

Left Arm

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

 - 1. Roll Again
- 2 Roll Ayain
- 3 Reli Againi 4-6
- 4 Bull Again
 - 5 Roll Ayain 6. Roll Again.
 - **Left Torso**
 - . Heat Sink
 - 2. LRM 20
- 3. LRM 20 1-3
 - 4. LRM 20
 - 5. LRM 20
 - <u>[6</u>. LRM 20
 - 1. SRM 6
 - 2. SRM 6
- 3. Ammo (LRM 20) 6
 - 4. Ammo (LRM 20) 6
 - 5. Ammo (SRM 6) 15
 - 6 Bill 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 (R)
 - 6. Medium Laser (R)

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	\bigcirc

Cost 9,682,000

Right Arm

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

Right Torso

- 1. Autocannon 20
- 2. Autocannon 20
- Autocannon 20
- 4. Autocannon 20

 - 5. Autocannon 20 6. Autocannon 20
 - . 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
- Heat Sink
- 6. Heat Sink

Mech Data

Type: **AS7-D Atlas**

Tonnage: **100** Movement Points Walking: 3

Running:

Jumping:

Technology Base: Inner Sphere

2751

Weapons Inventory

Type D Mn Loc-1 Autocannon 20 1 LRM 20 CT (R) 2 Medium Laser I Medium Laser RA 1 Medium Laser 1 SRM 6

Ammo Type Rounds Autocannon 20 10 LRM 20 SRM 6

Total Single Heat Sinks: 20

000000000 000000000

Auto Eject

Operational Disabled

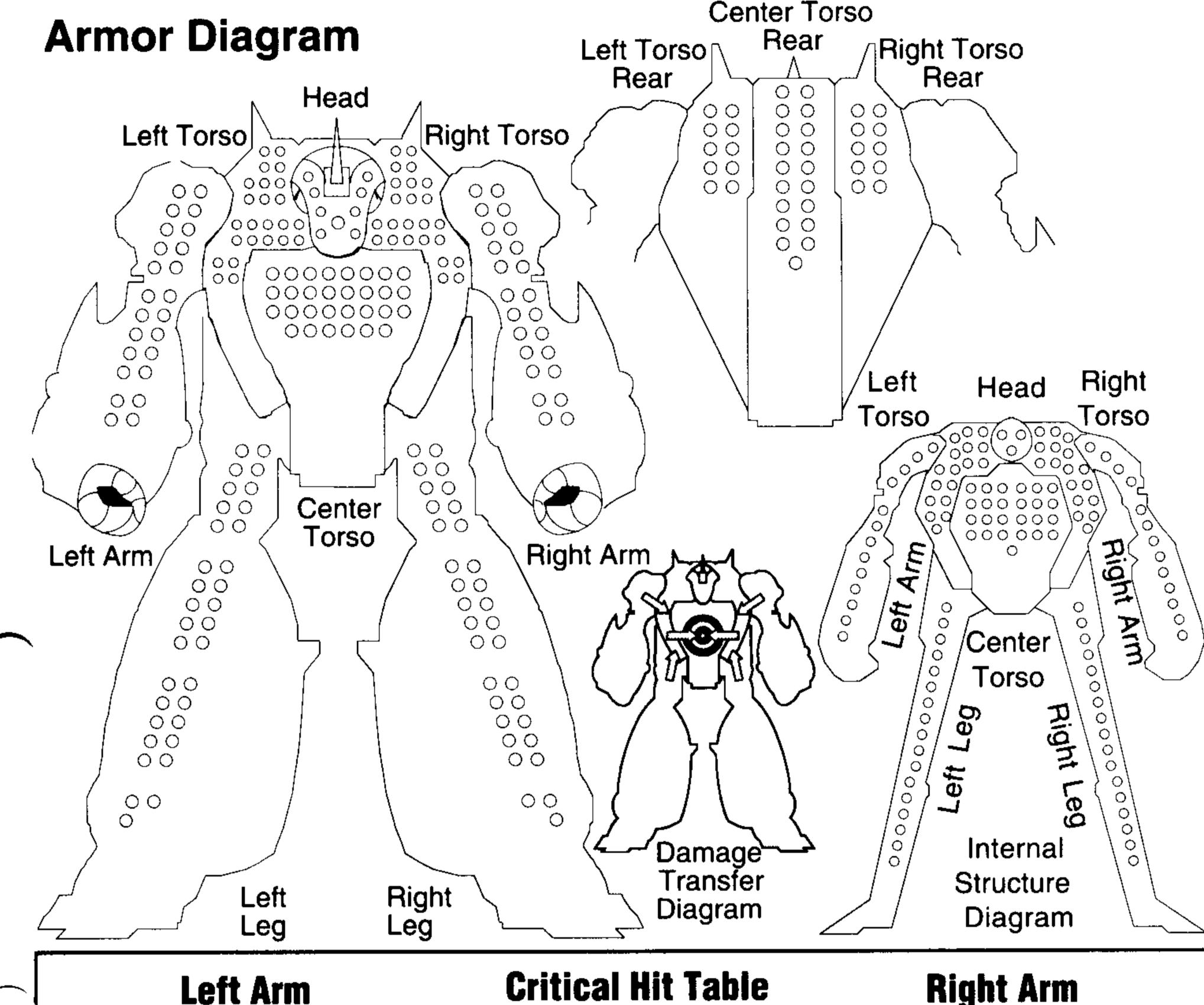
Warrior Data

Name:

Gunnery Skill: Piloting Skill: Hits Taken Dead Conscious # 5 10

Heat Scale

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- - -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



Right Arm

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

Left Leg

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

Head

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

Center Torso

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

 - 4. Engine
 - 5. Heat Sink
 - 6. Heat Sink

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	\bigcirc

Cost

6,598,170

Critical Hit Table

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
 - 4. PPC
 - 5. PPC
 - <u>6.</u> PPC

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

Right Torso

- 1. PPC
- 2. PPC
- 1-3 3. PPC

 - 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. Heat Sink
- 6. Heat Sink

Mech Data

Type: **AWS-8Q Awesome**

Tonnage: **80 Movement Points**

Technology Base: Inner Sphere 2665

Walking: Running: Jumping:

Weapons Inventory

Type D Mn S M Loc PPC PPC

PPC Small Laser

Total Single Heat Sinks: 28 00000000000000

000000000

Operational

Auto Eject

000

Disabled

Warrior Data

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken 4

Dead 10

Heat Scale

30 SHUTDOWN

Conscious #

28 Ammo Explosion, avoid on 8+

26 Shutdown, avoid on 10+

25 -5 Movement Points

24 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+

20 -4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

15 - 3 Movement Points

14 Shutdown, avoid on 4+

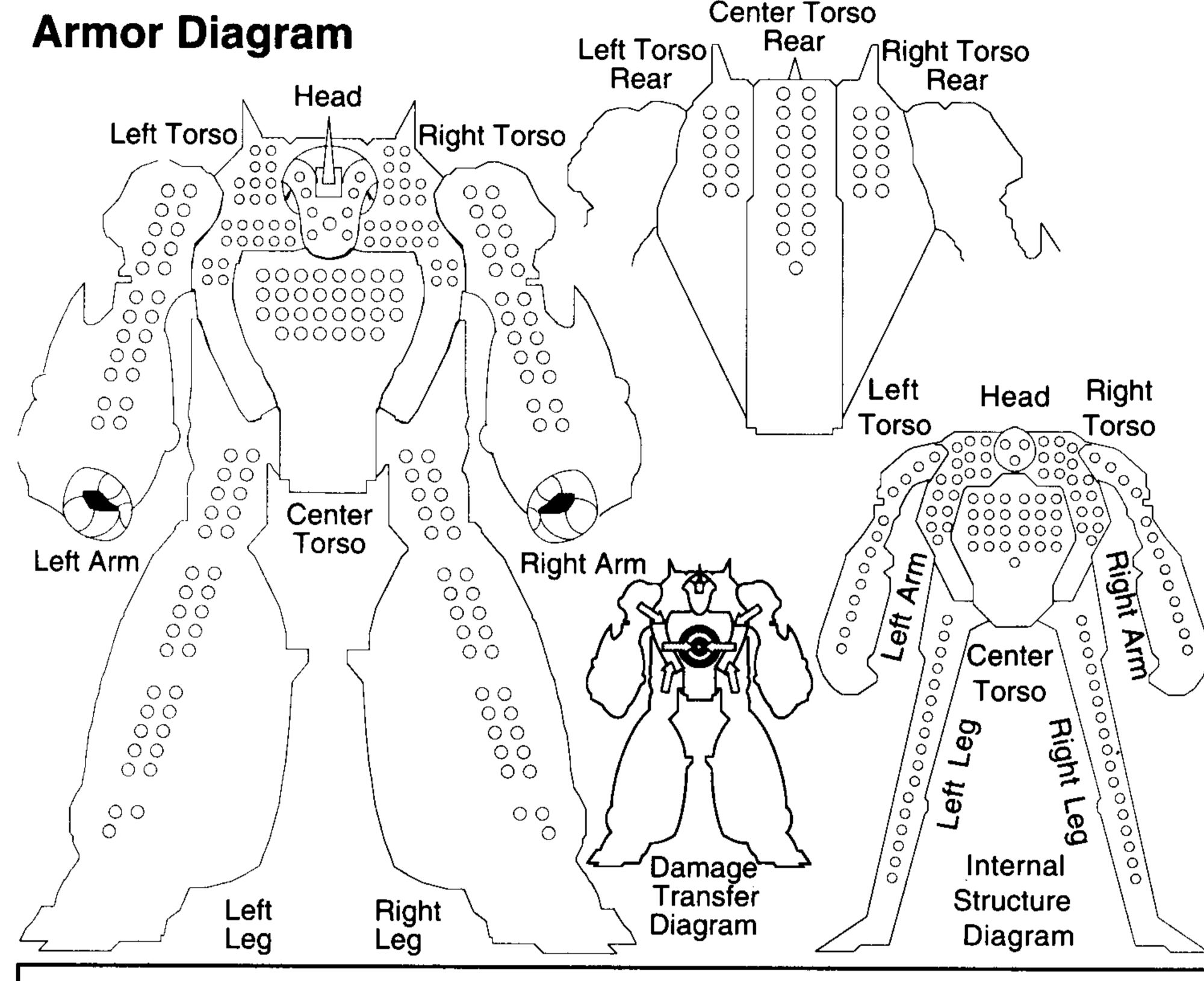
13 +2 Modifier to Fire

-2 Movement Points

8 +1 Modifier to Fire

Movement Points





Critical Hit Table Left Arm Righ 1. Shoulder Shoulder 2. Upper Arm Actuator Upper Ari Head 3. Lower Arm Actuator Lower Ar 1. Life Support 4. Hand Actuator 4. Heat Sink 2. Sensors 5. Heat Sink 5. Large Laser 3. Cockpit 6. Heat Sink 6. Large Laser

1. Roll Again

2 Roll Again

3. Roll Again

4. Reli Again

5 Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

3. Heat Sink

4. Heat Sink

5. Heat Sink

6. Heat Sink

1. LRM 15

2. LRM 15

3. LRM 15

4. Roll Again

5. Roll Again

6. Rell Again

1. Hip

Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

Right Torso

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	
4-6	3. Engine	
4-0	4. Engine	
	5. Ammo (LRI	M 15) 8
	6. Ammo (LRI	M 15) 8
	Engine Hits Gyro Hits Sensor Hits	000
	Gyro Hits	00
	Sensor Hits	

4 Roll Ayain	Engine Hits	-000	ı
5 Roll Again	Gyro Hits	00	
6. Roll Again	Sensor Hits	00	
C.	Life Support		
Left Leg	<u> </u>		
1. Hip			
2. Upper Leg Actuator			
0 1	Cost	6 426 17	'n

2. Upper 3. Lower Leg Actuator 6,436,170 **UOSI** 4. Foot Actuator

1-3

4-6

1. Roll Again

2. Roll Again

3. Roll Again

4. Boll Again

5 Roll Ayain

6. Roll Again

1. Heat Sink

2. Heat Sink

3. Heat Sink

4. Heat Sink

5. Heat Sink

6. Heat Sink

1. LRM 15

2. LRM 15

3. LRM 15

5. Heat Sink

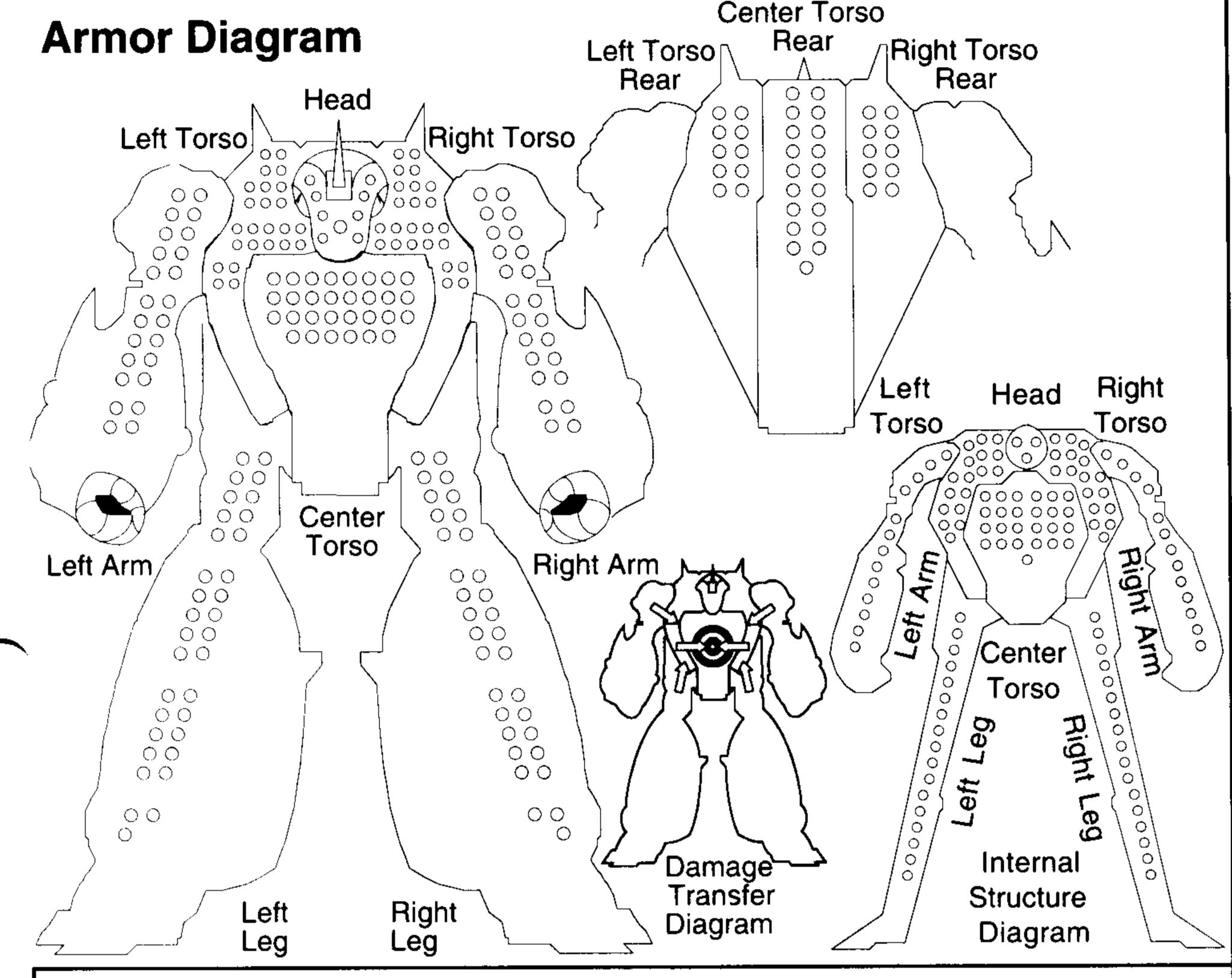
6. Heat Sink

Left Torso

.ag.a			warri	or vai	5
	Name:				
ht Arm	Gunnery Skill:	_		Pilo	tir
rm Actuator	Hits Taken	1	2	3	T
rm Actuator	Conscious #	3	5	7	
k					

	Mech Da	ita					
Type: AWS-8R Av Tonnage: 80 Movement Poin Walking: 3 Running: 5 Jumping: 0	its	Tech		ner S			
We	eapons Inve	ntory					
# Type 1 Large Laser 1 LRM 15 1 LRM 15 1 Small Laser	Loc - RA RT LT H			0 6 6	5 7	10	
Ammo Type LRM 15 Total Single He	Rounds 16	7 8					
000000000	00000	L V					
☐ Operational	Auto Ejec	_		Disa	bled	1	
•	Warrior Da	nta					
Name: Gunnery Skill:	Pile	oting S	kill	·	· · ·		
1							

Marrio.						
Gunnery Skil	: <u> </u>		Piloti	ng Skill		············
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead
······································		Heat	Scal	D		-
30 SHUTD 29 28 Ammo 27 26 Shutdov 24 +4 Mod 23 Ammo 22 Shutdov 21 20 -4 Mov 19 Ammo 18 Shutdov 17 +3 Mod 16 15 -3 Mov 14 Shutdov 13 +2 Mod 12 11 10 -2 Mov 9 8 +1 Mod 7 6 5 -1 Mov 4	Explosion avoid the second of	on, avoid on 10 Points on, avoid on 84 Points on 64 Point	d on 6+			
2				75		



Critical Hit Table

l. Shoulder

2. Upper Arm Actuator

Left Arm

- 3. Lower Arm Actuator 1-3
- Hand Actuator
 - 5. Large Laser
 - 6. Large Laser
 - 7 Siili Adam
 - -2 Roll Again-
 - 3. Roll Again.
- 4-6 4. Boll Again
 - 5 Roll Ayain
 - 6. Boll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Heat Sink
 - 5. LRM 15
 - 6. LRM 15
 - _1. LRM 15
 - C Roll Again.
- 3. 8i ili Agara
- 4-6 4 Roll Again
 - 5 Roll Again
 - 6 Add 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. 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. Ammo (LRM 15) 8
 - 6. Ammo (LRM 15) 8

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	\circ
Life Support	\bigcirc

6,598,170 Cost

Right Arm

- L Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
 - 4. Heat Sink
 - 5. Large Laser
 - 6. Large Laser

 - 1. Rell Again
 - 2 Roll Again
 - 3. Roll Again

 - 4. Rell 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. LRM 15
- 1. LRM 15
- 2. LRM 15
- 3. Roll Again
 - 4 Roll Again
 - 5. Roll Again
 - 6. Rell 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: AWS-8T Awesome

Tonnage: **80** Movement Points

Jumping:

Type

Large Laser

1 LRM 15

1 LRM 15

Walking: 3 Running:

Technology Base: Inner Sphere

2665

Weapons Inventory

- D Mn Ht -Loc RA 10 15
- Small Laser Large Laser

Ammo Type Rounds **LRM 15** 16

Total Single Heat Sinks: 23 0000000000000

Auto Eject

Disabled Operational

Warrior Data

Name: Piloting Skill: Gunnery Skill: Hits Taken

Dead 10 **Heat Scale**

30 SHUTDOWN

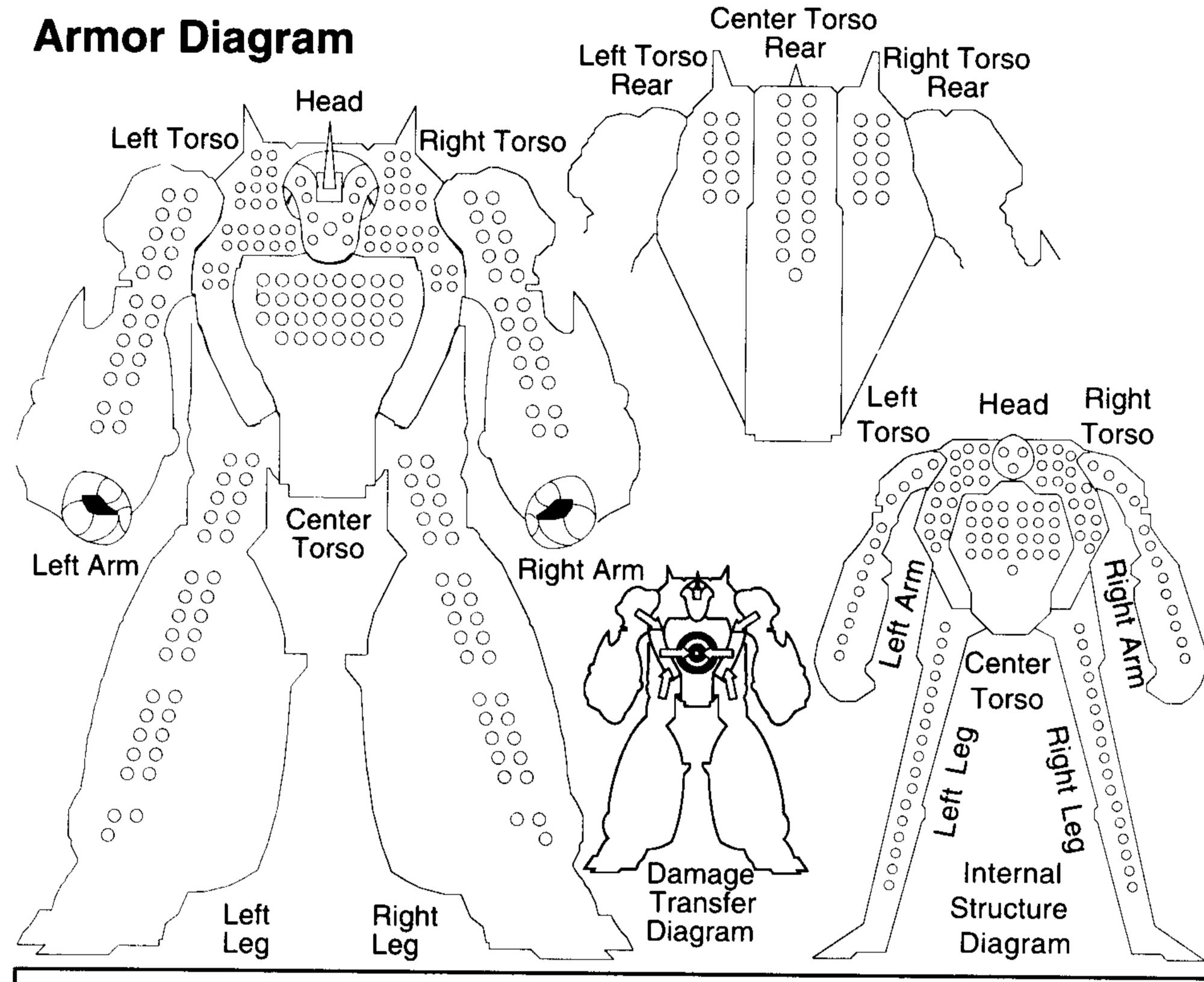
Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+ 21
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire

I Movement Points

CORPORATION

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Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heat Sink 6. Heat Sink 1. Roll Again 2. Roll Ayain 3. Rell Again. 4-6 4. Boll Again 5 Roll Again 6. Roll Again **Left Torso** 1. Heat Sink 2. Heat Sink 3. Heat Sink 1-3 4. Heat Sink 5. Heat Sink 6. Heat Sink 1. Heat Sink 2. Large Laser 3. Large Laser

3. Cockpit 4. Small Laser 5. Sensors 6. Life Support . Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 3. Engine 4. Engine 5. Ammo (LRM 15) 8 6. Ammo (LRM 15) 8 4. Roll Again 5. Roll Again 6. Roll Again **Left Leg** 1. Hip

Critical Hit Table

1. Life Support

2. Sensors

Center Torso

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	

Cost

6,481,170

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

Head

]		
	4-6	<u>3</u> .	LRM 15
$\overline{)}$	7-0	4	Roll Agail
		5.	Roll Agail
		Ġ.	Rell Agail

Right Leg

Right Arm

2. Upper Arm Actuator

3. Lower Arm Actuator

. Shoulder

4. PPC

5. PPC

6. PPC

1. Roll Again

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

Heat Sink

2. Heat Sink

3. Heat Sink

4. Heat Sink

5. Heat Sink

6. Heat Sink

1. LRM 15

2. LRM 15

4. Roll Again

5. Roll Again

6. Reli Again

Right Torso

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

Mech Data

Type: **AWS-8V Awesome**

Tonnage: 80

Running:

Jumping:

Movement Points Walking:

Technology Base: Inner Sphere

2665

Weapons Inventory

# Type	Loc -	Ht	D 1	Иn	S	М	L
1 PPC	RA	10	10	3	6	12	18
1 Large Laser	LT	8	8	0	5	10	15
1 LRM 15	RT	5	1	6	7	14	21
1 Small Laser	Н	1	3	0	1	2	3

Ammo Type Rounds **LRM 15** 16

Total Single Heat Sinks: 28

Auto Eject

Operational Disabled

Warrior Data

Name: Gunnery Skill: Piloting Skill:

Hits Taken Conscious # Dead 10 11

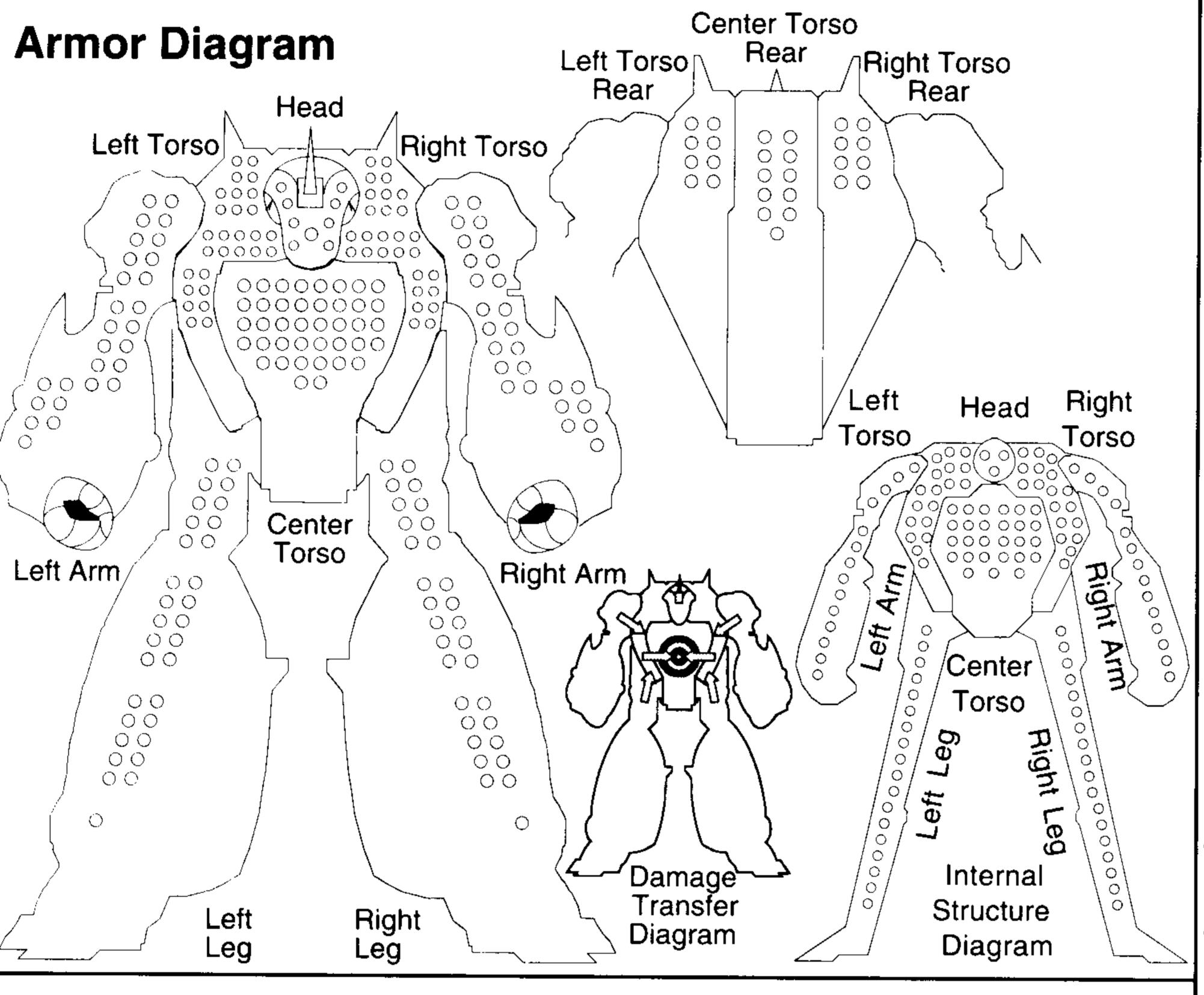
Heat Scale

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

Movement Points







Left Arm

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

Left Torso

- Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 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

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. Heat Sink
 - 6. Heat Sink

Engine Hits 000 Gyro Hits \bigcirc Sensor Hits \bigcirc Life Support

8,146,044 Cost

Right Arm

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

Right Torso

- . Heat Sink
- 2. Heat Sink
- 3. Medium Laser
- 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. Rell 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-1D Battlemaster**

Tonnage: **85** Movement Points

Technology Base: Inner Sphere

2830

Walking: 4 Running: Jumping:

Weapons Inventory

Type Ht 1 PPC 2 Medium Laser

2 Medium Laser 2 Machine Gun

Ammo Type Rounds Machine Gun 200

Total Single Heat Sinks: 24 0000000000000

000000000

Auto Eject Operational

■ Disabled

10

Dead

Warrior Data

Name: Piloting Skill: Gunnery Skill: Hits Taken 6

Heat Scale

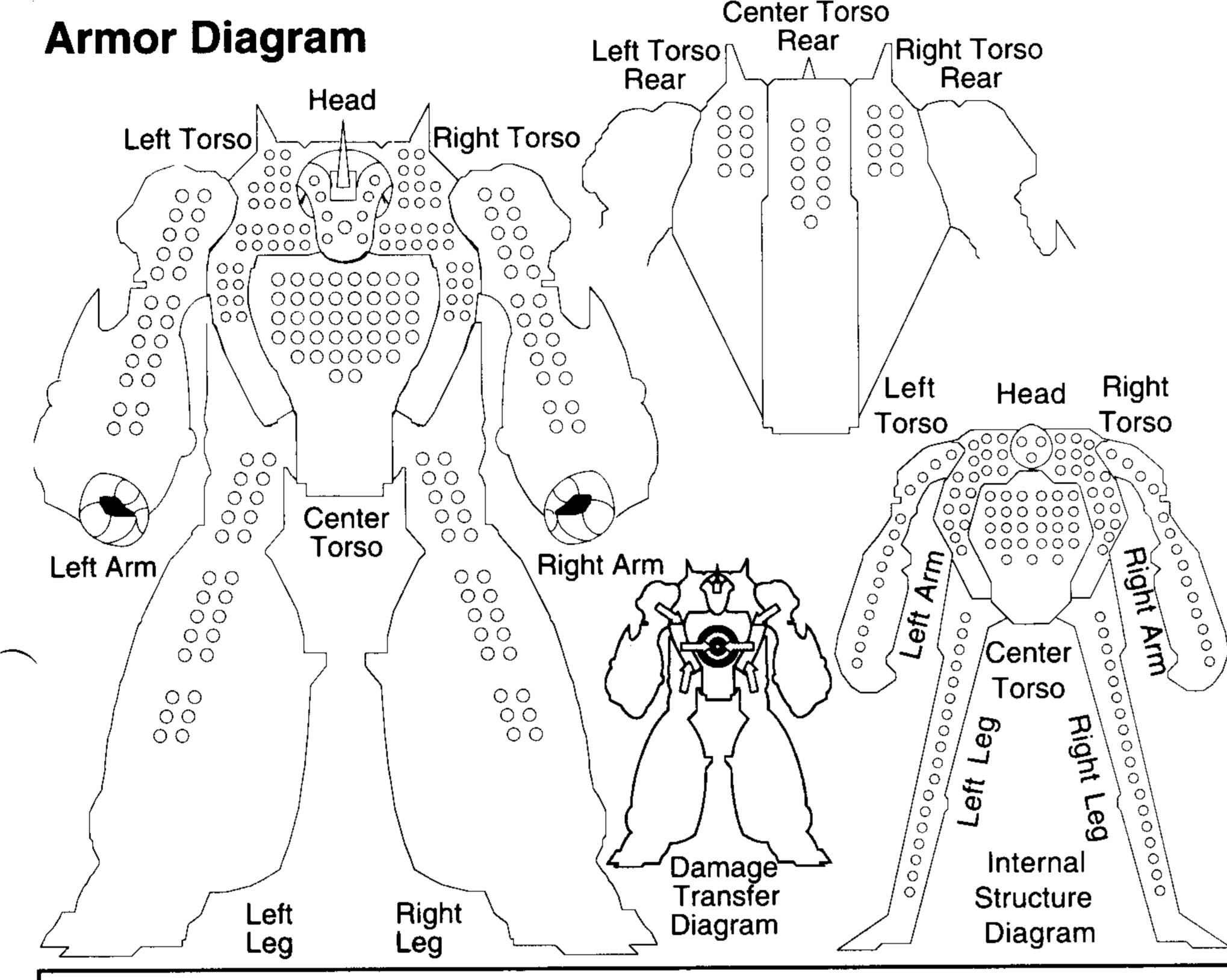
- 30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points







Critical Hit Table

Head

- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors

Center Torso

- Medium Laser 2. Medium Laser

Left Torso

Left Arm

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

. Shoulder

- 3. Medium Laser (R) 1-3 4. SRM 6
 - 5. SRM 6
 - 6. Ammo (MG) 200
 - 1. Ammo (SRM 6) 15
 - 2. Ammo (SRM 6) 15
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

- 1. Life Support

- 6. Life Support
- 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

Life Support

Engine Hits 000 Gyro Hits \bigcirc Sensor Hits \circ

8,549,344 Cost

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

- 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:

Running:

2 Machine Gun

SRM 6

Technology Base: Inner Sphere 2830

Jumping: **Weapons Inventory**

D Mn # Type 1 PPC 2 Medium Laser LT (R) 1 Medium Laser 2 Medium Laser RT (R) Medium Laser

Ammo Type Rounds 200 Machine Gun SRM 6

Total Single Heat Sinks: 18 000000000

Operational

0000 000

Auto Eject Disabled

10

Dead

Warrior Data

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

Heat Scale

- 30 SHUTDOWN

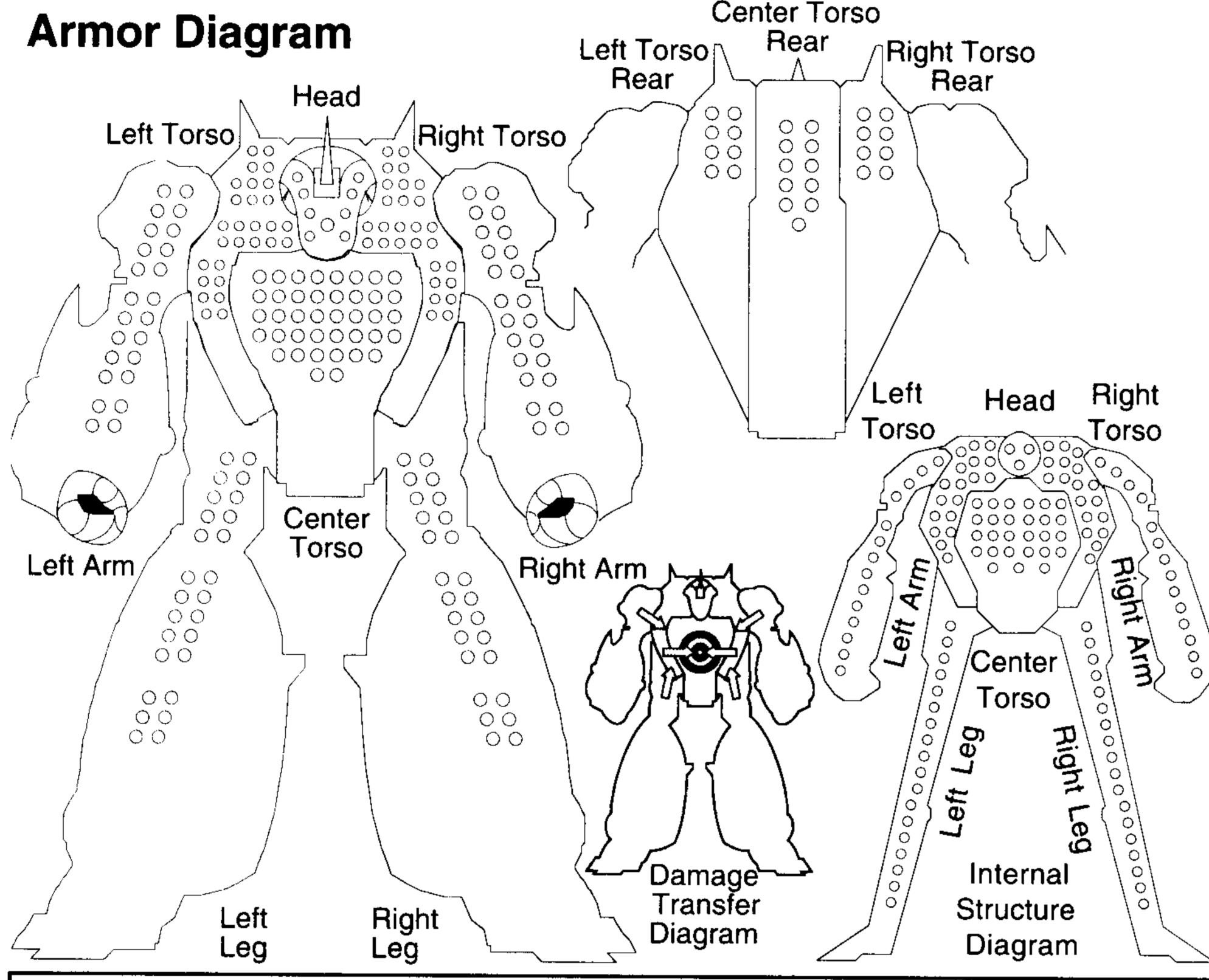
Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points









Head

Left Arm l. Shoulder 2. Upper Arm Actuator . Lower Arm Actuator 4. Hand Actuator 5. LRM 15 6. LRM 15 1. LRM 15 2. Ammo (LRM 15) 8 3. Roll Again 4 Roll Again 5 Roll Again 6 Roll Again. **Left Torso** 1. Heat Sink 2. Medium Laser 3. Medium Laser 4. LRM 5 5. SRM 2 6. Ammo (LRM 5) 24 1 Roll Again

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

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 2 Roll Again 6 Roll Again . Roll Again Engine Hits 000 4 Roll Again Gyro Hits \bigcirc 5. Roll Again. Sensor Hits \bigcirc 6. Boll Again Life Support **Left Leg** 1. Hip 2. Upper Leg Actuator

Critical Hit Table Right Arm

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

 - 5 Roll Again

6. Roll Again

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Medium Laser
- 4. Medium Laser
- 5. Ammo (SRM 2) 50
- 6. Rell Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- - 4 Roll Again
 - 5. Roll Again 6. Rell Again

Right Leg

1. Hip

8,299,594

Cost

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

Mech Data

Type: **BLR-1S Battlemaster**

Tonnage: 85 Movement Points

Walking:

Technology Base: Inner Sphere 2830

Running: Jumping:

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 LRM 15	Rounds 8	
LRM 5	24	
SRM 2	50	

Total Single Heat Sinks: 20 000000000 000000000

	Auto	Eject
Operational		

Warrior	Data

Name:						
Gunnery Skill	l:		_ Piloti	ng Skill	:	
Hits Taken	1	2	3	4	5	6

Disabled

11

10

Dead

Heat Scale

30 SHUTDOWN 29

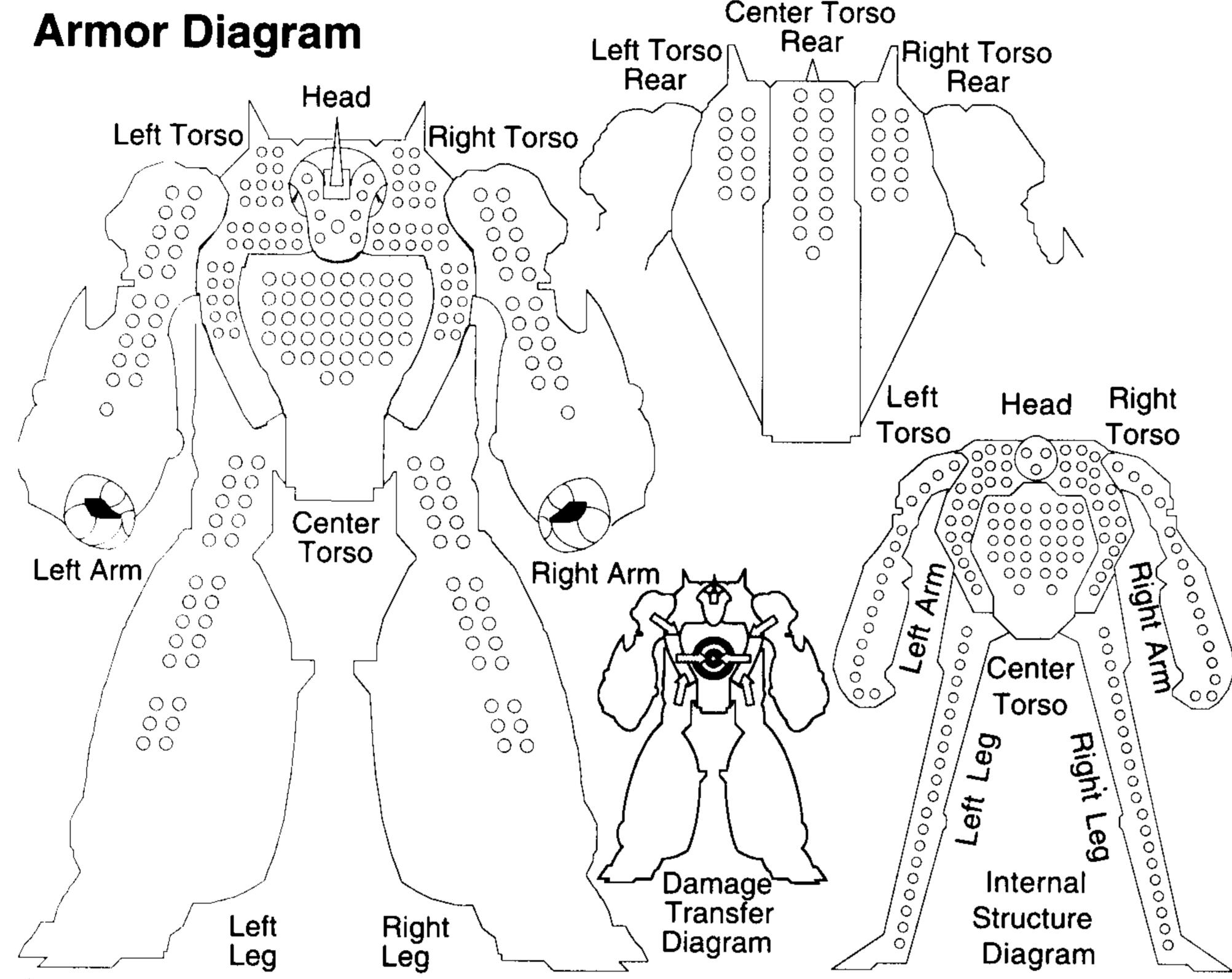
Conscious #

- Ammo Explosion, avoid on 8+
- - Shutdown, avoid on 10+
 - -5 Movement Points
 - +4 Modifier to Fire
 - 23 Ammo Explosion, avoid on 6+
 - 22 Shutdown, avoid on 8+
 - -4 Movement Points
 - 19 Ammo Explosion, avoid on 4+
 - 18 Shutdown, avoid on 6+
 - +3 Modifier to Fire
 - -3 Movement Points
 - 14 Shutdown, avoid on 4+
 - 13 +2 Modifier to Fire

 - -2 Movement Points
 - 8 +1 Modifier to Fire

 - Movement Points





Left Arm Critical Hit Table Right Arm . Shoulder . Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator Lower Arm Actuator 1. Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5 Roll Again 5 Roll Again 3. Cockpit 6. Boll Again 6. Roll Again 4. Small Laser 1. Boll Again 5. Sensors 1. Roll Again 2 Roll Again 6. Life Support 2. Roll Again 3 Roll Again 3. Roll Again **Center Torso** 4. Boll Again 4. Rell Again 1. Engine -5-Roll Ayain-5 Roll Again 2. Engine 6. Bell Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro 1. Autocannon 5 1. PPC 5. Gyro 2. Autocannon 5 6. Gyro 2. PPC 3. Autocannon 5 3. PPC 1. Gyro 4. Autocannon 5 4 Roll Again 2. Engine 5. Ammo (AC 5) 20 5. Roll Again 3. Engine ő Roll Again 6. Roll Again 4. Engine ili Roll Again 1. Roll Again 5. Roll Again 2 Roll Again 6 Roll Again 2 Roll Again S. Roll Again 3. Roll Again 4-6 Engine Hits 000 4 Roll Ayain 4 Roll Again Gyro Hits \bigcirc 5. Roll Again. 5. Roll Again Sensor Hits 006 Sali Again 6. Rell Again Life Support Left Leg **Right Leg**

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Boll Again

-6 Roll Again

Mech Data Type: **BNC-3E Banshee** Tonnage: **95** Technology Base: Movement Points Inner Sphere Walking: 2475 Running: Jumping: **Weapons Inventory** # Type Loc PPC Autocannon 5 Small Laser Ammo Type Rounds Autocannon 5 20 **Total Single Heat Sinks: 16** 000000000 00000 **Auto Eject** Operational Disabled **Warrior Data** Name: Gunnery Skill: Piloting Skill: Hits Taken 6 Dead Conscious # 10 **Heat Scale** 30 SHUTDOWN 28 Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire Movement Points CORPORATION

1. Hip

9,530,854

Cost

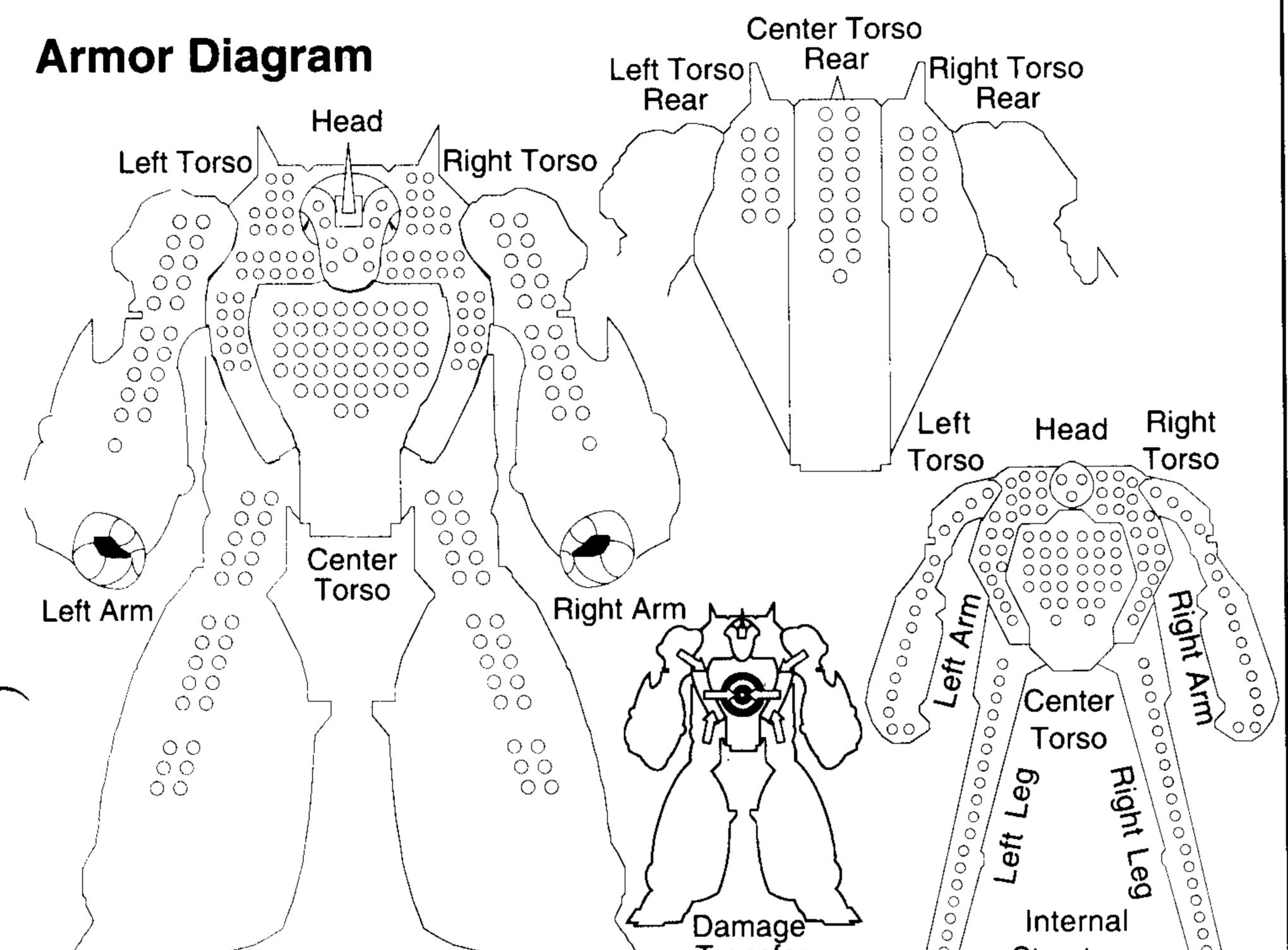
2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6 Roll Again



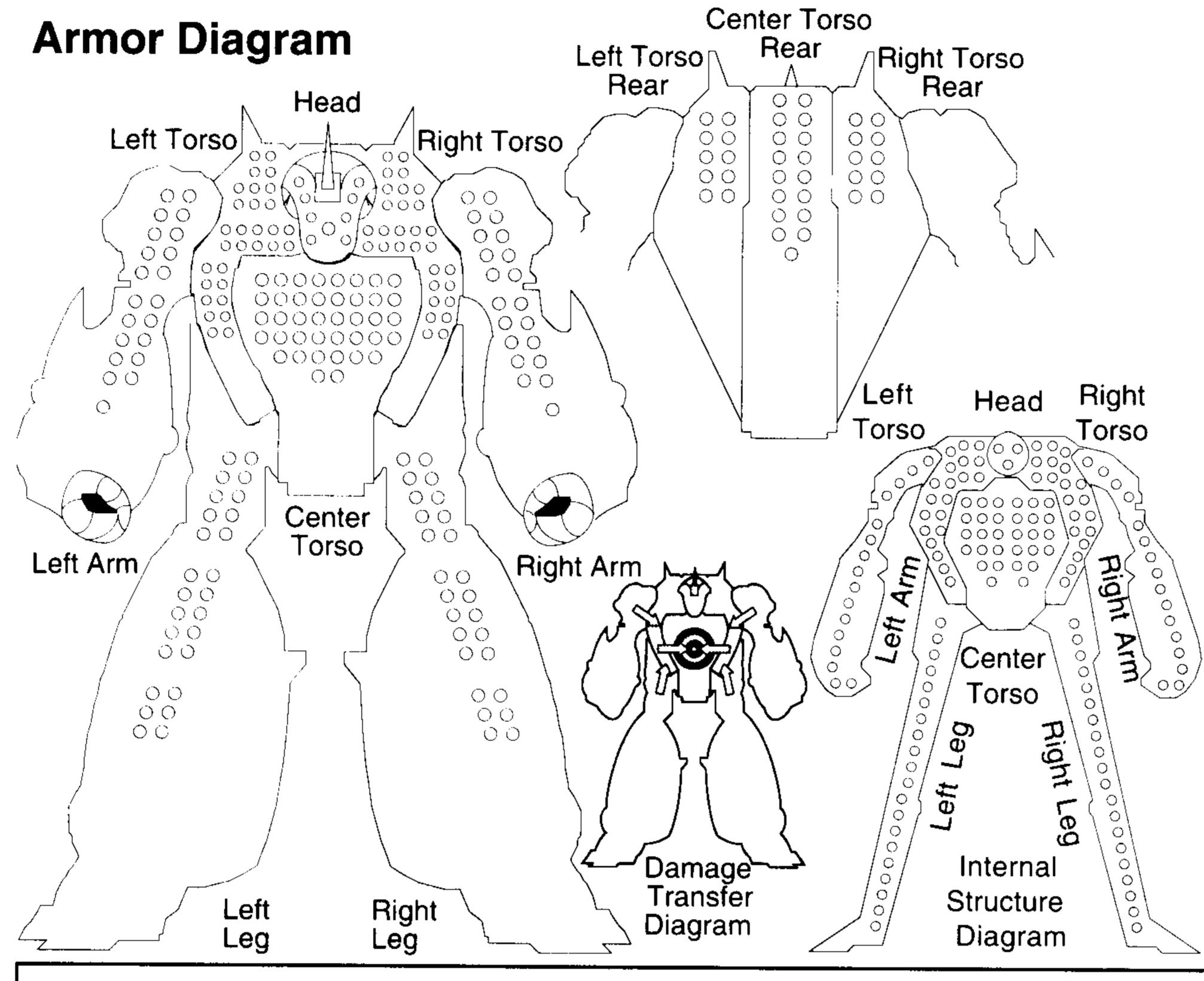
Transfer Structure Right Left Diagram Diagram Leg Leg **Critical Hit Table** Right Arm **Left Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5 Roll Again 5 Roll Ayain 3. Cockpit 6. Roll Again 6. Roll Again 4. Small Laser 1. Roll Again 7. 89H A03H 5. Sensors 2 Roll Again 2 Roll Ayain 6. Life Support 3. Roll Again. 3. Roll Again: **Center Torso** 4. Roll Again 4 ROH AGAIN 1. Engine 5 Roll Again 5 Roll Ayain 2. Engine 6. Roll Again 6. Boll Again 3. Engine **Right Torso Left Torso** 4. Gyro 1. PPC 1. PPC 5. Gyro 2. PPC 2. PPC 6. Gyro **1-3** 3. PPC 3. PPC 1. Gyro 1-3 4. Medium Laser Medium Laser 2. Engine 5. Roll Again 5. Boll Again 3. Engine 6. Roll Again 6 Soll Again 4. Engine 1. Roll Again ili Boll Again 5. Heat Sink 2 Roll Again 2 Roll Again -6 Roll Again 3. Rell Again 3. Brill Again 4-6 Engine Hits 000 4. Roll Again 4 Roll Ayain Gyro Hits \circ 5. Roll Again 5 Roll Again Sensor Hits \bigcirc 6. Reli Again 6 Roll Again Life Support Right Leg **Left Leg** 1. Hip 1. Hip 2. Upper Leg Actuator 2. Upper Leg Actuator 9,824,329 Cost 3. Lower Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 4. Foot Actuator 5. Rell Again 5 Rell Again

A Roll Ayaln

Type: BNC-3M Banshee Technology Base: Tonnage: 95 Movement Points Inner Sphere Walking: 4 2475 Running: Jumping: **Weapons Inventory** Ht D Mn S M # Type LOC I PPC PPC Medium Laser Medium Laser Small Laser **Total Single Heat Sinks: 16** 000000000 00000 **Auto Eject** Disabled Operational **Warrior Data** Name: Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10 Conscious # **Heat Scale** 30 SHUTDOWN 28 Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points 8 +1 Modifier to Fire Movement Points CORPORATION

Mech Data

6. Roll Again



Left Arm Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator Hand Actuator 5 Roll Ayain 6. Roll Again: 1. Rull Again 2 Roll Ayain 3. Roll Again.

Left Torso

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

4. Bell Again

i 5 Roll Ayain

6. Boll Again:

- 4. Ammo (AC 20) 5

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

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

Critical Hit Table

Head

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

Center Torso

- . 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 000 Gyro Hits \bigcirc Sensor Hits \bigcirc Life Support

- 5. Roll Again

9,574,729 Cost

- . Shoulder
- 2. Upper Arm Actuator
- - Hand Actuator

 - 6. Roll Again
- 3. Roll Again
- 4. Boil Again

- 3. Autocannon 20

- 4. Autocannon 20

- 1. Hip
- 2. Upper Leg Actuator

- 5. Reli Again

Right Arm

- 3. Lower Arm Actuator

 - 5 Roll Again

 - 1. Roll Again
 - 2 Roll Again

- 5 Roll Agaile
- 6. Roll Again

Right Torso

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

 - 5. Roll Again
 - 6. Roll Agam

Right Leg

- 3. Lower Leg Actuator
- 4. Foot Actuator
- 6 Roll Again

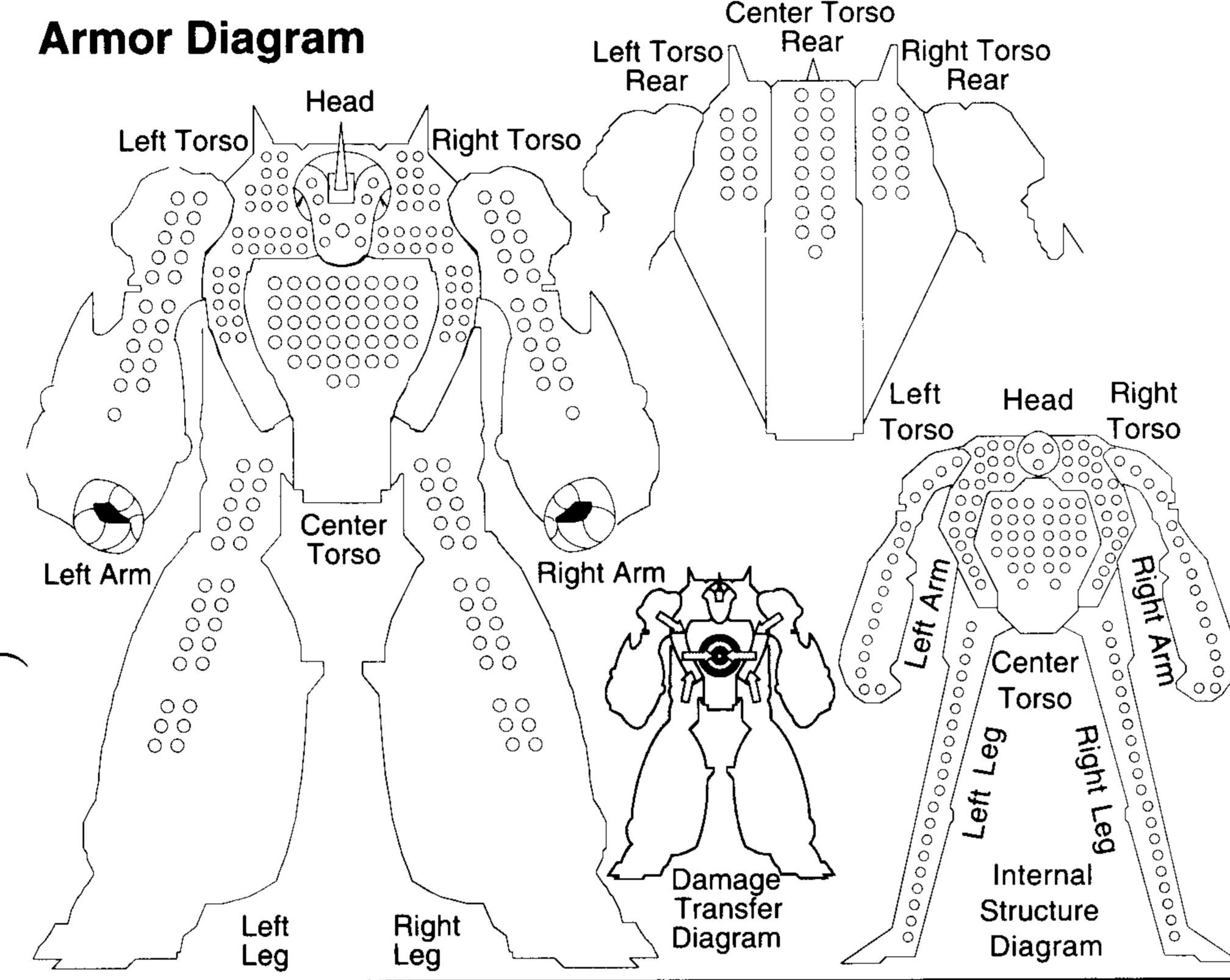
Type: **BNC-3Q Banshee** Tonnage: **95** Technology Base: Movement Points Inner Sphere Walking: 2475 Running: Jumping: **Weapons Inventory** # Type D Mn S Loc-Autocannon 20 I Small Laser Ammo Type Rounds Autocannon 20 30 **Total Single Heat Sinks: 12** 0000000 00000 **Auto Eject** Operational ☐ Disabled **Warrior Data** Name:

Mech Data

Piloting Skill: Gunnery Skill: Hits Taken 6 Dead Conscious # | 5 10 **Heat Scale** 30 SHUTDOWN 28 Ammo Explosion, avoid on 8+

- Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points 19 Ammo Explosion, avoid on 4+
- 18; Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- -1 Movement Points





Critical Hit Table Right Arm Left Arm Shoulder Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 1-3 4. PPC 4. Hand Actuator 2. Sensors 5. Heat Sink 5. PPC 3. Cockpit 6. Roll Again 6. PPC 4. Small Laser 1. Rell Again 1. Boll Again 5. Sensors 2 Roll Again 2. Roll Again 6. Life Support 3. Roll Again 3. Roll Again **Center Torso** 4. Reii Again 4. Roll Again l. Engine 5 Roll Again 5. Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Right Torso Left Torso** 4. Gyro 1. PPC 1. Autocannon 10 5. Gyro 2. PPC 2. Autocannon 10 6. Gyro 3. PPC 3. Autocannon 10 1. Gyro 1-3 4. SRM 6 4. Autocannon 10 2. Engine 5. SRM 6 5. Autocannon 10 3. Engine 6. Medium Laser 6. Autocannon 10 4. Engine 1. Medium Laser 1. Autocannon 10 5. Small Laser 2. Medium Laser 2. Ammo (AC 10) 10 6. Heat Sink 3. Ammo (AC 10) 10 3. Medium Laser **Engine Hits** 000 4. Ammo (SRM 6) 15 4. Heat Sink Gyro Hits \bigcirc 5. Heat Sink 5. Heat Sink Sensor Hits \bigcirc 6. Heat Sink 6. Roll Again Life Support

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

1. Hip

г					.			
		Mech Da	ata					
ļ	Type: BNC-3S Bar	Tachnalagu Dassi						
	Tonnage: 95 Movement Point	Technology Base: Inner Sphere						
	Walking: 3				24	-		
	Running: 5 Jumping: 0							
		apons Inv	entory					
1		Loc	_	DI	Mn	S	М	L
	# Type 1 Autocannon 10	LT	3	10	0	5	10	15
	1 PPC	RT	10	10	3		12	18
	1 PPC 1 SRM 6	LA RT	10	1U 2	3 0	6	12 6	18 9
	4 Medium Laser	RT	3	5	0	3	6	9
	1 Small Laser	Н	1	3	0	1	2	3
	1 Small Laser	CT	1	3	0	1	2	3
•:								
\setminus								
	7,1	Rounds						
0000	Autocannon 10	20						
9/	SRM 6	15						
	Tatal Oinela IIa	at Cialas	04					
	Total Single He		21					
	00000000			<u> </u>				_
	Operational	Auto Eje	:Ct		Disa	hle	Ч	
	·	Marrian D	lata		J130		<u>. </u>	
	Name:	Warrior D	ala					
	Gunnery Skill:	Р	iloting	Skill				· ·-
	Hits Taken 1	2 3		4	Ę	 ``	Ī	6
	Conscious # 3	5 7		<u>.</u> 0	1	<u> </u>	De	ead
	· · · · · · · · · · · · · · · · · · ·							
		Heat Sc	ale					
	30 SHUTDOWN 29							
	28 Ammo Explosio	on, avoid or	18+					
	27 Churt days as a	:d on 10.						
	26 Shutdown, avo 25 -5 Movement F							
	24 +4 Modifier to							
	23 Ammo Explosio		า 6+					
	22 Shutdown, avo	10 011 8+						
	20 -4 Movement F	Points						
	19 Ammo Explosi		1 4+					
	18 Shutdown, avo							
	16	1 110						
	15 -3 Movement F							
	14 Shutdown, avo							
	12 +2 Modifier to	1 11 G						
	11							
	10 -2 Movement F	oints						
	9 . 1 Modifier to	Tiro.						

Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

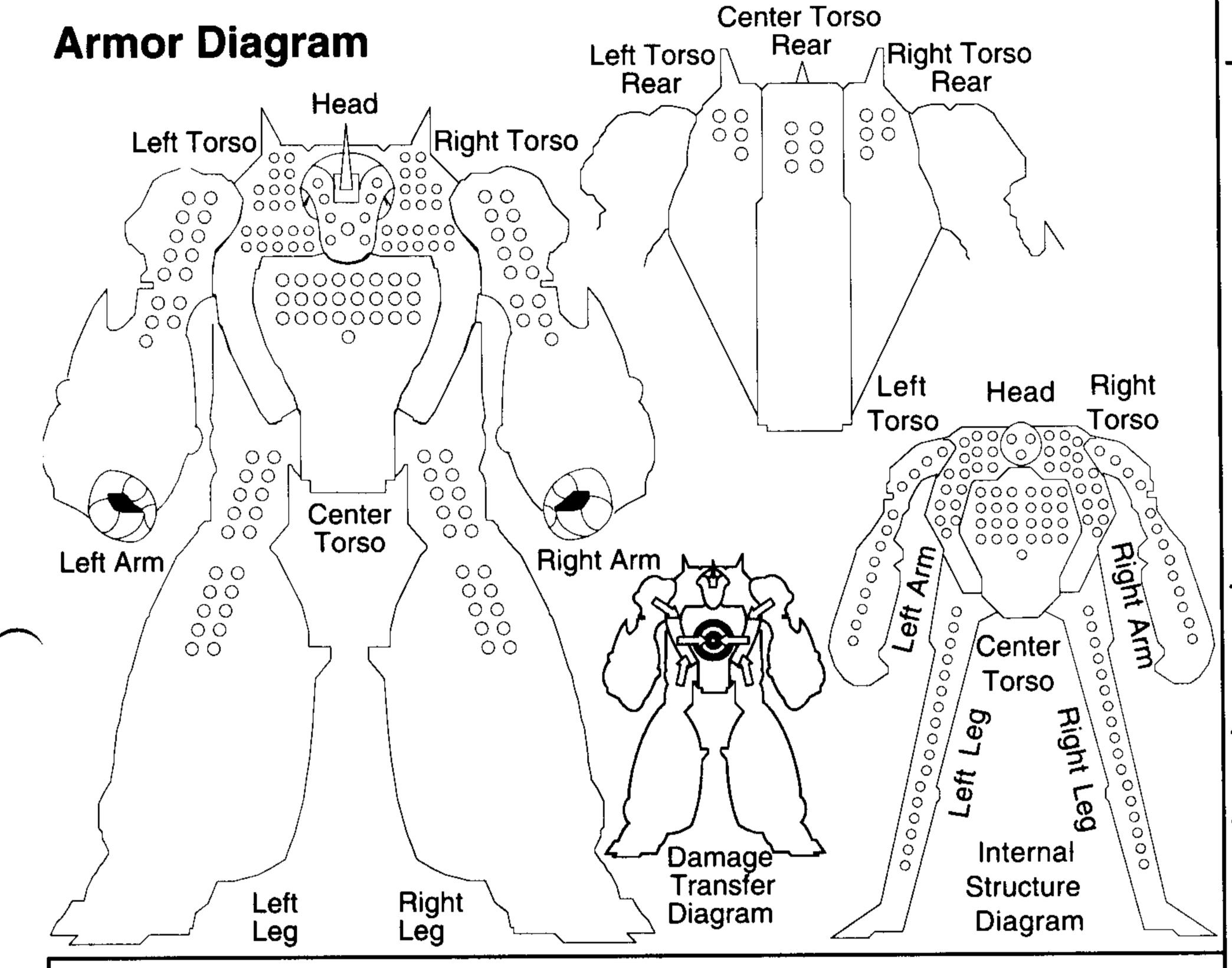
1. Hip

8,952,645

Cost

8 +1 Modifier to Fire

-1 Movement Points



Critical Hit Table

Head

Center Torso

1. Life Support

2. Sensors

3. Cockpit

5. Sensors

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

Sensor Hits

Life Support

Cost

Gyro Hits

000

7,520,372

 \bigcirc

 \circ

4. Small Laser

6. Life Support

Left Arm

2. Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

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

1. Small 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

1. Hip

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Left Torso

1-3

4-6

4-6

Right 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

Right Torso

- Small 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: CGR-1A1 Charger

Tonnage: **80** Movement Points

Walking: Running: Jumping:

Technology Base: Inner Sphere 2665

Weapons Inventory

D Mn S M Ht # Type -Loc 1 Small Laser 1 Small Laser Small Laser Small Laser 1 Small Laser

Total Single Heat Sinks: 10

000000000

	Auto Eject	
Operational	_	☐ Disabled
	Warrior Data	

Name: Piloting Skill: Gunnery Skill: Hits Taken Dead 10 Conscious #

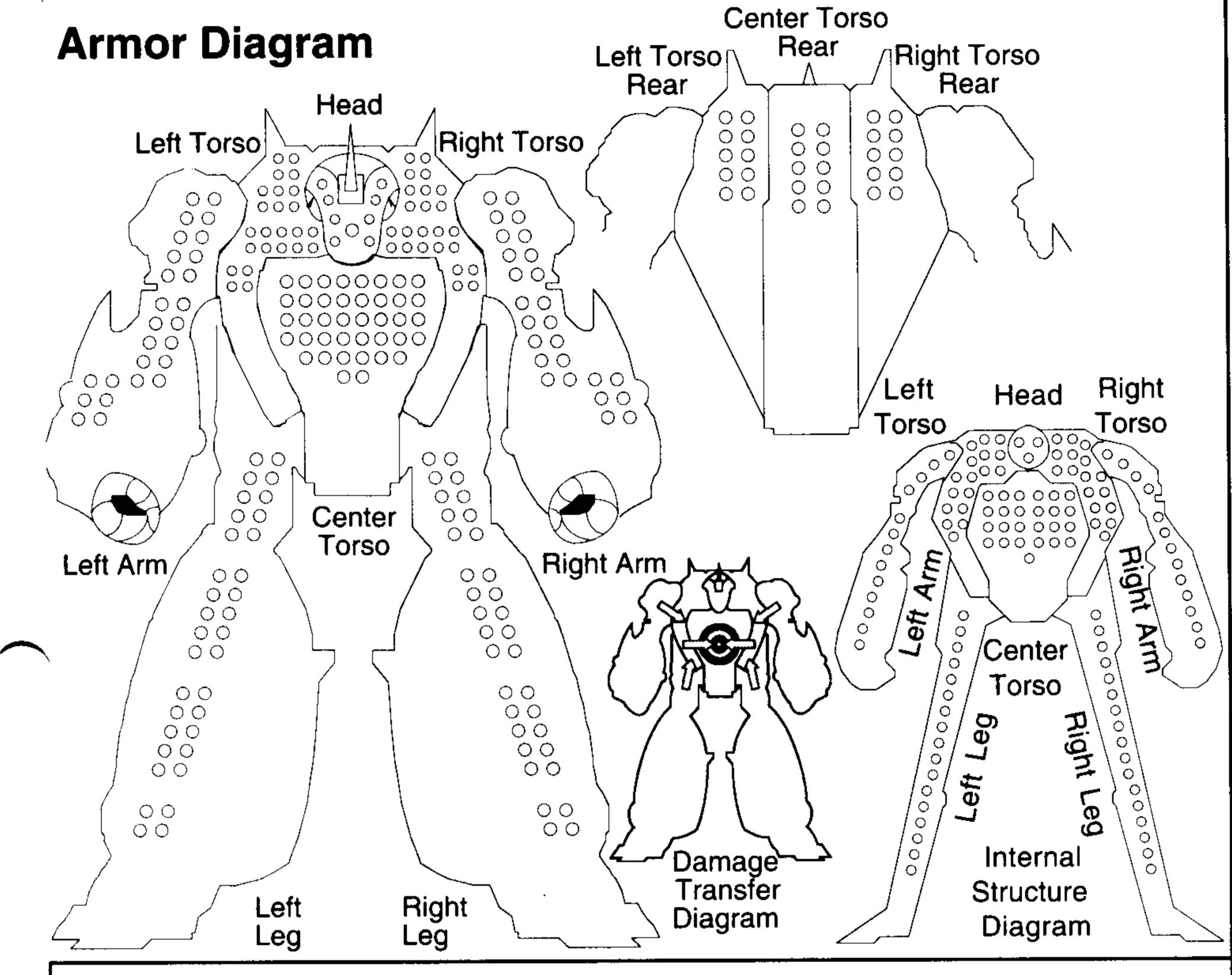
Heat	Scale
	~~~

- 30 SHUTDOWN

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points

CORPORATION

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# **Critical Hit Table**

- Head
- . Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 6. Life Support

### **Center Torso**

- . Engine
- 3. Engine
- **Left Torso**
- 2. Heat Sink
- 3. Heat Sink

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

Shoulder

4. Heat Sink

5. Large Laser

6. Large Laser

1. Boll Again

-2 Roll Again-

3. Roll Again.

4. Boli Again

5 Roll Ayain

8. Rell Again

Heat Sink

1-3

1-3

- 4. Heat Sink
- 5. Heat Sink
- 6. Heat Sink
- 1. Heat Sink
- 2. Large Laser
- 3. Large Laser
- 4 Roll Ayain

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

- 5. Sensors

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

  - 6 Roll Again

Life Support

- Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits
  - $\bigcirc$

### 6,298,920 Cost

- **Right Arm**
- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
  - Large Laser
  - 6. Large Laser

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

  - 6. Roll Again

# **Right Torso**

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

  - 1. Heat Sink 2. Large Laser
- 4-6 3. Large Laser
  - 4 Roll Again
    - 5. Roll Again.
    - 6. Rell 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: **CGR-SB Charger** 

Tonnage: **80 Movement Points** 

> Walking: Running:

Jumping:

Technology Base: Inner Sphere 2665

### **Weapons Inventory**

# Type	Loc	Ht	DI	Mn	S	М	L
1 Large Laser	LT	8	8	0	5	10	15
1 Large Laser	RT	8	8	0	5	10	15
1 Large Laser	LA	8	8	0	5	10	15
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	Н	3	5	0	3	6	9

### **Total Single Heat Sinks: 28** 00000000000000

000000000 000

# **Auto Eject**

Disabled

10

Dead

Operational

# **Warrior Data**

Piloting Skill: Gunnery Skill: 6 Hits Taken

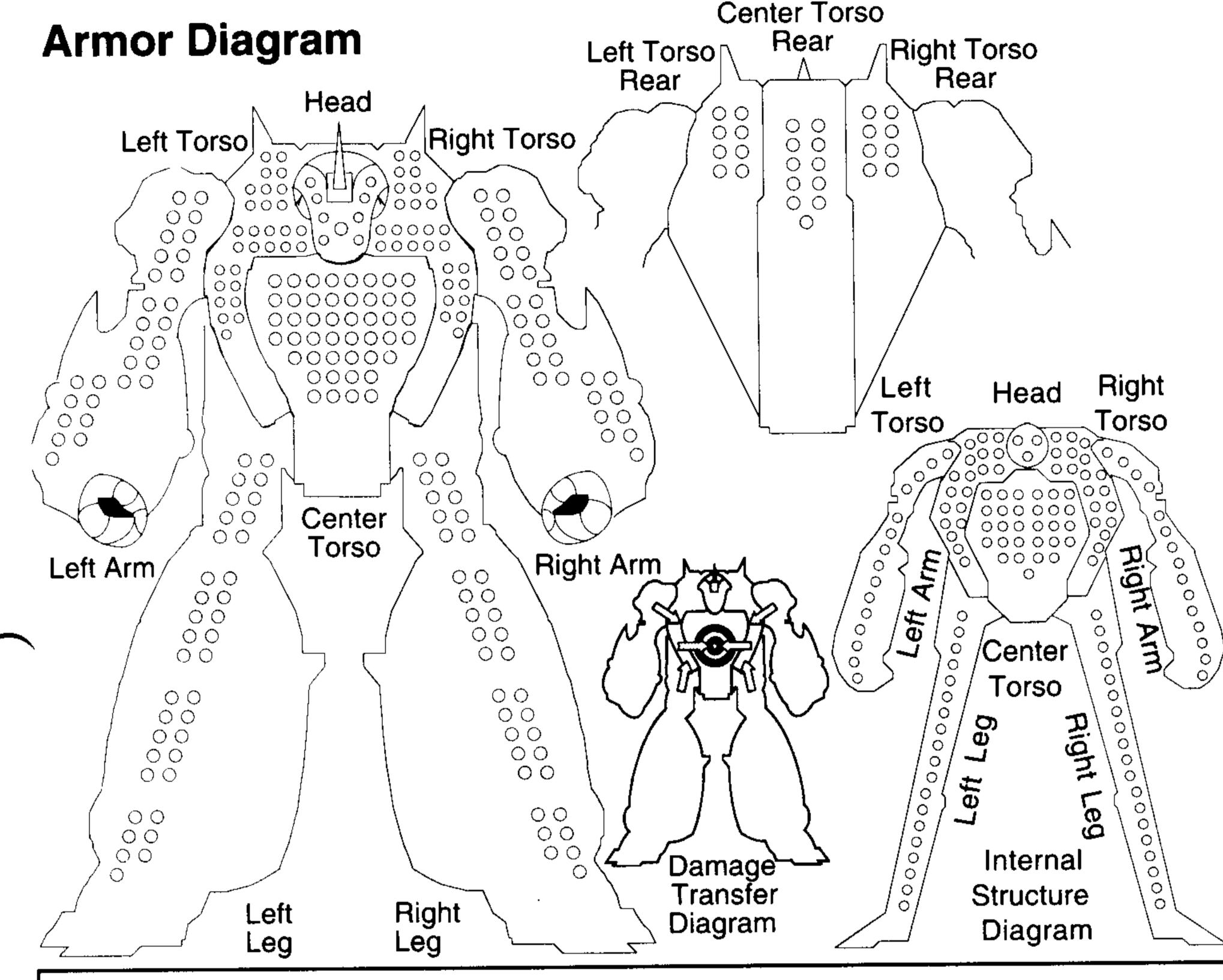
## **Heat Scale**

30 SHUTDOWN

Conscious #

Name:

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points



### **Critical Hit Table Right Arm Left Arm** 1. Shoulder Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator Lower Arm Actuator 1. Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5. Medium Laser 5. Medium Laser 3. Cockpit 6. Roll Again 6. Roll Again 4 Roll Again 1. Rell Again 5. Sensors J. Billi Again 2. Roll Again 2 Roll Ayain 6. Life Support 3. Roll Again 3. Boil Again **Center Torso** 4. Roll Again 4. Soli Again 1. Engine 5 Roll Again S Roll Ayain 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Right Torso Left Torso** 4. Gyro 1. LRM 10 1. LRM 10 5. Gyro 2. LRM 10 2. LRM 10 6. Gyro

1. Gyro

2. Engine

3. Engine

4. Engine

5. SRM 4

Engine Hits

Sensor Hits

Life Support

Cost

Gyro Hits

1-3

4-6

4-6

3. Ammo (LRM 10) 12

4. Ammo (LRM 10) 12

5. Roll Again

6 Roll Again

-1 Roll Again

2 Roll Again

S. Boll Again.

4 Roll Again

S Roll Again

b Bell Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

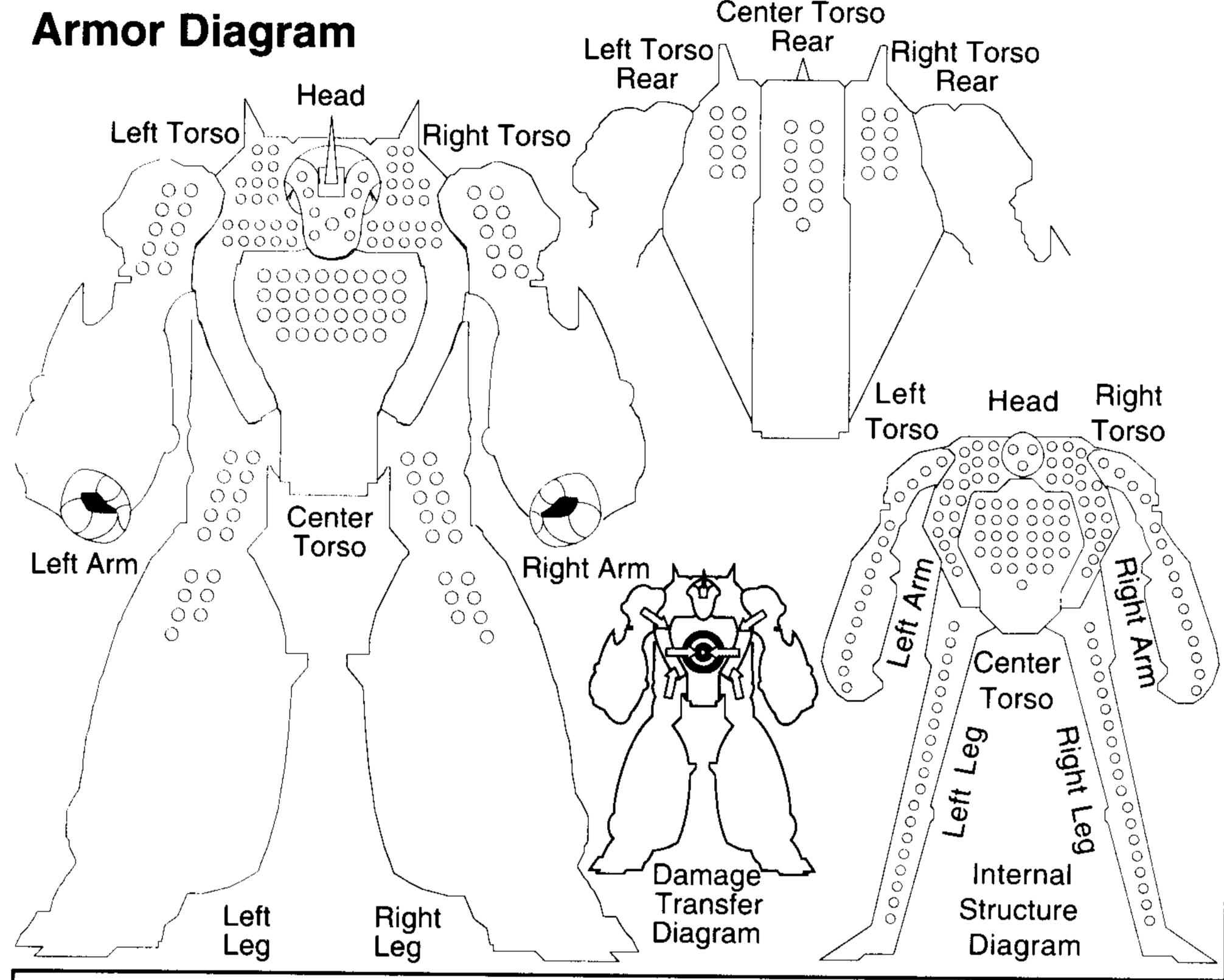
4. Foot Actuator

5. Bull Again

16 Roll Ayain

# 3. Medium Laser 4. Ammo (LRM 10) 12 5. Ammo (LRM 10) 12 6. Rell Again 1. Roll Again 2. Roll Again 6. Ammo (SRM 4) 25 3. Roll Again 000 4 Roll Again $\bigcirc$ 5. Roll Again $\bigcirc$ 6. Roll Again **Right Leg** 1. Hip 2. Upper Leg Actuator 9,126,460 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

Mech Da Cyclops	ıta			
ints 4 6 0		_	y Bas er Sph 2710	
Veapons Invo-Loc LT RT RA LA CT	_	D N 1 5 5 5 2	In S 6 7 0 3 0 3 0 3	14 21 14 21 6 9 6 9
Rounds 48 25				
	14			
Auto Eje	ect		Ninghl	ad
Warrior E	lata	ا اسیا	JISaui	eu
	:1 = 1 := = = :	Ckill.		
	···	SKIII:	···	
		0	11	Dead
osion, avoid of avoid on 10+ nt Points to Fire osion, avoid of avoid on 8+ nt Points osion, avoid of avoid on 6+	า 8+			
	Rounds ALA CT  Rounds 48 25  Heat Sinks:  Auto Eje  Warrior I  P 2 3 5 7  Heat Sc  N  Osion, avoid or avoid on 10+ nt Points to Fire osion, avoid or avoid on 8+ nt Points	Rounds RA 3 LA 3 CT 3  Rounds 48 25  Heat Sinks: 14  Auto Eject  Warrior Data  Piloting 2 3 7 1  Heat Scale N  osion, avoid on 8+ avoid on 10+ nt Points to Fire osion, avoid on 6+ avoid on 8+ nt Points osion, avoid on 4+ avoid on 6+	Rounds RA 3 5 RA 3 5 LA 3 5 CT 3 2  Rounds 48 25  Heat Sinks: 14  Piloting Skill: 2 3 4 5 7 10  Heat Scale  Nosion, avoid on 8+ avoid on 10+ nt Points to Fire osion, avoid on 6+ avoid on 8+ nt Points osion, avoid on 4+ avoid on 6+ avoid on 6+	Rounds RA 3 5 0 3 RA 3 5 0 3 RA 3 5 0 3 CT 3 2 0 3  Rounds 48 25  Heat Sinks: 14  Piloting Skill: Piloting Skill:  2 3 4 5 5 7 10 11  Heat Scale  Nosion, avoid on 8+ avoid on 10+ nt Points to Fire osion, avoid on 6+ avoid on 8+ nt Points osion, avoid on 6+ avoid on 6+ avoid on 6+ avoid on 6+



# **Critical Hit Table**

## Head

- . Life Support
- 2. Sensors
- 3. Cockpit

- 5. Sensors

### **Center Torso**

- 3. Engine
- **Left Torso**
- 1. LRM 10
- 2. LRM 10
- 3. Ammo (AC 20) 5
- 1-3 4. Ammo (AC 20) 5
  - 5. Ammo (LRM 10) 12

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

5. Medium Laser

6. Roll Again

1. Roll Again

2 Roll Again

3 Roll Again

4. Roll Again

5 Roll Again

6. Bott Again

. Shoulder

- 6. Boll 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

- A Roll Again

- 6. Life Support
- . Engine
- 2. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. SRM 4
- 6. Ammo (SRM 4) 25

Cost

Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

9,375,360

- 1. Hip
- 2. Upper Leg Actuator

**Right Arm** 

2. Upper Arm Actuator

4. Hand Actuator

5. Medium Laser

6. Rou Again

it. Roll Again

2 Roll Austri

3. Roll Again

4. Rou Again

5 Roll Again.

6. Roll Again

1. Autocannon 20

2. Autocannon 20

3. Autocannon 20

4. Autocannon 20

5. Autocannon 20

6. Autocannon 20

1. Autocannon 20

2. Autocannon 20

3. Autocannon 20

4. Autocannon 20

5. Ammo (AC 20) 5

6. Ammo (AC 20) 5

Right Leg

**Right Torso** 

Lower Arm Actuator

1. Shoulder

- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6 Roll Again

### **Mech Data**

### Type: CP-10-Z Cyclops

Tonnage: 90 Movement Points

Jumping:

Walking: 4 Running:

Technology Base: Inner Sphere

2710

### **Weapons Inventory**

# Type Loc * Ht D Mn Autocannon 20 1 LRM 10 Medium Laser l Medium Laser SRM 4

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

## **Total Single Heat Sinks: 12**

0000000 00000

### **Auto Eject**

Operational

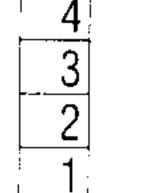
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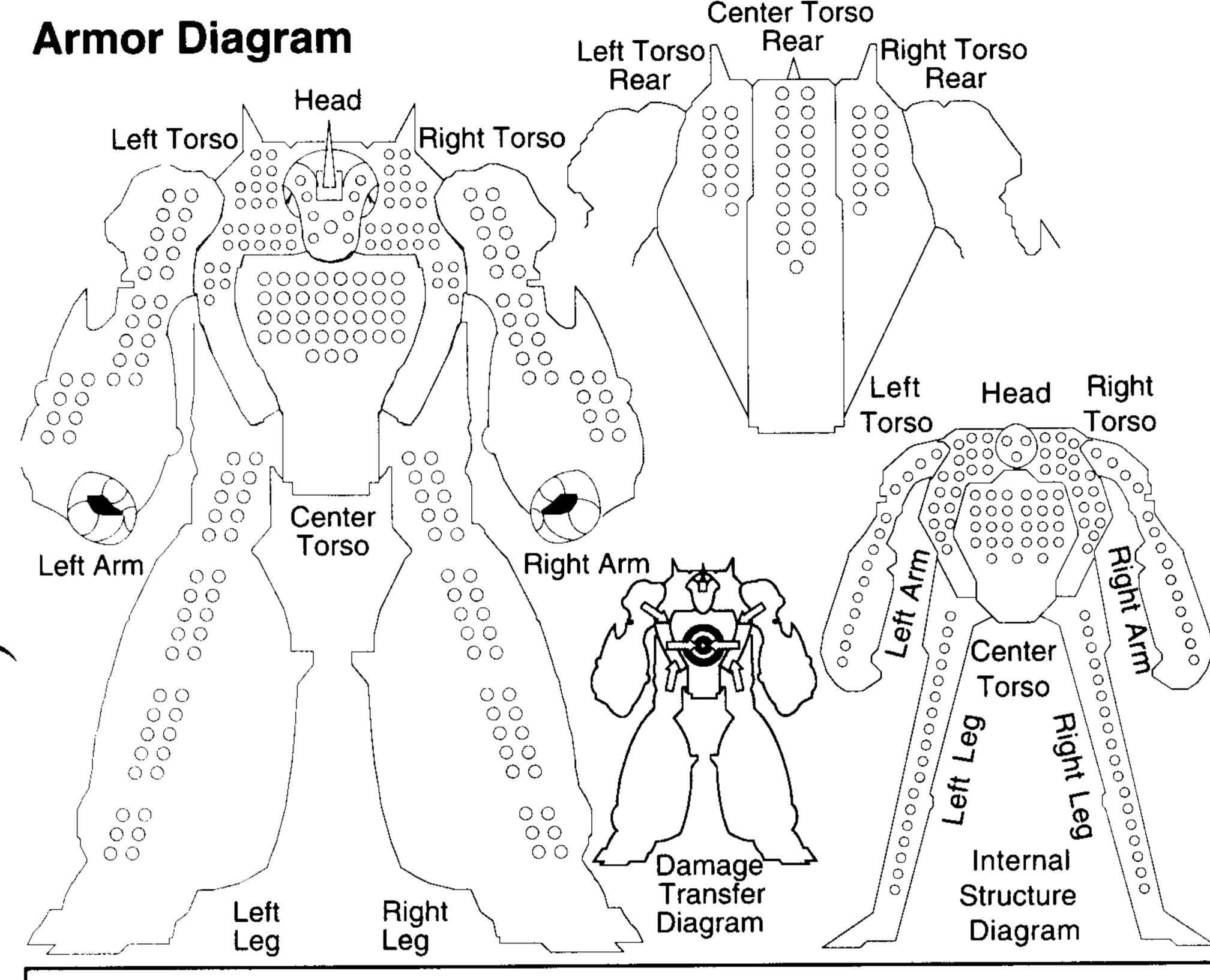
### **Warrior Data**

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

### **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points





**Critical Hit Table** 

Head

**Center Torso** 

1. Life Support

2. Sensors

3. Cockpit

4. Roll Again

6. Life Support

5. Sensors

1. Engine

2. Engine

3. Engine

4. Gyro

5. Gyro

6. Gyro

1. Gyro

2. Engine

3. Engine

4. Engine

5. Jump Jet

-6 Roli Again

Engine Hits

Gyro Hits

**Left Arm** 

2. Upper Arm Actuator

Lower Arm Actuator

Shoulder

4. Small Laser

5. Large Laser

6. Large Laser

7 Roll Again

2 Roll Ayain

3 Roll Again

4 Roll Again

5 Roll Ayain

6. Roll Again

1. Heat Sink

4. Autocannon 10

5. Autocannon 10

6. Autocannon 10

1. Autocannon 10

2. Autocannon 10

3. Autocannon 10

4. Autocannon 10

1. Hip

5. Heat Sink

6. Jump Jet

2. SRM 6

3. SRM 6

**Left Torso** 

# **Right Arm**

- I. Shoulder
- 2. Upper Arm Actuator
- Lower Arm Actuator
  - Small Laser
  - 5. Large Laser
  - 6. Large Laser

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

## **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. SRM 6
- - 4. SRM 6
    - 5. Ammo (SRM 6) 15
    - 6. Ammo (SRM 6) 15
    - 1. Ammo (AC 10) 10
    - 2. Ammo (AC 10) 10
- 3. Roll Again
  - 4. Roll Again
    - 5. Roll Again
  - 6. Rell Again

### Right Leg

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

# **Mech Data**

## Type: CRK-5003-0 Crockett

Technology Base: Tonnage: **85 Movement Points** Inner Sphere Walking: 3025

Running: Jumping:

Weapons inventory										
# Type	Loc	Ht	D	Mn	S	M	L			
1 Small Laser	LA	1	3	0	1	2	3			
1 Small Laser	RA	1	3	0	1	2	3			
1 SRM 6	LT	4	2	0	3	6	9			
1 SRM 6	RT	4	2	0	3	6	9			
1 Large Laser	LA	8	8	0	5	10	15			
1 Large Laser	RA	8	8	0	5	10	15			
1 Autocannon 10	LT	3	10	0	5	10	15			

<b>Total Single Heat S</b>	inks: 15
00000000	
Au	to Eject
Operational	Disabled
War	rior Data
Name:	
Gunnery Skill:	Piloting Skill:

Rounds

30

20

## **Heat Scale**

10

6

Dead

30	SHUTDOWN

Hits Taken

Conscious #

Ammo Type

Autocannon 10

SRM 6

28 Ammo Explosion, avoid on 8+

- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



### 2. Upper Leg Actuator Cost 3. Lower Leg Actuator 4. Foot Actuator

S. Roll Again. Sensor Hits  $\bigcirc$ 6. Roll Again Life Support **Left Leg** 

7,378,725

000

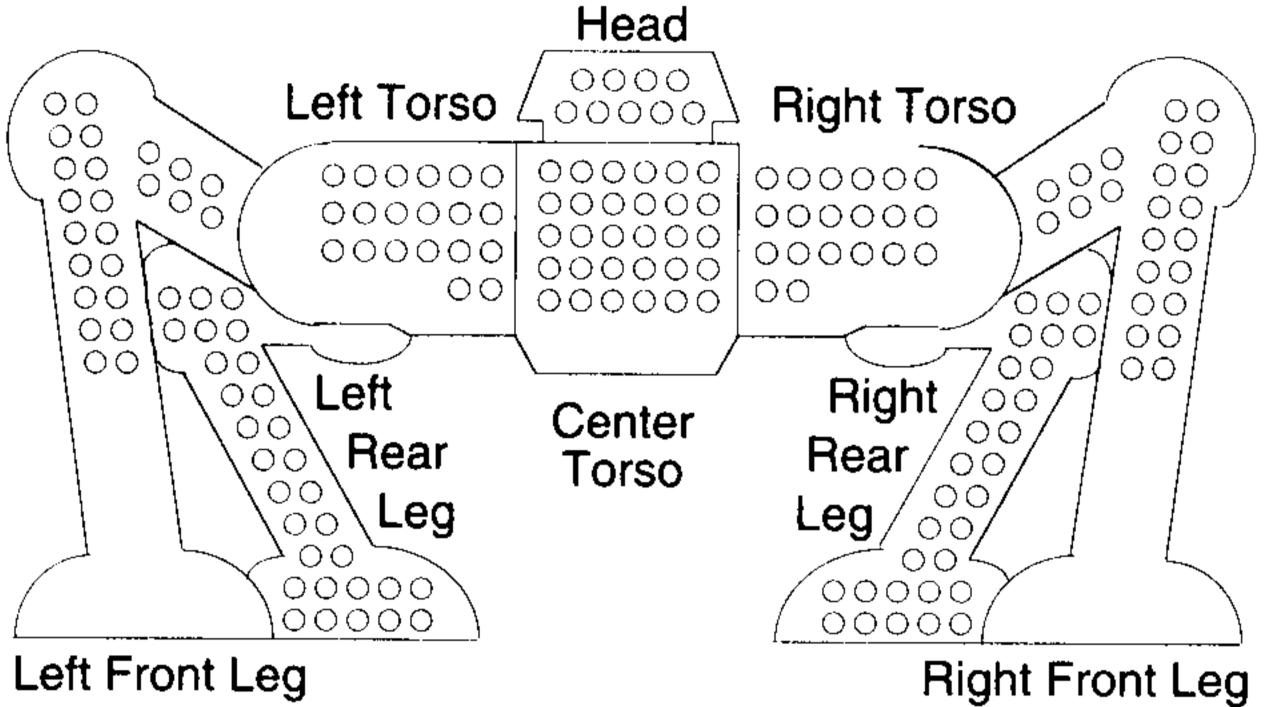
 $\bigcirc$ 

5. Heat Sink

6. Jump Jet

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# **Armor Diagram**



Head

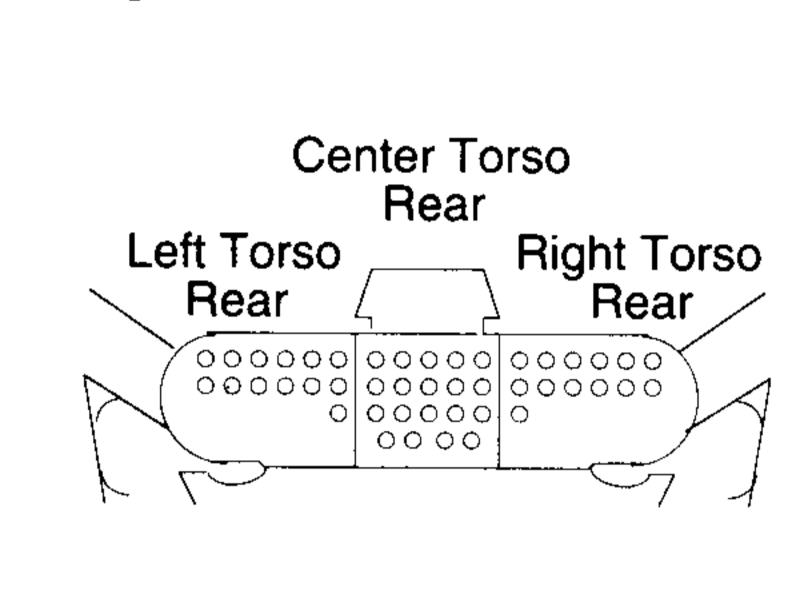
Center

Torso

Internal

Structure

Diagram



Damage

Transfer

Diagram

# **Left Front Leg**

Left Torso

Left

、Rear

Leg

1. Hip

Left Front

Leg

0000000000

600

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Boll Again

## **Left Torso**

- 1. LRM 10
- 2. LRM 10
- 3. Machine Gun 1-3
  - 4. Ammo (MG) 200
  - 5. Roll Again
  - 6. Roll Again

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

  - 5. Roll Again
  - 6. Roll Again

# **Left Rear Leg**

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

## **Critical Hit Table**

Right Front

Leg

# Head

- 1. Life Support
- 2. Sensors

Right Torso

Right /o

Rear/

Leg/

- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 5. Ammo (LRM 10) 12
  - 6. Ammo (LRM 10) 12

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

### 7,546,801 Cost

# **Right Front Leg**

- 1. Hip
- 3. Lower Leg Actuator
- 4. Foot Actuator

- 6. Roll Again

- - 6. Machine Gun

- 5 Roll Again
- 6. Roll Again

# **Right Rear Leg**

- 2. Upper Leg Actuator

- 5. Heat Sink
- 6. Roll Again

- 2. Upper Leg Actuator

- 5. Heat Sink

# Right Torso

# 1. PPC

- 2. PPC
- 3. PPC
- 4. LRM 10
  - 5. LRM 10
  - 1. Reli Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again

- 1. Hip
- 3. Lower Leg Actuator
- 4. Foot Actuator

## **Mech Data**

Type: GOL-1H Goliath

Tonnage: **80** 

# Type

1 PPC

Movement Points

Jumping:

Walking: Running: Technology Base: Inner Sphere

2901

**Weapons Inventory** 

- Loc D Mn S
- LRM 10
- LRM 10 Machine Gun Machine Gun

Ammo Type Rounds LRM 10 Machine Gun 200

### **Total Single Heat Sinks: 17** 000000000

00000 00 **Auto Eject** 

Operational

■ Disabled

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill:

Hits Taken 6 Dead Conscious # 10

# **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points





Center Torso **Armor Diagram** Rear /|Right Torso Left Torso □ Rear Rear Head  $\circ \circ$ Right Torso Left Torso  $\circ$  $\circ$  $\circ$  $\circ$ 00 00  $\circ$ 00 00 00 00 00,00 00 00000000 00 0000000 100 00000000 00000000  $\circ$ 000000 00  $\circ \circ$ 000 0000 0000 Right Left Head  $\circ$ 00 00  $\circ \circ$ Torso Torso  $\circ \circ$  $\circ$ 00  $\circ$  $\circ \circ$ 00 00 00 N  $\bigcirc$   $\bigcirc$  $\circ \circ$  $\circ \circ$ Center Arm  $\circ \circ$  $\circ \circ$ Torso 0 Right Right Arm Left Arm  $\circ \circ$ 00  $\circ$  $\circ \circ$  $\circ \circ$ 0  $\circ \circ$ 0  $\circ \circ$ Left  $\circ$  $\circ \circ$  $\circ \circ$ Center  $\circ$ 0000 Torso 0000  $\circ \circ$  $\circ \circ$ Right 00  $\circ \circ$  $\circ \circ$ 00 Leg  $\circ \circ$  $\circ$ 00  $\circ \circ$ 00 Internal Damage^{*} 00  $\circ$ Transfer Structure

### **Left Arm** 1. Shoulder

Left

Leg

- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
  - 4. Hand Actuator
  - 5. Heat Sink
  - 6. SRM 6

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

### **Left Torso**

- 1. Jump Jet
- 2. LRM 20
- 3. LRM 20
- 1-3 4. LRM 20
  - 5. LRM 20
  - 6. LRM 20
  - . Ammo (SRM 6) 15
  - 2. Ammo (SRM 6) 15
- 3. Ammo (LRM 20) 6 4-6
  - 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**

Diagram

### Head

- 1. Life Support
- 2. Sensors

Right

Leg

- 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
  - $\bigcirc$

### Engine Hits 000 Gyro Hits Sensor Hits $\bigcirc$ Life Support

### 8,423,460 Cost

# **Right Arm**

Diagram

- . Shoulder
- 2. Upper Arm Actuator
- 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
- 4. Ammo (AC 10) 10
  - 5. Ammo (AC 10) 10

  - b. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Rell 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:

Running:

# Type

SRM 6

LRM 20

1 Autocannon 10

Technology Base: Inner Sphere 3025

10 15

Jumping:

**Weapons Inventory** 

2 Medium Laser

Ammo Type Rounds SRM 6 LRM 20 20

### **Total Single Heat Sinks: 13** 00000000

00000

Operational

Autocannon 10

# **Auto Eject**

☐ Disabled

# **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10 Conscious #

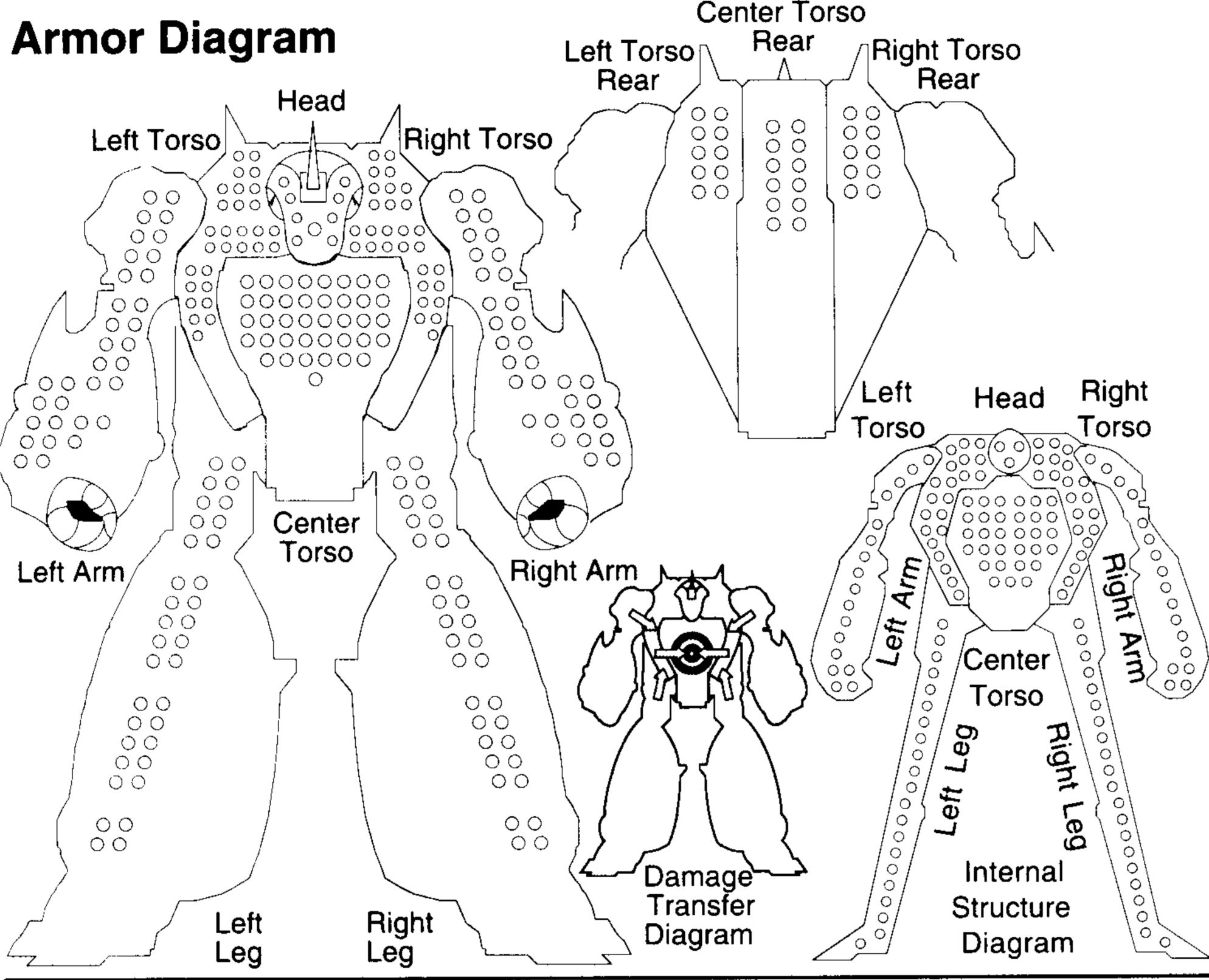
# **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17] +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- 8 +1 Modifier to Fire

-2 Movement Points

Movement Points





### **Critical Hit Table Right Arm Left Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5. Autocannon 20 5. Autocannon 20 3. Cockpit 6. Autocannon 20 6. Autocannon 20 4 Roll Again 1. Autocannon 20 . Autocannon 20 5. Sensors 2. Autocannon 20 2. Autocannon 20 6. Life Support 3. Autocannon 20 3. Autocannon 20 **Center Torso** 4-6 4. Autocannon 20 4. Autocannon 20 1. Engine 5. Autocannon 20 5. Autocannon 20 2. Engine 6. Autocannon 20 6. Autocannon 20 3. Engine Right Torso **Left Torso** 4. Gyro 1. Autocannon 20 1. Autocannon 20 5. Gyro 2. Autocannon 20 2. Autocannon 20 6. Gyro 3. Large Laser 3. LRM 15 1. Gyro 4. Large Laser 4. LRM 15 2. Engine 5. Ammo (AC 20) 5 5. LRM 15 3. Engine 6. Ammo (AC 20) 5 6. Rell Again 4. Engine 1. Roll Again 1. Ammo (LRM 15) 8 5. Heat Sink 2 Roll Again 2 Roll Again 6 Roll Again 3. Rett Again S Refe Again 4-6 4-6 **Engine Hits** 000 4. Roll Again 4 Roll Again Gyro Hits $\bigcirc$ S. Roll Again: 5. Roll Again Sensor Hits 6. Roll Again 6. 66H Again Life Support Right Leg **Left Leg** 1. Hip 1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

-6 Roll Again

# Jumping: **Weapons Inventory** D Mn S # Type Loc LT/LA 1 Autocannon 20 RT/RA Autocannon 20 1 LRM 15 RT 1 Large Laser Ammo Type Rounds Autocannon 20 LRM 15 **Total Single Heat Sinks: 15** 000000000 00000 **Auto Eject** Disabled Operational **Warrior Data** Name: Piloting Skill: Gunnery Skill: Hits Taken 10 Conscious # **Heat Scale** 30 SHUTDOWN 28 Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points 8 +1 Modifier to Fire Movement Points

**Mech Data** 

Technology Base:

Inner Sphere

3025

5 10 15

Dead

11

CORPORATION

Type: KGC-0000 King Crab

Tonnage: **100** 

Walking:

Running:

Movement Points

2. Upper Leg Actuator

3. Lower Leg Actuator

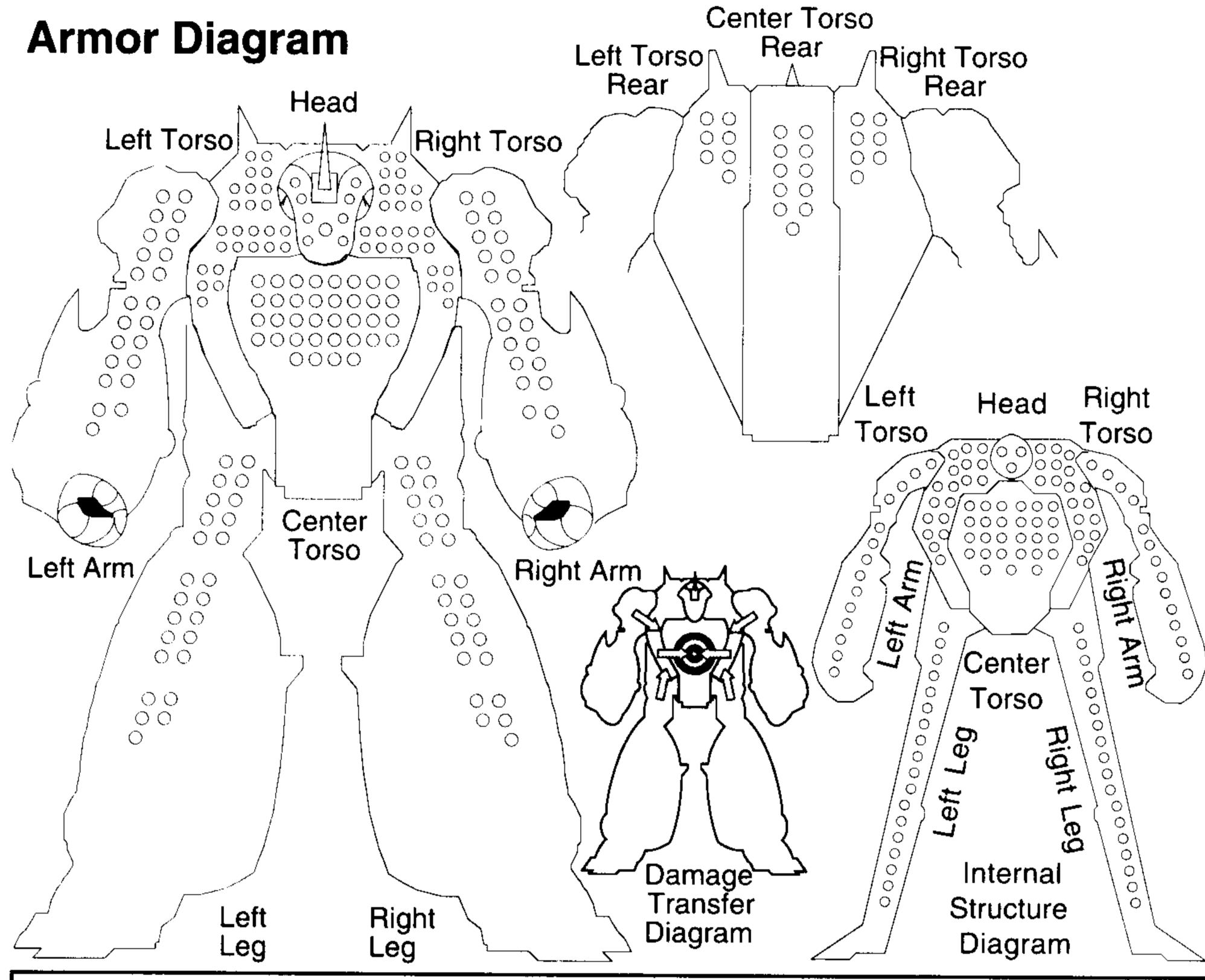
4. Foot Actuator

5. Heat Sink

6. Roll Again

9,582,000

Cost



### **Left Arm** 1. Shoulder 2. Upper Arm Actuator 3. Heat Sink 1-3 4. LRM 10 5. LRM 10 6. Medium Laser Medium Laser 2. Ammo (LRM 10) 12 3 Roll Again 4. Boli Again 5. Roll Again 6. Rell Again **Left Torso** 1. Heat Sink

- 2. Large Laser
- 1-3 3 Large Laser 4. SRM 6
  - 5. SRM 6

  - 6. Ammo (SRM 6) 15
  - 1 Roll Again
  - 2. Roll Again
  - 3. Boll 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

- . 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** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

- 7,452,725 Cost

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Heat Sink
- 4. LRM 10
- 5. LRM 10
- 6. Medium Laser
- Medium Laser
- 2. Ammo (LRM 10) 12
- 3. Roll Again
- - 4. Roll Again
  - 5 Roll Again

  - 6. Roll Again

## Right Torso

- . Heat Sink
- 2. Large Laser
- 1-3 3. Large Laser
  - 4. SRM 6
    - 5. SRM 6
    - 6. Ammo (SRM 6) 15
    - 1. Roll Again
- 2 Roll Again
- -3. Reti 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: STK-3F Stalker

Tonnage: **85** Movement Points

Walking: 3

Running: 5

Jumping:

Technology Base: Inner Sphere

2594

6

Weapons	Inventory
	4.4.

# Type Ht DMn S M 1 LRM 10 14 21 1 LRM 10 1 Large Laser RT 1 Large Laser 2 Medium Laser 2 Medium Laser 1 SRM 6 6

RT

Ammo Type Rounds **LRM 10** SRM 6

### **Total Single Heat Sinks: 20** 000000000

000000000

1 SRM 6

# **Auto Eject**

Operational Disabled

### **Warrior Data**

Name:

Gunnery Skill: Piloting Skill: Hits Taken 6 Conscious # Dead 10

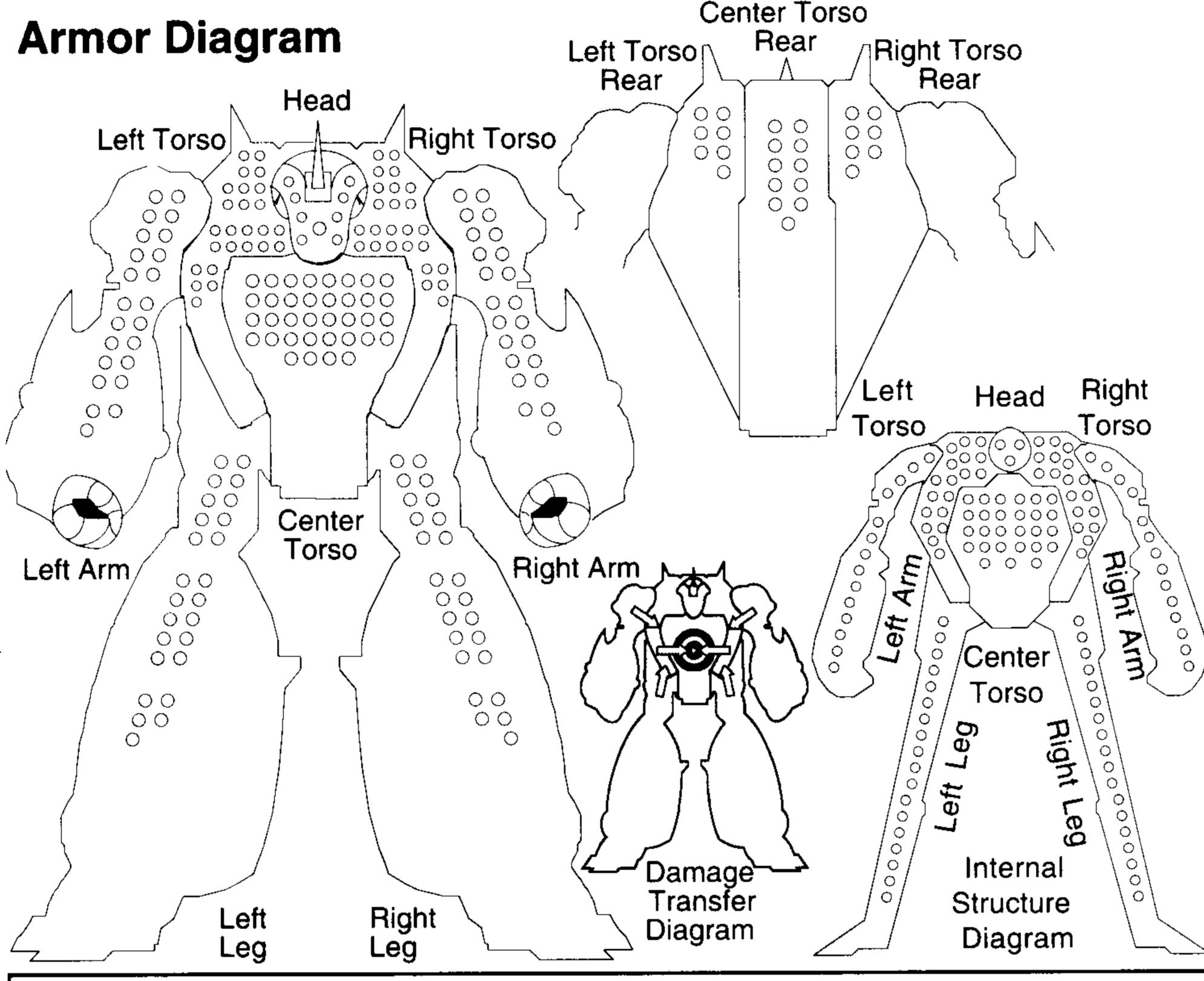
# **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points









### **Critical Hit Table Right Arm Left Arm** 1. Shoulder Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Heat Sink 3. Heat Sink 1. Life Support 1-3 4. LRM 20 4. LRM 20 2. Sensors 5. LRM 20 5. LRM 20 3. Cockpit 6. LRM 20 6. LRM 20 4. Roll Again 1. LRM 20 1. LRM 20 5. Sensors 2. LRM 20 2. LRM 20 6. Life Support Medium Laser 3. Medium Laser **Center Torso** 4-6 Medium Laser 4. Medium Laser 1. Engine 5. Ammo (LRM 20) 6 5. Ammo (LRM 20) 6 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Right Torso Left Torso** 4. Gyro . Heat Sink . Heat Sink 5. Gyro 2. SRM 6 2. SRM 6 6. Gyro 3. SRM 6 3. SRM 6 1. Gyro 4. Ammo (SRM 6) 15 4. Ammo (SRM 6) 15 2. Engine 5. Roll Again 5. Roll Again 3. Engine 6. Roll Again 6. Roll Again 4. Engine 1. Roll Again 1. Roll Again Heat Sink 2. Roll Again 2. Roll Again 6. Heat Sink 3. Roll Again 3. Roll Again 4-6 Engine Hits 000 4. Roll Again 4. Roll Again Gyro Hits $\circ$ 5. Roll Again 5. Roll Again Sensor Hits $\bigcirc$ в. Roll Again 6. Roll Again Life Support **Right Leg Left Leg** 1. Hip 1. Hip 2. Upper Leg Actuator 2. Upper Leg Actuator 7,637,725 Cost 3. Lower Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 4. Foot Actuator 5. Heat Sink 5. Heat Sink

6. Heat Sink

## # Type 1 LRM 20 14 21 1 LRM 20 2 Medium Laser 2 Medium Laser 1 SRM 6 1 SRM 6 Ammo Type Rounds LRM 20 SRM 6 **Total Single Heat Sinks: 20** 000000000 **Auto Eject** Disabled Operational **Warrior Data** Name: Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10 Conscious #

**Mech Data** 

**Weapons Inventory** 

-Loc

Technology Base:

D Mn

Inner Sphere

2594

Type: STK-3H Stalker

Movement Points

Walking:

Running:

Jumping:

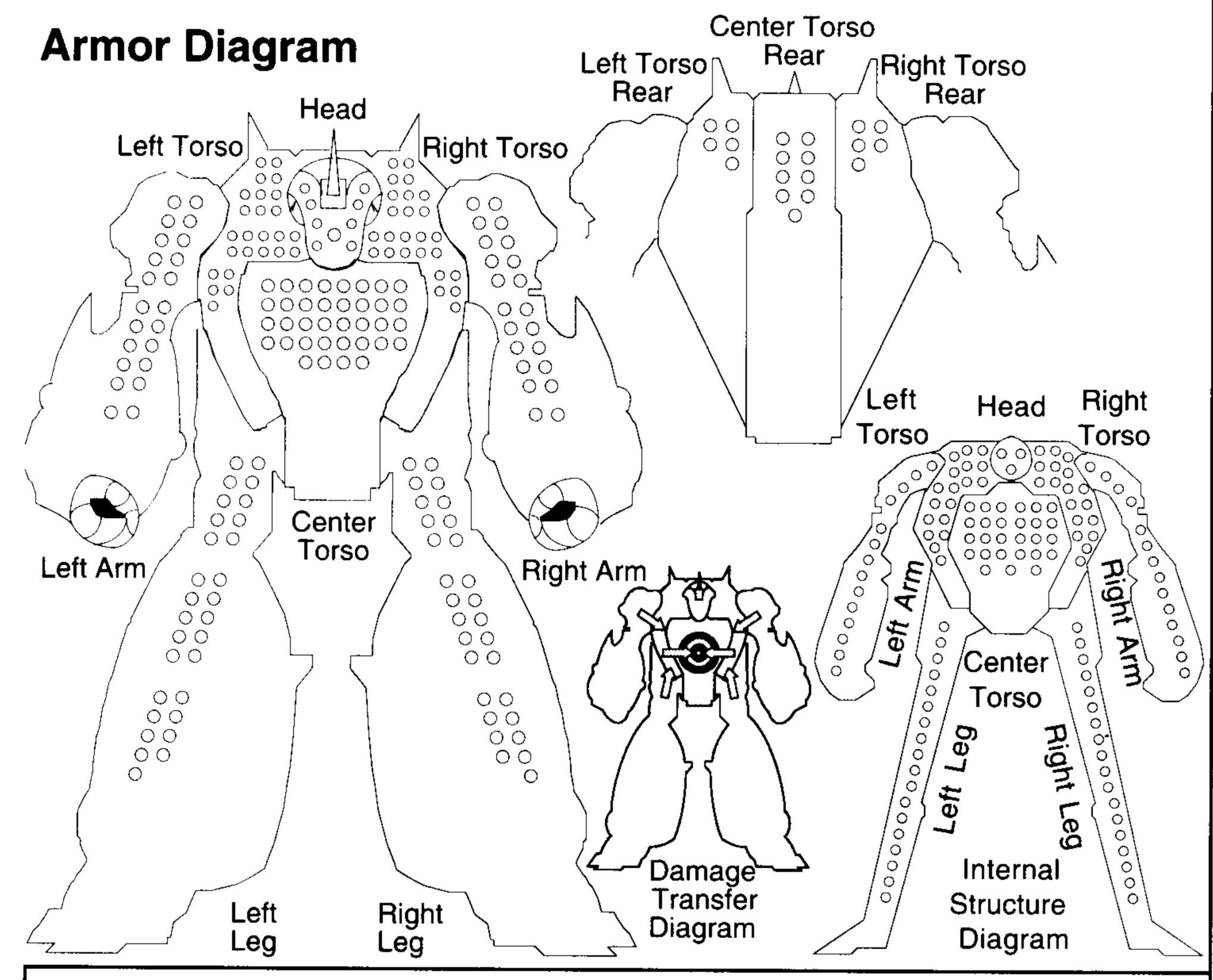
Tonnage: **85** 

# **Heat Scale** 30 SHUTDOWN 28 Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points 8 +1 Modifier to Fire

1 Movement Points

CORPORATION

6. Heat Sink



### **Critical Hit Table Left Arm** Right Arm 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head Medium Laser . Medium Laser 1. Life Support 4. Medium Laser 4. Medium Laser 2. Sensors 5 Roll Again 5. LRM 10 3. Cockpit 6. Roll Again 6. LRM 10 4. Heat Sink 1. Boil Again 5. Sensors 1. Ammo (LRM 10) 12 2 Roll Again Life Support 2 Roll Again 3. Roll Again 3. Roll Again **Center Torso** 4. Roll Again 4. Roll Again 1. Engine 5. Roll Again 5 Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro 1. Heat Sink 1. Heat Sink 5. Gyro 2. Heat Sink 2. Heat Sink 6. Gyro 3. Heat Sink 3. Heat Sink 1. Gyro 4. Heat Sink 4. Heat Sink 2. Engine 5. Heat Sink 5. Large Laser 3. Engine 6. Large Laser 6. Large Laser 4. Engine 1. Large Laser 1. SRM 6 5. Heat Sink 2. SRM 6

6. Heat Sink

Engine Hits

Sensor Hits

Life Support

Cost

Gyro Hits

000

 $\circ$ 

 $\bigcirc$ 

7,245,525

3. SRM 6

1. Hip

5 Roll Again.

6. Roll Again

4. Ammo (SRM 6) 15

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

Running:		Tech		ner (			
W	eapons Inv	entory	···-			• • • •	
# Type	Loc	Ht		Mn	S	М	L
1 Large Laser	RT	8	8	0	5	10	15
1 Large Laser	LT	8	8	0	5	10	15
2 Medium Laser	LA	3	5	0	3	6	Ç
2 Medium Laser	RA	3	5	0	3	6	ç
1 SRM 6	LT	4	2	0	3	6	g
1 SRM 6	RT	4	2	0	3	6	Õ
1 LRM 10	RA	4	1	6	7	14	21
Ammo Type	Rounds		<del></del>			,	
SRM 6	30						
LRM 10	12						
Total Single H	00000		•				<del></del>
Operational				Disa	bled		
	Warrior D	ata			-		
Name:							
Gunnery Skill:	Pi	loting S	kill:		,		
Hits Taken 1	2 3	4		5		F	```
Conscious # 3	5 7	10	+	<del></del> 11		De	<u></u>
30 SHUTDOWN 29 28 Ammo Explos 27 26 Shutdown, ave 25 -5 Movement 24 +4 Modifier to 23 Ammo Explos 22 Shutdown, ave 21 20 -4 Movement 19 Ammo Explos 18 Shutdown, ave 17 +3 Modifier to 16 15 -3 Movement 14 Shutdown, ave 17 +2 Modifier to 12 11 10 -2 Movement	oid on 10+ Points Fire ion, avoid on oid on 6+ Fire Points oid on 4+ Fire	8+					
9 +1 Modifier to 7 6 5 -1 Movement	Fire						
3 2 1 0							

**Mech Data** 

2. SRM 6

4. Roll Again

5. Roll Again

6. Rell Again

1. Hip

3. Ammo (SRM 6) 15

**Right Leg** 

2. Upper Leg Actuator

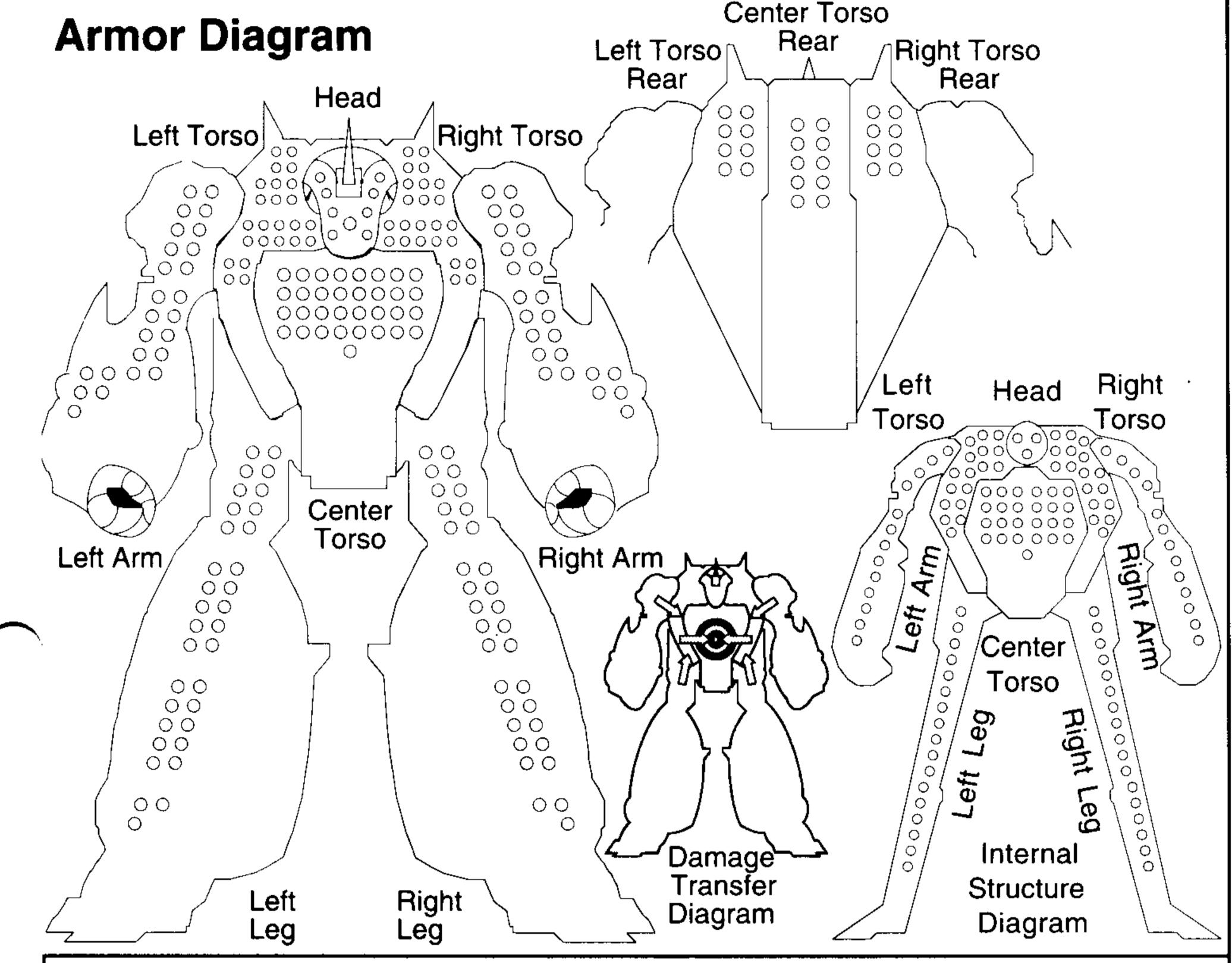
3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink





# **Critical Hit Table**

- 2. Upper Arm Actuator
  - - 2. Sensors

    - 4 Roll Again

### **Center Torso**

- **Left Torso**
- 1. Heat Sink

**Left Arm** 

Lower Arm Actuator

4. Hand Actuator

5. Heat Sink

3. Roll Again

4. Roll Again

5. Roll Again.

6. Roll Again

6. PPC

1. PPC

2. PPC

. Shoulder

1-3

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

### **Left Leg**

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

## Head

- 1. Life Support
- 3. Cockpit

- 5. Sensors
- 6. Life Support

- 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**

000 Gyro Hits  $\bigcirc$ Sensor Hits 00Life Support

> 7,760,641 Cost

- **Right Arm**
- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- Hand Actuator
- 5. Heat Sink
- 6. PPC
- 1. PPC
- 2. PPC
- 3. Roll Again
- 4. Rell 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. Rell 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: **THG-10E Thug** 
  - Tonnage: **80**
  - Movement Points Walking:
  - Running: Jumping:
- Technology Base: Inner Sphere 3025

**Weapons Inventory** 

# Type	Loc	Ht	D	Mn	S	М	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 25 SRM 4

### **Total Single Heat Sinks: 19** 000000000

Operational

0000 0000

Disabled

Dead

### **Warrior Data**

**Auto Eject** 

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

# 10 **Heat Scale**

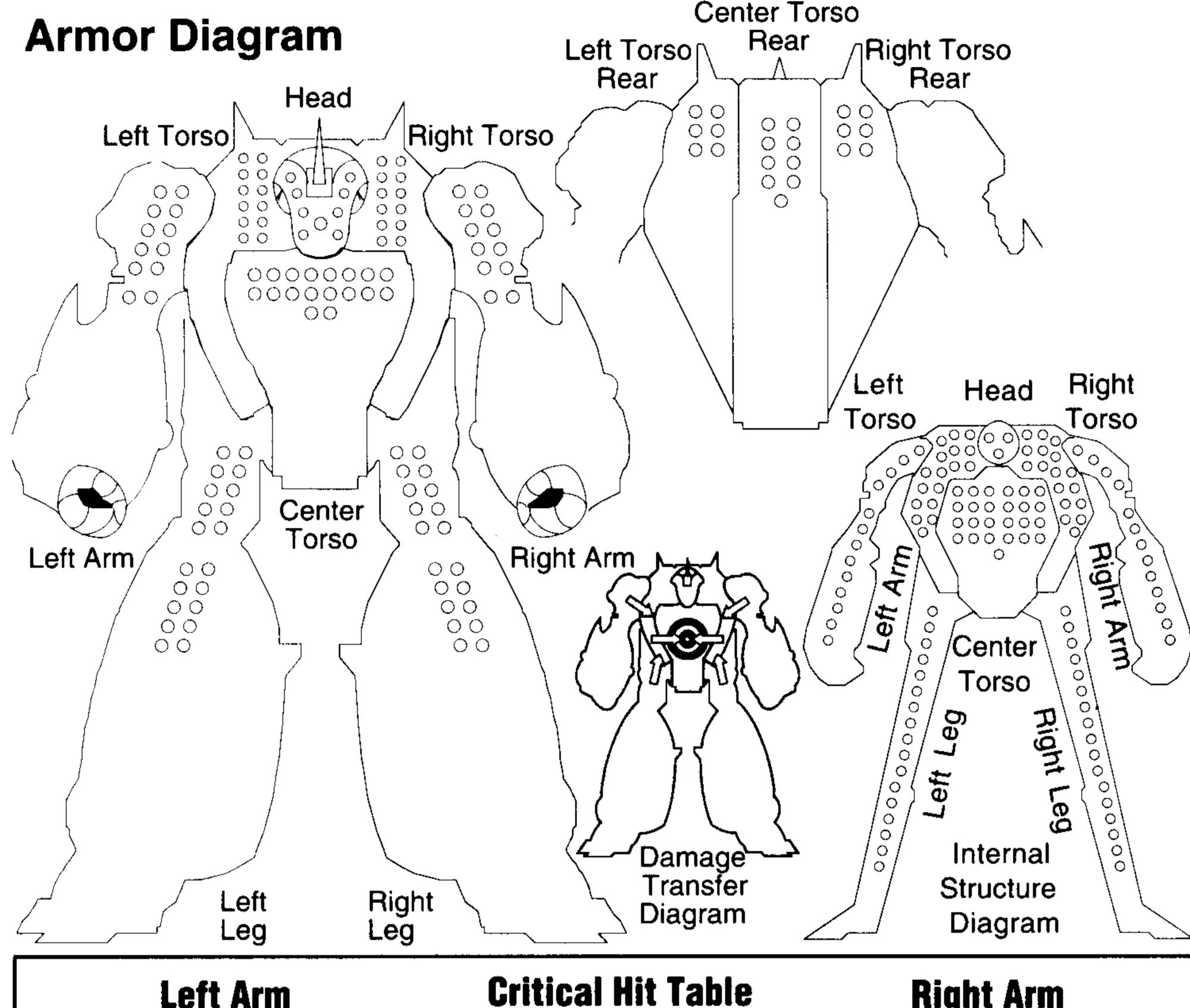
30 SHUTDOWN

- 28 Ammo Explosion, avoid on 8+

Conscious #

- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





Head

**Center Torso** 

1. Life Support

2. Sensors

3. Cockpit

5. Sensors

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** 

Sensor Hits

Life Support

Cost

Gyro Hits

000

 $\bigcirc$ 

 $\bigcirc$ 

7,931,821

4. Roll Again

6. Life Support

# **Right Arm**

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

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

# **Right Torso**

- 1. Flamer
- 2. Flamer
- 3. Ammo (AC 20) 5
  - 4. Ammo (AC 20) 5
    - 5. Ammo (AC 20) 5
    - 6. Roll Again
    - 1. Roll Again
    - 2. Roll Again
- 3. Roll Again 4-6
- 4. Roll Again
  - 5. Roll Again
  - 6. Rell 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: VTR-9A Victor

Tonnage: **80** Movement Points

Jumping:

Walking: 4 Running:

Technology Base: Inner Sphere

2510

### **Weapons Inventory**

	whana misa.	,					
# Type	Loc	Ht	D	Mn	S	М	L
1 Autocannon 20	RA	7	20	0	3	6	9
2 Medium Laser	LA	3	5	0	3	6	9
2 Flamer	RT	3	2	0	1	2	3
1 SRM 4	LT	3	2	0	3	6	9
1 Machine Gun	LT	0	2	0	1	2	3

Ammo Type	Rounds	
Autocannon 20	15	
SRM 4	25	
Machine Gun	100	

# **Total Single Heat Sinks: 15**

000000000 00000

# **Auto Eject**

Operational Disabled

### **Warrior Data**

Name:						
Gunnery Skill	: <u> </u>		Pilot	ing Skill	•	
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

## **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



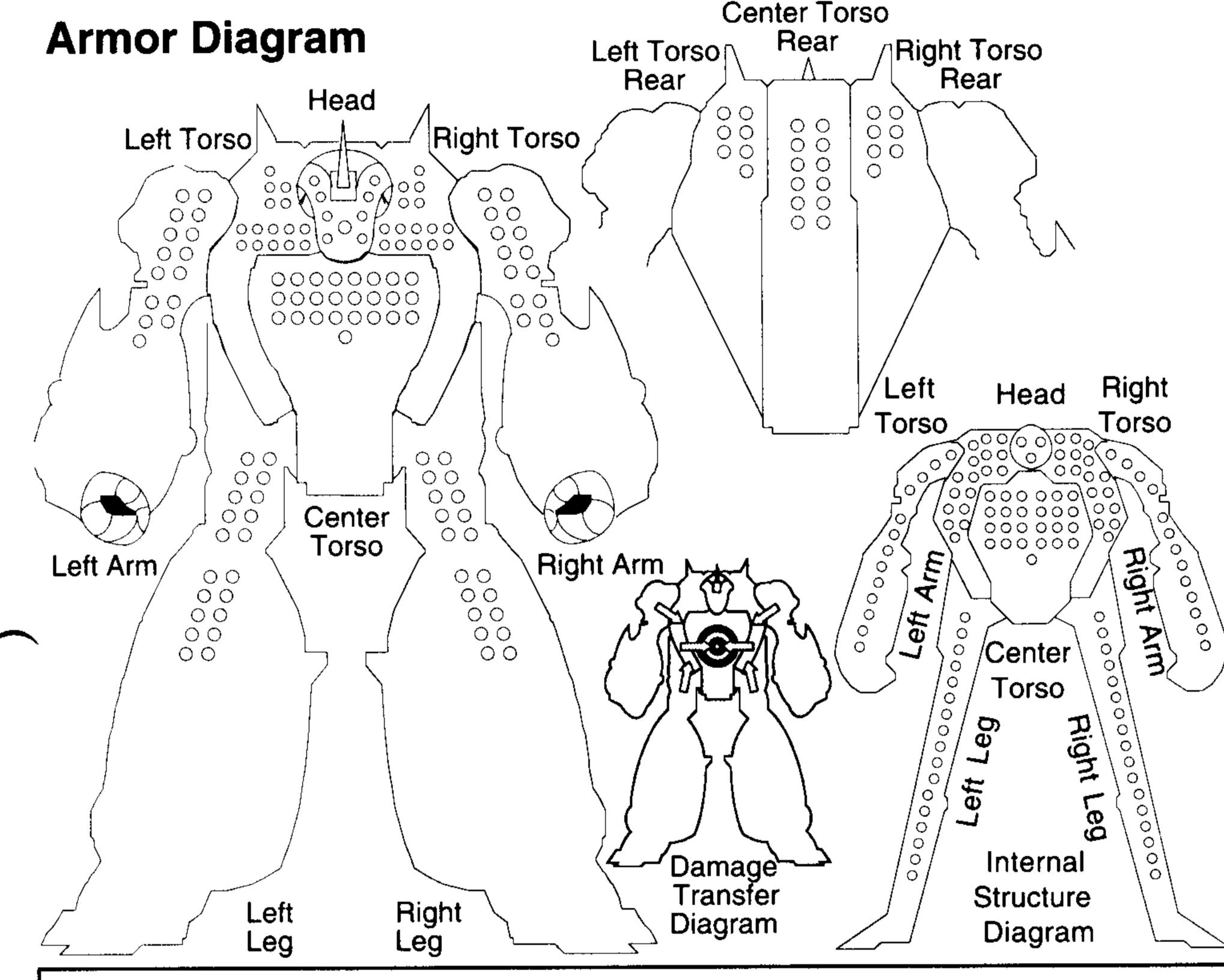


- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- 4. Hand Actuator
- 5. Medium Laser
  - 6. Medium Laser
- 1. Roll Again
- 2 Roll Again 3. Roll Again
- 4-6
- 4. Boll Again
  - 5 Roll Again
    - 6. Boll Again

### **Left Torso** 1. Heat Sink

- 2. SRM 4
- 3. Machine Gun
- 4. Ammo (SRM 4) 25
  - 5. Ammo (MG) 200
  - 6. Boll Again
  - 1. Roll Again
  - 2 Roll Again
- 3. Roll Again 4-6
  - 4 Roll Again S. Roll Again

  - 6. Boll Again
  - **Left Leg**
  - 1. Hip 2. Upper Leg Actuator
  - 3. Lower Leg Actuator 4. Foot Actuator
  - 6. Heat Sink



# **Critical Hit Table**

### Head

- . Life Support
- 2. Sensors
- 4 Roll Again
- 6. Life Support

### **Center Torso**

- 3. Engine

- 6. Boll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4 Roll Ayain
- S. Roll Again.
- 6. Boll Again

### **Left Leg**

**Left Arm** 

2. Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

6. Medium Laser

7. 80# Agam

2 Roll Ayain

3 Roll Again

4 Roll Again

5 Roll Ayain

b. Roll Again

1. Heat Sink

2. Heat Sink

3. SRM 4

1-3

**Left Torso** 

4. Ammo (SRM 4) 25

5. Ammo (MG) 200

1. Shoulder

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

- 3. Cockpit
- 5. Sensors
- 1. Engine
- 2. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Jump Jet
- 6. Jump Jet
- 000 **Engine Hits**  $\circ$

### Gyro Hits Sensor Hits $\bigcirc$ Life Support

### 7,940,821 Cost

# **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 13. 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. Ammo (AC 20) 5
- 3. Ammo (AC 20) 5
- 4. Ammo (AC 20) 5
  - 5. Roll Again
  - 6. Reli Again

  - T. Roll Again
- 2. Roli Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Rell Agam

# Right Leg

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

## **Mech Data**

Type: VTR-9A1 Victor

Tonnage: **80** 

**Movement Points** 

Jumping:

1 Autocannon 20

1 Machine Gun

# Type

Walking: Running:

Technology Base: Inner Sphere

2510

**Weapons Inventory** 

- Ht D Mn S Loc
- 2 Medium Laser SRM 4 1 Machine Gun

Ammo Type Rounds Autocannon 20 SRM 4 100 Machine Gun

## **Total Single Heat Sinks: 15**

000000000 00000

## **Auto Eject**

Operational Disabled

### **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

10

Dead

# **Heat Scale**

30 SHUTDOWN

Conscious #

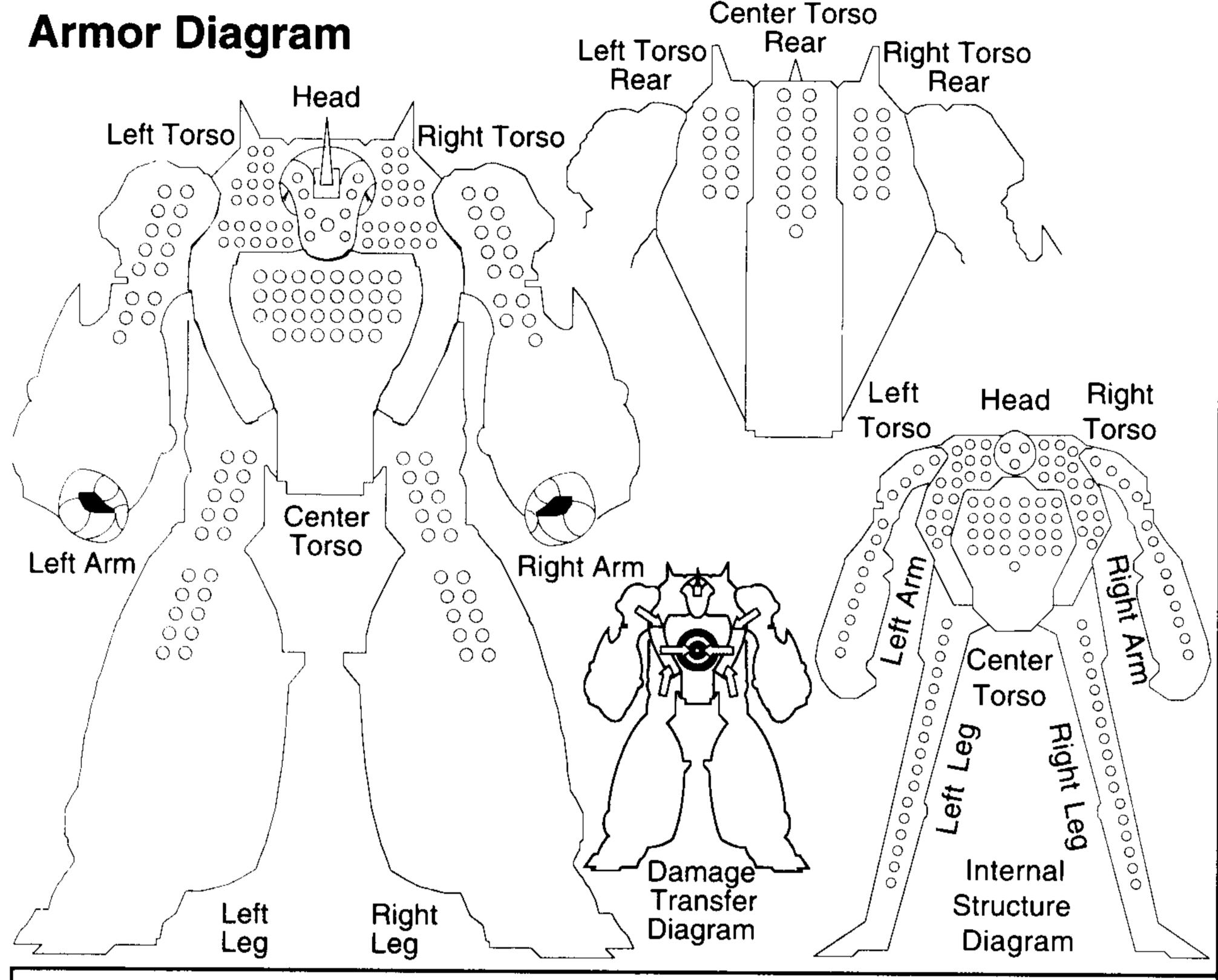
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- +1 Modifier to Fire

10 -2 Movement Points

- Movement Points



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**Critical Hit Table** 

Head

**Center Torso** 

1. Life Support

2. Sensors

3. Cockpit

5. Sensors

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

Sensor Hits

Life Support

Cost

Gyro Hits

000

 $\bigcirc$ 

 $\bigcirc$ 

8,013,721

4 Roll Again

6. Life Support

**Left Arm** 

2. Upper Arm Actuator

4. Hand Actuator

Medium Laser

6. Medium Laser

1. Roll Again

2. Roll Ayain

3. Roll Again.

4. Boll Again

5 Roll Again

6. Roll Again

1. SRM 4

-3. Roll Again

4. Roll Again

5. Roll Again

6. Boll Again

T. Roll Again

2. Roll Again.

3. Roll Again

4. Roll Again

5. Roll Again.

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Heat Sink

4-6

**Left Torso** 

2. Ammo (SRM 4) 25

Lower Arm Actuator

Shoulder

# **Right Arm**

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

  - 2. Autocannon 20
- 4-6 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. Rell Again

  - 2 Roll Again
- 3. Roll Again 4 Roll Adain
  - 5. Roll Again

  - b. 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: VTR-9B Victor

Tonnage: **80** Movement Points

Walking: 4 Running:

Jumping:

Technology Base: Inner Sphere

2510

# Type Loc D Mn S 1 Autocannon 20 2 Medium Laser SRM 4

Ammo Type Rounds Autocannon 20 SRM 4

### **Total Single Heat Sinks: 15** 000000000

00000

# **Auto Eject**

Operational

### **Warrior Data**

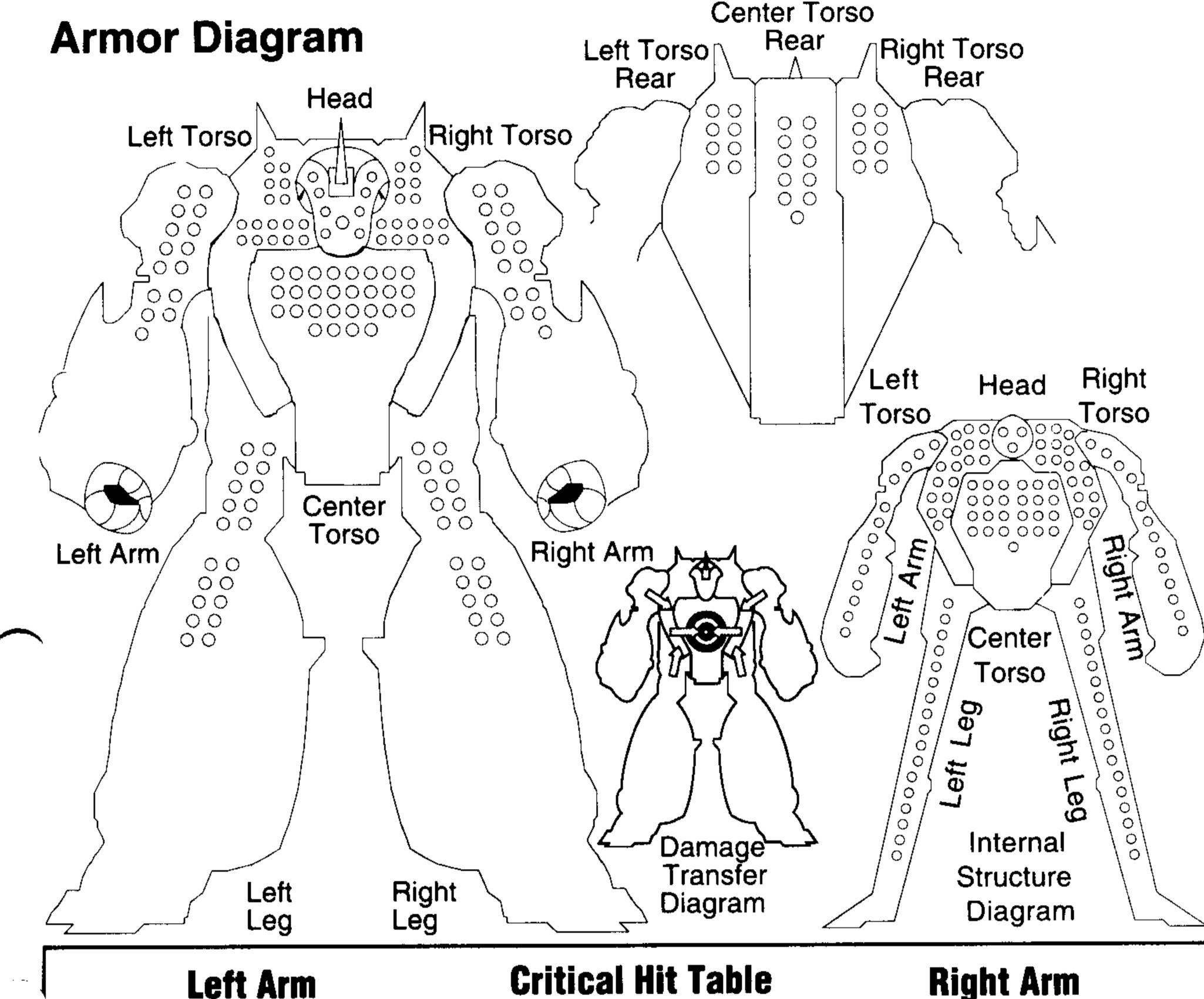
Disabled

Name: Gunnery Skill: Piloting Skill: Hits Taken 6 Dead Conscious # 10

# **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -4 Movement Points
- Ammo Explosion, avoid on 4+
- Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





# **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

- **Left Torso**
- 1. SRM 6

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Medium Laser

6. Medium Laser

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Rell Again

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

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

  - 6. Roll Again

### **Left Leg**

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

## 4. Engine 5. Jump Jet

6. Jump Jet

Life Support

**Engine Hits** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\circ$ 

### 8,154,121 Cost

# **Right Arm**

- . Shoulder
- Upper Arm Actuator
- 3. Autocannon 20
- 4. Autocannon 20
  - 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. Ammo (AC 20) 5
- 3. Ammo (AC 20) 5
- 4. Ammo (AC 20) 5
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Rell 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: VTR-9S Victor

Tonnage: **80** Movement Points

> Walking: 4 Running:

Jumping:

SRM 6

Technology Base: Inner Sphere 2510

**Weapons Inventory** 

# Type Ht D Mn S Loc 1 Autocannon 20 2 Medium Laser

Ammo Type Rounds 15 Autocannon 20 SRM 6

### **Total Single Heat Sinks: 15** 000000000

00000

## **Auto Eject**

Operational

Warrior Dat

Name:

Piloting Skill: Gunnery Skill: 6 Hits Taken

# 10 **Heat Scale**

□ Disabled

Dead

30 SHUTDOWN

29

Conscious #

28 Ammo Explosion, avoid on 8+

26 Shutdown, avoid on 10+

-5 Movement Points

24 +4 Modifier to Fire

Ammo Explosion, avoid on 6+

22 Shutdown, avoid on 8+

20 -4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

-3 Movement Points

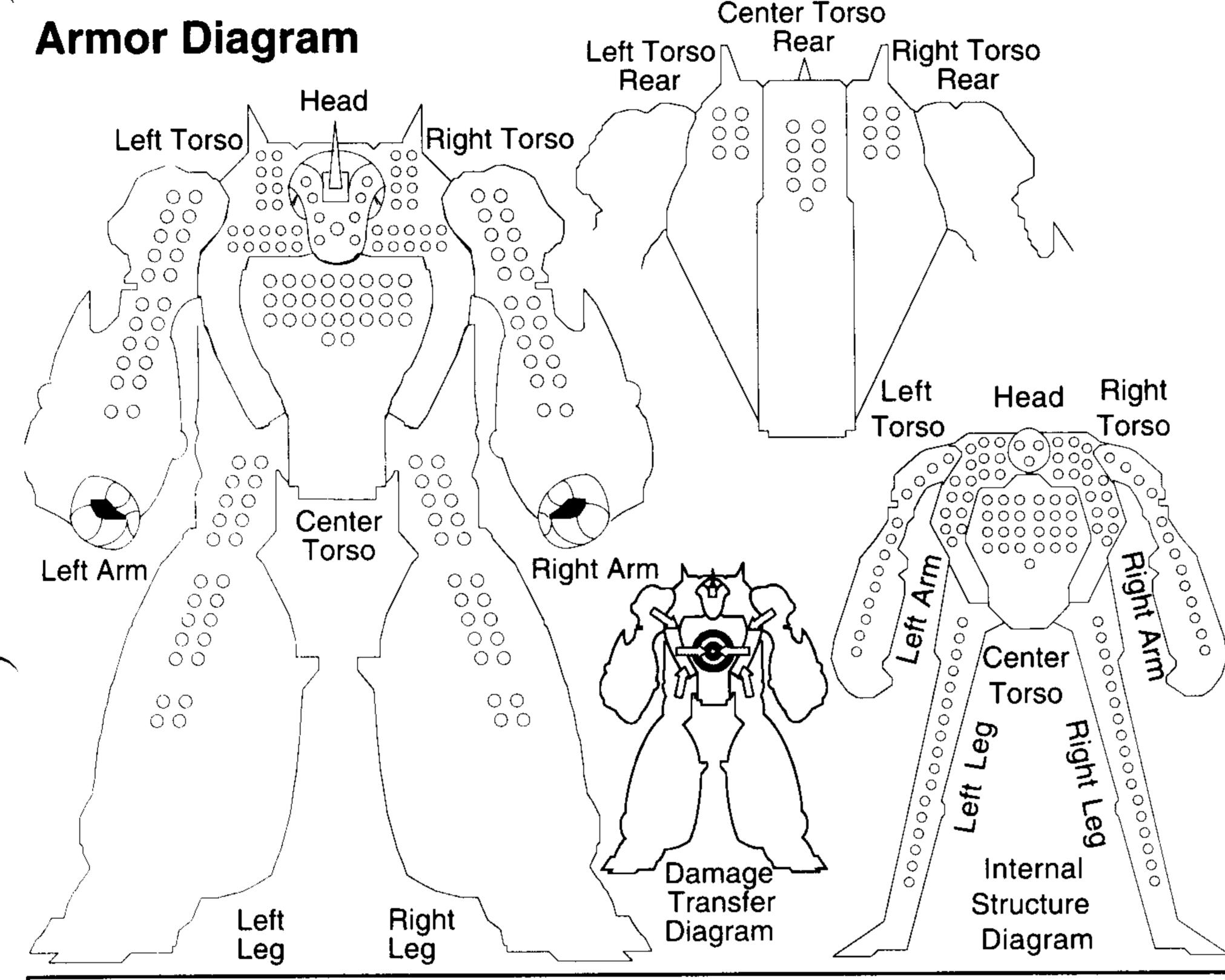
14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

-2 Movement Points

8 +1 Modifier to Fire

1 Movement Points



- 2. Upper Arm Actuator 3. Lower Arm Actuator
- 4. PPC
- 5. PPC
  - 6. PPC

  - T. Roll Again

Shoulder

- 2 Roll Ayain
- 3. Roll Again 4-6
  - 4 Billi Again
  - 5 Roll Ayain 6. Roll Again

### **Left Torso**

**Left Arm** 

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser (R) 1-3
  - 4 Roll Ayain
  - 5 Roll Again:

  - 6 80H Adam
  - 4 Roll Ayain
  - 2 Roll Again
- S. Bull Again 4 Roll Ayain
  - 5 Roll Again
  - 6. Boll 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. Heat Sink
  - 6. Medium Laser

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	00
Life Support	

### 7,752,001 Cost

# **Right Arm**

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

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

  - 5 Roll Again
  - 6. Roll Again
    - Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Ammo (LRM 15) 8
  - 4 Roll Again
- 5. Roll Again
- B. Bell Again
- 1. Rell Again
- 2 Roll Aggin
- 3. Rell Again
- - 4 Roll Again 5. Roll Again
  - 6. Rell Again

### **Right Leg**

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

5. Heat Sink

- 6. Heat Sink

## **Mech Data**

Type: **ZEU-6T Zeus** 

Tonnage: **80** Movement Points

# Type

PPC

Large Laser

Walking:

Running: Jumping:

Technology Base: Inner Sphere 2439

**Weapons Inventory** 

Ht D Mn Loc 10

14 LRM 15 Medium Laser LT (R) Medium Laser

Ammo Type Rounds **LRM 15** 

### **Total Single Heat Sinks: 19** 000000000

Operational

00000 0000

Disabled

**Warrior Data** 

**Auto Eject** 

Name: Piloting Skill: Gunnery Skill: Hits Taken

Dead 10

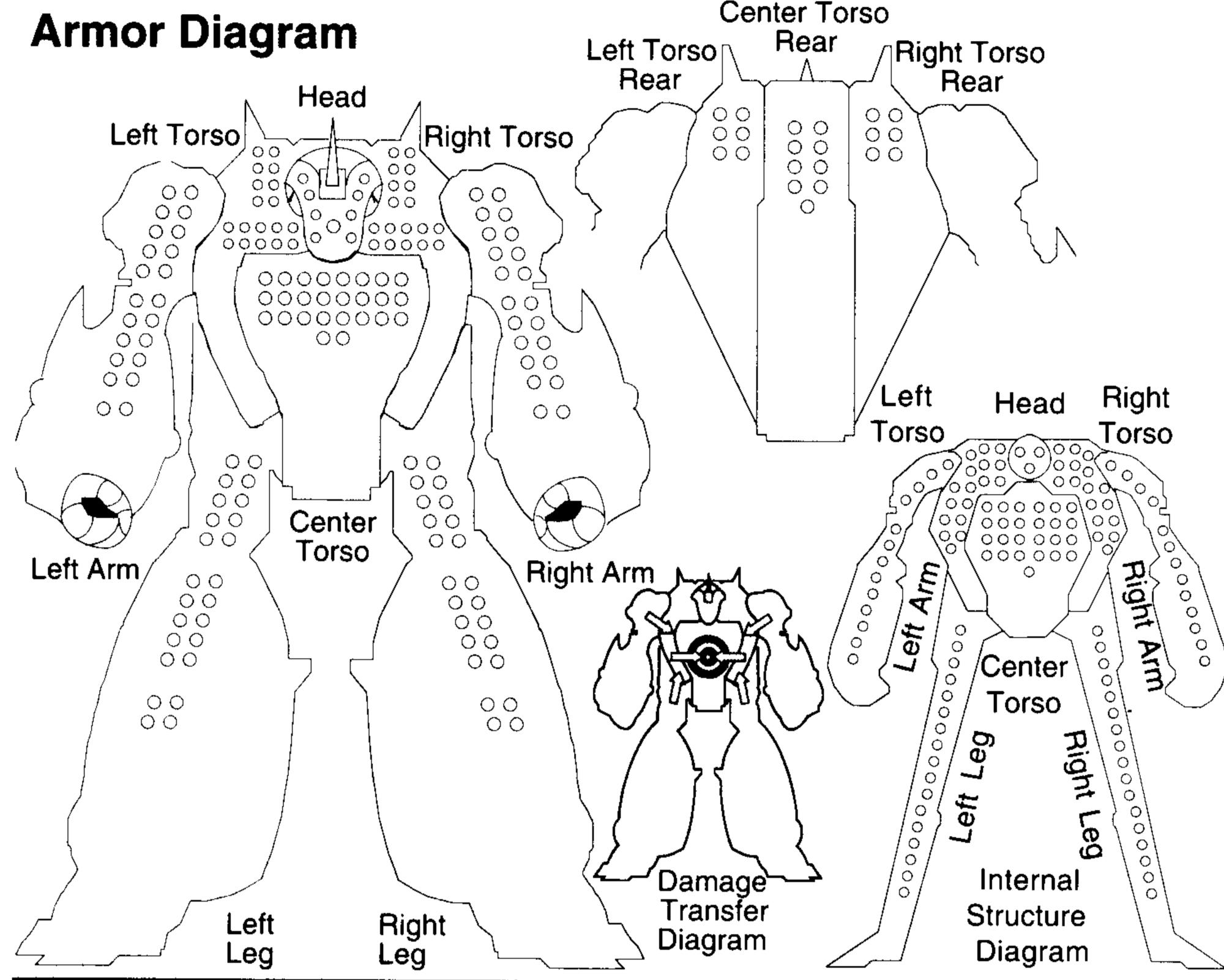
# **Heat Scale**

30 SHUTDOWN 29

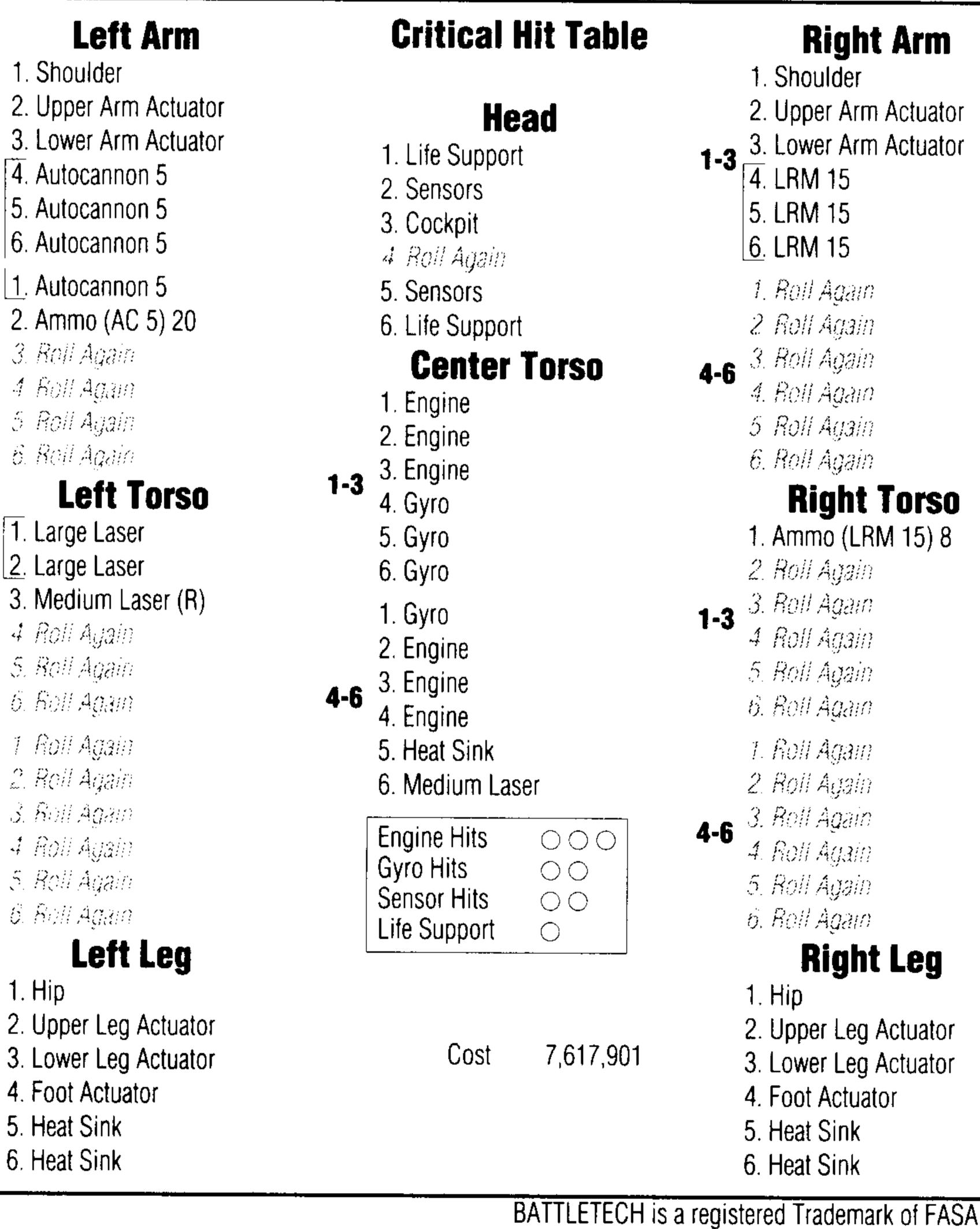
Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- 5 -1 Movement Points





### **Left Arm Critical Hit Table** Right Arm 1. Shoulder Shoulder Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 1-3 բ 4. Autocannon 5 4. LRM 15 2. Sensors 5. Autocannon 5 5. LRM 15 3. Cockpit 6. Autocannon 5 6. LRM 15 4 Roll Again 1. Autocannon 5 1. Roll Again 5. Sensors 2. Ammo (AC 5) 20 6. Life Support 2 Roll Again 3. Roll Again. 3. Roll Again **Center Torso** 4-6 4-6 4 Boll Again 4. Reli Agam 1. Engine 5 Roll Again 5 Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro 1. Large Laser 1. Ammo (LRM 15) 8 5. Gyro 2. Large Laser 6. Gyro 2. Roll Again 3. Medium Laser (R)



4-6

1. Hip

6. Heat Sink

