>Critical Damage</b>                    |                          |                          |                          |
| Airskirt Damaged                          | <input type="checkbox"/> | Turret Locked            | <input type="checkbox"/> |
| Lift Fan Destroyed                        | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |

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

### Body Inventory

|   |         |   |   |   |   |   |   |  |
|---|---------|---|---|---|---|---|---|--|
| 1 | Sensors | B | — | — | — | — | — |  |
|---|---------|---|---|---|---|---|---|--|





# BATTLETECH®

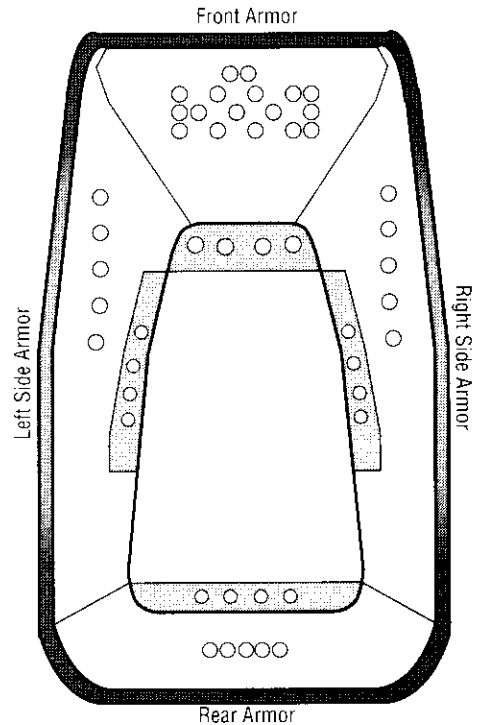
## HOVERCRAFT RECORD SHEET

| Unit Type: <b>SALADIN ASSAULT HOVER TANK</b>                                                                                                                                                                            |                          |           |        |           |        |           |        |       |    |  |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-----------|--------|-----------|--------|-----------|--------|-------|----|--|--|
| Movement Type: <b>Hover</b>                                                                                                                                                                                             | Cruising MP:             | Flank MP: |        |           |        |           |        |       |    |  |  |
| Tonnage: <b>35</b>                                                                                                                                                                                                      | <b>8</b>                 | <b>12</b> |        |           |        |           |        |       |    |  |  |
| Driving Skill:                                                                                                                                                                                                          | Technology Base:         |           |        |           |        |           |        |       |    |  |  |
| Gunnery Skill:                                                                                                                                                                                                          | <b>Inner Sphere 3025</b> |           |        |           |        |           |        |       |    |  |  |
| Cost: <b>911,625</b>                                                                                                                                                                                                    |                          |           |        |           |        |           |        |       |    |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/20</td> <td>15</td> <td></td> <td></td> </tr> </tbody> </table> |                          |           |        | Ammo Type | Rounds | Ammo Type | Rounds | AC/20 | 15 |  |  |
| Ammo Type                                                                                                                                                                                                               | Rounds                   | Ammo Type | Rounds |           |        |           |        |       |    |  |  |
| AC/20                                                                                                                                                                                                                   | 15                       |           |        |           |        |           |        |       |    |  |  |
| <b>Critical Damage</b><br>Airskirt Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/><br>Lift Fan Destroyed <input type="checkbox"/>                                                                  |                          |           |        |           |        |           |        |       |    |  |  |

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

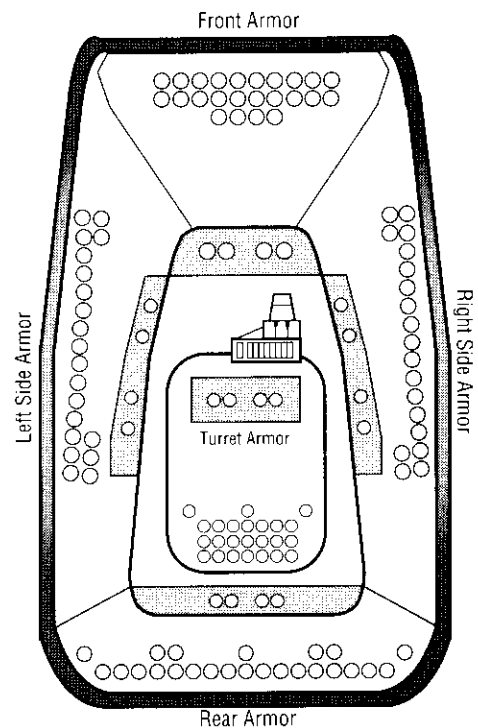
## HOVERCRAFT RECORD SHEET

| Unit Type: <b>SARACEN Medium Hover Tank</b>                                                                                                                                                                                                                                        |                          |           |        |           |        |           |        |        |    |  |  |       |    |  |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-----------|--------|-----------|--------|-----------|--------|--------|----|--|--|-------|----|--|--|
| Movement Type: <b>Hover</b>                                                                                                                                                                                                                                                        | Cruising MP:             | Flank MP: |        |           |        |           |        |        |    |  |  |       |    |  |  |
| Tonnage: <b>35</b>                                                                                                                                                                                                                                                                 | <b>8</b>                 | <b>12</b> |        |           |        |           |        |        |    |  |  |       |    |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                     | Technology Base:         |           |        |           |        |           |        |        |    |  |  |       |    |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                     | <b>Inner Sphere 3025</b> |           |        |           |        |           |        |        |    |  |  |       |    |  |  |
| Cost: <b>813,025</b>                                                                                                                                                                                                                                                               |                          |           |        |           |        |           |        |        |    |  |  |       |    |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 10</td> <td>24</td> <td></td> <td></td> </tr> <tr> <td>SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </tbody> </table> |                          |           |        | Ammo Type | Rounds | Ammo Type | Rounds | LRM 10 | 24 |  |  | SRM 2 | 50 |  |  |
| Ammo Type                                                                                                                                                                                                                                                                          | Rounds                   | Ammo Type | Rounds |           |        |           |        |        |    |  |  |       |    |  |  |
| LRM 10                                                                                                                                                                                                                                                                             | 24                       |           |        |           |        |           |        |        |    |  |  |       |    |  |  |
| SRM 2                                                                                                                                                                                                                                                                              | 50                       |           |        |           |        |           |        |        |    |  |  |       |    |  |  |
| <b>Critical Damage</b><br>Airskirt Damaged <input type="checkbox"/> Turret Locked <input type="checkbox"/><br>Lift Fan Destroyed <input type="checkbox"/> Engine Hit <input type="checkbox"/>                                                                                      |                          |           |        |           |        |           |        |        |    |  |  |       |    |  |  |

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

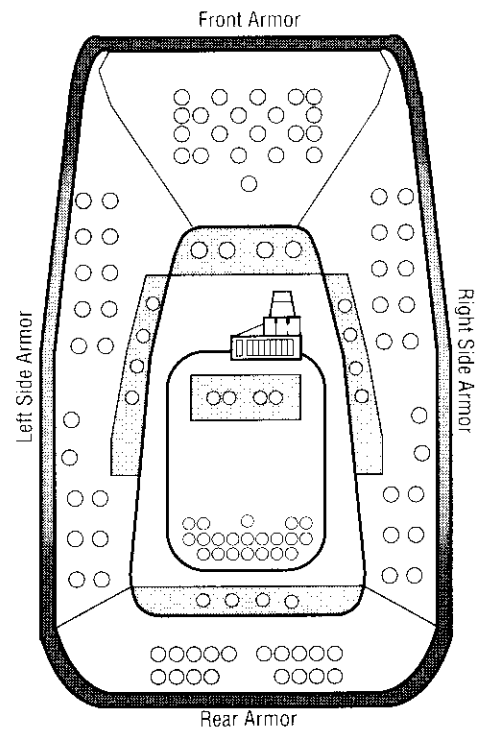
## HOVERCRAFT RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

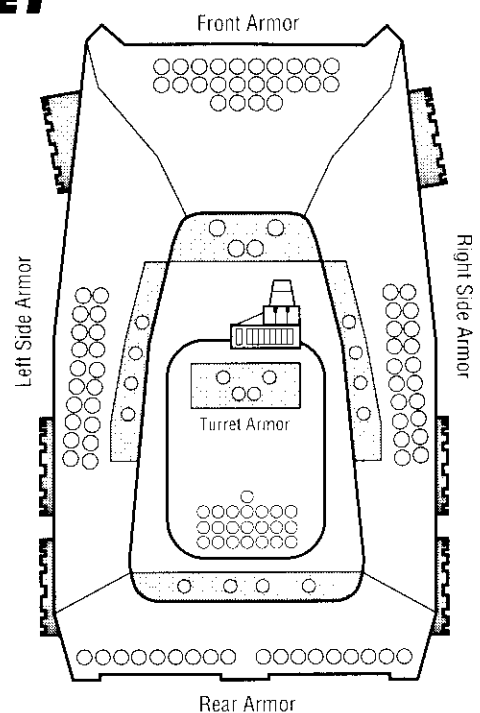
## WHEELED VEHICLE RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

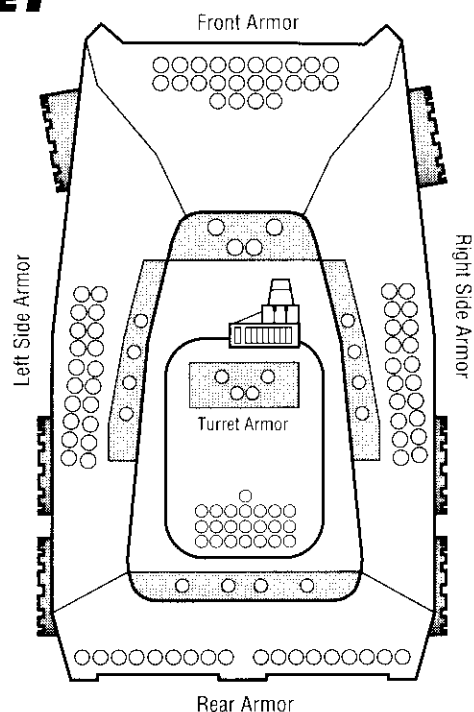
## WHEELED VEHICLE RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

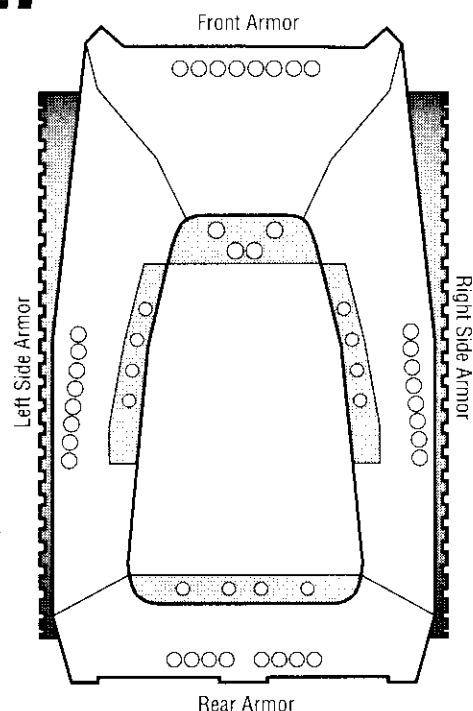
| Unit Type: <b>ENGINEERING VEHICLE</b>                                                                                                                                                                            |        |                          |           |           |        |           |       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

### Weapons Inventory

| # | Type | Loc. | Dam. | Min. | S | M | L |
|---|------|------|------|------|---|---|---|
|---|------|------|------|------|---|---|---|

### Body Inventory

|   |                      |   |   |   |   |   |   |
|---|----------------------|---|---|---|---|---|---|
| 1 | Equipment ( 9 tons ) | 8 | — | — | — | — | — |
|---|----------------------|---|---|---|---|---|---|



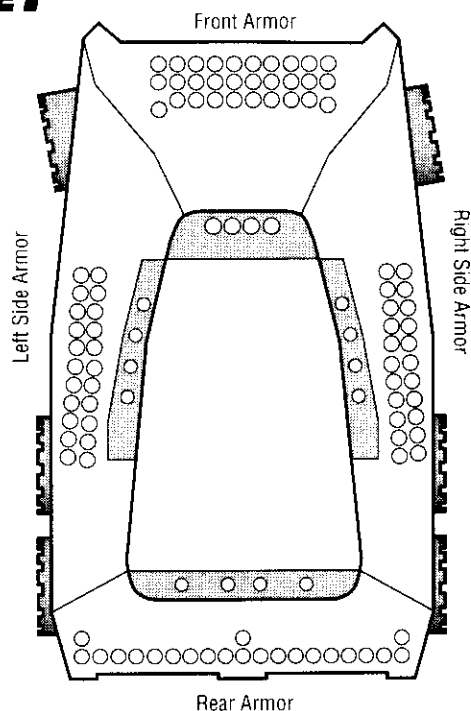
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

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

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

Body Inventory



# BATTLETECH®

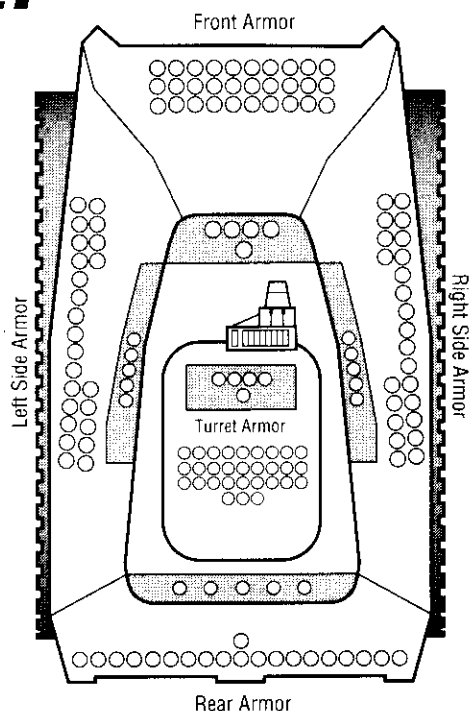
## TRACKED VEHICLE RECORD SHEET

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

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

Body Inventory

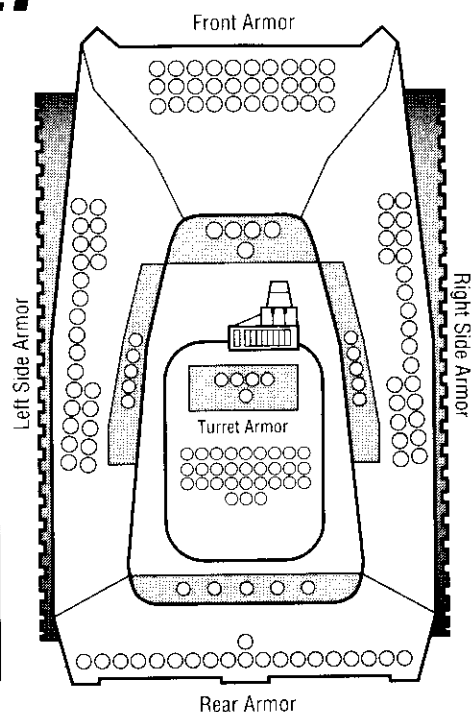
|   |                  |   |   |   |   |   |   |  |
|---|------------------|---|---|---|---|---|---|--|
| 1 | Infantry (1 ton) | R | — | — | — | — | — |  |
|---|------------------|---|---|---|---|---|---|--|



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

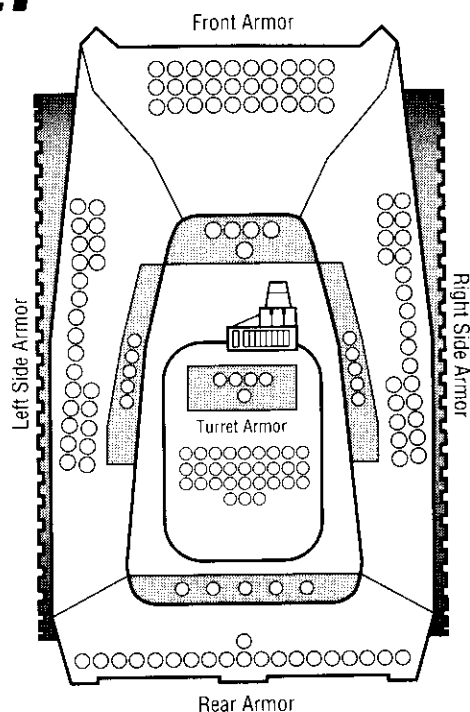
| Unit Type: <b>GOBLIN (LRM Variant)</b>                                                                                                                                                                                                                                                                    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



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

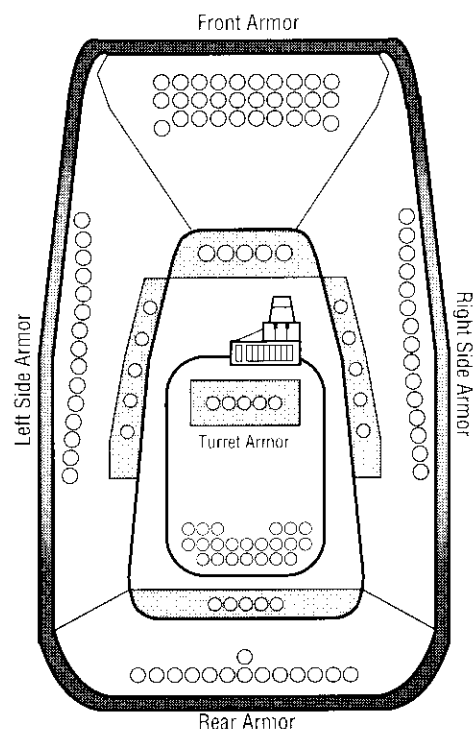
| Unit Type: <b>GOBLIN (SRM Variant)</b>                                                                                                                                                                                                                                                                                                                                                                                                |                          |                                           |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-------------------------------------------|--------------------------|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|----|------------------|---|-------|---|-----|-----|-----|---|-------------|---|---|---|---|---|---|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                         |                          | Cruising MP: <b>4</b>                     | Flank MP: <b>6</b>       |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Tonnage: <b>45</b>                                                                                                                                                                                                                                                                                                                                                                                                                    |                          |                                           |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                        |                          | Technology Base: <b>Inner Sphere 3025</b> |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                        |                          |                                           |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Cost: <b>933,075</b>                                                                                                                                                                                                                                                                                                                                                                                                                  |                          |                                           |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                             | Rounds                   | Ammo Type                                 | Rounds                   |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| SRM 6                                                                                                                                                                                                                                                                                                                                                                                                                                 | 60                       |                                           |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                    | 100                      |                                           |                          |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| #                                                                                                                                                                                                                                                                                                                                                                                                                                     | Type                     | Loc                                       | Dam.                     | Min.          | S                        | M             | L                        |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 3                                                                                                                                                                                                                                                                                                                                                                                                                                     | SRM 6                    | T                                         | 2/hit                    | —             | 1-3                      | 4-6           | 7-9                      |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                     | Machine Gun              | F                                         | 2                        | —             | 1                        | 2             | 3                        |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| #                                                                                                                                                                                                                                                                                                                                                                                                                                     | Type                     | Loc                                       | Dam.                     | Min.          | S                        | M             | L                        |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                     | Infantry (1 ton)         | R                                         | —                        | —             | —                        | —             | —                        |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| Drive Damaged                                                                                                                                                                                                                                                                                                                                                                                                                         | <input type="checkbox"/> | Turret Locked                             | <input type="checkbox"/> |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                                                                                       | <input type="checkbox"/> | Engine Hit                                | <input type="checkbox"/> |               |                          |               |                          |                 |                          |            |                          |    |                  |   |       |   |     |     |     |   |             |   |   |   |   |   |   |



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

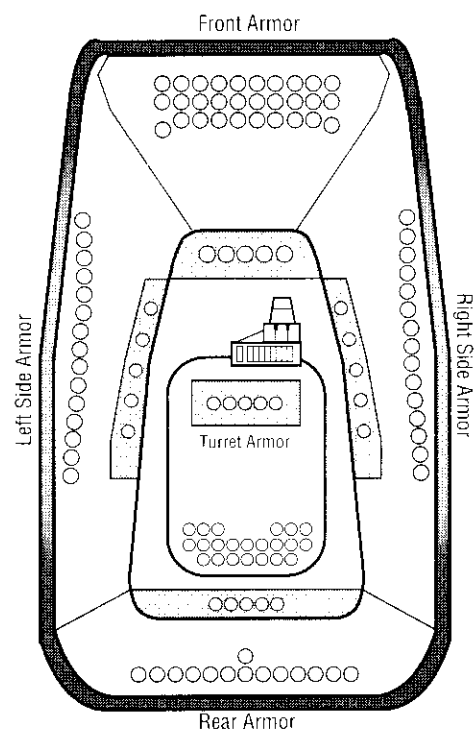
| Unit Type: <b>CONDOR Heavy Hover Tank</b>                                                                                                                                                                                                                                                                 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



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

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





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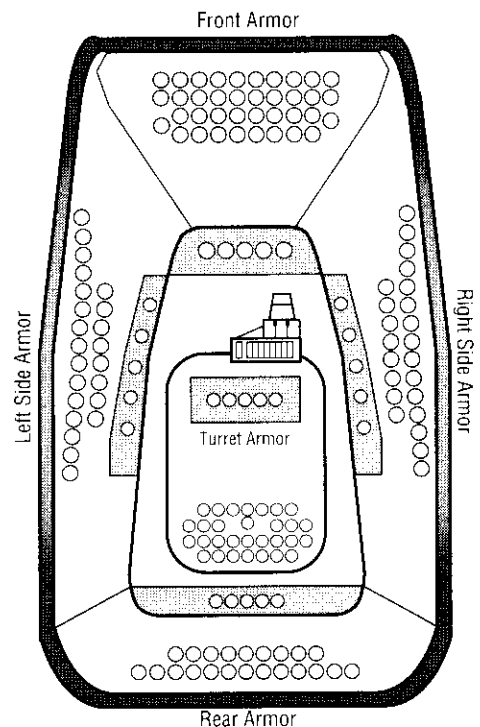
## HOVERCRAFT RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



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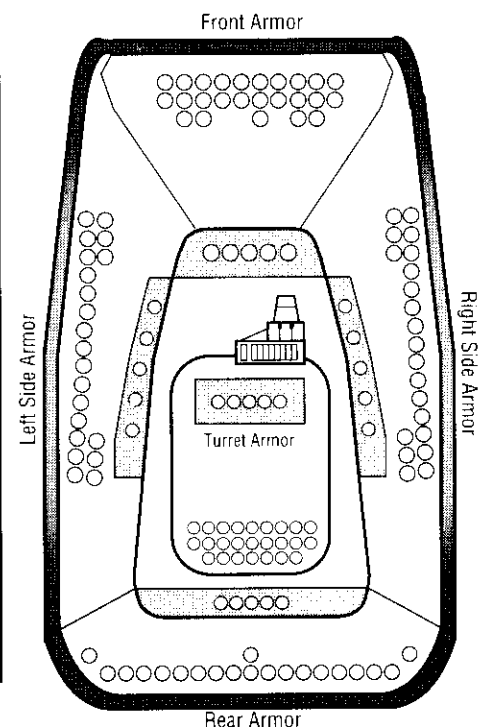
## HOVERCRAFT RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



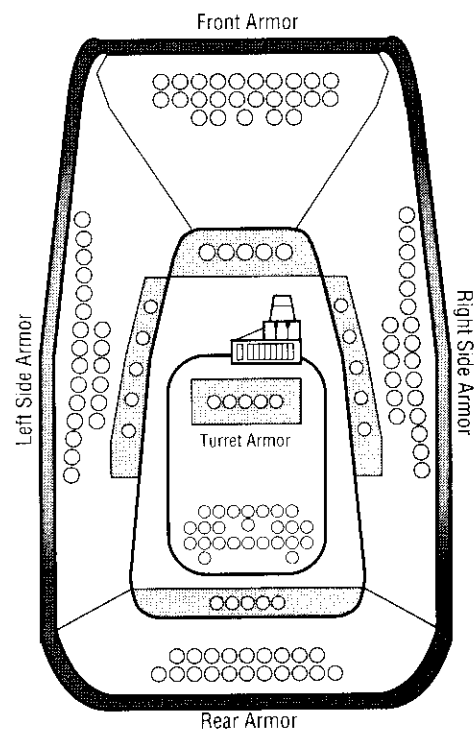
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## HOVERCRAFT RECORD SHEET

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

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

|   |                   |   |   |   |   |   |   |
|---|-------------------|---|---|---|---|---|---|
| 1 | Infantry (3 tons) | B | — | — | — | — | — |
|---|-------------------|---|---|---|---|---|---|



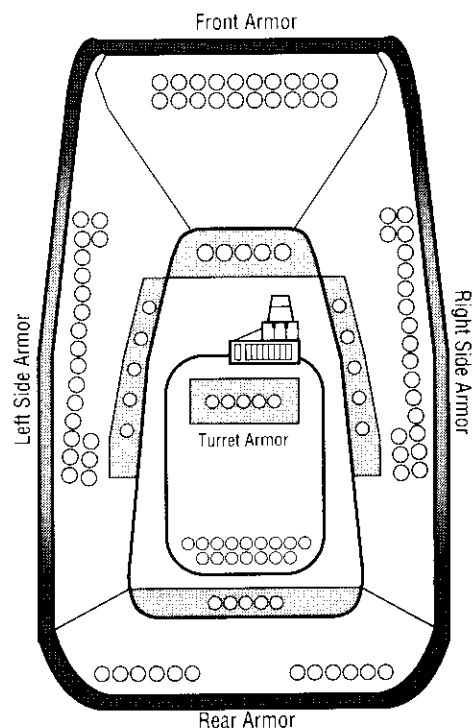
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## HOVERCRAFT RECORD SHEET

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

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

|   |                   |   |   |   |   |   |   |
|---|-------------------|---|---|---|---|---|---|
| 1 | Infantry (3 tons) | B | — | — | — | — | — |
|---|-------------------|---|---|---|---|---|---|



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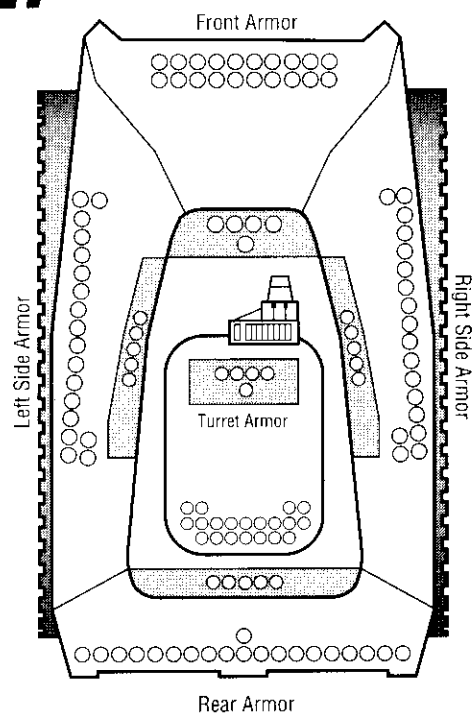
## TRACKED VEHICLE RECORD SHEET

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

### Weapons Inventory

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

### Body Inventory



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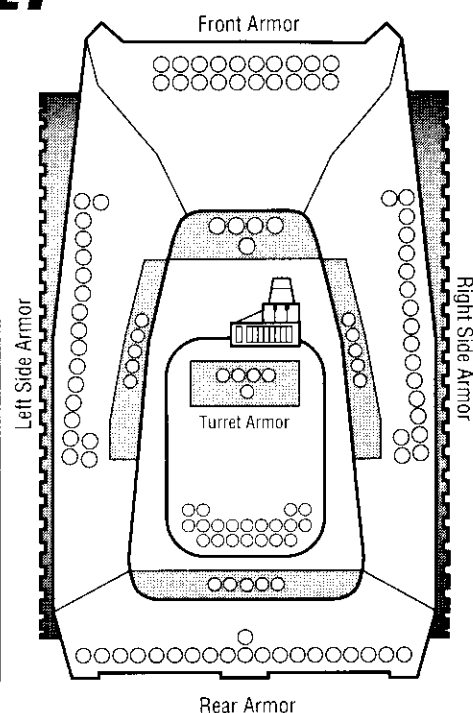
## TRACKED VEHICLE RECORD SHEET

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

### Weapons Inventory

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

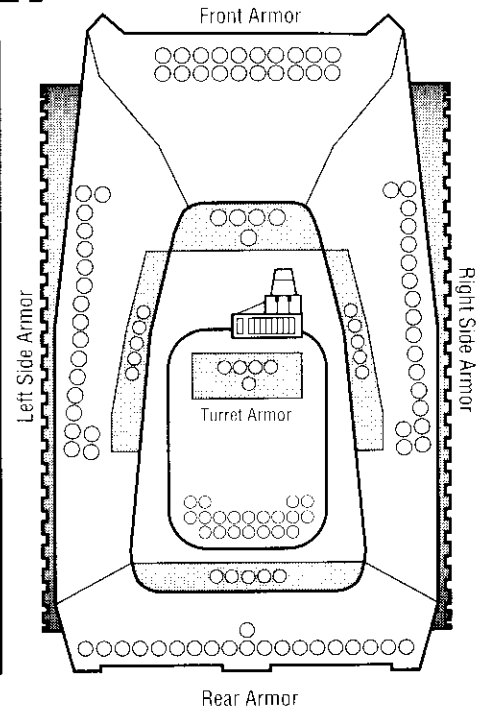
### Body Inventory



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

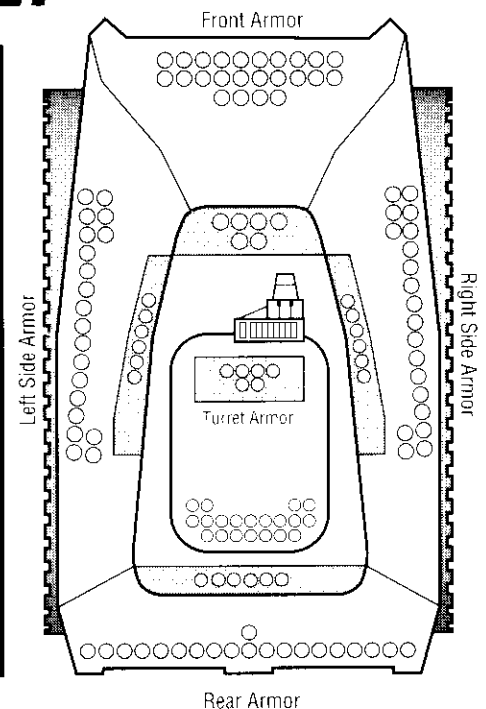
| Unit Type: <b>VEDETTE (Liao Variant)</b>                                                                                                                                                                                                                                                                  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



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

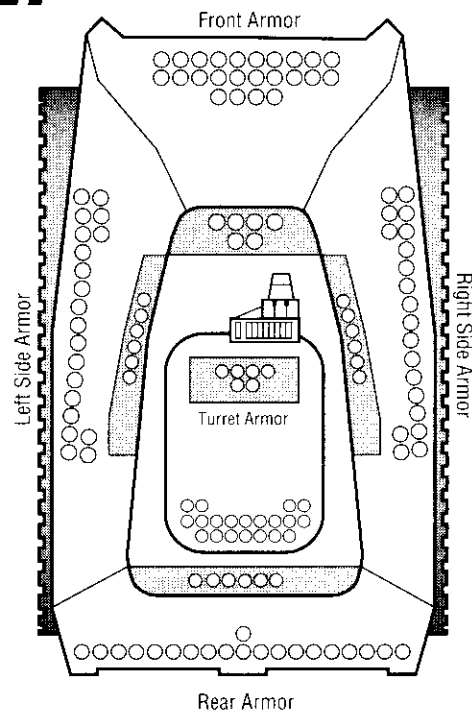
| Unit Type: <b>BULLDOG Medium Tank</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|------------------------------------|--------------------------|-------------------|-----|------|-------|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-----|-----|---|---|---|--|---|-------------|---|---|---|-----|------|-------|--|---|-------|---|-------|---|-----|-----|-----|--|---|-------------|---|---|---|---|---|---|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                          | Cruising MP: <b>4</b>              | Flank MP: <b>6</b>       |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Tonnage: <b>60</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                          | Technology Base:                   |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                          | <b>Inner Sphere</b><br><b>3025</b> |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Cost: <b>1,128,800</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| <table border="1"> <thead> <tr> <th colspan="4">Ammo</th> </tr> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 4</td> <td>50</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>100</td> <td></td> <td></td> </tr> </tbody> </table>                                                                                                                                                                                                                                                                                                                    |                          |                                    |                          | Ammo              |     |      |       | Ammo Type     | Rounds                   | Ammo Type     | Rounds                   | SRM 4           | 50                       |            |                          | MG  | 100 |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Ammo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Rounds                   | Ammo Type                          | Rounds                   |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| SRM 4                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 50                       |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 100                      |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| <table border="1"> <thead> <tr> <th colspan="9">Weapons Inventory</th> </tr> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam</th> <th>Min</th> <th>S</th> <th>M</th> <th>L</th> <th></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Large Laser</td> <td>T</td> <td>8</td> <td>—</td> <td>1-5</td> <td>6-10</td> <td>11-15</td> <td></td> </tr> <tr> <td>2</td> <td>SRM 4</td> <td>T</td> <td>2/hit</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> <td></td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>F</td> <td>2</td> <td>—</td> <td>1</td> <td>2</td> <td>3</td> <td></td> </tr> </tbody> </table> |                          |                                    |                          | Weapons Inventory |     |      |       |               |                          |               |                          |                 | #                        | Type       | Loc.                     | Dam | Min | S | M | L |  | 1 | Large Laser | T | 8 | — | 1-5 | 6-10 | 11-15 |  | 2 | SRM 4 | T | 2/hit | — | 1-3 | 4-6 | 7-9 |  | 1 | Machine Gun | F | 2 | — | 1 | 2 | 3 |  |
| Weapons Inventory                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| #                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Type                     | Loc.                               | Dam                      | Min               | S   | M    | L     |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Large Laser              | T                                  | 8                        | —                 | 1-5 | 6-10 | 11-15 |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | SRM 4                    | T                                  | 2/hit                    | —                 | 1-3 | 4-6  | 7-9   |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Machine Gun              | F                                  | 2                        | —                 | 1   | 2    | 3     |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| <table border="1"> <thead> <tr> <th colspan="4">Critical Damage</th> </tr> </thead> <tbody> <tr> <td>Drive Damaged</td> <td><input type="checkbox"/></td> <td>Turret Locked</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Track Destroyed</td> <td><input type="checkbox"/></td> <td>Engine Hit</td> <td><input type="checkbox"/></td> </tr> </tbody> </table>                                                                                                                                                                                                                                                   |                          |                                    |                          | Critical Damage   |     |      |       | Drive Damaged | <input type="checkbox"/> | Turret Locked | <input type="checkbox"/> | Track Destroyed | <input type="checkbox"/> | Engine Hit | <input type="checkbox"/> |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Critical Damage                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Drive Damaged                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <input type="checkbox"/> | Turret Locked                      | <input type="checkbox"/> |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <input type="checkbox"/> | Engine Hit                         | <input type="checkbox"/> |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| <table border="1"> <thead> <tr> <th colspan="4">Body Inventory</th> </tr> </thead> <tbody> <tr> <td colspan="4"></td> </tr> </tbody> </table>                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                          |                                    |                          | Body Inventory    |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
| Body Inventory                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                          |                                    |                          |                   |     |      |       |               |                          |               |                          |                 |                          |            |                          |     |     |   |   |   |  |   |             |   |   |   |     |      |       |  |   |       |   |       |   |     |     |     |  |   |             |   |   |   |   |   |   |  |



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

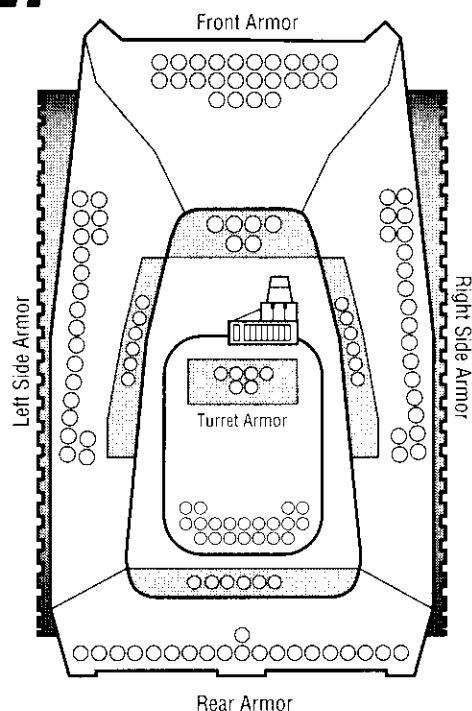
| Unit Type: <b>BULLDOG ( AC/2 Variant )</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------|--------------|---|---|----|-----|------|-------|---|-------|---|-------|---|-----|-----|-----|---|-------------|---|---|---|---|---|---|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                          | Cruising MP: <b>4</b>    | Flank MP: <b>6</b>       |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Tonnage: <b>60</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                          | Technology Base:         |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                          | <b>Inner Sphere 3025</b> |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Cost: <b>1,174,400</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Rounds                   | Ammo Type                | Rounds                   |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| AC/2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 90                       |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| SRM 4                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 50                       |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 100                      |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| #                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Type                     | Loc.                     | Dam.                     | Min.          | S                        | M             | L                        |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Autocannon/2             | T                        | 2                        | 4             | 1-8                      | 9-16          | 17-24                    |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | SRM 4                    | T                        | 2/hit                    | —             | 1-3                      | 4-6           | 7-9                      |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Machine Gun              | F                        | 2                        | —             | 1                        | 2             | 3                        |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| <b>Body Inventory</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| Drive Damaged                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <input type="checkbox"/> | Turret Locked            | <input type="checkbox"/> |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |               |                          |               |                          |                 |                          |            |                          |       |              |   |   |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |



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| Unit Type: <b>BULLDOG ( LRM Variant )</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------|--------|---|-------|----|-----|------|-------|---|-------|---|-------|---|-----|-----|-----|---|-------------|---|---|---|---|---|---|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                          | Cruising MP: <b>4</b>    | Flank MP: <b>6</b>       |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Tonnage: <b>60</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                          | Technology Base:         |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                          | <b>Inner Sphere 3025</b> |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Cost: <b>1,475,200</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
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| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Rounds                   | Ammo Type                | Rounds                   |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| LRM 20                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 18                       |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| SRM 4                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 50                       |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 100                      |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| <b>Weapons Inventory</b> <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>LRM 20</td> <td>T</td> <td>1/hit</td> <td>6</td> <td>1-7</td> <td>8-14</td> <td>15-21</td> </tr> <tr> <td>2</td> <td>SRM 4</td> <td>T</td> <td>2/hit</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>F</td> <td>2</td> <td>—</td> <td>1</td> <td>2</td> <td>3</td> </tr> </tbody> </table> |                          |                          |                          | #             | Type                     | Loc.          | Dam.                     | Min.            | S                        | M          | L                        | 1     | LRM 20 | T | 1/hit | 6  | 1-7 | 8-14 | 15-21 | 2 | SRM 4 | T | 2/hit | — | 1-3 | 4-6 | 7-9 | 1 | Machine Gun | F | 2 | — | 1 | 2 | 3 |
| #                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Type                     | Loc.                     | Dam.                     | Min.          | S                        | M             | L                        |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | LRM 20                   | T                        | 1/hit                    | 6             | 1-7                      | 8-14          | 15-21                    |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | SRM 4                    | T                        | 2/hit                    | —             | 1-3                      | 4-6           | 7-9                      |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Machine Gun              | F                        | 2                        | —             | 1                        | 2             | 3                        |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| <b>Body Inventory</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                          |                          |                          |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| <b>Critical Damage</b> <table border="1"> <tbody> <tr> <td>Drive Damaged</td> <td><input type="checkbox"/></td> <td>Turret Locked</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Track Destroyed</td> <td><input type="checkbox"/></td> <td>Engine Hit</td> <td><input type="checkbox"/></td> </tr> </tbody> </table>                                                                                                                                                                                                                             |                          |                          |                          | Drive Damaged | <input type="checkbox"/> | Turret Locked | <input type="checkbox"/> | Track Destroyed | <input type="checkbox"/> | Engine Hit | <input type="checkbox"/> |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Drive Damaged                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <input type="checkbox"/> | Turret Locked            | <input type="checkbox"/> |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |               |                          |               |                          |                 |                          |            |                          |       |        |   |       |    |     |      |       |   |       |   |       |   |     |     |     |   |             |   |   |   |   |   |   |



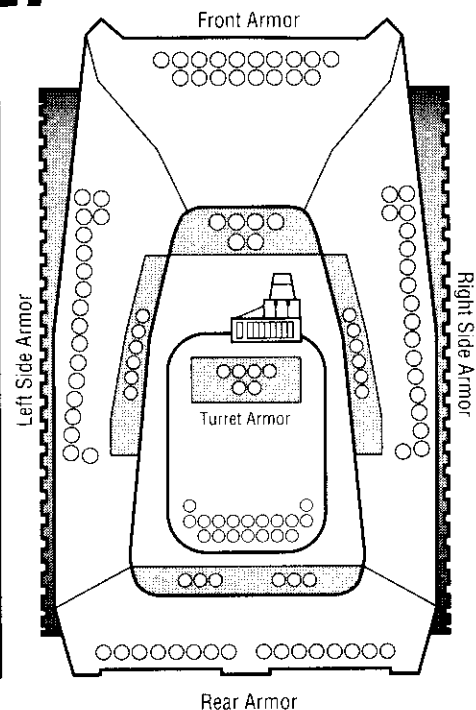
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## TRACKED VEHICLE RECORD SHEET

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

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

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



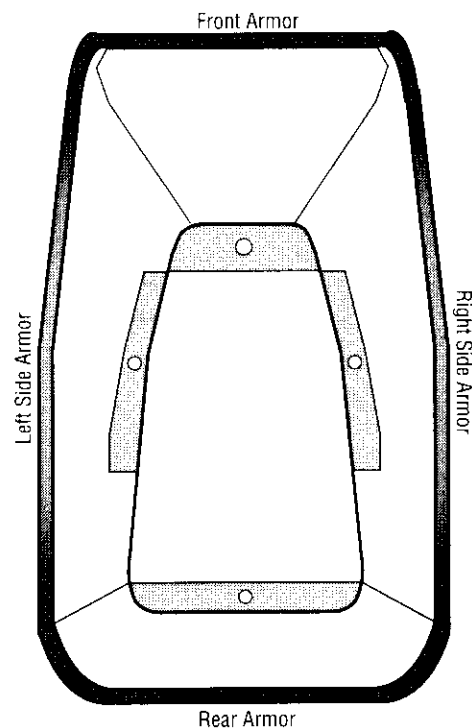
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## HOVERCRAFT RECORD SHEET

|                                             |                                     |                          |                     |
|---------------------------------------------|-------------------------------------|--------------------------|---------------------|
| Unit Type: <b>HI-SCOUT Drone (NapFind)</b>  |                                     |                          |                     |
| Movement Type: <b>Hover</b>                 |                                     | Cruising MP: <b>25</b>   | Flank MP: <b>38</b> |
| Tonnage: <b>2</b>                           |                                     |                          |                     |
| Driving Skill:                              |                                     | Technology Base:         |                     |
| Gunnery Skill:                              |                                     | <b>Inner Sphere 3025</b> |                     |
| Cost: <b>16,387</b>                         |                                     |                          |                     |
| <b>Ammo</b>                                 |                                     |                          |                     |
| Ammo Type                                   | Rounds                              | Ammo Type                | Rounds              |
|                                             |                                     |                          |                     |
| <b>Critical Damage</b>                      |                                     |                          |                     |
| Airskirt Damaged <input type="checkbox"/>   | Engine Hit <input type="checkbox"/> |                          |                     |
| Lift Fan Destroyed <input type="checkbox"/> |                                     |                          |                     |

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

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

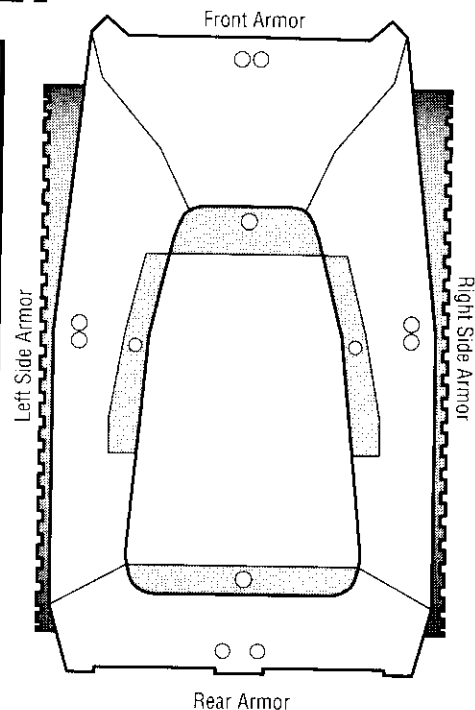




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## TRACKED VEHICLE RECORD SHEET

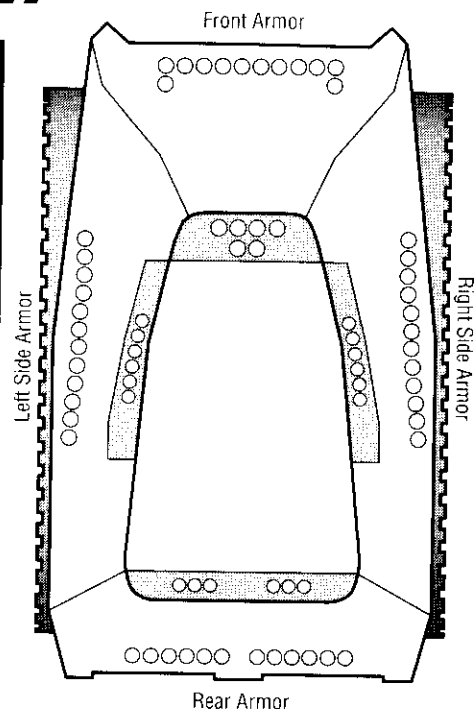
| Unit Type: <b>HI-SCOUT DRONE ( PathTrack )</b>                                                                                                                                                                       |                          |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|--------|-----------|--------|-----|---|---|---|---|------------------|---|---|---|---|---|---|---|------------------|---|---|---|---|---|---|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                        | Cruising MP: <b>8</b>    | Flank MP: <b>12</b> | <b>Weapons Inventory</b><br><table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam.</th> <th>Min</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Remote Equipment</td> <td>B</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> </tr> <tr> <td>1</td> <td>Sensor Equipment</td> <td>B</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> </tr> </tbody> </table> | #         | Type   | Loc       | Dam.   | Min | S | M | L | 1 | Remote Equipment | B | — | — | — | — | — | 1 | Sensor Equipment | B | — | — | — | — | — |
| #                                                                                                                                                                                                                    | Type                     | Loc                 |                                                                                                                                                                                                                                                                                                                                                                                                                                            | Dam.      | Min    | S         | M      | L   |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                    | Remote Equipment         | B                   |                                                                                                                                                                                                                                                                                                                                                                                                                                            | —         | —      | —         | —      | —   |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| 1                                                                                                                                                                                                                    | Sensor Equipment         | B                   |                                                                                                                                                                                                                                                                                                                                                                                                                                            | —         | —      | —         | —      | —   |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| Tonnage: <b>3</b>                                                                                                                                                                                                    |                          |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| Driving Skill:                                                                                                                                                                                                       | Technology Base:         |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| Gunnery Skill:                                                                                                                                                                                                       | <b>Inner Sphere 3025</b> |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| Cost: <b>21,888</b>                                                                                                                                                                                                  |                          |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table> |                          |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            | Ammo Type | Rounds | Ammo Type | Rounds |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| Ammo Type                                                                                                                                                                                                            | Rounds                   | Ammo Type           | Rounds                                                                                                                                                                                                                                                                                                                                                                                                                                     |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
|                                                                                                                                                                                                                      |                          |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/>                                                                     |                          |                     |                                                                                                                                                                                                                                                                                                                                                                                                                                            |           |        |           |        |     |   |   |   |   |                  |   |   |   |   |   |   |   |                  |   |   |   |   |   |   |



# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>LRM CARRIER</b>                                                                                                                                                                                              |                          |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|--------|-----------|--------|--------|----|---|---|---|--------|---|-------|---|-----|------|-------|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                              | Cruising MP: <b>3</b>    | Flank MP: <b>5</b> | <b>Weapons Inventory</b><br><table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dam.</th> <th>Min</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>LRM 20</td> <td>F</td> <td>1/hit</td> <td>6</td> <td>1-7</td> <td>8-14</td> <td>15-21</td> </tr> </tbody> </table> | #         | Type   | Loc       | Dam.   | Min    | S  | M | L | 3 | LRM 20 | F | 1/hit | 6 | 1-7 | 8-14 | 15-21 |
| #                                                                                                                                                                                                                          | Type                     | Loc                |                                                                                                                                                                                                                                                                                                                             | Dam.      | Min    | S         | M      | L      |    |   |   |   |        |   |       |   |     |      |       |
| 3                                                                                                                                                                                                                          | LRM 20                   | F                  |                                                                                                                                                                                                                                                                                                                             | 1/hit     | 6      | 1-7       | 8-14   | 15-21  |    |   |   |   |        |   |       |   |     |      |       |
| Tonnage: <b>60</b>                                                                                                                                                                                                         |                          |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
| Driving Skill:                                                                                                                                                                                                             | Technology Base:         |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
| Gunnery Skill:                                                                                                                                                                                                             | <b>Inner Sphere 3025</b> |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
| Cost: <b>1,872,000</b>                                                                                                                                                                                                     |                          |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 20</td> <td>24</td> <td> </td> <td> </td> </tr> </tbody> </table> |                          |                    |                                                                                                                                                                                                                                                                                                                             | Ammo Type | Rounds | Ammo Type | Rounds | LRM 20 | 24 |   |   |   |        |   |       |   |     |      |       |
| Ammo Type                                                                                                                                                                                                                  | Rounds                   | Ammo Type          | Rounds                                                                                                                                                                                                                                                                                                                      |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
| LRM 20                                                                                                                                                                                                                     | 24                       |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/>                                                                           |                          |                    |                                                                                                                                                                                                                                                                                                                             |           |        |           |        |        |    |   |   |   |        |   |       |   |     |      |       |



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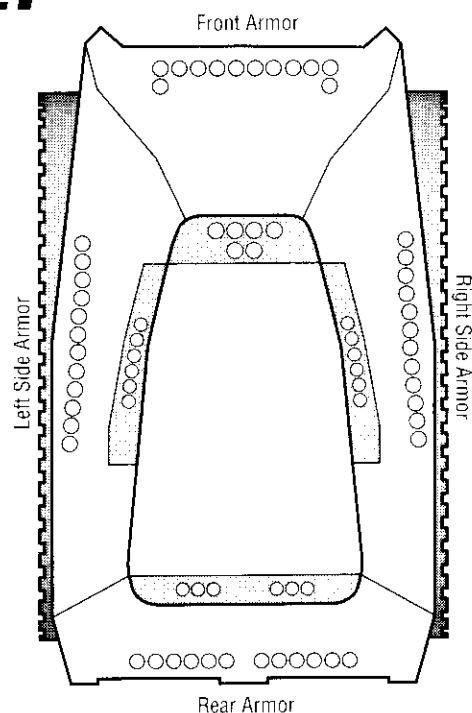
## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>AC/2 CARRIER</b>                                                                                                                                                                                                                                         |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|--------------------------|--------------------------|------------|--------------------------|-----------------|--------------------------|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                          | Cruising MP: <b>3</b>                     | Flank MP: <b>5</b> |                          |                          |            |                          |                 |                          |  |  |
| Tonnage: <b>60</b>                                                                                                                                                                                                                                                     |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
| Driving Skill:                                                                                                                                                                                                                                                         | Technology Base: <b>Inner Sphere 3025</b> |                    |                          |                          |            |                          |                 |                          |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                         |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
| Cost: <b>1,086,400</b>                                                                                                                                                                                                                                                 |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
| <b>Ammo</b> <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/2</td> <td>180</td> <td></td> <td></td> </tr> </tbody> </table>                                                   |                                           |                    | Ammo Type                | Rounds                   | Ammo Type  | Rounds                   | AC/2            | 180                      |  |  |
| Ammo Type                                                                                                                                                                                                                                                              | Rounds                                    | Ammo Type          | Rounds                   |                          |            |                          |                 |                          |  |  |
| AC/2                                                                                                                                                                                                                                                                   | 180                                       |                    |                          |                          |            |                          |                 |                          |  |  |
| <b>Critical Damage</b> <table border="1"> <tr> <td>Drive Damaged</td> <td><input type="checkbox"/></td> <td>Engine Hit</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Track Destroyed</td> <td><input type="checkbox"/></td> <td></td> <td></td> </tr> </table> |                                           |                    | Drive Damaged            | <input type="checkbox"/> | Engine Hit | <input type="checkbox"/> | Track Destroyed | <input type="checkbox"/> |  |  |
| Drive Damaged                                                                                                                                                                                                                                                          | <input type="checkbox"/>                  | Engine Hit         | <input type="checkbox"/> |                          |            |                          |                 |                          |  |  |
| Track Destroyed                                                                                                                                                                                                                                                        | <input type="checkbox"/>                  |                    |                          |                          |            |                          |                 |                          |  |  |

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



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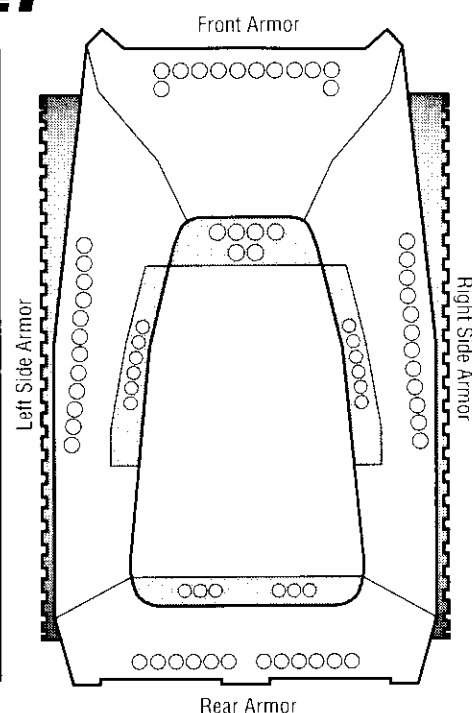
## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>SRM CARRIER</b>                                                                                                                                                                                                                                          |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|--------------------------|--------------------------|------------|--------------------------|-----------------|--------------------------|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                          | Cruising MP: <b>3</b>                     | Flank MP: <b>5</b> |                          |                          |            |                          |                 |                          |  |  |
| Tonnage: <b>60</b>                                                                                                                                                                                                                                                     |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
| Driving Skill:                                                                                                                                                                                                                                                         | Technology Base: <b>Inner Sphere 3025</b> |                    |                          |                          |            |                          |                 |                          |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                         |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
| Cost: <b>1,932,800</b>                                                                                                                                                                                                                                                 |                                           |                    |                          |                          |            |                          |                 |                          |  |  |
| <b>Ammo</b> <table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>SRM 6</td> <td>60</td> <td></td> <td></td> </tr> </tbody> </table>                                                   |                                           |                    | Ammo Type                | Rounds                   | Ammo Type  | Rounds                   | SRM 6           | 60                       |  |  |
| Ammo Type                                                                                                                                                                                                                                                              | Rounds                                    | Ammo Type          | Rounds                   |                          |            |                          |                 |                          |  |  |
| SRM 6                                                                                                                                                                                                                                                                  | 60                                        |                    |                          |                          |            |                          |                 |                          |  |  |
| <b>Critical Damage</b> <table border="1"> <tr> <td>Drive Damaged</td> <td><input type="checkbox"/></td> <td>Engine Hit</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Track Destroyed</td> <td><input type="checkbox"/></td> <td></td> <td></td> </tr> </table> |                                           |                    | Drive Damaged            | <input type="checkbox"/> | Engine Hit | <input type="checkbox"/> | Track Destroyed | <input type="checkbox"/> |  |  |
| Drive Damaged                                                                                                                                                                                                                                                          | <input type="checkbox"/>                  | Engine Hit         | <input type="checkbox"/> |                          |            |                          |                 |                          |  |  |
| Track Destroyed                                                                                                                                                                                                                                                        | <input type="checkbox"/>                  |                    |                          |                          |            |                          |                 |                          |  |  |

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



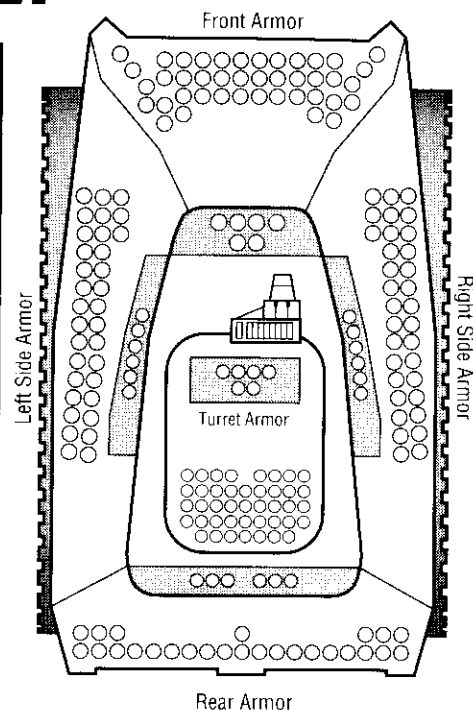
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

**Body Inventory**



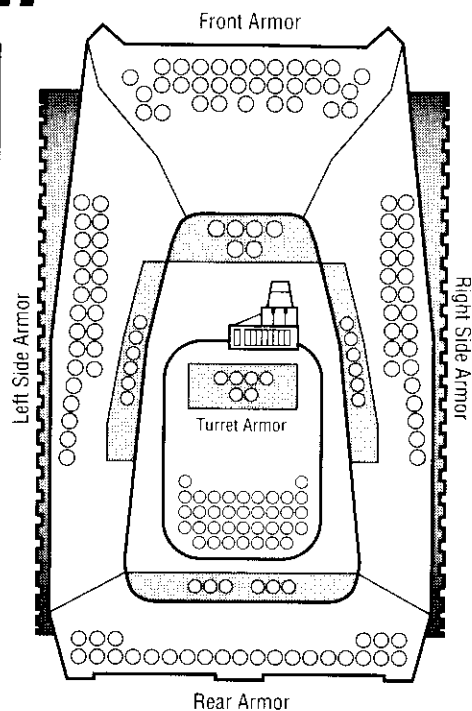
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

**Body Inventory**



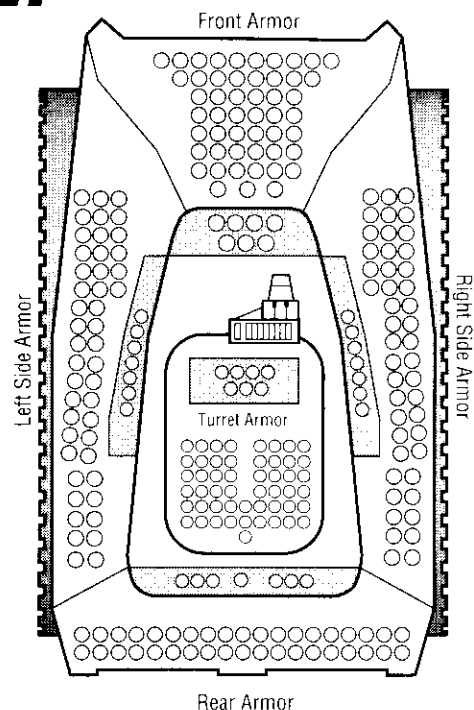
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>PATTON Tank</b>                                                                                                                                                                                                                                                     |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------|-----------|--------|-----------|--------|-------|----|--|--|-------|----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                     | Cruising MP: <b>4</b>    | Flank MP: <b>6</b> |           |        |           |        |       |    |  |  |       |    |  |  |
| Tonnage: <b>65</b>                                                                                                                                                                                                                                                                |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                    | Technology Base:         |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                    | <b>Inner Sphere 3025</b> |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| Cost: <b>2,754,538</b>                                                                                                                                                                                                                                                            |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/10</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>LRM 5</td> <td>24</td> <td></td> <td></td> </tr> </tbody> </table> |                          |                    | Ammo Type | Rounds | Ammo Type | Rounds | AC/10 | 20 |  |  | LRM 5 | 24 |  |  |
| Ammo Type                                                                                                                                                                                                                                                                         | Rounds                   | Ammo Type          | Rounds    |        |           |        |       |    |  |  |       |    |  |  |
| AC/10                                                                                                                                                                                                                                                                             | 20                       |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| LRM 5                                                                                                                                                                                                                                                                             | 24                       |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Turret Locked <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/> Engine Hit <input type="checkbox"/>                                                                                           |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |

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

**Body Inventory**



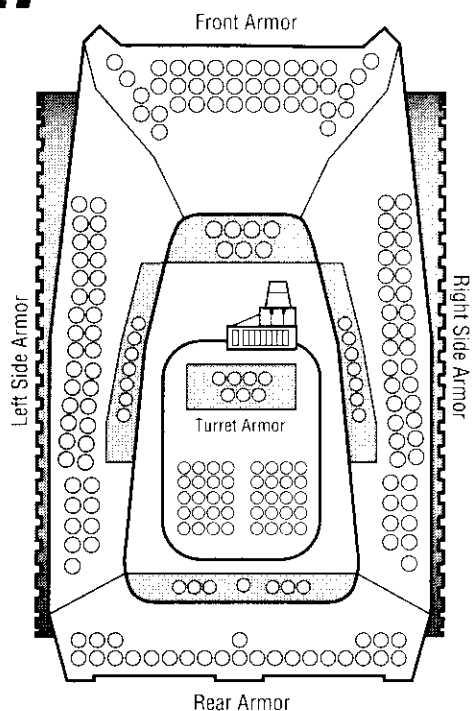
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>ROMMEL Tank</b>                                                                                                                                                                                                                                                     |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------|-----------|--------|-----------|--------|-------|----|--|--|-------|----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                     | Cruising MP: <b>4</b>    | Flank MP: <b>6</b> |           |        |           |        |       |    |  |  |       |    |  |  |
| Tonnage: <b>65</b>                                                                                                                                                                                                                                                                |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                    | Technology Base:         |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                    | <b>Inner Sphere 3025</b> |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| Cost: <b>2,905,513</b>                                                                                                                                                                                                                                                            |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/20</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>LRM 5</td> <td>24</td> <td></td> <td></td> </tr> </tbody> </table> |                          |                    | Ammo Type | Rounds | Ammo Type | Rounds | AC/20 | 20 |  |  | LRM 5 | 24 |  |  |
| Ammo Type                                                                                                                                                                                                                                                                         | Rounds                   | Ammo Type          | Rounds    |        |           |        |       |    |  |  |       |    |  |  |
| AC/20                                                                                                                                                                                                                                                                             | 20                       |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| LRM 5                                                                                                                                                                                                                                                                             | 24                       |                    |           |        |           |        |       |    |  |  |       |    |  |  |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Turret Locked <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/> Engine Hit <input type="checkbox"/>                                                                                           |                          |                    |           |        |           |        |       |    |  |  |       |    |  |  |

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

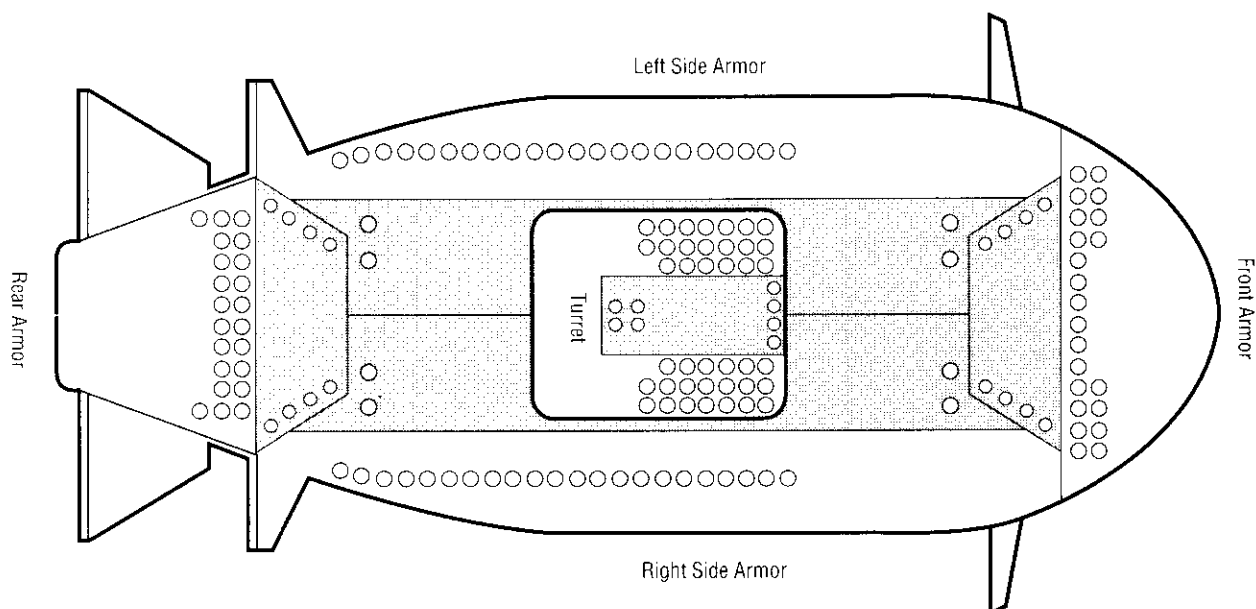
**Body Inventory**



# BATTLETECH<sup>®</sup>

## NAVAL/SUBMARINE RECORD SHEET

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



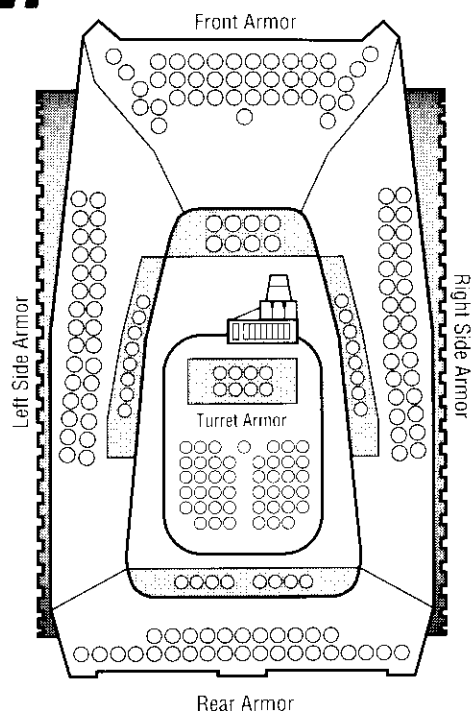
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>VON LUCKNER Heavy Tank VNL-K65N</b>                                                                                                                                                                                                                                                                                                                                                                                                              |                          |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------|--------|-----------|--------|-----------|--------|-------|----|--|--|-------|----|--|--|-------|----|--|--|--------|----|--|--|----|-----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                                                  | Cruising MP: <b>3</b>    | Flank MP: <b>5</b> |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Tonnage: <b>75</b>                                                                                                                                                                                                                                                                                                                                                                                                                                             |                          |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Technology Base:         |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <b>Inner Sphere 3025</b> |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Cost: <b>3,685,938</b>                                                                                                                                                                                                                                                                                                                                                                                                                                         |                          |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>AC/20</td> <td>15</td> <td></td> <td></td> </tr> <tr> <td>SRM 6</td> <td>15</td> <td></td> <td></td> </tr> <tr> <td>SRM 4</td> <td>25</td> <td></td> <td></td> </tr> <tr> <td>LRM 10</td> <td>12</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table> |                          |                    |        | Ammo Type | Rounds | Ammo Type | Rounds | AC/20 | 15 |  |  | SRM 6 | 15 |  |  | SRM 4 | 25 |  |  | LRM 10 | 12 |  |  | MG | 200 |  |  |
| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Rounds                   | Ammo Type          | Rounds |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| AC/20                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 15                       |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| SRM 6                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 15                       |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| SRM 4                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 25                       |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| LRM 10                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 12                       |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 200                      |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Turret Locked <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/> Engine Hit <input type="checkbox"/>                                                                                                                                                                                                                                                                        |                          |                    |        |           |        |           |        |       |    |  |  |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |

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

**Body Inventory**



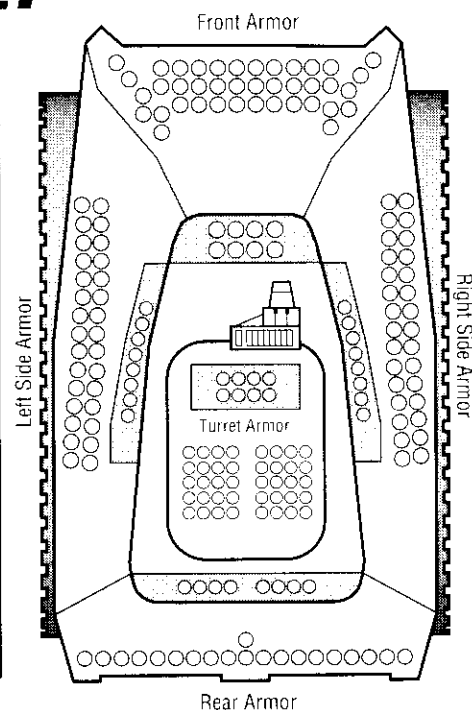
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

**Body Inventory**



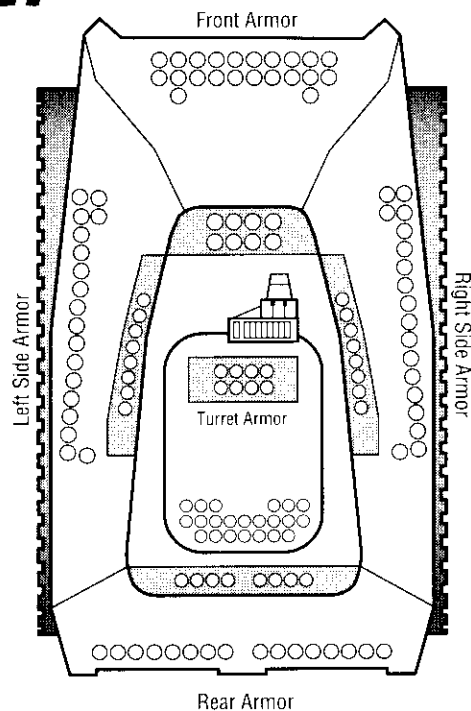
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                       |                          |                                    |                          |
|---------------------------------------|--------------------------|------------------------------------|--------------------------|
| Unit Type: <b>PARTISAN Heavy Tank</b> |                          |                                    |                          |
| Movement Type: <b>Tracked</b>         |                          | Cruising MP:                       | Flank MP:                |
| Tonnage: <b>80</b>                    |                          | <b>3</b>                           | <b>5</b>                 |
| Driving Skill:                        |                          | Technology Base:                   |                          |
| Gunnery Skill:                        |                          | <b>Inner Sphere</b><br><b>3025</b> |                          |
| Cost: <b>1,872,000</b>                |                          |                                    |                          |
| <b>Ammo</b>                           |                          |                                    |                          |
| Ammo Type                             | Rounds                   | Ammo Type                          | Rounds                   |
| <b>AC/5</b>                           | <b>40</b>                |                                    |                          |
| <b>MG</b>                             | <b>100</b>               |                                    |                          |
| <b>Critical Damage</b>                |                          |                                    |                          |
| Drive Damaged                         | <input type="checkbox"/> | Turret Locked                      | <input type="checkbox"/> |
| Track Destroyed                       | <input type="checkbox"/> | Engine Hit                         | <input type="checkbox"/> |

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

### Body Inventory



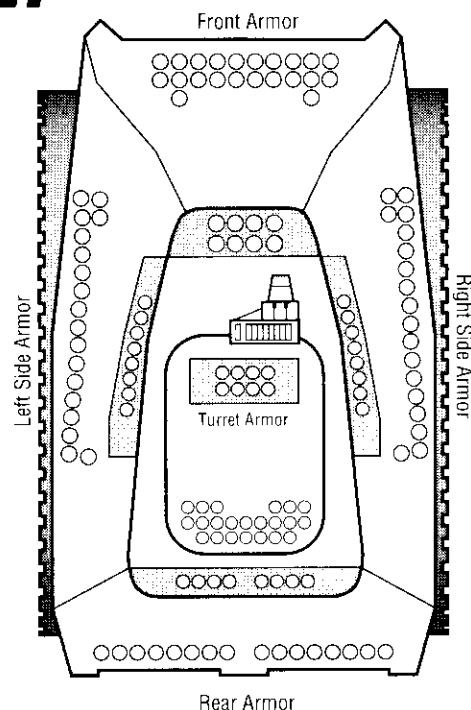
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                             |                          |                                    |                          |
|---------------------------------------------|--------------------------|------------------------------------|--------------------------|
| Unit Type: <b>PARTISAN ( AC/2 Variant )</b> |                          |                                    |                          |
| Movement Type: <b>Tracked</b>               |                          | Cruising MP:                       | Flank MP:                |
| Tonnage: <b>80</b>                          |                          | <b>3</b>                           | <b>5</b>                 |
| Driving Skill:                              |                          | Technology Base:                   |                          |
| Gunnery Skill:                              |                          | <b>Inner Sphere</b><br><b>3025</b> |                          |
| Cost: <b>1,629,000</b>                      |                          |                                    |                          |
| <b>Ammo</b>                                 |                          |                                    |                          |
| Ammo Type                                   | Rounds                   | Ammo Type                          | Rounds                   |
| <b>AC/2</b>                                 | <b>180</b>               |                                    |                          |
| <b>MG</b>                                   | <b>200</b>               |                                    |                          |
| <b>Critical Damage</b>                      |                          |                                    |                          |
| Drive Damaged                               | <input type="checkbox"/> | Turret Locked                      | <input type="checkbox"/> |
| Track Destroyed                             | <input type="checkbox"/> | Engine Hit                         | <input type="checkbox"/> |

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

### Body Inventory





# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

Cost: **2,530,800**

### Ammo

| Ammo Type | Rounds | Ammo Type | Rounds |
|-----------|--------|-----------|--------|
| LRM 15    | 48     |           |        |
| MG        | 200    |           |        |

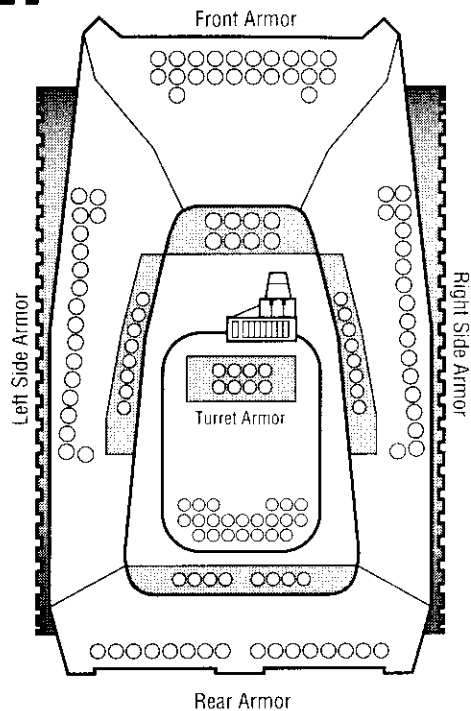
### Critical Damage

|                 |                          |               |                          |
|-----------------|--------------------------|---------------|--------------------------|
| Drive Damaged   | <input type="checkbox"/> | Turret Locked | <input type="checkbox"/> |
| Track Destroyed | <input type="checkbox"/> | Engine Hit    | <input type="checkbox"/> |

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

|                                      |                          |                    |
|--------------------------------------|--------------------------|--------------------|
| Unit Type: <b>SHRECK PPC Carrier</b> |                          |                    |
| Movement Type: <b>Tracked</b>        | Cruising MP: <b>3</b>    | Flank MP: <b>5</b> |
| Tonnage: <b>80</b>                   |                          |                    |
| Driving Skill:                       | Technology Base:         |                    |
| Gunnery Skill:                       | <b>Inner Sphere 3025</b> |                    |

Cost: **3,825,900**

### Ammo

| Ammo Type | Rounds | Ammo Type | Rounds |
|-----------|--------|-----------|--------|
|           |        |           |        |

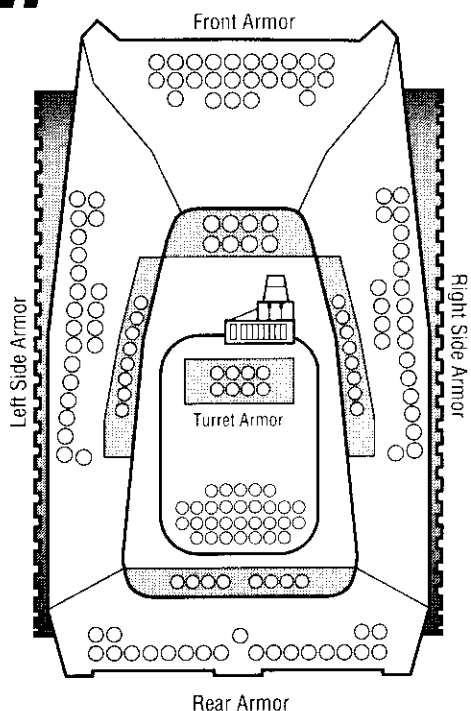
### Critical Damage

|                 |                          |               |                          |
|-----------------|--------------------------|---------------|--------------------------|
| Drive Damaged   | <input type="checkbox"/> | Turret Locked | <input type="checkbox"/> |
| Track Destroyed | <input type="checkbox"/> | Engine Hit    | <input type="checkbox"/> |

### Weapons Inventory

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

### Body Inventory



# BATTLETECH®

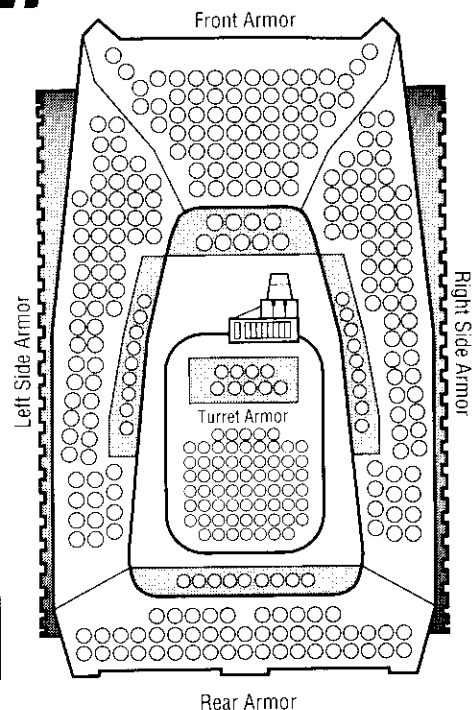
## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>STURMFEUR Heavy Tank</b>                                                                                                                                                                                                                                           |        |                                    |           |           |        |           |        |        |    |  |  |    |     |  |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------------------------------------|-----------|-----------|--------|-----------|--------|--------|----|--|--|----|-----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                    |        | Cruising MP:                       | Flank MP: |           |        |           |        |        |    |  |  |    |     |  |  |
| Tonnage: <b>85</b>                                                                                                                                                                                                                                                               |        | <b>3</b>                           | <b>5</b>  |           |        |           |        |        |    |  |  |    |     |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                   |        | Technology Base:                   |           |           |        |           |        |        |    |  |  |    |     |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                   |        | <b>Inner Sphere</b><br><b>3025</b> |           |           |        |           |        |        |    |  |  |    |     |  |  |
| Cost: <b>2,395,288</b>                                                                                                                                                                                                                                                           |        |                                    |           |           |        |           |        |        |    |  |  |    |     |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>LRM 20</td> <td>18</td> <td></td> <td></td> </tr> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table> |        |                                    |           | Ammo Type | Rounds | Ammo Type | Rounds | LRM 20 | 18 |  |  | MG | 200 |  |  |
| Ammo Type                                                                                                                                                                                                                                                                        | Rounds | Ammo Type                          | Rounds    |           |        |           |        |        |    |  |  |    |     |  |  |
| LRM 20                                                                                                                                                                                                                                                                           | 18     |                                    |           |           |        |           |        |        |    |  |  |    |     |  |  |
| MG                                                                                                                                                                                                                                                                               | 200    |                                    |           |           |        |           |        |        |    |  |  |    |     |  |  |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Turret Locked <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/> Engine Hit <input type="checkbox"/>                                                                                          |        |                                    |           |           |        |           |        |        |    |  |  |    |     |  |  |

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

| Body Inventory |  |
|----------------|--|
|                |  |



# BATTLETECH®

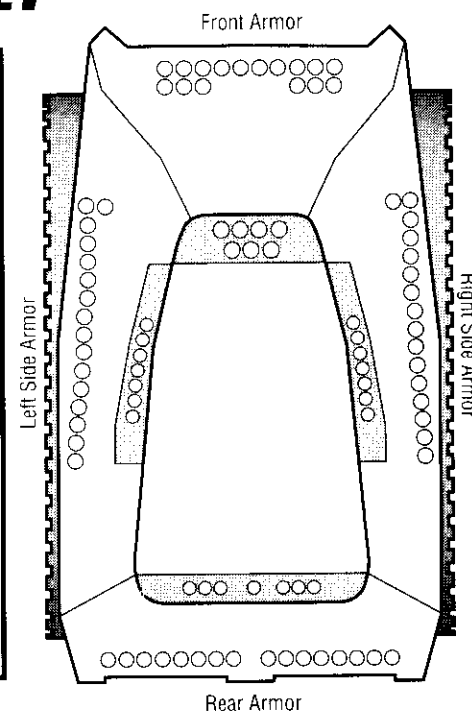
## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>MOBILE LONG TOM (Main Unit)</b>                                                                                                                                                                         |        |                                    |           |           |        |           |        |    |     |  |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------------------------------------|-----------|-----------|--------|-----------|--------|----|-----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                         |        | Cruising MP:                       | Flank MP: |           |        |           |        |    |     |  |  |
| Tonnage: <b>65</b>                                                                                                                                                                                                    |        | <b>2</b>                           | <b>3</b>  |           |        |           |        |    |     |  |  |
| Driving Skill:                                                                                                                                                                                                        |        | Technology Base:                   |           |           |        |           |        |    |     |  |  |
| Gunnery Skill:                                                                                                                                                                                                        |        | <b>Inner Sphere</b><br><b>3025</b> |           |           |        |           |        |    |     |  |  |
| Cost: <b>1,397,275</b>                                                                                                                                                                                                |        |                                    |           |           |        |           |        |    |     |  |  |
| <b>Ammo</b><br><table border="1"> <thead> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> </thead> <tbody> <tr> <td>MG</td> <td>200</td> <td></td> <td></td> </tr> </tbody> </table> |        |                                    |           | Ammo Type | Rounds | Ammo Type | Rounds | MG | 200 |  |  |
| Ammo Type                                                                                                                                                                                                             | Rounds | Ammo Type                          | Rounds    |           |        |           |        |    |     |  |  |
| MG                                                                                                                                                                                                                    | 200    |                                    |           |           |        |           |        |    |     |  |  |
| <b>Critical Damage</b><br>Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/><br>Track Destroyed <input type="checkbox"/>                                                                      |        |                                    |           |           |        |           |        |    |     |  |  |

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

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



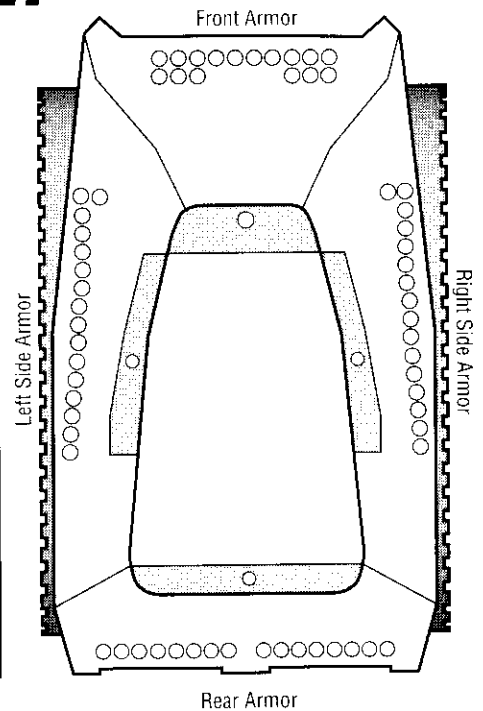
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

| Body Inventory |  |  |  |
|----------------|--|--|--|
|                |  |  |  |



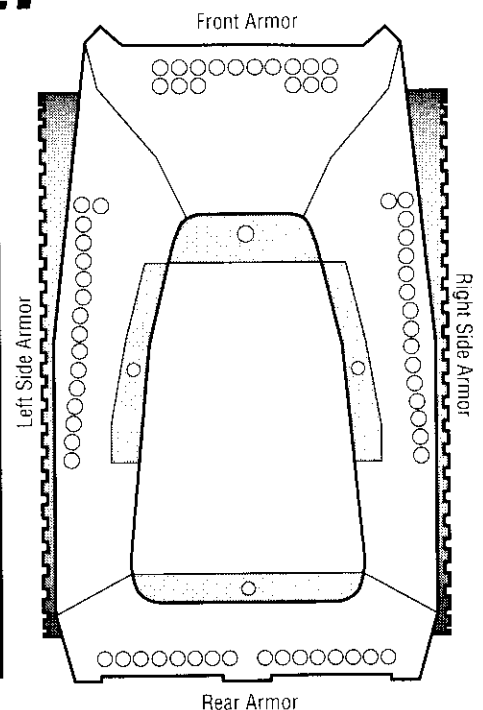
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

| Body Inventory                  |  |  |  |
|---------------------------------|--|--|--|
| 1 Support Equipment B - - - - - |  |  |  |



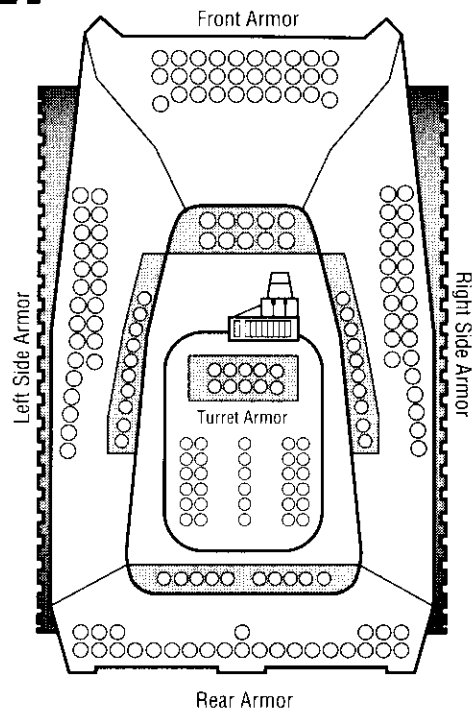
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

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

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

**Body Inventory**



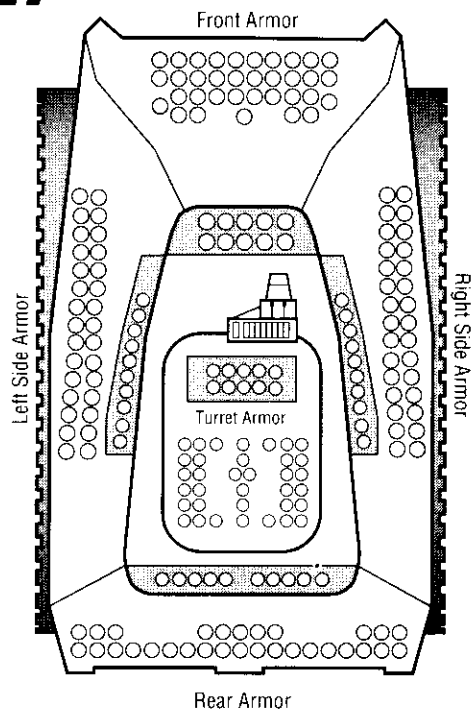
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>ONTOS (LRM Variant )</b>                                                                                                                                                                                                                                                                                                                                 |                          |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-----------------|--|--|--|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------|----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                          |                          | Cruising MP: <b>3</b>    | Flank MP: <b>5</b>       |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Tonnage: <b>95</b>                                                                                                                                                                                                                                                                                                                                                     |                          |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                         |                          | Technology Base:         |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                         |                          | <b>Inner Sphere 3025</b> |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Cost: <b>3,117,563</b>                                                                                                                                                                                                                                                                                                                                                 |                          |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
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| Ammo                                                                                                                                                                                                                                                                                                                                                                   |                          |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Ammo Type                                                                                                                                                                                                                                                                                                                                                              | Rounds                   | Ammo Type                | Rounds                   |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| LRM 20                                                                                                                                                                                                                                                                                                                                                                 | 60                       |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| LRM 5                                                                                                                                                                                                                                                                                                                                                                  | 24                       |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
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| Critical Damage                                                                                                                                                                                                                                                                                                                                                        |                          |                          |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Drive Damaged                                                                                                                                                                                                                                                                                                                                                          | <input type="checkbox"/> | Turret Locked            | <input type="checkbox"/> |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                        | <input type="checkbox"/> | Engine Hit               | <input type="checkbox"/> |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |

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

**Body Inventory**



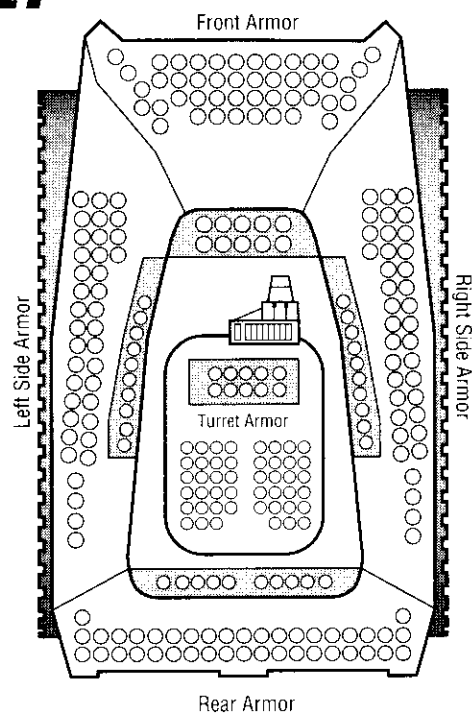
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>BEHEMOTH Heavy Tank</b>                                                                                                                                                                                                                                                                                                                                                                                                                                               |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-----------------------|--------------------------|-----------------|--|--|--|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------|----|--|--|-------|----|--|--|-------|----|--|--|----|-----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                          | Cruising MP: <b>2</b> | Flank MP: <b>3</b>       |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Tonnage: <b>100</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                          | Technology Base:      |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                          | <b>Inner Sphere</b>   |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Cost: <b>3,044,667</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                          | <b>3025</b>           |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
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| Ammo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Rounds                   | Ammo Type             | Rounds                   |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| AC/10                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 20                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| LRM 5                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 48                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| SRM 6                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 30                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| SRM 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 50                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 200                      |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
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| Critical Damage                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Drive Damaged                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <input type="checkbox"/> | Turret Locked         | <input type="checkbox"/> |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <input type="checkbox"/> | Engine Hit            | <input type="checkbox"/> |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |       |    |  |  |    |     |  |  |

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

### Body Inventory



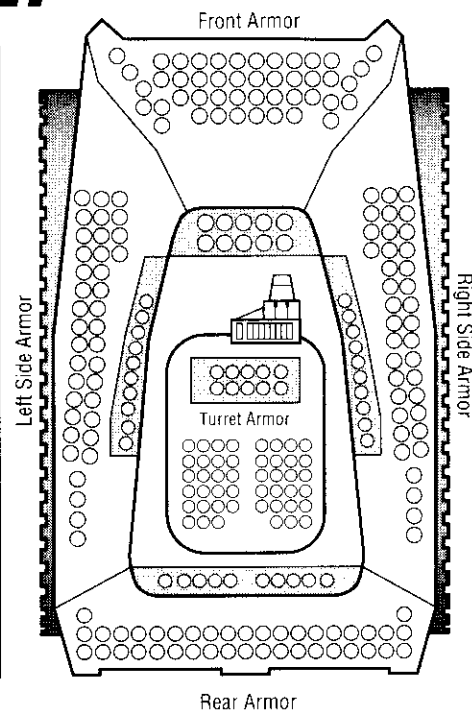
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

| Unit Type: <b>BEHEMOTH (Flamer Variant)</b>                                                                                                                                                                                                                                                                                                                                                                                                                                          |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-----------------------|--------------------------|-----------------|--|--|--|---------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------|----|--|--|-------|----|--|--|--------|----|--|--|----|-----|--|--|
| Movement Type: <b>Tracked</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                          | Cruising MP: <b>2</b> | Flank MP: <b>3</b>       |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Tonnage: <b>100</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Driving Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                          | Technology Base:      |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Gunnery Skill:                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                          | <b>Inner Sphere</b>   |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Cost: <b>3,004,667</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                          | <b>3025</b>           |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
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| Ammo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Ammo Type                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Rounds                   | Ammo Type             | Rounds                   |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| AC/10                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 20                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| LRM 5                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 48                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| SRM 6                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 30                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| FLAMER                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 40                       |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| MG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 200                      |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
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| Critical Damage                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                          |                       |                          |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Drive Damaged                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <input type="checkbox"/> | Turret Locked         | <input type="checkbox"/> |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |
| Track Destroyed                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <input type="checkbox"/> | Engine Hit            | <input type="checkbox"/> |                 |  |  |  |               |                          |               |                          |                 |                          |            |                          |       |    |  |  |       |    |  |  |        |    |  |  |    |     |  |  |

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

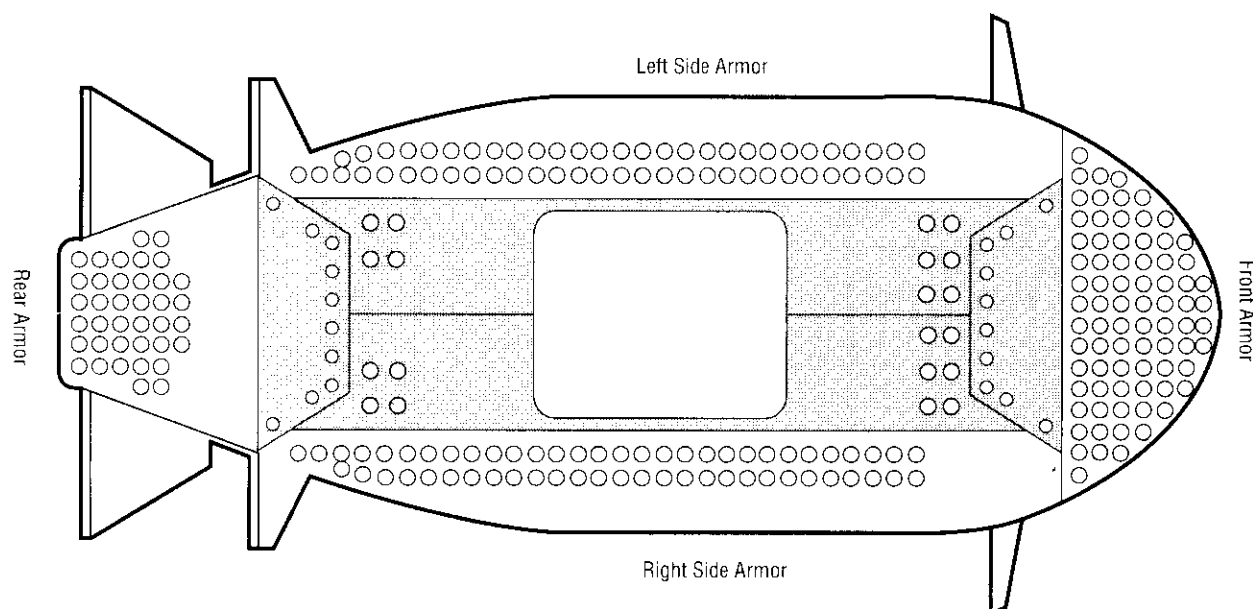
### Body Inventory



# BATTLETECH®

## NAVAL/SUBMARINE RECORD SHEET

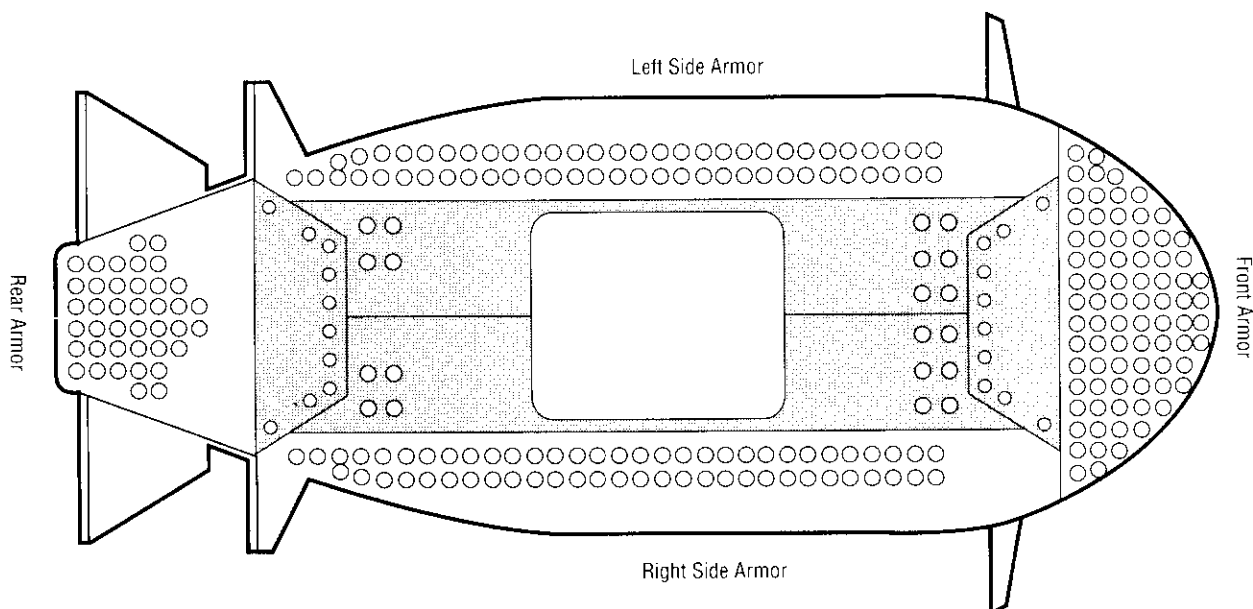
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       |                  |       |
|----------------------------------------------------------------------------------|-----------------------|--------------------|--------------------------|--------------------|------|-------|------|-----|------|-------|------------------|-------|
| Unit Type: <b>NEPTUNE Submarine</b>                                              |                       |                    | <b>Weapons Inventory</b> |                    |      |       |      |     |      |       | <b>Elevation</b> |       |
| Movement Type: <b>Submarine</b>                                                  | Cruising MP: <b>3</b> | Flank MP: <b>5</b> | #                        | Type               | Loc. | Dam.  | Min. | S   | M    | L     | Turn             | Depth |
| Tonnage: <b>100</b>                                                              |                       |                    | 1                        | Large Laser        | F    | 8     | —    | 1-5 | 6-10 | 11-15 | 1                | _____ |
|                                                                                  |                       |                    | 1                        | LRM 20 ( Torpedo ) | F    | 1/hit | 6    | 1-7 | 8-14 | 15-21 | 2                | _____ |
| Driving Skill:                                                                   | Technology Base:      |                    | 2                        | SRM 6 ( Torpedo )  | F    | 2/hit | —    | 1-3 | 4-6  | 7-9   | 3                | _____ |
| Gunnery Skill:                                                                   | <b>Inner Sphere</b>   |                    |                          |                    |      |       |      |     |      |       | 4                | _____ |
|                                                                                  | <b>3025</b>           |                    |                          |                    |      |       |      |     |      |       | 5                | _____ |
| Cost: <b>4,614,000</b>                                                           |                       |                    |                          |                    |      |       |      |     |      |       | 6                | _____ |
| <b>Ammo</b>                                                                      |                       |                    |                          |                    |      |       |      |     |      |       | 7                | _____ |
| Ammo Type                                                                        | Rounds                | Ammo Type          | Rounds                   |                    |      |       |      |     |      |       | 8                | _____ |
| LRM 20                                                                           | 6                     |                    |                          |                    |      |       |      |     |      |       | 9                | _____ |
| SRM 6                                                                            | 15                    |                    |                          |                    |      |       |      |     |      |       | 10               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 11               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 12               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 13               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 14               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 15               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 16               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 17               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 18               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 19               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 20               | _____ |
|                                                                                  |                       |                    |                          |                    |      |       |      |     |      |       | 21               | _____ |
| <b>Critical Damage</b>                                                           |                       |                    | <b>Body Inventory</b>    |                    |      |       |      |     |      |       |                  |       |
| Engine Room Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> |                       |                    |                          |                    |      |       |      |     |      |       |                  |       |
| Engine Room Destroyed <input type="checkbox"/>                                   |                       |                    |                          |                    |      |       |      |     |      |       |                  |       |



# BATTLETECH®

## NAVAL/SUBMARINE RECORD SHEET

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

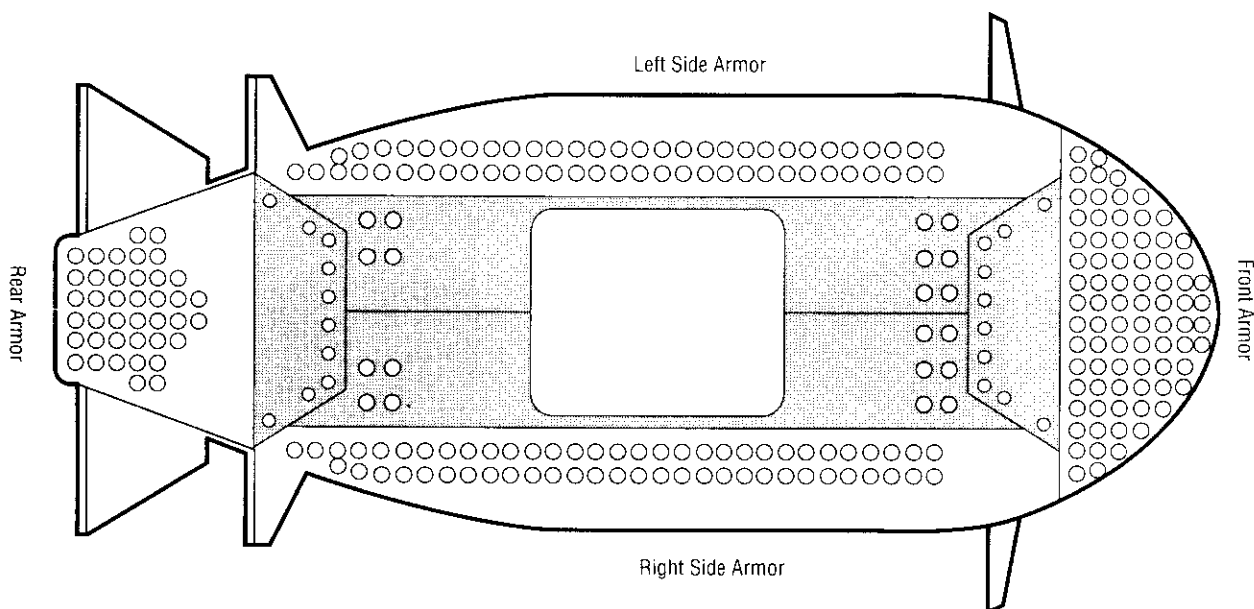




# BATTLETECH®

## NAVAL/SUBMARINE RECORD SHEET

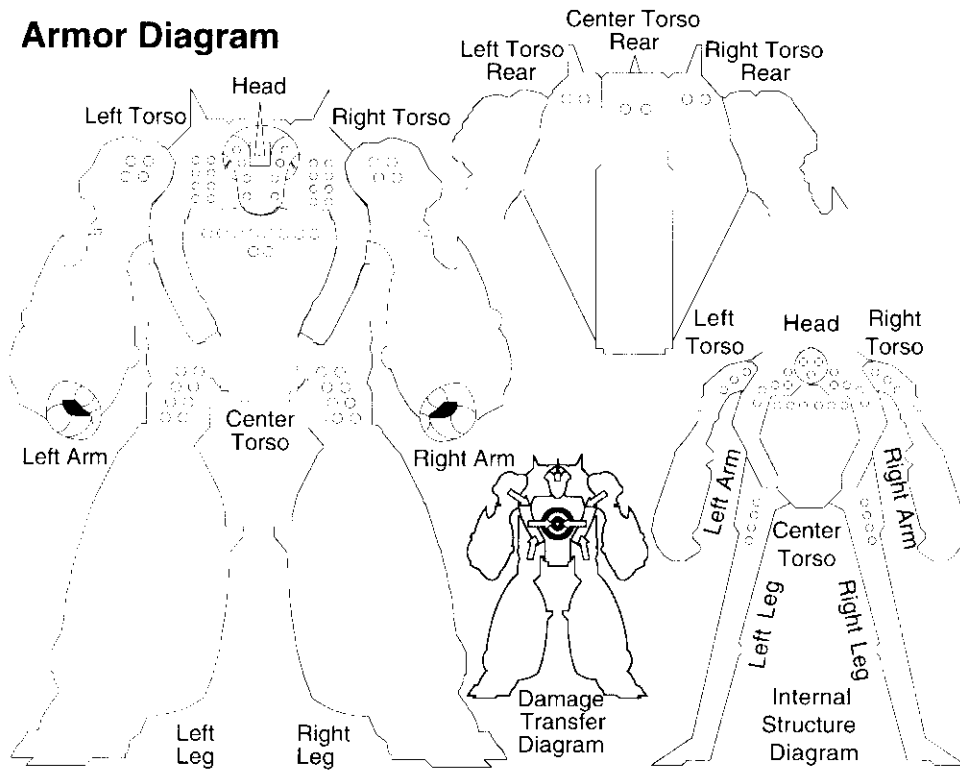
|                                          |                          |             |                          |                    |      |       |      |     |      |       |                  |       |
|------------------------------------------|--------------------------|-------------|--------------------------|--------------------|------|-------|------|-----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



# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

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

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

Cost 1,574,201

### Mech Data

Type: **LCT-1E Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

### Weapons Inventory

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

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

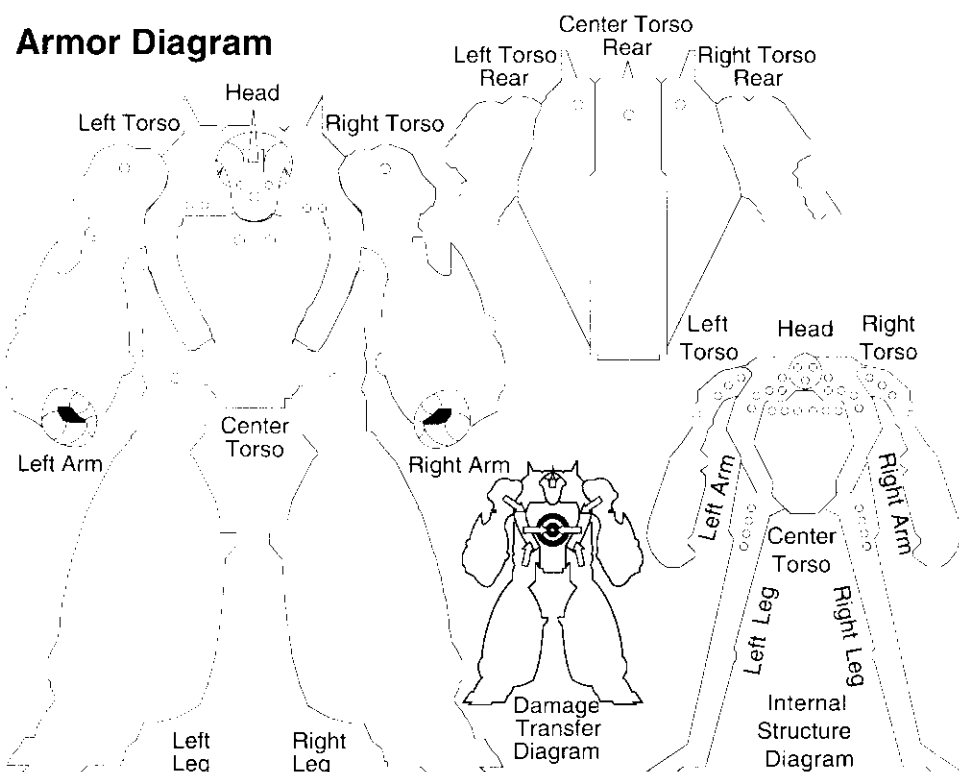
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-1M Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

**Total Single Heat Sinks: 10**

oooooooo

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

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CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Ammo (LRM 5) 24

4-6

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

Cost 1,571,201

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

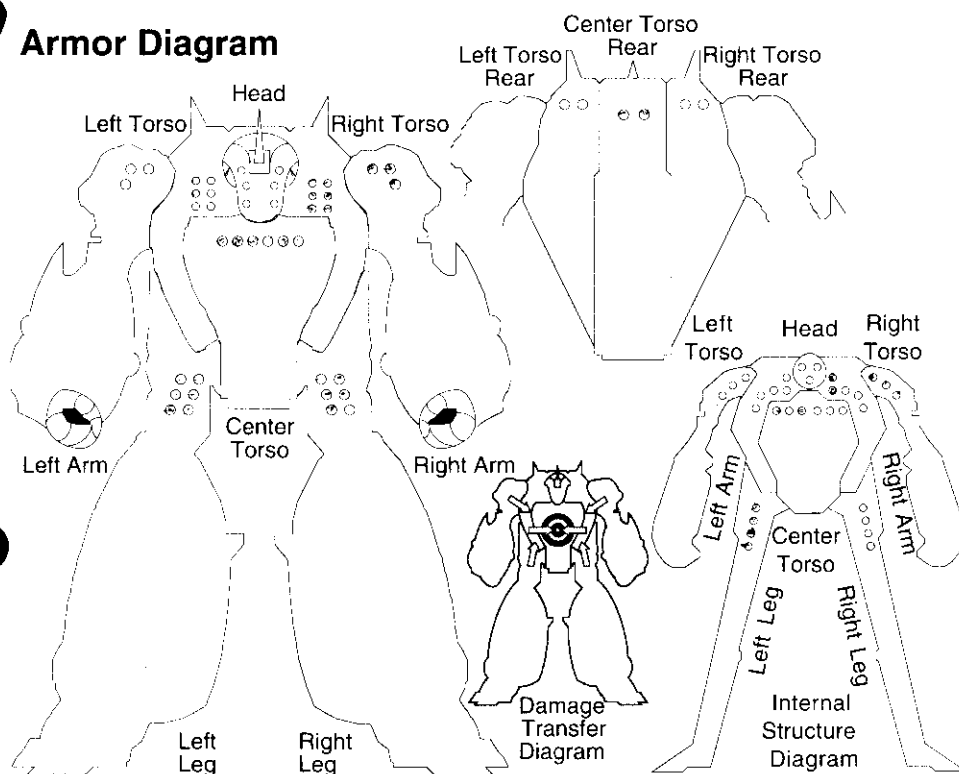
#### Right Leg

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

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

1-3

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

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Critical Hit Table

##### Head

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

1-3

##### Center Torso

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

4-6

- |              |       |
|--------------|-------|
| Engine Hits  | ● ● ● |
| Gyro Hits    | ● ●   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 1,543,601

#### Right Arm

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

1-3

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

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

4-6

#### Right Torso

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

1-3

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

4-6

#### Right Leg

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

### Mech Data

Type: **LCT-1S Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 2     | 50     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

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

### Heat Scale

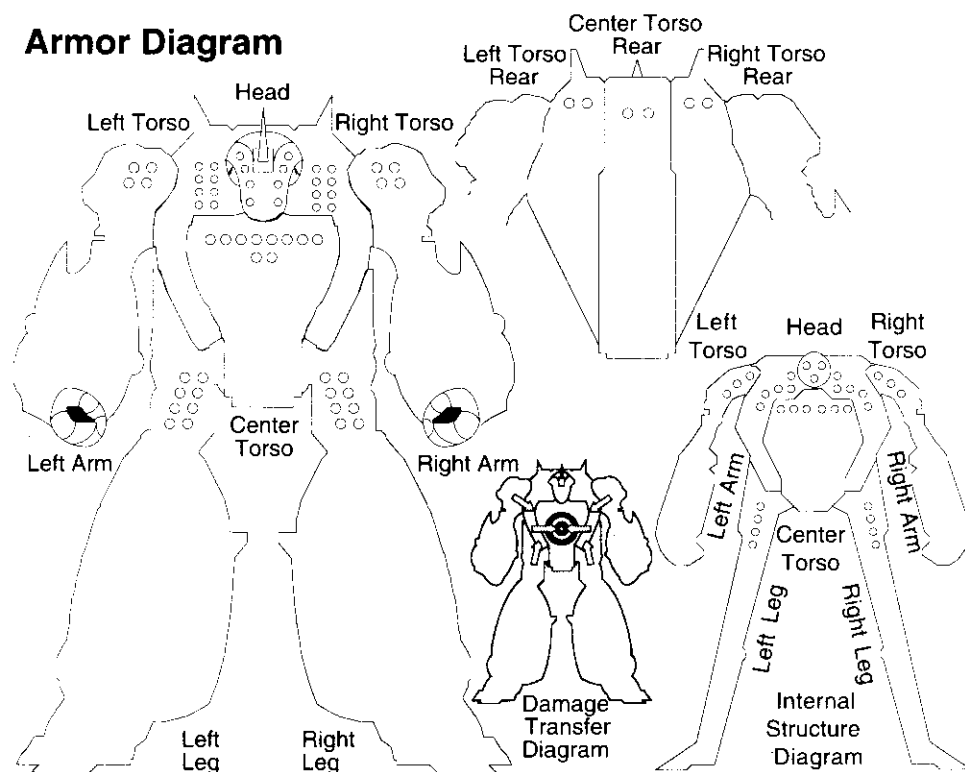
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-1V Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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



### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

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

4-6

- Engine
- Medium Laser
- Ammo (MG) 200

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

Cost 1,512,401

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

4-6

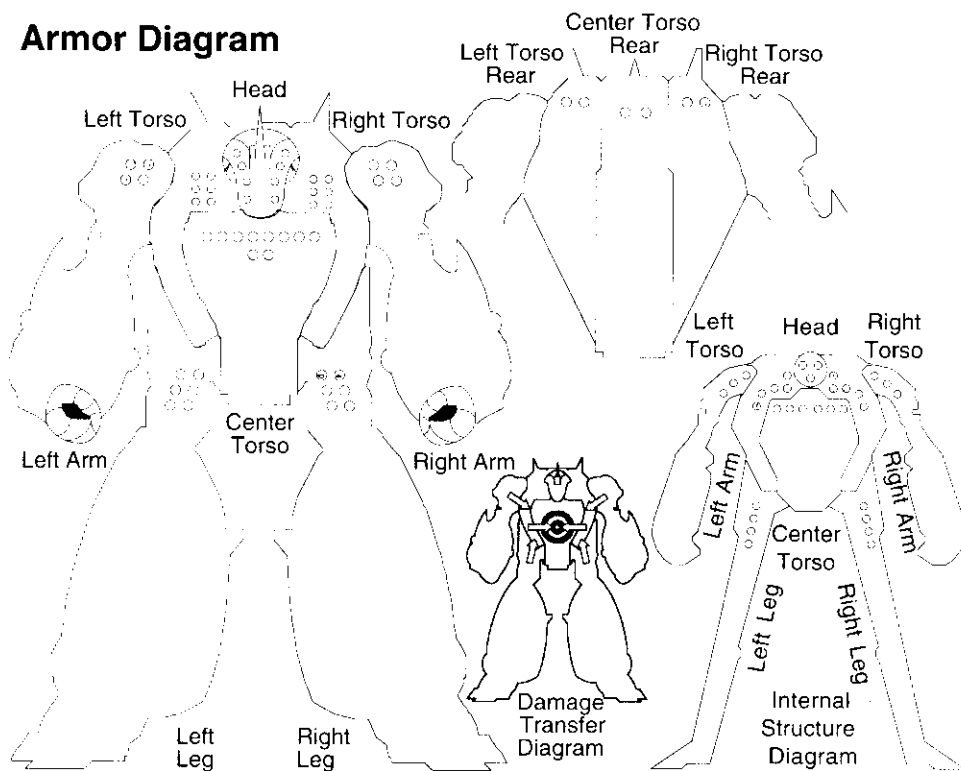
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-3V Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

3050

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 100    |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

1-3

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

4-6

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Medium Laser

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

Cost 1,553,801

### Right Arm

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

1-3

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

4-6

### Right Torso

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

1-3

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

4-6

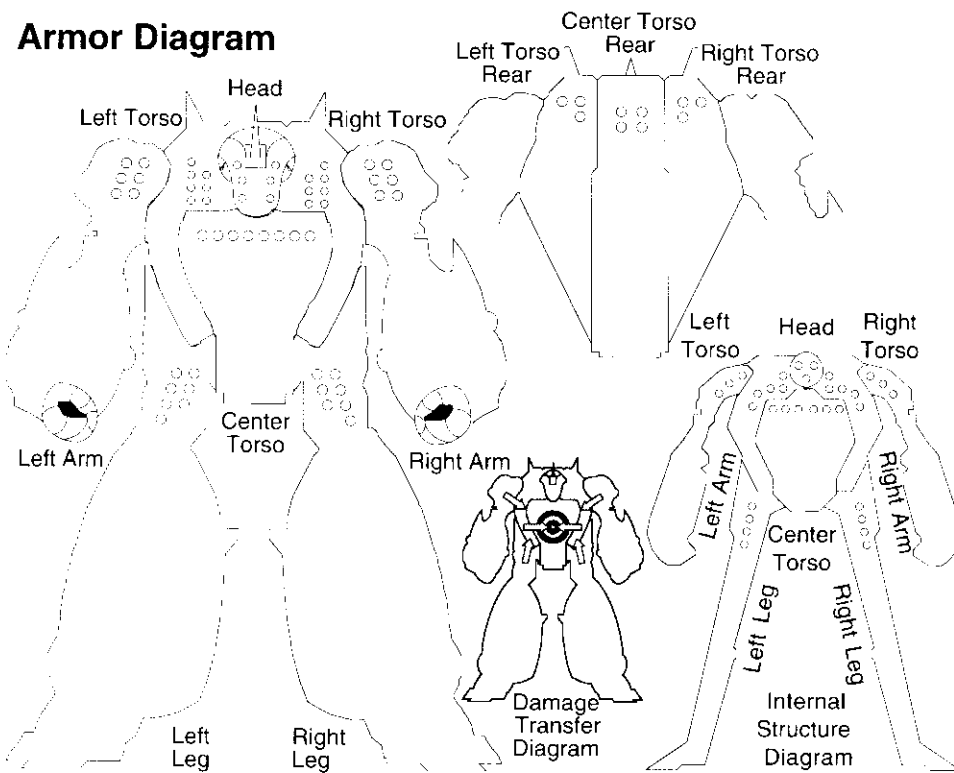
### Right Leg

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

# BATTLETECH®

## BATTLEMENT RECORD SHEET

### Armor Diagram



#### Left Arm

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

#### Left Torso

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 1,580,441

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### Mech Data

Type: **MCY-98 Mercury**

Tonnage: **20**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

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

Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

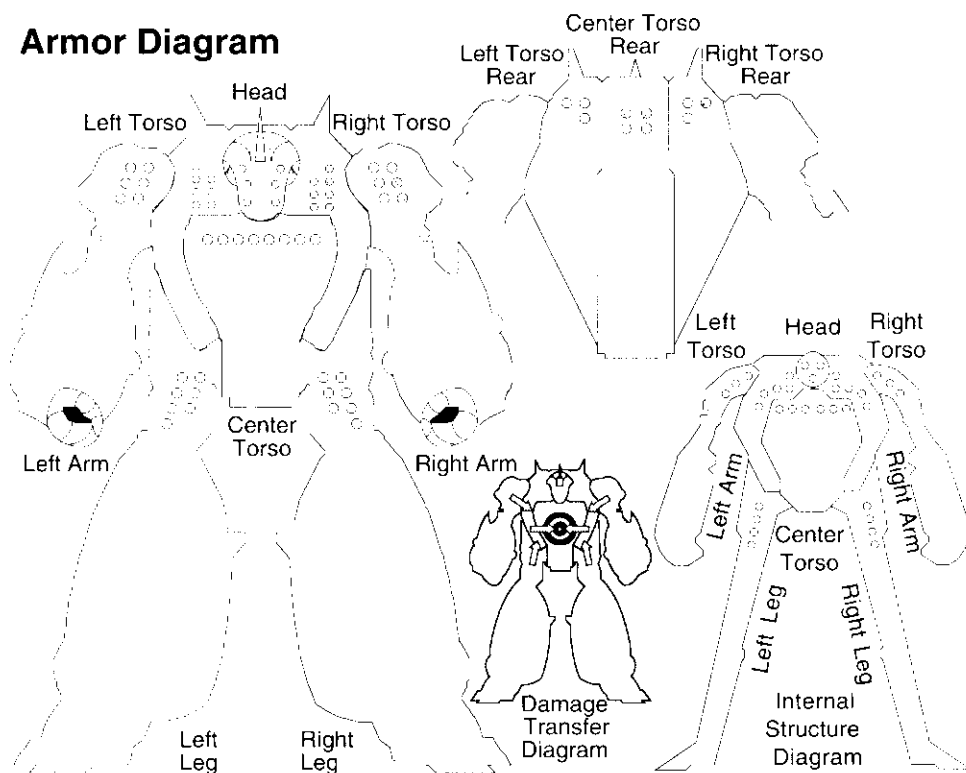
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
 CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STG-3G Stinger**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2479

### Weapons Inventory

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

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

### Left Torso

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 1.662,240

### Right Arm

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

### Right Torso

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

### Right Leg

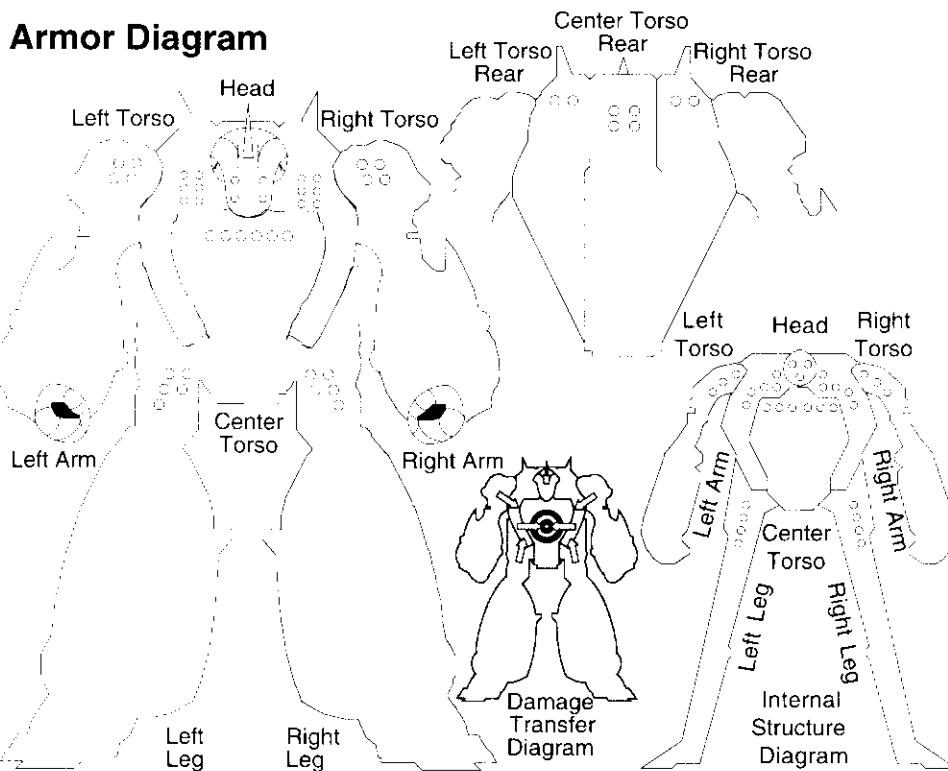
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Left Torso

1. Jump Jet

2. Jump Jet

3. Jump Jet

4. Heat Sink

5. Heat Sink

6. Heat Sink

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 1,615,440

#### Right Arm

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

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Right Torso

1. Jump Jet

2. Jump Jet

3. Jump Jet

4. Heat Sink

5. Heat Sink

6. Heat Sink

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Right Leg

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

### Mech Data

Type: **STG-3R Stinger**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2479

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

**Total Single Heat Sinks: 10**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

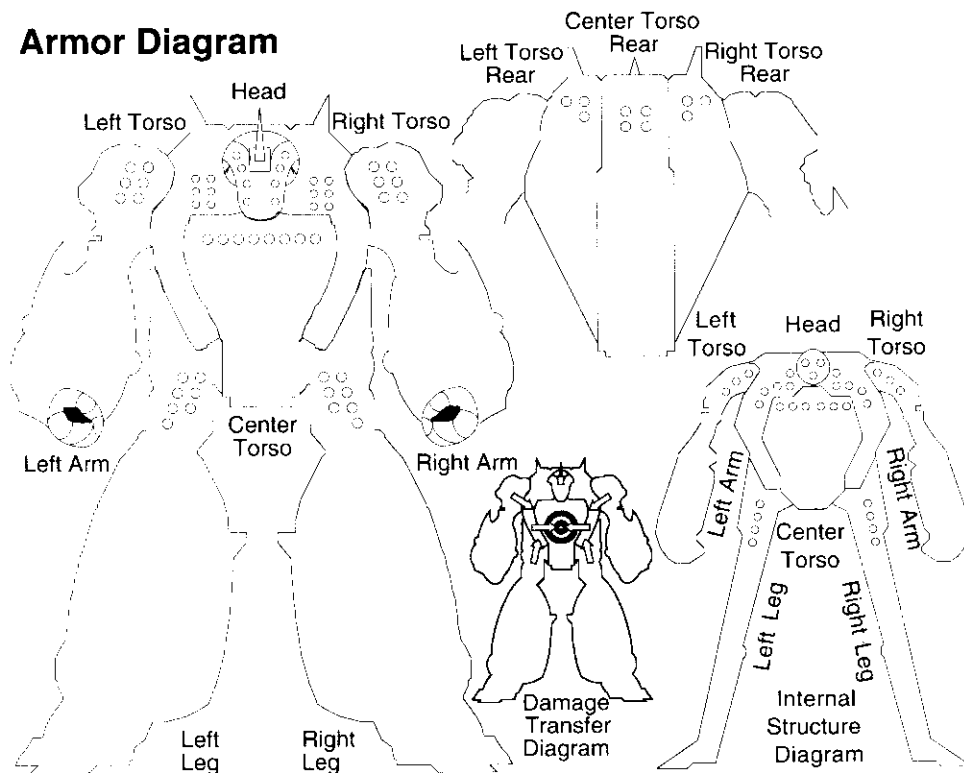
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

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

Cost 1.558,320

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **THE-S Thorn**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

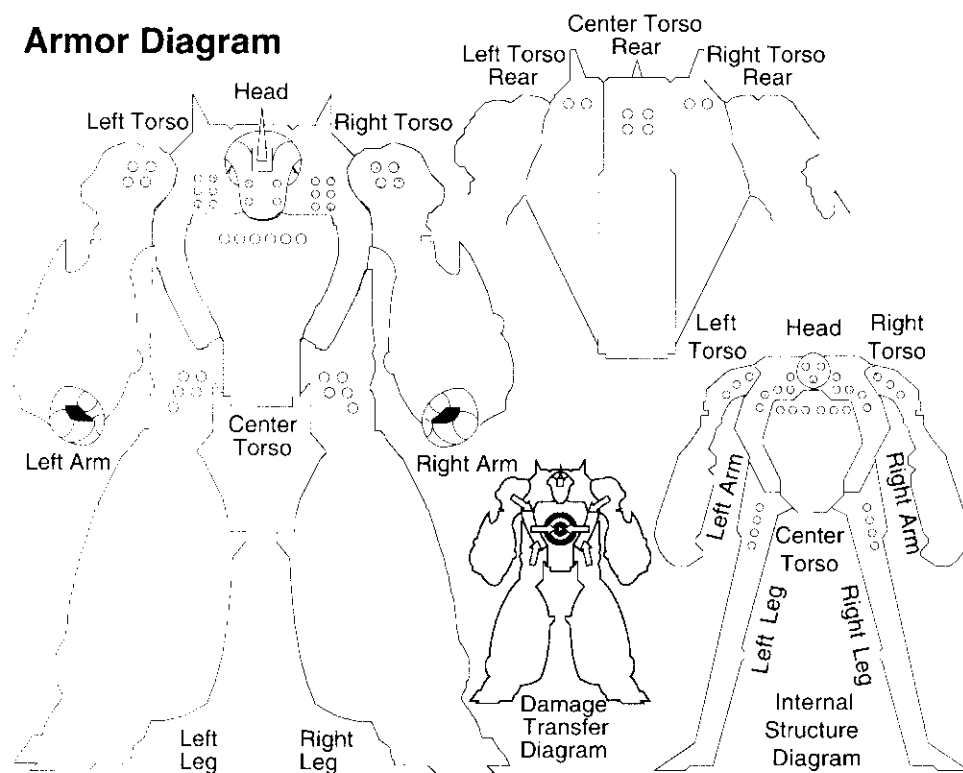
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMENT RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1A Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 2     | 50     |

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 1,646,640

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

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

4-6

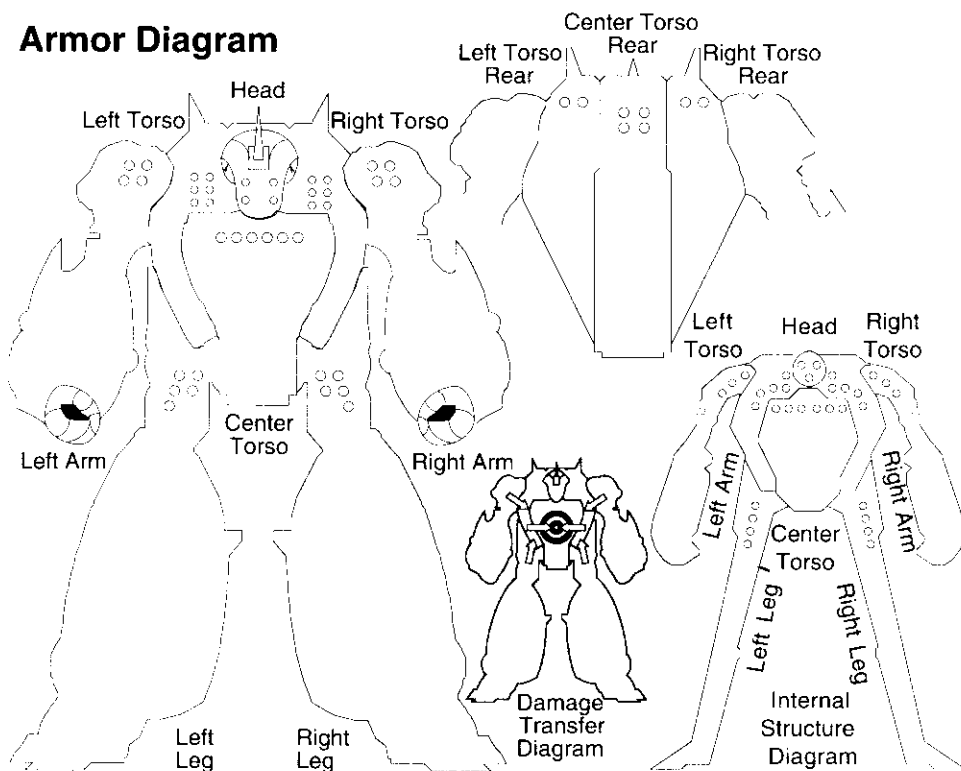
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

#### Left Torso

1. Jump Jet
2. Heat Sink
3. Small Laser
4. Small Laser
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 1,636,320

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### Mech Data

Type: **WSP-1D Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

### Weapons Inventory

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

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

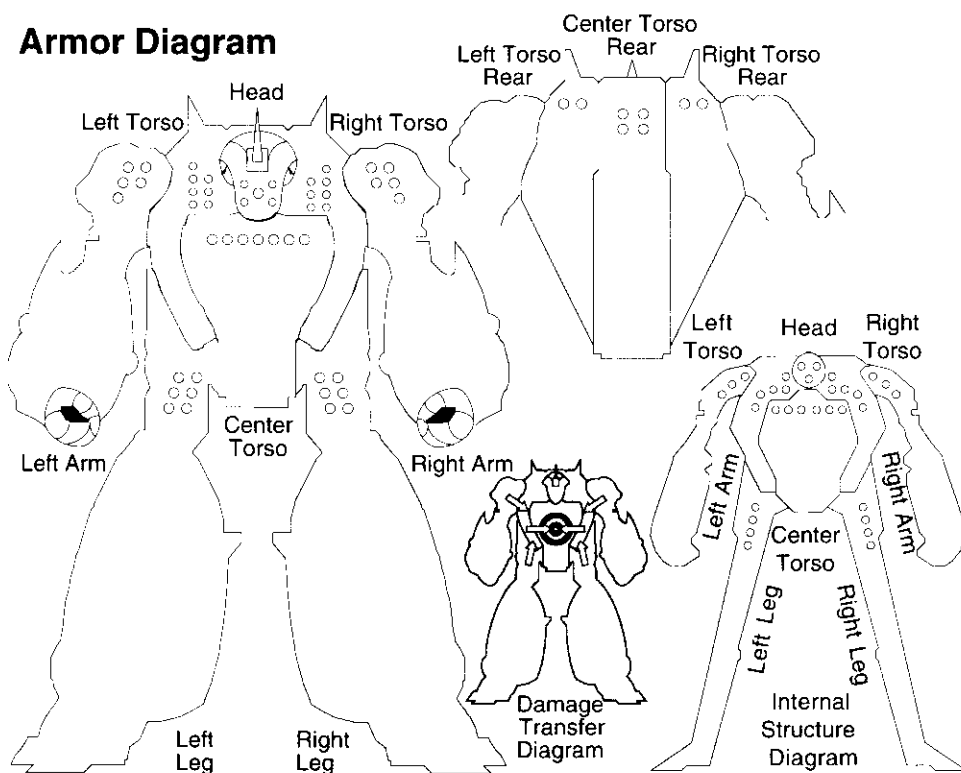
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

#### Left Torso

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 1,613,520

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### Mech Data

Type: **WSP-1K Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name:

Gunnery Skill:

Piloting Skill:

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

### Heat Scale

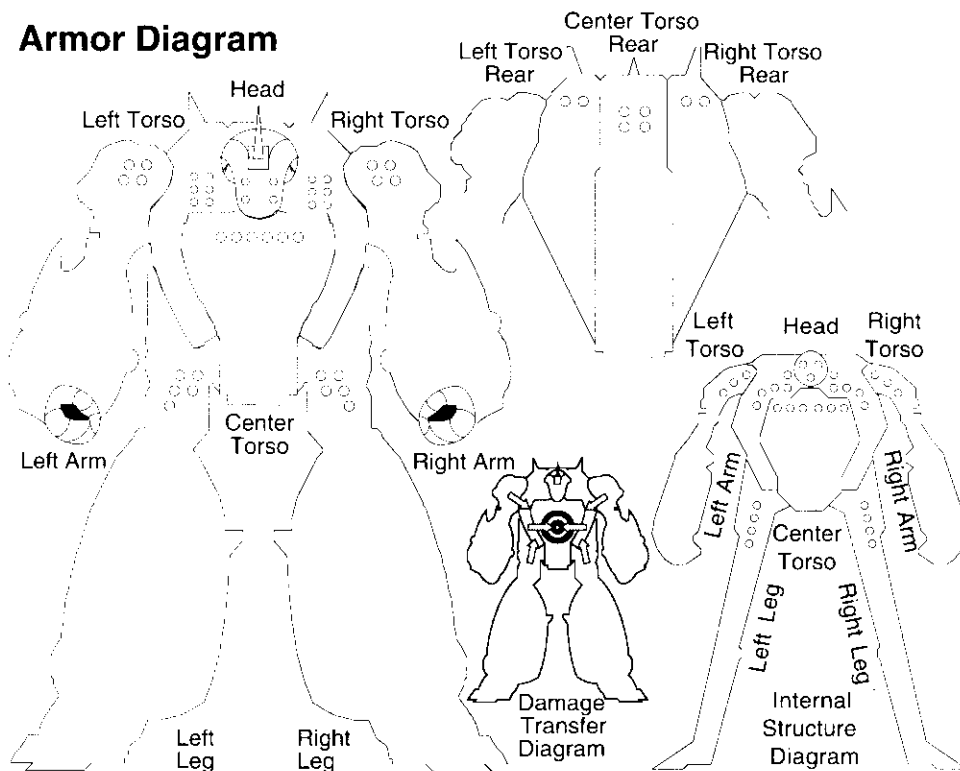
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1L Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 4     | 25     |

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

1-3

4-6

### Left Torso

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

1-3

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 1,656,720

### Right Arm

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

1-3

4-6

### Right Torso

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

1-3

4-6

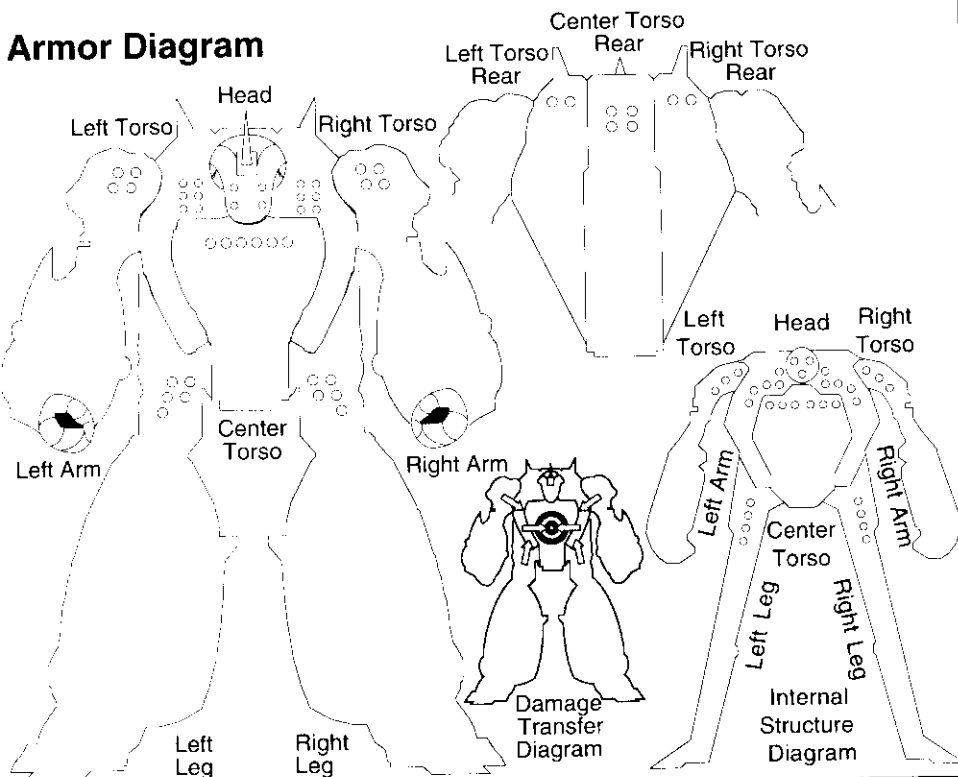
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1W Wasp**

Tonnage: **20**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2471

### Weapons Inventory

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

Total Single Heat Sinks: **10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

1-3

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

4-6

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 1,633,320

### Right Arm

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

1-3

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

4-6

### Right Torso

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

1-3

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

4-6

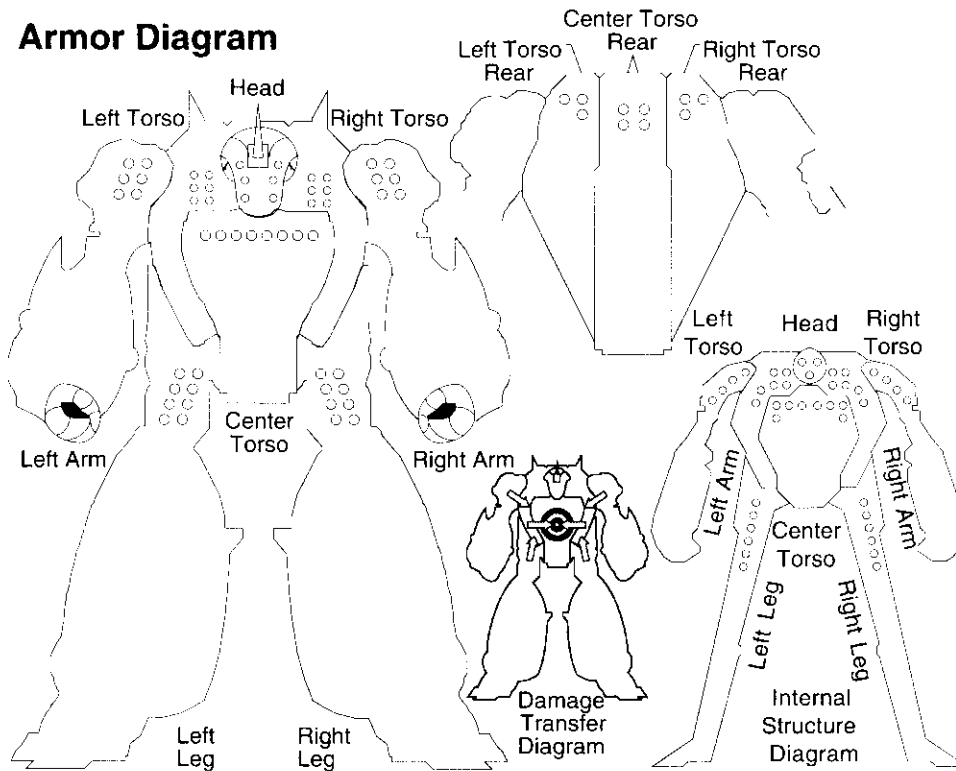
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

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

Cost 1,891,250

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **COM-2D Commando**

Tonnage: **25**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2463

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |
| SRM 4     | 25     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

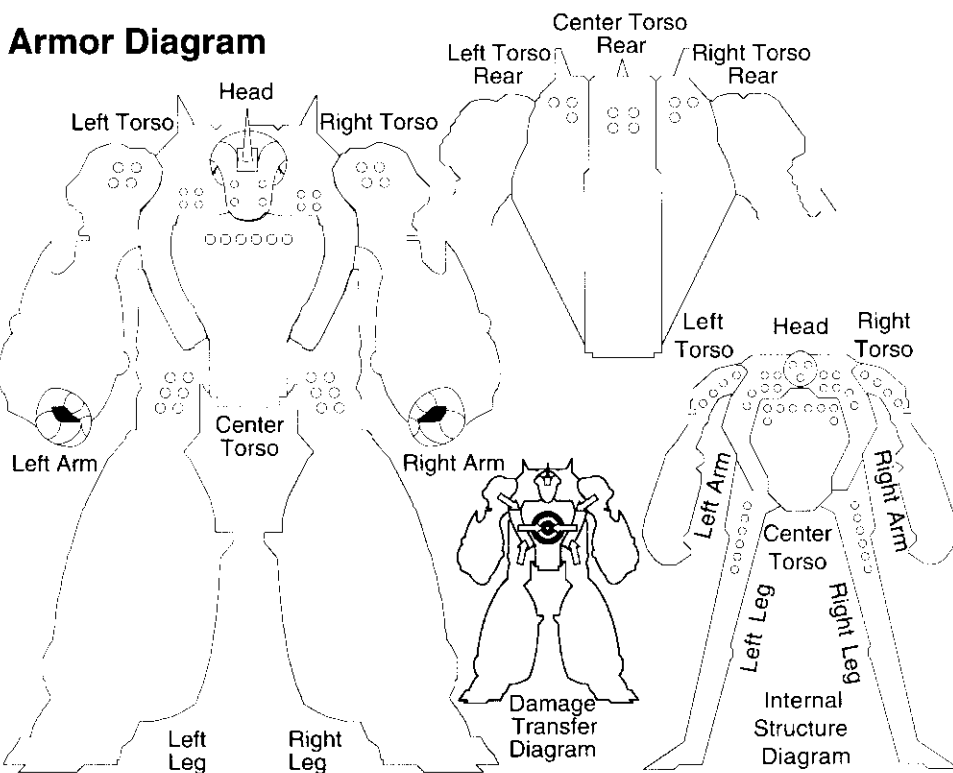
**FASA®**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **COM-3A Commando**

Tonnage: **25**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2463

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
 CORPORATION

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

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

4-6

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

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

Cost 1,879,375

### Right Arm

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

1-3

- Flamer
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

1-3

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

4-6

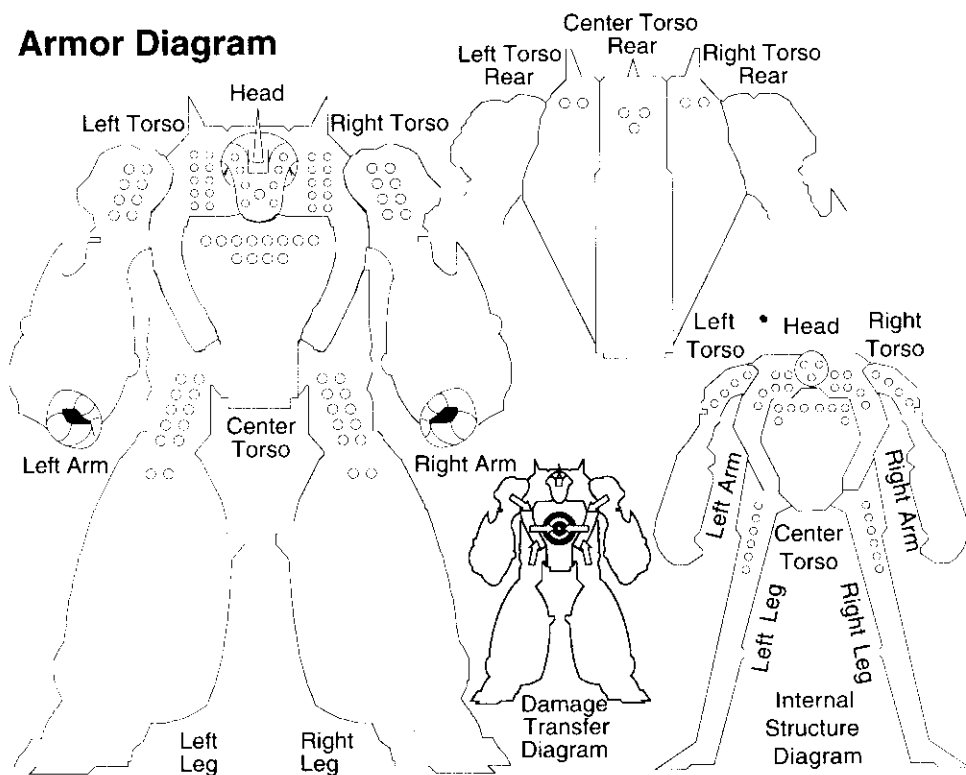
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MON-67 Mongoose**

Tonnage: **25**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

3050

### Weapons Inventory

| # | Type         | Loc | Hi | D | Mn | S | M | L |
|---|--------------|-----|----|---|----|---|---|---|
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | CT  | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Small Laser  | H   | 1  | 3 | 0  | 1 | 2 | 3 |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

- Roll Again
- Roll Again

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

### Left Torso

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

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 1,885,730

### Right Arm

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

- Roll Again
- Roll Again

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

### Right Torso

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

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

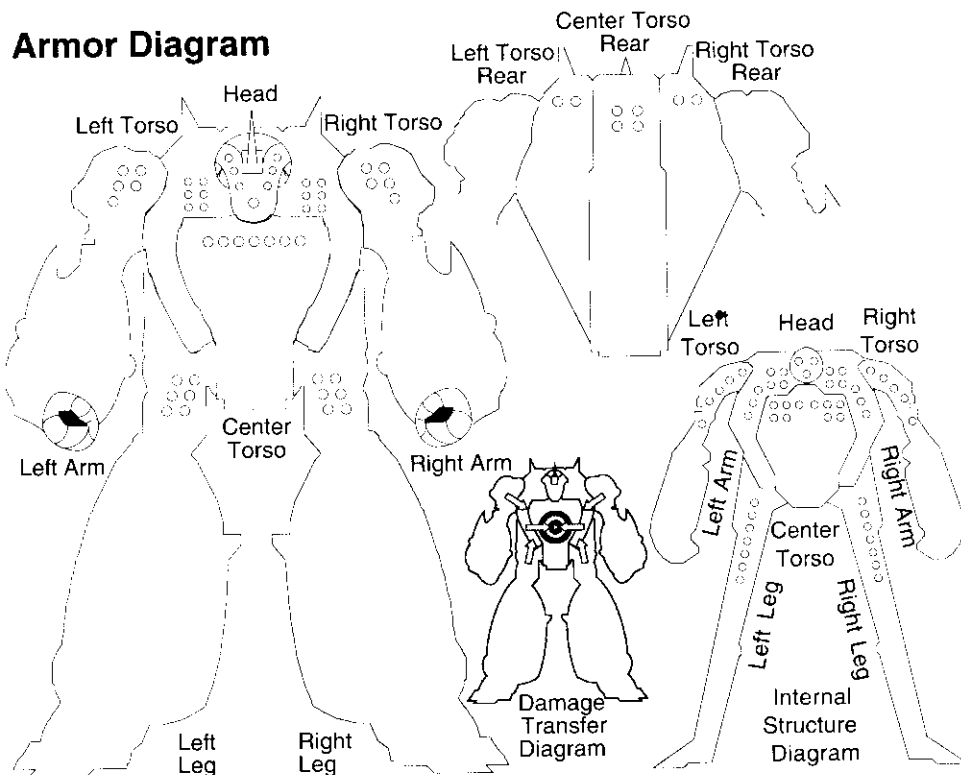
### Right Leg

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

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-1A Hermes**

Tonnage: **30**

Movement Points

Walking: **9**

Running: **14**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

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

1-3

4-6

#### Left Torso

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

1-3

4-6

#### Left Leg

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

#### Head

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

1-3

4-6

#### Center Torso

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

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

Cost 2,569,970

#### Right Arm

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

1-3

4-6

#### Right Torso

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

1-3

4-6

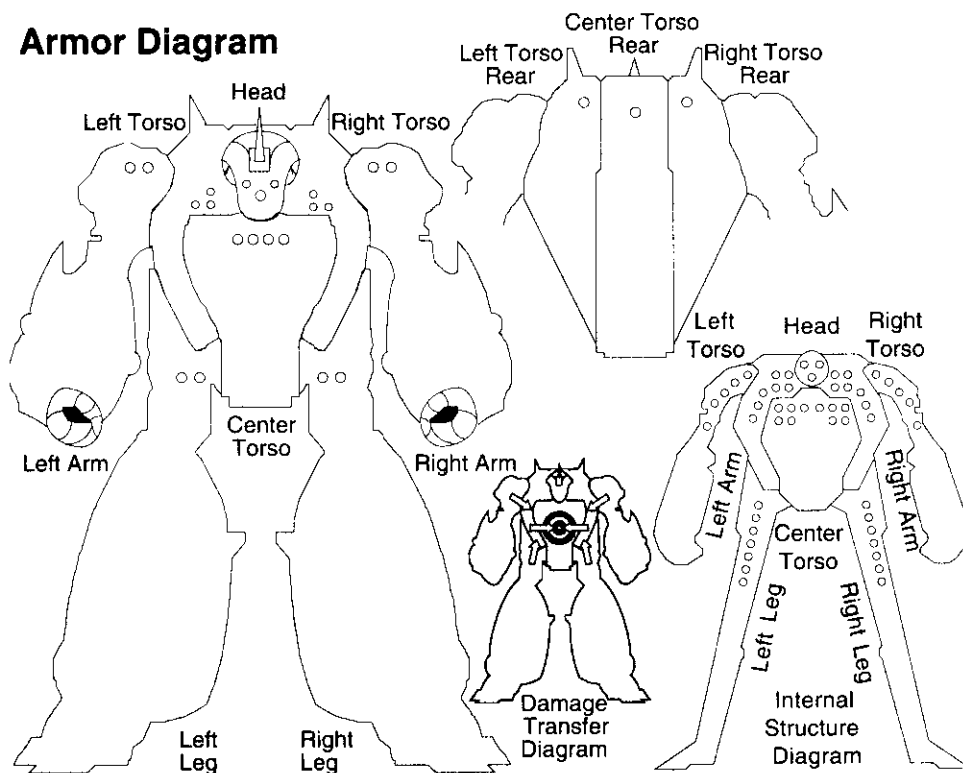
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

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

Tonnage: **30**

Movement Points

Walking: **9**

Running: **14**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

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

### Heat Scale

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



### Critical Hit Table

#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

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

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

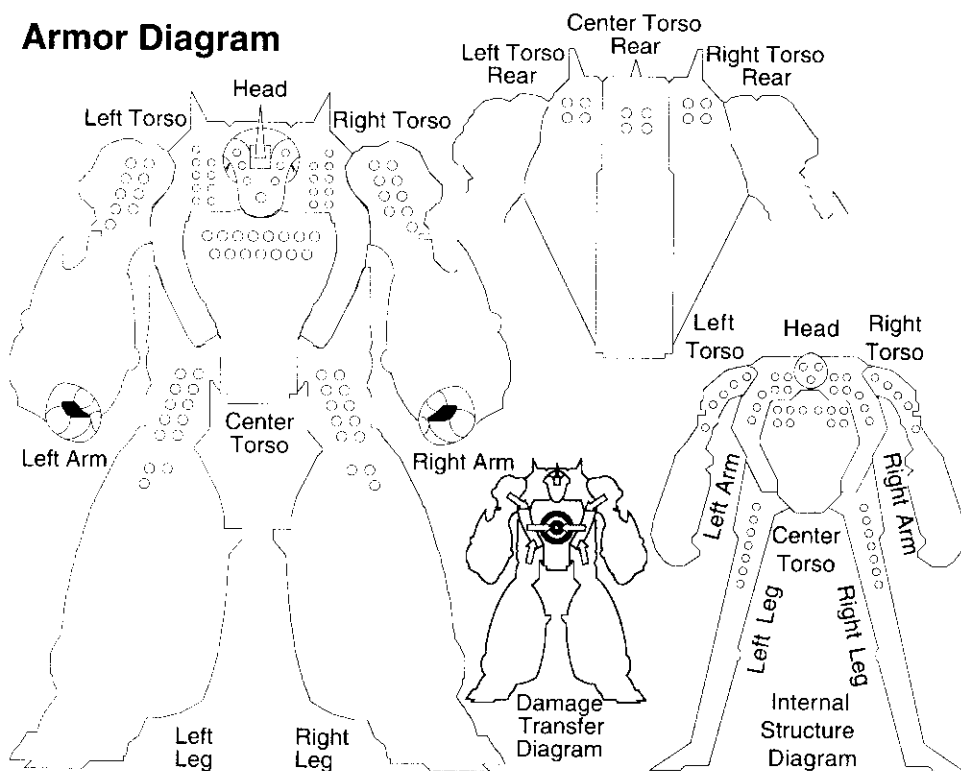
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Cost 2,563,340

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JVN-10F Javelin**

Tonnage: **30**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2751

### Weapons Inventory

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

### Total Single Heat Sinks: 12

○○○○○○○  
○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

1-3

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

4-6

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 2,361,840

### Right Arm

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

1-3

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

4-6

### Right Torso

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

1-3

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

4-6

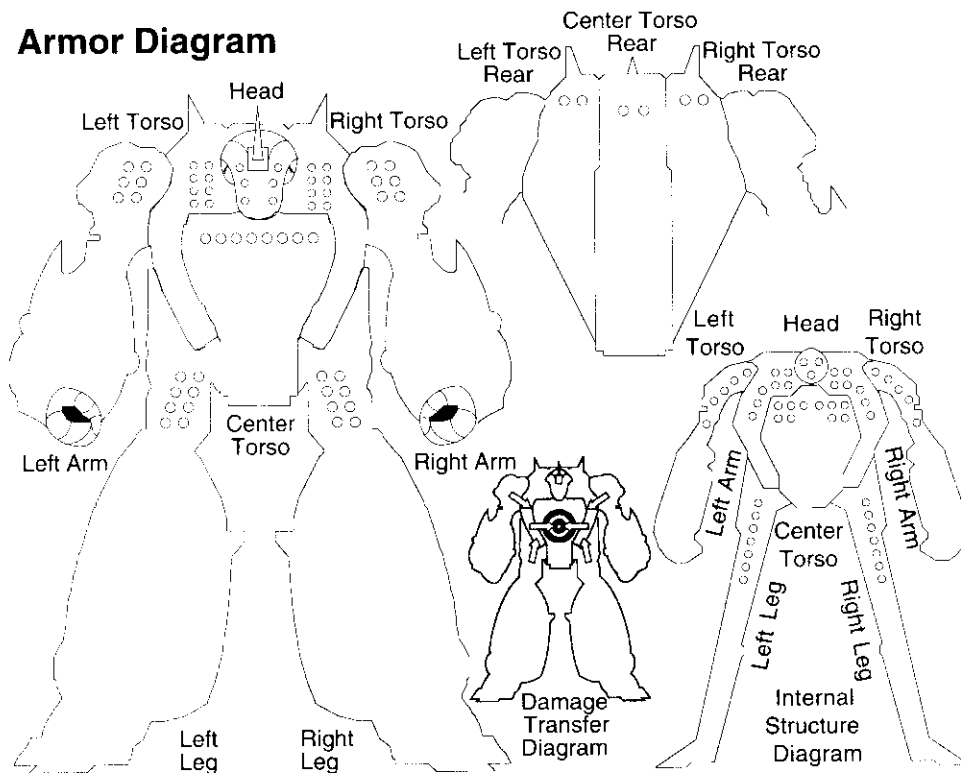
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JVN-10N Javelin**

Tonnage: **30**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2751

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 30     |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

1-3

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

4-6

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

1-3

4-6

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

Cost 2,400,840

### Right Arm

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

1-3

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

4-6

### Right Torso

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

1-3

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

4-6

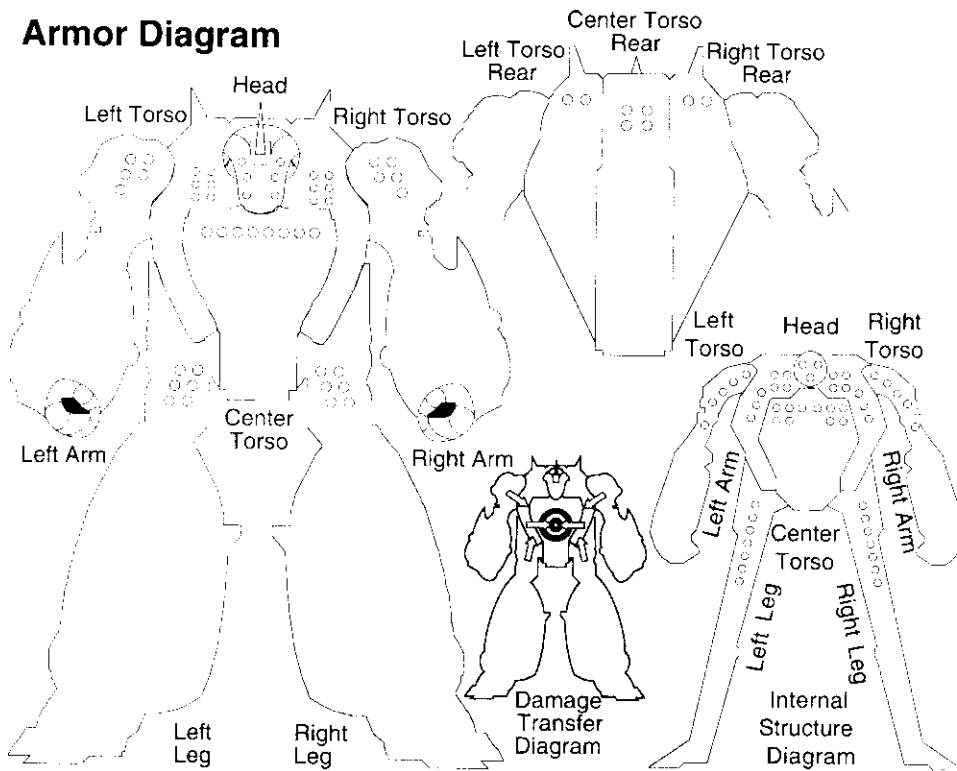
### Right Leg

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

# BATTLETECH®

## BATTLEMENT RECORD SHEET

### Armor Diagram



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

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

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

- Left Torso**
- Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Roll Again
  - Roll Again

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

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 2,942,290

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

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

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

- Right Torso**
- Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Roll Again
  - Roll Again

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

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

#### Right Leg

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

### Mech Data

Type: **SDR-5D Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:

Inner Sphere

2650

### Weapons Inventory

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

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

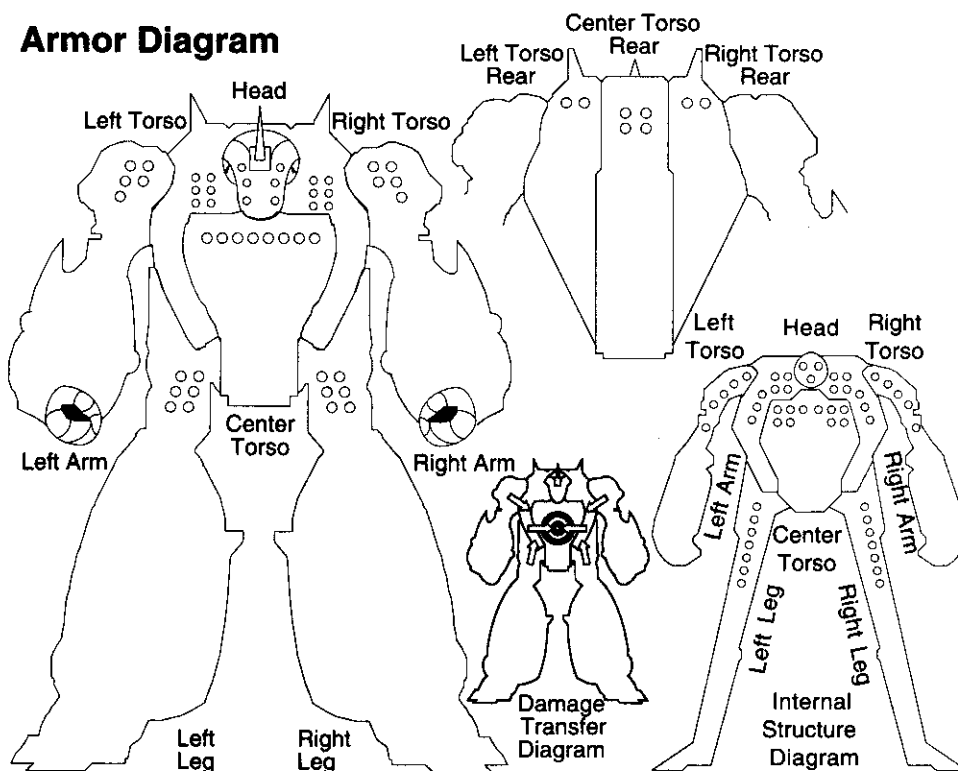
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 2,728,440

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **SDR-5K Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **6**

Technology Base:

Inner Sphere

2650

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

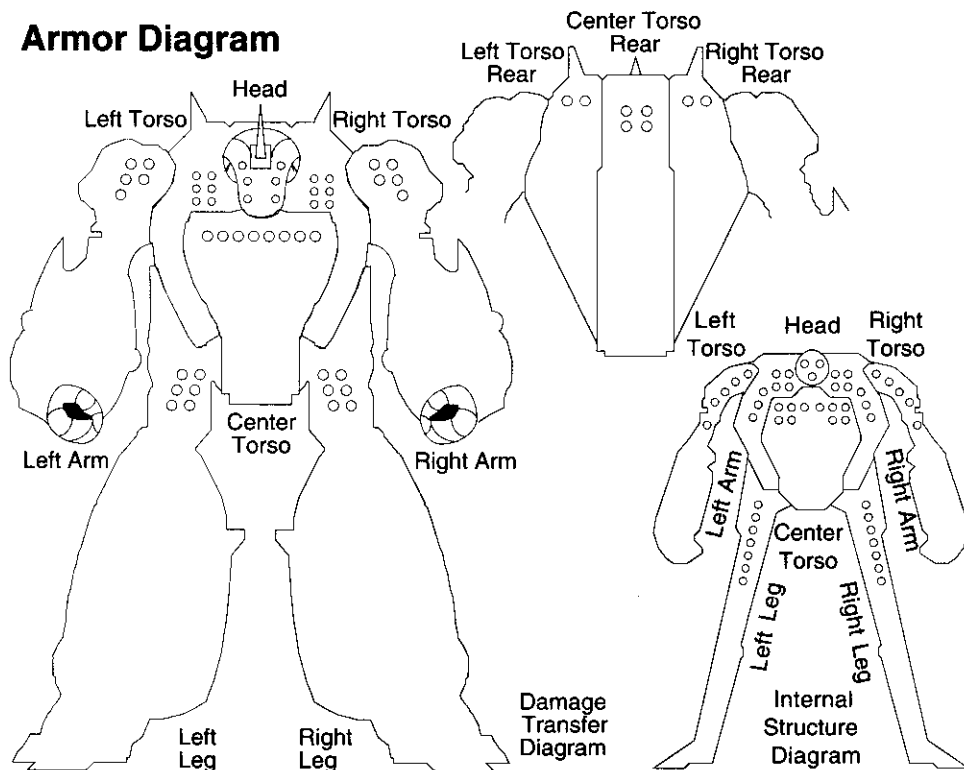
**FASA**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 2,984,540

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **SDR-5V Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:

Inner Sphere

2650

### Weapons Inventory

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

Total Single Heat Sinks: **10**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

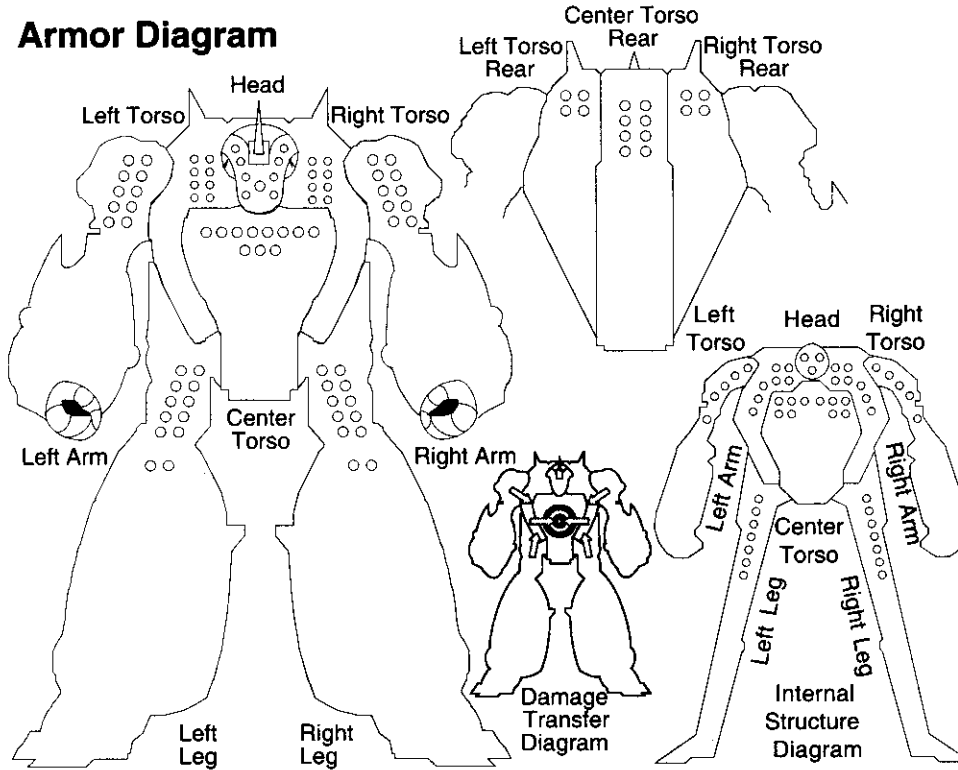
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

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

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

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

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

Cost 1,471,925

#### Right Arm

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

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

- #### Right Torso
1. Heat Sink
  2. Heat Sink
  3. Ammo (AC 10) 10
  - 1-3 4. Roll Again
  5. Roll Again
  6. Roll Again

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

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

### Mech Data

Type: **UM-R60 Urbanmech**

Tonnage: **30**

Movement Points

Walking: **2**

Running: **3**

Jumping: **2**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 10     |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○  
○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6  |
|-------------|---|---|---|----|----|----|
| Conscious # | 3 | 5 | 7 | 10 | 11 | De |

### Heat Scale

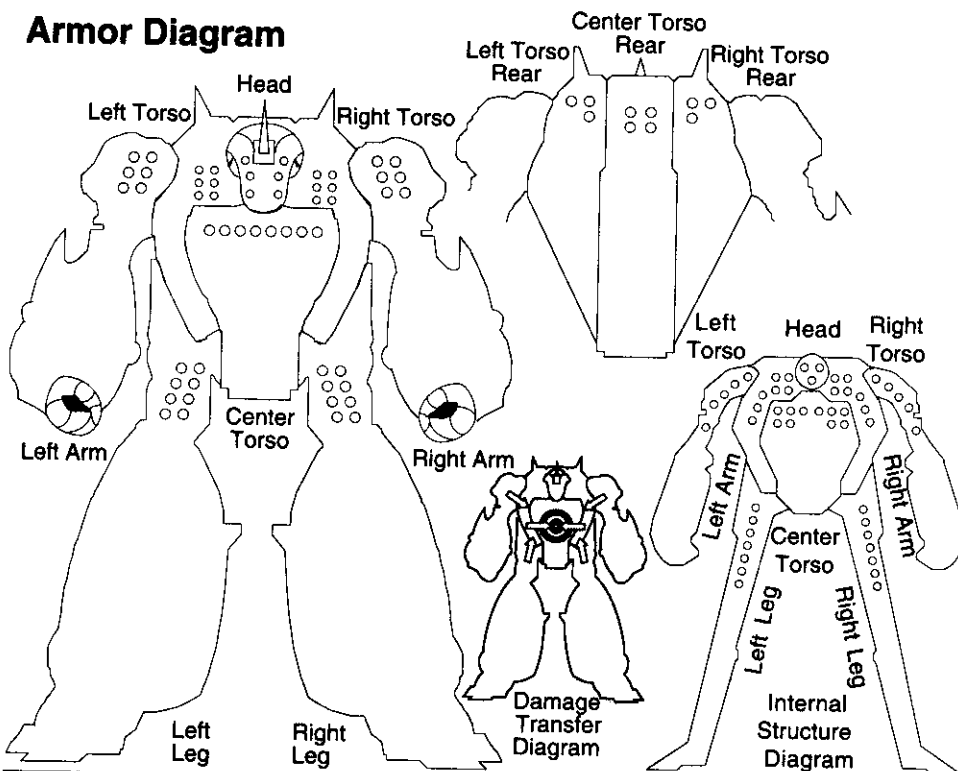
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

1. Roll Again
2. Roll Again

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

4-6

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

Cost 1,581,125

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **UM-R60L Urbanmech**

Tonnage: **30**

Movement Points

Walking: **2**

Running: **3**

Jumping: **2**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 20 | 5      |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

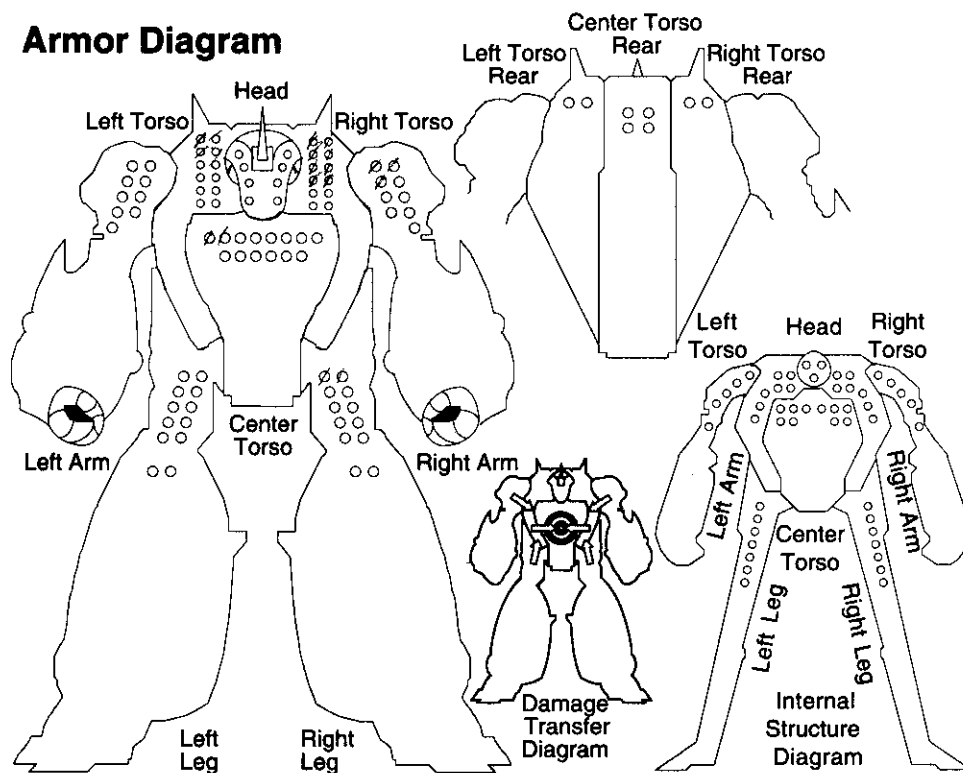
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VLX-QA Valkyrie**

Tonnage: **30**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2787

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 12     |

### Total Single Heat Sinks: 11

○○○○○  
○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
  - Heat Sink
  - LRM 10
  - LRM 10
- 1-3  
5. Roll Again  
6. Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 2,205,320

### Right Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

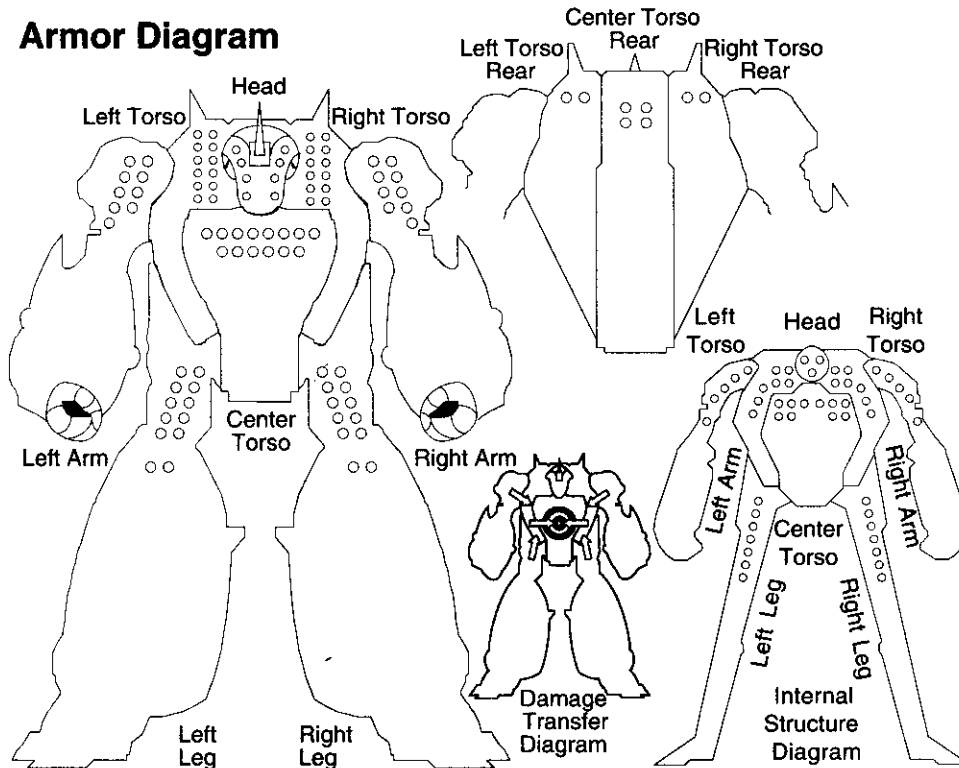
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 2,163,070

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **VLK-QF Valkyrie**

Tonnage: **30**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2787

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 12     |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

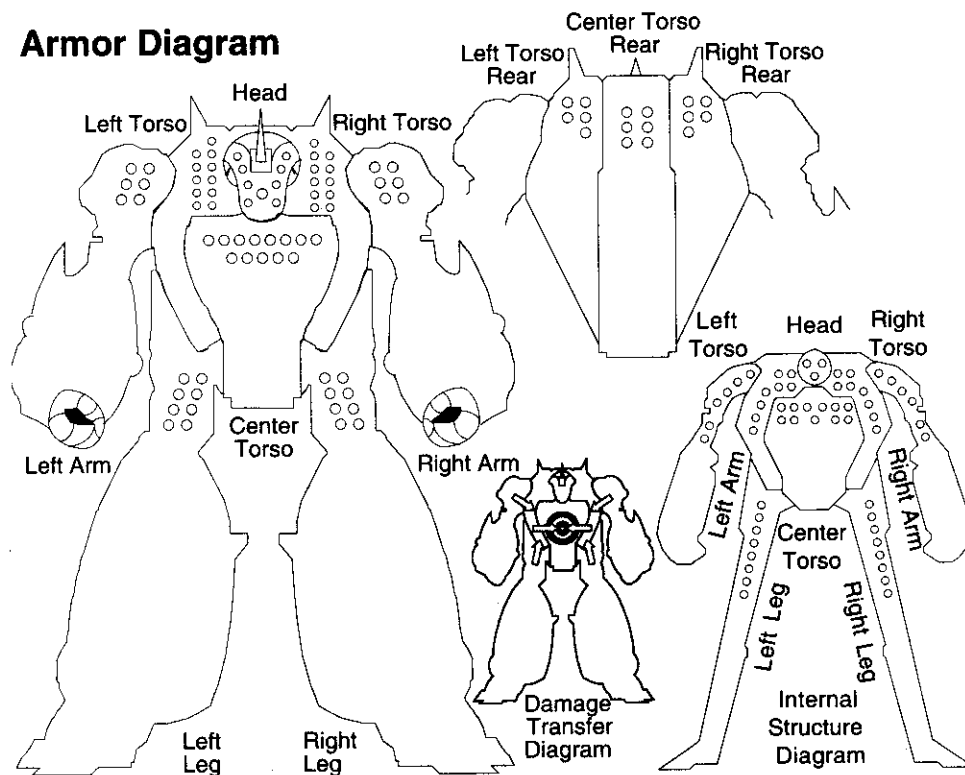
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Machine Gun
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

1-3

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

4-6

- Gyro
- Engine
- Engine
- Engine
- Flamer
- Flamer (R)

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

Cost 3,046,950

#### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

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

1-3

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

4-6

#### Right Leg

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

### Mech Data

Type: **FS9-H Firestarter**

Tonnage: **35**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2550

### Weapons Inventory

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

|             |        |
|-------------|--------|
| Ammo Type   | Rounds |
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

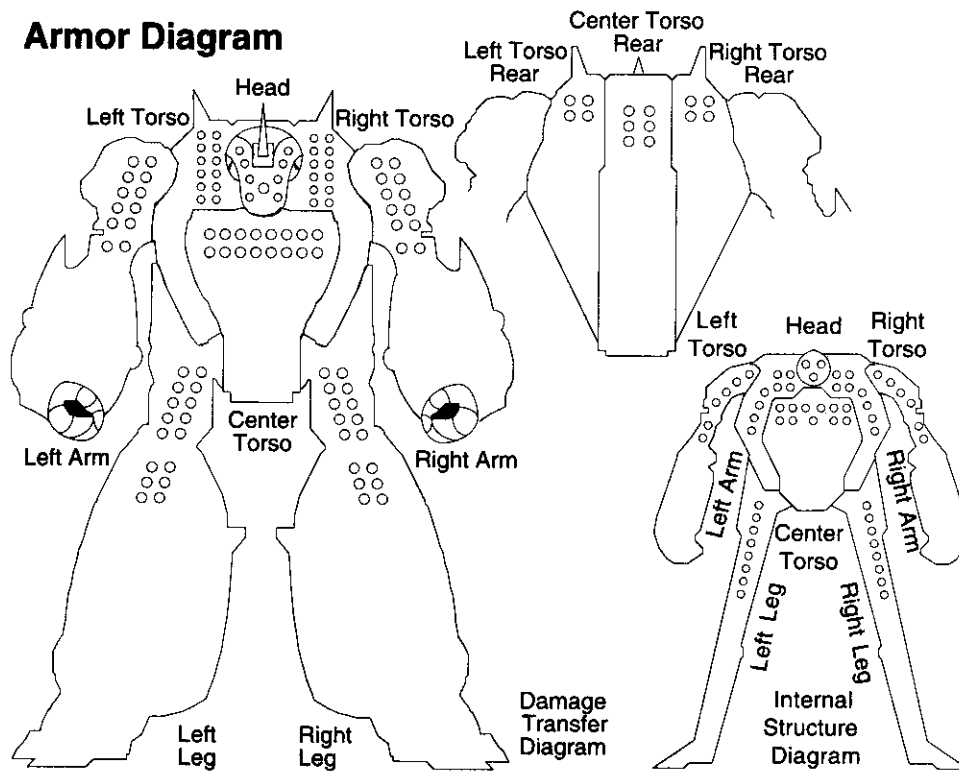
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

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

Cost 3,066,525

#### Right Arm

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

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **FS9-M Firestarter**

Tonnage: **35**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2550

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

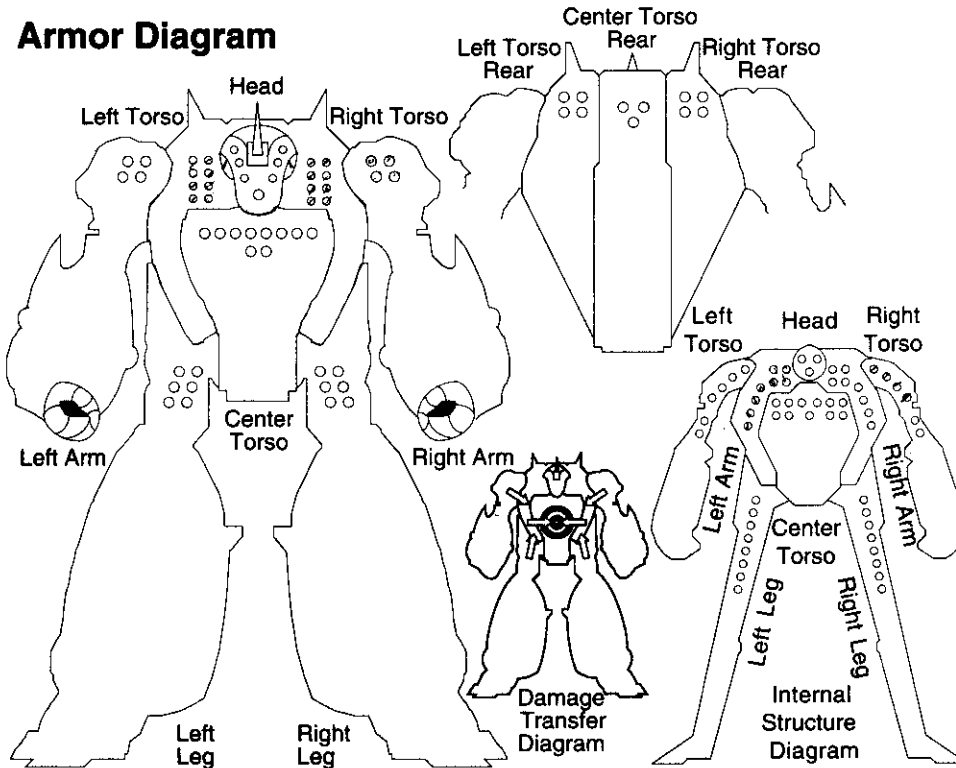
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JR7-D Jenner**

Tonnage: **35**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2784

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 4     | 25     |

**Total Single Heat Sinks: 10**

oooooooo

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,198,376

### Right Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

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

### Right Leg

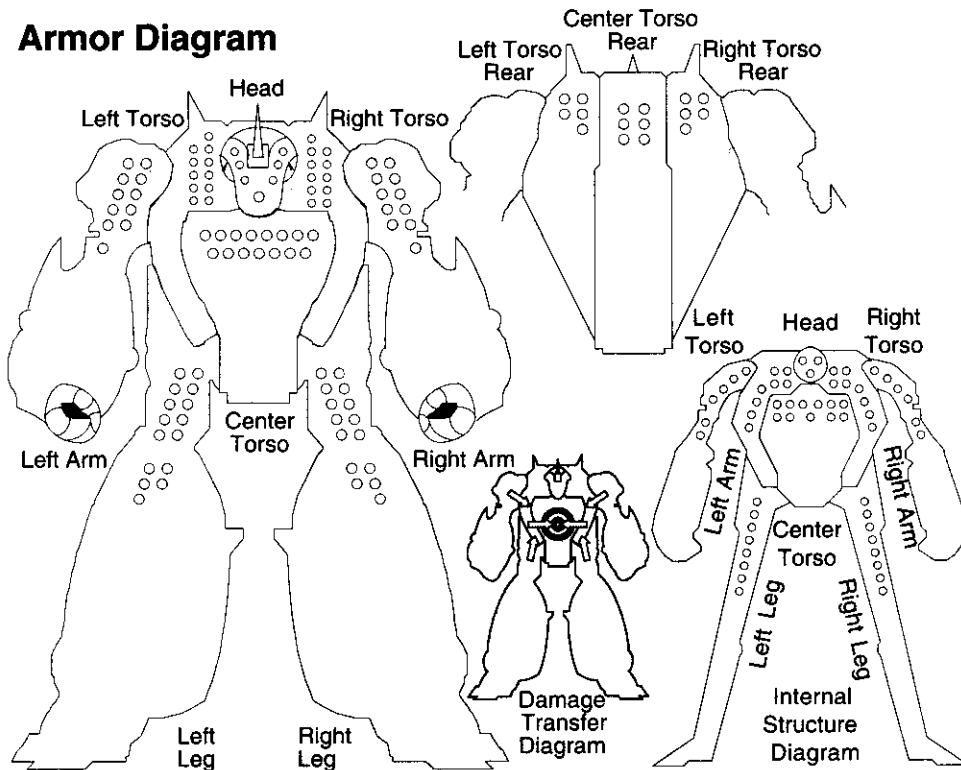
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

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

Cost 3,121,426

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **JR7-F Jenner**

Tonnage: **35**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2784

### Weapons Inventory

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

Total Single Heat Sinks: **10**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

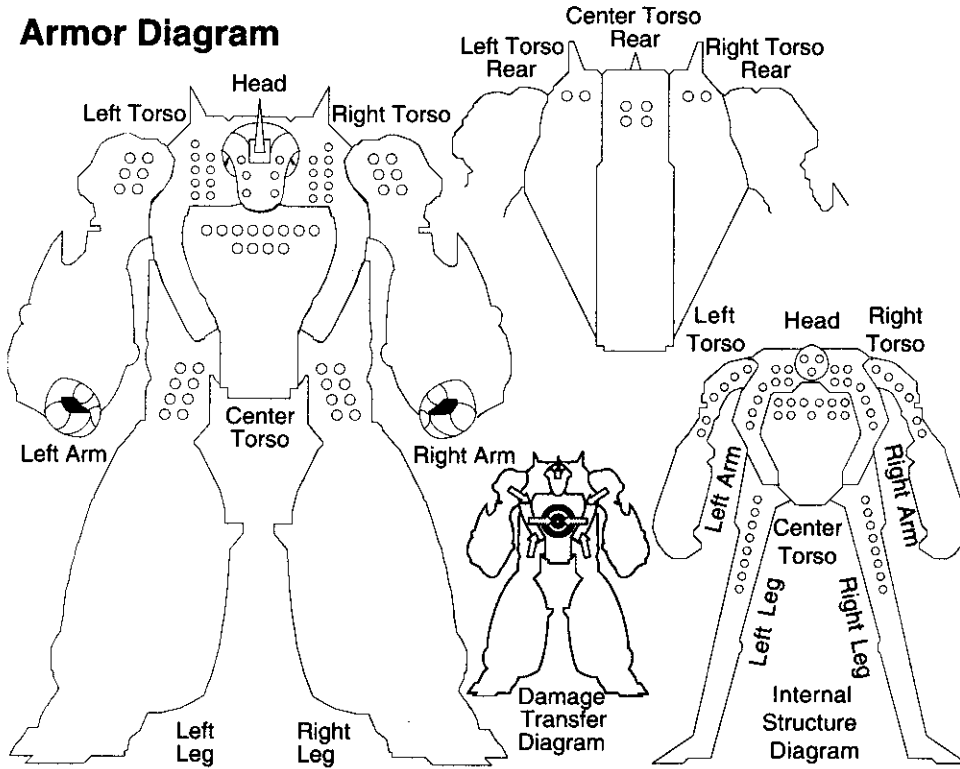
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,416,761

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **OTT-7J Ostscout**

Tonnage: **35**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:  
Inner Sphere  
2950

### Weapons Inventory

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

Total Single Heat Sinks: **10**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

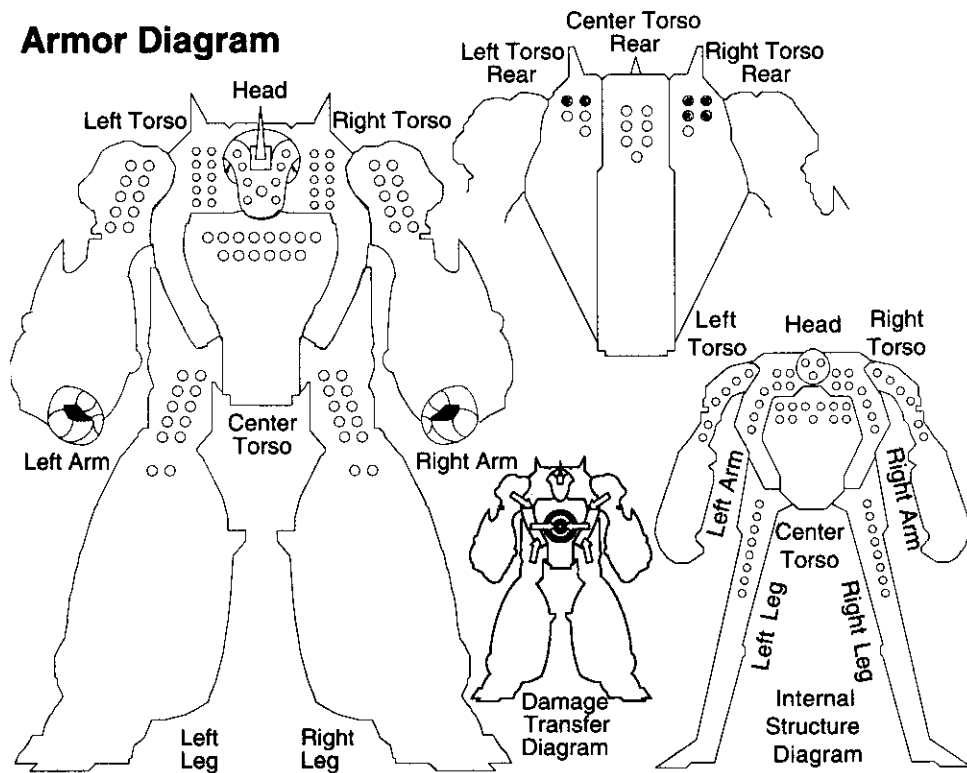
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

#### Left Torso

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 2,485,711

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### Mech Data

Type: **PNT-9R Panther**

Tonnage: **35**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2739

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| SRM 4     | 25     |

### Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

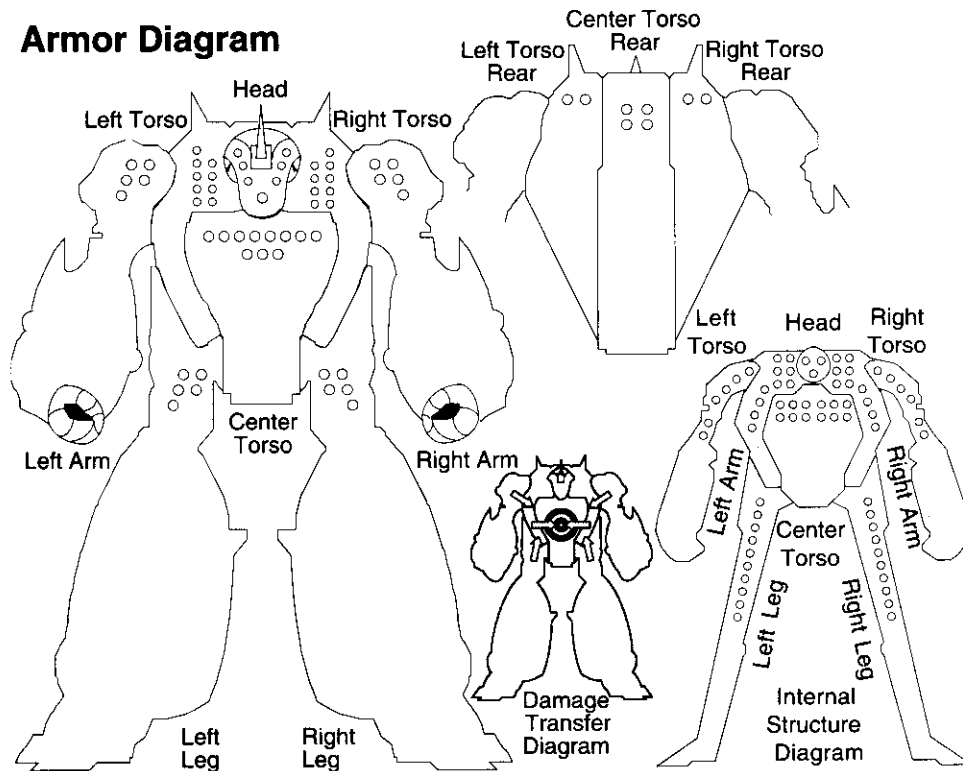
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ASN-101 Assassin**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2980

### Weapons Inventory

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

Ammo Type Rounds

LRM 5 24

SRM 2 50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

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### Critical Hit Table

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

4-6

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

Cost 3,533,064

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

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

4-6

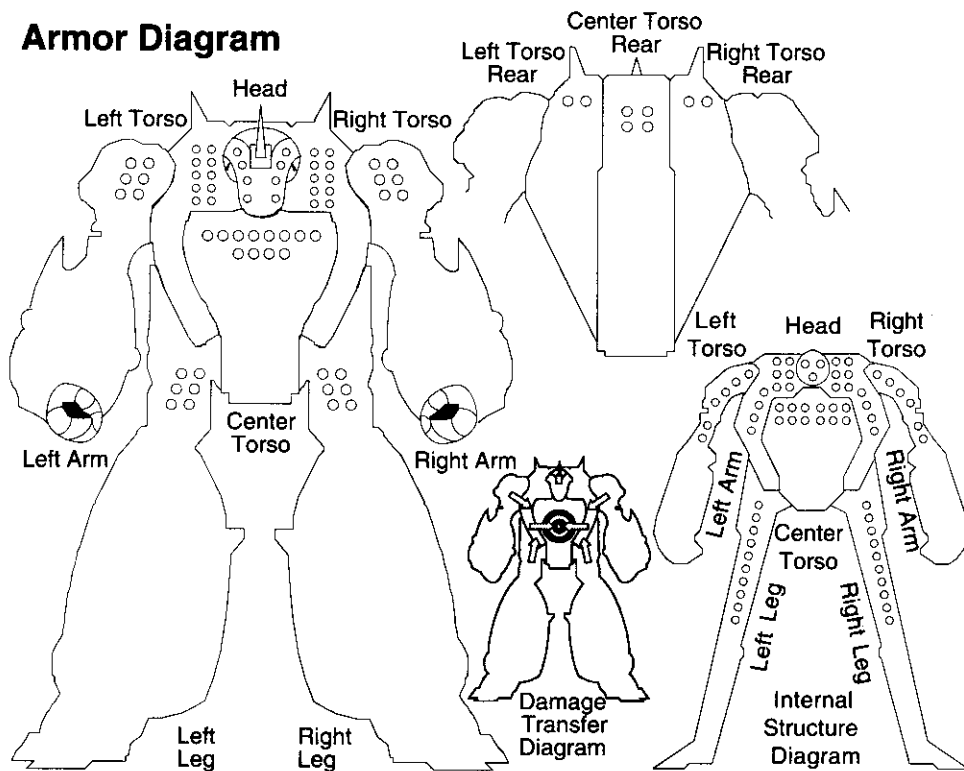
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,765,814

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **ASN-21 Assassin**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **7**

Technology Base:

Inner Sphere

2980

### Weapons Inventory

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

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |
| SRM 2     | 50     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

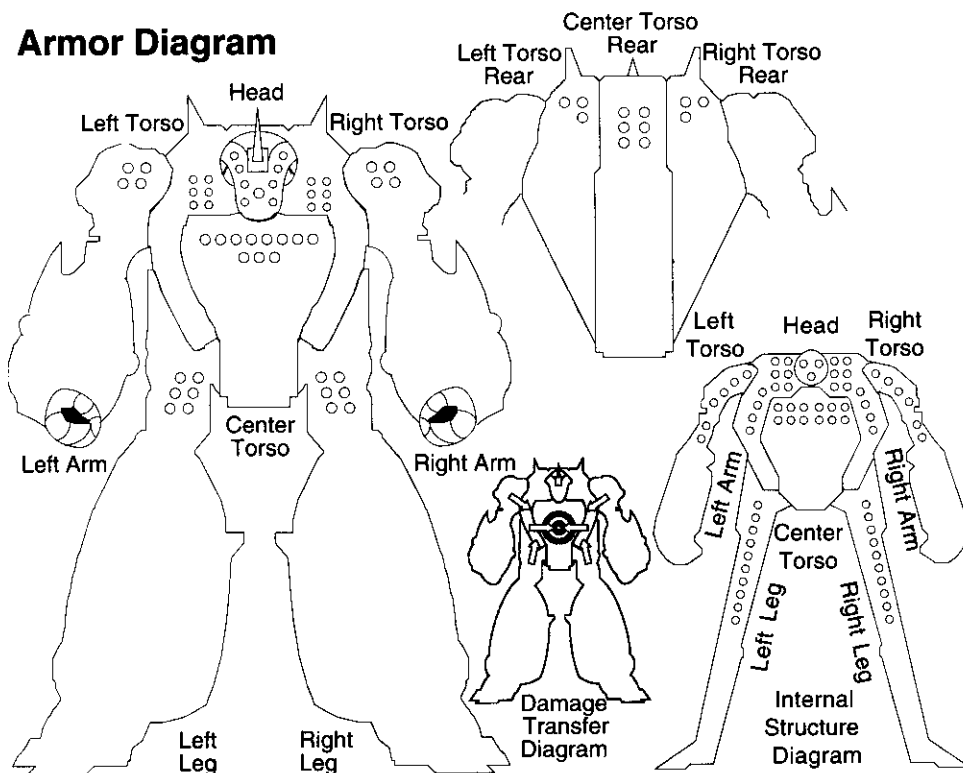
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

#### Right Arm

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

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

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

#### Right Torso

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

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

#### Right Leg

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

Cost 3,705,218

### Mech Data

Type: **CDA-2A Cicada**

Tonnage: **40**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2840

### Weapons Inventory

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

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

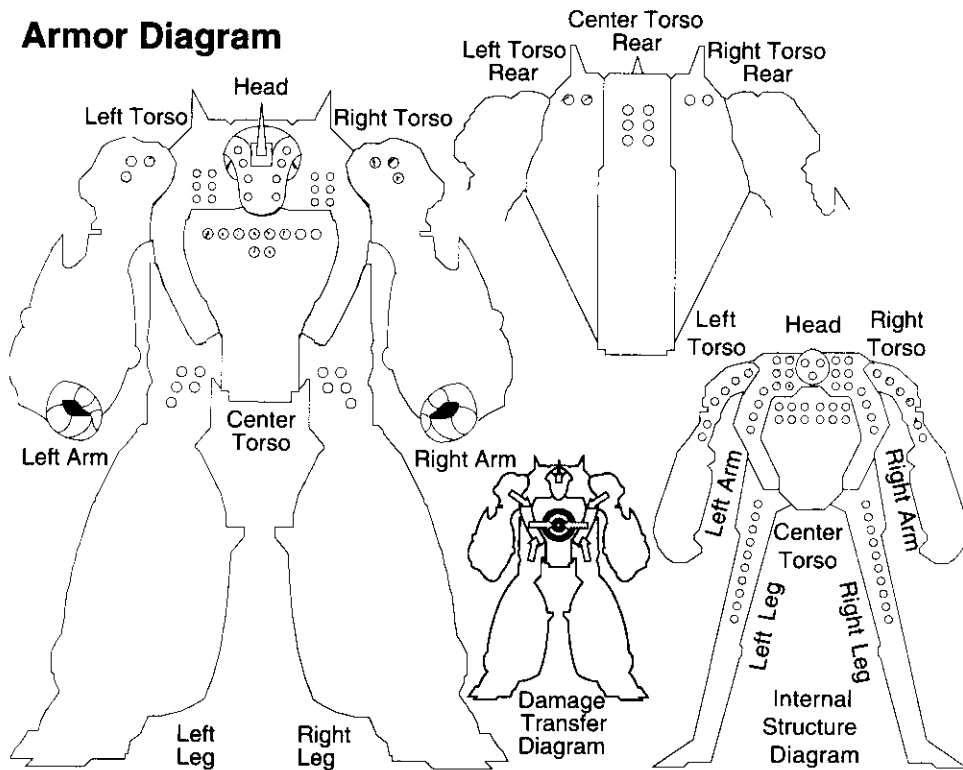
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,692,968

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **CDA-2B Cicada**

Tonnage: **40**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:  
Inner Sphere  
2840

### Weapons Inventory

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

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

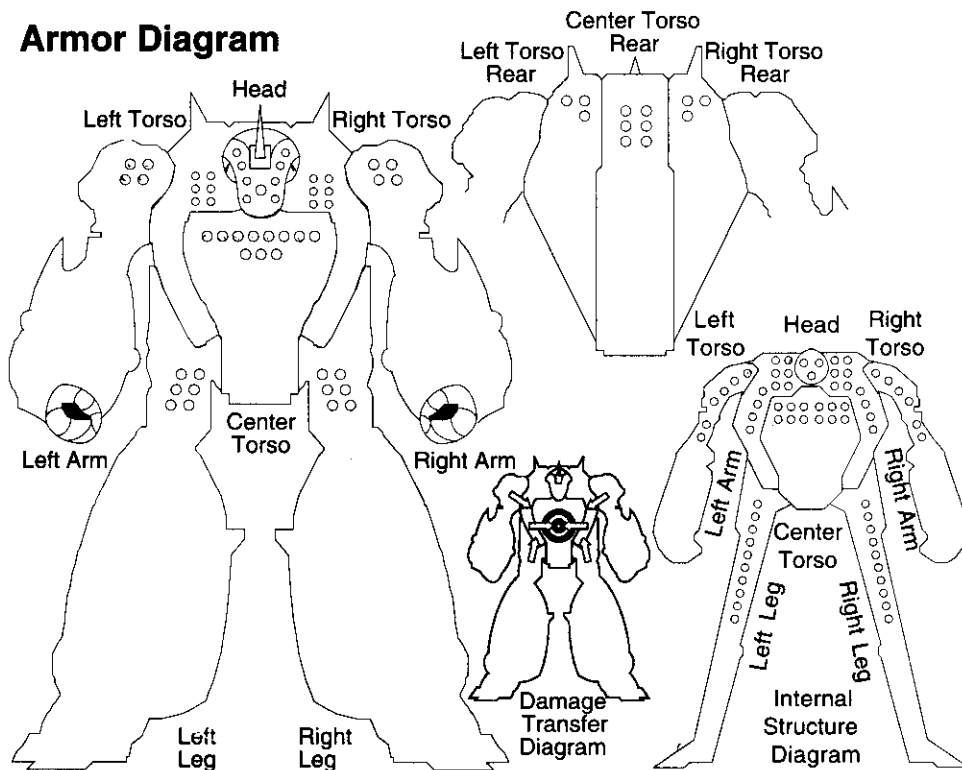
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,306,334

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

Type: **CDA-3C Cicada**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

2840

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 11

○○○○○  
○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

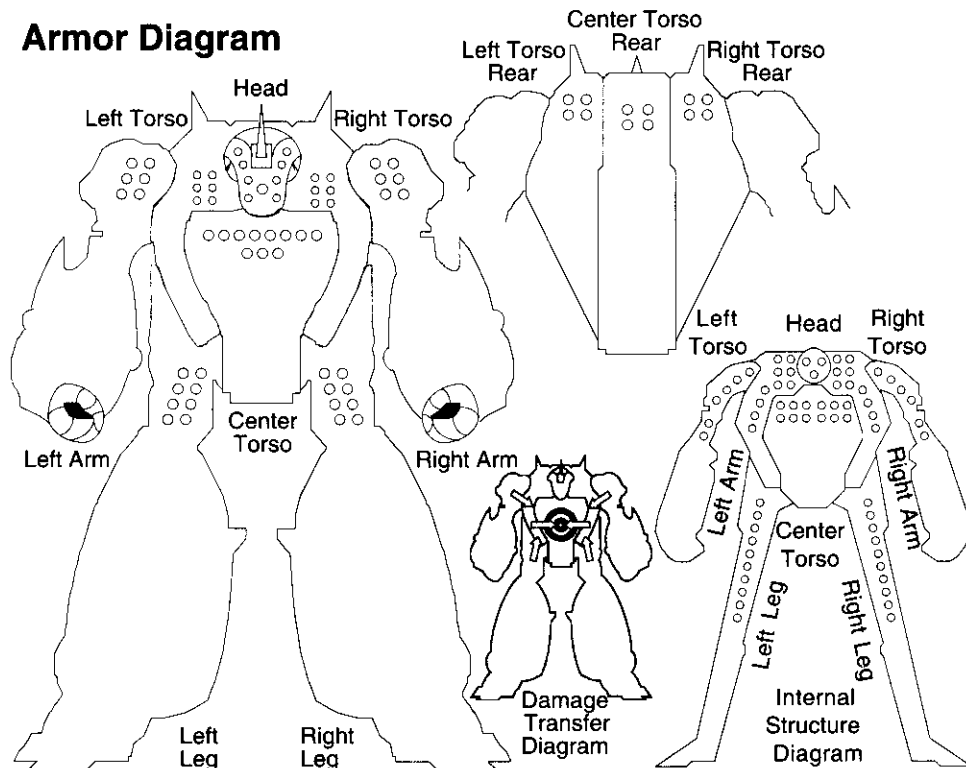
**FASA®**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,220,280

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

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

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2507

### Weapons Inventory

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

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 10     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

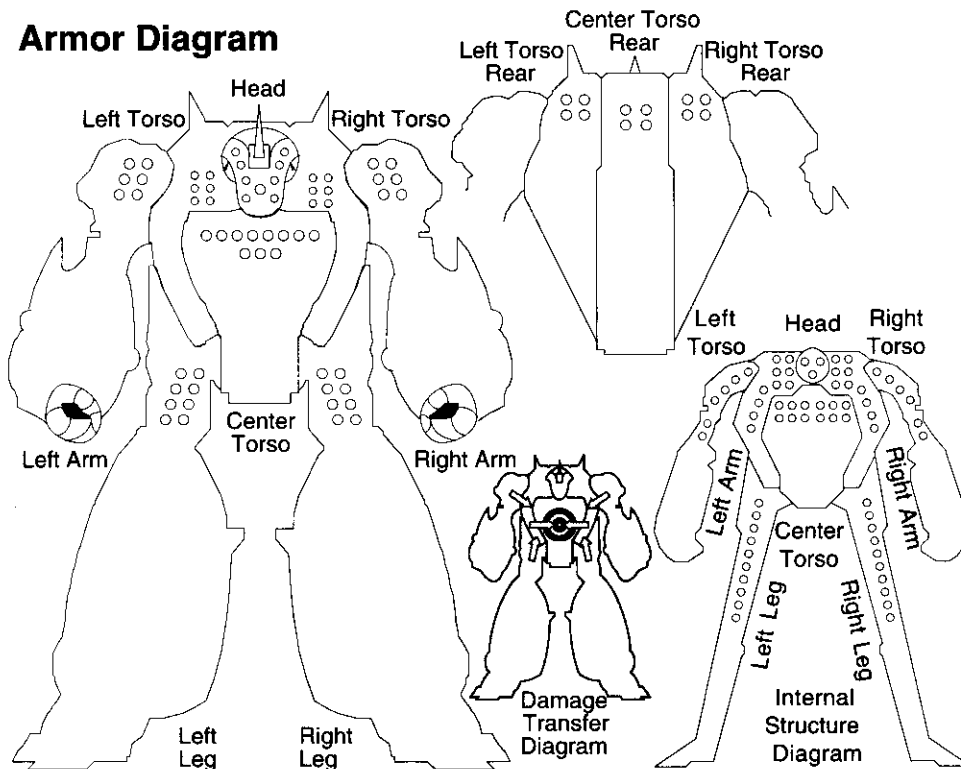
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CLNT-2-3T Clnt**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2507

### Weapons Inventory

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

Ammo Type      Rounds  
Autocannon 5      20

**Total Single Heat Sinks: 10**

oooooooo

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA®**  
CORPORATION

### Left Arm

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

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

### Left Torso

1. Jump Jet
  2. Medium Laser
- 1-3**

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost      3,572,380

### Right Arm

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

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

### Right Torso

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

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

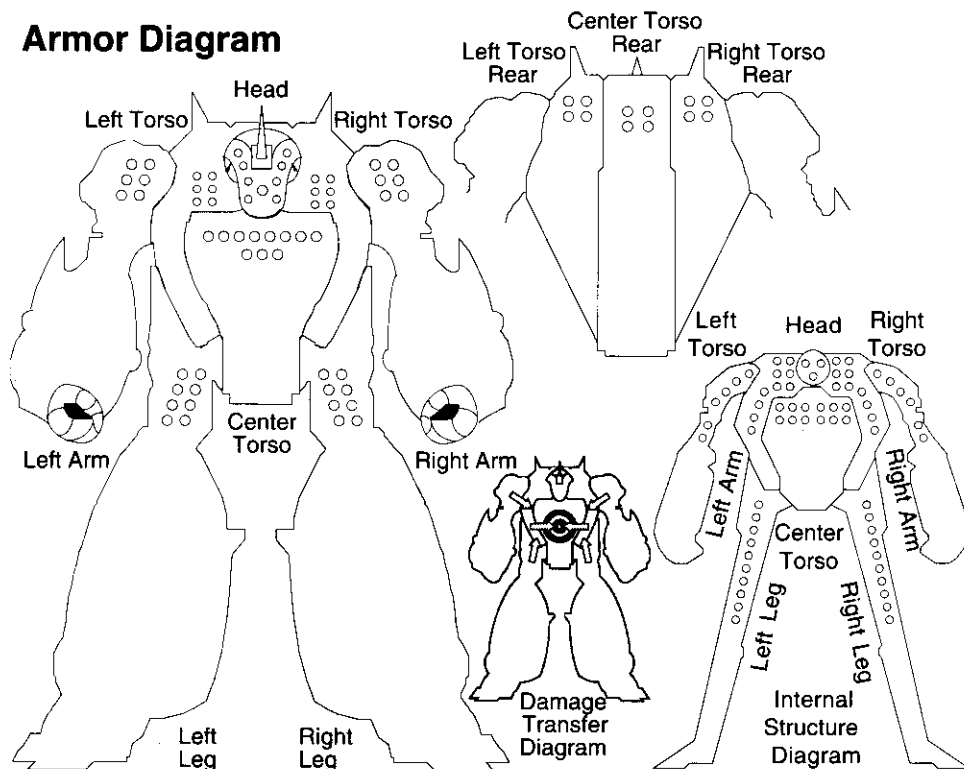
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,143,280

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

### Mech Data

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

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2507

### Weapons Inventory

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

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 2 | 45     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

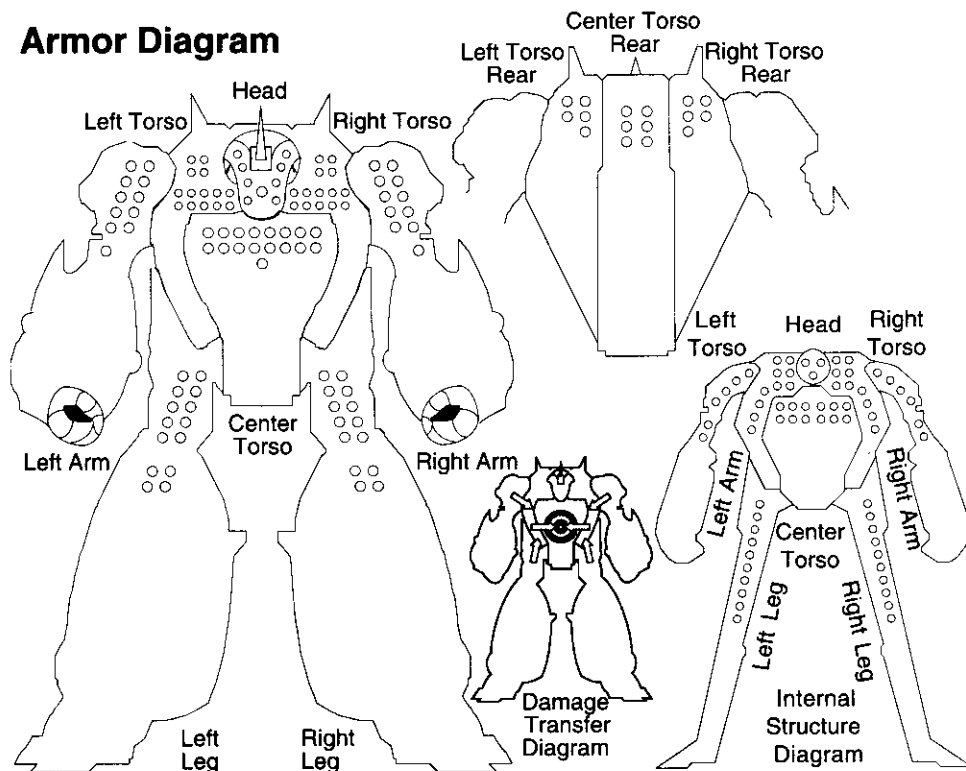
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-2M Hermes II**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

2798

### Weapons Inventory

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

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 100    |

**Total Single Heat Sinks: 11**



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

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

**FASA**  
CORPORATION

### Critical Hit Table

#### Left Arm

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

1-3

#### Left Torso

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

1-3

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 3,263,214

#### Right Arm

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

1-3

4-6

#### Right Torso

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

1-3

4-6

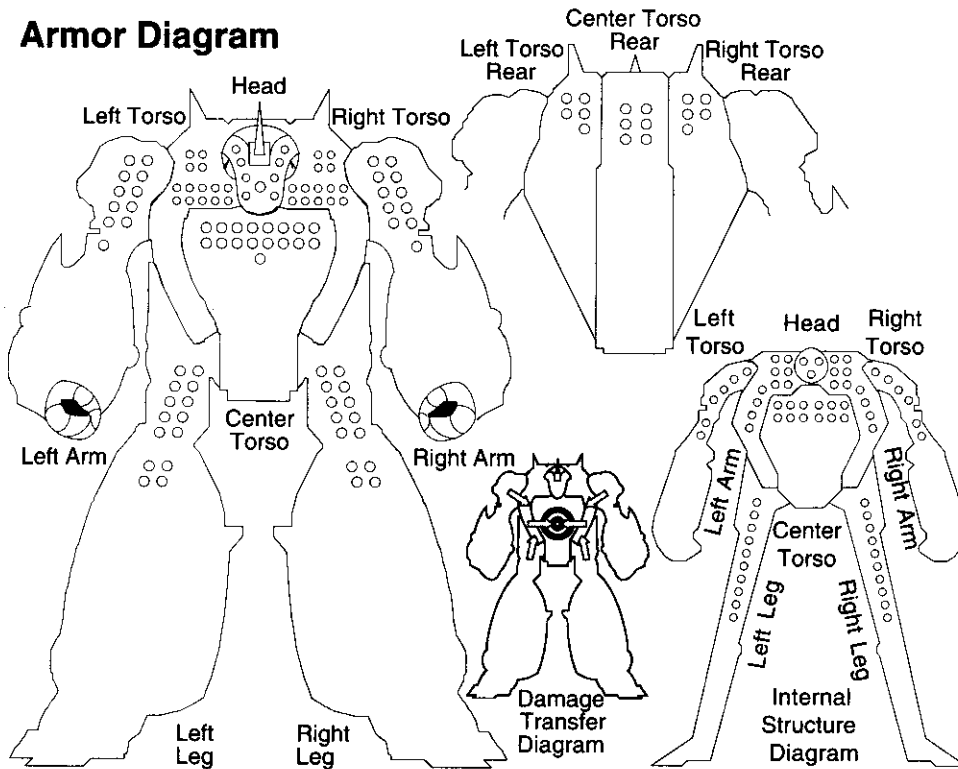
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

1-3  
5. Roll Again  
6. Roll Again

1. Roll Again  
2. Roll Again

3. Roll Again  
4. Roll Again

5. Roll Again  
6. Roll Again

#### Left Torso

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

1-3  
4. Roll Again  
5. Roll Again

6. Roll Again  
1. Roll Again

2. Roll Again  
3. Roll Again

4. Roll Again  
5. Roll Again

6. Roll Again

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,165,680

#### Right Arm

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

1-3  
6. Roll Again

1. Roll Again  
2. Roll Again

3. Roll Again  
4. Roll Again

5. Roll Again  
6. Roll Again

#### Right Torso

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

1-3  
5. Roll Again  
6. Roll Again

1. Roll Again  
2. Roll Again

3. Roll Again  
4. Roll Again

5. Roll Again  
6. Roll Again

6. Roll Again

#### Right Leg

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

### Mech Data

Type: **HER-2S Hermes II**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2798

### Weapons Inventory

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

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

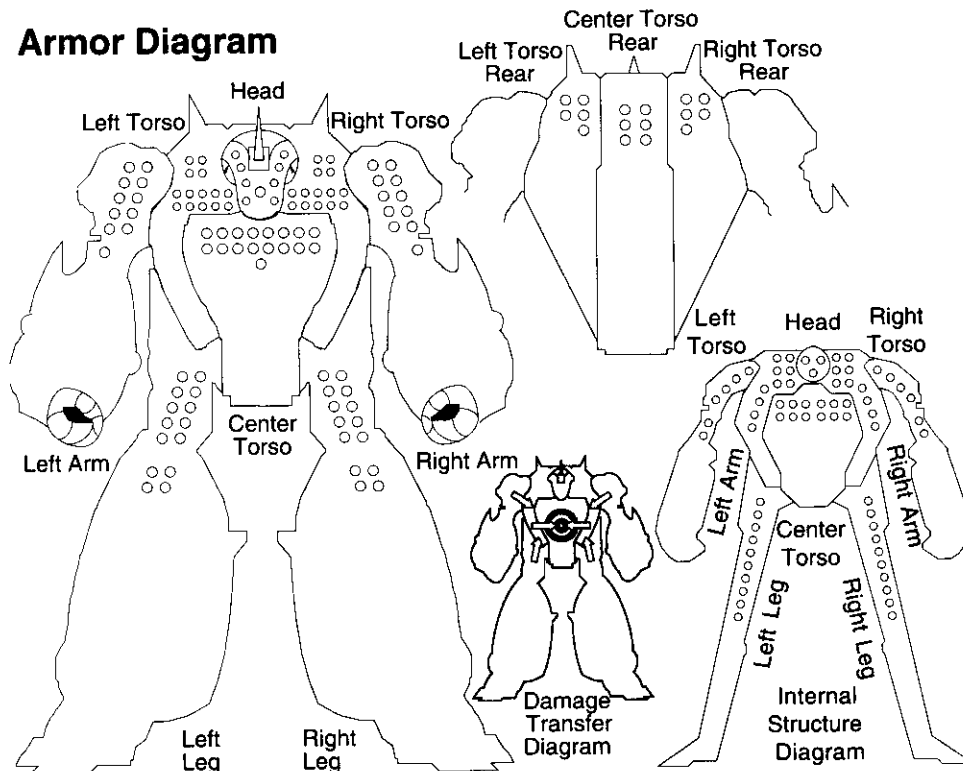
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

#### Left Torso

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

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

Cost 3,205,160

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### Mech Data

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

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2798

### Weapons Inventory

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

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6  |
|-------------|---|---|---|----|----|----|
| Conscious # | 3 | 5 | 7 | 10 | 11 | De |

### Heat Scale

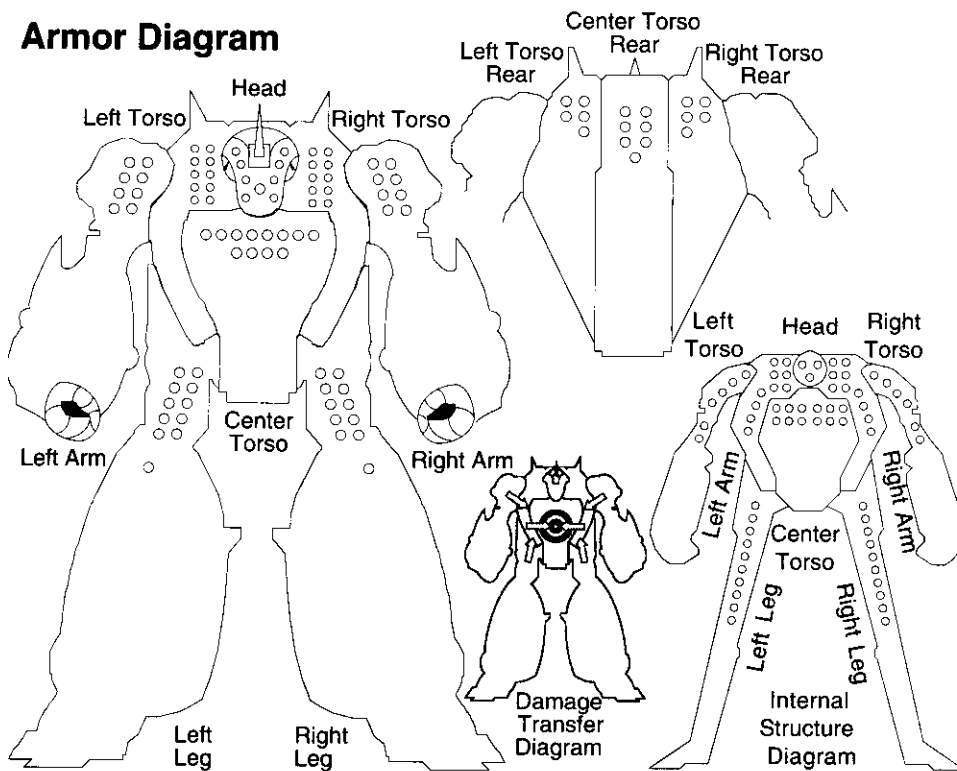
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

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

1-3

4-6

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

Cost 3,117,730

#### Right Arm

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

1-3

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

4-6

#### Right Torso

1. Small Laser
2. SRM 2
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

#### Right Leg

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

### Mech Data

Type: **STN-3K Sentinel**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 40     |
| SRM 2        | 50     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

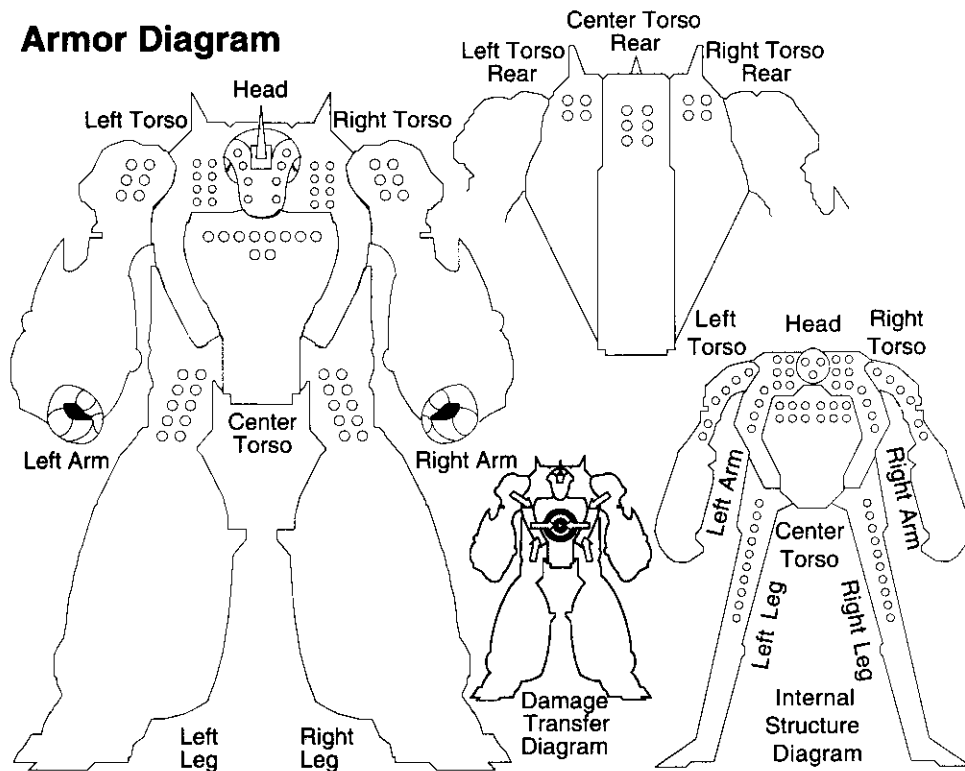
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24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

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VL-2T Vulcan**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

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

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 2 | 45     |
| Machine Gun  | 200    |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (MG) 200
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 3,462,900

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Jump Jet
- Jump Jet
- Heat Sink
- Autocannon 2
- Ammo (AC 2) 45
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Leg

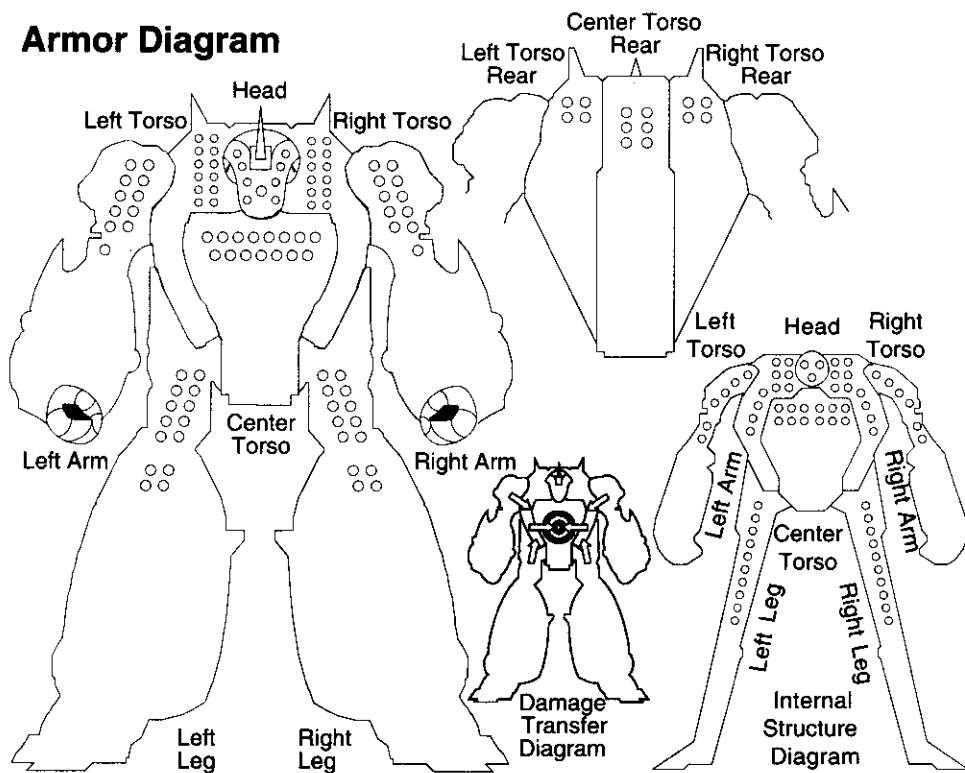
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Machine Gun
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. Heat Sink
4. Medium Laser
5. Ammo (MG) 200
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,558,100

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Mech Data

Type: **VL-5T Vulcan**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M | L |
|---|--------------|-----|----|---|----|---|---|---|
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6 | 9 |
| 3 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Flamer       | RA  | 3  | 2 | 0  | 1 | 2 | 3 |
| 1 | Machine Gun  | LA  | 0  | 2 | 0  | 1 | 2 | 3 |

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 12

○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

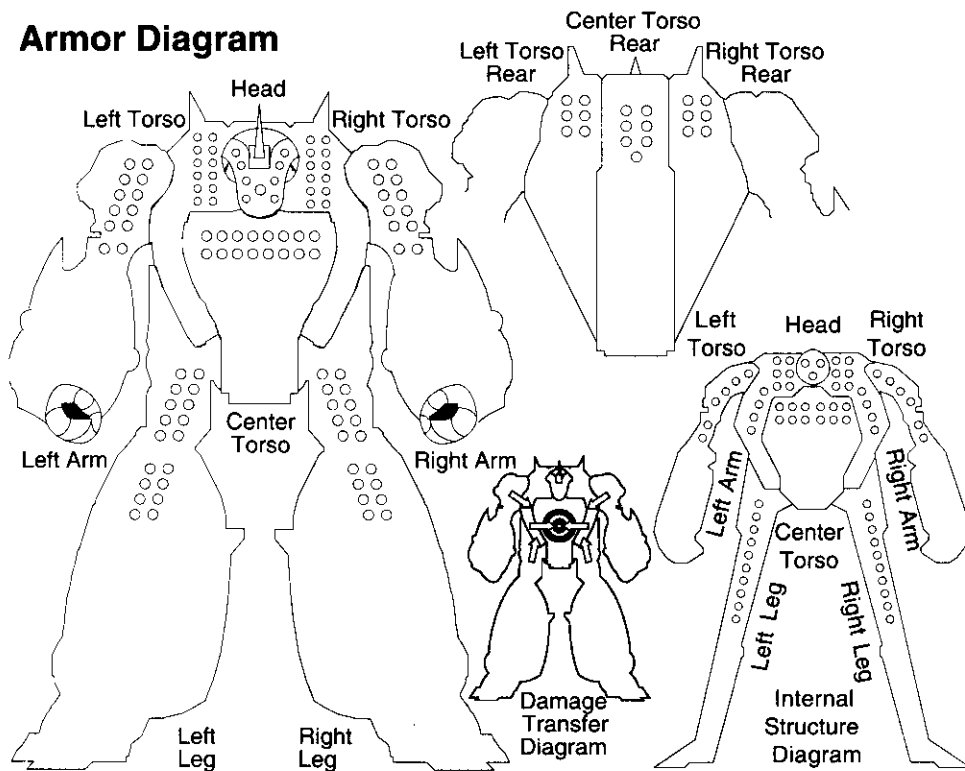
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 2,859,734

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **WTH-1S Whitworth**

Tonnage: **40**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M | L |
|---|--------------|-----|----|---|----|---|---|---|
| 1 | SRM 6        | LT  | 4  | 2 | 0  | 3 | 6 | 9 |
| 1 | SRM 6        | RT  | 4  | 2 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | H   | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6 | 9 |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 30     |

### Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

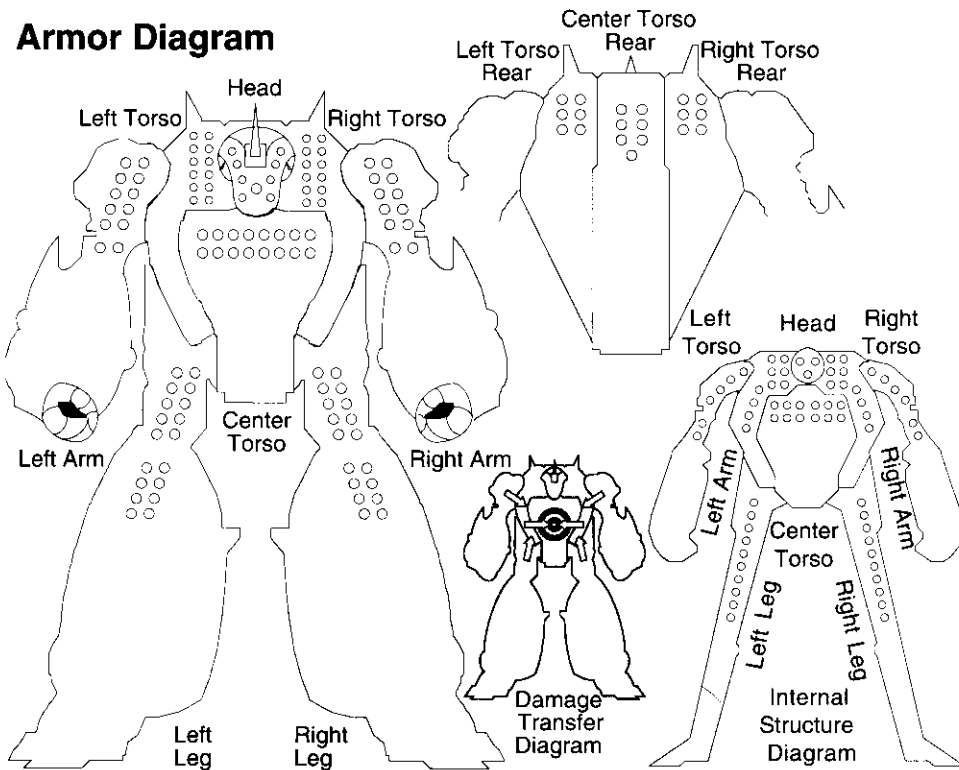
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 2,912,934

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **WTH-1 Whitworth**

Tonnage: **40**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2610

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 10       | LT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 10       | RT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | H   | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

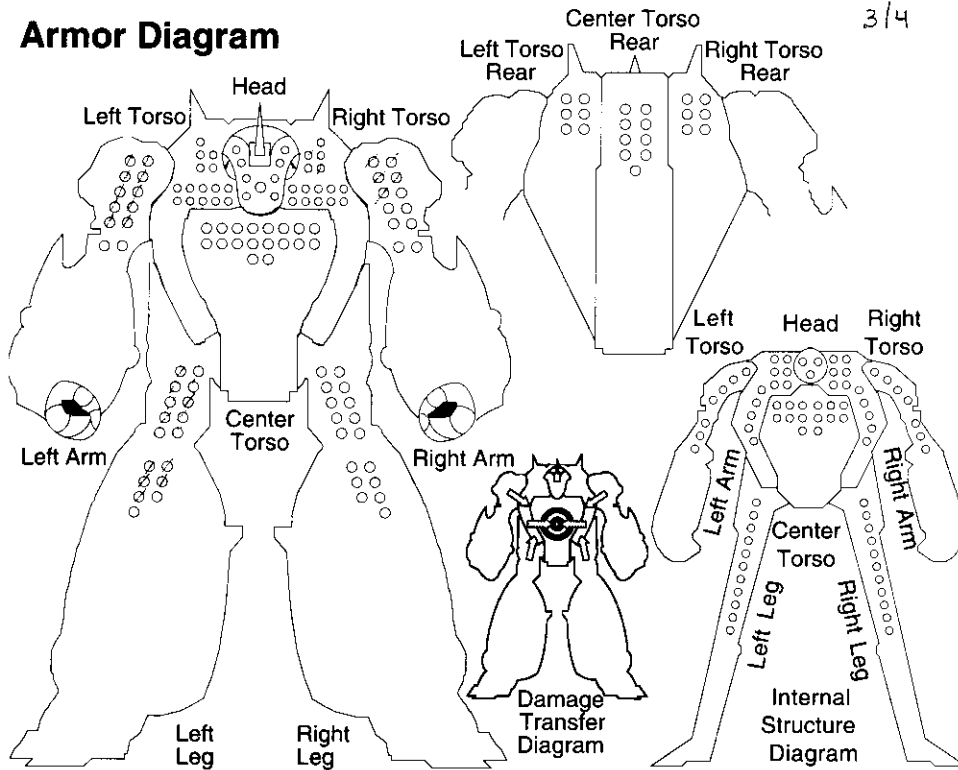
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Autocannon 2
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
- 1-3 3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
- 1-3 3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (AC 2) 45
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,153,750

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Autocannon 2
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
- 1-3 3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **BJ-1 Blackjack**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3022

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 2 | RA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Autocannon 2 | LA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 2 | 45     |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|             |   |   |   |    |    |      |
|-------------|---|---|---|----|----|------|
| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

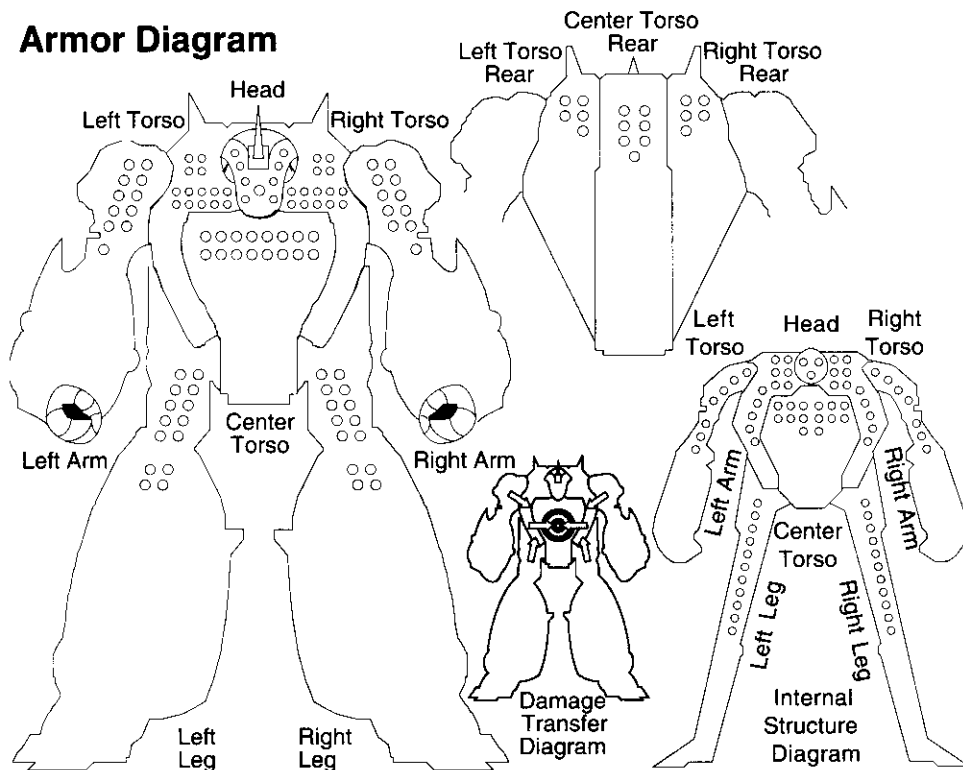
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BJ-1DB Blackjack**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

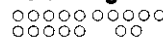
Inner Sphere

3022

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | LA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

### Total Single Heat Sinks: 17



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,105,175

### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

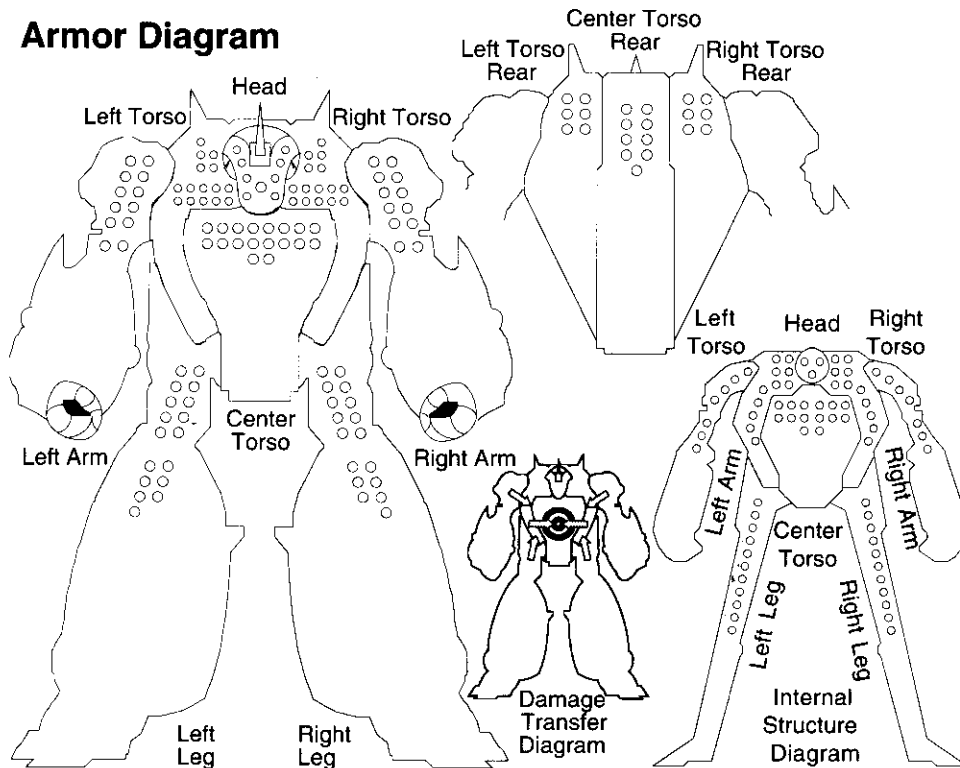
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 2
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Medium Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 2,973,950

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 2
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Medium Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **BJ-10C Blackjack**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3022

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 2 | RA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Autocannon 2 | LA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | LT  | 1  | 3 | 0  | 1 | 2  | 3  |
| 1 | Small Laser  | RT  | 1  | 3 | 0  | 1 | 2  | 3  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 2 | 45     |

### Total Single Heat Sinks: 12

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Name:           |   |   |   |    |    |      |
| Gunnery Skill:  |   |   |   |    |    |      |
| Piloting Skill: |   |   |   |    |    |      |
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Conscious #     | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

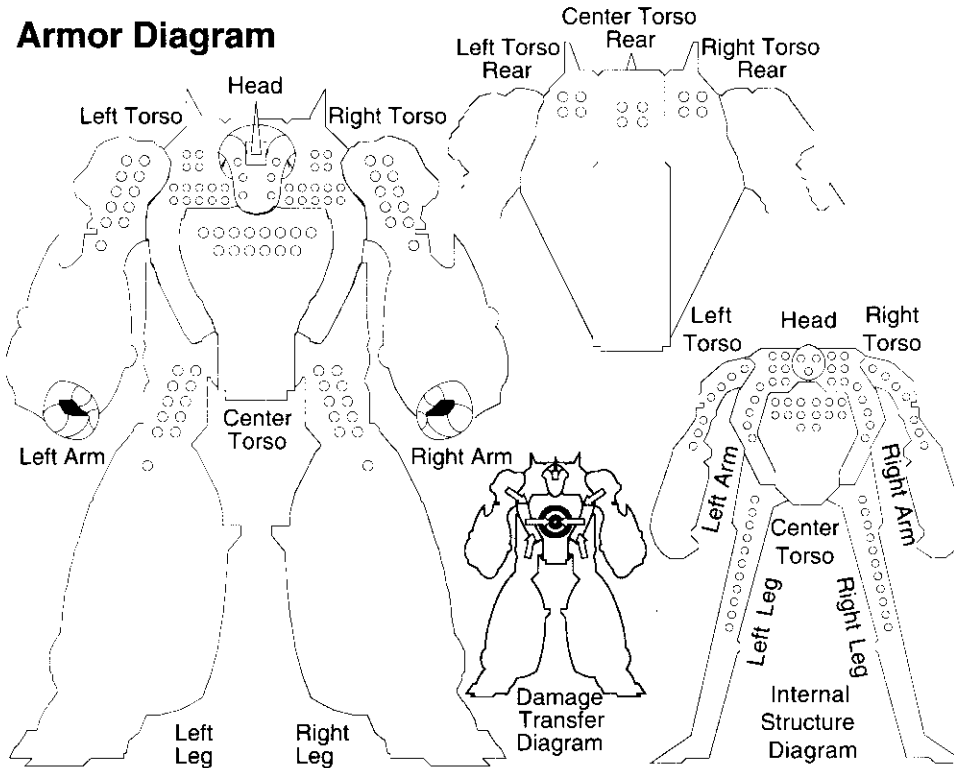
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser --
6. Roll Again --
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Torso

1. Heat Sink --
2. Heat Sink --
3. Roll Again --
4. Roll Again --
5. Roll Again --
6. Roll Again --
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet --
6. Jump Jet --

1-3

4-6

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3

4-6

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (AC 10) 10 --
6. Ammo (AC 10) 10 --

1-3

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,129,390

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser --
6. Hatchet --
1. Hatchet --
2. Hatchet --
3. Roll Again --
4. Roll Again --
5. Roll Again --
6. Roll Again --

1-3

4-6

#### Right Torso

1. Heat Sink --
2. Heat Sink --
3. Autocannon 10 --
4. Autocannon 10 --
5. Autocannon 10 --
6. Autocannon 10 --
1. Autocannon 10 --
2. Autocannon 10 --
3. Autocannon 10 --
4. Roll Again --
5. Roll Again --
6. Roll Again --

1-3

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet --
6. Jump Jet --

1-3

4-6

### Mech Data

Type: **HCT-3F Hatchetman**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3023

### Weapons Inventory

| # Type          | Loc | Ht | D  | Mn | S | M  | L  |
|-----------------|-----|----|----|----|---|----|----|
| 1 Autocannon 10 | RT  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 Hatchet       | RA  | 0  | 9  | 0  | 1 |    |    |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 20     |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

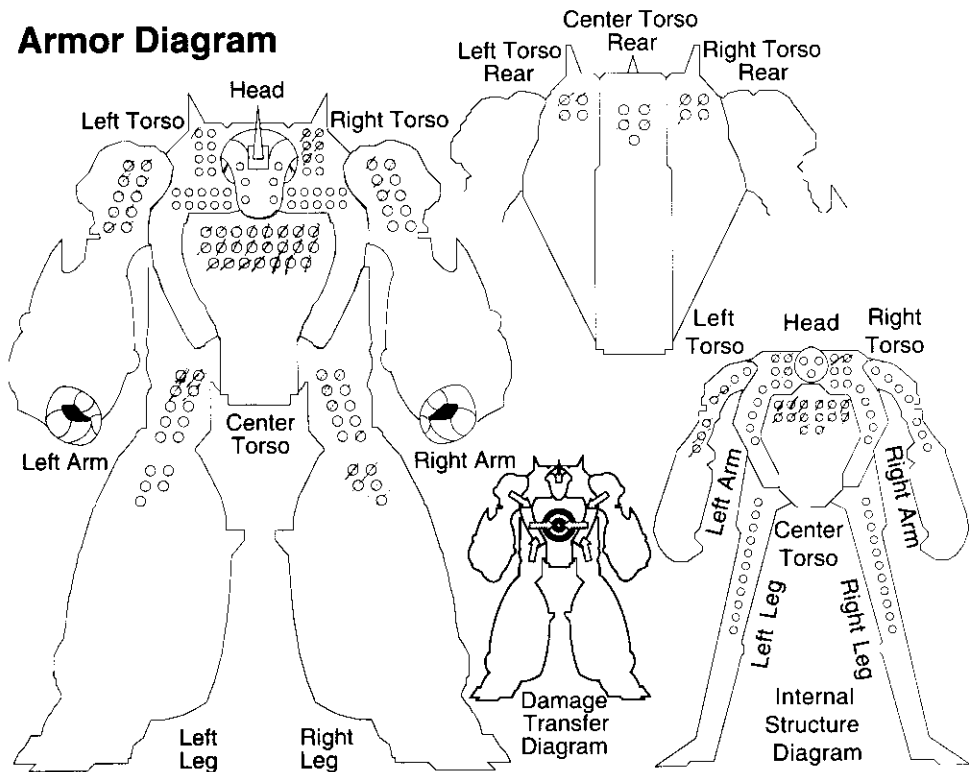
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

- 1-3 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

- 1-3 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

- 1-3 Engine
- 2 Engine
- 3 Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 Engine
- 3 Engine
- 4 Engine
- 5 Ammo (MG) 200
- 6 Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,067,540

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

- 1-3 Medium Laser
- 2 Machine Gun
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

- 1-3 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **PXH-1 Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Machine Gun  | LA  | 0  | 2 | 0  | 1 | 2  | 3  |
| 1 Machine Gun  | RA  | 0  | 2 | 0  | 1 | 2  | 3  |

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

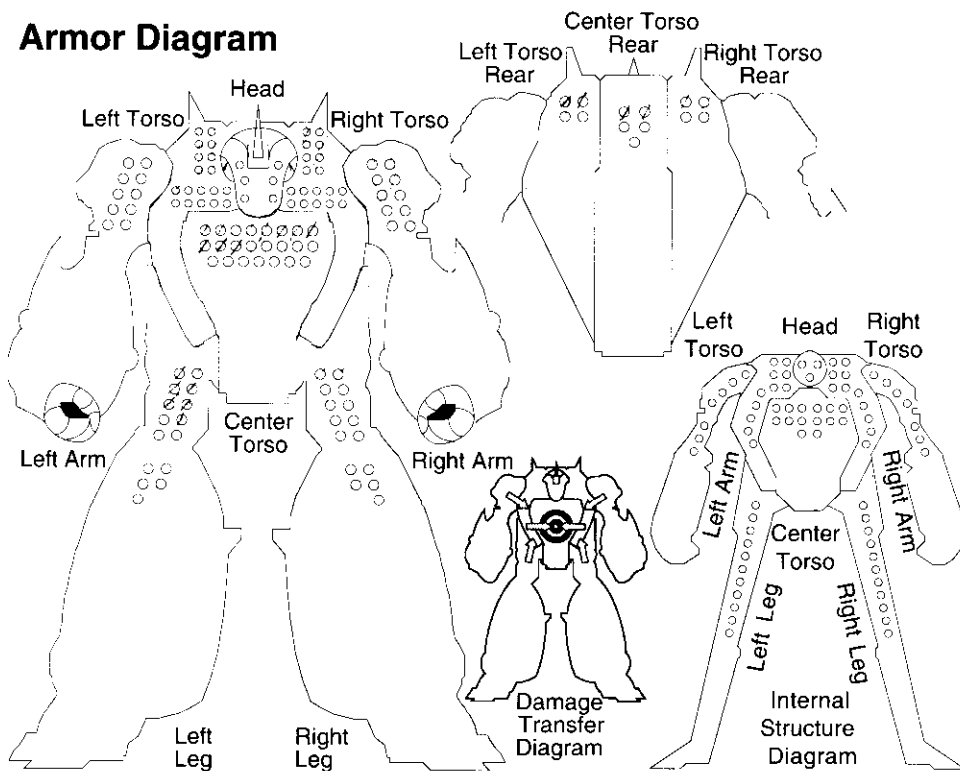
**FASA®**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1D Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |

Total Single Heat Sinks: **12**



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,057.390

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

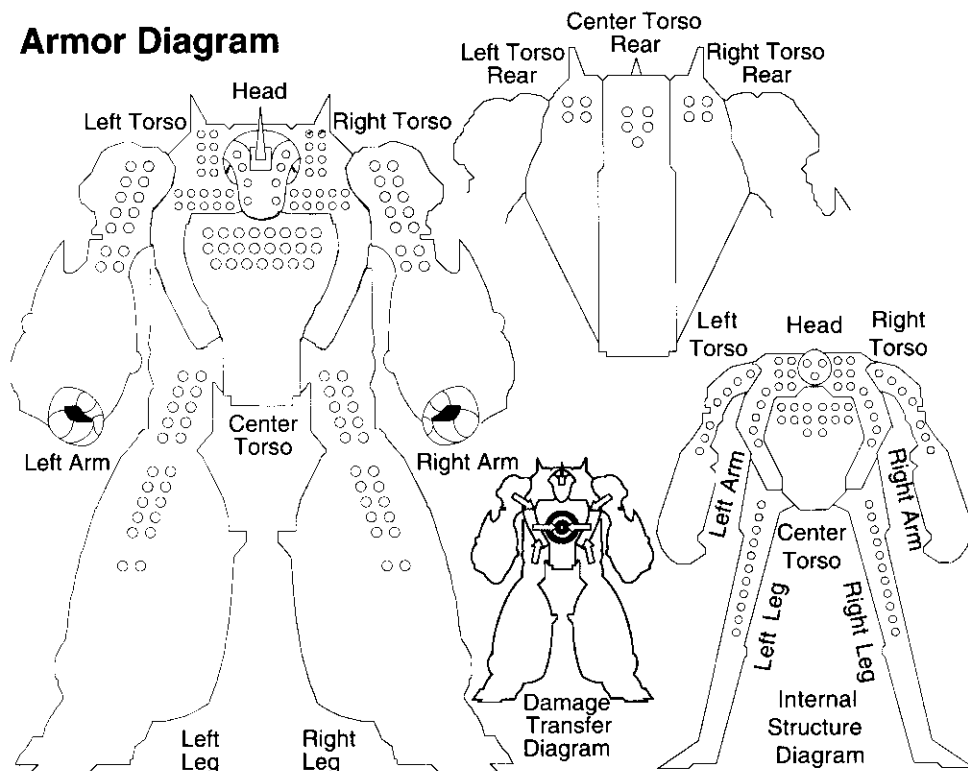
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Roll Again

### Critical Hit Table

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Center Torso**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro

- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Small Laser

- 4-6
- |              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,628,553

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Large Laser
  - Large Laser

- 1-3
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Roll Again

### Mech Data

Type: **PXH-1K Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | CT  | 1  | 3 | 0  | 1 | 2  | 3  |

### Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

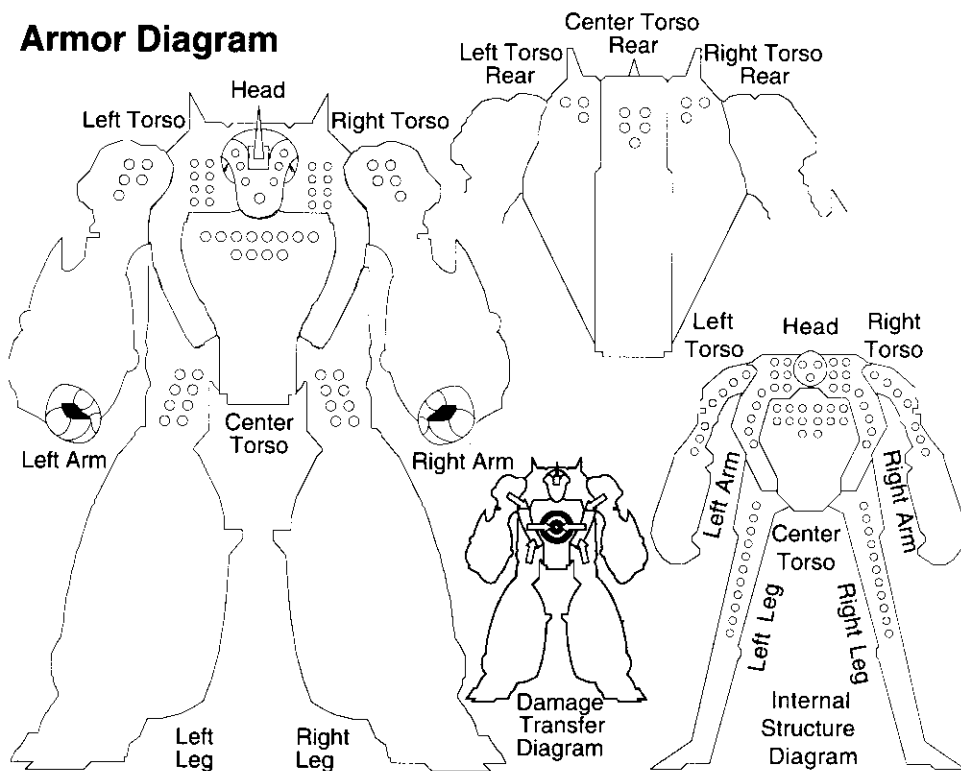
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VND-1AA Vindicator**

Tonnage: **45**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2826

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | LRM 5        | LT  | 2  | 1  | 6  | 7 | 14 | 21 |
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | H   | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | LA  | 1  | 3  | 0  | 1 | 2  | 3  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

### Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 3,864,033

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

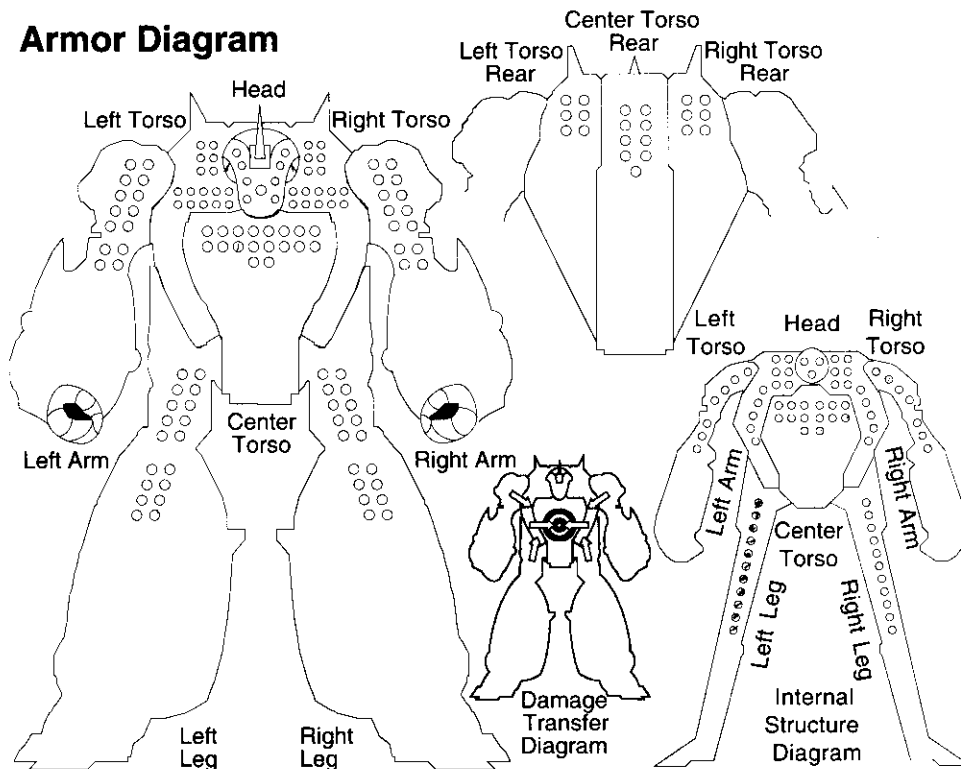
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,181,083

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### Mech Data

Type: **VND-1R Vindicator**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2826

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | LRM 5        | LT  | 2  | 1  | 6  | 7 | 14 | 21 |
| 1 | PPC--        | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | H   | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | LA  | 1  | 3  | 0  | 1 | 2  | 3  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

### Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

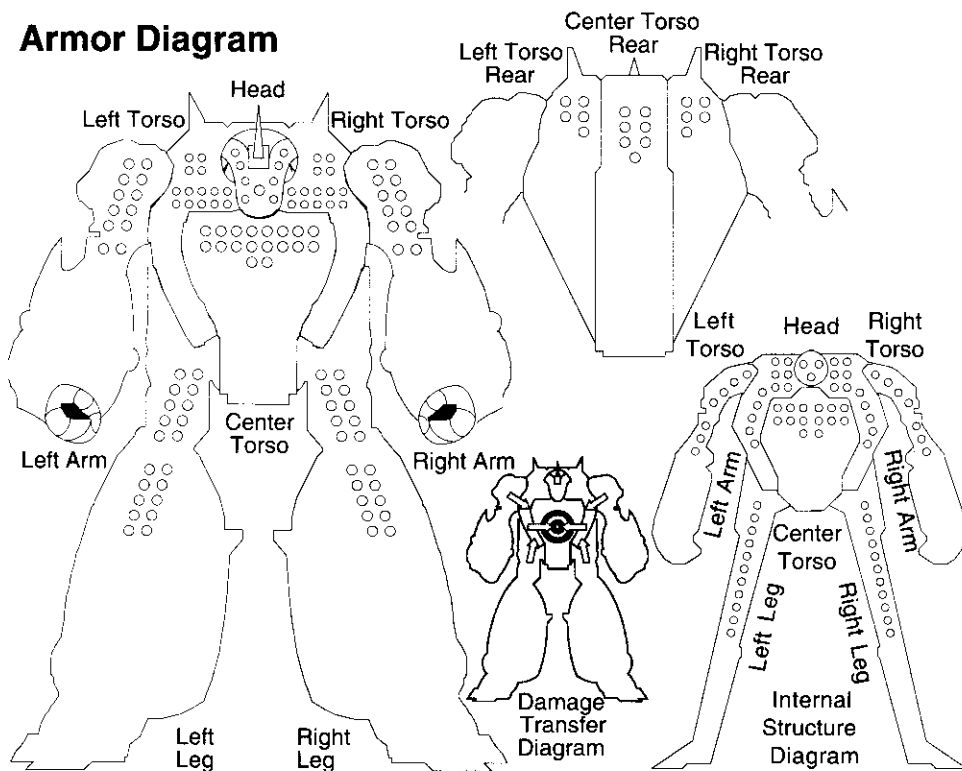
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVE-6N Wyvern**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type        | Loc | Ht | D | Mn | S | M  | L  |
|---|-------------|-----|----|---|----|---|----|----|
| 1 | LRM 10      | CT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Large Laser | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 2 | Small Laser | RA  | 1  | 3 | 0  | 1 | 2  | 3  |
| 1 | SRM 6       | RT  | 4  | 2 | 0  | 3 | 6  | 9  |

Ammo Type

Rounds

LRM 10 12

SRM 6 15

**Total Single Heat Sinks: 12**

○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

4-6

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

### Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

4-6

### Right Leg

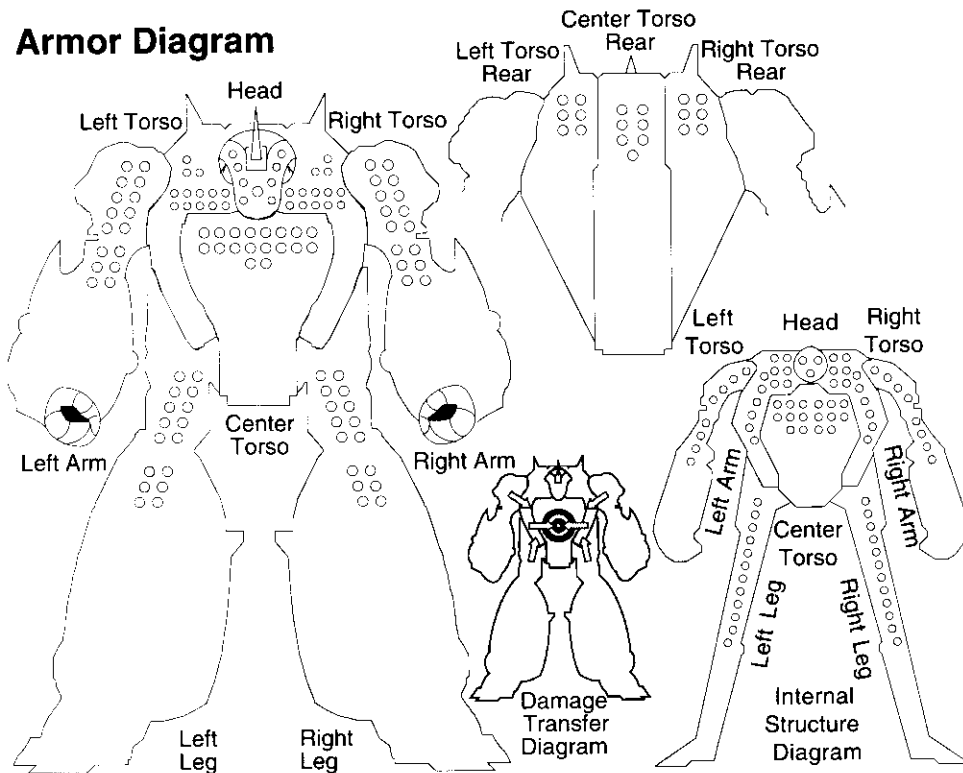
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Cost 3,241,765

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-A Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

### Weapons Inventory

| # | Type          | Loc    | Ht | D  | Mn | S | M  | L  |
|---|---------------|--------|----|----|----|---|----|----|
| 1 | Autocannon 10 | RA     | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | LRM 10        | LT     | 4  | 1  | 6  | 7 | 14 | 21 |
| 1 | Medium Laser  | CT     | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | CT (R) | 3  | 5  | 0  | 3 | 6  | 9  |

Ammo Type

Autocannon 10

LRM 10

Rounds

20

24

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 3,563,501

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

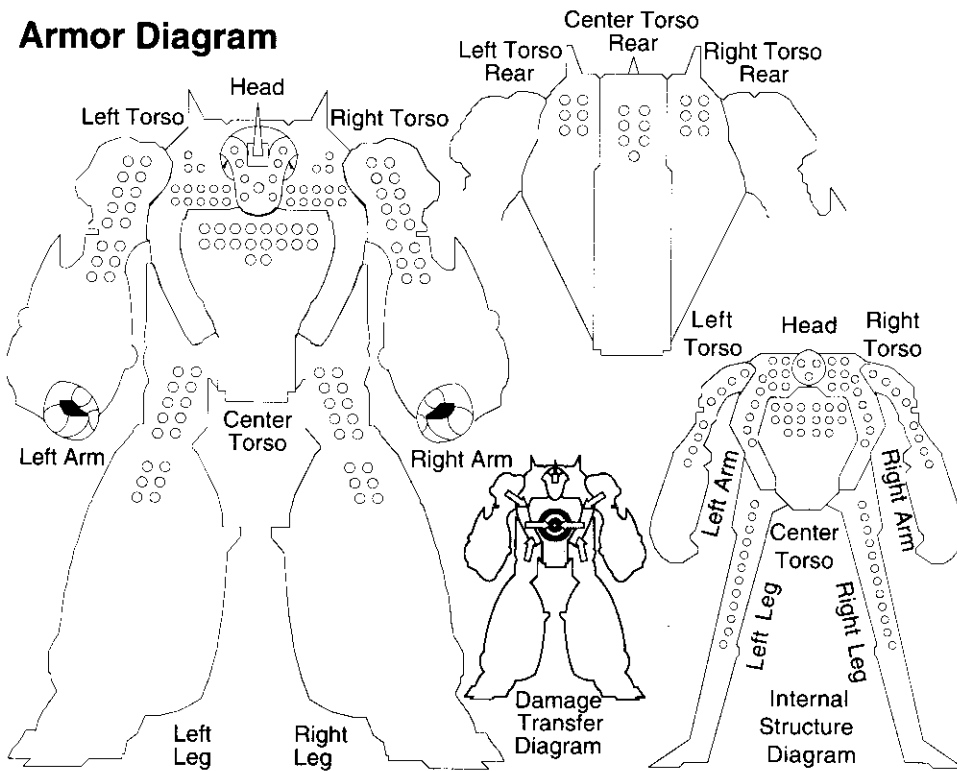
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-AH Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 20 | RA  | 7  | 20 | 0  | 3 | 6  | 9  |
| 1 | LRM 10        | LT  | 4  | 1  | 6  | 7 | 14 | 21 |

Ammo Type

Rounds

Autocannon 20

10

LRM 10

24

**Total Single Heat Sinks: 10**

oooooooo

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name:

Gunnery Skill:

Piloting Skill:

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ooo |
| Gyro Hits    | oo  |
| Sensor Hits  | oo  |
| Life Support | o   |

Cost 3,589,751

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Autocannon 20
- Autocannon 20

4-6

- Autocannon 20
- Autocannon 20
- Autocannon 20

#### Right Torso

- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

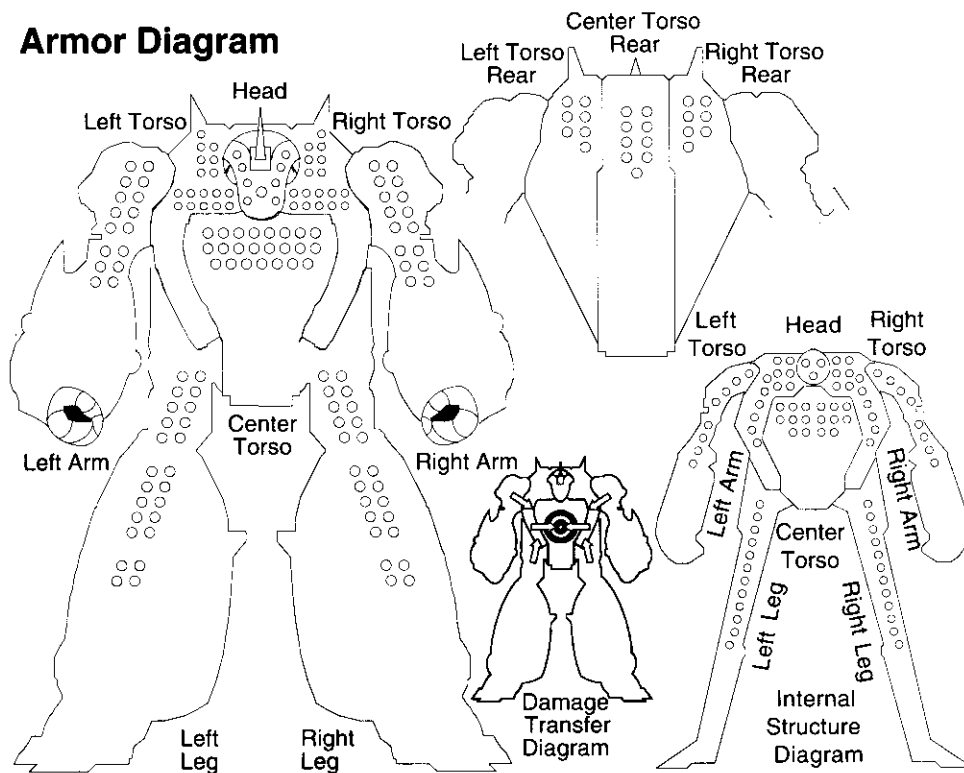
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-AL Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | Large Laser  | RA     | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Small Laser  | RA     | 1  | 3 | 0  | 1 | 2  | 3  |
| 1 | LRM 10       | LT     | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | CT     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | CT (R) | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |

### Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 3,395,876

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Small Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Leg

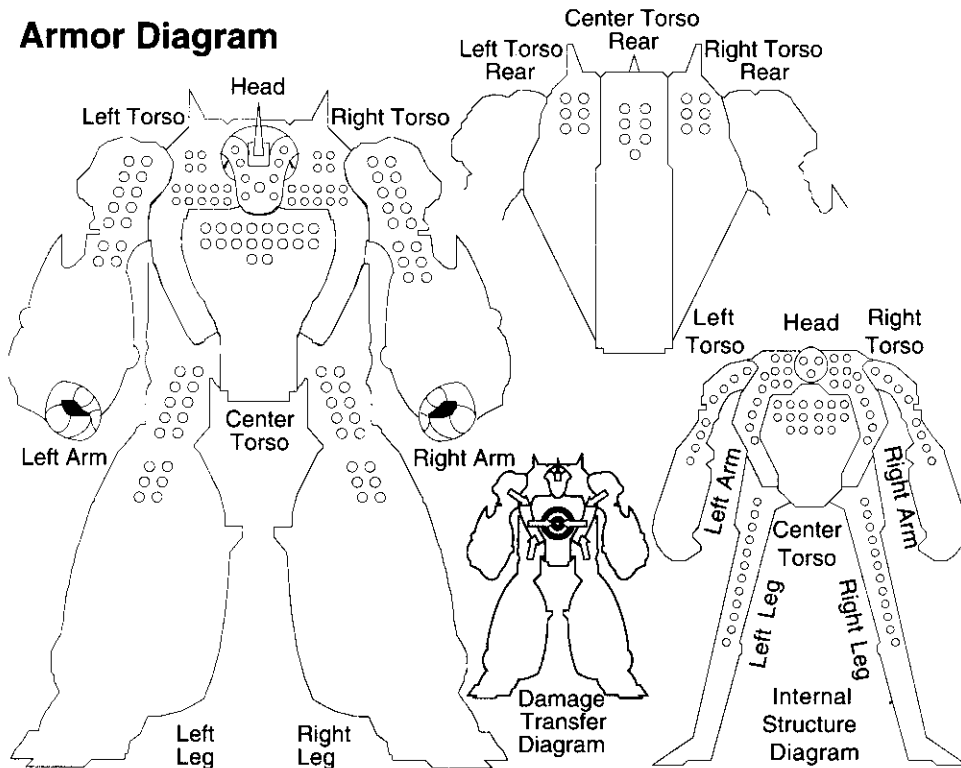
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

1-3

5. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser (R)

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,454,751

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

1-3

1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

4-6

1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

#### Right Torso

1. Heat Sink
2. Ammo (AC 20) 5
3. Ammo (AC 20) 5
4. Ammo (AC 20) 5
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **CN9-YLW Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

### Weapons Inventory

| # | Type          | Loc    | Ht | D  | Mn | S | M | L |
|---|---------------|--------|----|----|----|---|---|---|
| 1 | Medium Laser  | CT     | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | Medium Laser  | CT (R) | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | Autocannon 20 | RA     | 7  | 20 | 0  | 3 | 6 | 9 |
| 1 | Hatchet       | LA     | 0  | 10 | 0  | 1 |   |   |

Ammo Type

Rounds

Autocannon 20 15

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken

1 2 3 4 5 6

Conscious #

3 5 7 10 11 Dead

### Heat Scale

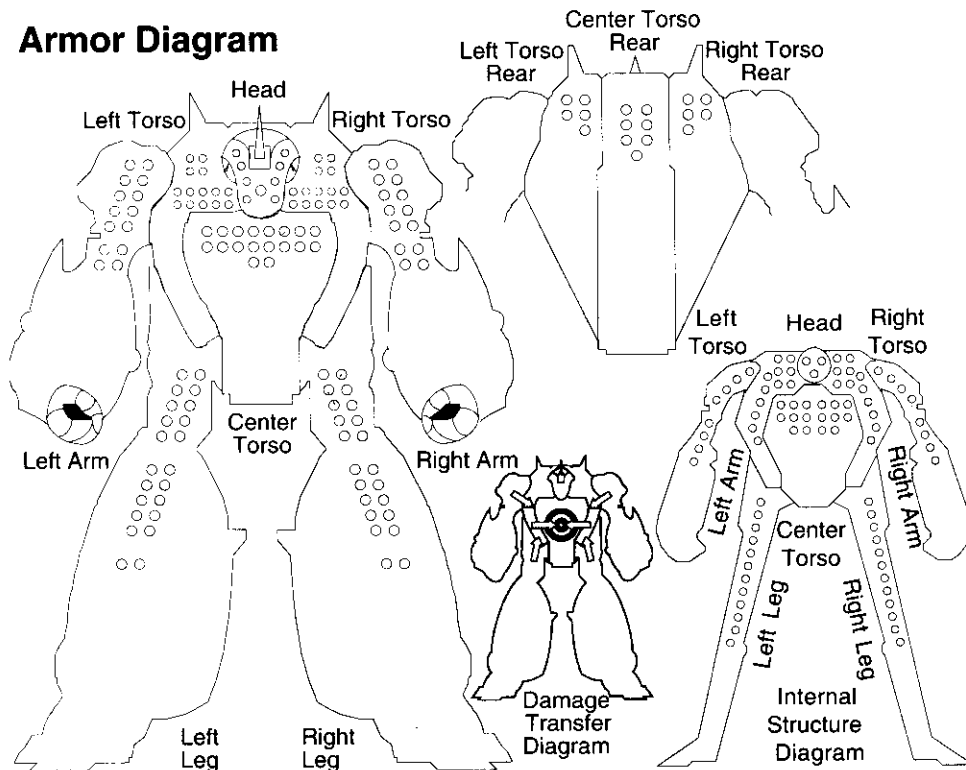
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRB-20 Crab**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

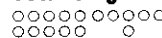
Jumping: **0**

Technology Base:  
Inner Sphere  
3025

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 Large Laser  | LA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 Medium Laser | CT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Small Laser  | H   | 1  | 3 | 0  | 1 | 2  | 3  |

### Total Single Heat Sinks: 16



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,909,876

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

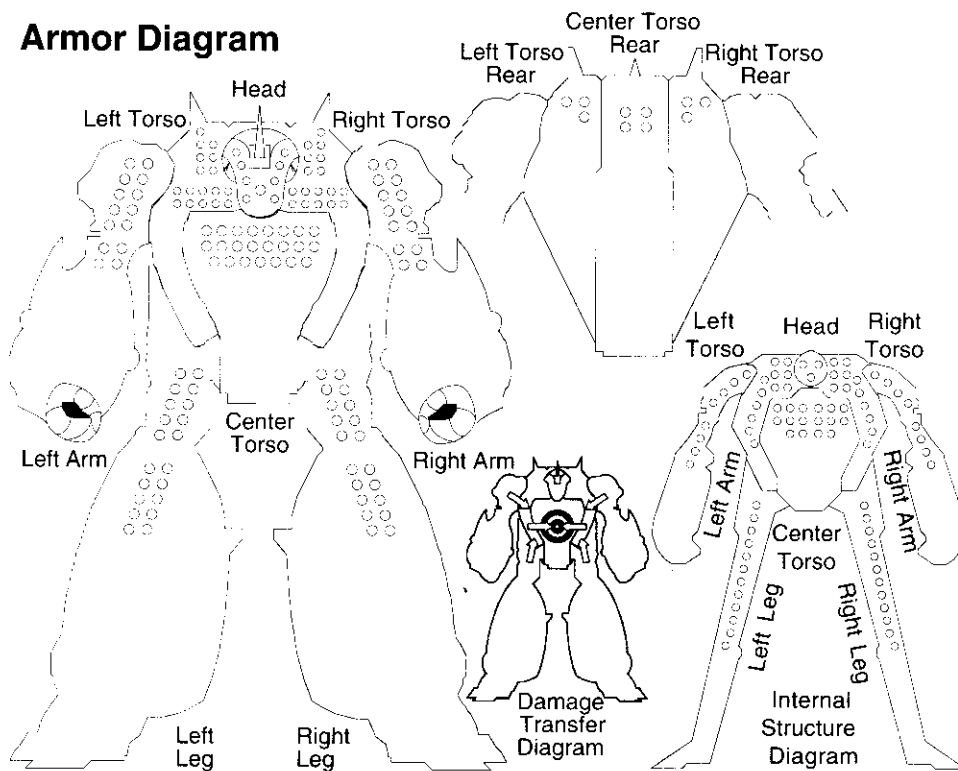
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ENF-4R Enforcer**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2777

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 10 | RA  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | Large Laser   | LA  | 8  | 8  | 0  | 5 | 10 | 15 |
| 1 | Small Laser   | LT  | 1  | 3  | 0  | 1 | 2  | 3  |

Ammo Type

Rounds

Autocannon 10 10

### Total Single Heat Sinks: 12

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- 3 Small Laser
- 4 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- 4 Gyro
- Gyro
- Gyro

4-6

- 1 Gyro
- Engine
- Engine
- 4 Engine
- Roll Again
- Roll Again

|              |      |
|--------------|------|
| Engine Hits  | ○○○○ |
| Gyro Hits    | ○○○○ |
| Sensor Hits  | ○○○○ |
| Life Support | ○    |

Cost 3,536,876

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Autocannon 10
- Autocannon 10
- 4-6 Autocannon 10
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- 3 Ammo (AC 10) 10
- 4 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

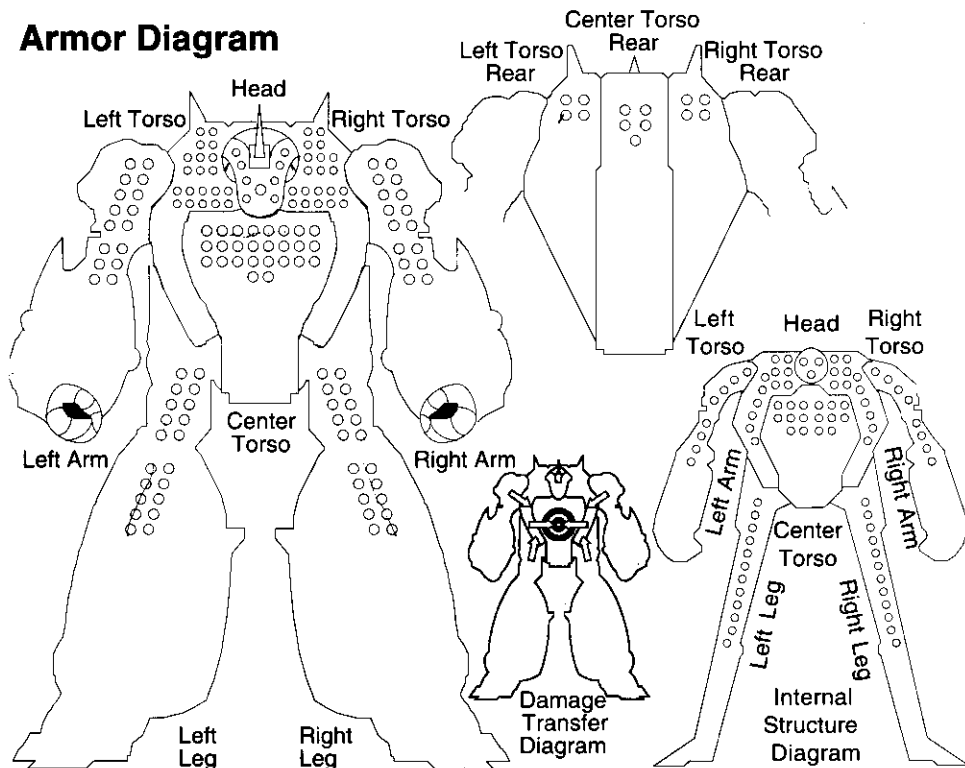
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Ammo (AC 20) 5
2. Ammo (AC 20) 5
- 1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

##### Center Torso

- 1-3 1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,467,876

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Autocannon 20
2. Autocannon 20
- 1-3 3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20
1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **HBK-4G Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M | L |
|---|---------------|-----|----|----|----|---|---|---|
| 1 | Autocannon 20 | RT  | 7  | 20 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | Small Laser   | H   | 1  | 3  | 0  | 1 | 2 | 3 |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 20 | 10     |

### Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

Conscious #

### Heat Scale

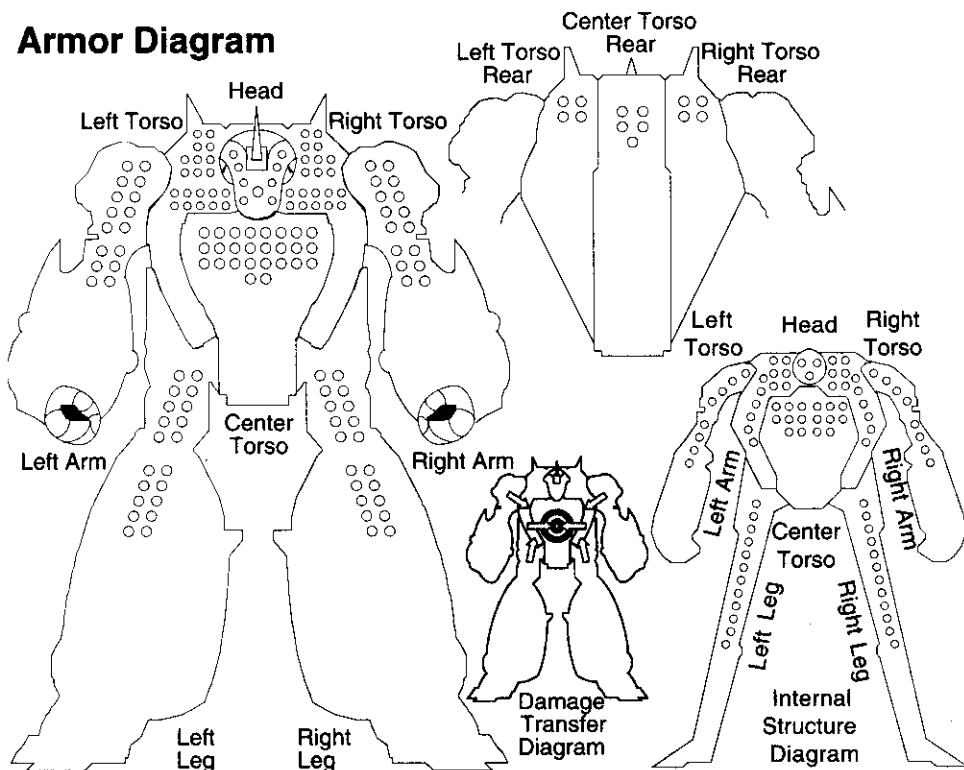
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Ammo (AC 10) 10

1. Ammo (AC 10) 10
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,425,876

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Medium Laser
3. Medium Laser

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **HBK-4H Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 10 | RT  | 3  | 10 | 0  | 5 | 10 | 15 |
| 2 | Medium Laser  | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser   | H   | 1  | 3  | 0  | 1 | 2  | 3  |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 20     |

### Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

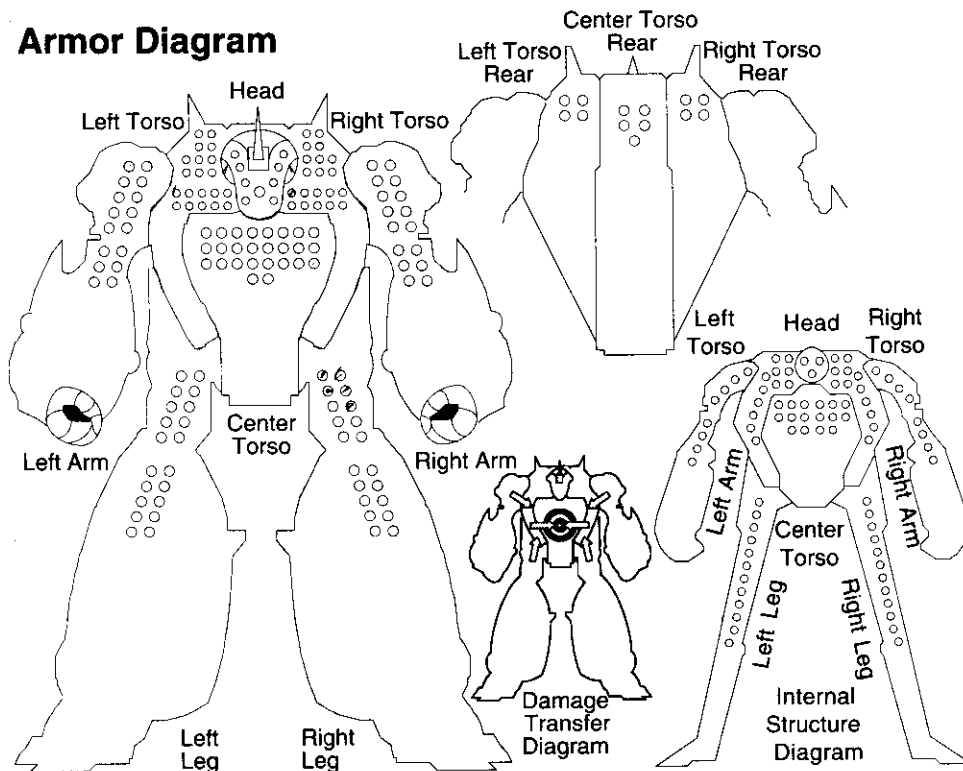
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 3,560,876

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. LRM 10
2. LRM 10
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **HBK-4J Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 2 | LRM 10       | RT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 3 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | H   | 1  | 3 | 0  | 1 | 2  | 3  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |

### Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

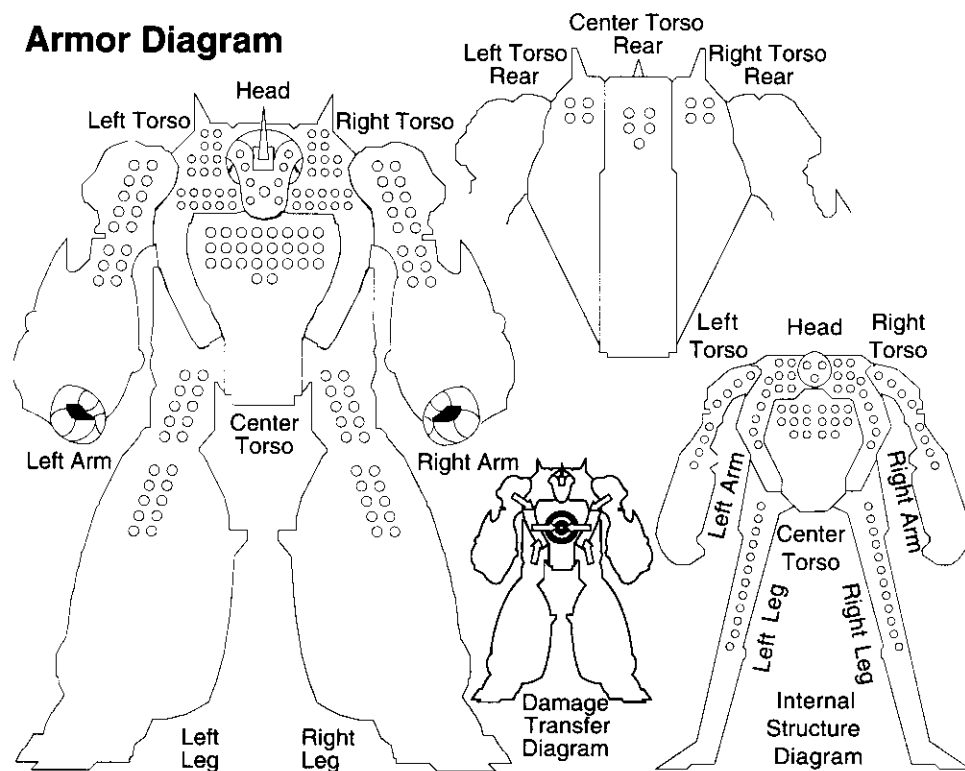
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4N Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 5 | RT  | 1  | 5 | 3  | 6 | 12 | 18 |
| 2 | LRM 5        | RT  | 2  | 1 | 6  | 7 | 14 | 21 |
| 2 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | H   | 1  | 3 | 0  | 1 | 2  | 3  |

Ammo Type

Rounds

Autocannon 5

20

LRM 5

24

**Total Single Heat Sinks: 13**

○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (AC 5) 20

1-3

- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 3,437,126

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- LRM 5
- LRM 5

1-3

- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



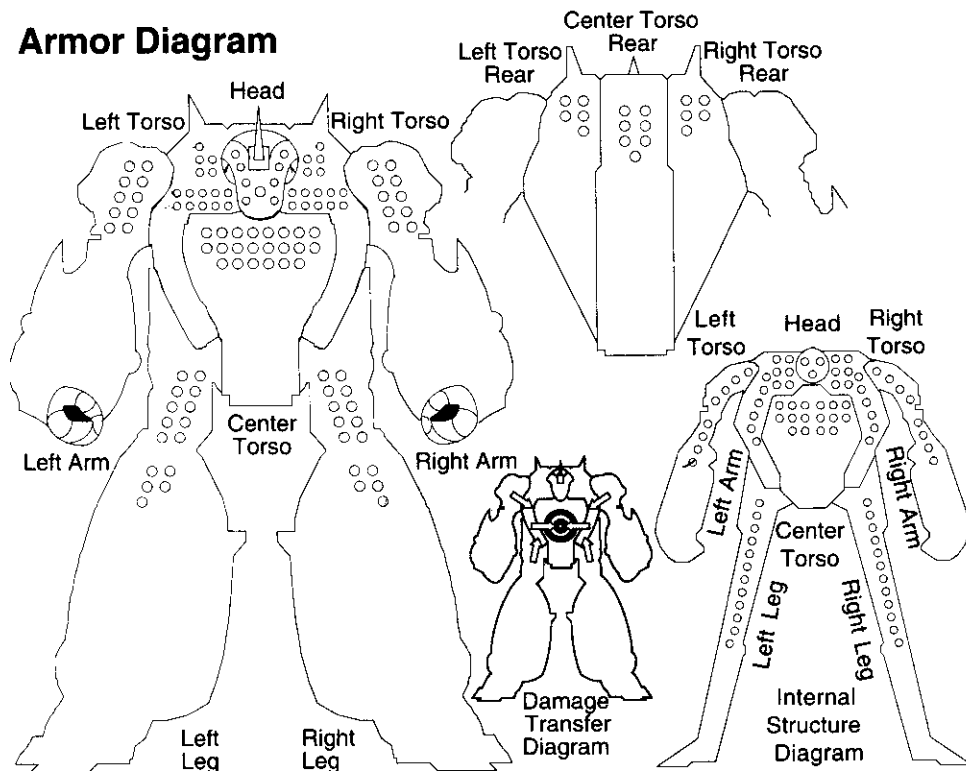


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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,383,501

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **TBT-5J Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2780

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 15       | RT  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 8      |

### Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

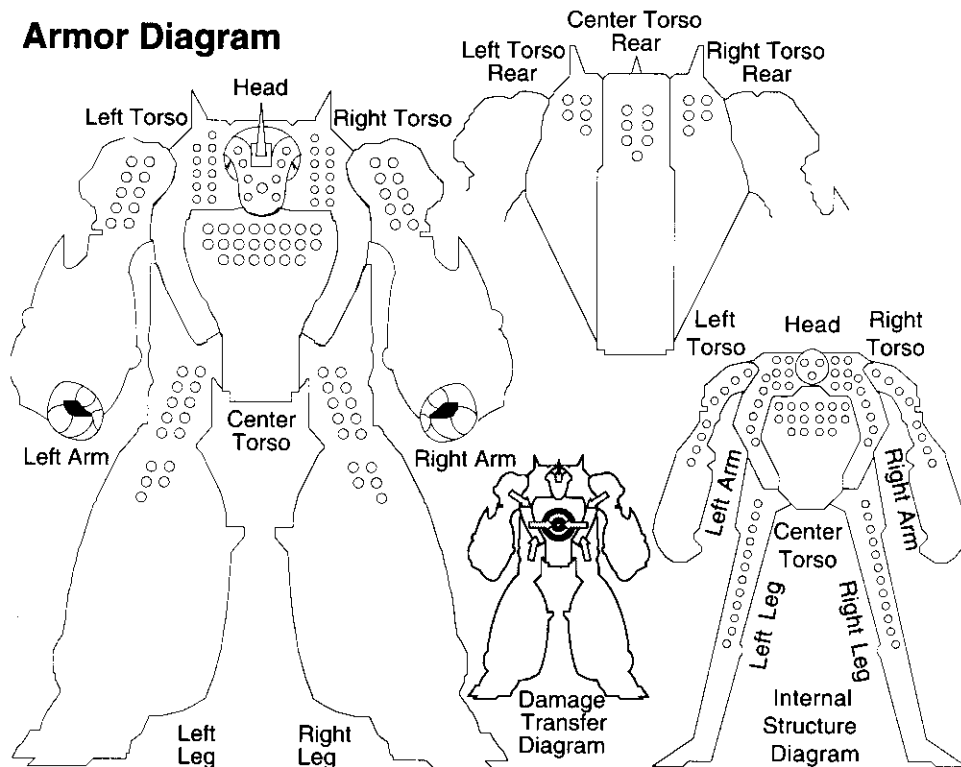
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5S Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2780

### Weapons Inventory

| # | Type         | Loc | HT | D | Mn | S | M | L |
|---|--------------|-----|----|---|----|---|---|---|
| 1 | SRM 6        | RT  | 4  | 2 | 0  | 3 | 6 | 9 |
| 1 | SRM 6        | LA  | 4  | 2 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6 | 9 |
| 2 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6 | 9 |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 30     |

### Total Single Heat Sinks: 18

○○○○○○○○○○  
○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,023,501

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

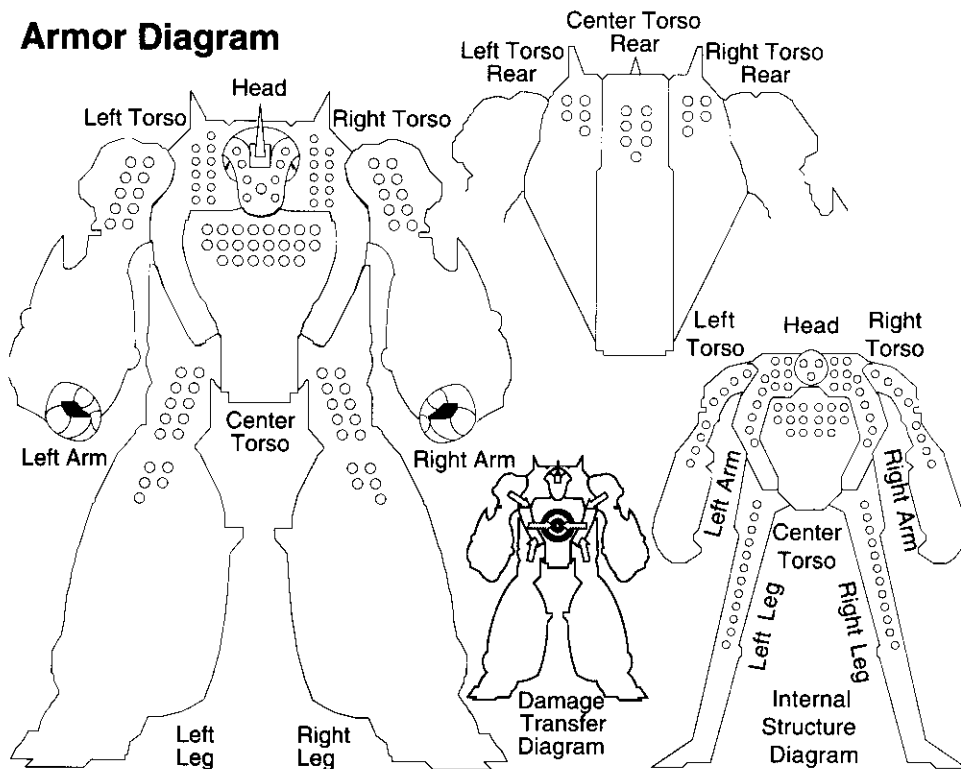
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,085,001

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. PPC
2. PPC
3. PPC
4. Ammo (AC 5) 20
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **TBT-7K Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RT  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Autocannon 5 | LT  | 1  | 5  | 3  | 6 | 12 | 18 |
| 1 | SRM 2        | RA  | 2  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |
| SRM 2        | 50     |

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○  
○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

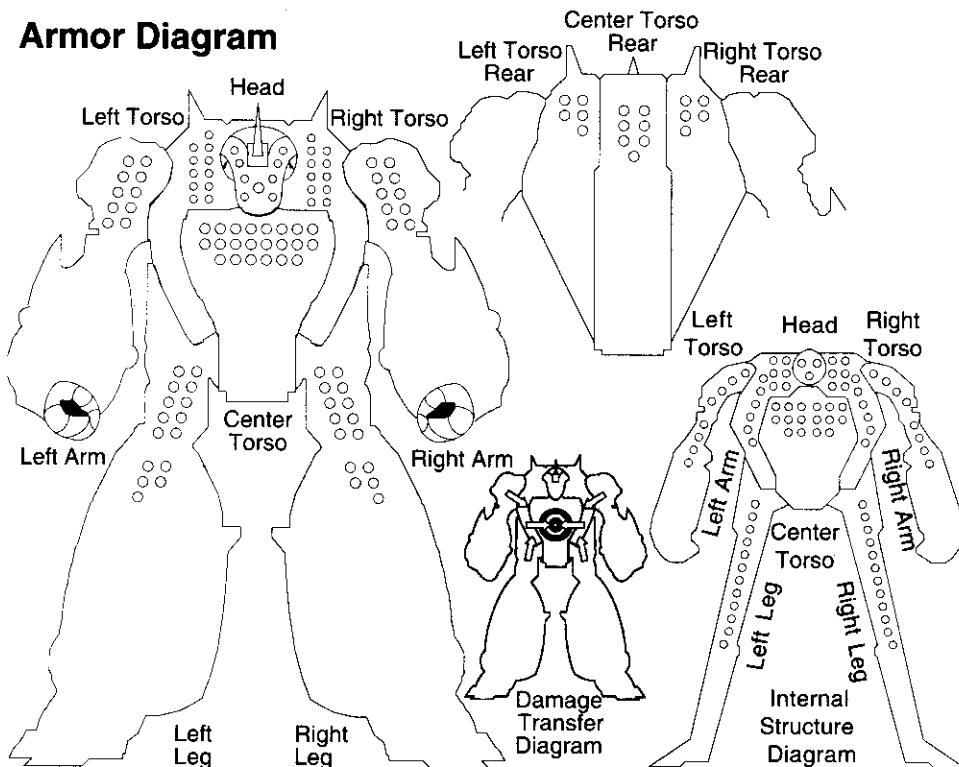
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5N Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2780

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 15       | LA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 15       | RT  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 16     |

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- LRM 15
- LRM 15

- LRM 15
- Medium Laser

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Ammo (LRM 15) 8
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,293,501

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

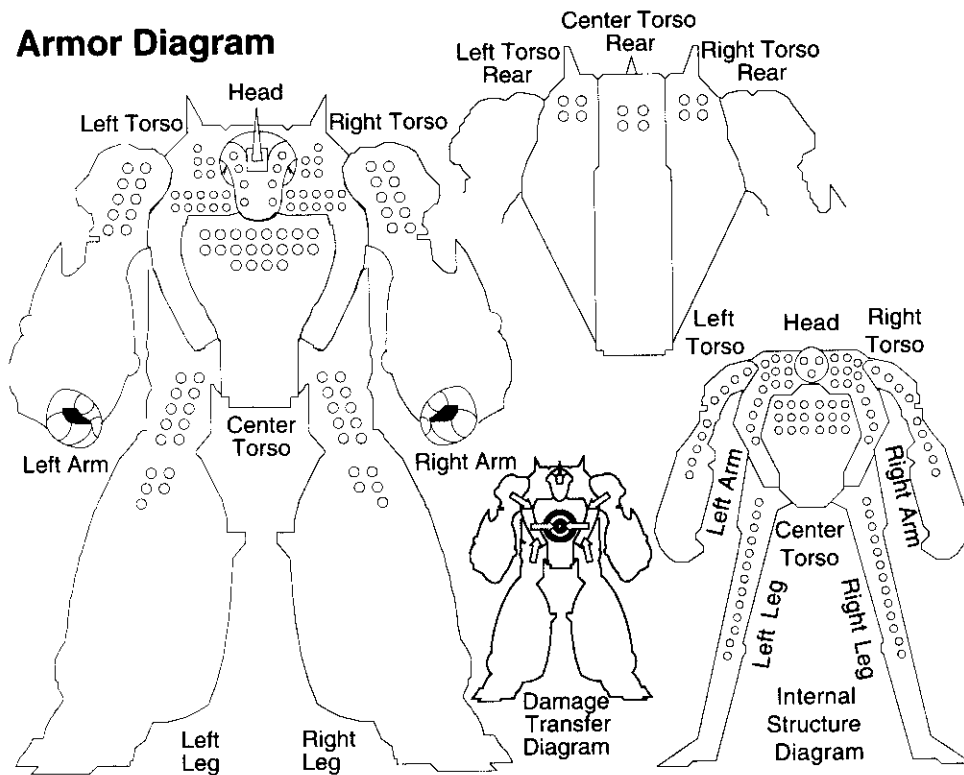
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,980,668

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **DV-6M Dervish**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2520

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 10       | LT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 10       | RT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | SRM 2        | RA  | 2  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 2        | LA  | 2  | 2 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |
| SRM 2     | 100    |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

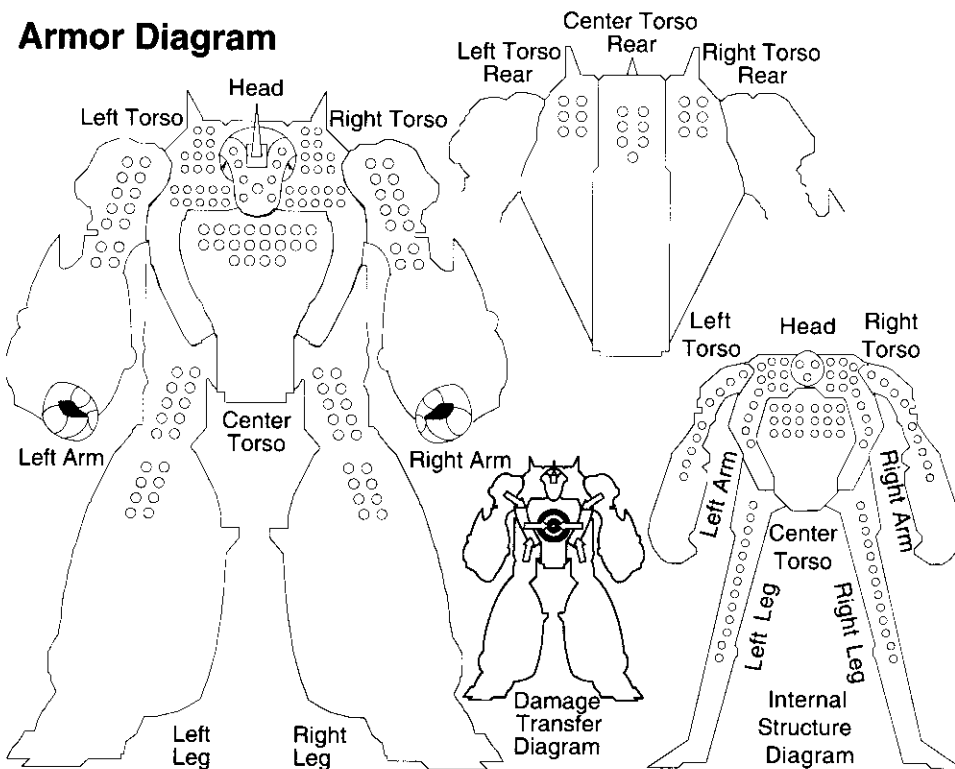
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GRF-1N Griffin**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2492

### Weapons Inventory

| # Type   | Loc | Ht | D  | Mn | S | M  | L  |
|----------|-----|----|----|----|---|----|----|
| 1 PPC    | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 LRM 10 | RT  | 4  | 1  | 6  | 7 | 14 | 21 |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |

### Total Single Heat Sinks: 12

○○○○○○  
○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,957,108

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

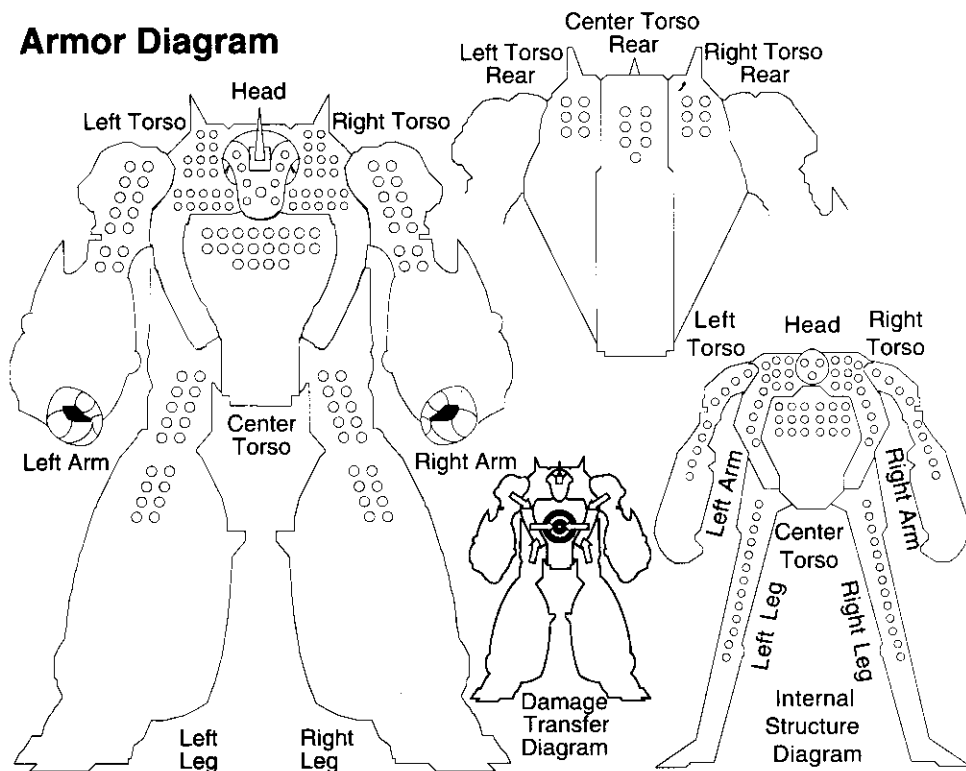
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,783,508

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Ammo (LRM 5) 24
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **GRF-1S Griffin**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 LRM 5        | LT  | 2  | 1 | 6  | 7 | 14 | 21 |
| 2 Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

### Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

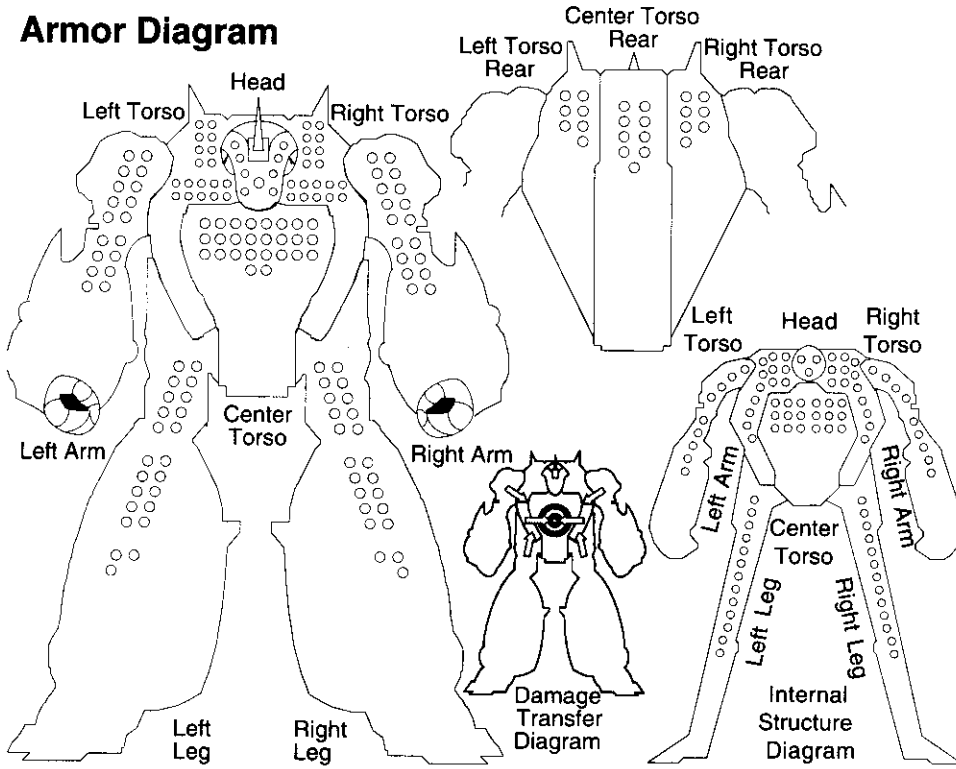
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. SRM 6
1. SRM 6
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Torso

1. Ammo (LRM 5) 24
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3

4-6

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 6
6. SRM 6

1-3

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,699,808

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Right Torso

1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **KTO-18 Kintaro**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 5        | LA  | 2  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 6        | RT  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 6        | LA  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | SRM 6        | CT  | 4  | 2 | 0  | 3 | 6  | 9  |

Ammo Type

Rounds

LRM 5 24

SRM 6 45

Total Single Heat Sinks: **10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

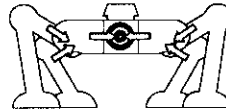
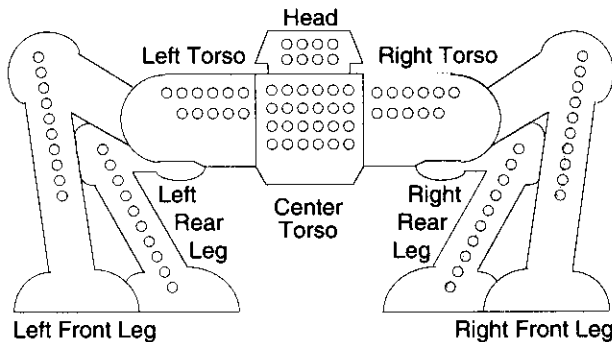
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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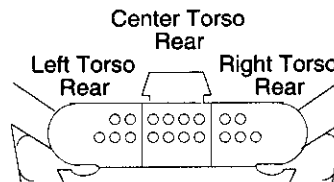
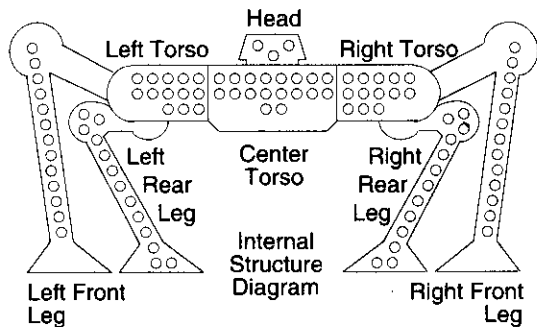
# BATTLETECH®

## QUAD BATTLEMech RECORD SHEET

### Armor Diagram



Damage Transfer Diagram



Internal Structure Diagram

### Critical Hit Table

#### Left Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Right Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

#### Right Torso

1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

#### Left Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Cost 5,201,800

### Mech Data

Type: **SCP-1N Scorpion**

Tonnage: **55**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2944

### Weapons Inventory

| # | Type  | Loc | Ht | D  | Mn | S | M  | L  |
|---|-------|-----|----|----|----|---|----|----|
| 1 | PPC   | RT  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | SRM 6 | RT  | 4  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

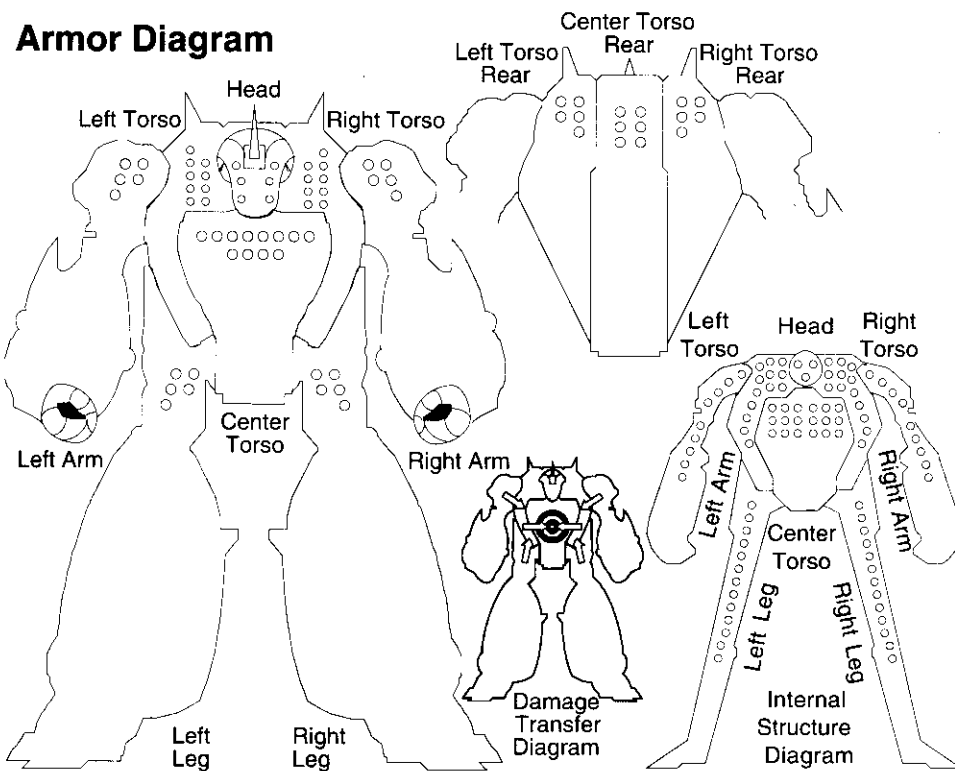
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
5. Autocannon 5
6. Ammo (AC 5) 20

1. Ammo (SRM 2) 50
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,617,658

#### 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. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

1. Ammo (SRM 2) 50
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **SHD-2D Shadow Hawk**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **3**

Technology Base:

Inner Sphere

2550

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 5 | LT  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | LRM 5        | RT  | 2  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 2        | H   | 2  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 2        | CT  | 2  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

### Ammo Type

Rounds

Autocannon 5 20

LRM 5 24

SRM 2 100

### Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

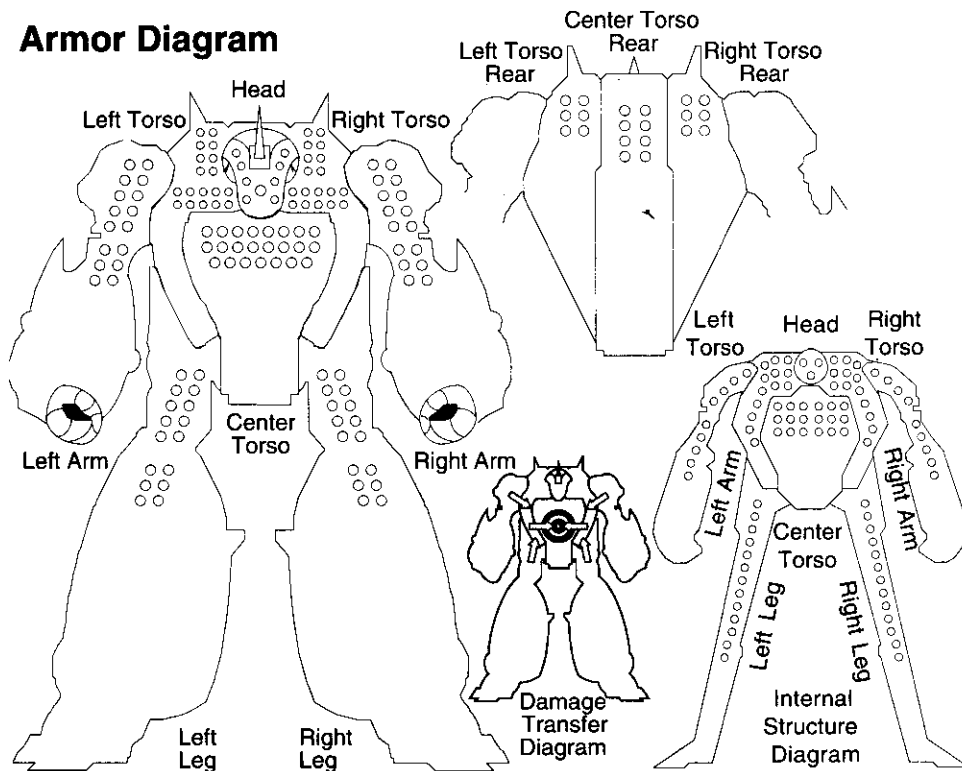
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

#### Left Torso

- Jump Jet
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Critical Hit Table

##### Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

1-3

##### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○ ○ |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,539,383

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

#### Right Torso

- Jump Jet
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Mech Data

Type: **SHD-2H Shadow Hawk**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **3**

Technology Base:

Inner Sphere

2550

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 5 | LT  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | LRM 5        | RT  | 2  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 2        | H   | 2  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

### Ammo Type

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |
| LRM 5        | 24     |
| SRM 2        | 50     |

### Total Single Heat Sinks: 12

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

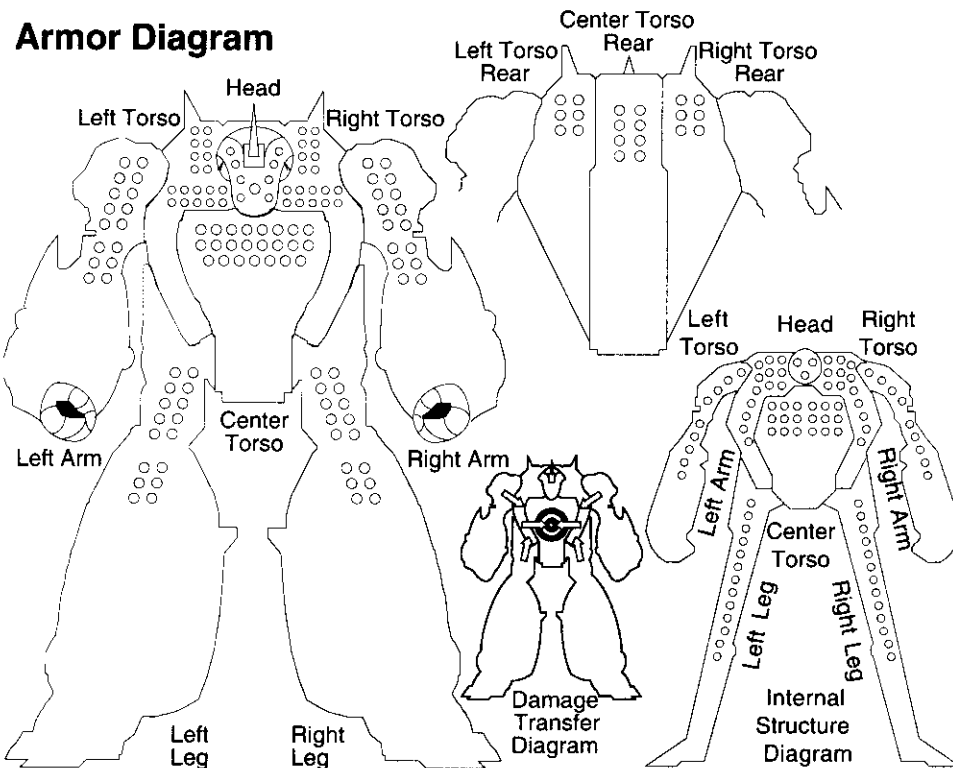
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2K Shadow Hawk**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **3**

Technology Base:

Inner Sphere

2550

### Weapons Inventory

| # Type  | Loc | Ht | D  | Mn | S | M  | L  |
|---------|-----|----|----|----|---|----|----|
| 1 LRM 5 | RT  | 2  | 1  | 6  | 7 | 14 | 21 |
| 1 PPC   | LT  | 10 | 10 | 3  | 6 | 12 | 18 |

Ammo Type

Rounds

LRM 5

24

**Total Single Heat Sinks: 17**

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☒ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

- 1-3 Engine
  - 2 Engine
  - 3 Engine
  - 4 Gyro
  - 5 Gyro
  - 6 Gyro
- 1 Gyro
  - 2 Engine
  - 3 Engine
  - 4 Engine
  - 5 Jump Jet
  - 6 Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,505,283

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Roll Again
  6. Roll Again
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

#### Right Torso

1. Jump Jet
  2. Heat Sink
  - 1-3 LRM 5
  4. Ammo (LRM 5) 24
  5. Roll Again
  6. Roll Again
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Left Arm

1. Shoulder
  2. Upper Arm Actuator
  - 1-3 Lower Arm Actuator
  4. Hand Actuator
  5. Roll Again
  6. Roll Again
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

#### Left Torso

1. Jump Jet
  2. Heat Sink
  - 1-3 PPC
  4. PPC
  5. PPC
  6. Roll Again
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

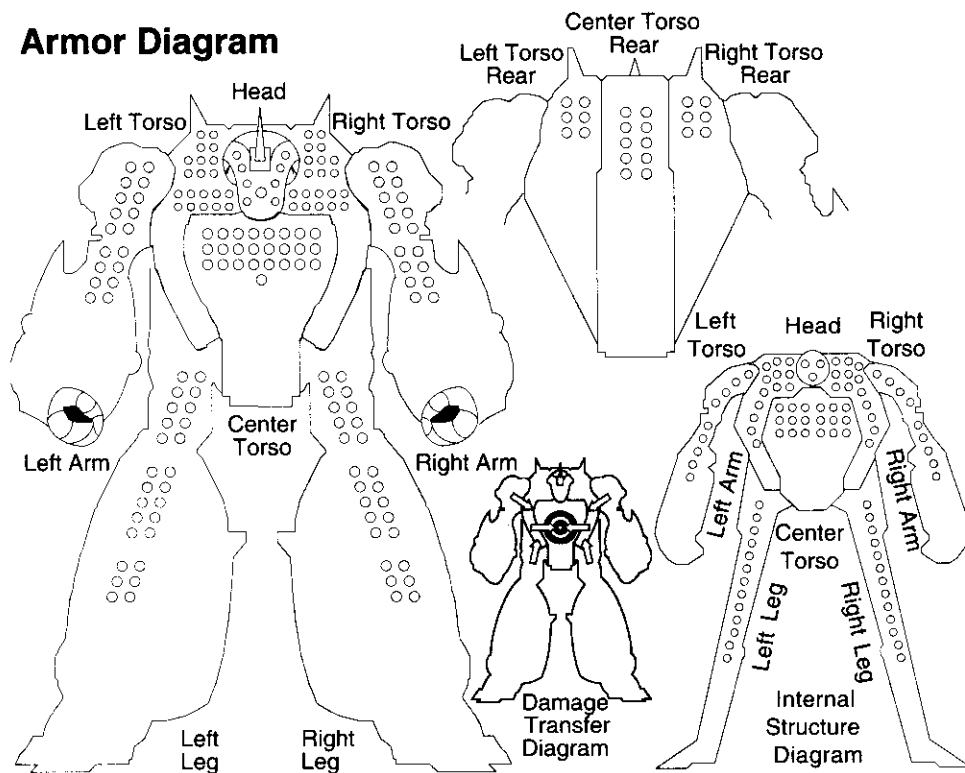
#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. SRM 6
2. SRM 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,514,196

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Medium Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Mech Data

Type: **WVR-6K Wolverine**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | H   | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | RA  | 1  | 3 | 0  | 1 | 2  | 3  |
| 1 | SRM 6        | LT  | 4  | 2 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 30     |

### Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

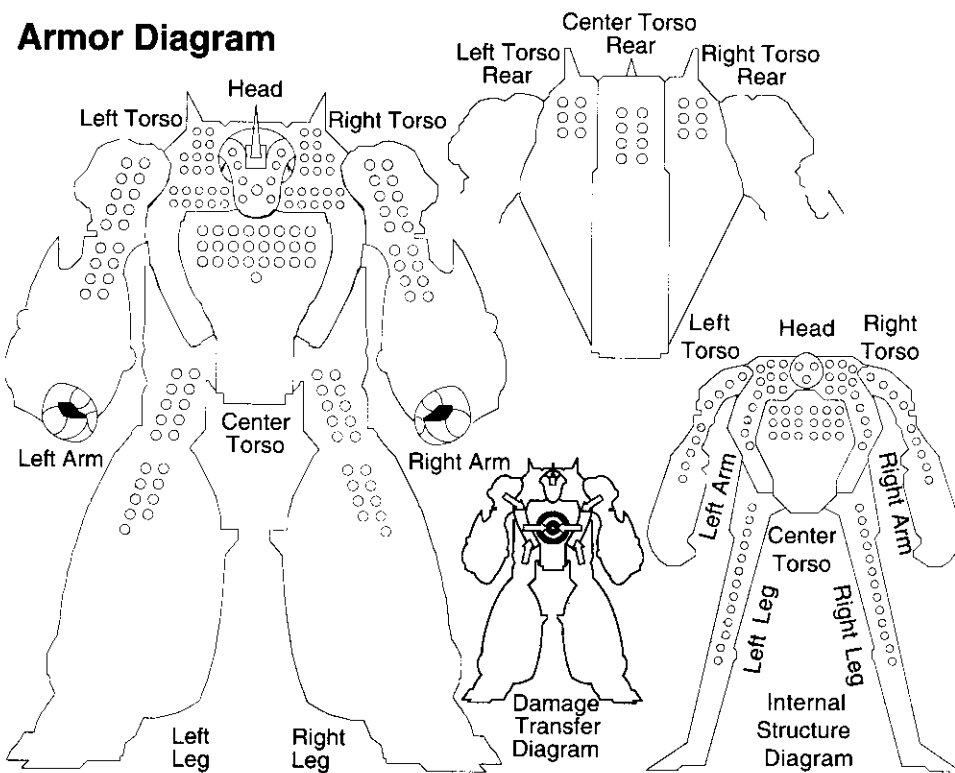
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Jump Jet
2. Jump Jet
- 1-3 3. SRM 6
4. SRM 6
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
- 1-3 3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,865,658

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Jump Jet
3. Jump Jet
- 1-3 4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Mech Data

Type: **WVR-6M Wolverine**

Tonnage: **55**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 Medium Laser | H   | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 SRM 6        | LT  | 4  | 2 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |

### Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

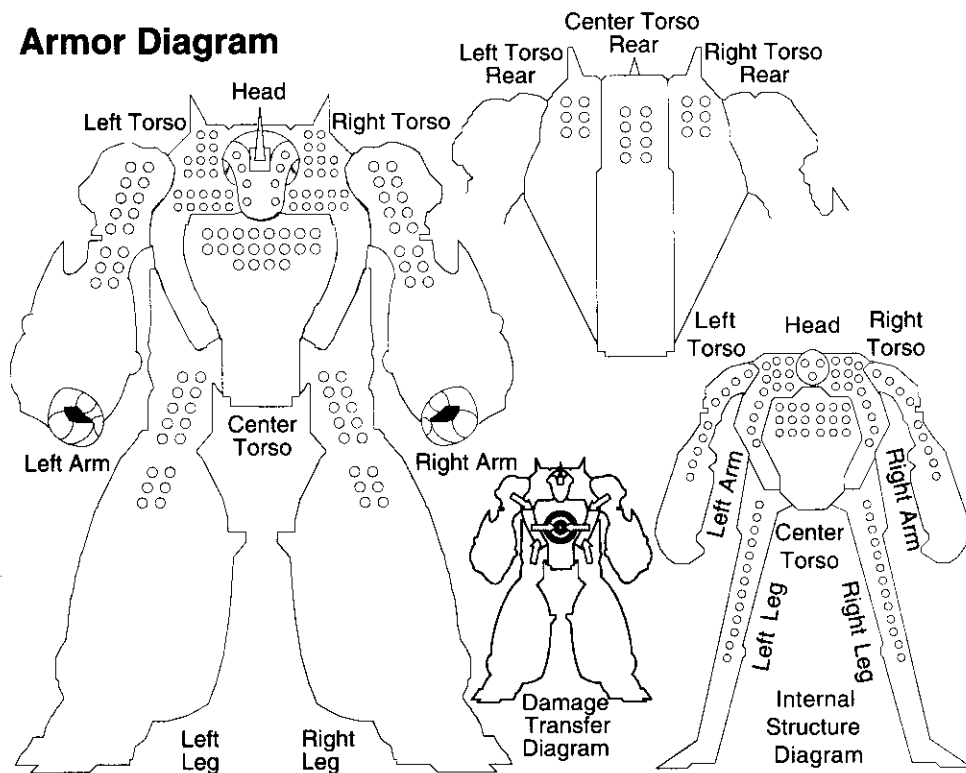
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,827,683

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon 5
6. Autocannon 5

1. Autocannon 5
2. Autocannon 5
3. Ammo (AC 5) 20
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **WVR-6R Wolverine**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2932

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 5 | RA  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | SRM 6        | LT  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | H   | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |
| SRM 6        | 15     |

### Total Single Heat Sinks: 12

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

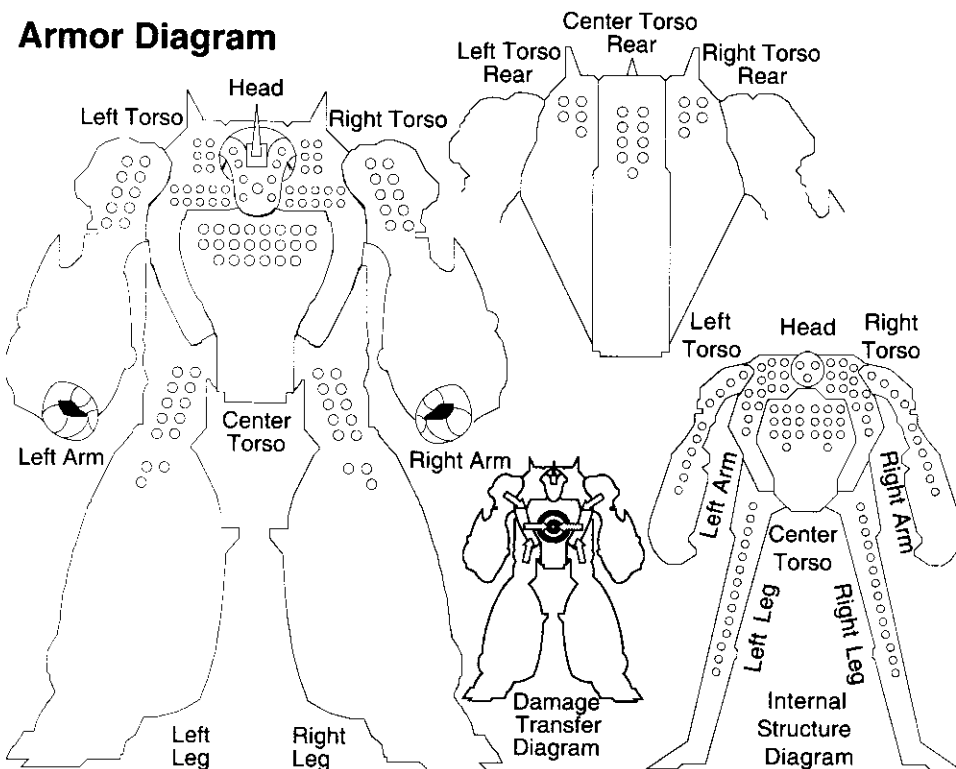
**FASA**  
CORPORATION



# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CHP-2N Champion**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | SRM 6         | LT  | 4  | 2  | 0  | 3 | 6  | 9  |
| 2 | Medium Laser  | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 2 | Small Laser   | CT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 | Autocannon 10 | RT  | 3  | 10 | 0  | 5 | 10 | 15 |

Ammo Type

Rounds

SRM 6 15

Autocannon 10 20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Small Laser
- Small Laser

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,037,600

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

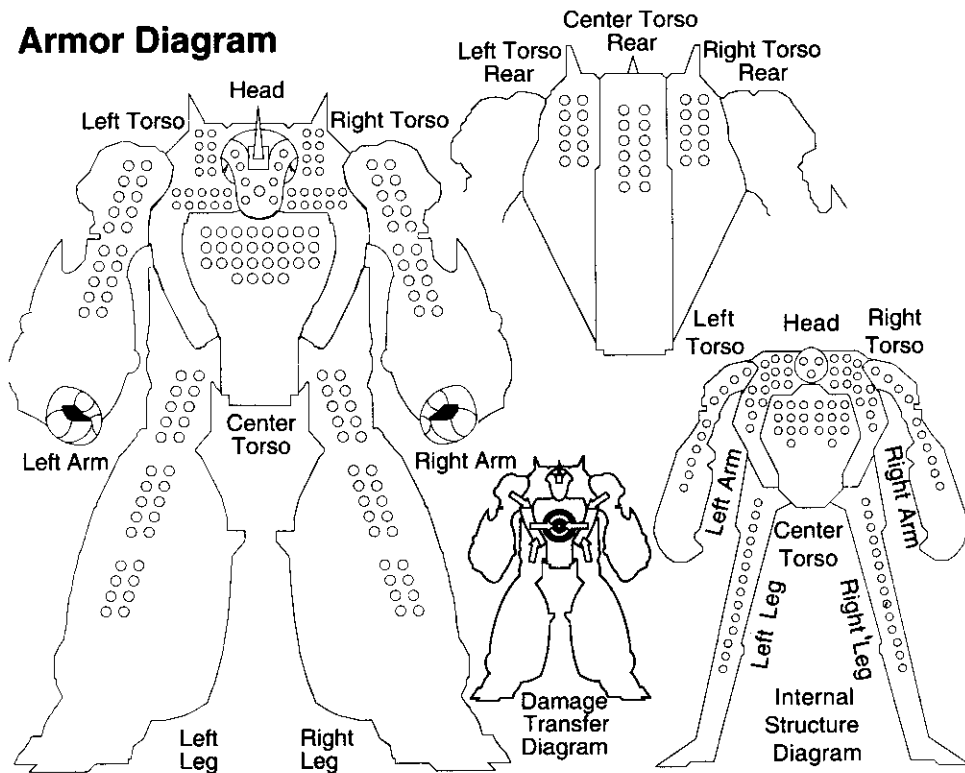
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **DRG-1C Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2754

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | LRM 10       | CT     | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | LA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT (R) | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Autocannon 2 | RA     | 1  | 2 | 4  | 8 | 16 | 24 |

Ammo Type

Rounds

LRM 10 24

Autocannon 2 45

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
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### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Medium Laser (R)
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,899,200

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Ammo (AC 2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

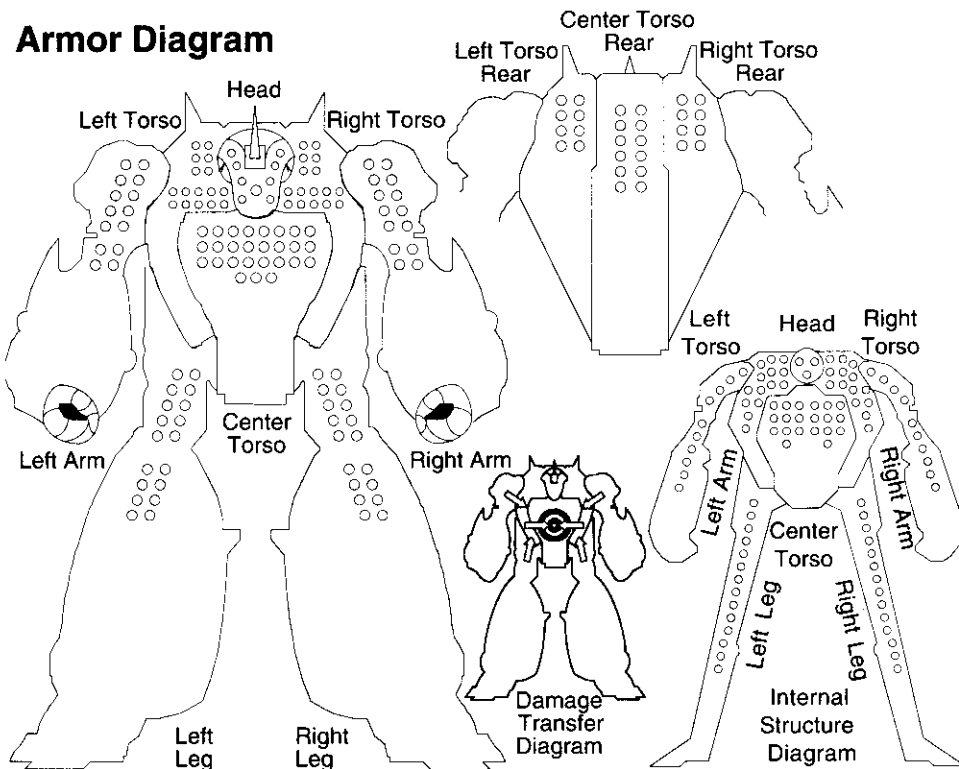
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Torso

1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

1-3

4-6

#### Right Torso

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Cost 5,212,800

### Mech Data

Type: **DRG-1G Grand Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc    | Ht | D  | Mn | S | M  | L  |
|---|--------------|--------|----|----|----|---|----|----|
| 1 | LRM 10       | CT     | 4  | 1  | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | LA     | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT     | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT (R) | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | PPC          | RA     | 10 | 10 | 3  | 6 | 12 | 18 |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |

### Total Single Heat Sinks: 12

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

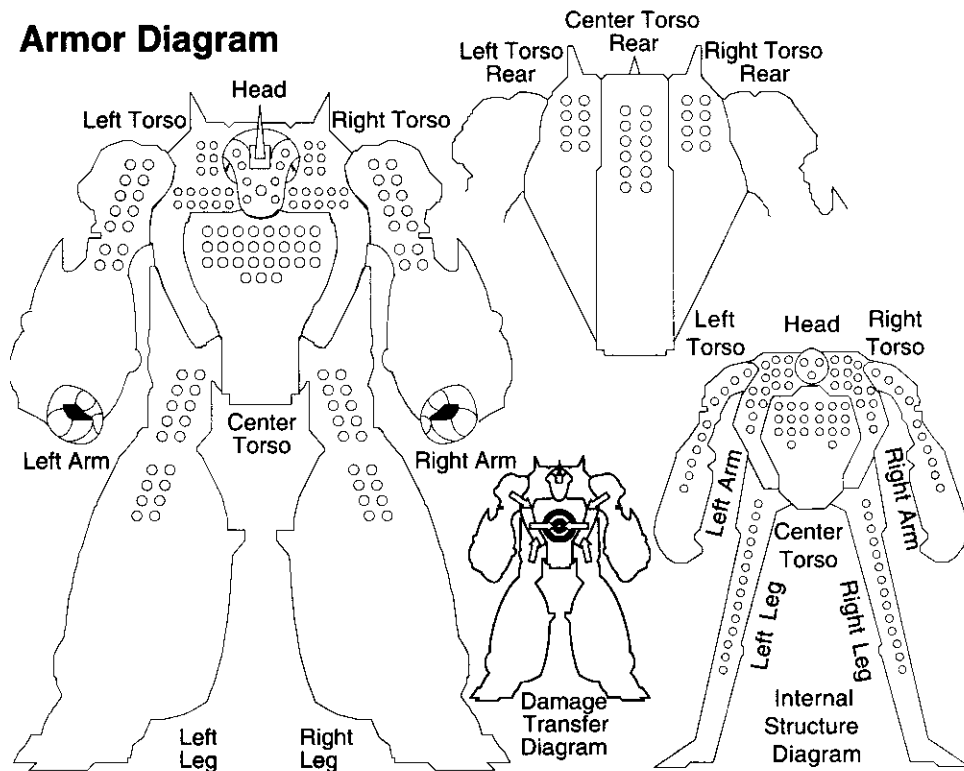
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser

1-3

5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,118,400

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon 5
5. Autocannon 5
6. Autocannon 5

1-3

1. Autocannon 5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Ammo (AC 5) 20
2. Ammo (AC 5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **DRG-1N Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2754

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | LRM 10       | CT     | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Autocannon 5 | RA     | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | LA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT (R) | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type    | Rounds |
|--------------|--------|
| LRM 10       | 24     |
| Autocannon 5 | 40     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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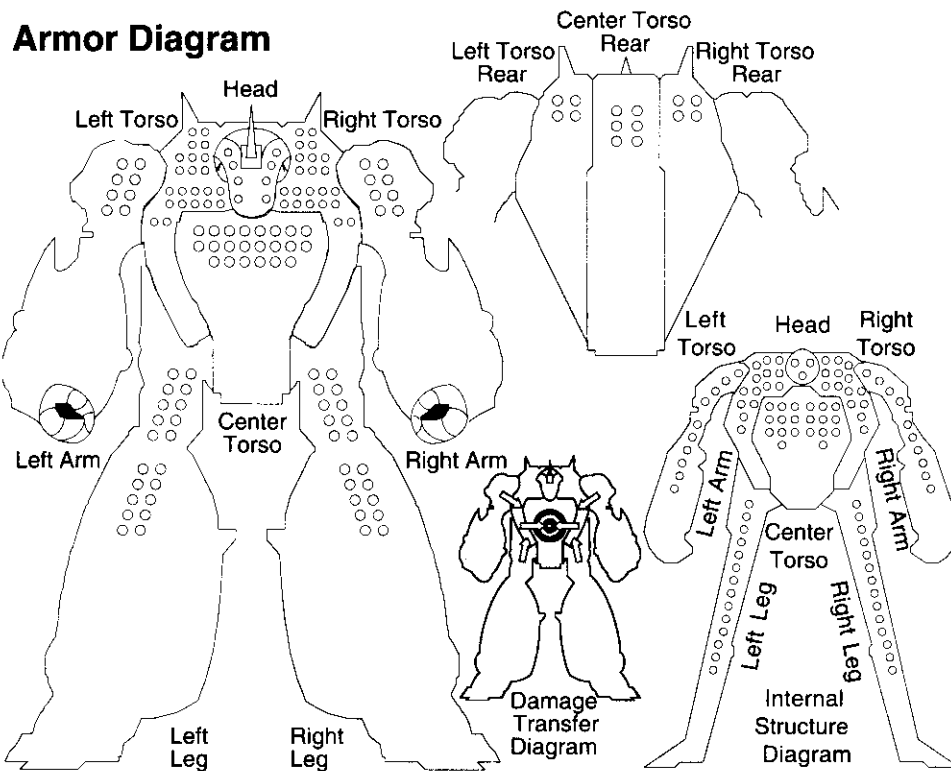




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **OSR-2L Ostroc**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2500

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RT  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | LT  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | LRM 5        | RT  | 2  | 1 | 6  | 7 | 14 | 21 |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

### Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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CORPORATION

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Ammo (LRM 5) 24

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 4,982,400

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Large Laser
- Large Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Large Laser
- Large Laser
- Medium Laser
- LRM 5
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

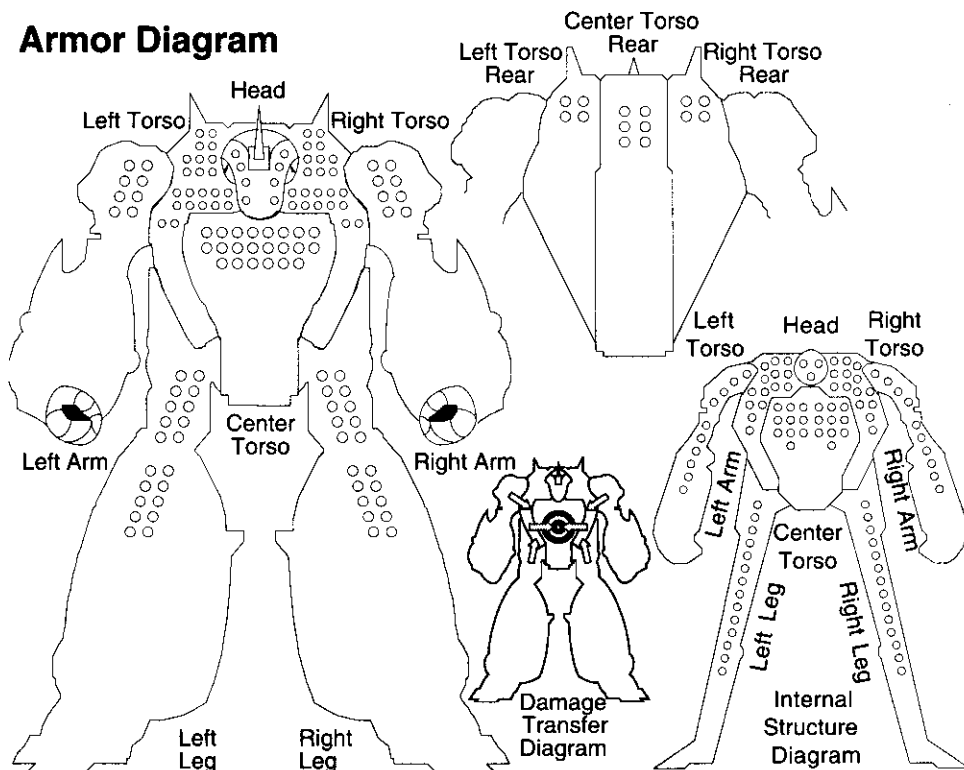
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Torso

1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3

4-6

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Jump Jet

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,238,400

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Mech Data

Type: **OSR-2M Ostroc**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2500

### Weapons Inventory

| # | Type        | Loc | Ht | D | Mn | S | M  | L  |
|---|-------------|-----|----|---|----|---|----|----|
| 1 | Large Laser | RT  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser | LT  | 8  | 8 | 0  | 5 | 10 | 15 |

Total Single Heat Sinks: **15**

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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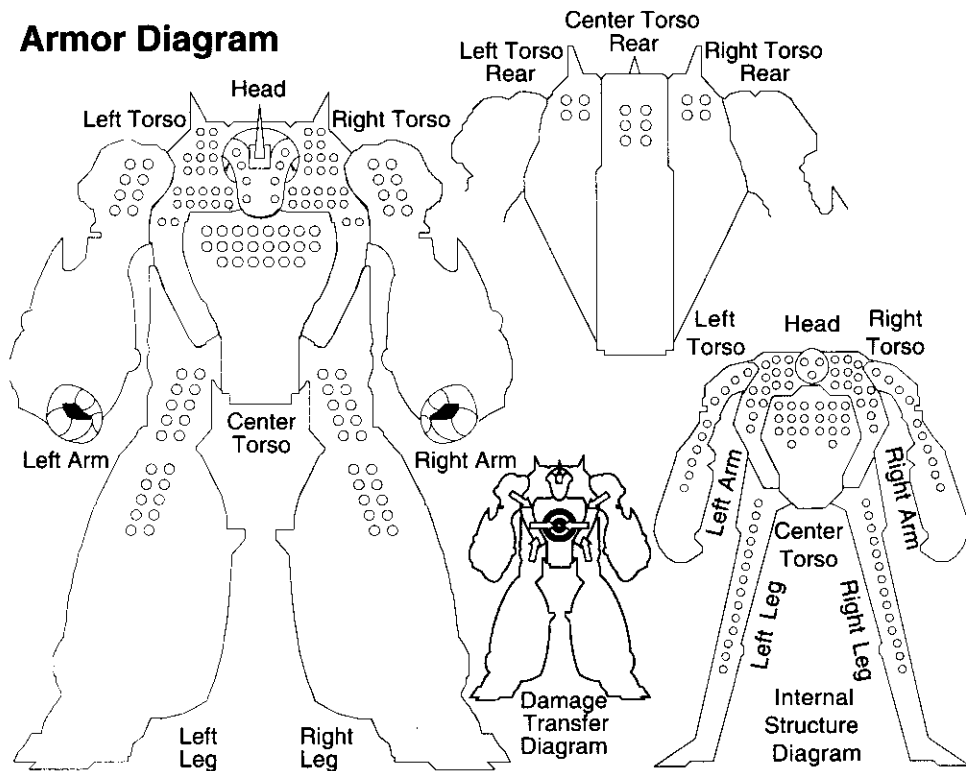




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Large Laser
2. Large Laser
3. Medium Laser

1-3

4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,017,600

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Large Laser
2. Large Laser
3. Medium Laser

1-3

4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **OTL-40 Ostsol**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2693

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | Large Laser  | RT     | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | LT     | 8  | 8 | 0  | 5 | 10 | 15 |
| 2 | Medium Laser | CT (R) | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT     | 3  | 5 | 0  | 3 | 6  | 9  |

Total Single Heat Sinks: **16**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

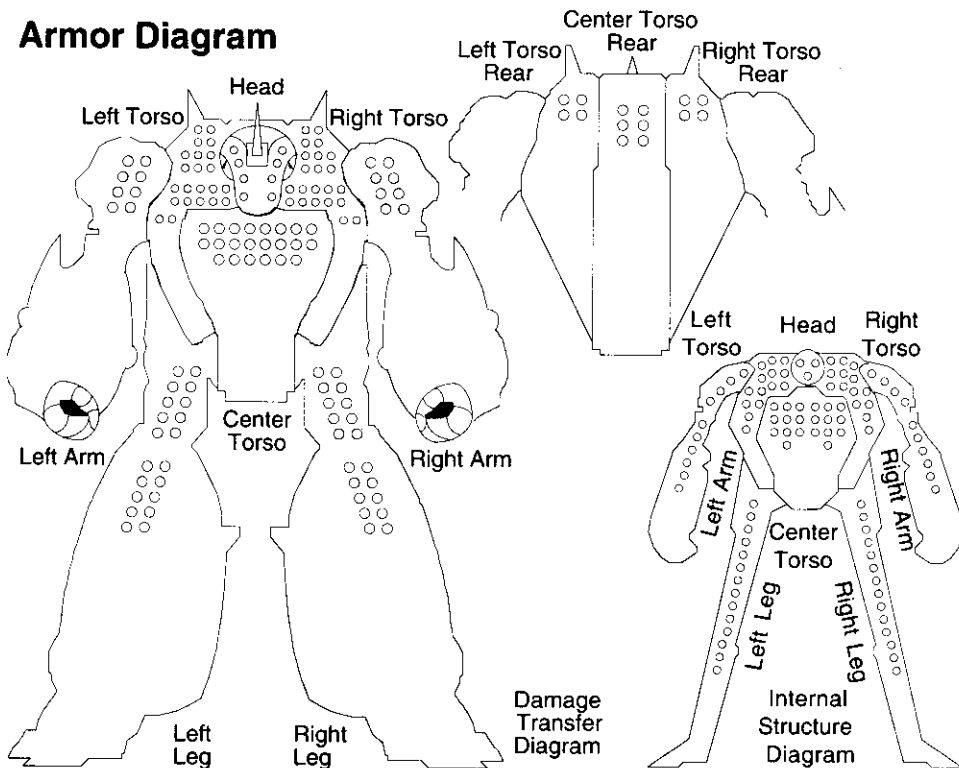
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Damage  
Transfer  
Diagram

Internal  
Structure  
Diagram

### Left Arm

### Critical Hit Table

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Torso

1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

- Engine Hits ○ ○ ○  
Gyro Hits ○ ○  
Sensor Hits ○ ○  
Life Support ○

Cost 5,096,960

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

### Right Torso

1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: OTL-4F Ostsol

Tonnage: 60

Movement Points

Walking: 5

Running: 8

Jumping: 0

Technology Base:

Inner Sphere

2693

### Weapons Inventory

| # Type | Loc | Ht | D  | Mn | S | M  | L  |
|--------|-----|----|----|----|---|----|----|
| 1 PPC  | LT  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 PPC  | RT  | 10 | 10 | 3  | 6 | 12 | 18 |

### Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

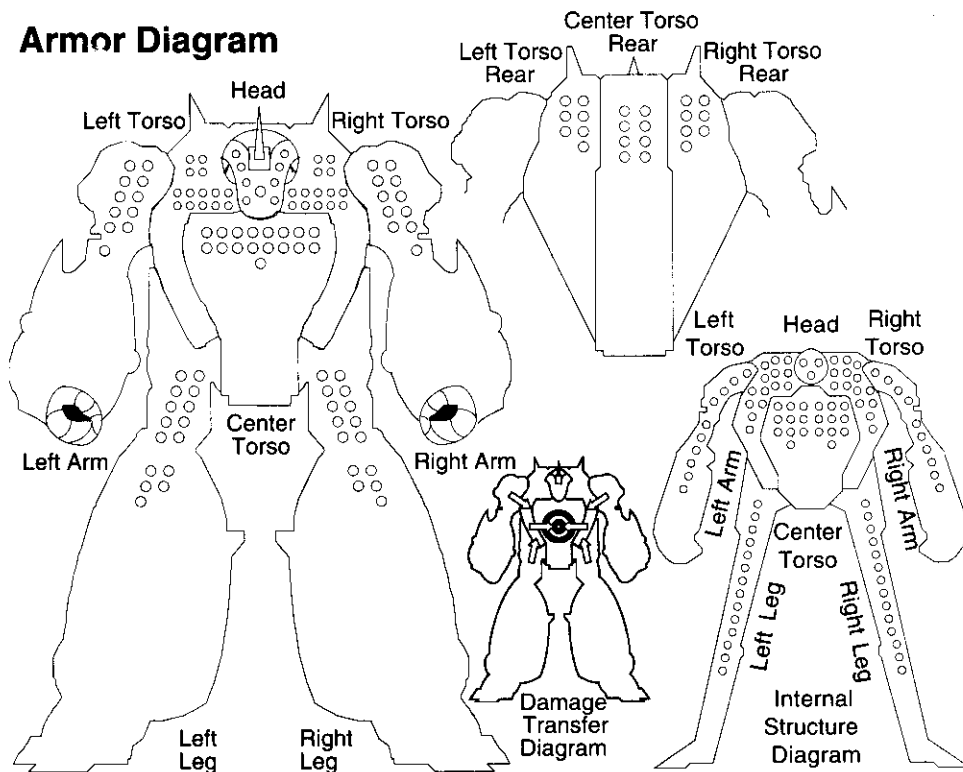
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

1-3

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. SRM 4

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,514,560

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **QKD-46 Quickdraw**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2779

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | LRM 10       | LT     | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 4        | CT     | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RT (R) | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 12     |
| SRM 4     | 25     |

### Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

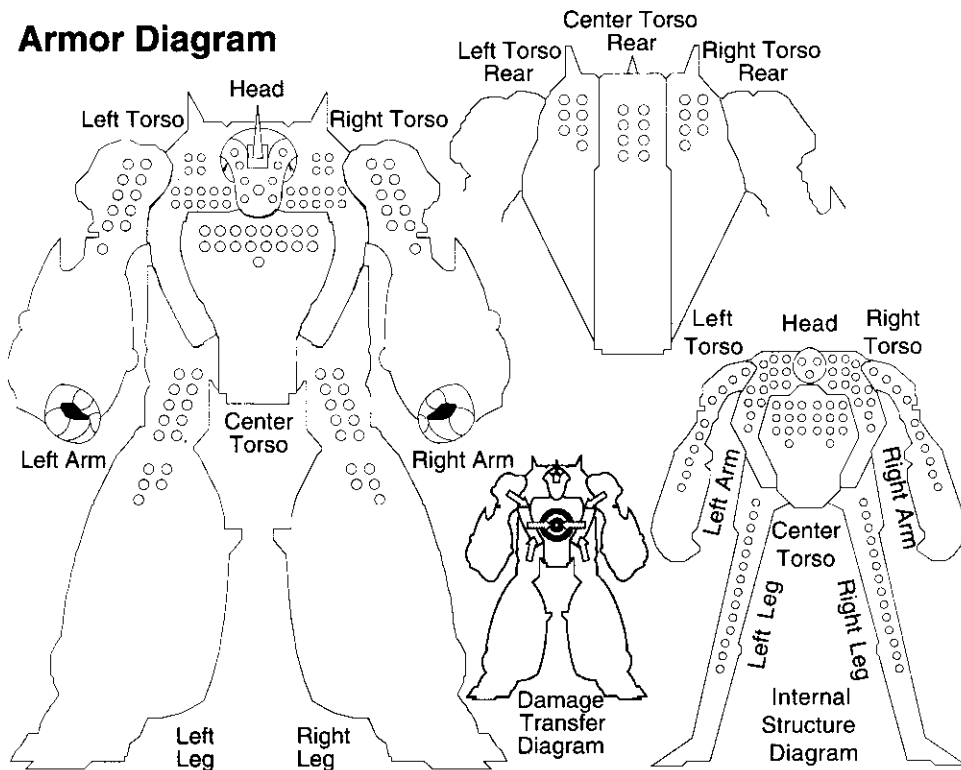
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMENT RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Heat Sink

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. SRM 4 (R)

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,509,760

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 4) 25
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: QKD-4H Quickdraw

Tonnage: 60  
Movement Points

Technology Base:  
Inner Sphere  
2779

Walking: 5  
Running: 8  
Jumping: 5

### Weapons Inventory

| # Type         | Loc    | Ht | D | Mn | S | M  | L  |
|----------------|--------|----|---|----|---|----|----|
| 1 LRM 10       | LT     | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 SRM 4        | CT (R) | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | LA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | RA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 Medium Laser | RT     | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 12     |
| SRM 4     | 25     |

### Total Single Heat Sinks: 13

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

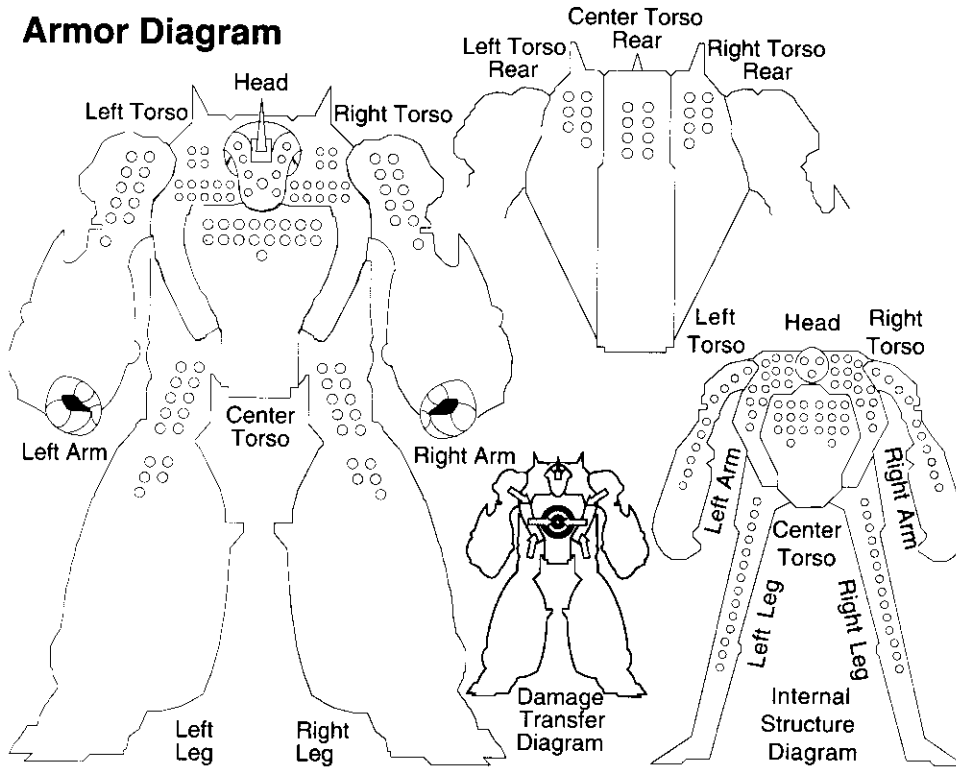
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 | -2 Movement Points          |
| 10 |                             |
| 9  | +1 Modifier to Fire         |
| 8  |                             |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. Heat Sink
4. Medium Laser
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

- 1-3 Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. SRM 4

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,452,160

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

- 4-6 Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: QKD-5A Quickdraw

Tonnage: 60

Movement Points

Walking: 5

Running: 8

Jumping: 5

Technology Base:  
Inner Sphere  
2779

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M | L |
|---|--------------|--------|----|---|----|---|---|---|
| 1 | SRM 4        | CT     | 3  | 2 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | LA     | 3  | 5 | 0  | 3 | 6 | 9 |
| 1 | Medium Laser | RA     | 3  | 5 | 0  | 3 | 6 | 9 |
| 2 | Medium Laser | RT (R) | 3  | 5 | 0  | 3 | 6 | 9 |
| 2 | Medium Laser | LT     | 3  | 5 | 0  | 3 | 6 | 9 |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 4     | 25     |

### Total Single Heat Sinks: 17

○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

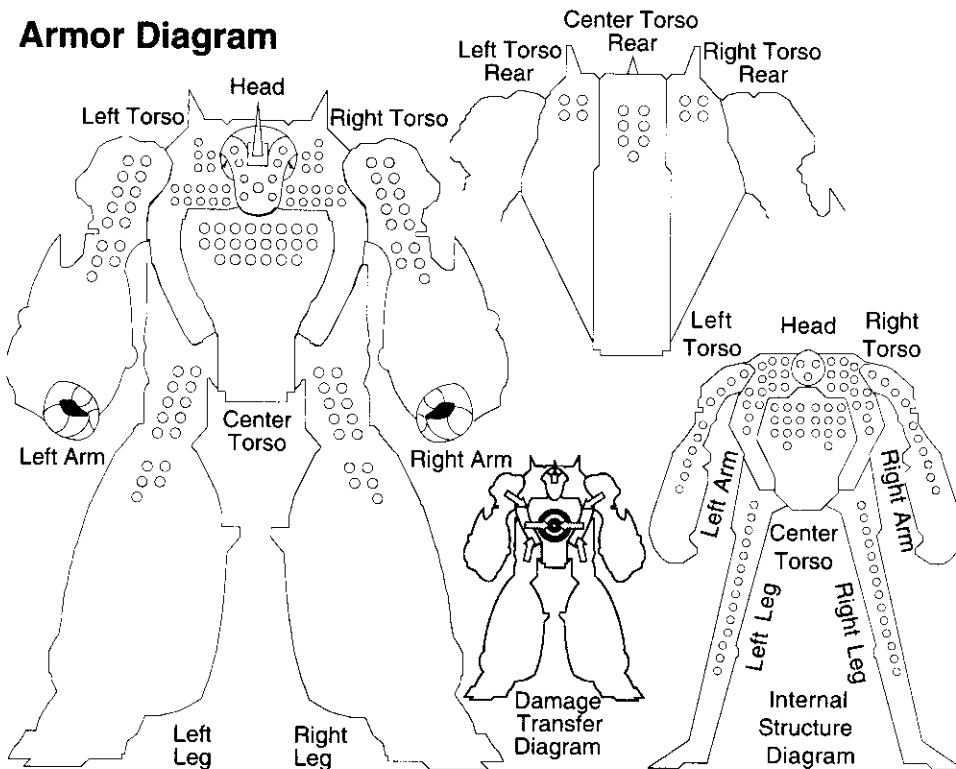
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **RFL-3C Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 10 | RA  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | Autocannon 10 | LA  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser  | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | LT  | 3  | 5  | 0  | 3 | 6  | 9  |

Ammo Type      Rounds  
Autocannon 10      20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
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### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost      4,808,000

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Medium Laser
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

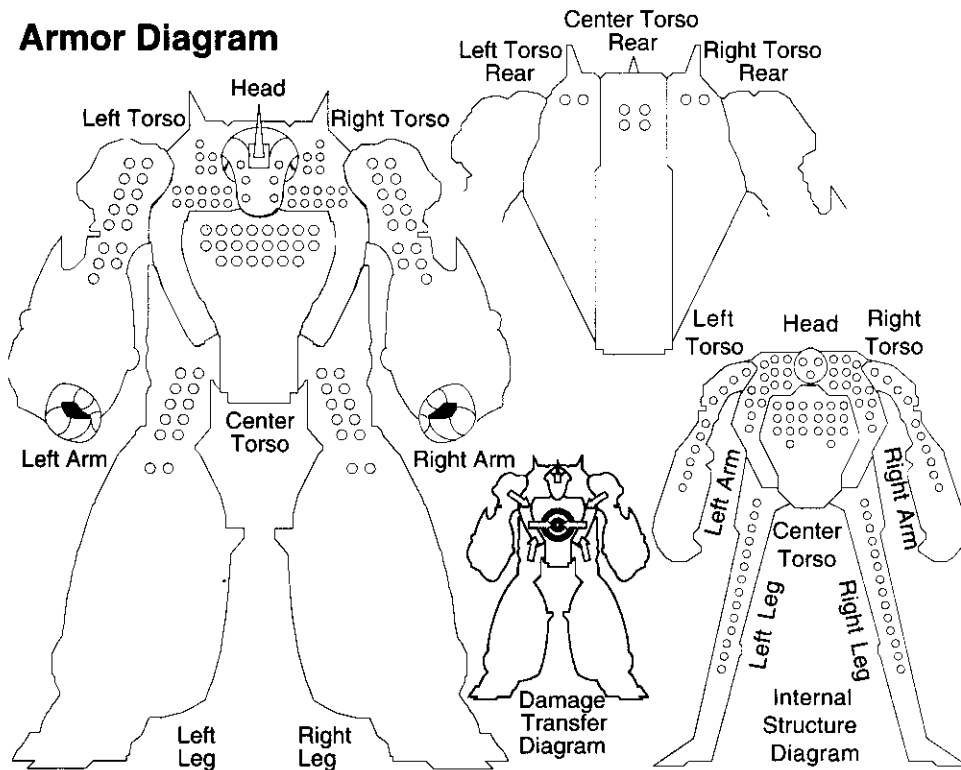
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Large Laser
5. Large Laser
6. Autocannon 5
1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. Ammo (AC 5) 20
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,869,600

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Large Laser
5. Large Laser
6. Autocannon 5
1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **RFL-3N Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | LA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Autocannon 5 | LA  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | Autocannon 5 | RA  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

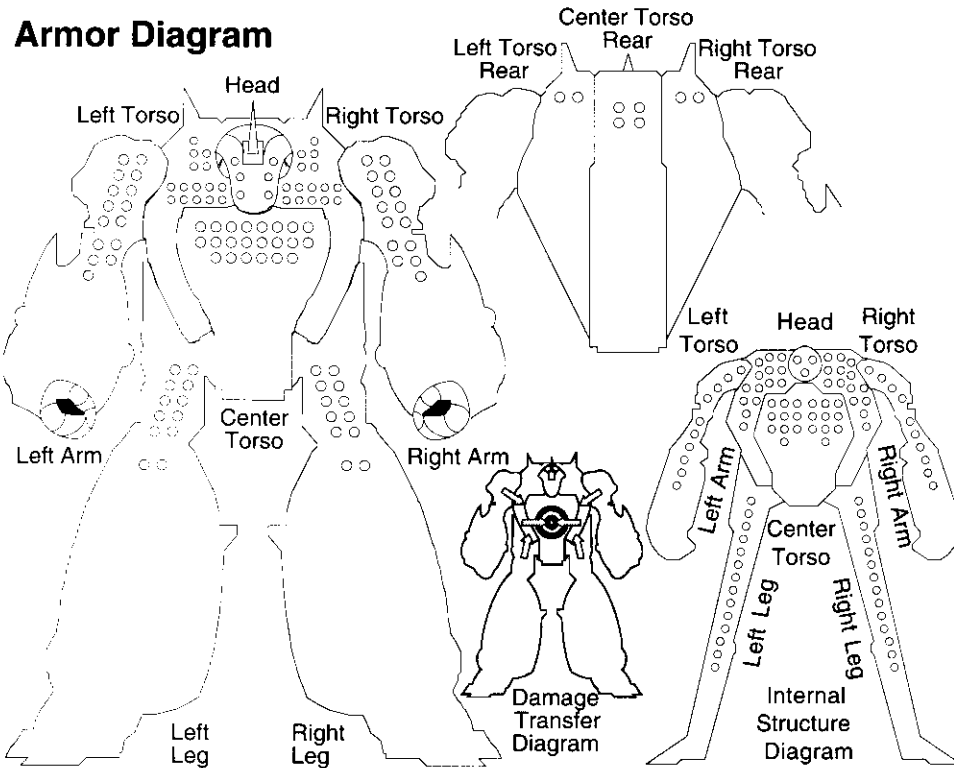
**FASA®**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 [3. Large Laser
4. Large Laser
5. PPC
6. PPC
1. PPC

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
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

- 1-3 1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. Heat Sink
6. Heat Sink

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 4,980,800

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 [3. Large Laser
4. Large Laser
5. PPC
6. PPC
1. PPC

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
- 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. Heat Sink
6. Heat Sink

### Mech Data

Type: **RFL-4D Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

### Weapons Inventory

| # | Type        | Loc | Ht | D  | Mn | S | M  | L  |
|---|-------------|-----|----|----|----|---|----|----|
| 1 | Large Laser | RA  | 8  | 8  | 0  | 5 | 10 | 15 |
| 1 | Large Laser | LA  | 8  | 8  | 0  | 5 | 10 | 15 |
| 1 | PPC         | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC         | RA  | 10 | 10 | 3  | 6 | 12 | 18 |

### Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

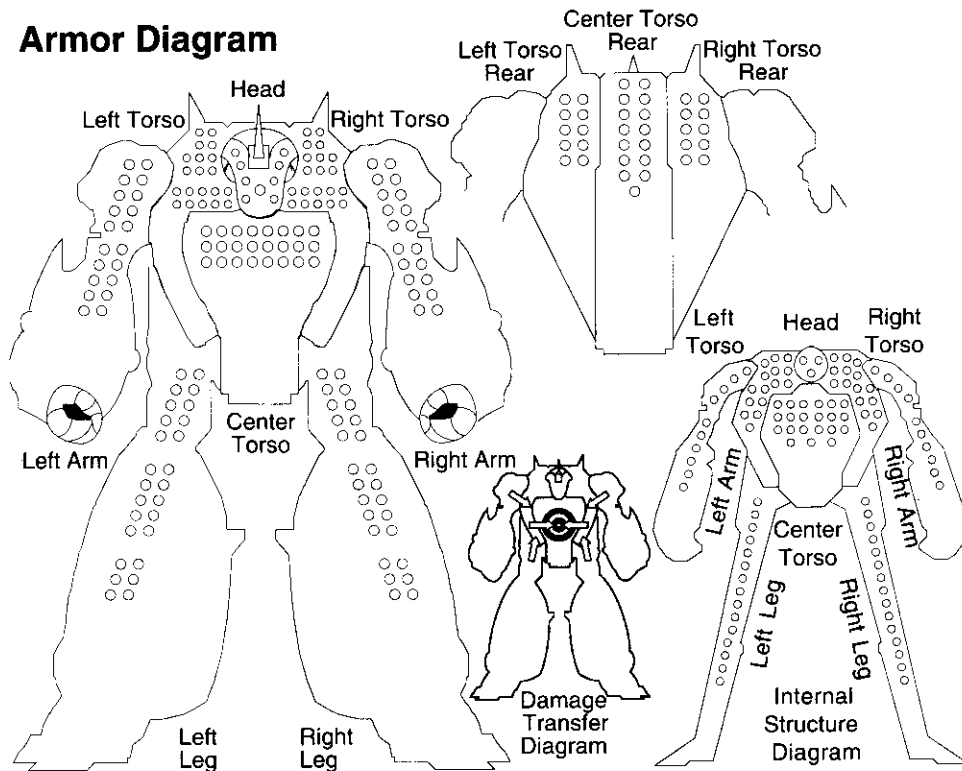
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,497,911

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **BMB-10D Bombardier**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type        | Loc | Ht | D | Mn | S | M  | L  |
|---|-------------|-----|----|---|----|---|----|----|
| 1 | LRM 20      | LT  | 6  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 20      | RT  | 6  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 4       | RA  | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | Machine Gun | CT  | 0  | 2 | 0  | 1 | 2  | 3  |

| Ammo Type   | Rounds |
|-------------|--------|
| LRM 20      | 12     |
| SRM 4       | 25     |
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

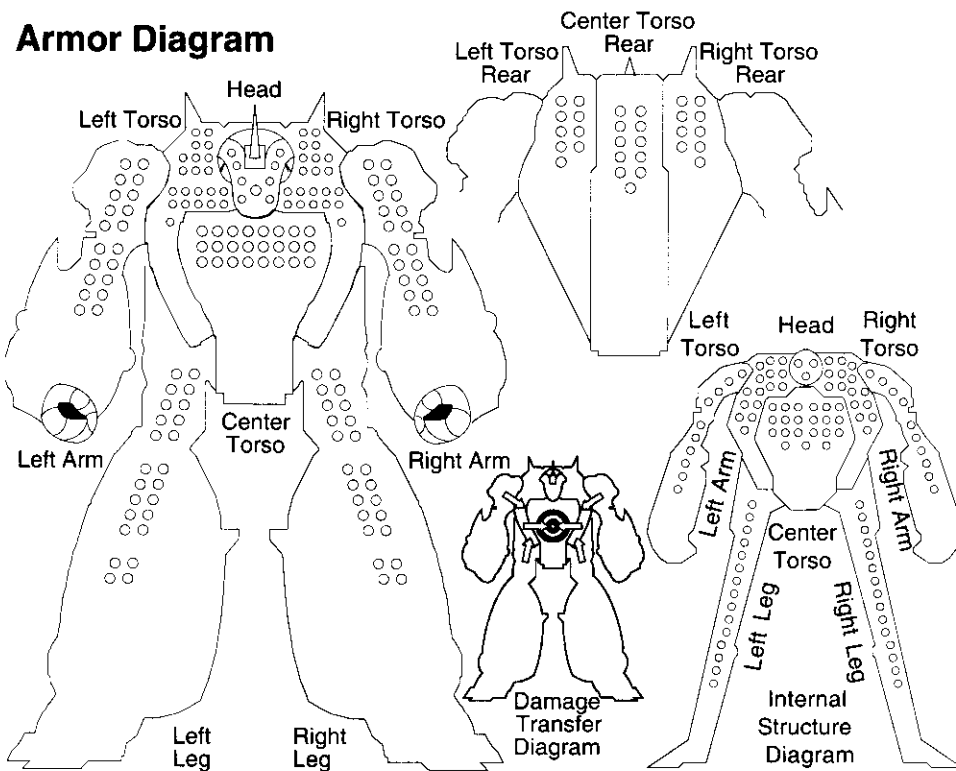
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CPLT-A1 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2561

### Weapons Inventory

| # Type   | Loc | Ht | D | Mn | S | M  | L  |
|----------|-----|----|---|----|---|----|----|
| 1 LRM 15 | RA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 LRM 15 | LA  | 5  | 1 | 6  | 7 | 14 | 21 |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 32     |

**Total Single Heat Sinks: 15**

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,658,126

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

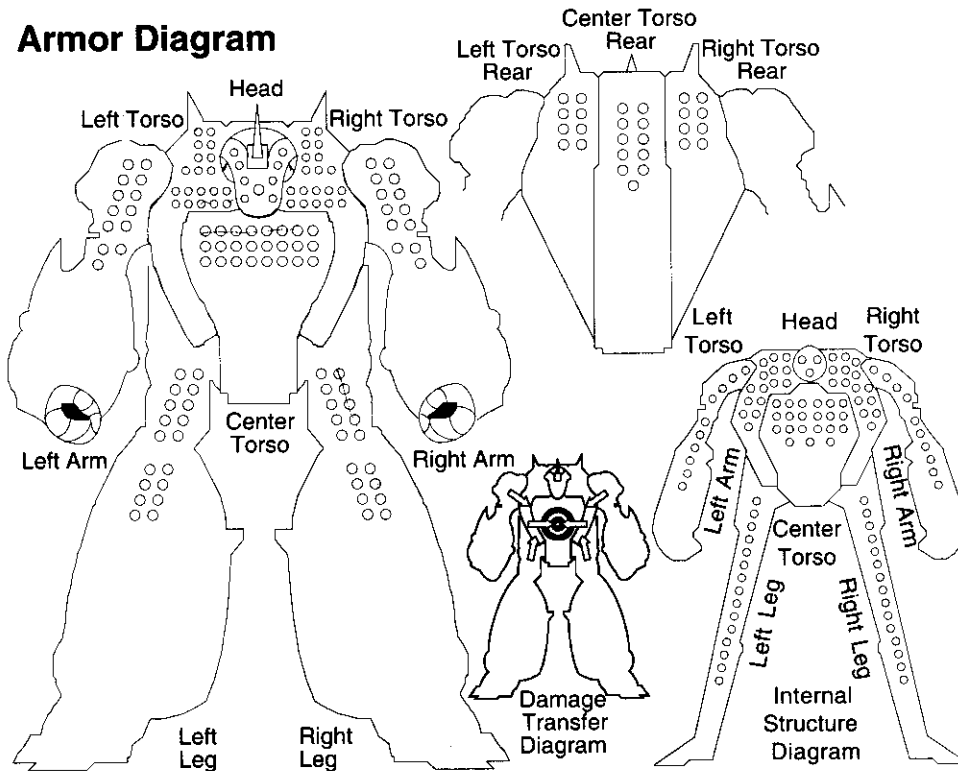
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,790,126

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **CPLT-C1 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:  
Inner Sphere  
2561

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 LRM 15       | RA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 LRM 15       | LA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 2 Medium Laser | CT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 16     |

### Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

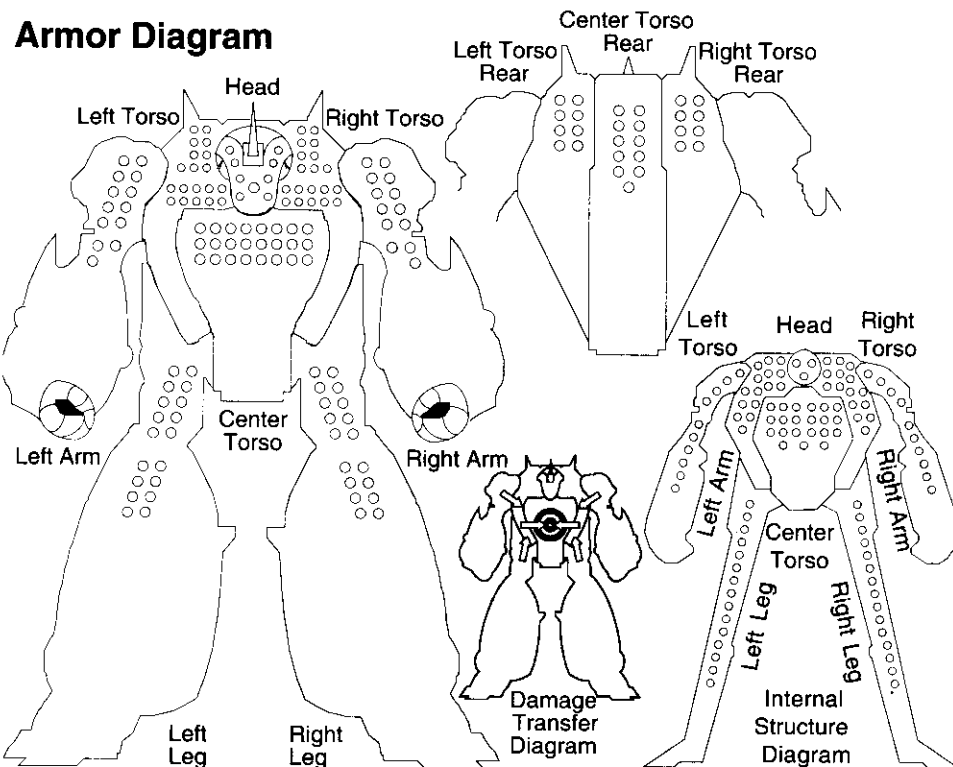
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- 1 LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Critical Hit Table

##### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

##### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,893,251

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- 1 LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Mech Data

Type: **CPLT-C4 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere  
2561

### Weapons Inventory

| # | Type        | Loc | Ht | D | Mn | S | M  | L  |
|---|-------------|-----|----|---|----|---|----|----|
| 1 | LRM 20      | LA  | 6  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 20      | RA  | 6  | 1 | 6  | 7 | 14 | 21 |
| 2 | Small Laser | CT  | 1  | 3 | 0  | 1 | 2  | 3  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 20    | 24     |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

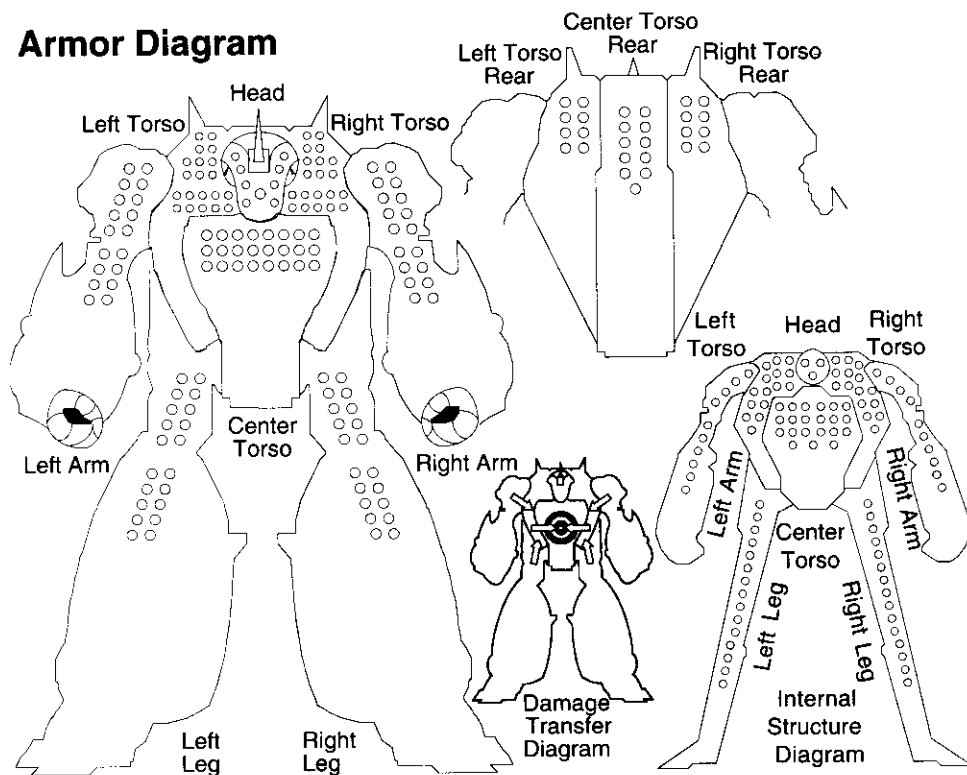
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Machine Gun
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1-3

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,349,576

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Machine Gun
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **CPLT-K2 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2561

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Machine Gun  | LT  | 0  | 2  | 0  | 1 | 2  | 3  |
| 1 | Machine Gun  | RT  | 0  | 2  | 0  | 1 | 2  | 3  |

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |

### Total Single Heat Sinks: 20

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

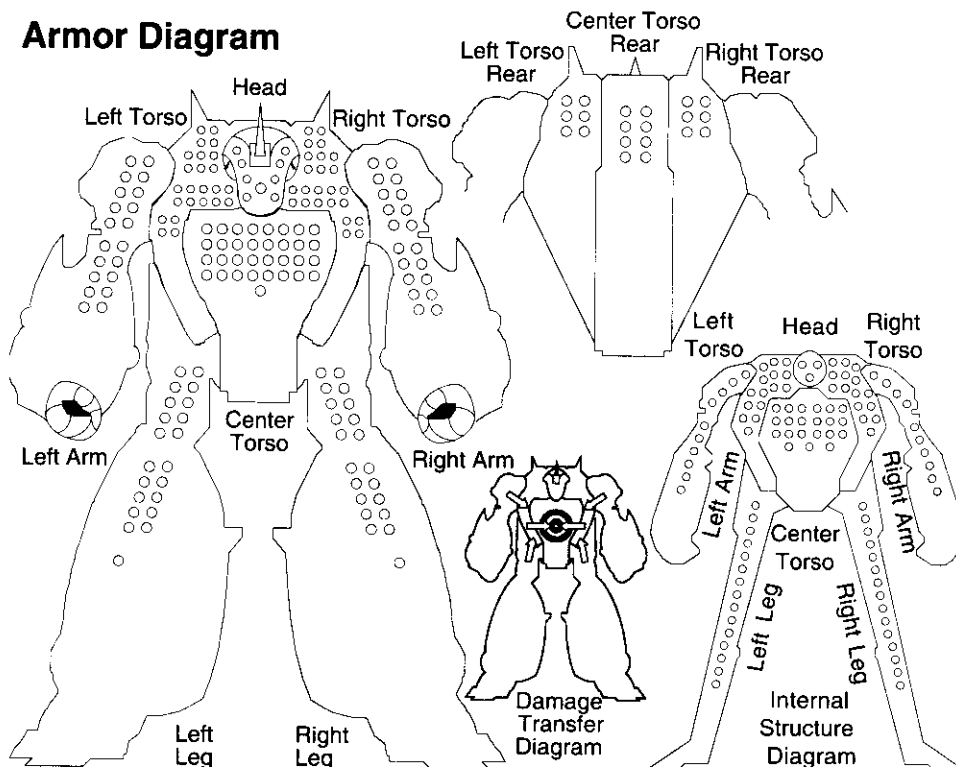
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (SRM 4) 25
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,620,011

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
6. Roll Again

### Mech Data

Type: **CRD-3D Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # Type         | Loc | Ht | D | Mn | S | M  | L  |
|----------------|-----|----|---|----|---|----|----|
| 1 LRM 15       | RA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 LRM 15       | LA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 SRM 4        | LL  | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 SRM 4        | RL  | 3  | 2 | 0  | 3 | 6  | 9  |

Ammo Type Rounds

LRM 15 16

SRM 4 25

### Total Single Heat Sinks: 14

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

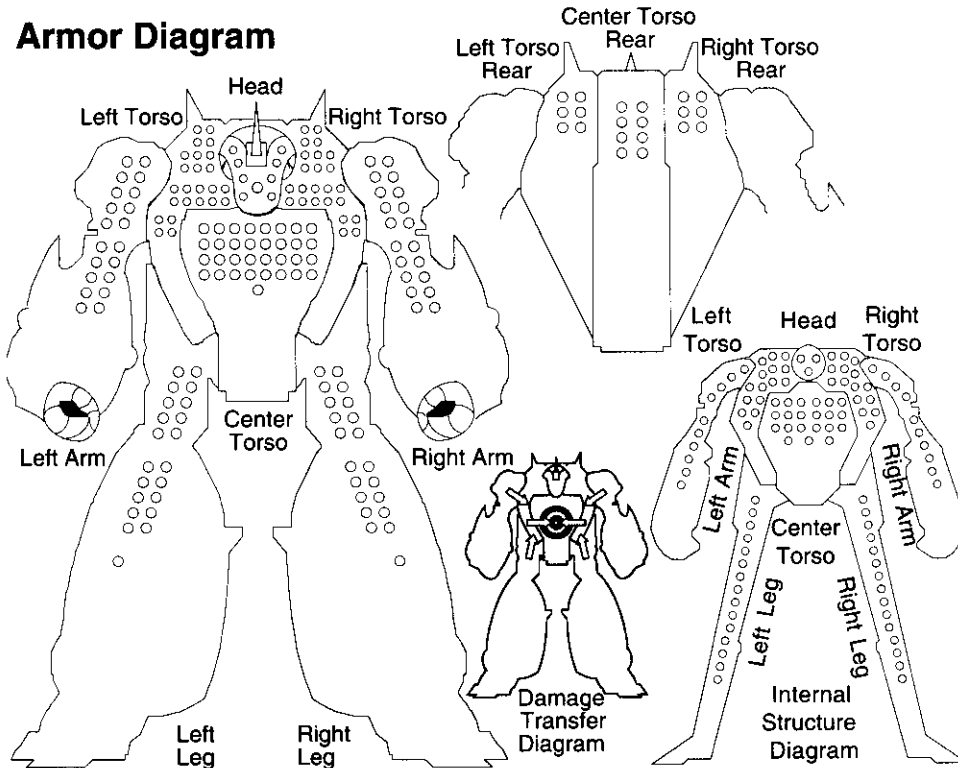
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRD-3K Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | SRM 6        | LL  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 6        | RL  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | LRM 10       | LA  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 10       | RA  | 4  | 1 | 6  | 7 | 14 | 21 |

Ammo Type Rounds

SRM 6 15

LRM 10 24

### Total Single Heat Sinks: 16

○○○○○○○○○○  
○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken

1 2 3 4 5 6

Conscious #

3 5 7 10 11 Dead

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (SRM 6) 15
  - Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,445,111

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

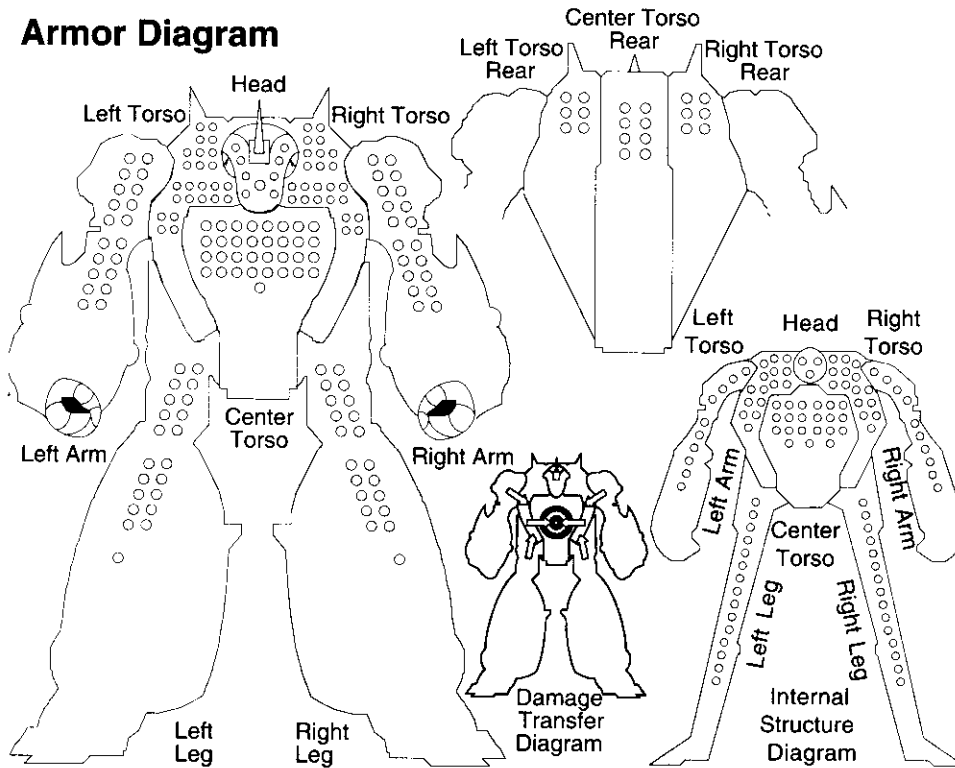
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

1. LRM 10
2. Machine Gun

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Ammo (LRM 10) 12
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. SRM 4

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Ammo (SRM 4) 25
  6. Ammo (MG) 200

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 5,583,711

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

1. LRM 10
2. Machine Gun

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Ammo (LRM 10) 12
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. SRM 4

### Mech Data

Type: **CRD-3L Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | LRM 10       | LA  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 10       | RA  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 4        | LL  | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 4        | RL  | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | Machine Gun  | RA  | 0  | 2 | 0  | 1 | 2  | 3  |
| 1 | Machine Gun  | LA  | 0  | 2 | 0  | 1 | 2  | 3  |

Ammo Type Rounds

LRM 10 24

SRM 4 25

Machine Gun 200

**Total Single Heat Sinks: 12**

○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

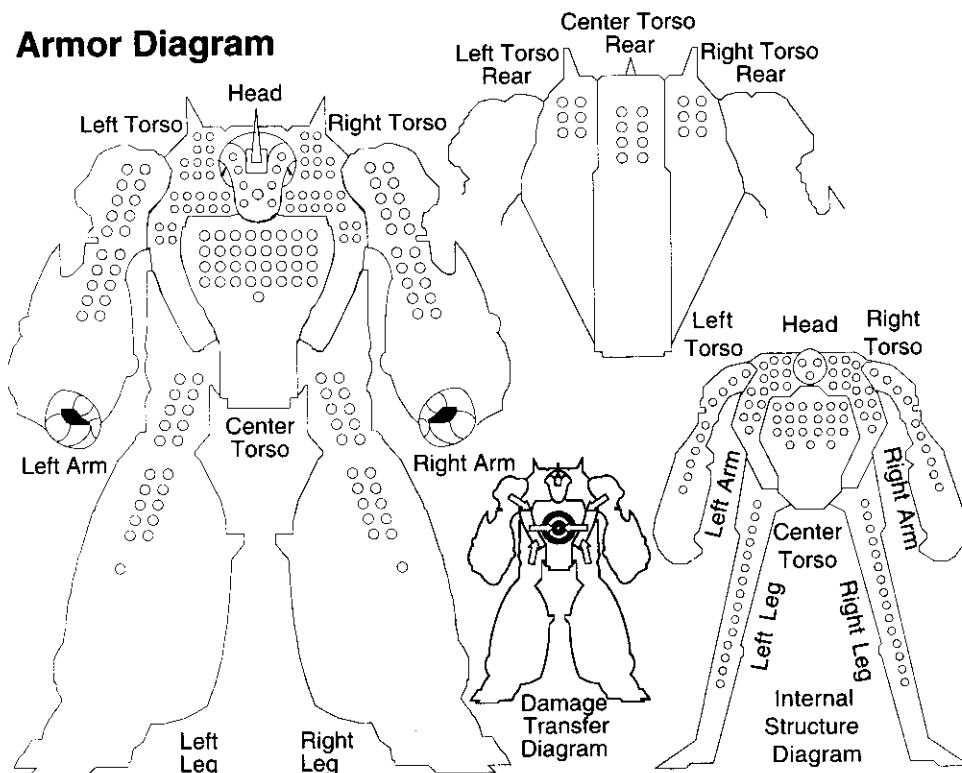
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
3. Machine Gun

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Ammo (SRM 6) 15
  6. Ammo (MG) 200

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 5,547,411

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

### Mech Data

Type: **CRD-3R Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:  
Inner Sphere  
3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 15       | RA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 15       | LA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 6        | LL  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 6        | RL  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Machine Gun  | LA  | 0  | 2 | 0  | 1 | 2  | 3  |
| 1 | Machine Gun  | RA  | 0  | 2 | 0  | 1 | 2  | 3  |

| Ammo Type   | Rounds |
|-------------|--------|
| LRM 15      | 16     |
| SRM 6       | 15     |
| Machine Gun | 200    |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

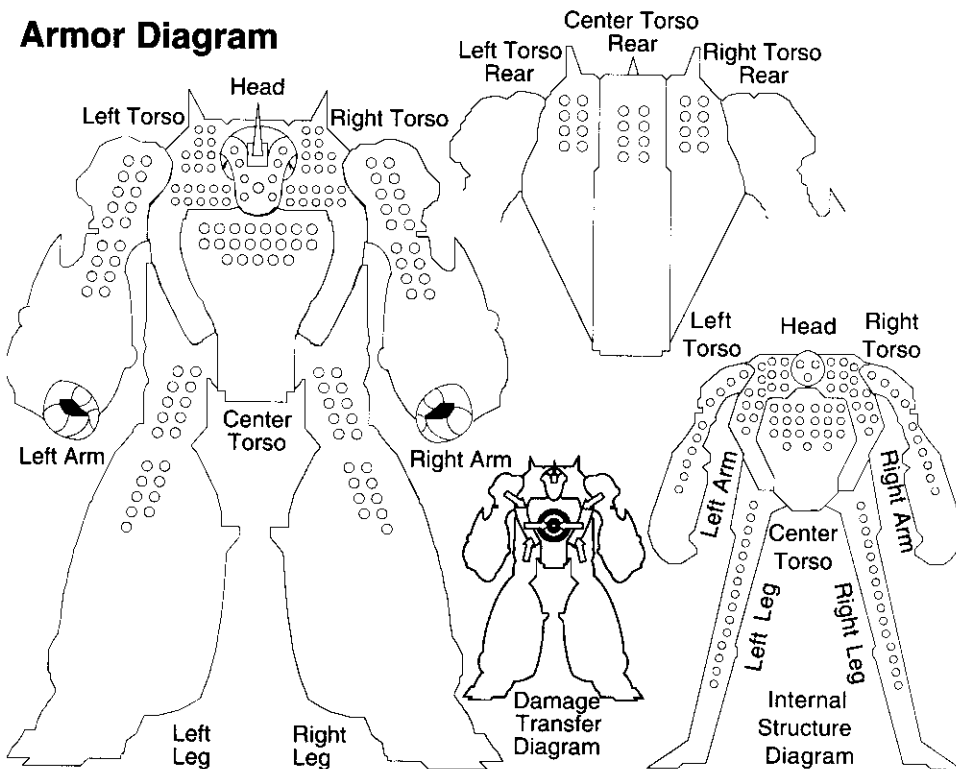
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **EXT-4A Exterminator**

Tonnage: **65**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 10       | LT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 2 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | H   | 1  | 3 | 0  | 1 | 2  | 3  |
| 1 | Machine Gun  | RT  | 0  | 2 | 0  | 1 | 2  | 3  |

Ammo Type

Rounds

LRM 10

12

Machine Gun

100

**Total Single Heat Sinks: 11**

○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Ammo (LRM 10) 12

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 6,485,299

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Jump Jet
- Jump Jet
- Machine Gun
- Ammo (MG) 100
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

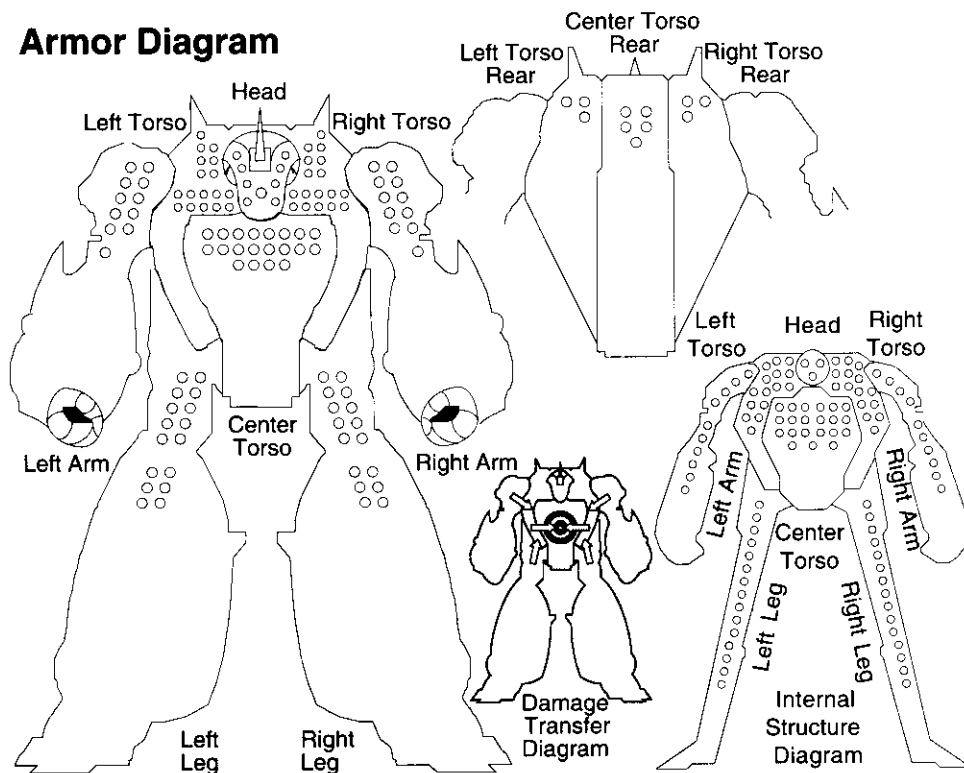
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 2

1-3

4. LRM 15
5. LRM 15
6. LRM 15

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Medium Laser
2. Ammo (AC 2) 45
3. Ammo (LRM 15) 8

1-3

4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,562,426

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 2

1-3

4. LRM 15
5. LRM 15
6. LRM 15

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Medium Laser
2. Ammo (LRM 15) 8
3. Roll Again

1-3

4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **JM6-A Jagermech**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2890

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 2 | RA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Autocannon 2 | LA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | LRM 15       | RA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 15       | LA  | 5  | 1 | 6  | 7 | 14 | 21 |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 2 | 45     |
| LRM 15       | 16     |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

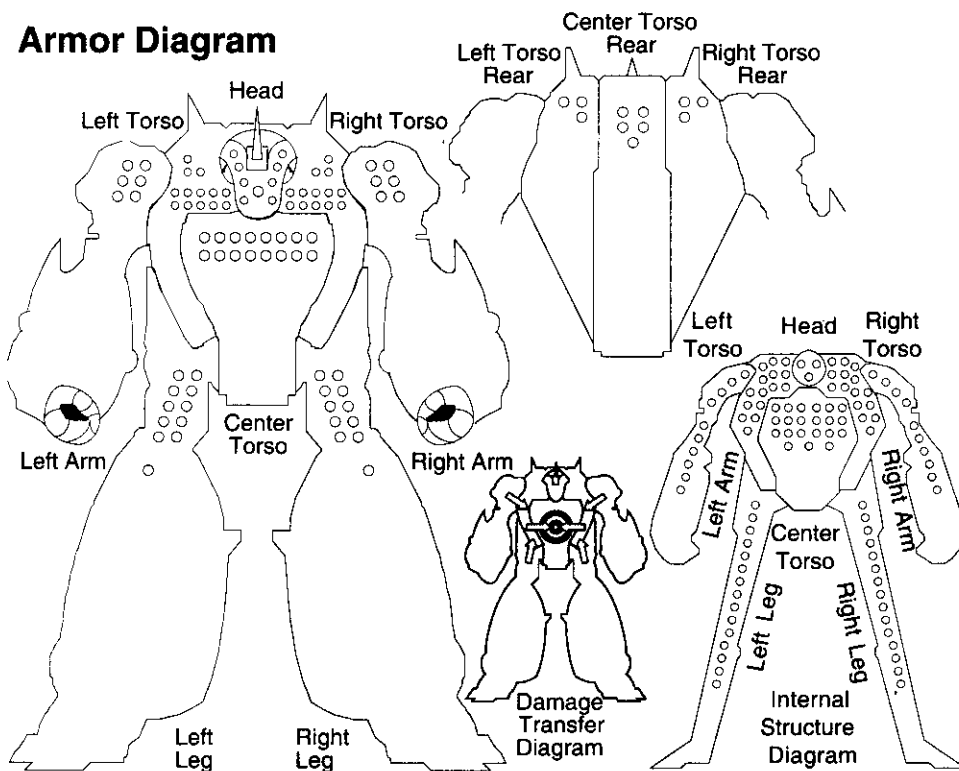
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Autocannon 5
5. Autocannon 5
6. Autocannon 5
1. Autocannon 5
2. Autocannon 2
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Medium Laser
2. Ammo (AC 5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (AC 2) 45
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,248,926

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Autocannon 5
5. Autocannon 5
6. Autocannon 5
1. Autocannon 5
2. Autocannon 2
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Medium Laser
2. Ammo (AC 5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **JM6-S Jagermech**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2890

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Autocannon 5 | RA  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | Autocannon 5 | LA  | 1  | 5 | 3  | 6 | 12 | 18 |
| 1 | Autocannon 2 | RA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Autocannon 2 | LA  | 1  | 2 | 4  | 8 | 16 | 24 |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 40     |
| Autocannon 2 | 45     |

**Total Single Heat Sinks: 10**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

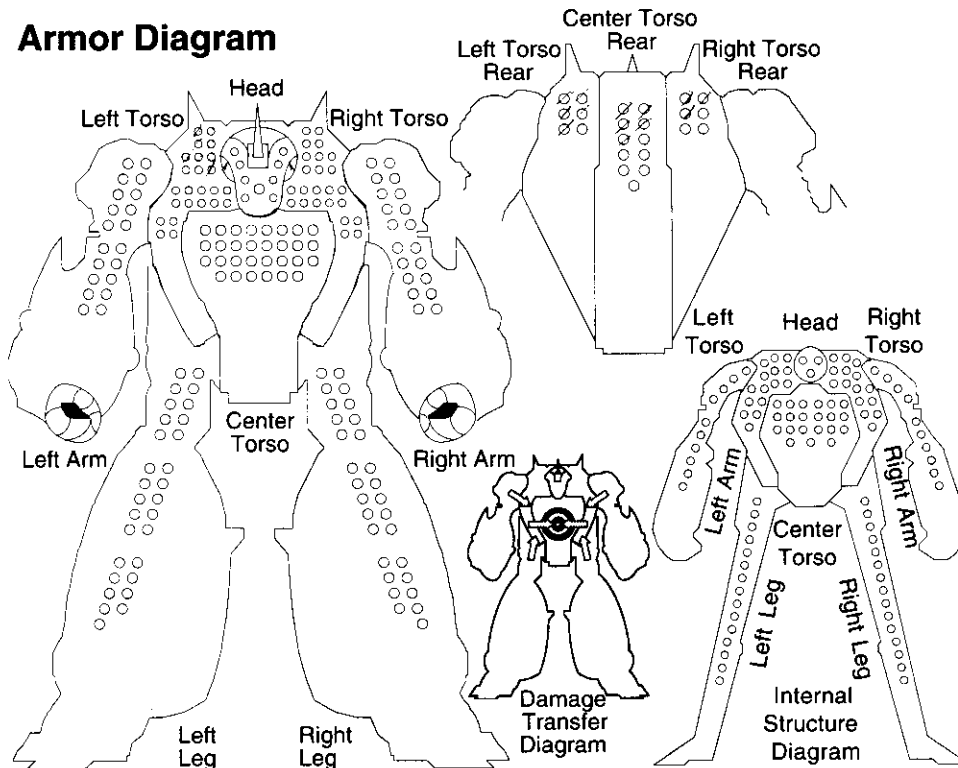
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TDR-5S Thunderbolt**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2491

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | LRM 15       | RT  | 5  | 1 | 6  | 7 | 14 | 21 |
| 3 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | SRM 2        | RT  | 2  | 2 | 0  | 3 | 6  | 9  |
| 2 | Machine Gun  | LA  | 0  | 2 | 0  | 1 | 2  | 3  |

| Ammo Type   | Rounds |
|-------------|--------|
| LRM 15      | 16     |
| SRM 2       | 50     |
| Machine Gun | 200    |

### Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |      |
|--------------|------|
| Engine Hits  | ○○○○ |
| Gyro Hits    | ○○○○ |
| Sensor Hits  | ○○○○ |
| Life Support | ○    |

Cost 5,446,761

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- LRM 15
- LRM 15
- LRM 15
- SRM 2
- Ammo (SRM 2) 50
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

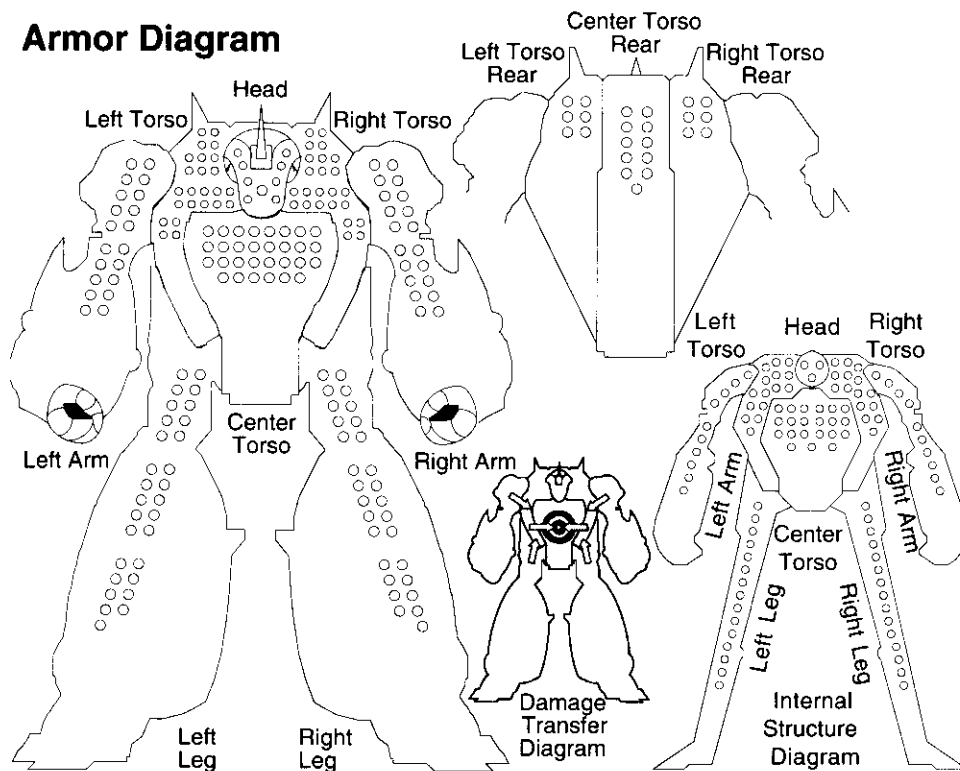
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Ammo (LRM 10) 12
  6. Ammo (LRM 10) 12

1-3

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 5,560,611

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **TDR-5SE Thunderbolt**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2491

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | LRM 10       | LT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 3 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |

### Total Single Heat Sinks: 17

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |



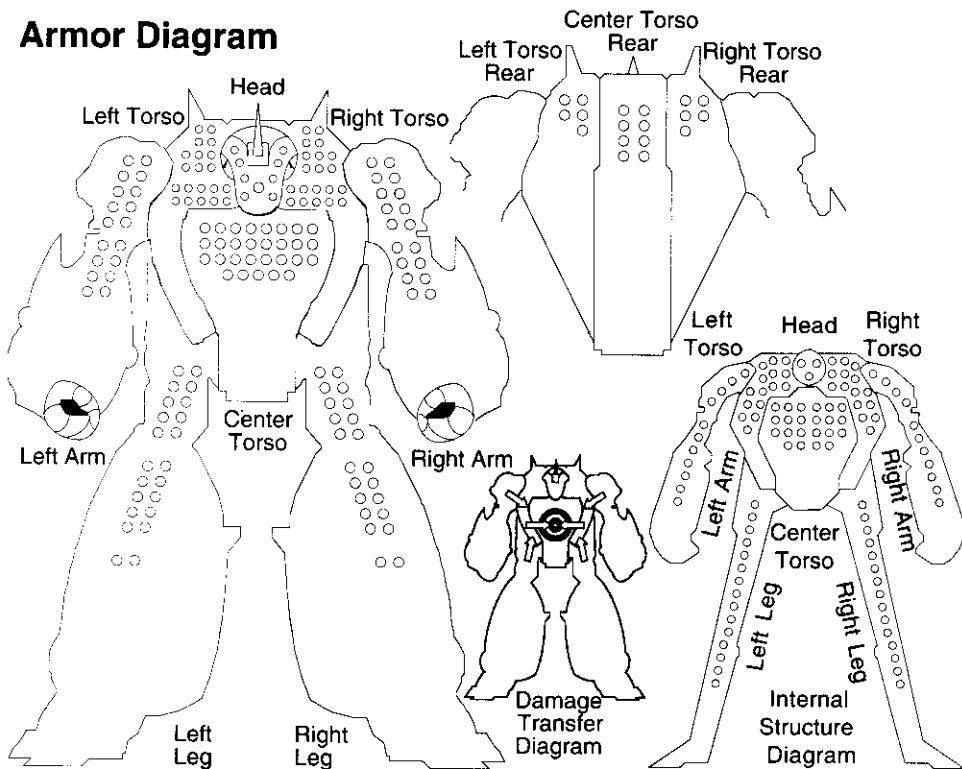




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 6,170,774

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **ARC-2K Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

### Weapons Inventory

| # | Type        | Loc | Ht | D | Mn | S | M  | L  |
|---|-------------|-----|----|---|----|---|----|----|
| 1 | LRM 15      | LT  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 15      | RT  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | Large Laser | LA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser | RA  | 8  | 8 | 0  | 5 | 10 | 15 |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 32     |

### Total Single Heat Sinks: 12

○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

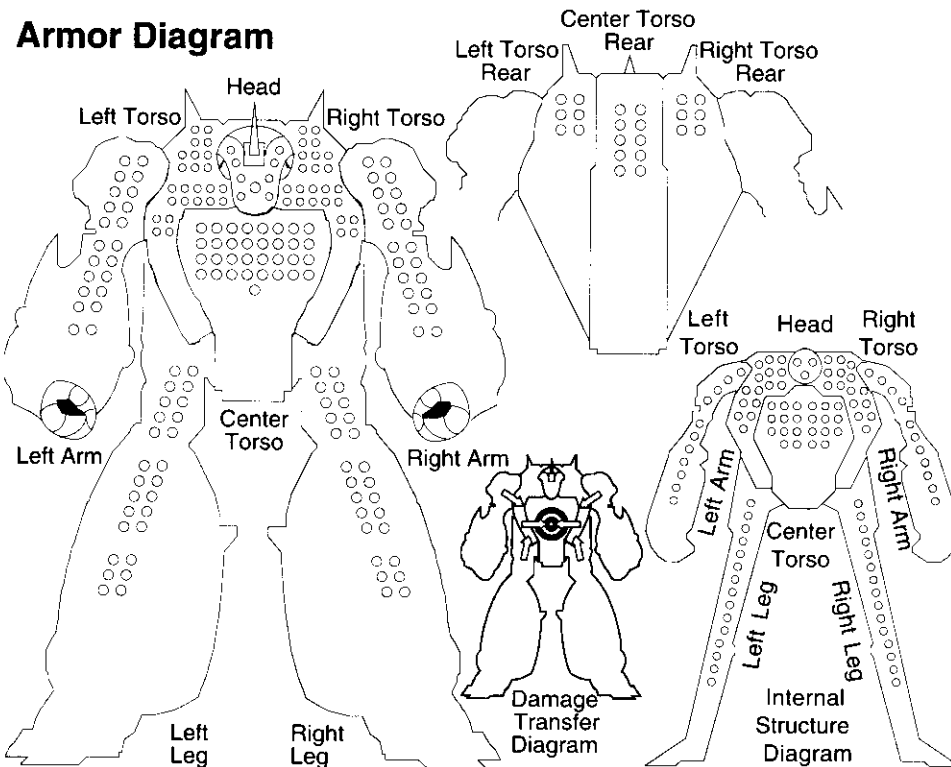
**FASA**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Medium Laser
  6. Roll Again
- 1-3
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. SRM 4
  5. Ammo (LRM 15) 8
  6. Ammo (LRM 15) 8
- 1-3
1. Ammo (SRM 4) 25
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 1-3
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Medium Laser (R)
  6. Medium Laser (R)
- 4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 6,405,374

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Medium Laser
  6. Roll Again
- 1-3
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 4
  5. Ammo (LRM 15) 8
  6. Ammo (LRM 15) 8
- 1-3
1. Ammo (SRM 4) 25
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **ARC-2S Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

### Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | LRM 15       | LT     | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 15       | RT     | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 4        | LT     | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 4        | RT     | 3  | 2 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | CT (R) | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA     | 3  | 5 | 0  | 3 | 6  | 9  |

Ammo Type Rounds

LRM 15 32

SRM 4 50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

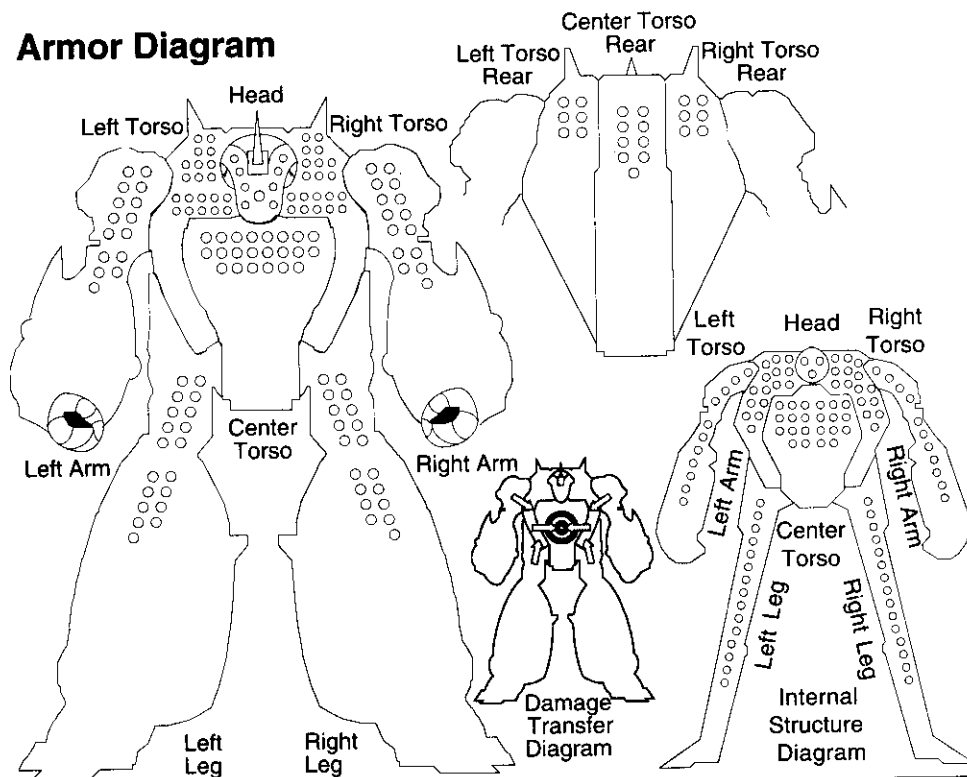
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Ammo (SRM 4) 25
  6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 6,452,974

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **ARC-2W Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 20       | RT  | 6  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 20       | LT  | 6  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 4        | LT  | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 4        | RT  | 3  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 20    | 24     |
| SRM 4     | 25     |

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

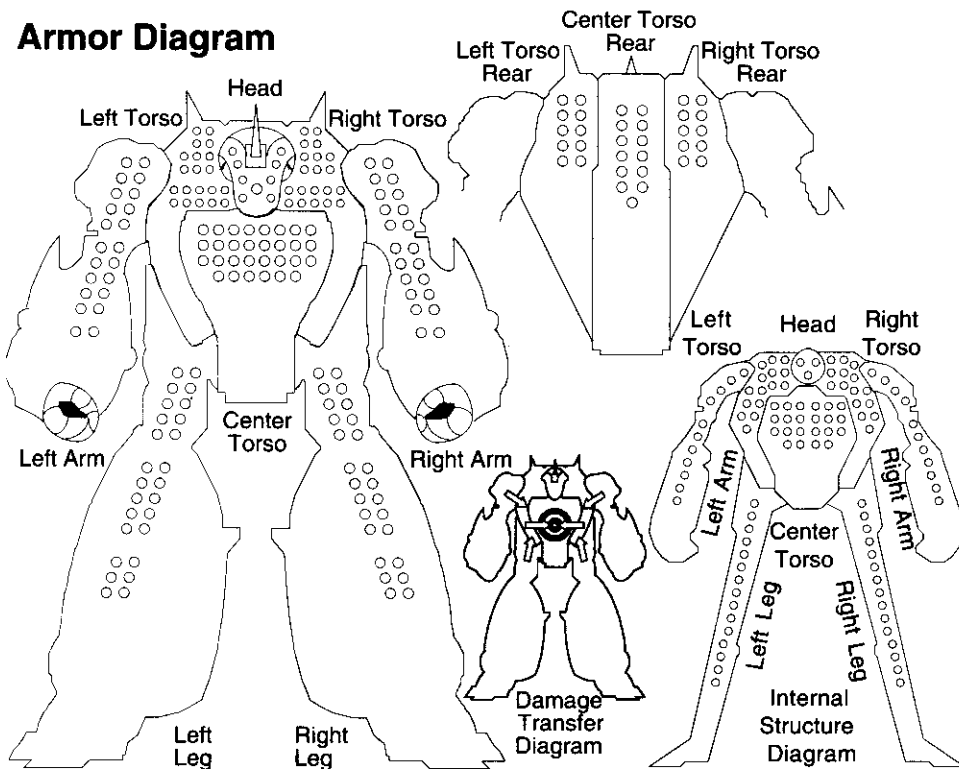
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Medium Laser

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. LRM 5
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Large Laser
6. Large Laser

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 6,024,574

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Medium Laser
6. Ammo (LRM 5) 24

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Mech Data

Type: **GMR-5H Grasshopper**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2786

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | CT  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | LRM 5        | H   | 2  | 1 | 6  | 7 | 14 | 21 |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 5     | 24     |

### Total Single Heat Sinks: 22

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

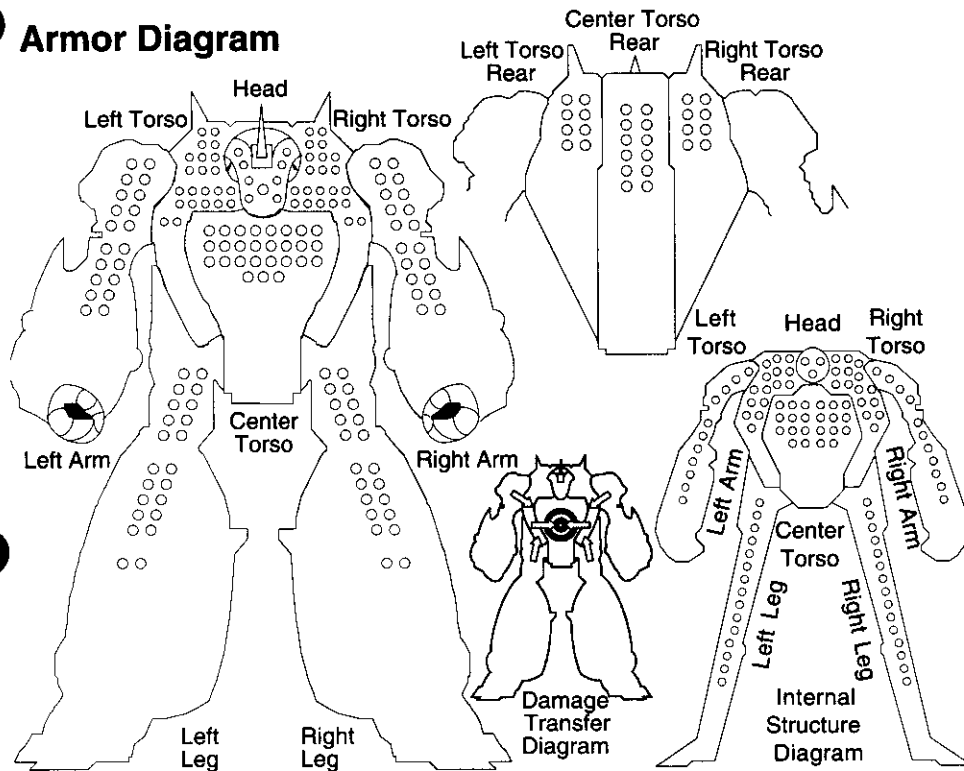
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
- 1-3 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet
1. Medium Laser
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
- 1-3 3. Engine
4. Gyro
5. Gyro
6. Gyro
- 4-6 1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 6
6. SRM 6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 6,062,484

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again
1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
- 1-3 3. Heat Sink
4. Heat Sink
5. Jump Jet
6. Medium Laser
1. Ammo (SRM 6) 15
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

### Mech Data

Type: **GLT-4L Guillotine**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | LA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | SRM 6        | CT  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |

### Total Single Heat Sinks: 22

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

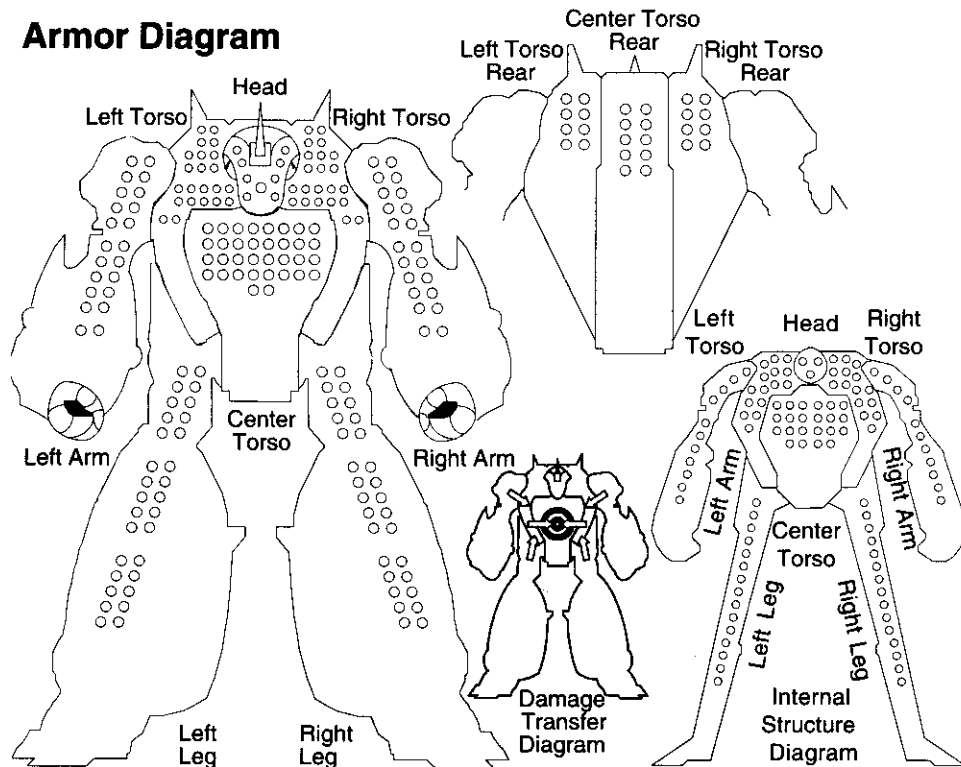
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Roll Again

2. Roll Again

- 4-6 3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
- 1-3 4. Small Laser
5. Roll Again
6. Roll Again

1. Roll Again

2. Roll Again

- 4-6 3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
- 4-6 1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 5,945,184

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Roll Again

2. Roll Again

- 4-6 3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Right Torso

1. Heat Sink
2. Medium Laser
3. Small Laser
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again

2. Roll Again

- 4-6 3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **WHM-6D Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | LT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 | Small Laser  | RT  | 1  | 3  | 0  | 1 | 2  | 3  |

### Total Single Heat Sinks: 20

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

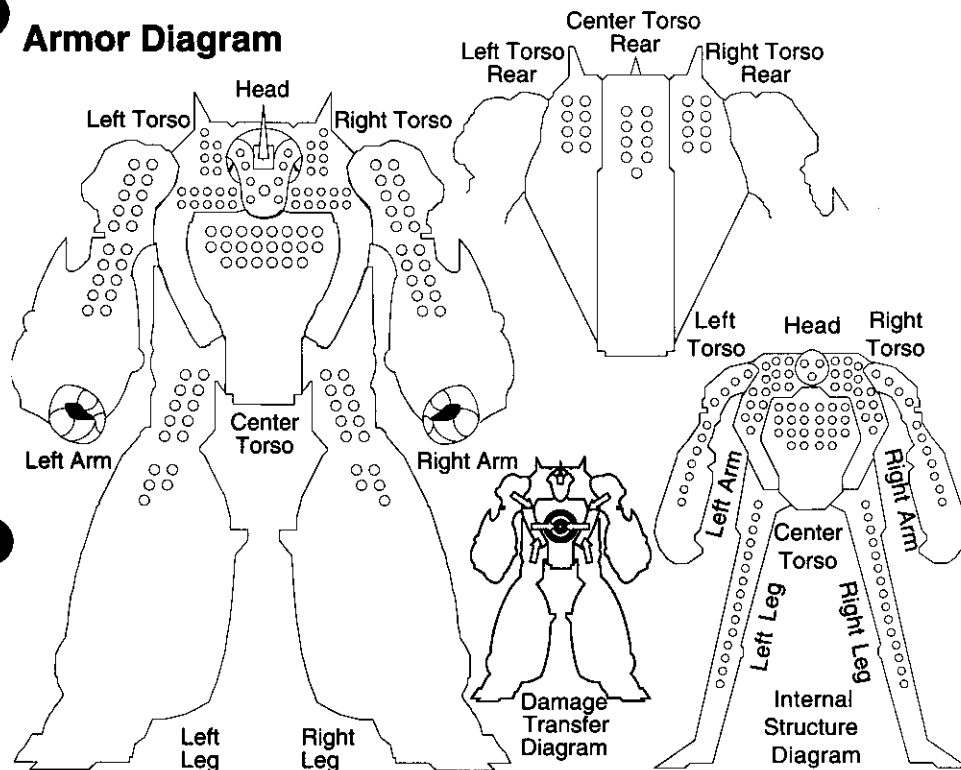
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WHM-6K Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

### Weapons Inventory

| # Type         | Loc | Ht | D  | Mn | S | M  | L  |
|----------------|-----|----|----|----|---|----|----|
| 1 PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 Medium Laser | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 Medium Laser | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 Small Laser  | LT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 Small Laser  | RT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 SRM 6        | RT  | 4  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |

### Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Small Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Medium Laser
- Small Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

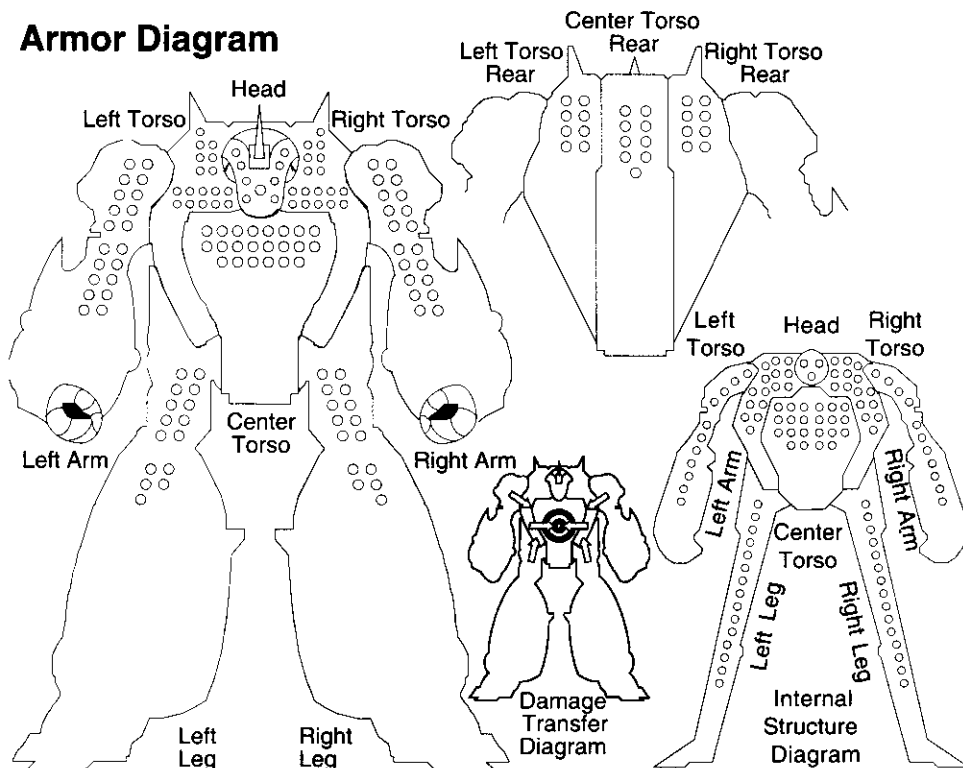
Cost 6,059,084



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Medium Laser
2. Small Laser
- 1-3 3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

1-3

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 6,077,784

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Medium Laser
2. Small Laser
- 1-3 3. SRM 6
4. SRM 6
5. Flamer
6. Ammo (SRM 6) 15

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **WHM-6L Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | LT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 | Small Laser  | RT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 | SRM 6        | RT  | 4  | 2  | 0  | 3 | 6  | 9  |
| 1 | Flamer       | LT  | 3  | 2  | 0  | 1 | 2  | 3  |
| 1 | Flamer       | RT  | 3  | 2  | 0  | 1 | 2  | 3  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 6     | 15     |

### Total Single Heat Sinks: 18

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

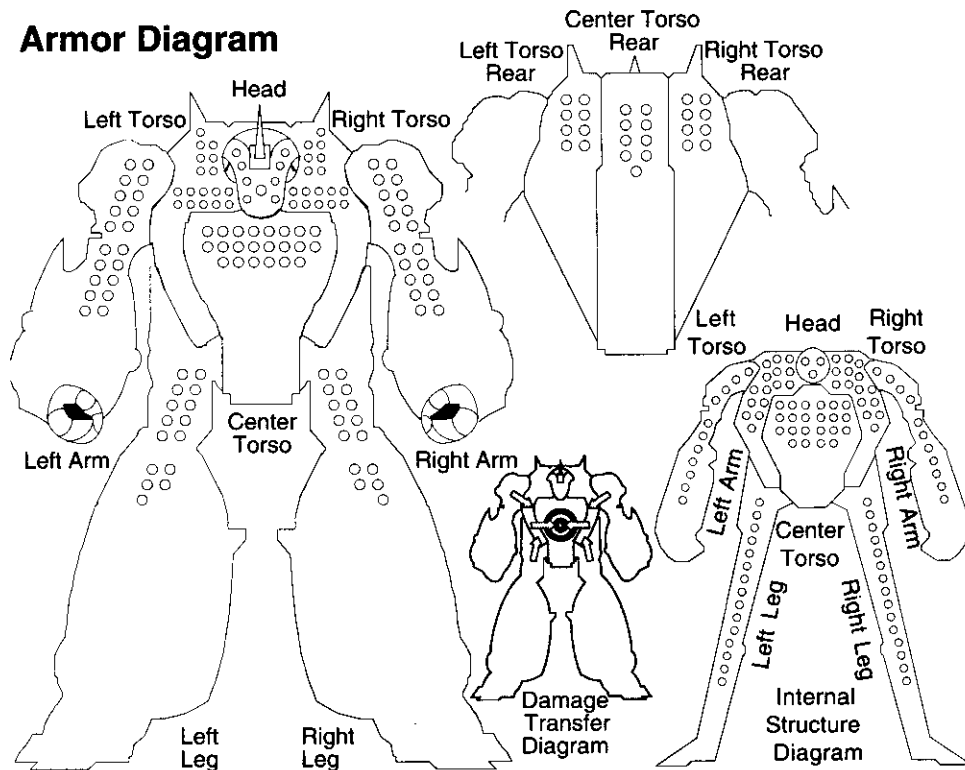
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 | -2 Movement Points          |
| 10 |                             |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WHM-6R Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

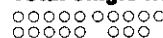
2515

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | SRM 6        | RT  | 4  | 2  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | LT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 | Small Laser  | RT  | 1  | 3  | 0  | 1 | 2  | 3  |
| 1 | Machine Gun  | LT  | 0  | 2  | 0  | 1 | 2  | 3  |
| 1 | Machine Gun  | RT  | 0  | 2  | 0  | 1 | 2  | 3  |

| Ammo Type   | Rounds |
|-------------|--------|
| SRM 6       | 15     |
| Machine Gun | 200    |

### Total Single Heat Sinks: 18



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink

1-3

- PPC
- PPC

- PPC

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

### Left Torso

- Medium Laser
- Small Laser

1-3

- 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

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Ammo (MG) 200
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 6,026,784

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink

1-3

- PPC
- PPC

- PPC

2. Roll Again

3. Roll Again

4-6

4. Roll Again

5. Roll Again

6. Roll Again

### Right Torso

- SRM 6
- SRM 6
- Medium Laser
- Small Laser
- Machine Gun
- Ammo (SRM 6) 15

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



## Armor Diagram



- 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. Heat Sink
  2. Heat Sink
  3. Heat Sink
  4. Medium Laser
  5. Medium Laser (R)
  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. Heat Sink
6. Heat Sink

### Critical Hit Table

## Head

1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

### Center Torso

- 1-3**
1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 4-6**
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Heat Sink
  6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

|      |           |
|------|-----------|
| Cost | 6.341.125 |
|------|-----------|

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium 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. Heat Sink
  2. Heat Sink
  3. Heat Sink
  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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Type: **FLS-7K Flashman**

Tonnage: **75**

### Movement Points

Walking: **4**Running: **6**

Jumping: 0

Technology Base:

### Inner Sphere

3025

## Weapons Inventory

| # | Type         | Loc    | Ht | D | Mn | S | M  | L  |
|---|--------------|--------|----|---|----|---|----|----|
| 1 | Large Laser  | LA     | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | RA     | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | LT     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT (R) | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA     | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Flamer       | H      | 3  | 2 | 0  | 1 | 2  | 3  |

**Total Single Heat Sinks: 23**[illegible]

## Auto Eject

**Operational**

☐ Disabled

## Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|             |   |   |   |    |    |      |
|-------------|---|---|---|----|----|------|
| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

## Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

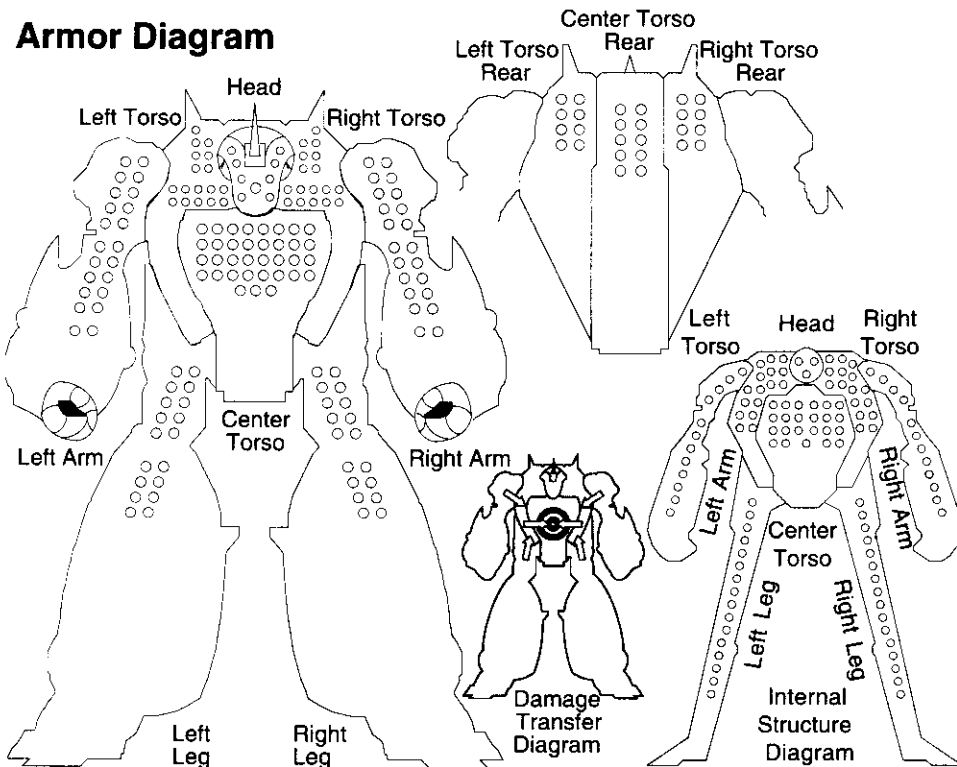


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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MAD-3D Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Large Laser  | RT  | 8  | 8  | 0  | 5 | 10 | 15 |

### Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 6,597,500

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Right Leg

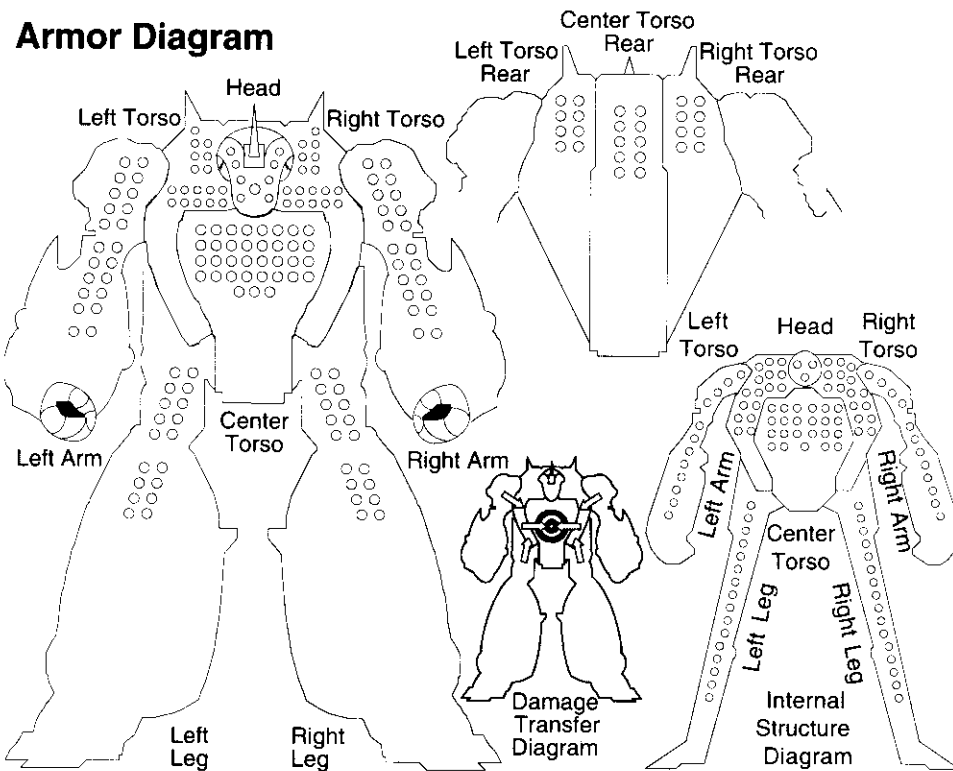
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MAD-3M Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | LA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Autocannon 5 | RT  | 1  | 5 | 3  | 6 | 12 | 18 |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |

### Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 6,299,125

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ammo (AC 5) 20
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

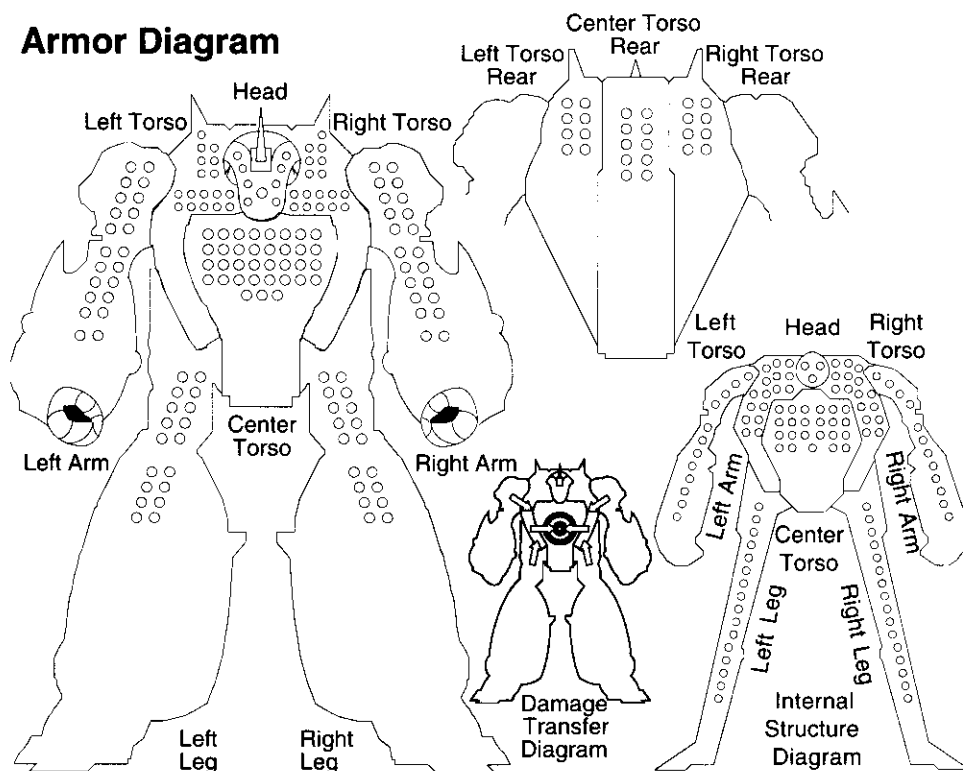
#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Ammo (AC 5) 20
2. Roll Again
3. Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
3. Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. Roll Again
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 6,635,125

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
- 1-3 4. Autocannon 5
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **MAD-3R Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

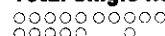
2600

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Autocannon 5 | RT  | 1  | 5  | 3  | 6 | 12 | 18 |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |

### Total Single Heat Sinks: 16



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

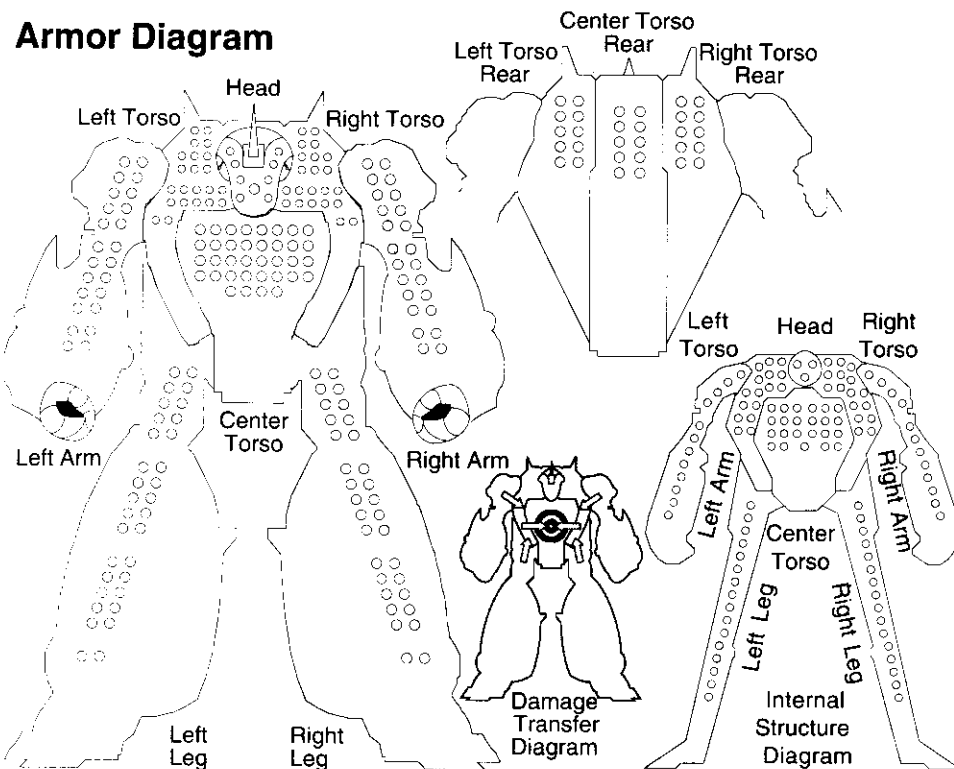




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **OM1-K Orion**  
 Tonnage: **75**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2570

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 10 | RT  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | LRM 15        | LT  | 5  | 1  | 6  | 7 | 14 | 21 |
| 1 | Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | SRM 4         | LT  | 3  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 20     |
| LRM 15        | 16     |
| SRM 4         | 25     |

**Total Single Heat Sinks: 10**

oooooooo

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
 CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- LRM 15
- LRM 15
- 1-3 LRM 15
- SRM 4
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 1-3
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 1-3
- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ooo |
| Gyro Hits    | ooo |
| Sensor Hits  | ooo |
| Life Support | o   |

Cost 6,763,750

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- 1-3
- Autocannon 10
- Ammo (AC 10) 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

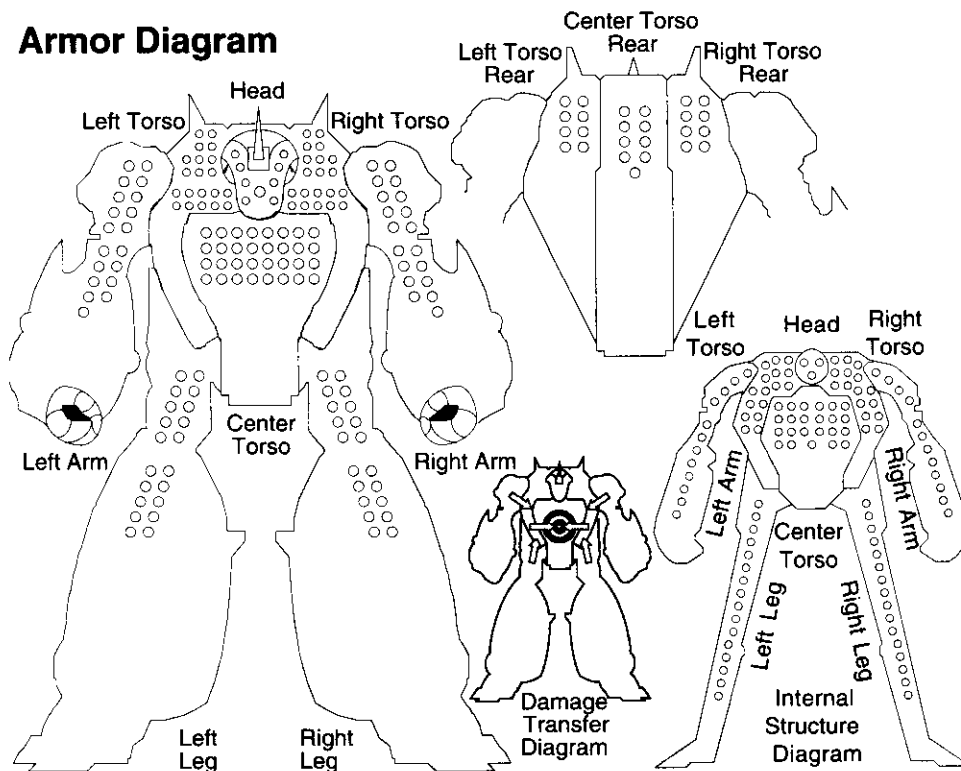
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 4
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (SRM 4) 25

1. Ammo (SRM 4) 25
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 6,837,250

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 4
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Ammo (AC 10) 10
3. Ammo (AC 10) 10
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **ON1-V Orion**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2570

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 10 | RT  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | LRM 15        | LT  | 5  | 1  | 6  | 7 | 14 | 21 |
| 1 | Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | SRM 4         | RA  | 3  | 2  | 0  | 3 | 6  | 9  |
| 1 | SRM 4         | LA  | 3  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 20     |
| LRM 15        | 16     |
| SRM 4         | 50     |

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

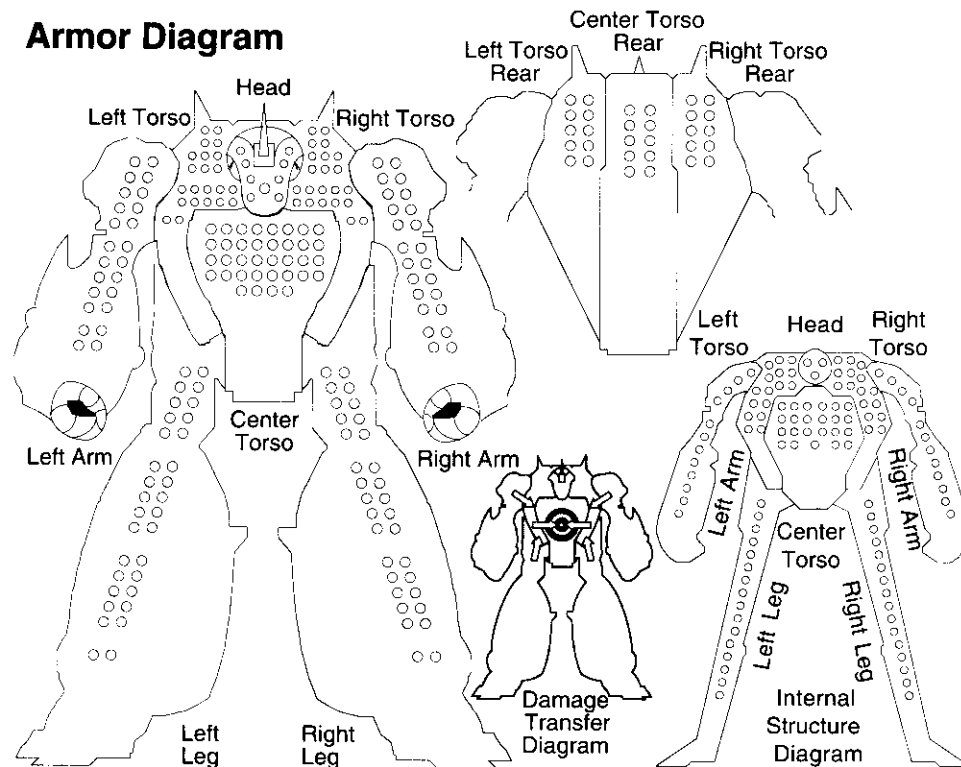
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ON1-VA Orion**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2570

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 10 | RT  | 3  | 10 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | SRM 4         | RA  | 3  | 2  | 0  | 3 | 6  | 9  |
| 1 | SRM 4         | LA  | 3  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 10 | 20     |
| SRM 4         | 50     |

### Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 4
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Ammo (SRM 4) 25
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 6,510,000

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 4
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink





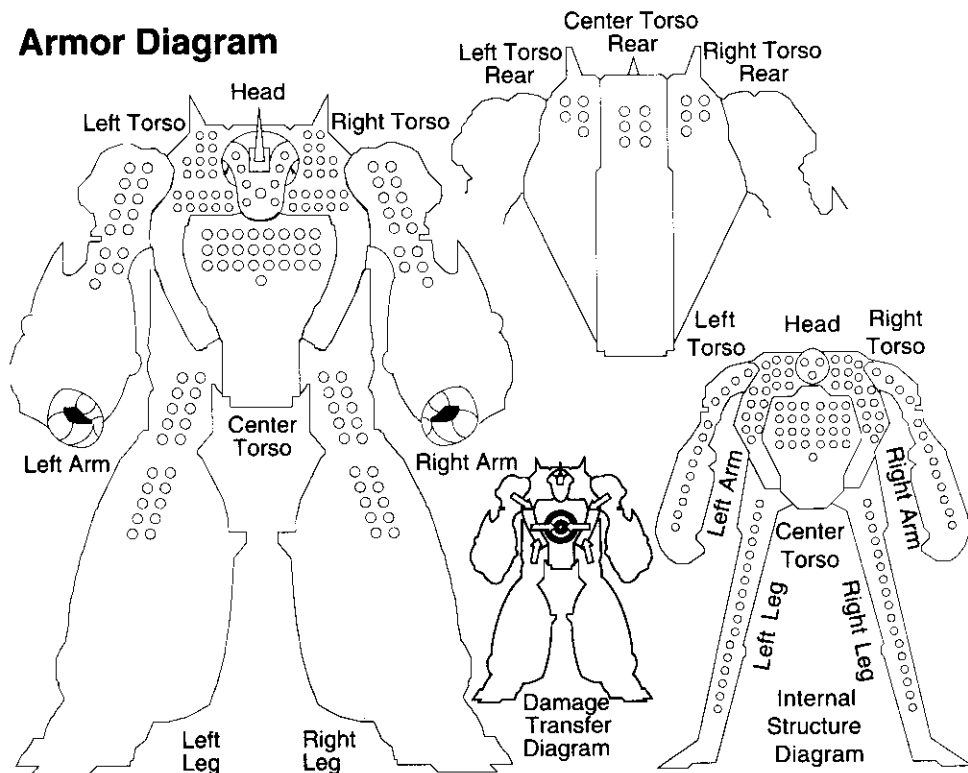




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Small Laser
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Left Torso**
- Small Laser
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### Critical Hit Table

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Small Laser
  - Sensors
  - Life Support

- Center Torso**
- 1-3**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6**
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 7,520,372

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Small Laser
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### Mech Data

Type: **CGR-1A1 Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

| # | Type        | Loc | Ht | D | Mn | S | M | L |
|---|-------------|-----|----|---|----|---|---|---|
| 1 | Small Laser | H   | 1  | 3 | 0  | 1 | 2 | 3 |
| 1 | Small Laser | LT  | 1  | 3 | 0  | 1 | 2 | 3 |
| 1 | Small Laser | RT  | 1  | 3 | 0  | 1 | 2 | 3 |
| 1 | Small Laser | LA  | 1  | 3 | 0  | 1 | 2 | 3 |
| 1 | Small Laser | RA  | 1  | 3 | 0  | 1 | 2 | 3 |

**Total Single Heat Sinks: 10**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

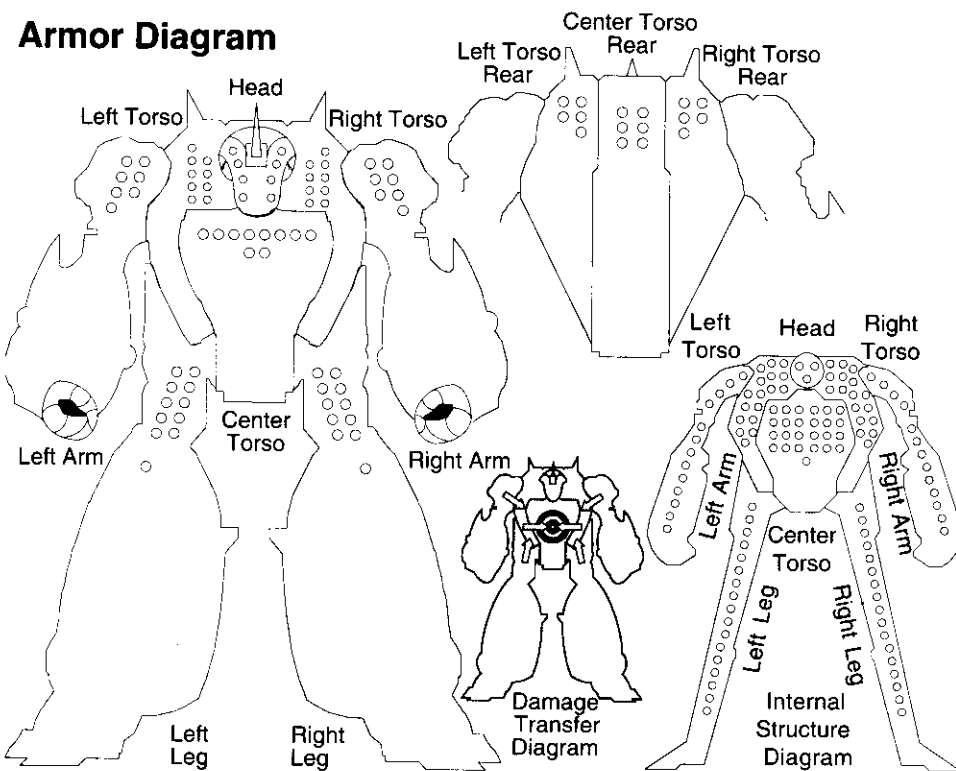
**FASA®**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CGR-1L Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | Large Laser  | RA  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

|             |   |   |   |    |    |      |
|-------------|---|---|---|----|----|------|
| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Roll Again
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 7,662,122

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

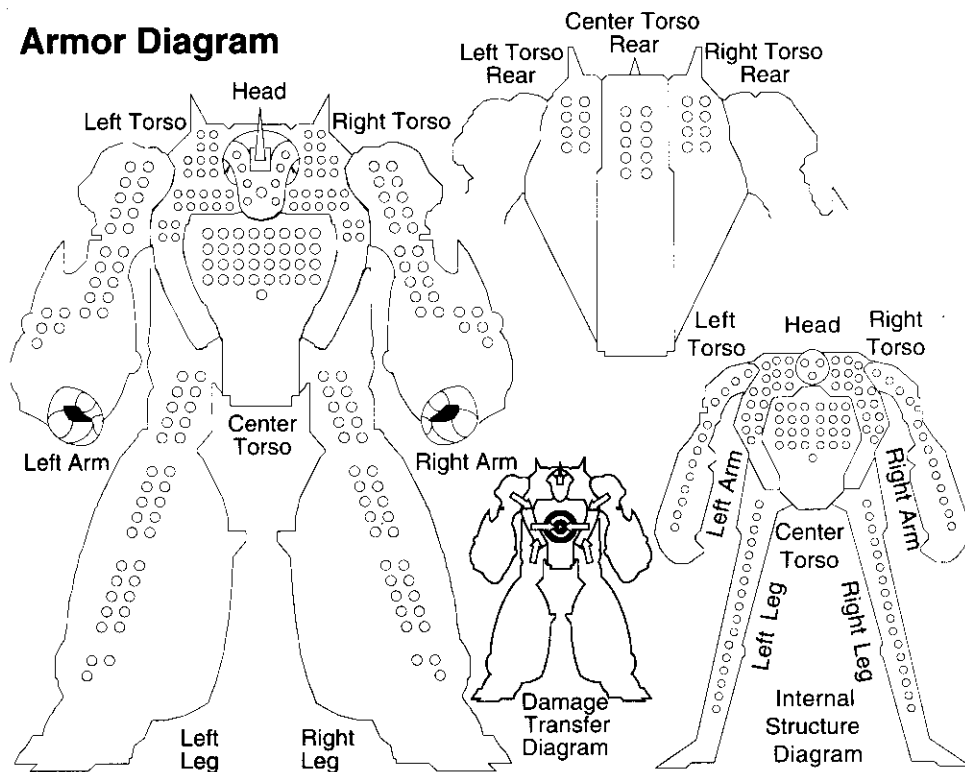




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. PPC

1-3

1. PPC
2. PPC

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SRM 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

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1-3

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Engine
3. Engine
4. Engine
5. Roll Again
6. Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○ ○ |
| Sensor Hits  | ○ ○ ○ |
| Life Support | ○     |

Cost 7,760,641

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. PPC

1-3

1. PPC
2. PPC

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink
3. SRM 4
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. Roll Again
6. Roll Again

### Mech Data

Type: **THG-10E Thug**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

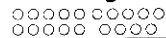
3025

### Weapons Inventory

| # | Type  | Loc | Ht | D  | Mn | S | M  | L  |
|---|-------|-----|----|----|----|---|----|----|
| 1 | PPC   | LA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC   | RA  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | SRM 4 | LT  | 3  | 2  | 0  | 3 | 6  | 9  |
| 1 | SRM 4 | RT  | 3  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| SRM 4     | 25     |

### Total Single Heat Sinks: 19



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

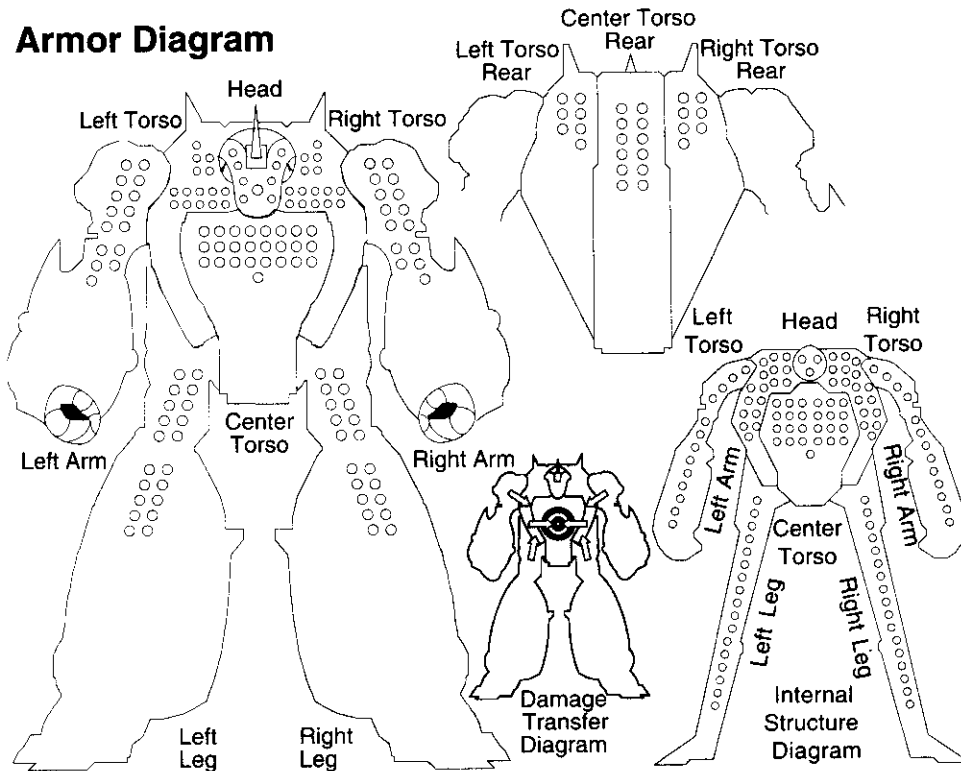
**FASA®**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9A1 Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M | L |
|---|---------------|-----|----|----|----|---|---|---|
| 1 | Autocannon 20 | RA  | 7  | 20 | 0  | 3 | 6 | 9 |
| 2 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | SRM 4         | LT  | 3  | 2  | 0  | 3 | 6 | 9 |
| 1 | Machine Gun   | LL  | 0  | 2  | 0  | 1 | 2 | 3 |
| 1 | Machine Gun   | RL  | 0  | 2  | 0  | 1 | 2 | 3 |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 20 | 15     |
| SRM 4         | 25     |
| Machine Gun   | 100    |

### Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Ammo (MG) 200
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Machine Gun

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 7,940,821

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

### Right Torso

- Heat Sink
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

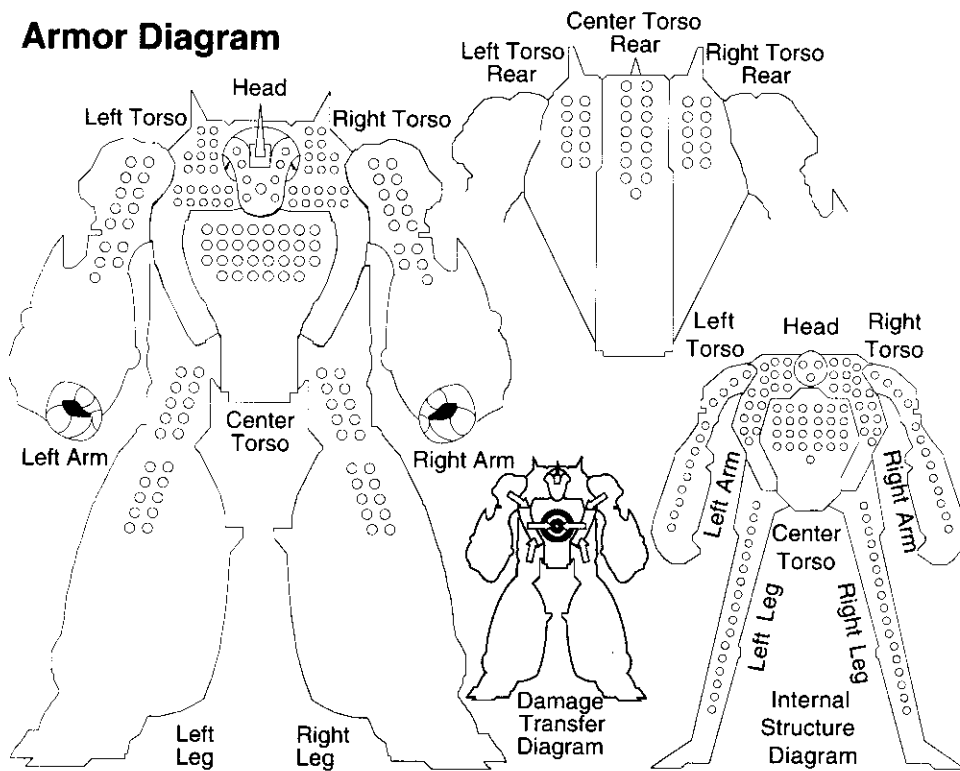
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Machine Gun

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-98 Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M | L |
|---|---------------|-----|----|----|----|---|---|---|
| 1 | Autocannon 20 | RA  | 7  | 20 | 0  | 3 | 6 | 9 |
| 2 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | SRM 4         | LT  | 3  | 2  | 0  | 3 | 6 | 9 |

Ammo Type

Rounds

Autocannon 20

15

SRM 4

25

**Total Single Heat Sinks: 15**

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- SRM 4
- Ammo (SRM 4) 25

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 8,013,721

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

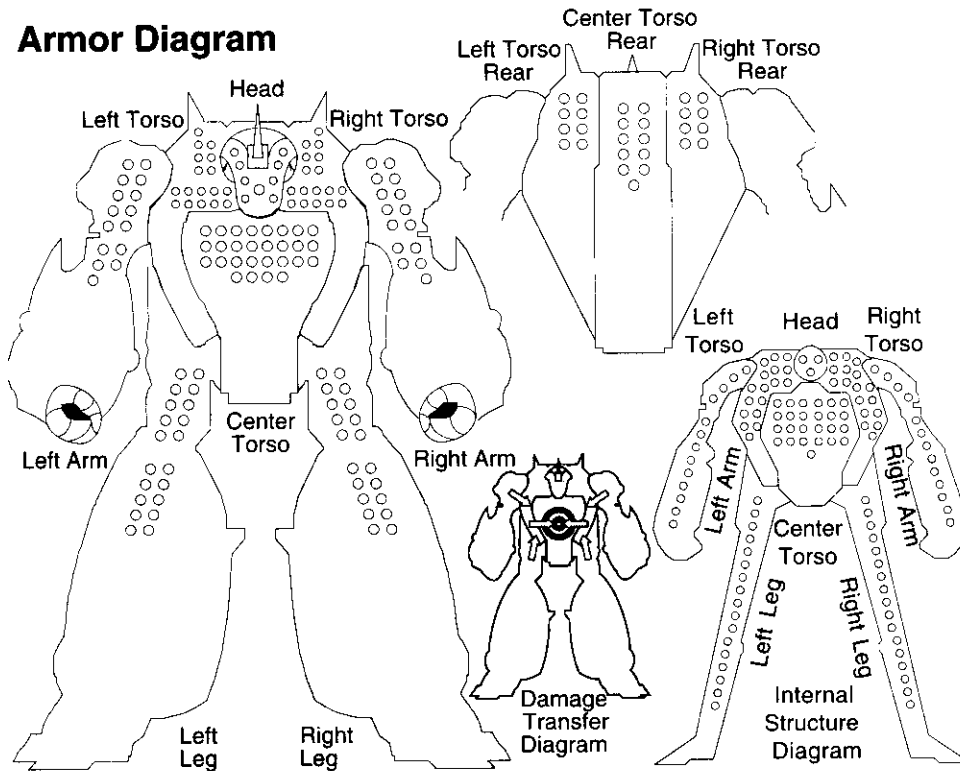
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 8,154,121

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

4-6

#### Right Torso

- Heat Sink
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Heat Sink

### Mech Data

Type: **VTR-9S Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M | L |
|---|---------------|-----|----|----|----|---|---|---|
| 1 | Autocannon 20 | RA  | 7  | 20 | 0  | 3 | 6 | 9 |
| 2 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6 | 9 |
| 1 | SRM 6         | LT  | 4  | 2  | 0  | 3 | 6 | 9 |

Ammo Type Rounds

Autocannon 20 15

SRM 6 15

### Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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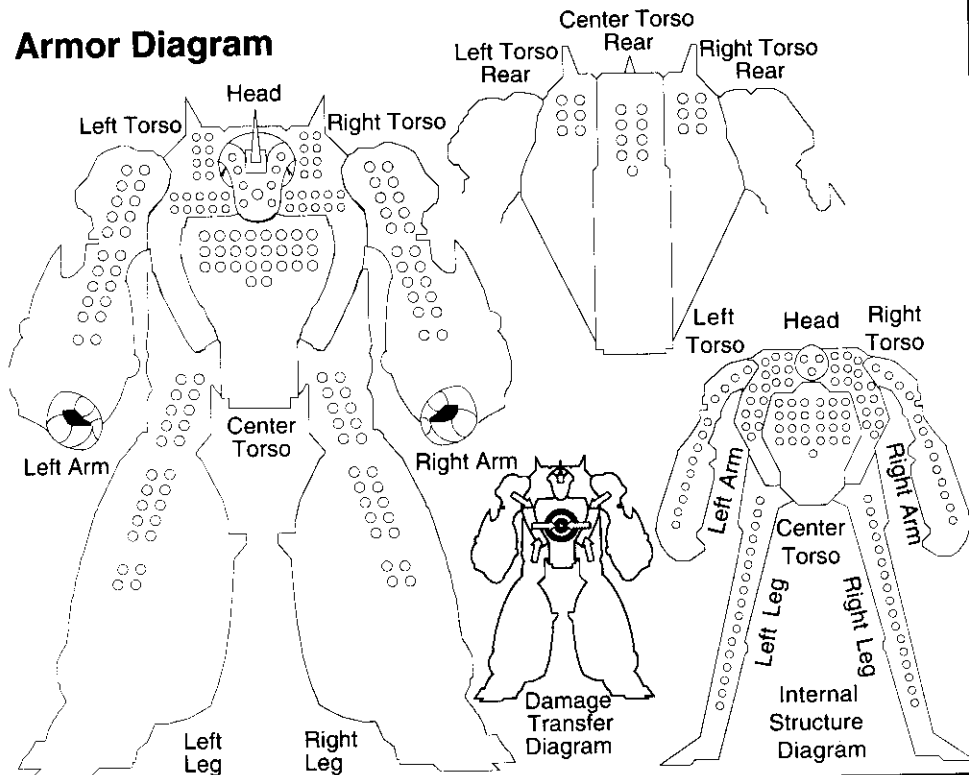




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Large Laser
2. Large Laser
3. Medium Laser (R)
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 1-3 4. Gyro
5. Gyro
6. Gyro
- 4-6 3. Engine
4. Engine
5. Heat Sink
6. Medium Laser

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 7,752,001

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 15
5. LRM 15
6. LRM 15

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **ZEU-6T Zeus**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2439

### Weapons Inventory

| # | Type         | Loc    | Ht | D  | Mn | S | M  | L  |
|---|--------------|--------|----|----|----|---|----|----|
| 1 | PPC          | LA     | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Large Laser  | LT     | 8  | 8  | 0  | 5 | 10 | 15 |
| 1 | LRM 15       | RA     | 5  | 1  | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | CT     | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT (R) | 3  | 5  | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 8      |

### Total Single Heat Sinks: 19

○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

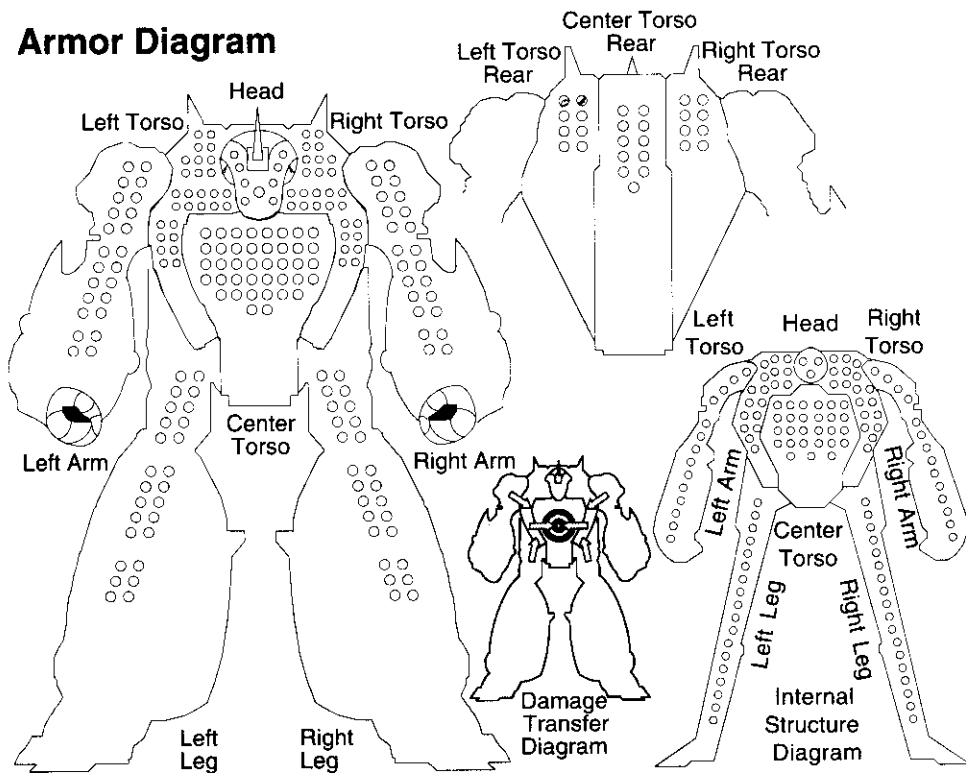
**FASA**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Medium Laser
2. Medium Laser
3. Medium Laser (R)
4. SRM 6
5. SRM 6
6. Ammo (MG) 200

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 8,549,344

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser (R)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### Mech Data

Type: **BLR-1G Battlemaster**

Tonnage: **85**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2830

### Weapons Inventory

| # | Type         | Loc    | Ht | D  | Mn | S | M  | L  |
|---|--------------|--------|----|----|----|---|----|----|
| 1 | PPC          | RA     | 10 | 10 | 3  | 6 | 12 | 18 |
| 2 | Medium Laser | LT     | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LT (R) | 3  | 5  | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RT     | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT (R) | 3  | 5  | 0  | 3 | 6  | 9  |
| 2 | Machine Gun  | LA     | 0  | 2  | 0  | 1 | 2  | 3  |
| 1 | SRM 6        | LT     | 4  | 2  | 0  | 3 | 6  | 9  |

| Ammo Type   | Rounds |
|-------------|--------|
| Machine Gun | 200    |
| SRM 6       | 30     |

### Total Single Heat Sinks: 18

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

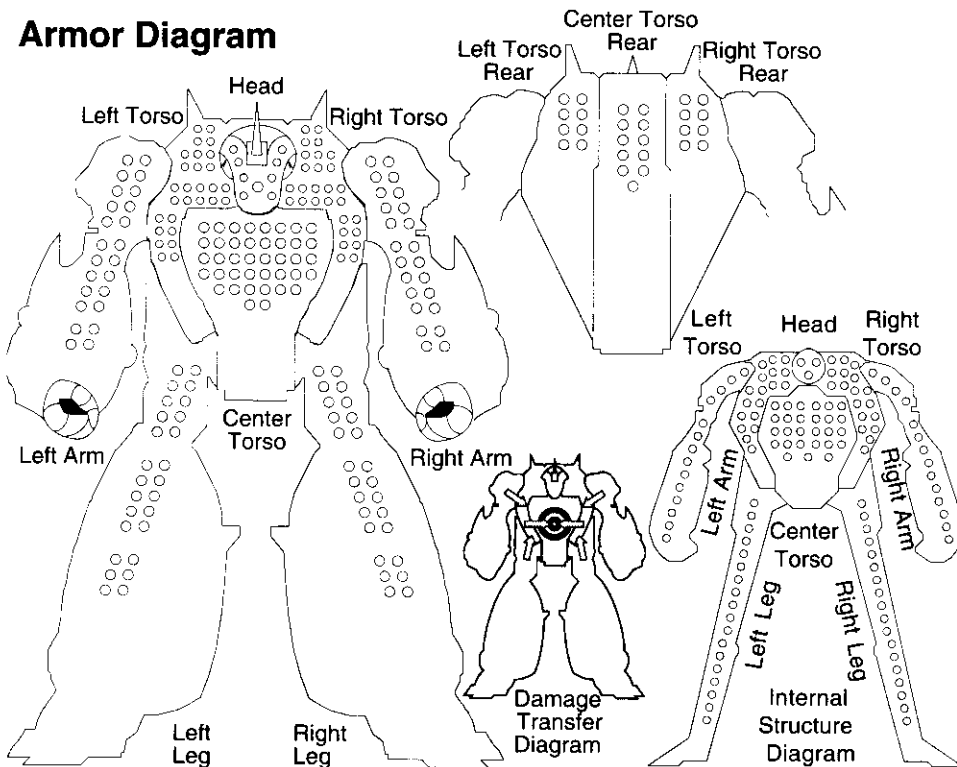
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BLR-1S Battlemaster**

Tonnage: **85**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2830

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 2 | Medium Laser | LT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | LRM 15       | LA  | 5  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 5        | LT  | 2  | 1 | 6  | 7 | 14 | 21 |
| 1 | SRM 2        | RA  | 2  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 2        | LT  | 2  | 2 | 0  | 3 | 6  | 9  |

### Ammo Type

| Ammo Type | Rounds |
|-----------|--------|
| LRM 15    | 8      |
| LRM 5     | 24     |
| SRM 2     | 50     |

### Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Medium Laser
- Medium Laser
- LRM 5
- SRM 2
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 8,299,594

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 2
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

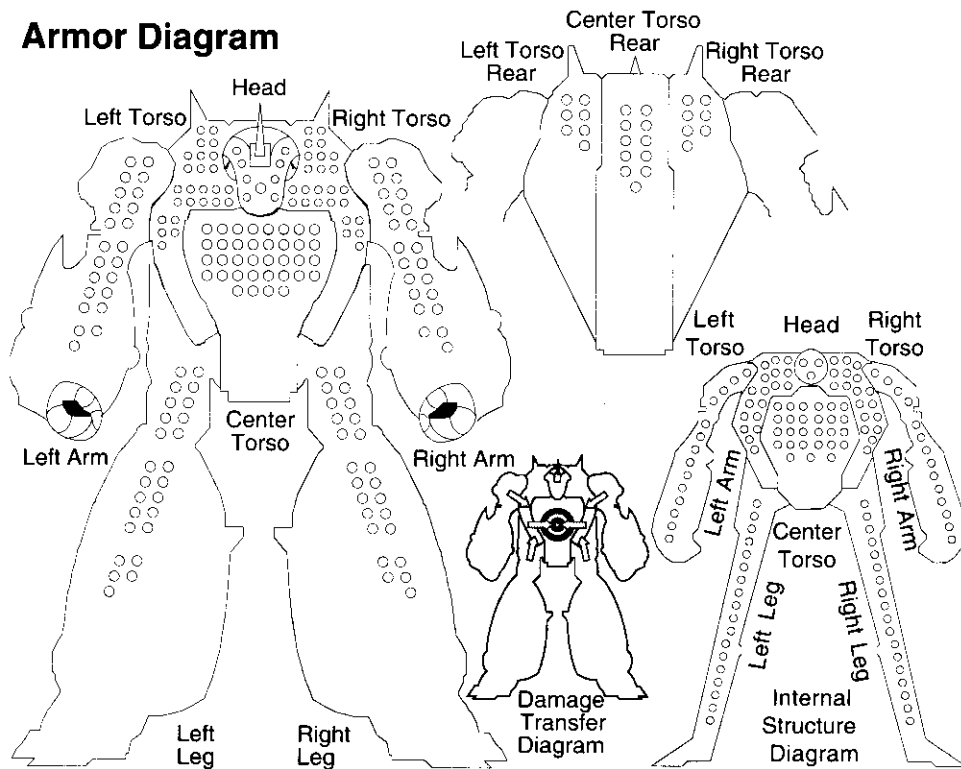
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STK-3F Stalker**

Tonnage: **85**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2594

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 10       | LA  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 10       | RA  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Large Laser  | LT  | 8  | 8 | 0  | 5 | 10 | 15 |
| 1 | Large Laser  | RT  | 8  | 8 | 0  | 5 | 10 | 15 |
| 2 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 2 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | SRM 6        | LT  | 4  | 2 | 0  | 3 | 6  | 9  |
| 1 | SRM 6        | RT  | 4  | 2 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 24     |
| SRM 6     | 30     |

### Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

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### Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink

1-3

- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Ammo (LRM 10) 12
- Roll Again

4-6

### Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

1-3

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Heat Sink
- Heat Sink

4-6

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 7,452,725

### Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

- Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



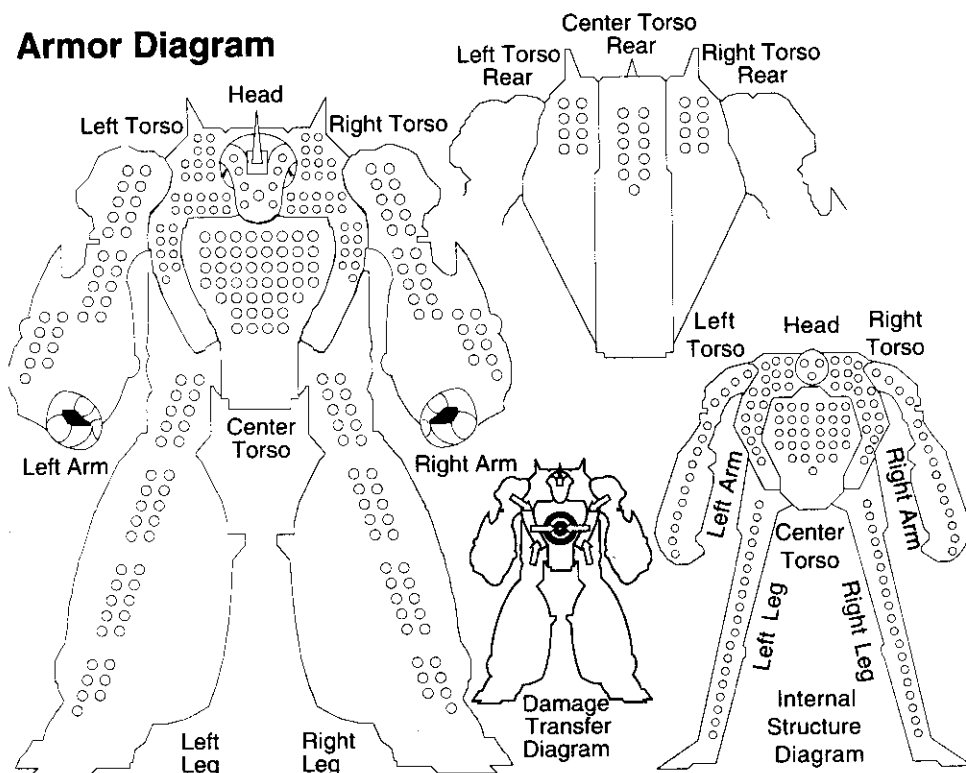




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 10
2. LRM 10

3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4
6. Ammo (SRM 4) 25

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Cost 9,126,460

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. LRM 10
2. LRM 10

3. Medium Laser
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **CP-10-Q Cyclops**

Tonnage: **90**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2710

### Weapons Inventory

| # | Type         | Loc | Ht | D | Mn | S | M  | L  |
|---|--------------|-----|----|---|----|---|----|----|
| 1 | LRM 10       | LT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | LRM 10       | RT  | 4  | 1 | 6  | 7 | 14 | 21 |
| 1 | Medium Laser | RT  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | LA  | 3  | 5 | 0  | 3 | 6  | 9  |
| 1 | SRM 4        | CT  | 3  | 2 | 0  | 3 | 6  | 9  |

| Ammo Type | Rounds |
|-----------|--------|
| LRM 10    | 48     |
| SRM 4     | 25     |

### Total Single Heat Sinks: 14

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

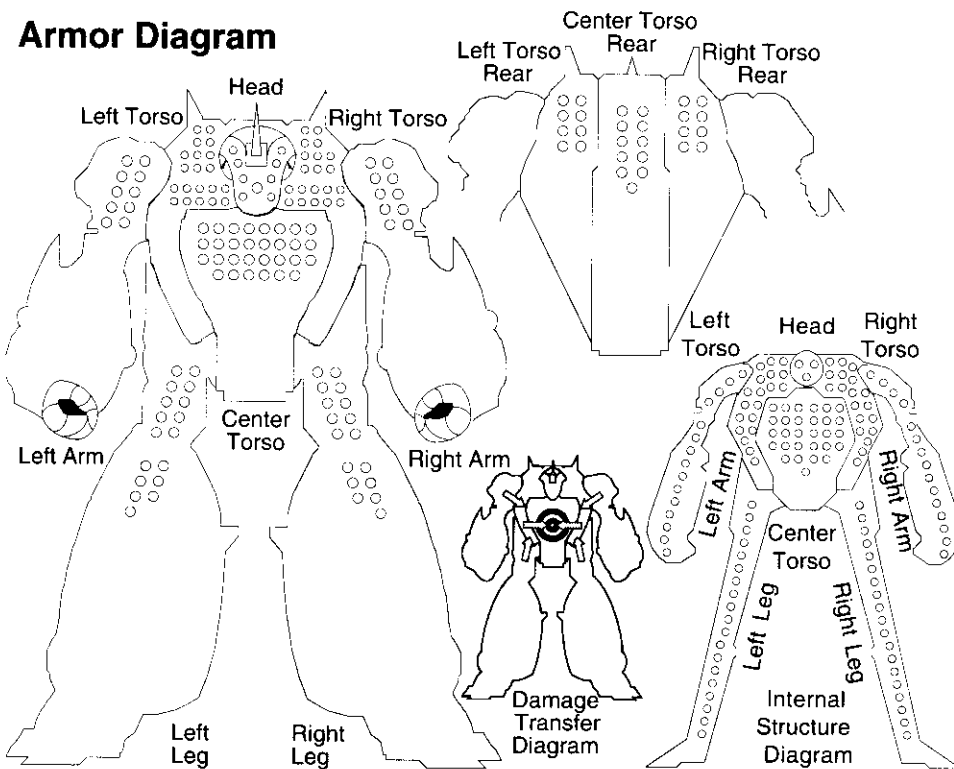
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 10
2. LRM 10
3. Ammo (AC 20) 5
4. Ammo (AC 20) 5
5. Ammo (LRM 10) 12
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

- 1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
- 4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 4
6. Ammo (SRM 4) 25

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 9,375,360

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Autocannon 20
6. Autocannon 20

- 1-3
1. Autocannon 20
2. Autocannon 20
3. Autocannon 20
4. Autocannon 20
5. Ammo (AC 20) 5
6. Ammo (AC 20) 5

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **CP-10-Z Cyclops**

Tonnage: **90**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2710

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 1 | Autocannon 20 | RT  | 7  | 20 | 0  | 3 | 6  | 9  |
| 1 | LRM 10        | LT  | 4  | 1  | 6  | 7 | 14 | 21 |
| 1 | Medium Laser  | RA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser  | LA  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | SRM 4         | CT  | 3  | 2  | 0  | 3 | 6  | 9  |

Ammo Type Rounds

Autocannon 20 20

LRM 10 12

SRM 4 25

**Total Single Heat Sinks: 12**

○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

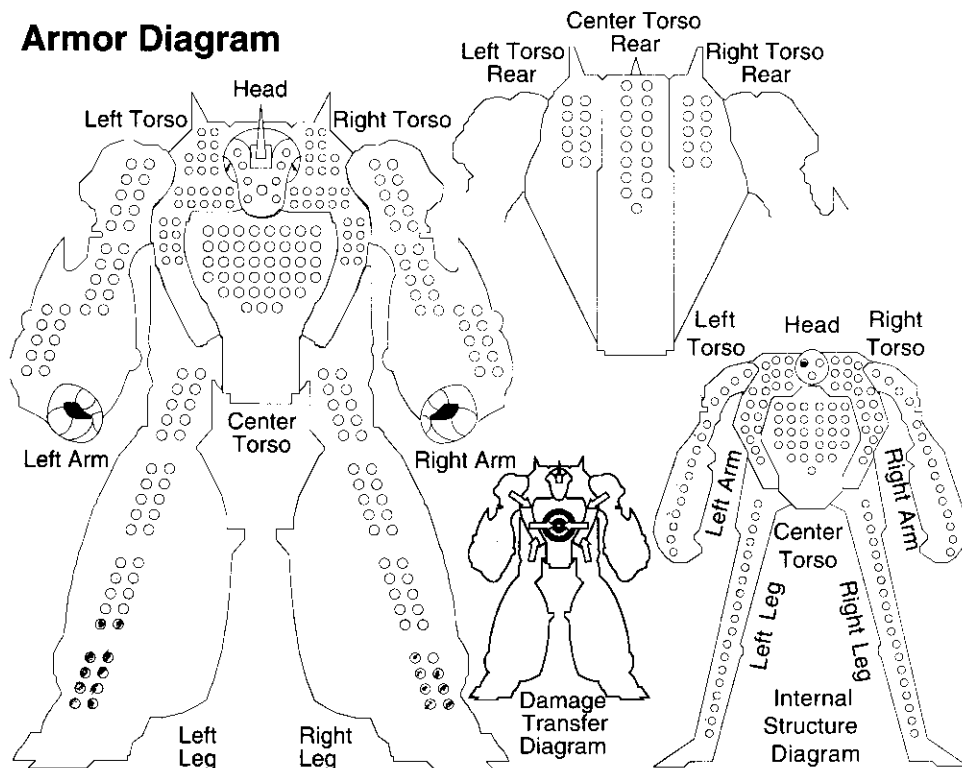
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. SRM 6

1. SRM 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. LRM 20
- 1-3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
2. Engine
- 1-3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○○ |
| Sensor Hits  | ○○○ |
| Life Support | ○   |

Cost 8,423,460

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon 10
6. Autocannon 10

1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Roll Again

#### Right Torso

1. Jump Jet
2. Medium Laser
3. Medium Laser
- 1-3. Ammo (AC 10) 10
5. Ammo (AC 10) 10
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Mech Data

Type: **HGN-733 Highlander**

Tonnage: **90**

Movement Points

Walking: **3**

Running: **5**

Jumping: **3**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type          | Loc | Ht | D  | Mn | S | M  | L  |
|---|---------------|-----|----|----|----|---|----|----|
| 2 | Medium Laser  | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | SRM 6         | LA  | 4  | 2  | 0  | 3 | 6  | 9  |
| 1 | LRM 20        | LT  | 6  | 1  | 6  | 7 | 14 | 21 |
| 1 | Autocannon 10 | RA  | 3  | 10 | 0  | 5 | 10 | 15 |

### Ammo Type

| Ammo Type     | Rounds |
|---------------|--------|
| SRM 6         | 30     |
| LRM 20        | 18     |
| Autocannon 10 | 20     |

### Total Single Heat Sinks: 13

○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

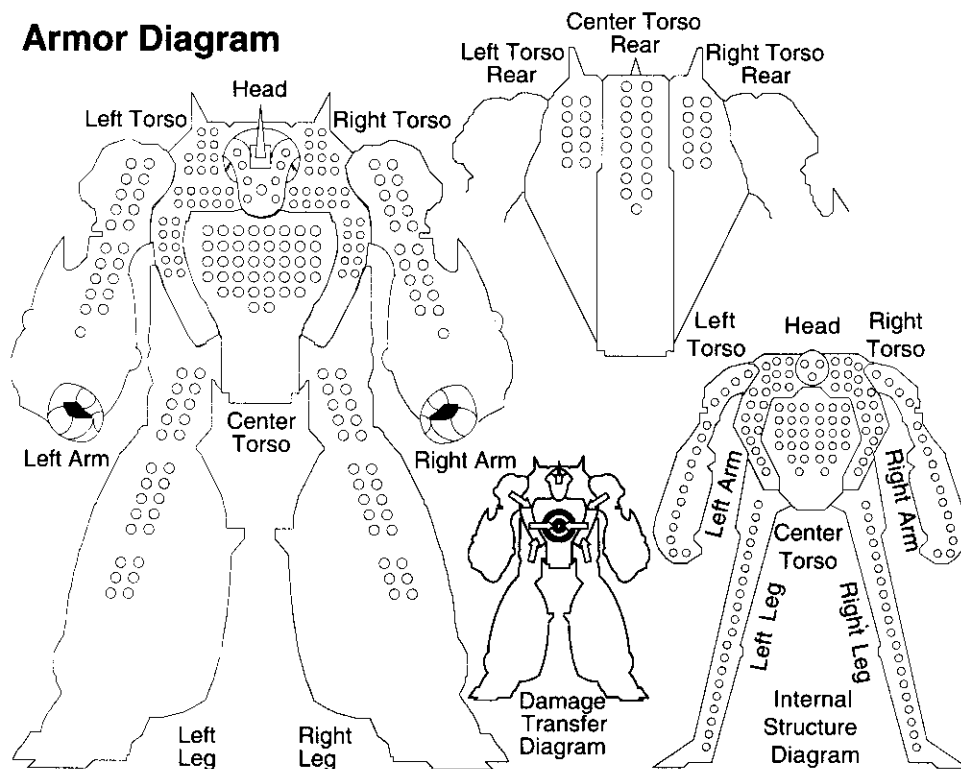
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3E Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2475

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RT  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Autocannon 5 | LT  | 1  | 5  | 3  | 6 | 12 | 18 |
| 1 | Small Laser  | H   | 1  | 3  | 0  | 1 | 2  | 3  |

| Ammo Type    | Rounds |
|--------------|--------|
| Autocannon 5 | 20     |

### Total Single Heat Sinks: 16

○○○○○○○○○○○○○○○○○○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Left Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20
- Roll Again

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

#### Right Torso

- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

1-3

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

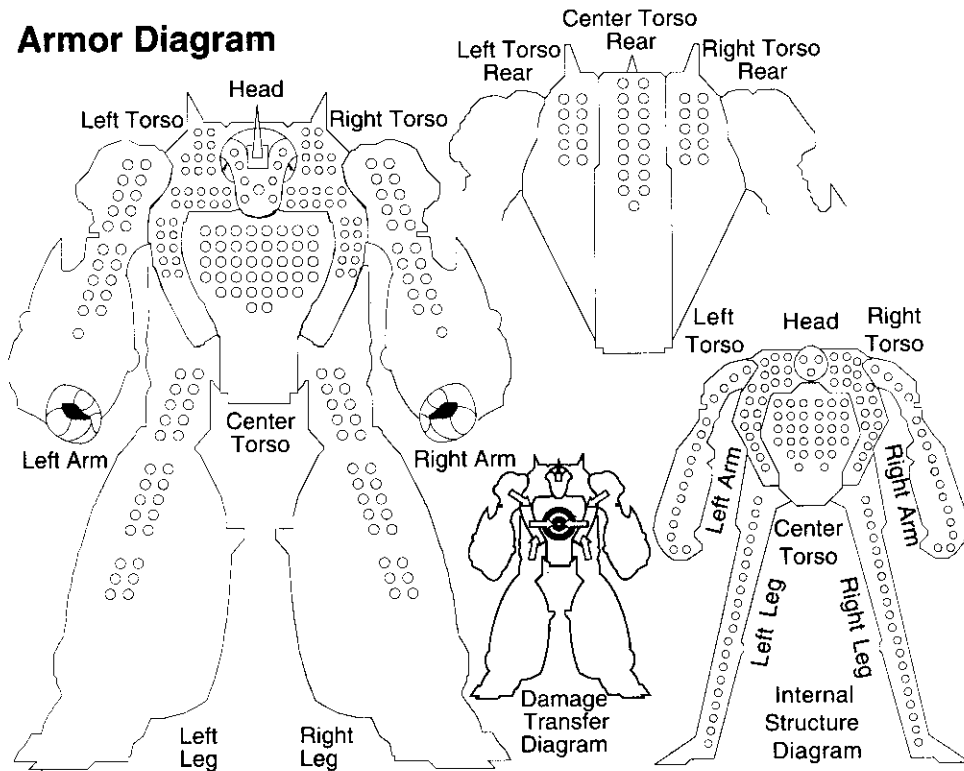
|              |      |
|--------------|------|
| Engine Hits  | ○○○○ |
| Gyro Hits    | ○○   |
| Sensor Hits  | ○○   |
| Life Support | ○    |

Cost 9,530,854

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. PPC
2. PPC
3. PPC
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 9,824,329

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. PPC
2. PPC
3. PPC
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Mech Data

Type: **BNC-3M Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2475

### Weapons Inventory

| # | Type         | Loc | Ht | D  | Mn | S | M  | L  |
|---|--------------|-----|----|----|----|---|----|----|
| 1 | PPC          | RT  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | PPC          | LT  | 10 | 10 | 3  | 6 | 12 | 18 |
| 1 | Medium Laser | LT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Medium Laser | RT  | 3  | 5  | 0  | 3 | 6  | 9  |
| 1 | Small Laser  | H   | 1  | 3  | 0  | 1 | 2  | 3  |

### Total Single Heat Sinks: 16

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

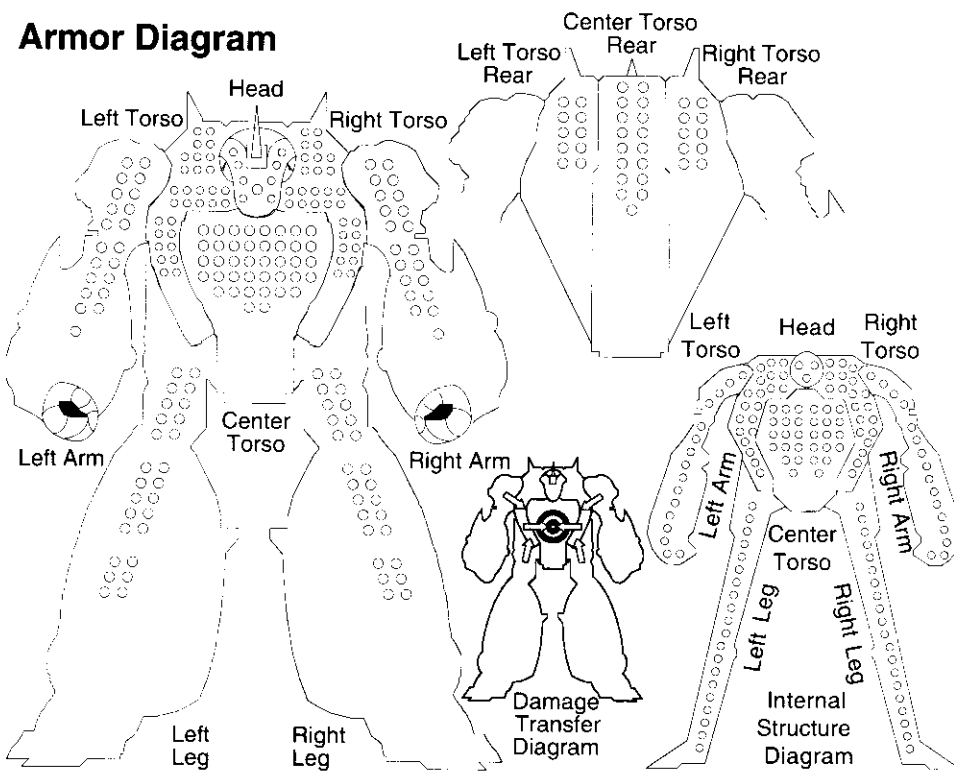
|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3Q Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2475

### Weapons Inventory

| # Type          | Loc | Ht | D  | Mn | S | M | L |
|-----------------|-----|----|----|----|---|---|---|
| 1 Autocannon 20 | RT  | 7  | 20 | 0  | 3 | 6 | 9 |
| 1 Small Laser   | H   | 1  | 3  | 0  | 1 | 2 | 3 |

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 20 | 30     |

**Total Single Heat Sinks: 12**



### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○ ○ |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 9,574,729

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



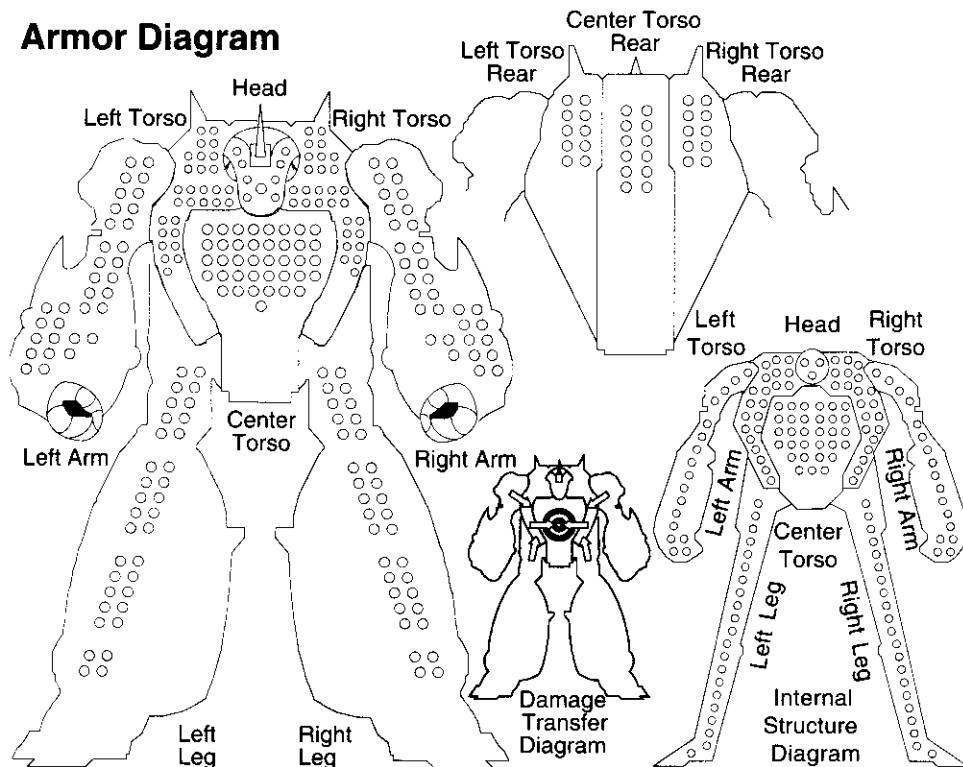




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Autocannon 20
  6. Autocannon 20
- 1-3
1. Autocannon 20
  2. Autocannon 20
  3. Autocannon 20
  4. Autocannon 20
  5. Autocannon 20
  6. Autocannon 20
- 4-6

#### Left Torso

1. Autocannon 20
  2. Autocannon 20
  3. LRM 15
  4. LRM 15
  5. LRM 15
  6. Ammo (AC 20) 5
- 1-3
1. Ammo (LRM 15) 8
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 1-3
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Heat Sink
  6. Roll Again
- 4-6

|              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |

Cost 9,582,000

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Autocannon 20
  6. Autocannon 20
- 1-3
1. Autocannon 20
  2. Autocannon 20
  3. Autocannon 20
  4. Autocannon 20
  5. Autocannon 20
  6. Autocannon 20
- 4-6

#### Right Torso

1. Autocannon 20
  2. Autocannon 20
  3. Large Laser
  4. Large Laser
  5. Ammo (AC 20) 5
  6. Roll Again
- 1-3
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### Mech Data

Type: **KGC-0000 King Crab**

Tonnage: **100**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

| # | Type          | Loc   | Ht | D  | Mn | S | M  | L  |
|---|---------------|-------|----|----|----|---|----|----|
| 1 | Autocannon 20 | LT/LA | 7  | 20 | 0  | 3 | 6  | 9  |
| 1 | Autocannon 20 | RT/RA | 7  | 20 | 0  | 3 | 6  | 9  |
| 1 | LRM 15        | LT    | 5  | 1  | 6  | 7 | 14 | 21 |
| 1 | Large Laser   | RT    | 8  | 8  | 0  | 5 | 10 | 15 |

### Ammo Type

| Ammo Type     | Rounds |
|---------------|--------|
| Autocannon 20 | 10     |
| LRM 15        | 8      |

### Total Single Heat Sinks: 15

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

☐ Operational

☐ Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

| Hits Taken  | 1 | 2 | 3 | 4  | 5  | 6    |
|-------------|---|---|---|----|----|------|
| Conscious # | 3 | 5 | 7 | 10 | 11 | Dead |

### Heat Scale

|    |                             |
|----|-----------------------------|
| 30 | SHUTDOWN                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Points          |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |

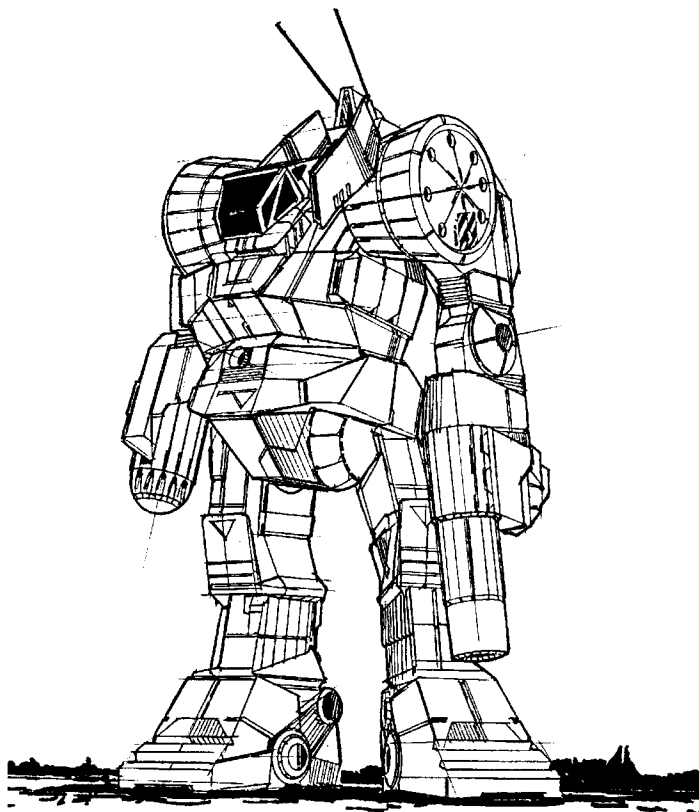
**FASA**  
CORPORATION

## APPENDIX

| Tons | Vehicles                  | Model          | Combat Value | Cost      | Tons | Vehicles                    | Model            | Combat Value | Cost      |
|------|---------------------------|----------------|--------------|-----------|------|-----------------------------|------------------|--------------|-----------|
| 60   | AC/2 Carrier              |                | 1,332        | 1,086,400 | 40   | Engineering Vehicle         |                  | 608          | 462,000   |
| 10   | APC                       | Hover          | 253          | 87,600    | 65   | Exterminator                | EXT-4A           | 3,127        | 6,485,299 |
| 10   | APC                       | Tracked        | 227          | 64,350    | 5    | Ferret Light Scout VTOL     |                  | 95           | 46,764    |
| 10   | APC                       | Wheeled        | 257          | 68,425    | 5    | Ferret Light Scout VTOL     | Armor Variant    | 111          | 58,431    |
| 70   | Archer                    | ARC-2K         | 3,199        | 6,170,774 | 5    | Ferret Light Scout VTOL     | Cargo Transport  | 85           | 34,514    |
| 70   | Archer                    | ARC-2R         | 3,123        | 6,384,974 | 35   | Firestarter                 | FS 9-H           | 1,593        | 3,046,950 |
| 70   | Archer                    | ARC-2S         | 3,131        | 6,405,374 | 35   | Firestarter                 | FS 9-M           | 1,655        | 3,066,525 |
| 70   | Archer                    | ARC-2W         | 3,081        | 6,452,974 | 75   | Flashman                    | FLS-7K           | 4,091        | 6,341,125 |
| 40   | Assassin                  | ASN-101        | 1,786        | 3,533,064 | 30   | Galleon Light Tank          | GAL-100          | 834          | 323,700   |
| 40   | Assassin                  | ASN-21         | 1,856        | 3,765,814 | 30   | Galleon Light Tank          | GAL-200          | 782          | 313,950   |
| 100  | Atlas                     | AS7-D          | 5,371        | 9,682,000 | 45   | Goblin Medium Tank          |                  | 1,446        | 607,550   |
| 80   | Awesome                   | AWS-8Q         | 4,858        | 6,598,170 | 45   | Goblin Medium Tank          | LRM Variant      | 1,441        | 848,975   |
| 80   | Awesome                   | AWS-8R         | 4,778        | 6,436,170 | 45   | Goblin Medium Tank          | SRM Variant      | 1,658        | 933,075   |
| 80   | Awesome                   | AWS-8T         | 4,454        | 6,598,170 | 80   | Goliath                     | GOL-1H           | 3,952        | 7,546,801 |
| 80   | Awesome                   | AWS-8V         | 4,801        | 6,481,170 | 60   | Grand Dragon                | DRG-1G           | 2,620        | 5,212,800 |
| 95   | Banshee                   | BNC-3E         | 4,447        | 9,530,854 | 70   | Grasshopper                 | GHR-5H           | 4,114        | 6,024,574 |
| 95   | Banshee                   | BNC-3M         | 4,568        | 9,824,329 | 55   | Griffin                     | GRF-1N           | 2,721        | 4,957,108 |
| 95   | Banshee                   | BNC-3Q         | 4,029        | 9,574,729 | 55   | Griffin                     | GRF-1S           | 2,940        | 4,783,508 |
| 95   | Banshee                   | BNC-3S         | 5,161        | 8,952,645 | 70   | Guillotine                  | GLT-4L           | 3,910        | 6,062,484 |
| 85   | BattleMaster              | BLR-1D         | 4,781        | 8,146,044 | 25   | Harasser Missile Platform   |                  | 899          | 561,750   |
| 85   | BattleMaster              | BLR-1G         | 4,368        | 8,549,344 | 25   | Harasser Missile Platform   | Laser Variant    | 834          | 381,750   |
| 85   | BattleMaster              | BLR-1S         | 4,461        | 8,299,594 | 25   | Harasser Missile Platform   | LRM Variant      | 755          | 525,750   |
| 100  | Behemoth Heavy Tank       |                | 5,540        | 3,044,667 | 45   | Hatchetman                  | HCT-3F           | 2,180        | 3,129,390 |
| 100  | Behemoth Heavy Tank       | Flamer Variant | 6,496        | 3,004,667 | 30   | Hermes                      | HER-1A           | 1,193        | 2,569,970 |
| 75   | Black Knight              | BL-7-KNT       | 4,057        | 6,594,438 | 40   | Hermes II                   | HER-2M           | 1,688        | 3,263,214 |
| 45   | Blackjack                 | BJ-1           | 2,093        | 3,153,750 | 40   | Hermes II                   | HER-2S           | 1,633        | 3,165,680 |
| 45   | Blackjack                 | BJ-1DB         | 2,299        | 3,105,175 | 40   | Hermes II                   | HER-4K           | 1,779        | 3,205,160 |
| 45   | Blackjack                 | BJ-1DC         | 1,880        | 2,973,950 | 40   | Hetzer Wheeled Assault Gun  |                  | 1,155        | 664,000   |
| 65   | Bombardier                | BMB-10D        | 2,849        | 5,497,911 | 2    | Hi-Scout Drone              | NapFind          | 58           | 16,387    |
| 60   | Bulldog Medium Tank       |                | 2,260        | 1,128,800 | 3    | Hi-Scout Drone              | PathTrack        | 50           | 21,888    |
| 60   | Bulldog Medium Tank       | AC/2 Variant   | 1,812        | 1,174,400 | 60   | Hi-Scout Drone Carrier      |                  | 1,335        | 759,200   |
| 60   | Bulldog Medium Tank       | LRM Variant    | 2,121        | 1,475,200 | 90   | Highlander                  | HGN-733          | 4,431        | 8,423,460 |
| 65   | Catapult                  | CPLT-A1        | 3,070        | 5,658,126 | 50   | Hunchback                   | HBK-4G           | 2,334        | 3,467,876 |
| 65   | Catapult                  | CPLT-C1        | 3,162        | 5,790,126 | 50   | Hunchback                   | HBK-4H           | 2,367        | 3,425,876 |
| 65   | Catapult                  | CPLT-C4        | 2,785        | 5,893,251 | 50   | Hunchback                   | HBK-4J           | 2,470        | 3,560,876 |
| 65   | Catapult                  | CPLT-K2        | 3,231        | 5,349,576 | 50   | Hunchback                   | HBK-4N           | 2,382        | 3,437,126 |
| 50   | Centurion                 | CN9-A          | 2,133        | 3,563,501 | 50   | Hunchback                   | HBK-4P           | 2,897        | 3,377,876 |
| 50   | Centurion                 | CN9-AH         | 2,050        | 3,589,751 | 50   | Hunchback                   | HBK-4SP          | 2,675        | 3,446,876 |
| 50   | Centurion                 | CN9-AL         | 2,454        | 3,395,876 | 35   | Hunter Light Support Tank   |                  | 1,318        | 1,135,125 |
| 50   | Centurion                 | CN9-YLW        | 2,104        | 3,454,751 | 30   | Hussar                      | HSR-300-D        | 1,201        | 2,563,340 |
| 60   | Champion                  | CHP-2N         | 2,306        | 5,037,600 | 25   | J. Edgar Light Hover Tank   |                  | 1,109        | 729,250   |
| 80   | Charger                   | CGR-1A1        | 3,032        | 7,520,372 | 25   | J. Edgar Light Hover Tank   | MG Variant       | 983          | 690,250   |
| 80   | Charger                   | CGR-1L         | 3,068        | 7,662,122 | 25   | J. Edgar Light Hover Tank   | Flamer Variant   | 1,133        | 681,250   |
| 80   | Charger                   | CGR-SB         | 4,864        | 6,298,920 | 65   | JagerMech                   | JM6-A            | 2,531        | 5,562,426 |
| 40   | Cicada                    | CDA-2A         | 1,439        | 3,705,218 | 65   | JagerMech                   | JM6-S            | 2,557        | 5,248,926 |
| 40   | Cicada                    | CDA-2B         | 1,429        | 3,692,968 | 30   | Javelin                     | JVN-10F          | 1,561        | 2,361,840 |
| 40   | Cicada                    | CDA-3C         | 1,525        | 3,306,334 | 30   | Javelin                     | JVN-10N          | 1,447        | 2,400,840 |
| 40   | Clint                     | CLNT-1-2R      | 1,624        | 3,220,280 | 35   | Jenner                      | JR7-D            | 1,540        | 3,198,376 |
| 40   | Clint                     | CLNT-2-3T      | 1,852        | 3,572,380 | 35   | Jenner                      | JR7-F            | 1,554        | 3,121,426 |
| 40   | Clint                     | CLNT-2-4T      | 1,578        | 3,143,280 | 30   | Karnov UR Transport         |                  | 519          | 550,000   |
| 25   | Commando                  | COM-2D         | 1,098        | 1,891,250 | 100  | King Crab                   | KGC-0000         | 4,833        | 9,582,000 |
| 25   | Commando                  | COM-3A         | 1,103        | 1,879,375 | 55   | Kintaro                     | KTO-18           | 2,436        | 4,699,808 |
| 50   | Condor Heavy Hover Tank   |                | 1,736        | 1,217,000 | 60   | Lancelot                    | LNC25-02         | 2,944        | 4,769,600 |
| 50   | Condor Heavy Hover Tank   | Davion Variant | 1,425        | 1,280,000 | 20   | Locust                      | LCT-1E           | 791          | 1,574,201 |
| 50   | Condor Heavy Hover Tank   | Liao Variant   | 2,035        | 1,184,000 | 20   | Locust                      | LCT-1M           | 758          | 1,571,201 |
| 30   | Coolant Truck             | 135-K          | 915          | 212,175   | 20   | Locust                      | LCT-1S           | 766          | 1,543,601 |
| 50   | Crab                      | CRB-20         | 2,366        | 3,909,876 | 20   | Locust                      | LCT-1V           | 752          | 1,512,401 |
| 85   | Crockett                  | CRK-5003-0     | 4,238        | 7,378,725 | 20   | Locust                      | LCT-3V           | 775          | 1,553,801 |
| 65   | Crusader                  | CRD-3D         | 3,135        | 5,620,011 | 60   | LRM Carrier                 |                  | 2,343        | 1,872,000 |
| 65   | Crusader                  | CRD-3K         | 3,241        | 5,445,111 | 60   | Manticore Heavy Tank        |                  | 2,856        | 2,640,800 |
| 65   | Crusader                  | CRD-3L         | 3,211        | 5,583,711 | 75   | Marauder                    | MAD-3D           | 3,881        | 6,597,500 |
| 65   | Crusader                  | CRD-3R         | 2,913        | 5,547,411 | 75   | Marauder                    | MAD-3L           | 3,672        | 6,467,125 |
| 90   | Cyclops                   | CP 10-Q        | 4,163        | 9,126,460 | 75   | Marauder                    | MAD-3M           | 3,788        | 6,299,125 |
| 90   | Cyclops                   | CP 10-Z        | 3,905        | 9,375,360 | 75   | Marauder                    | MAD-3R           | 3,556        | 6,635,125 |
| 80   | Demolisher Heavy Tank     |                | 2,883        | 2,151,000 | 20   | MASH Truck                  |                  | 706          | 304,333   |
| 55   | Dervish                   | DV-6M          | 2,513        | 4,980,668 | 50   | Maxim Heavy Hover Transport |                  | 2,091        | 1,320,000 |
| 60   | Dragon                    | DRG-1C         | 2,424        | 4,899,200 | 20   | Mercury                     | MCY-98           | 871          | 1,580,441 |
| 60   | Dragon                    | DRG-1N         | 2,410        | 5,118,400 | 25   | Mobile Headquarters         |                  | 901          | 477,188   |
| 50   | Drillson Heavy Hover Tank |                | 2,559        | 2,505,333 | 65   | Mobile Long Tom Artillery   | LT-MOB-25        | 2,710        | 1,397,275 |
| 50   | Drillson Heavy Hover Tank | SRM-2 Variant  | 2,569        | 2,433,333 | 10   | Mobile Long Tom Artillery   | Ammo Carriage    | 188          | 110,000   |
| 50   | Enforcer                  | ENF-4R         | 2,353        | 3,536,876 | 5    | Mobile Long Tom Artillery   | Support Carriage | 128          | 52,500    |

# BATTLETECH RECORD SHEETS • 3025 & 3026

| Tons | Vehicles                   | Model         | Combat Value | Cost      |
|------|----------------------------|---------------|--------------|-----------|
| 25   | Mongoose                   | MON-67        | 1,105        | 1,885,730 |
| 75   | Monitor Naval Vessel       |               | 3,165        | 1,568,531 |
| 100  | Neptune Submarine          |               | 4,267        | 4,614,000 |
| 100  | Neptune Submarine          | LRM Variant   | 4,016        | 5,271,000 |
| 100  | Neptune Submarine          | SRM Variant   | 4,652        | 5,304,000 |
| 95   | Ontos Heavy Tank           |               | 4,957        | 2,264,438 |
| 95   | Ontos Heavy Tank           | LRM Variant   | 2,732        | 3,117,563 |
| 10   | Ordnance Transport         | J-27          | 195          | 40,517    |
| 10   | Ordnance Transport         | Trailer       | 160          | 21,000    |
| 75   | Orion                      | ON1-K         | 3,097        | 6,763,750 |
| 75   | Orion                      | ON1-V         | 3,084        | 6,837,250 |
| 75   | Orion                      | ON1-VA        | 3,494        | 6,510,000 |
| 60   | Ostroc                     | OSR-2C        | 2,771        | 5,025,600 |
| 60   | Ostroc                     | OSR-2L        | 2,766        | 4,982,400 |
| 60   | Ostroc                     | OSR-2M        | 2,975        | 5,238,400 |
| 60   | Ostroc                     | OSR-3C        | 2,751        | 4,918,400 |
| 35   | Ostscout                   | OTT-7J        | 1,666        | 3,416,761 |
| 60   | Ostsol                     | OTL-4D        | 2,859        | 5,017,600 |
| 60   | Ostsol                     | OTL-4F        | 2,923        | 5,096,960 |
| 20   | Packrat LRPV               | PKR-T5        | 747          | 408,650   |
| 35   | Panther                    | PNT-9R        | 1,776        | 2,485,711 |
| 80   | Partisan Heavy Tank        |               | 2,104        | 1,872,000 |
| 80   | Partisan Heavy Tank        | AC/2 Variant  | 2,100        | 1,629,000 |
| 80   | Partisan Heavy Tank        | LRM Variant   | 3,528        | 2,530,800 |
| 65   | Patton Tank                |               | 2,610        | 2,754,538 |
| 35   | Pegasus Scout Hover Tank   |               | 1,447        | 841,925   |
| 45   | Phoenix Hawk               | PXH-1         | 2,190        | 4,067,540 |
| 45   | Phoenix Hawk               | PXH-1D        | 2,276        | 4,057,390 |
| 45   | Phoenix Hawk               | PXH-1K        | 2,081        | 3,628,553 |
| 60   | Pike Support Vehicle       |               | 1,780        | 1,035,200 |
| 60   | Quickdraw                  | QKD-4G        | 3,023        | 5,514,560 |
| 60   | Quickdraw                  | QKD-4H        | 3,023        | 5,509,760 |
| 60   | Quickdraw                  | QKD-5A        | 3,267        | 5,452,160 |
| 60   | Rifleman                   | RFL-3C        | 2,345        | 4,808,000 |
| 60   | Rifleman                   | RFL-3N        | 2,515        | 4,869,600 |
| 60   | Rifleman                   | RFL-4D        | 2,751        | 4,980,800 |
| 65   | Rommel Tank                |               | 2,847        | 2,905,513 |
| 35   | Saladin Assault Hover Tank |               | 1,046        | 911,625   |
| 35   | Saracen Medium Hover Tank  |               | 1,361        | 813,025   |
| 5    | Savannah Master Hovercraft |               | 204          | 91,667    |
| 80   | Schrek PPC Carrier         |               | 4,410        | 3,825,900 |
| 35   | Scimitar Medium Hover Tank |               | 1,146        | 727,175   |
| 55   | Scorpion                   | SCP-1N        | 2,297        | 5,201,800 |
| 25   | Scorpion Light Tank        |               | 607          | 327,083   |
| 25   | Scorpion Light Tank        | SRM Variant   | 833          | 466,458   |
| 25   | Sea Skimmer Hydrofoil      |               | 620          | 371,333   |
| 25   | Sea Skimmer Hydrofoil      | SRM-2 Variant | 773          | 324,000   |
| 40   | Sentinel                   | STN-3K        | 1,557        | 3,117,730 |
| 55   | Shadow Hawk                | SHD-2D        | 2,649        | 4,617,658 |
| 55   | Shadow Hawk                | SHD-2H        | 2,571        | 4,539,383 |
| 55   | Shadow Hawk                | SHD-2K        | 2,857        | 4,505,283 |
| 20   | Skulker Wheeled Scout Tank |               | 511          | 183,700   |
| 30   | Spider                     | SDR-5D        | 1,432        | 2,942,290 |
| 30   | Spider                     | SDR-5K        | 1,372        | 2,728,440 |
| 30   | Spider                     | SDR-5V        | 1,459        | 2,984,540 |
| 60   | SRM Carrier                |               | 3,822        | 1,932,800 |
| 85   | Stalker                    | STK-3F        | 4,325        | 7,452,725 |
| 85   | Stalker                    | STK-3H        | 4,291        | 7,637,725 |
| 85   | Stalker                    | STK-4N        | 4,777        | 7,245,525 |
| 20   | Stinger                    | STG-3G        | 979          | 1,662,240 |
| 20   | Stinger                    | STG-3R        | 936          | 1,615,440 |
| 35   | Striker Light Tank         |               | 1,213        | 563,315   |
| 35   | Striker Light Tank         | LRM Variant   | 1,086        | 599,740   |
| 85   | SturmFeur Heavy Tank       |               | 3,145        | 2,395,288 |
| 7.5  | Swift Wind Scout Car       |               | 231          | 82,948    |
| 7.5  | Swift Wind Scout Car       | ICE Variant   | 132          | 51,175    |
| 20   | Thorn                      | THE-S         | 848          | 1,558,320 |
| 80   | Thug                       | THG-10E       | 4,162        | 7,760,641 |
| 65   | Thunderbolt                | TDR-5S        | 3,189        | 5,446,761 |
| 65   | Thunderbolt                | TDR-5SE       | 3,529        | 5,560,611 |
| 65   | Thunderbolt                | TDR-5SS       | 3,560        | 5,320,536 |
| 50   | Trebuchet                  | TBT-5J        | 2,591        | 4,383,501 |
| 50   | Trebuchet                  | TBT-5S        | 2,498        | 4,023,501 |
| 50   | Trebuchet                  | TBT-7K        | 2,131        | 4,085,001 |
| 50   | Trebuchet                  | TBT-5N        | 2,170        | 4,293,501 |



| Tons | Vehicles                  | Model        | Combat Value | Cost      |
|------|---------------------------|--------------|--------------|-----------|
| 30   | UrbanMech                 | UM-R60       | 1,267        | 1,471,925 |
| 30   | UrbanMech                 | UM-R60L      | 1,264        | 1,581,125 |
| 30   | Valkyrie                  | VLK-QA       | 1,436        | 2,205,320 |
| 30   | Valkyrie                  | VLK-QF       | 1,409        | 2,163,070 |
| 50   | Vedette Medium Tank       |              | 1,124        | 725,750   |
| 50   | Vedette Medium Tank       | AC/2 Variant | 1,214        | 701,000   |
| 50   | Vedette Medium Tank       | Liao Variant | 1,385        | 673,250   |
| 80   | Victor                    | VTR-9A       | 3,847        | 7,931,821 |
| 80   | Victor                    | VTR-9A1      | 3,865        | 7,940,821 |
| 80   | Victor                    | VTR-9B       | 3,885        | 8,013,721 |
| 80   | Victor                    | VTR-9S       | 3,886        | 8,154,121 |
| 45   | Vindicator                | VND-1AA      | 2,348        | 3,864,033 |
| 45   | Vindicator                | VND-1R       | 2,375        | 3,181,083 |
| 75   | Von Luckner Heavy Tank    | VNL-K65N     | 4,364        | 3,685,938 |
| 40   | Vulcan                    | VL 2-T       | 1,768        | 3,462,900 |
| 40   | Vulcan                    | VL 5-T       | 1,949        | 3,558,100 |
| 70   | Warhammer                 | WHM-6D       | 3,628        | 5,945,184 |
| 70   | Warhammer                 | WHM-6K       | 3,622        | 6,059,084 |
| 70   | Warhammer                 | WHM-6L       | 3,490        | 6,077,784 |
| 70   | Warhammer                 | WHM-6R       | 3,486        | 6,026,784 |
| 21   | Warrior Attack Helicopter | H-7          | 512          | 544,850   |
| 21   | Warrior Attack Helicopter | H-7A         | 444          | 497,250   |
| 21   | Warrior Attack Helicopter | H-7C         | 609          | 687,650   |
| 20   | Wasp                      | WSP-1A       | 949          | 1,646,640 |
| 20   | Wasp                      | WSP-1D       | 928          | 1,636,320 |
| 20   | Wasp                      | WSP-1K       | 922          | 1,613,520 |
| 20   | Wasp                      | WSP-1L       | 915          | 1,656,720 |
| 20   | Wasp                      | WSP-1W       | 917          | 1,633,320 |
| 40   | Whitworth                 | WTH-1S       | 2,030        | 2,859,734 |
| 40   | Whitworth                 | WTH-1        | 1,884        | 2,912,934 |
| 55   | Wolverine                 | WVR-6K       | 2,615        | 4,514,196 |
| 55   | Wolverine                 | WVR-6M       | 2,868        | 4,865,658 |
| 55   | Wolverine                 | WVR-6R       | 2,686        | 4,827,683 |
| 45   | Wyvern                    | WVE-6N       | 2,253        | 3,241,765 |
| 80   | Zeus                      | ZEU-6S       | 3,782        | 7,617,901 |
| 80   | Zeus                      | ZEU-6T       | 4,001        | 7,752,001 |