

1625A

BATTLETECH®

REINFORCEMENTS

BATTLEMECH RECORD SHEETS 3025

941001

\$11.95



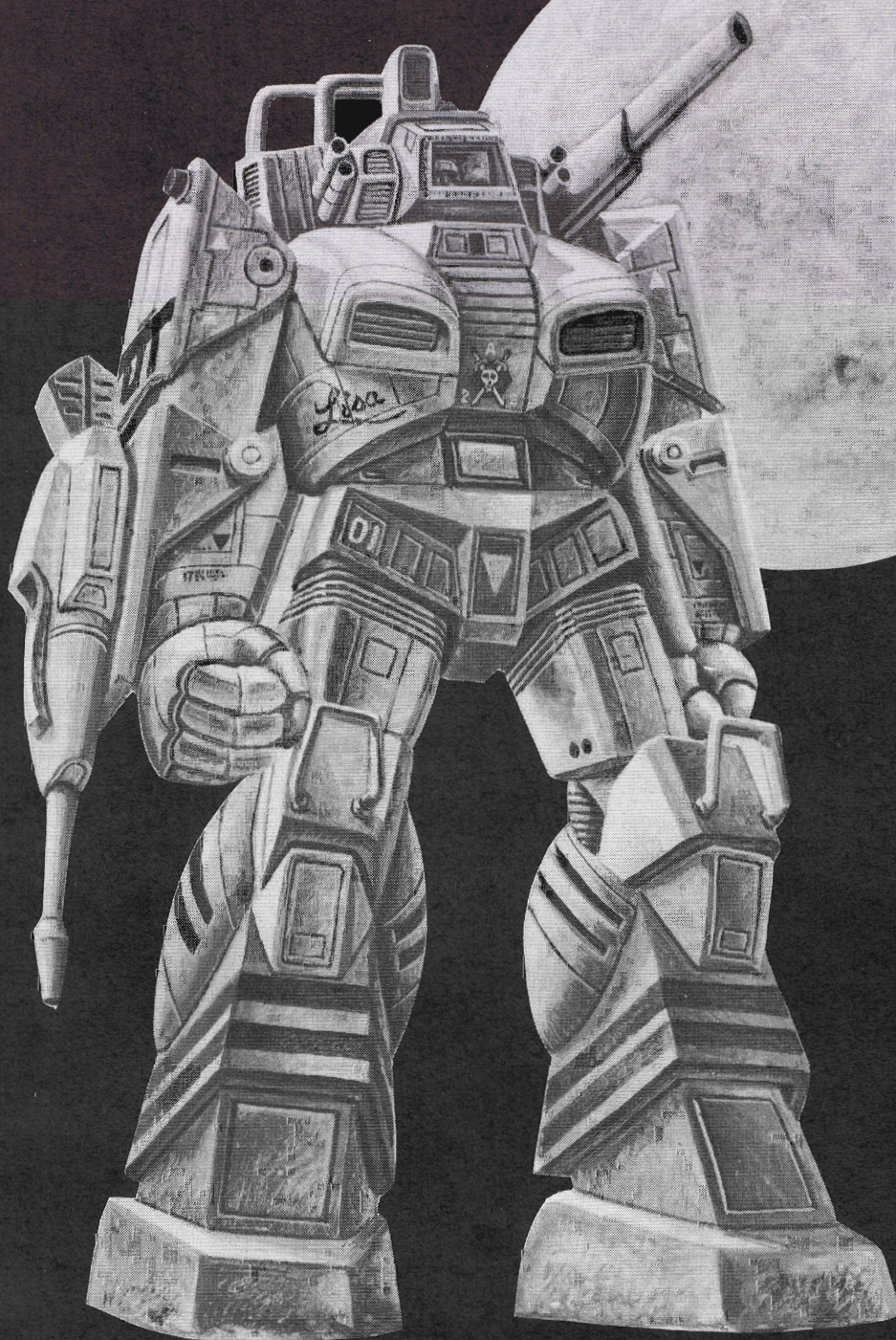
FASA
CORPORATION

BATTLETECH®

1625

REINFORCEMENTS

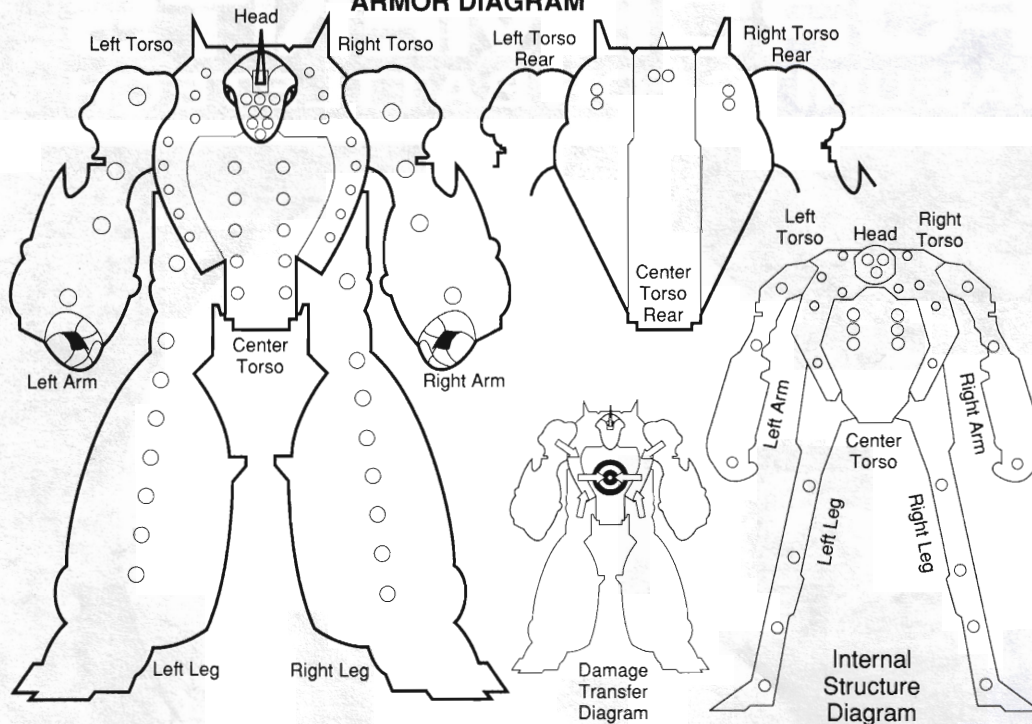
ADDITIONAL UNITS FOR BATTLETECH



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BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: LCT-1V LOCUST
 Tonnage: 20 TONS
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	CT
1	MACHINE GUN	RA
1	MACHINE GUN	LA

AMMO:

Auto Cannon Rounds: ____
 M.G. Rounds: ____ 200
 S.R.M. Packs ____
 Missiles per pack: ____
 L.R.M. Packs ____
 Missiles per pack: ____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

1. Roll Again
2. Roll Again
2. 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
2. 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. Medium Laser
 6. MG Ammo

Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○

Right Arm

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

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

HEAT SCALE

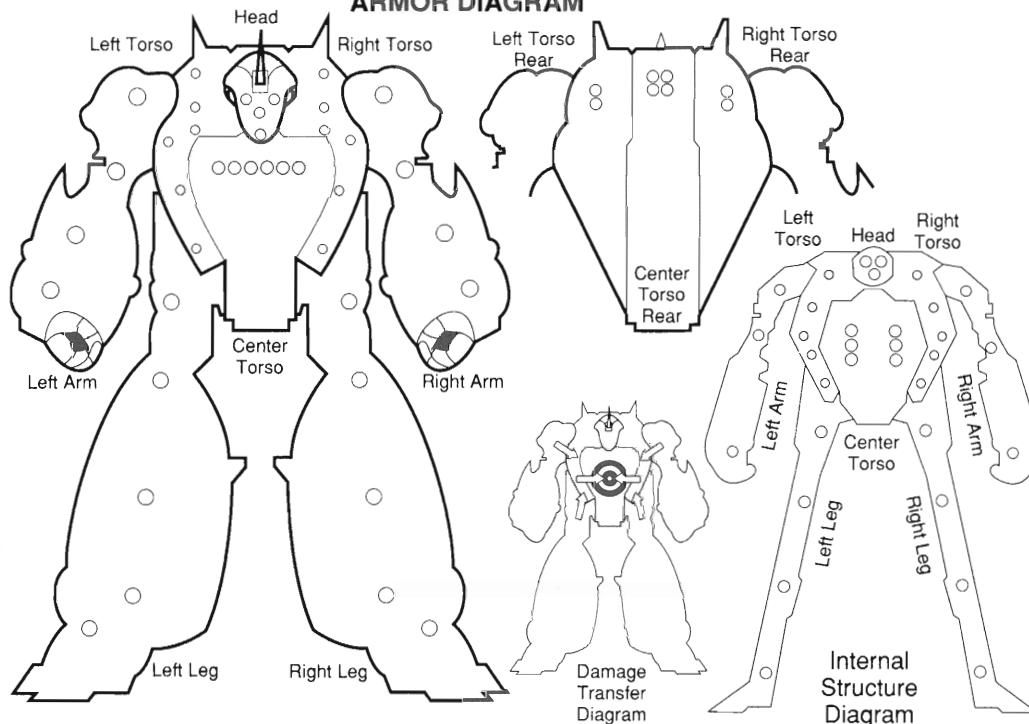
SHUTDOWN

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: WSP-1A WASP
 Tonnage: 20 TONS
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RA
1	SRM 2	LL

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: — 50
 Missiles per pack: — 2
 L.R.M. Packs: —
 Missiles per pack: —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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 Ammo
2. Heat Sink
3. Heat Sink
4. Heat Sink
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. SRM-2
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. Jump Jet
6. Jump Jet

Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○

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. Heat Sink
2. Heat Sink
3. Heat Sink
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. Jump Jet
6. Roll Again

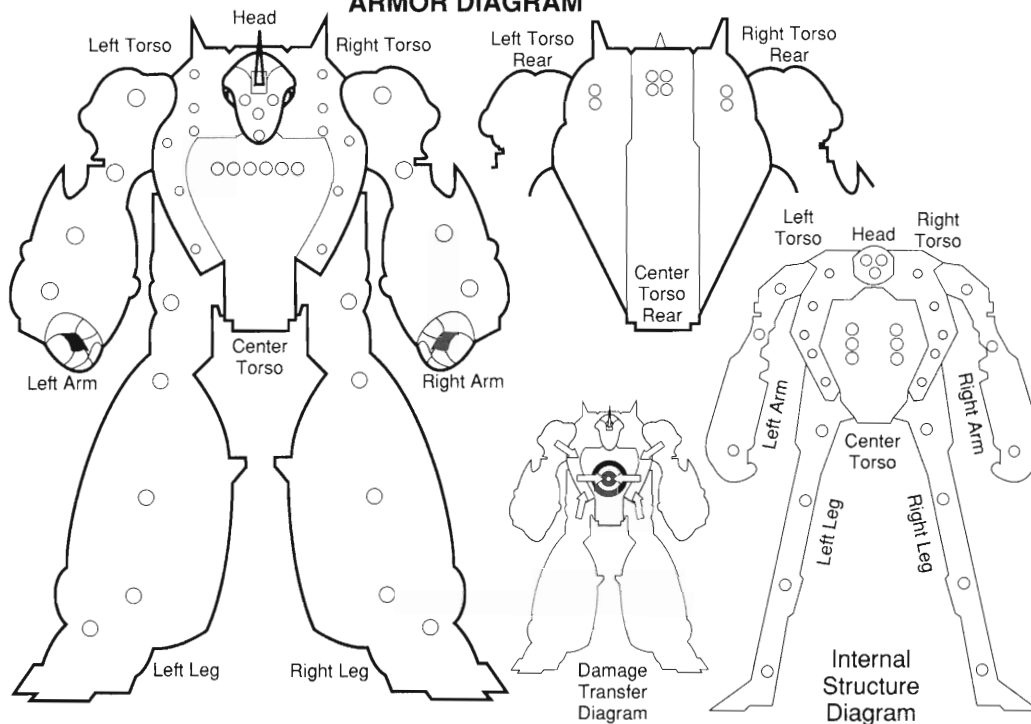
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: STG-3R STINGER
 Tonnage: 20 TONS
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RA
1	MACHINE GUN	RA
1	MACHINE GUN	LA

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: — 200
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MG
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. Jump Jet
5. Jump Jet
6. Jump Jet

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. MG Ammo
6. Roll Again

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○

Right Arm

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

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. Jump Jet
5. Jump Jet
6. Jump Jet

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

Right Leg

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

HEAT SCALE

SHUTDOWN

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ 20

+2 Modifier to Fire

-2 Movement Points

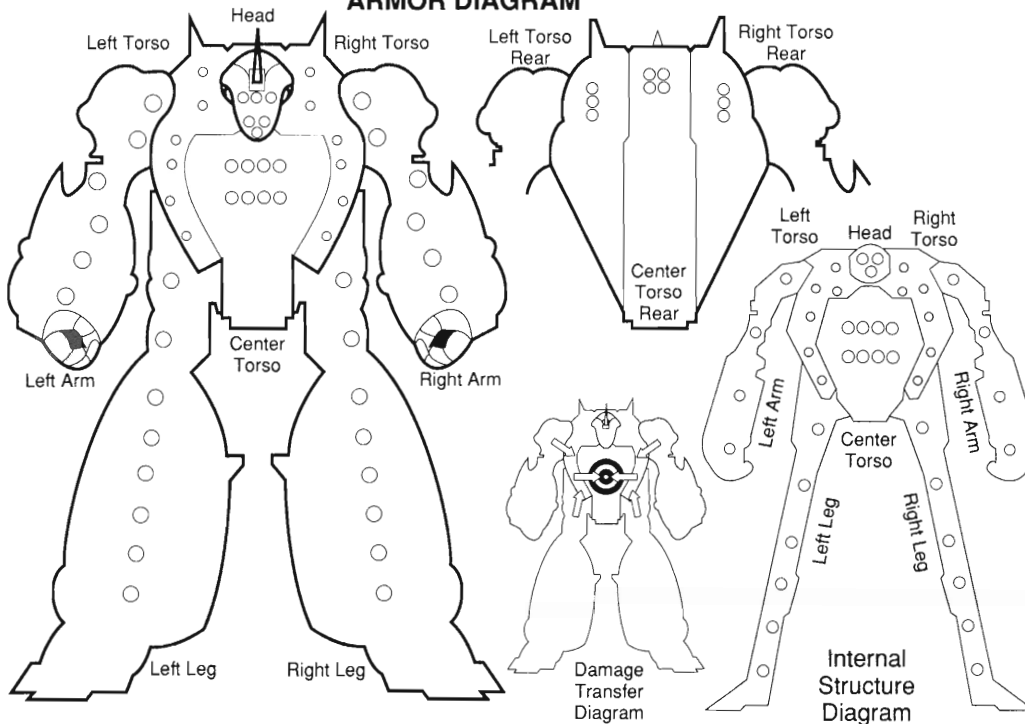
+1 Modifier to Fire

-1 Movement Point

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BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: COM-2D COMMANDO

Tonnage: 25 TONS

Movement Points:

Walking: 6

Running: 9

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 6	CT
1	SRM 4	RA
1	MEDIUM LASER	LA

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs — 15/25

Missiles per pack. — 6/4

L.R.M. Packs —

Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: —

Gunnery Skill: —

Piloting Skill: —

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

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. SRM 6 Ammo
2. Heat Sink
3. Heat Sink
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 ○○○○

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. SRM 4 Ammo
2. Heat Sink
3. Heat Sink
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

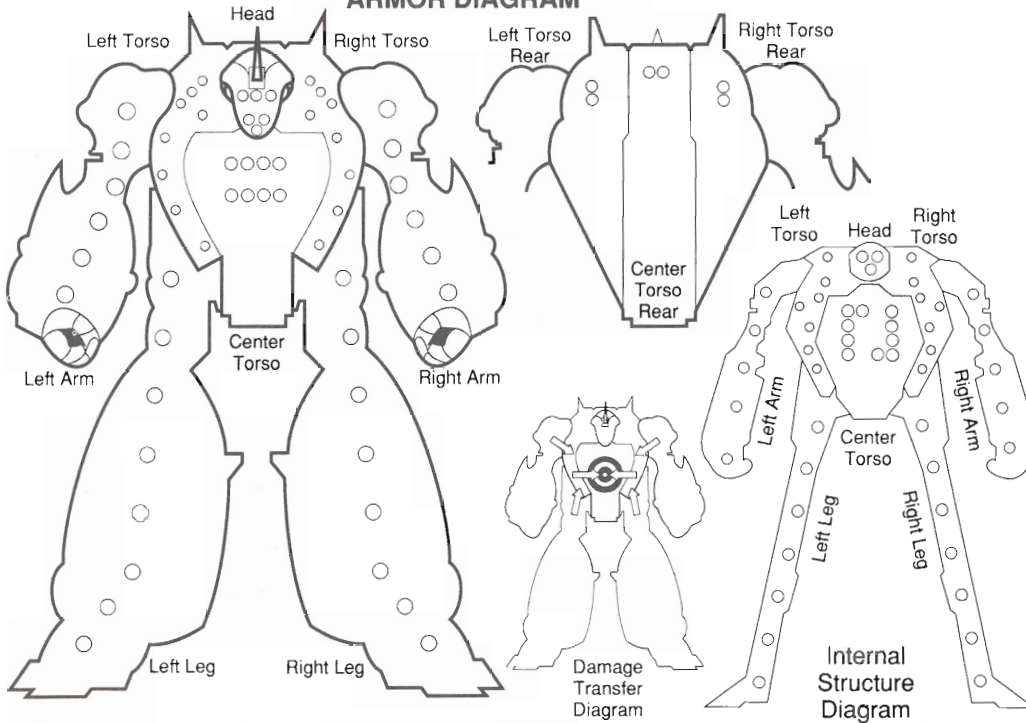
Right Leg

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

FASA
CORPORATION

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: JVN-10N JAVELIN

Tonnage: 30 TONS

Movement Points:

Walking: 6

Running: 9

Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 6	LT
1	SRM 6	RT

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs 15/15

Missiles per pack. 6

L.R.M. Packs —

Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

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

Left Torso

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

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

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○

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

Right Torso

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

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

Right Leg

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

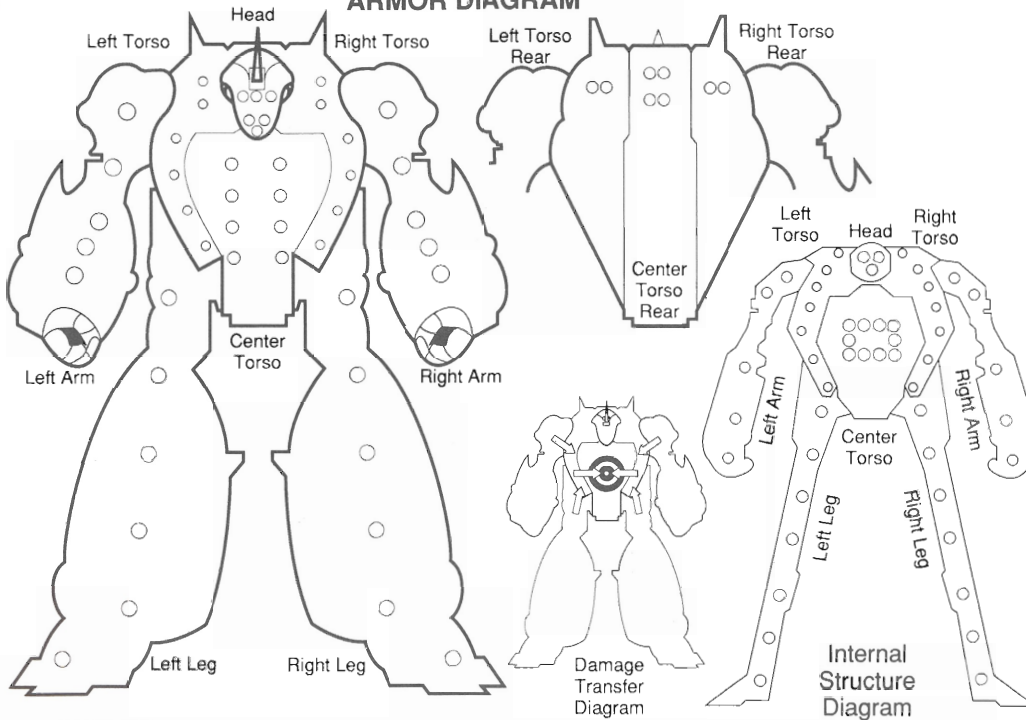
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: SDR-5V SPIDER
 Tonnage: 30 tons
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 8

WEAPONS INVENTORY

#	Type	Loc.
1	Med. Laser	CT
1	Med. Laser	CT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

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

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

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

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

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

Right Torso

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

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

Right Leg

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

HEAT SCALE

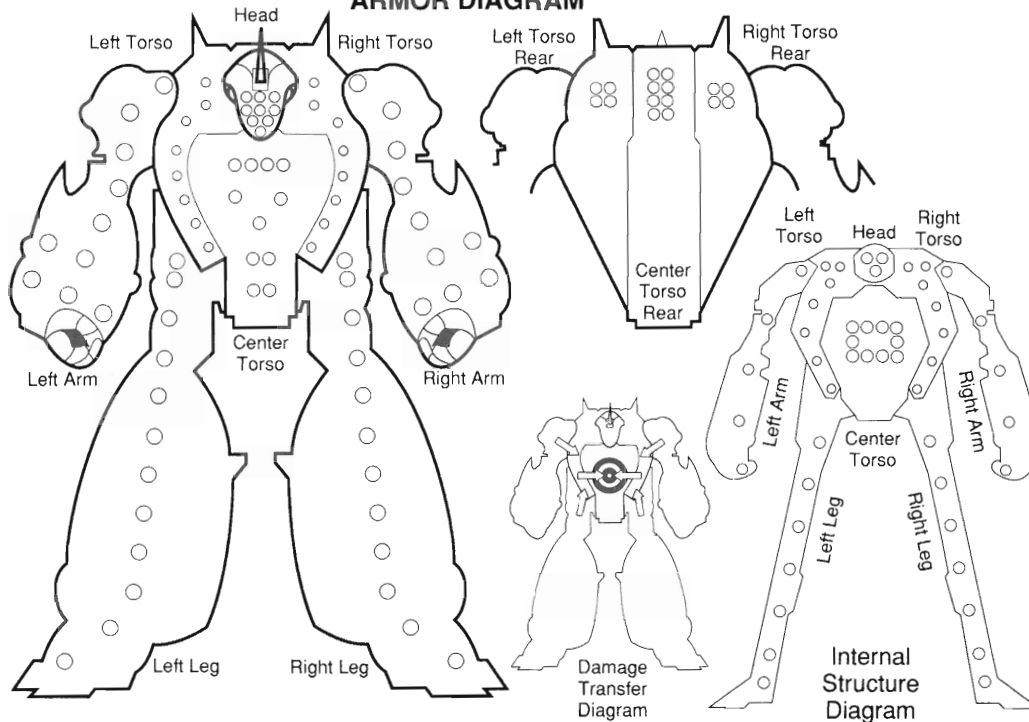
SHUTDOWN

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: UM-R60 URBANMECH
 Tonnage: 30 tons
 Movement Points:
 Walking: 2
 Running: 3
 Jumping: 2

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/10	RA
1	Sm. Laser	LA

AMMO:

Auto Cannon Rounds: 10
 M.G. Rounds: _____
 S.R.M. Packs _____
 Missiles per pack: _____
 L.R.M. Packs _____
 Missiles per pack: _____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Roller
- Roller
- Roller

- Roller
- Roller
- Roller
- Roller
- Roller
- Roller

Left Torso

- Heat Sink
- Heat Sink
- Roller
- Roller
- Roller
- Roller

- Roller
- Roller
- Roller
- Roller
- Roller
- Roller

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○



Right Arm

- Shoulder
- Upper Arm Actuator
- AC/10
- AC/10
- AC/10
- AC/10

- AC/10
- AC/10
- AC/10
- Roller
- Roller
- Roller

Right Torso

- AC/10 Ammo
- Heat Sink
- Heat Sink
- Roller
- Roller
- Roller

- Roller
- Roller
- Roller
- Roller
- Roller
- Roller

Right Leg

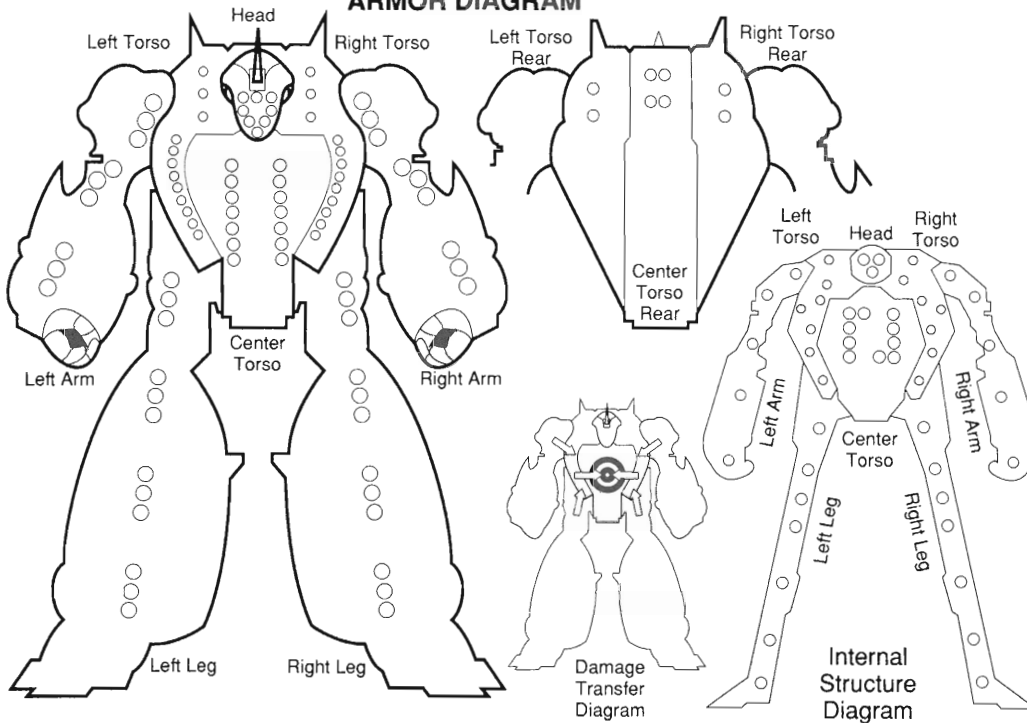
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: VLK-QA VALKYRIE
 Tonnage: 30 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	LT
1	MEDIUM LASER	RA

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: —
 Missiles per pack: —
 L.R.M. Packs: 12
 Missiles per pack: 10

TOTAL HEAT SINKS

○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

- LRM 10
- LRM 10
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Jump Jet
 - Heat Sink

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○



Right 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

Right Torso

- LRM 10 Ammo
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

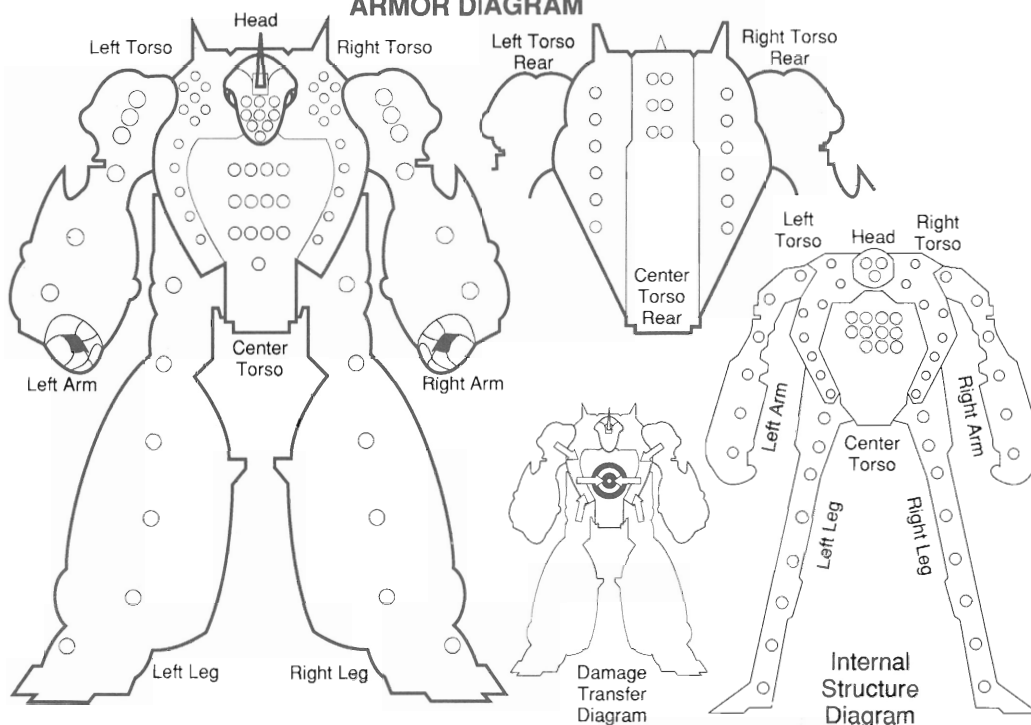
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: FS9-H FIRESTARTER
 Tonnage: 35 TONS
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	FLAMER	RA
1	FLAMER	CT
1	FLAMER	LA
1	FLAMER	CT(R)
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MACHINE GUN	RT
1	MACHINE GUN	LT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: — 200
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

Left Torso

- MG
- Jump Jet
- Jump Jet
- Jump Jet
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

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

Right Torso

- MG
- Jump Jet
- Jump Jet
- Jump Jet
- MG Ammo
- 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

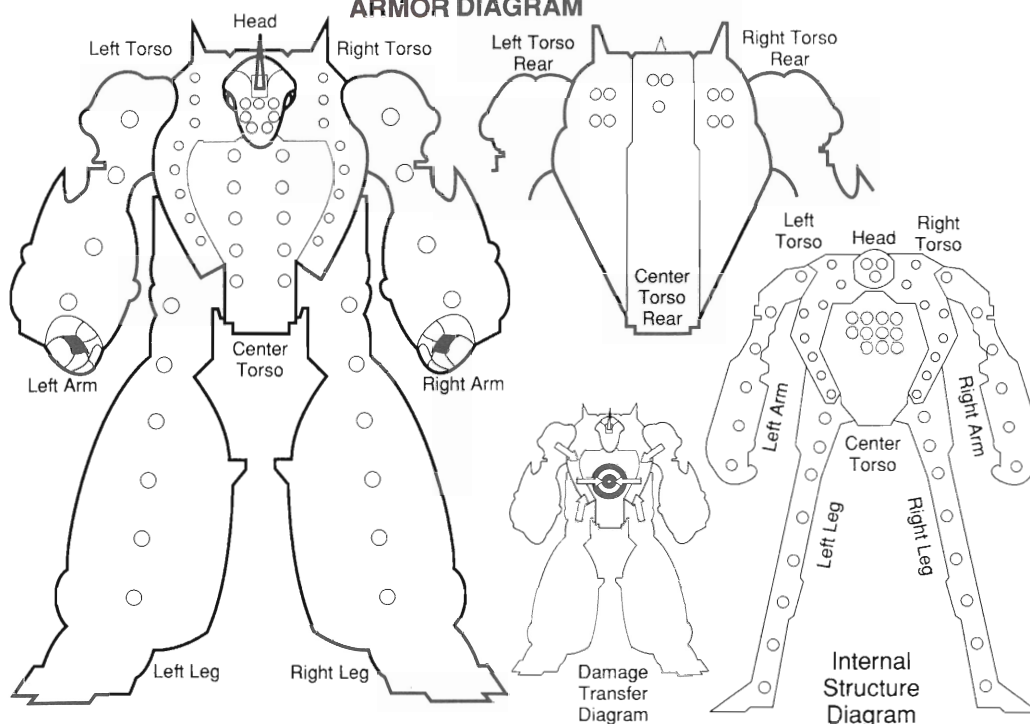
HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: JR7-D JENNER
 Tonnage: 35 TONS
 Movement Points:
 Walking: 7
 Running: 11
 Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	CT
1	MEDIUM LASER	RA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	LA

AMMO:

Auto Cannon Rounds: ____
 M.G. Rounds: ____
 S.R.M. Packs: ____ 25
 Missiles per pack: ____ 4
 L.R.M. Packs: ____
 Missiles per pack: ____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

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

Right Torso

- SRM 4 Ammo
- 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
- Roll Again
- Roll Again

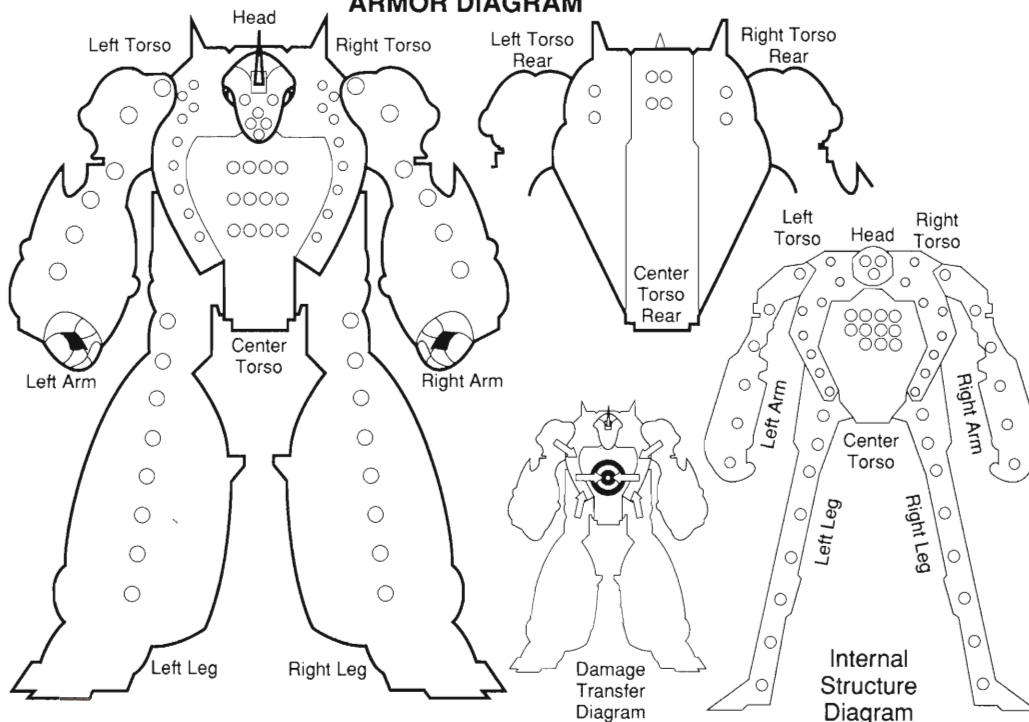
HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: OTT-7J OSTSCOUT
 Tonnage: 35 TONS
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 8

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	CT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: —
 Missiles per pack: —
 L.R.M. Packs: —
 Missiles per pack: —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

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

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

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

Right Leg

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

HEAT SCALE

SHUTDOWN

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

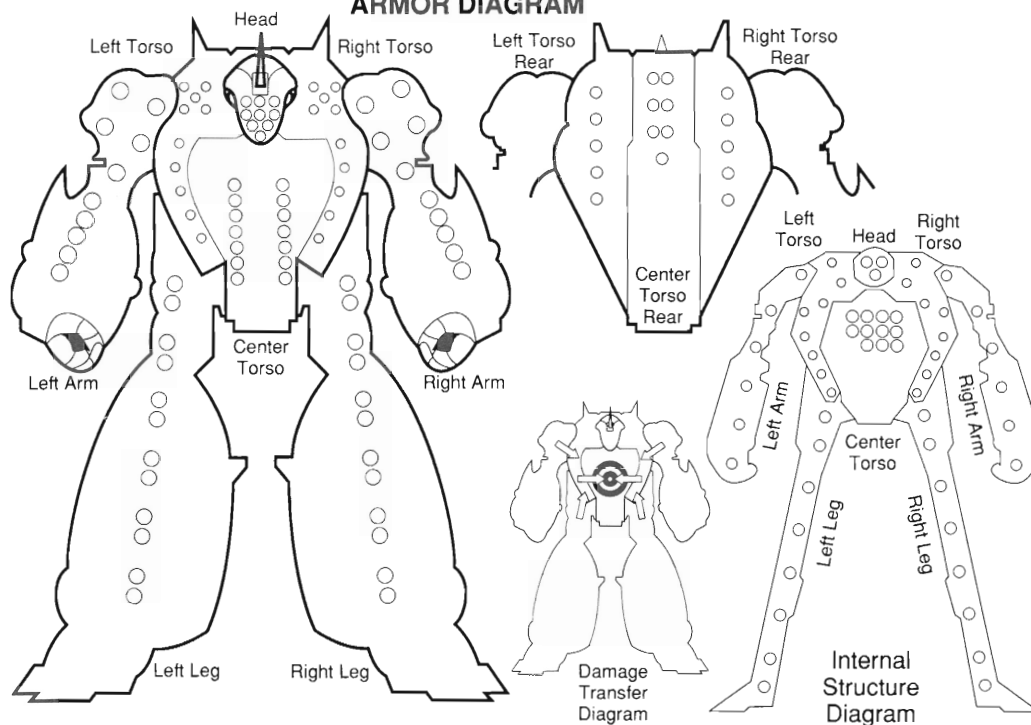
+1 Modifier to Fire

-1 Movement Point

FASA
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BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: PNT-9R PANTHER

Tonnage: 35 TONS

Movement Points:

Walking: 4

Running: 6

Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	CT
1	PPC	RA

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs — 25

Missiles per pack. — 4

L.R.M. Packs —

Missiles per pack. —

TOTAL HEAT SINKS

○○○

○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken. (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

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 4 Ammo
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

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

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○



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

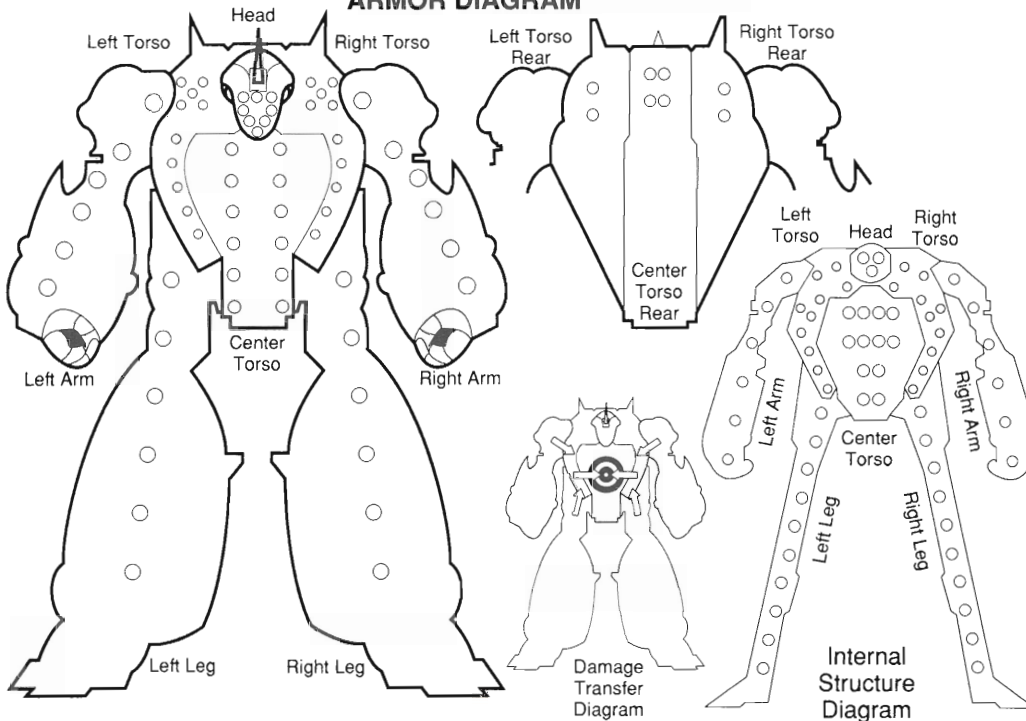
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: ASN-21 ASSASSIN
 Tonnage: 40 TONS
 Movement Points:
 Walking: 7
 Running: 11
 Jumping: 7

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RA
1	LRM 5	RT
1	SRM 2	LT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: — 50
 Missiles per pack: — 2
 L.R.M. Packs: — 24
 Missiles per pack: — 5

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

- SRM 2
- SRM 2 Ammo
- Jump Jet
- Jump Jet
- Jump Jet
- 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
- Jump Jet
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

Right Torso

- LRM 5
- LRM 5 Ammo
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

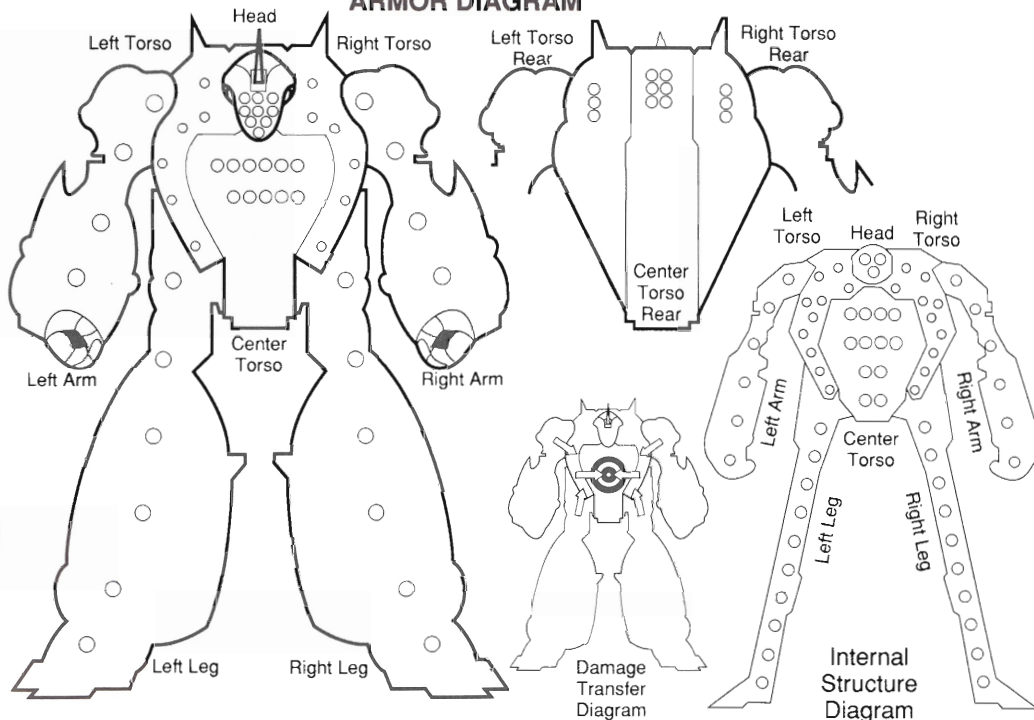
HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: CDA-2A CICADA
 Tonnage: 40 TONS
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	SMALL LASER	CT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: —
 Missiles per pack: —
 L.R.M. Packs: —
 Missiles per pack: —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

HEAT SCALE

SHUTDOWN

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

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

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

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- Small Laser
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

FASA
 CORPORATION

Right Arm

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

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

Right Torso

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

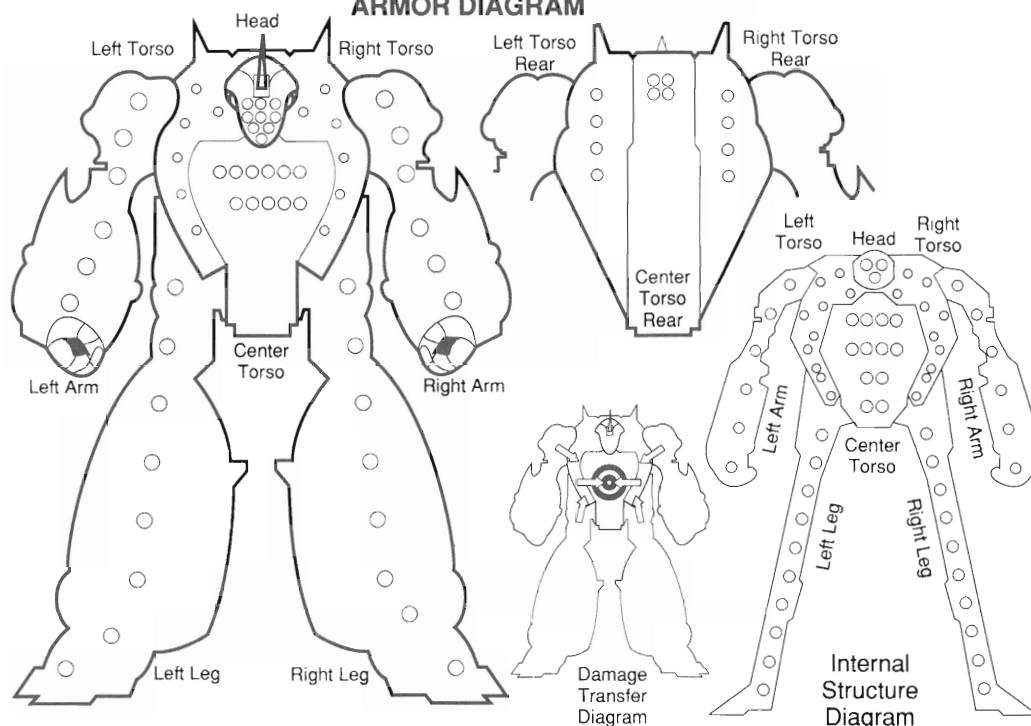
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: CLNT-2-3T CLINT

Tonnage: 40 TONS

Movement Points:

Walking: 6

Running: 9

Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/5	RA
1	MEDIUM LASER	CT
1	MEDIUM LASER	LT

AMMO:

Auto Cannon Rounds: — 20

M.G. Rounds: —

S.R.M. Packs —

Missiles per pack. —

L.R.M. Packs —

Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

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

- Medium Laser
- 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
- 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

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

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/5
- AC/5
- AC/5

- AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- A/C 5 Ammo
- Jump Jet
- Heat Sink
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

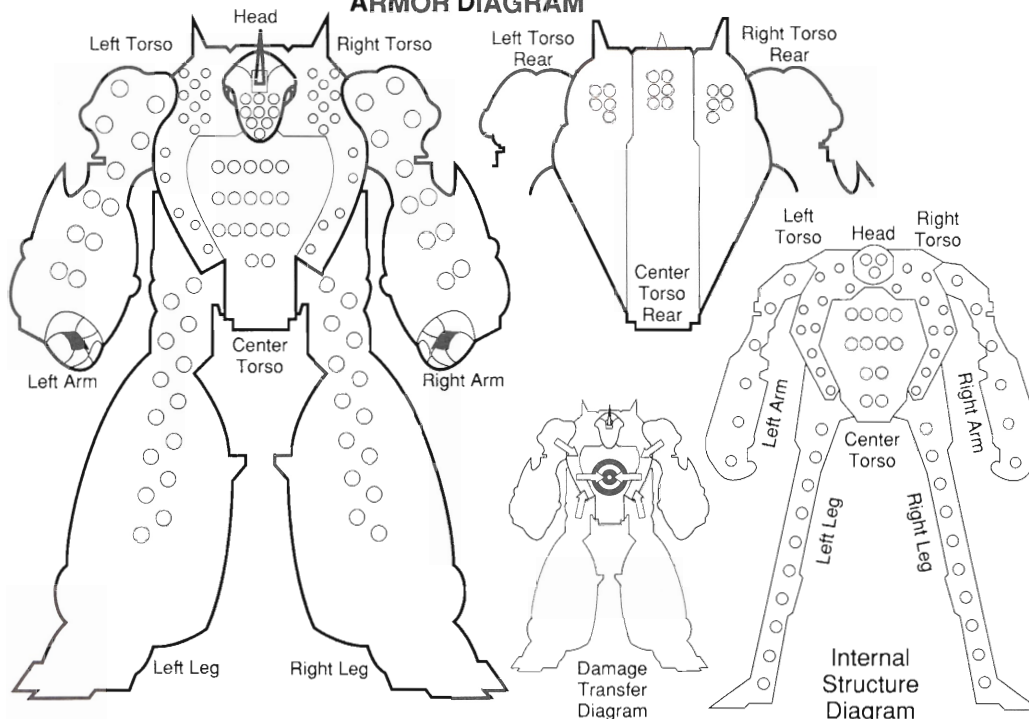
HEAT SCALE

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

FASA
CORPORATION

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: HER-2S HERMES II
 Tonnage: 40 TONS
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/5	RT
1	MEDIUM LASER	RA
1	FLAMER	LA

AMMO:
 Auto Cannon Rounds: ____ 20
 M.G. Rounds: ____
 S.R.M. Packs ____
 Missiles per pack, ____
 L.R.M. Packs ____
 Missiles per pack, ____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

Left Torso

- AC/5 Ammo
- Heat Sink
- 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
- Gyro
- Engine
- Engine
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

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

Right Torso

- AC/5
- AC/5
- AC/5
- AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

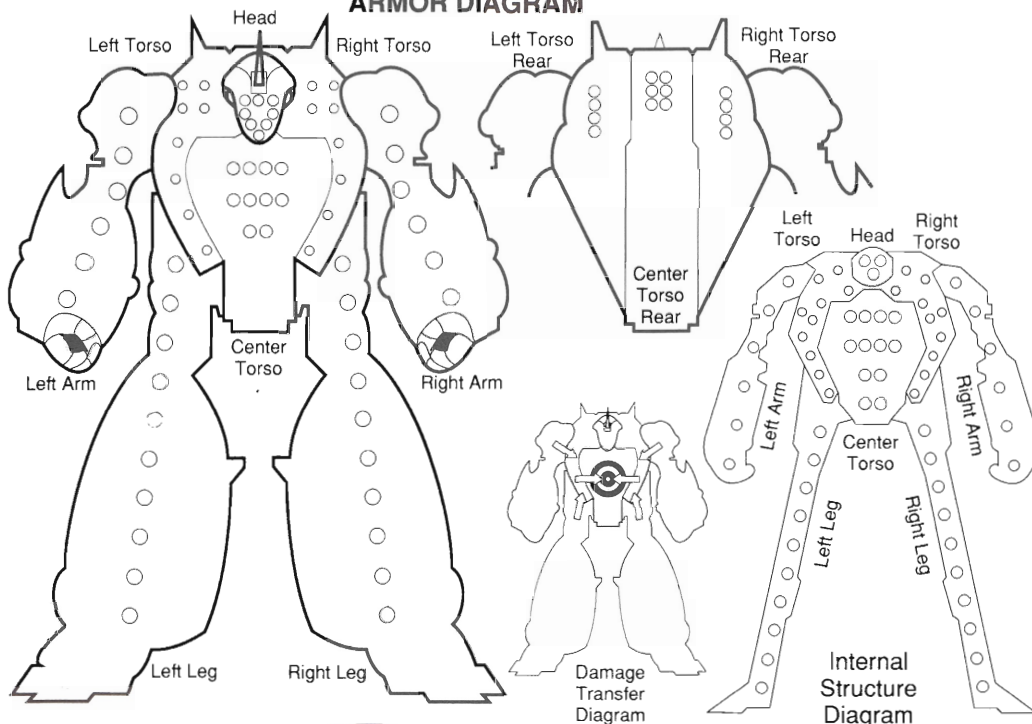
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: VL 2T VULCAN
 Tonnage: 40 TONS
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/2	RT
1	MEDIUM LASER	LT
1	FLAMER	RA
1	MACHINE GUN	LA

AMMO:

Auto Cannon Rounds: — 45
 M.G. Rounds: — 200
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken. (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

1. Medium Laser
2. MG Ammo
1. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

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

Right Torso

1. AC/2
2. AC/2 Ammo
1. Heat Sink
4. Jump Jet
5. Jump Jet
6. Roll Again

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

Right Leg

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

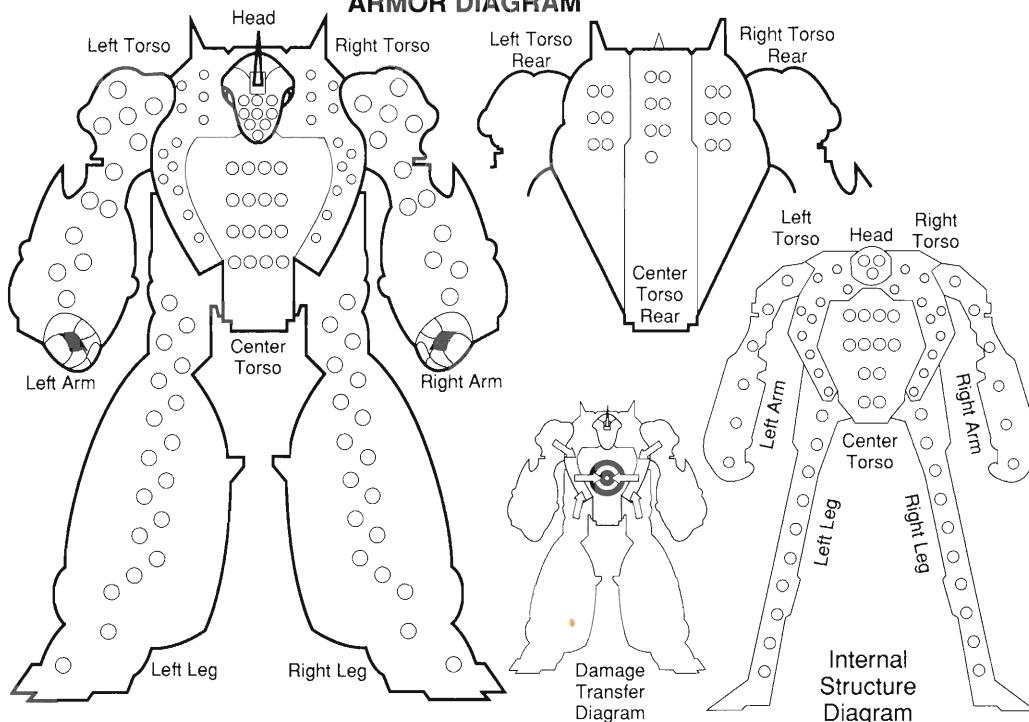
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: WTH-1 WHITWORTH
 Tonnage: 40 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	RT
1	LRM 10	LT
1	MEDIUM LASER	H
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs — 12/12
 Missiles per pack. — 10

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

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

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○



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

Right Torso

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

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

Right Leg

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

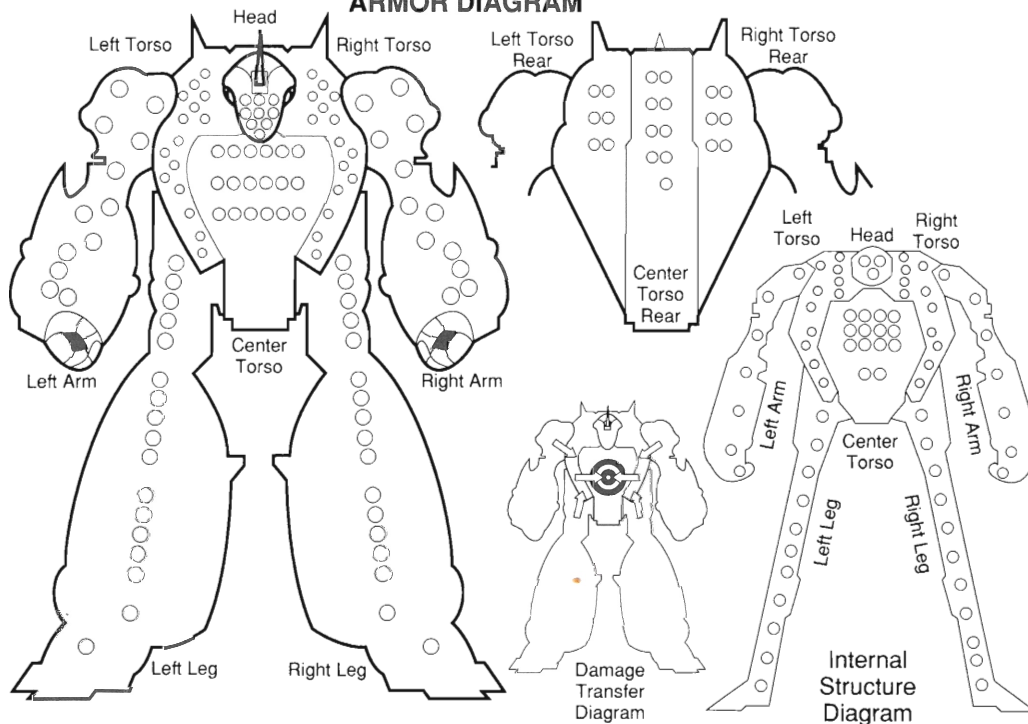
HEAT SCALE

SHUTDOWN

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: BJ-1 BLACKJACK
 Tonnage: 45 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/2	RA
1	AUTOCANNON/2	LA
1	MEDIUM LASER	RA
1	MEDIUM LASER	RT
1	MEDIUM LASER	LA
1	MEDIUM LASER	LT

AMMO:

Auto Cannon Rounds: — 45
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/2
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- AC/2 Ammo
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/2
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

Right Leg

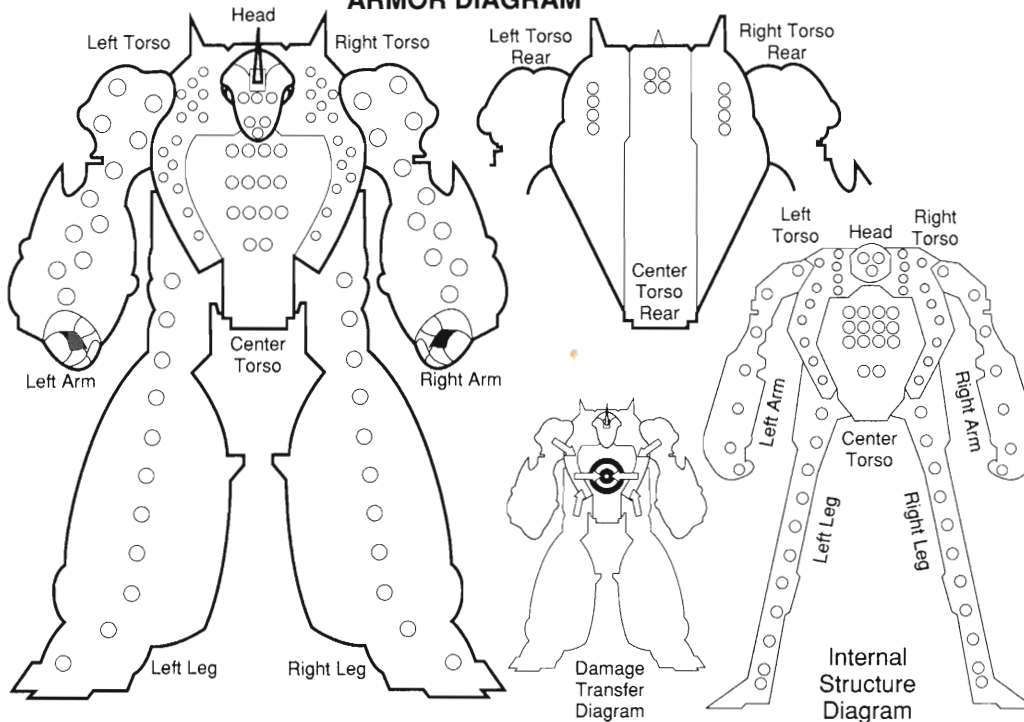
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: HCT-3F HATCHETMAN
 Tonnage: 45 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/10	RT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:
 Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○ ○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

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

Right Torso

1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. AC/10
6. AC/10

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

Right Leg

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

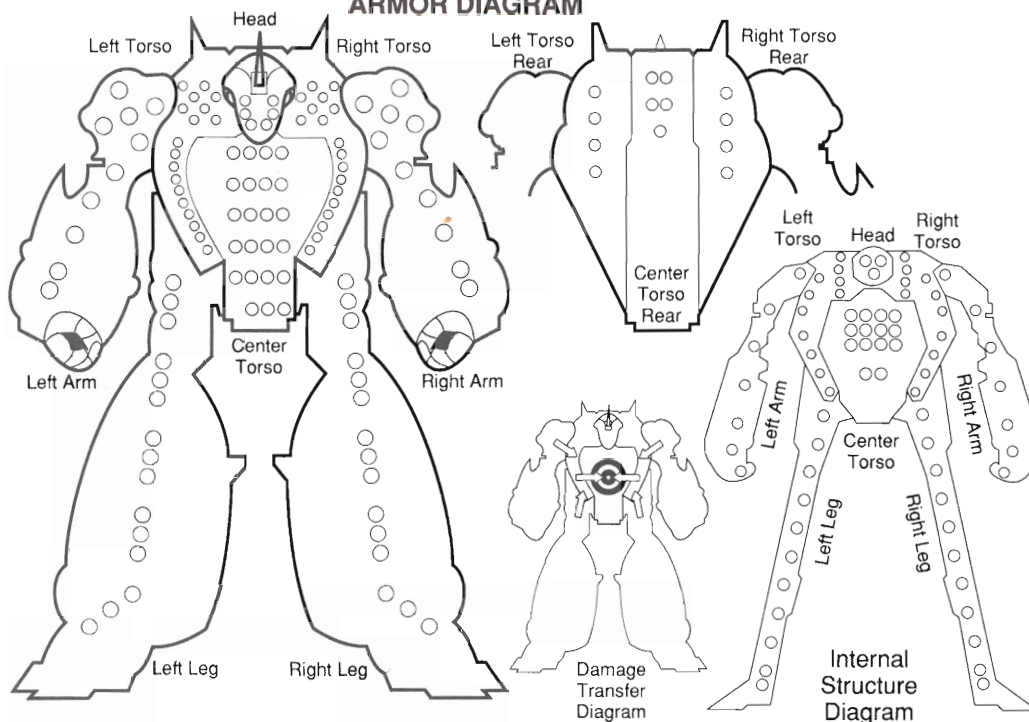
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA
Type: PXH-1 PHOENIX HAWK
Tonnage: 45 TONS
Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	RA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MACHINE GUN	RA
1	MACHINE GUN	LA

AMMO:
 Auto Cannon Rounds: _____
 M.G. Rounds: _____ 200
 S.R.M. Packs _____
 Missiles per pack: _____
 L.R.M. Packs _____
 Missiles per pack: _____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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. 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. MG Ammo
6. Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○

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. MG
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

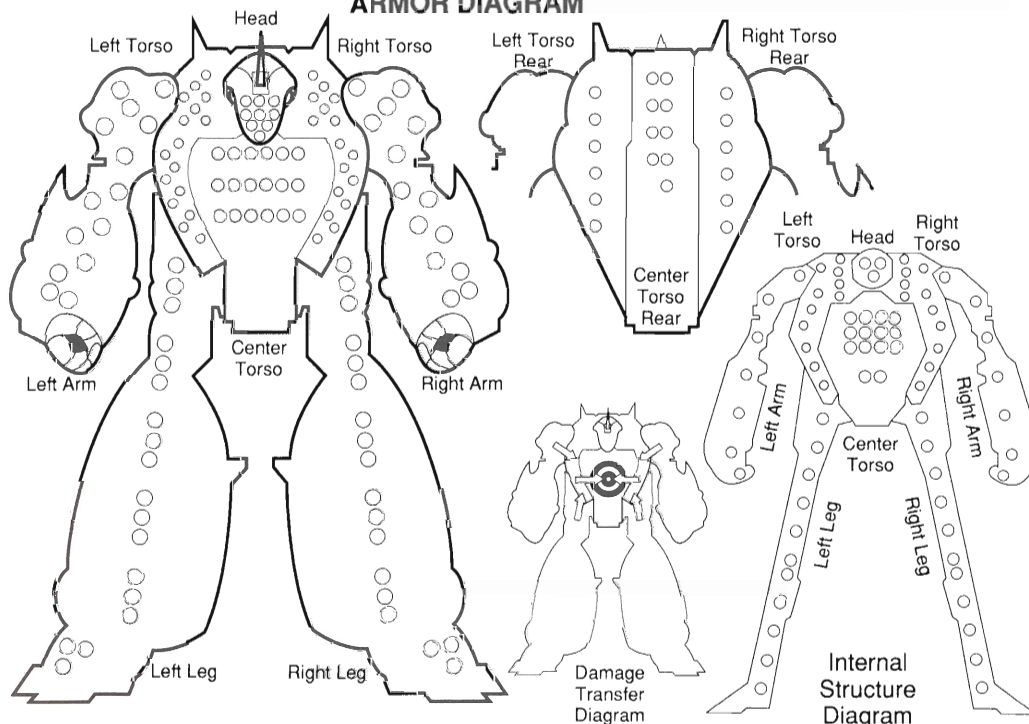
HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: VND-1R VINDICATOR
 Tonnage: 45 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 5	LT
1	PPC	RA
1	MEDIUM LASER	H
1	SMALL LASER	LA

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: —
 Missiles per pack: —
 L.R.M. Packs: — 24
 Missiles per pack: — 5

TOTAL HEAT SINKS

○○○○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- LRM 5
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5 Ammo

- 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
- Roll Again

Head

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

Center Torso

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

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

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○

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

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

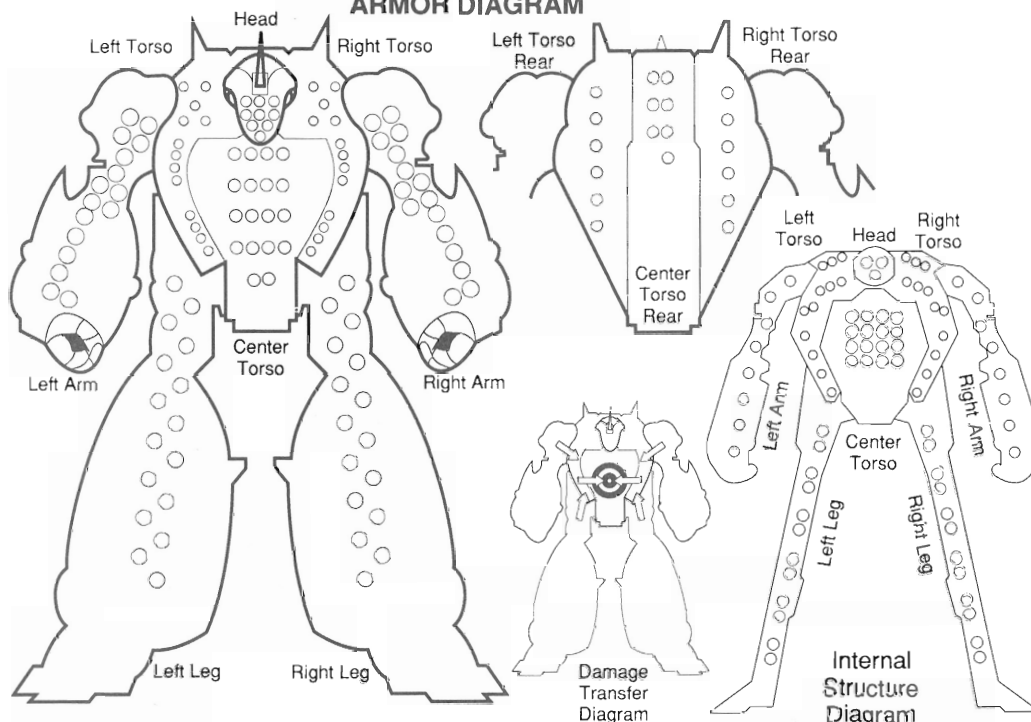
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: CN9-A CENTURION
 Tonnage: 50 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/10	RA
1	LRM 10	LT
1	MEDIUM LASER	CT
1	MEDIUM LASER	CT(R)

AMMO:
 Auto Cannon Rounds: 20
 M.G. Rounds: _____
 S.R.M. Packs: _____
 Missiles per pack: _____
 L.R.M. Packs: 24
 Missiles per pack: 10

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. LRM 10
2. LRM 10
3. LRM 10 Ammo
4. LRM 10 Ammo
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. Roll Again
6. Roll Again

Head

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

Center Torso

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

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○

Right Arm

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

1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Roll Again
6. Roll Again

Right Torso

1. AC/10 Ammo
2. AC/10 Ammo
3. Heat Sink
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

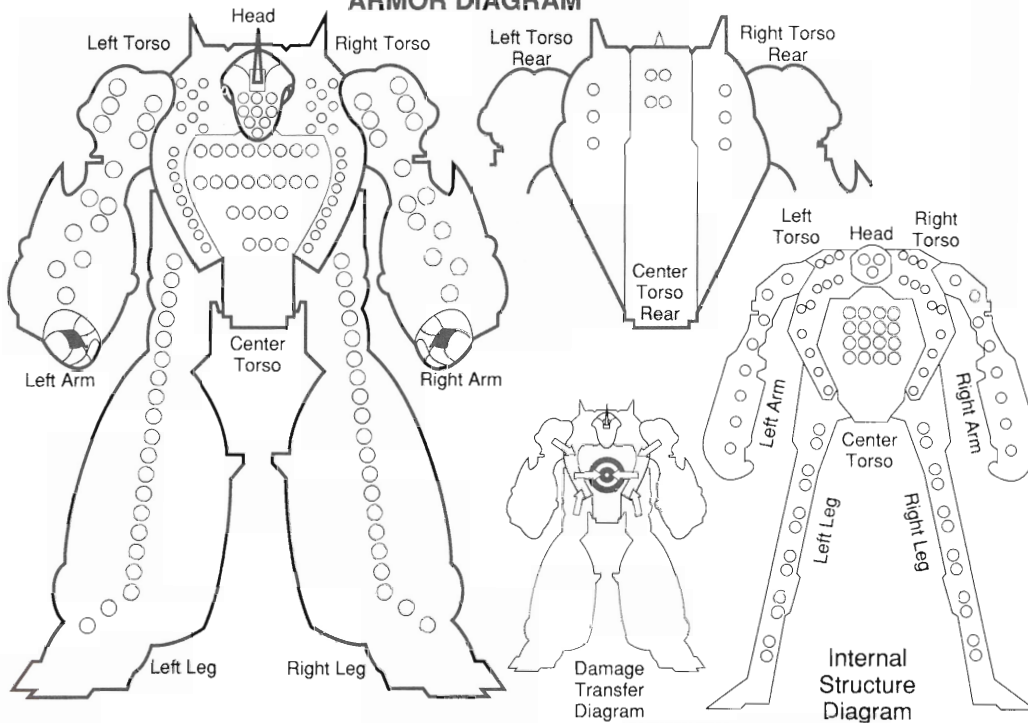
HEAT SCALE

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

FASA
 CORPORATION

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: ENF-4R ENFORCER
 Tonnage: 50 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/10	RA
1	LARGE LASER	LA
1	SMALL LASER	LT

AMMO:

Auto Cannon Rounds: — 10
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○
 ○○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○



Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1 3. Lower Arm Actuator
4. AC/10
5. AC/10
6. AC/10

1. AC/10
2. Roll Again
- 2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. AC/10 Ammo
2. Heat Sink
- 1 3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

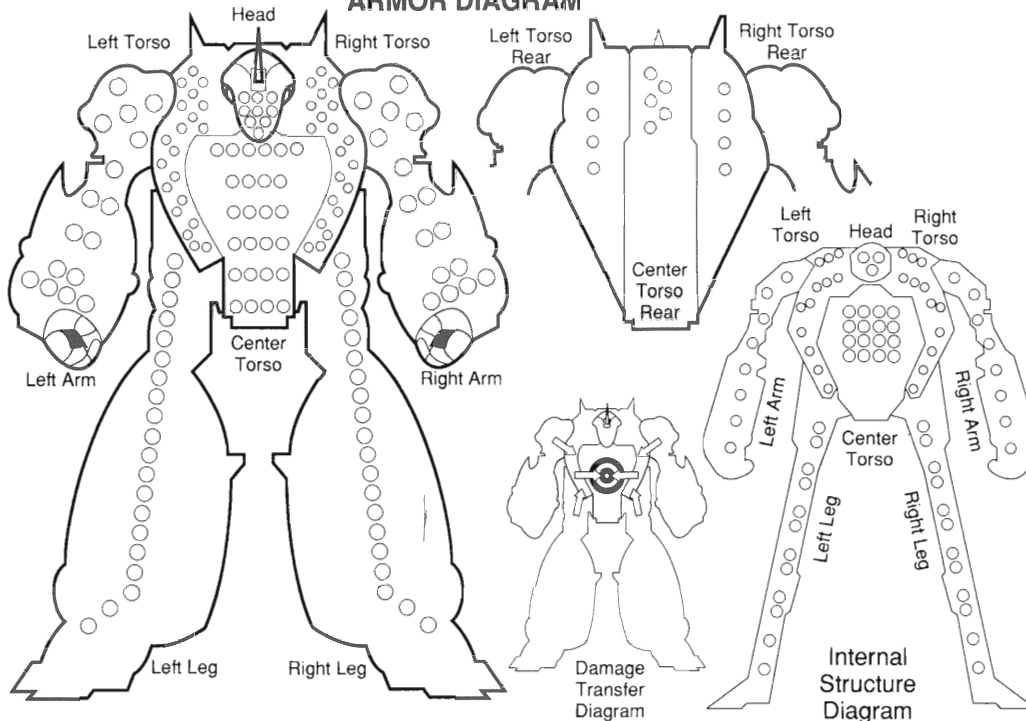
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: HBK-4G HUNCHBACK
 Tonnage: 50 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/20	RT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SMALL LASER	H

AMMO:

Auto Cannon Rounds: 10
 M.G. Rounds: _____
 S.R.M. Packs: _____
 Missiles per pack: _____
 L.R.M. Packs: _____
 Missiles per pack: _____

TOTAL HEAT SINKS

○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

- AC/20 Ammo
- AC/20 Ammo
- 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
 - Heat Sink
 - Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

Right Arm

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

- Roll Again
- Roll Again

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

Right Torso

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

- AC/20
- AC/20

- AC/20
- AC/20
- Roll Again
- Roll Again

Right Leg

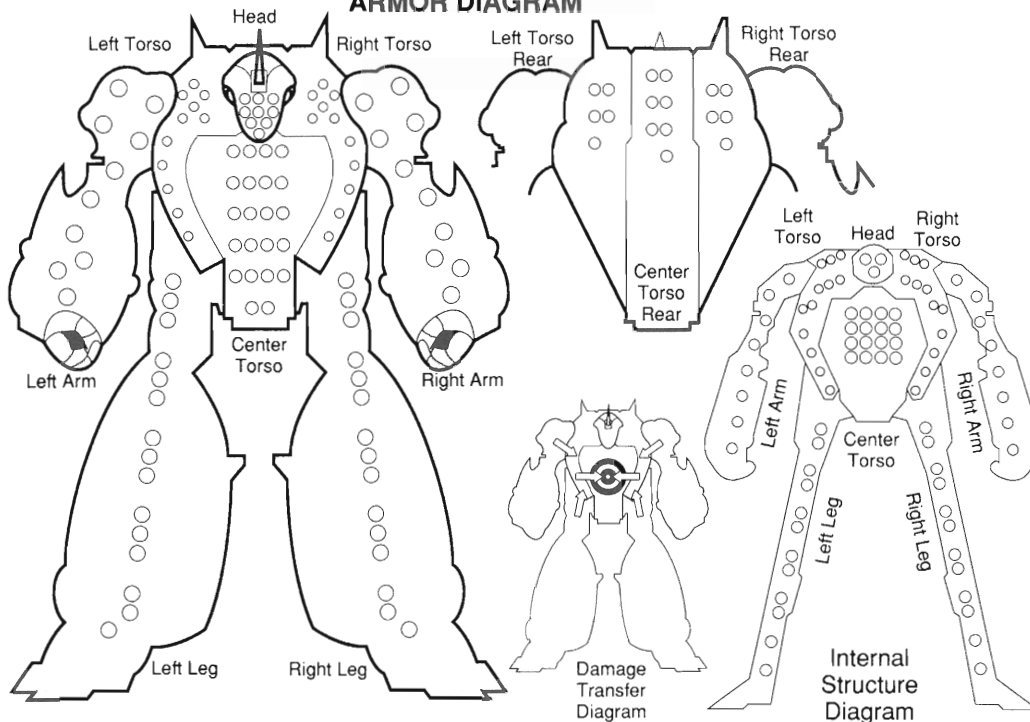
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: TBT-5N TREBUCHET
 Tonnage: 50 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 15	RT
1	LRM 15	LA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: —
 Missiles per pack: —
 L.R.M. Packs: — 8/8
 Missiles per pack: — 15

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

1. LRM 15 Ammo
2. Roll Again
- 1 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○



Right Arm

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

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

Right Torso

1. LRM 15
2. LRM 15
- 1 3. LRM 15
4. LRM 15 Ammo
5. Roll Again
6. Roll Again

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

Right Leg

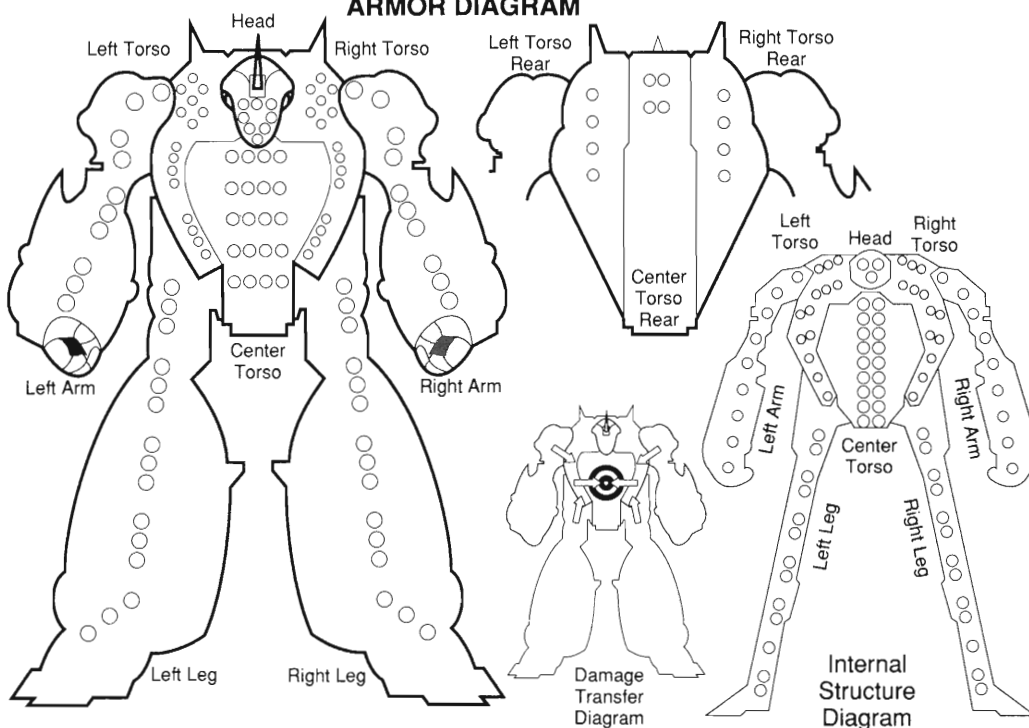
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: DV-6M DERVISH
 Tonnage: 55 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	RT
1	LRM 10	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SRM 2	RA
1	SRM 2	LA

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: 50/50
 Missiles per pack: 2
 L.R.M. Packs: 12/12
 Missiles per pack: 10

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 2
- SRM 2 Ammo

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

Left Torso

- LRM 10
- LRM 10
- LRM 10 Ammo
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 2
- SRM 2 Ammo

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

Right Torso

- LRM 10
- LRM 10
- LRM 10 Ammo
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

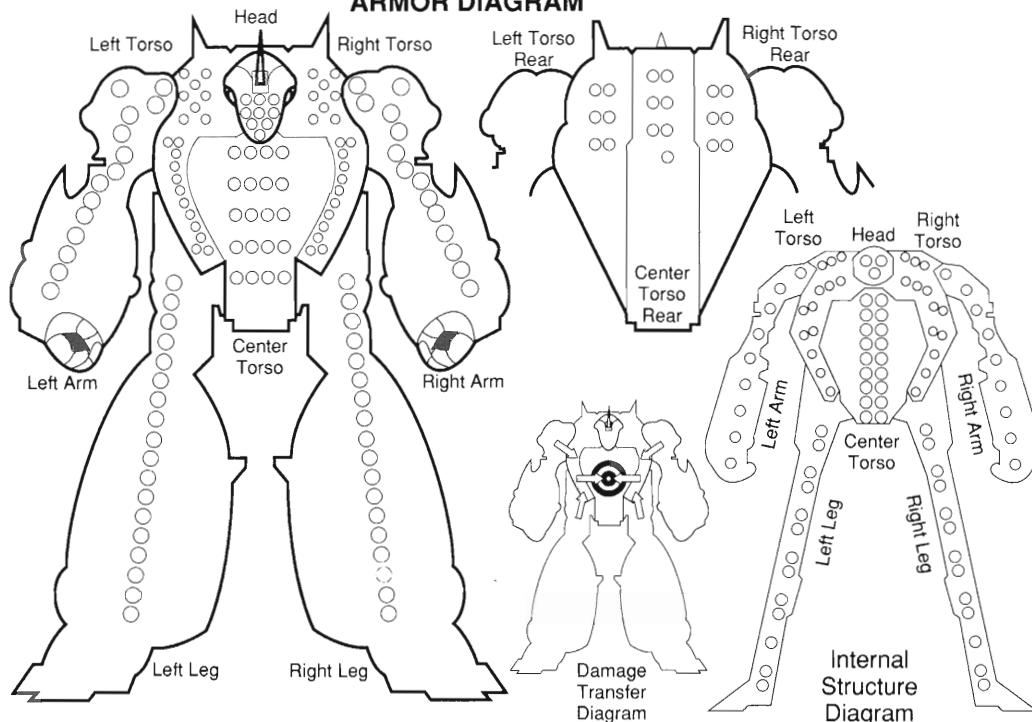
HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: GRF-1N GRIFFIN

Tonnage: 55 TONS

Movement Points:

Walking: 5

Running: 8

Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RA
1	LRM 10	RT

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs: —

Missiles per pack: —

L.R.M. Packs: — 24

Missiles per pack: — 10

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

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

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

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

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

Right Torso

1. LRM 10
2. LRM 10
3. LRM 10 Ammo
4. LRM 10 Ammo
5. Jump Jet
6. Jump Jet

1. Roll Again
2. Roll Again
2. 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

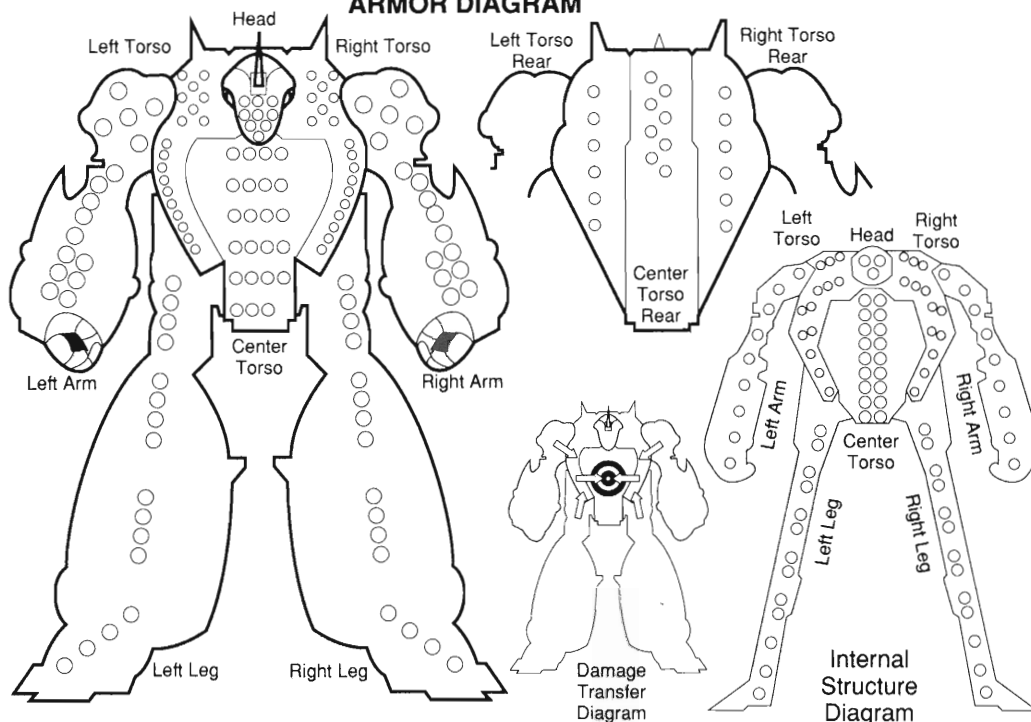
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: SHD-2H SHADOW HAWK
 Tonnage: 55 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 3

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/5	LT
1	LRM 5	RT
1	SRM 2	H
1	MEDIUM LASER	RA

AMMO:

Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs: — 50
 Missiles per pack: — 2
 L.R.M. Packs: — 24
 Missiles per pack: — 5

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

- AC/5
- AC/5
- AC/5
- AC/5
- AC/5 Ammo
- Jump Jet
- 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
- SRM 2
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- SRM 2 Ammo
- Jump Jet

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

FASA
 CORPORATION

Right Arm

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

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

Right Torso

- LRM 5
- LRM 5 Ammo
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

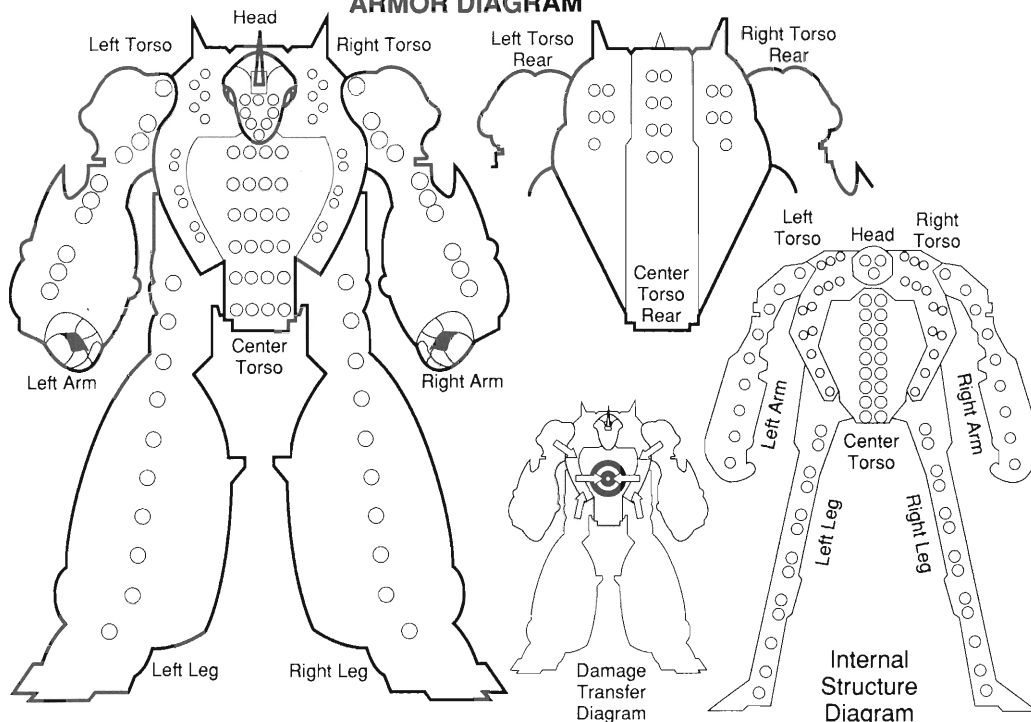
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: SCP-1N SCORPION
 Tonnage: 55 TONS
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RT
1	SRM 6	RT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: 15
 Missiles per pack: 6
 L.R.M. Packs: —
 Missiles per pack: —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

1. SRM 6 Ammo
2. Roll Again
1. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

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

Right Torso

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

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

Right Leg

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

HEAT SCALE

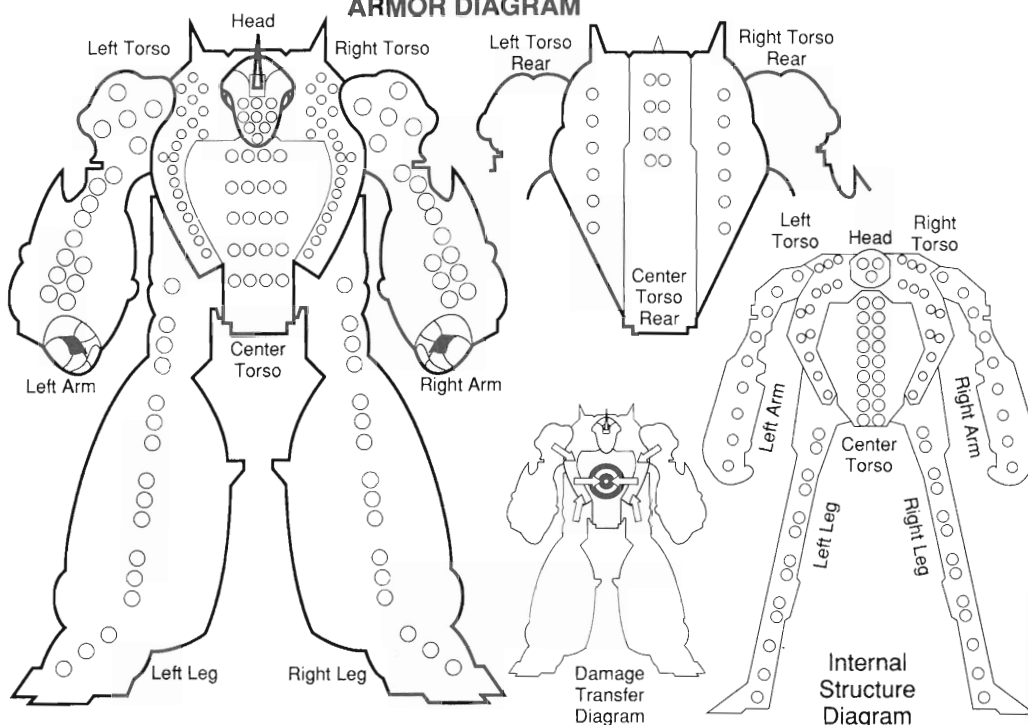
SHUTDOWN

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

FASA
 CORPORATION

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: WVR-6R WOLVERINE
 Tonnage: 55 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/5	RA
1	SRM 6	LT
1	MEDIUM LASER	H

AMMO:
 Auto Cannon Rounds. — 20
 M.G. Rounds: —
 S.R.M. Packs — 15
 Missiles per pack. — 6
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. SRM 6
2. SRM 6
1. SRM 6 Ammo
4. Heat Sink
5. Roll Again
6. Roll Again

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

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

FASA
 CORPORATION

Right Arm

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

1. AC/5
2. AC/5
2. AC/5 Ammo
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

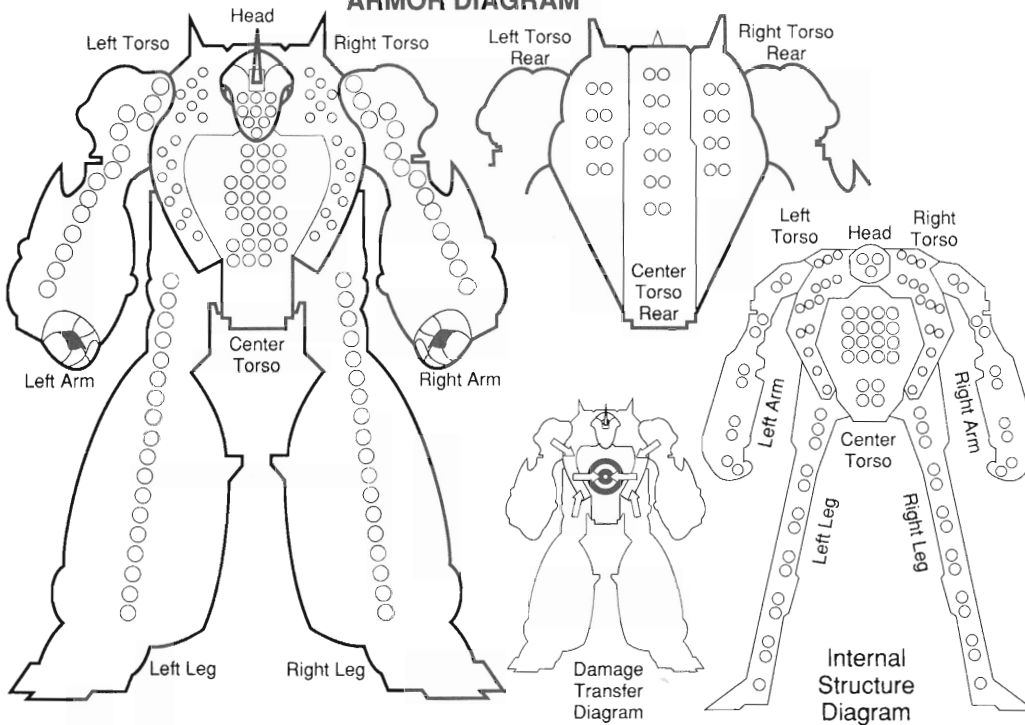
1. Roll Again
2. Roll Again
2. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: DRG-1N DRAGON

Tonnage: 60 TONS

Movement Points:

Walking: 5

Running: 8

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	CT
1	AUTOCANNON/5	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	LT(R)

AMMO:

Auto Cannon Rounds: 40

M.G. Rounds: _____

S.R.M. Packs _____

Missiles per pack: _____

L.R.M. Packs: 24

Missiles per pack: 10

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

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. LRM 10 Ammo
2. LRM 10 Ammo
3. Medium Laser (R)
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. LRM 10
6. LRM 10

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○

Right Arm

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

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

Right Torso

1. AC/5 Ammo
2. AC/5 Ammo
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

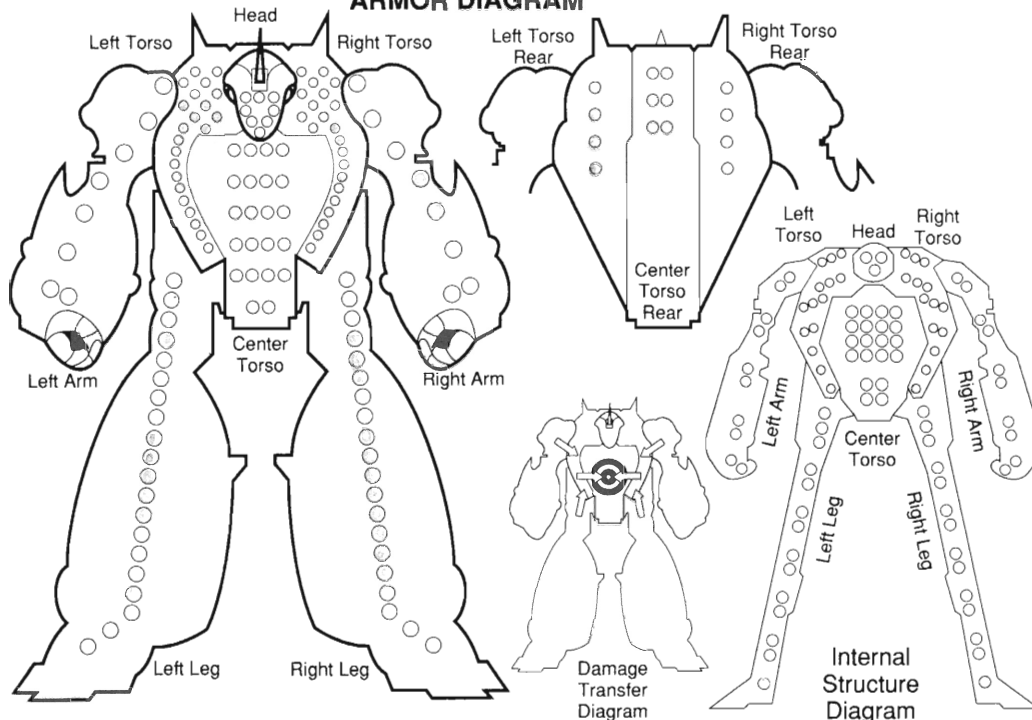
Right Leg

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: OSR-2C OSTROC
 Tonnage: 60 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	SRM 4	RT
1	LARGE LASER	RT
1	LARGE LASER	LT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT

AMMO:

Auto Cannon Rounds: ____
 M.G. Rounds: ____
 S.R.M. Packs: ____ 25
 Missiles per pack: ____ 4
 L.R.M. Packs: ____
 Missiles per pack: ____

TOTAL HEAT SINKS

○○○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: ____
 Gunnery Skill: ____
 Piloting Skill: ____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

1. Large Laser
2. Large Laser
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. 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. SRM 4 Ammo
6. Heat Sink

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

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

Right Torso

1. SRM 4
2. Large Laser
3. Large 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 Leg

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

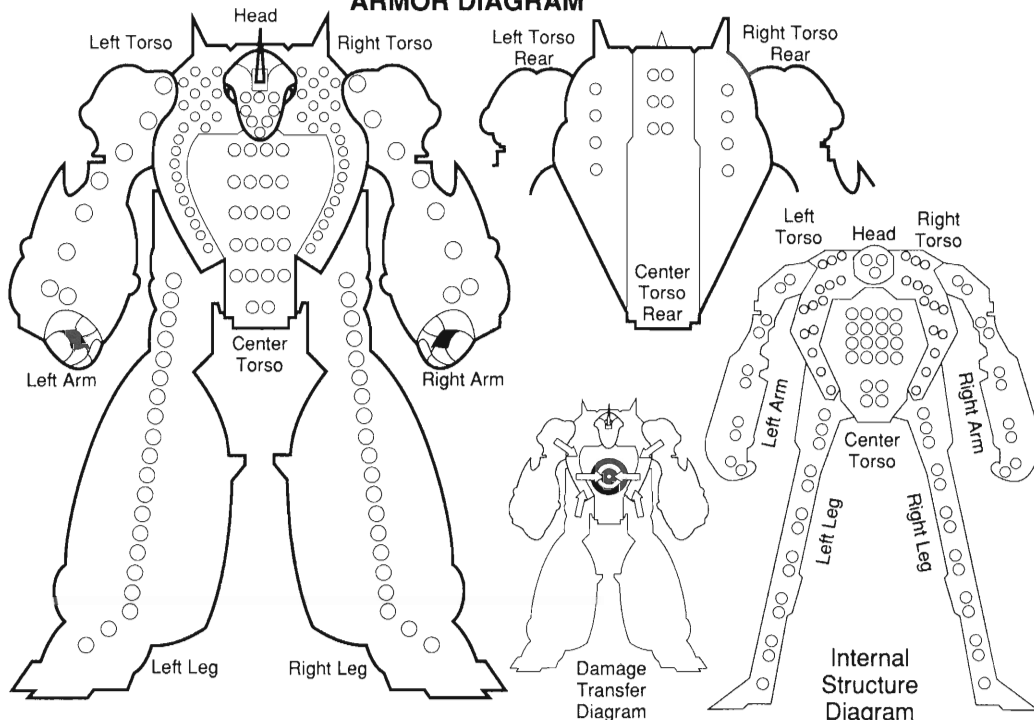
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: OTL-4D OSTOL

Tonnage: 60 TONS

Movement Points:

Walking: 5

Running: 8

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	RT
1	LARGE LASER	LT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	MEDIUM LASER	CT(R)
1	MEDIUM LASER	CT(R)

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs —

Missiles per pack. —

L.R.M. Packs —

Missiles per pack. —

TOTAL HEAT SINKS

○○○ ○○○
○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

Left Arm

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

Left Torso

- Large Laser
- Large Laser
- Medium Laser
- Heat Sink
- 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
- Medium Laser (R)
- Medium Laser (R)

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○



Right Arm

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

Right Torso

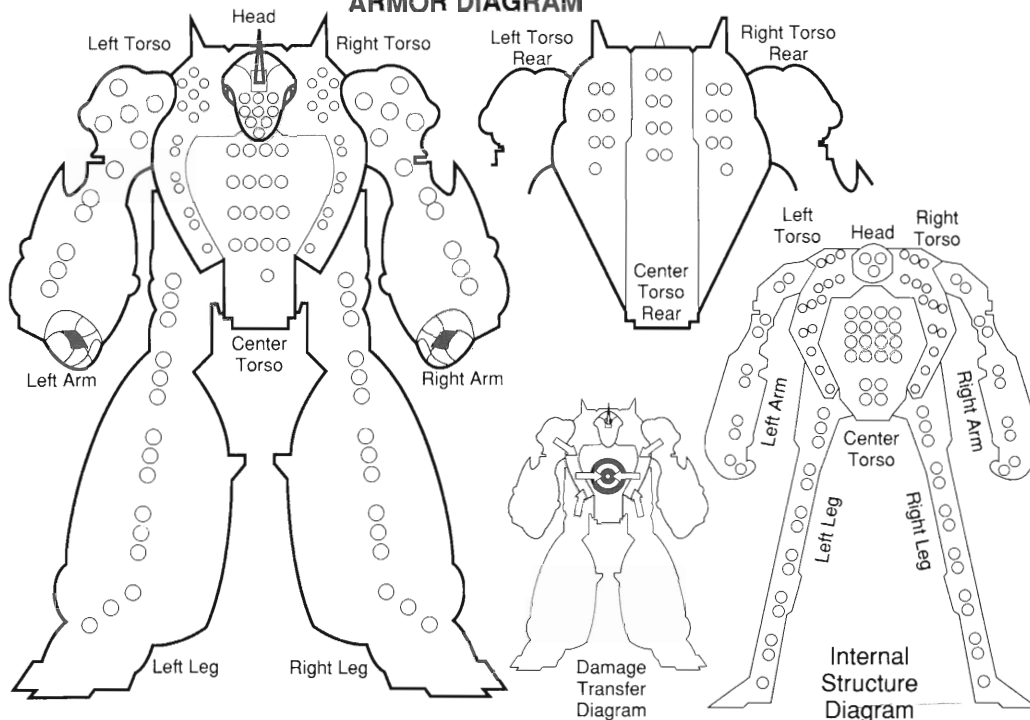
- Large Laser
- Large Laser
- Medium Laser
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: QKD-4G QUICKDRAW
 Tonnage: 60 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	LT
1	SRM 4	CT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	RT(R)
1	MEDIUM LASER	RT(R)

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs: 25
 Missiles per pack: 4
 L.R.M. Packs: 12
 Missiles per pack: 10

TOTAL HEAT SINKS

○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

Left Torso

1. LRM 10
2. LRM 10
- 1 3. LRM 10 Ammo
4. Jump Jet
5. Jump Jet
6. Roll Again

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

Center Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

FASA
 CORPORATION

Right Arm

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

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

Right Torso

1. SRM 4 Ammo
2. Medium Laser (R)
- 1 3. Medium Laser (R)
4. Jump Jet
5. Jump Jet
6. Roll Again

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

Right Leg

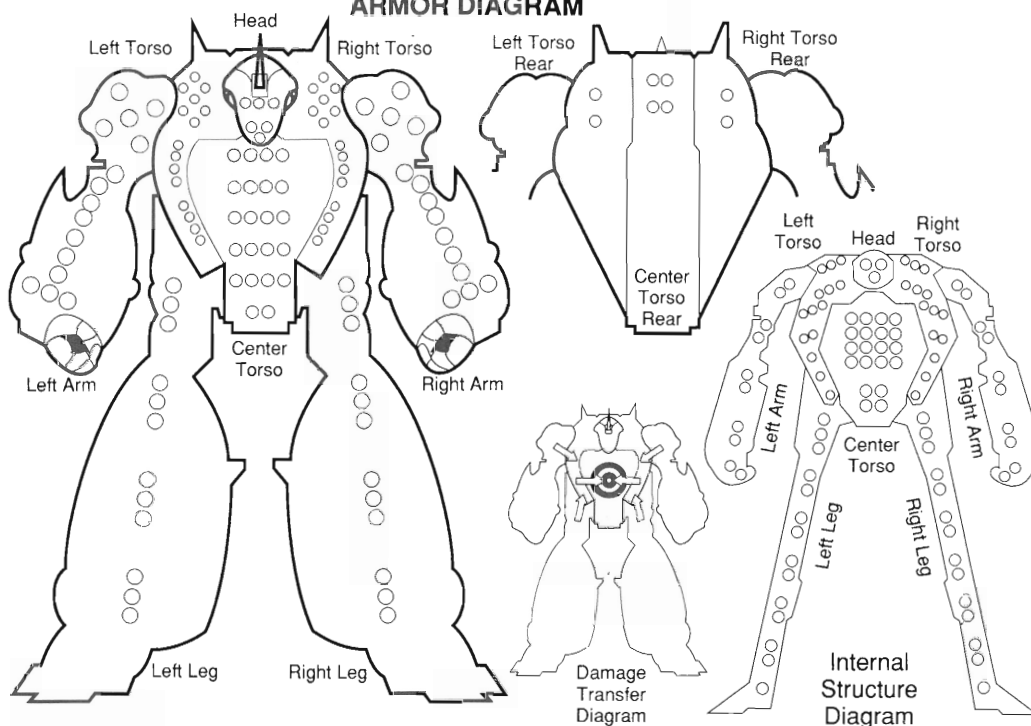
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: RFL-3N RIFLEMAN
 Tonnage: 60 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	RA
1	LARGE LASER	LA
1	AUTOCANNON/5	RA
1	AUTOCANNON/5	LA
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT

AMMO:

Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

Left Arm

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

1. AC/5
2. AC/5
3. AC/5
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. 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. AC/5 Ammo
6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

1. AC/5
2. AC/5
3. AC/5
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

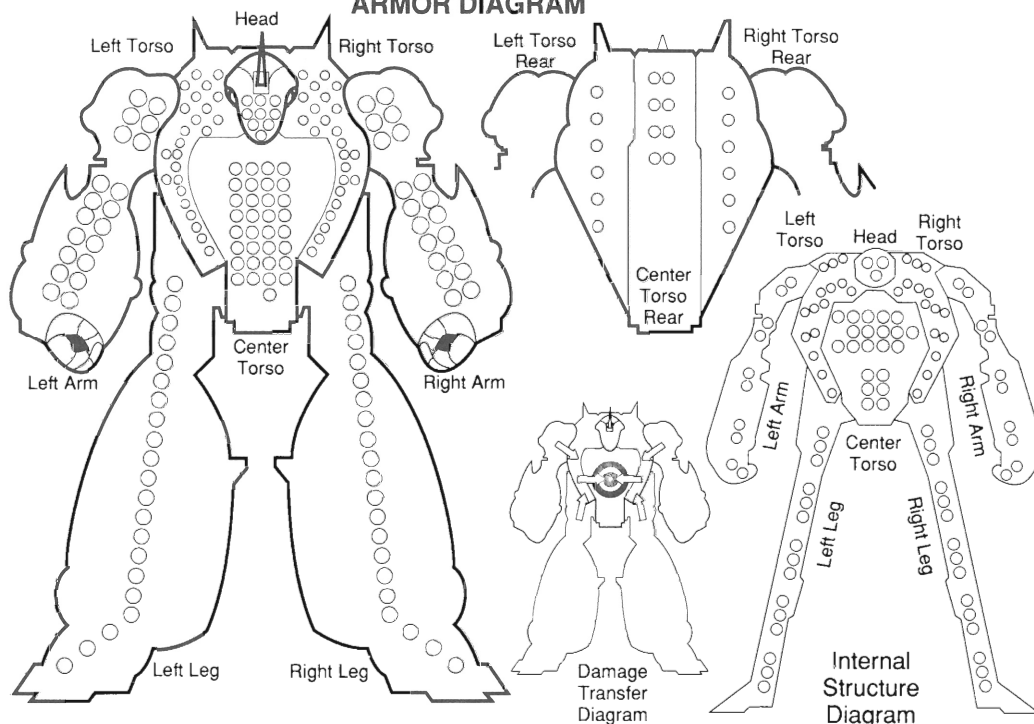
Right Leg

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: CRD-3R CRUSADER

Tonnage: 65 TONS

Movement Points:

Walking: 4

Running: 6

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 15	RA
1	LRM 15	LA
1	SRM 6	RL
1	SRM 6	LL
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MACHINE GUN	RA
1	MACHINE GUN	LA

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: — 200

S.R.M. Packs — 15

Missiles per pack. — 6

L.R.M. Packs — 8/8

Missiles per pack. — 15

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

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

Left Torso

1. LRM 15 Ammo
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. SRM 6 Ammo
6. MG Ammo

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○



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

Right Torso

1. LRM 15 Ammo
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

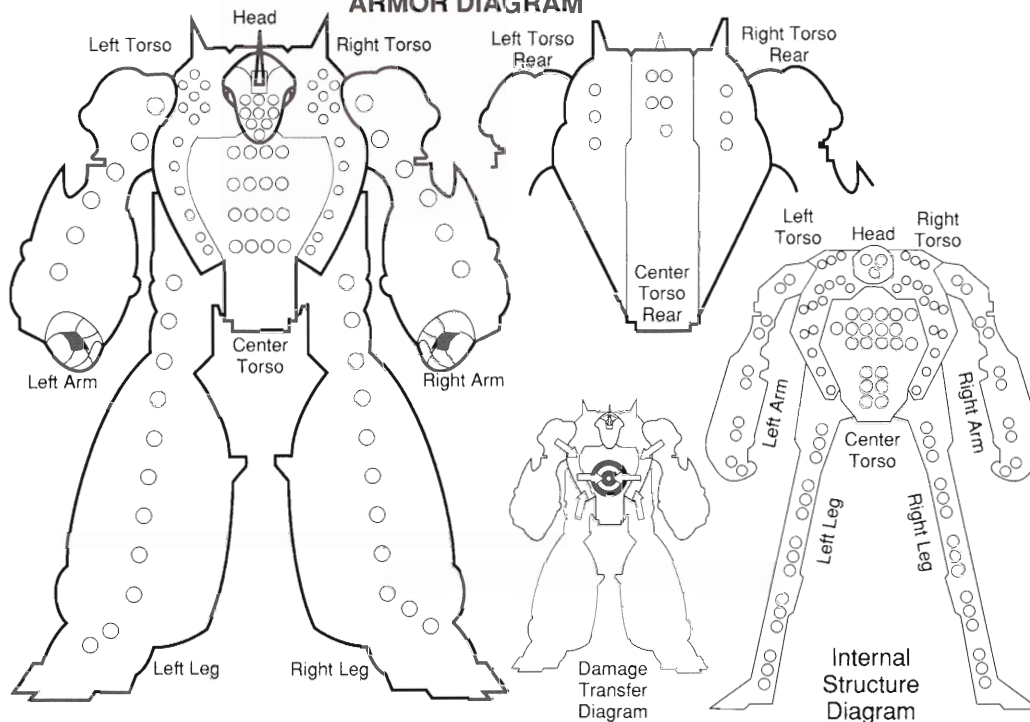
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MÉCH DATA

Type: JM6-S JAGERMECH
 Tonnage: 65 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/5	RA
1	AUTOCANNON/5	LA
1	AUTOCANNON/2	RA
1	AUTOCANNON/2	LA
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT

AMMO:

Auto Cannon Rounds: AC/5 20/20
 Auto Cannon Rounds: AC/2 45
 S.R.M. Packs _____
 Missiles per pack. _____
 L.R.M. Packs _____
 Missiles per pack. _____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/5
- AC/5
- AC/5
- AC/5
- AC/2
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- AC/5 Ammo
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- AC/2 Ammo
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/5
- AC/5
- AC/5
- AC/5
- AC/2
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Medium Laser
- AC/5 Ammo
- 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

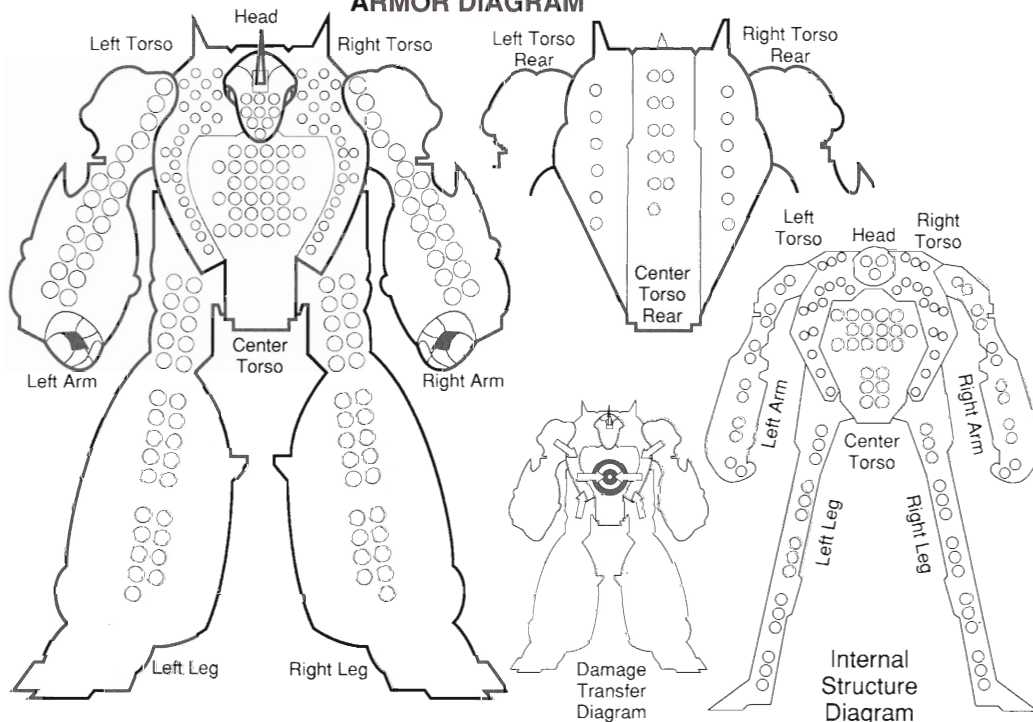
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

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

1. Roll Again
2. Roll Again
- 2 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
- 1 3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
- 2 3. Engine
4. Engine
5. LRM 15 Ammo
6. LRM 15 Ammo

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○

Right Arm

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

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

Right Torso

1. LRM 15
2. LRM 15
- 1 3. LRM 15
4. SRM 2
5. SRM 2 Ammo
6. Roll Again

1. Roll Again
2. Roll Again
- 2 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: TDR-5S THUNDERBOLT
Tonnage: 65 TONS
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	RA
1	LRM 15	RT
1	MEDIUM LASER	LT
1	MEDIUM LASER	LT
1	MEDIUM LASER	LT
1	SRM 2	RT
1	MACHINE GUN	LA
1	MACHINE GUN	LA

AMMO:

Auto Cannon Rounds: —
M.G. Rounds: — 200
S.R.M. Packs — 50
Missiles per pack. — 2
L.R.M. Packs — 16
Missiles per pack. — 15

TOTAL HEAT SINKS

○○○○○
○○○○○○○○○○

WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken (Consciousness Number)
1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

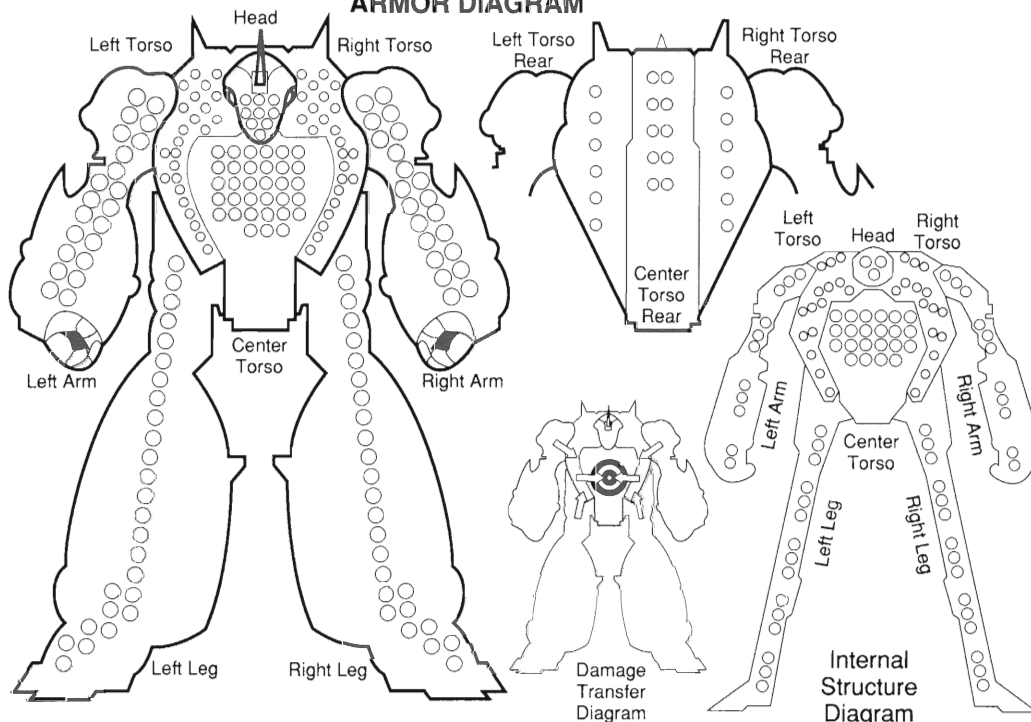
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: ARC-2R ARCHER

Tonnage: 70 TONS

Movement Points:

Walking: 4

Running: 6

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 20	RT
1	LRM 20	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	CT(R)
1	MEDIUM LASER	CT(R)

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs: —

Missiles per pack: —

L.R.M. Packs: 12/12

Missiles per pack: 20

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

HEAT SCALE

SHUTDOWN

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Point

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

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20 Ammo

- LRM 20 Ammo
- 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
- Gyro
- Engine
- Engine
- Engine
- Medium Laser (R)
- Medium Laser (R)

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○

Right Arm

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

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

Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20 Ammo

- LRM 20 Ammo
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

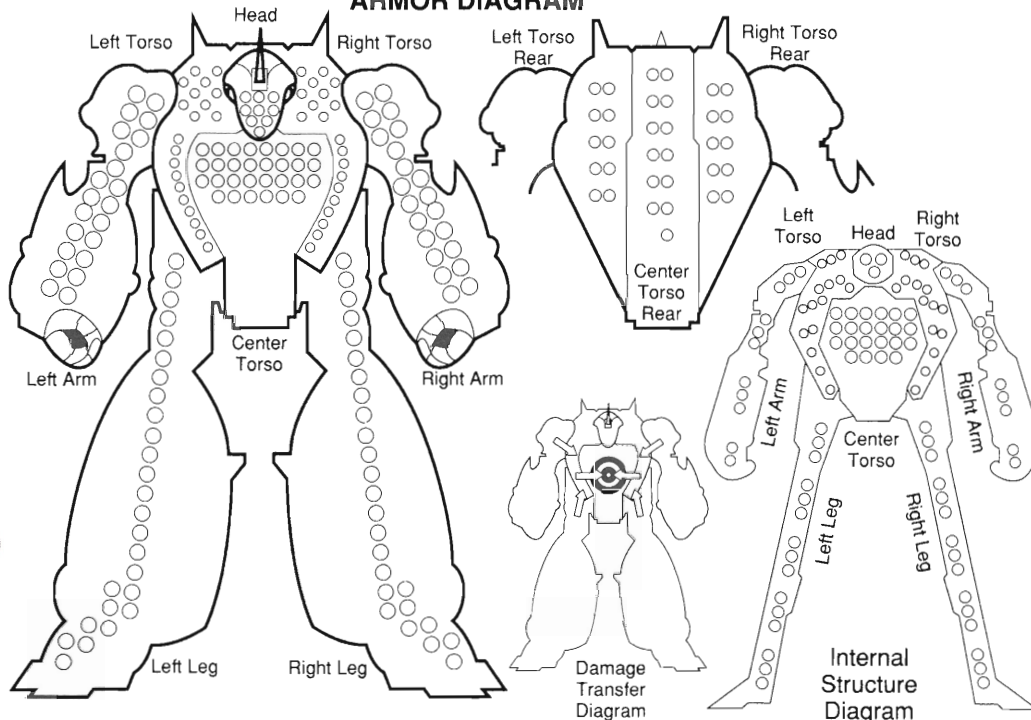
Right Leg

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

FASA
CORPORATION

BATTLETECH®

ARMOR DIAGRAM



MECH DATA
Type: GHR-5H GRASSHOPPER
Tonnage: 70 TONS
Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	CT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	LRM 5	H

AMMO:
 Auto Cannon Rounds: —
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs — 24
 Missiles per pack. — 5

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

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

1. Roll Again
2. Roll Again
- 2 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

Engine Hits ○ ○ ○
 Gyro Hits ○ ○ ○
 Sensor Hits ○ ○ ○

Right Arm

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

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

Right Torso

1. Medium Laser
2. LRM 5 Ammo
- 1 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

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

Right Leg

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

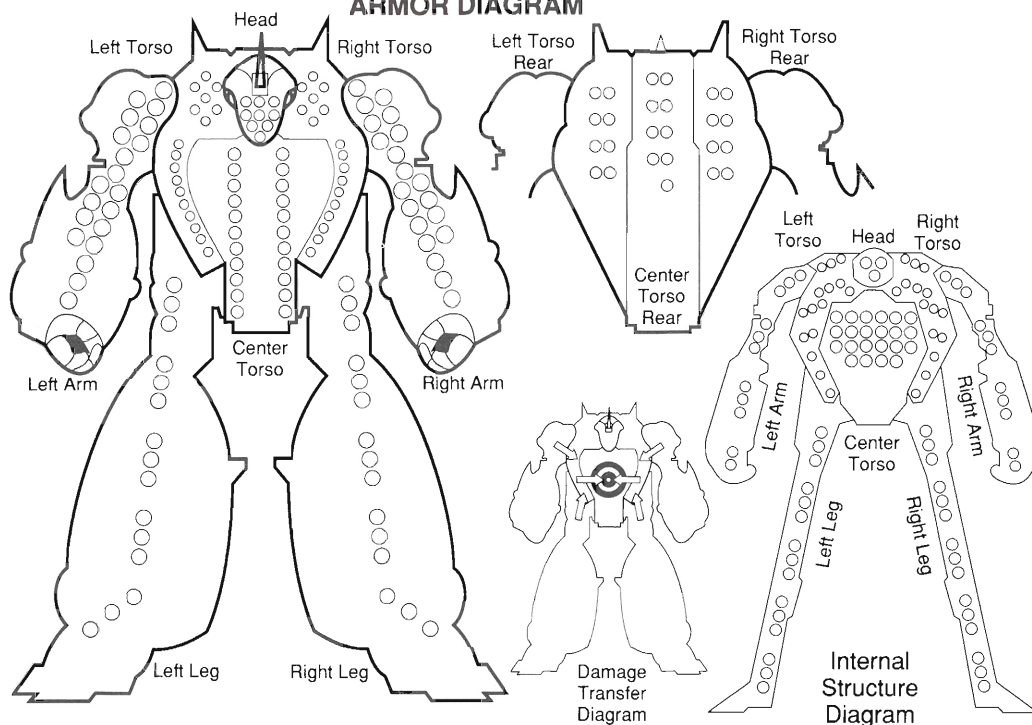
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: WHM-6R WARHAMMER
 Tonnage: 70 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RA
1	PPC	LA
1	SRM 6	RT
1	MEDIUM LASER	RT
1	MEDIUM LASER	LT
1	SMALL LASER	RT
1	SMALL LASER	LT
1	MACHINE GUN	RT
1	MACHINE GUN	LT

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: 200
 S.R.M. Packs: 15
 Missiles per pack: 6
 L.R.M. Packs: —
 Missiles per pack: —

TOTAL HEAT SINKS

○○○○○○○○
 ○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

1. Medium Laser
2. Small Laser
- 1 3. MG
4. Heat Sink
5. Roll Again
6. Roll Again

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

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

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

Right Torso

1. SRM 6
2. SRM 6 Ammo
3. Medium Laser
- 1 4. Small Laser
5. MG
6. SRM 6

1. Roll Again
2. Roll Again
- 2 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

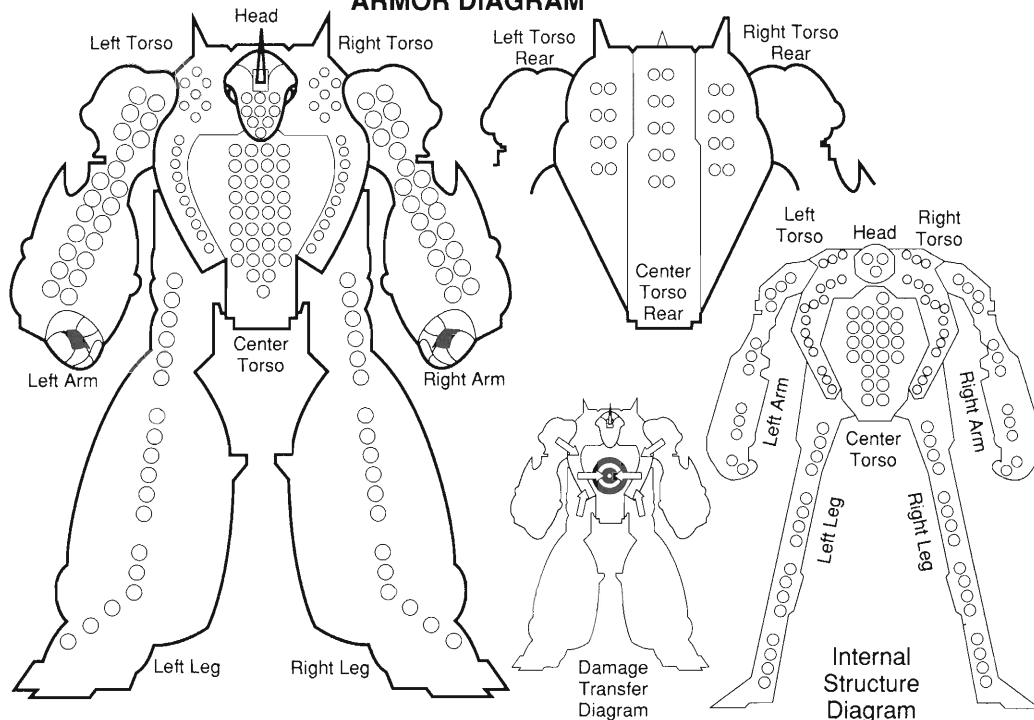
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: MAD-3R MARAUDER
 Tonnage: 75 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RA
1	PPC	LA
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	AUTOCANNON/5	RT

AMMO:

Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○ ○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken. (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

- AC/5 Ammo
- 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
- 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
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○



Right Arm

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

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

Right Torso

- AC/5
- AC/5
- AC/5
- AC/5
- Heat Sink
- Roll Again

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

Right Leg

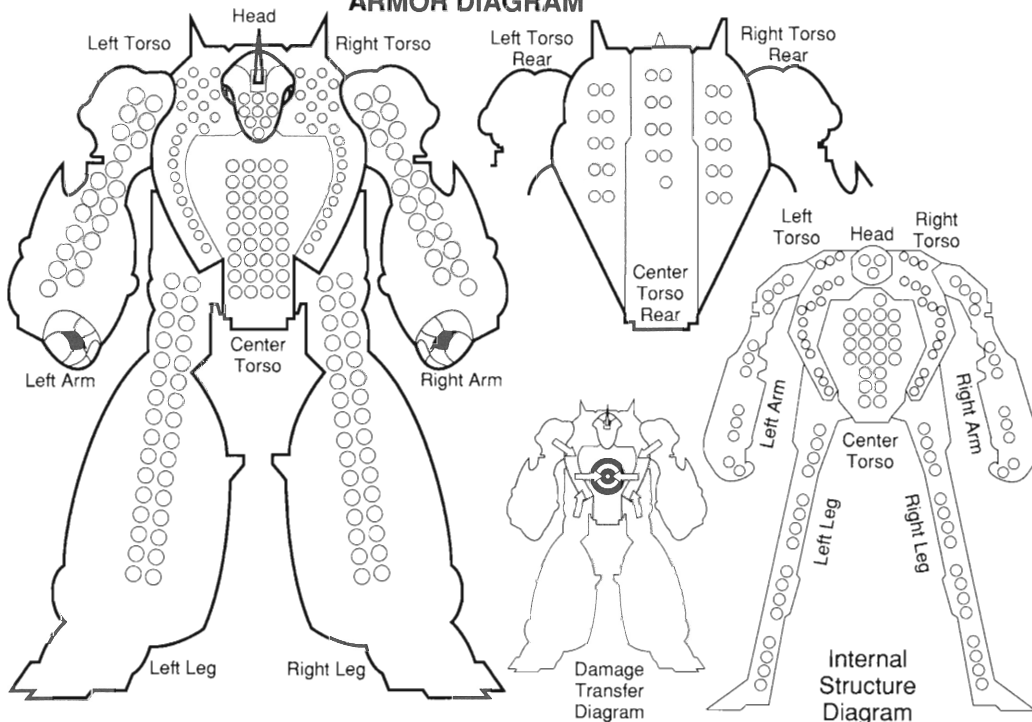
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: ON1-K ORION
 Tonnage: 75 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/10	RT
1	LRM 15	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SRM 4	LT

AMMO:

Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs — 37
 Missiles per pack. — 4
 L.R.M. Packs — 16
 Missiles per pack. — 15

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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. LRM 15
2. LRM 15
3. LRM 15
4. LRM 15 Ammo
5. LRM 15 Ammo
6. SRM 4

1. SRM 4 Ammo
2. SRM 4 Ammo
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 ○○



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. AC/10
2. AC/10
3. AC/10
4. AC/10
5. AC/10
6. AC/10

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

Right Leg

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

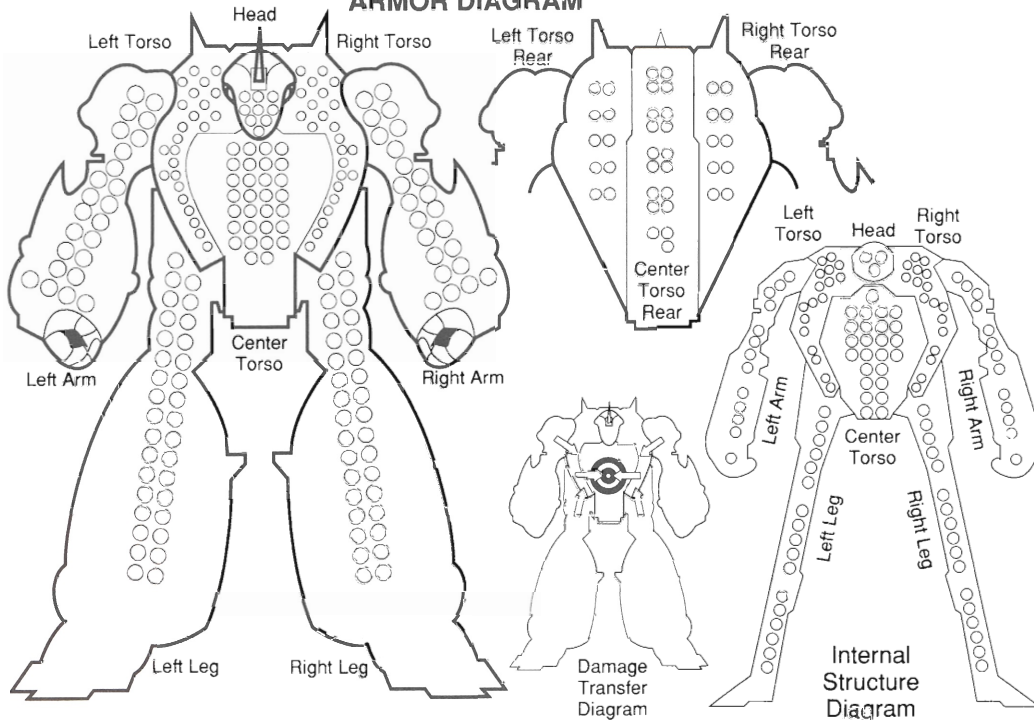
HEAT SCALE

SHUTDOWN

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

BATTLETECH

ARMOR DIAGRAM



MECH DATA

Type: AWS-8Q AWESOME
 Tonnage: 80 TONS
 Movement Points:
 Walking: 3
 Running: 5
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RA
1	PPC	RT
1	PPC	LT
1	SMALL LASER	H

AMMO:

Auto Cannon Rounds: ____
 M.G. Rounds: ____
 S.R.M. Packs: ____
 Missiles per pack: ____
 L.R.M. Packs: ____
 Missiles per pack: ____

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

Left Arm

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

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

Left Torso

1. PPC
2. PPC
3. PPC
4. 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

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 CORPORATION

Right Arm

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

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

Right Torso

1. PPC
2. PPC
3. PPC
4. Heat Sink
5. Heat Sink
6. Heat Sink

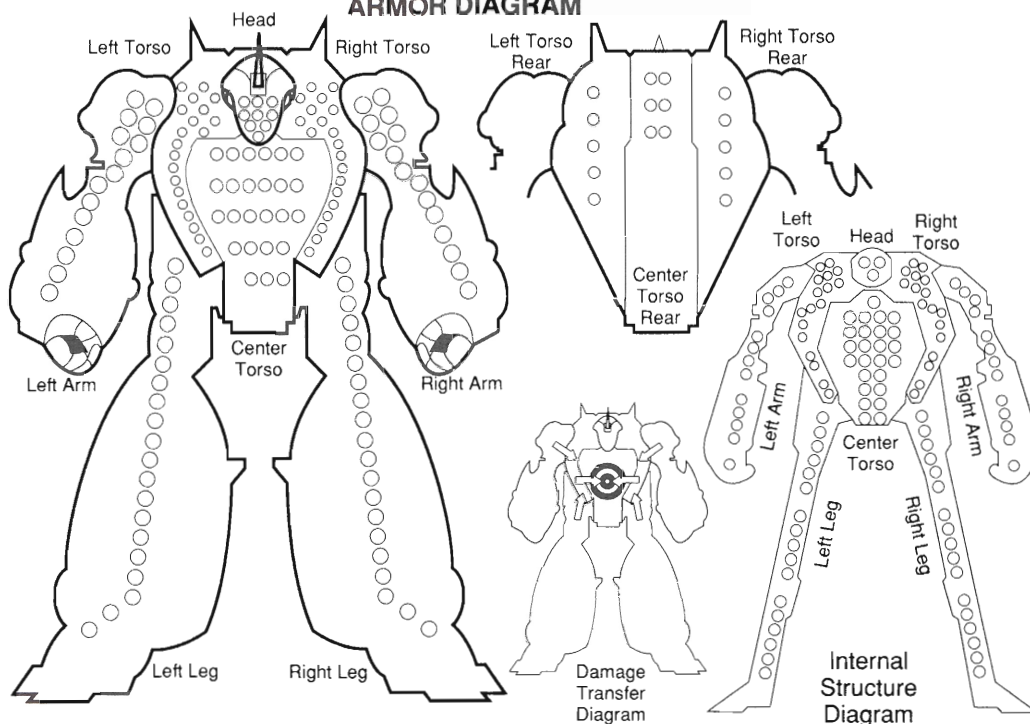
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: CGR-1A1 CHARGER
 Tonnage: 80 TONS
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	SMALL LASER	H
1	SMALL LASER	RT
1	SMALL LASER	RA
1	SMALL LASER	LT
1	SMALL LASER	LA

AMMO:

Auto Cannon Rounds: ____
 M.G. Rounds: ____
 S.R.M. Packs: ____
 Missiles per pack: ____
 L.R.M. Packs: ____
 Missiles per pack: ____

TOTAL HEAT SINKS

○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- Gyro
- Engine
- Engine
- Engine
-
-

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○

Right Arm

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

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

Right Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

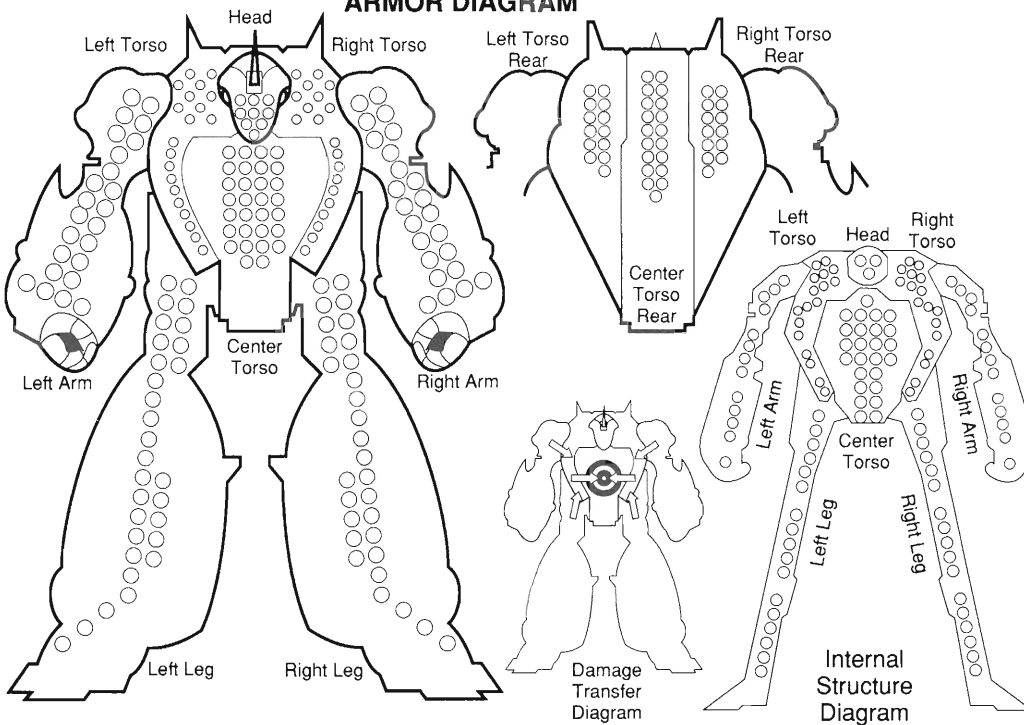
HEAT SCALE

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

ARMOR DIAGRAM



MECH DATA

Type: GOL-1H GOLIATH
 Tonnage: 80 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RT
1	LRM 10	RT
1	LRM 10	LT
1	MACHINE GUN	RT
1	MACHINE GUN	LT

AMMO:

Auto Cannon Rounds: ____
 M.G. Rounds: ____
 S.R.M. Packs ____
 Missiles per pack. ____
 L.R.M. Packs ____ 24
 Missiles per pack. ____ 10

TOTAL HEAT SINKS

○○○○○○○
 ○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

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

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

Left Torso

1. LRM 10
2. LRM 10
- 1 3. MG
4. MG Ammo
5. Roll Again
6. Roll Again

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

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

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

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

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

Right Torso

1. PPC
2. PPC
- 1 3. PPC
4. LRM 10
5. LRM 10
6. MG

1. Roll Again
2. Roll Again
- 2 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

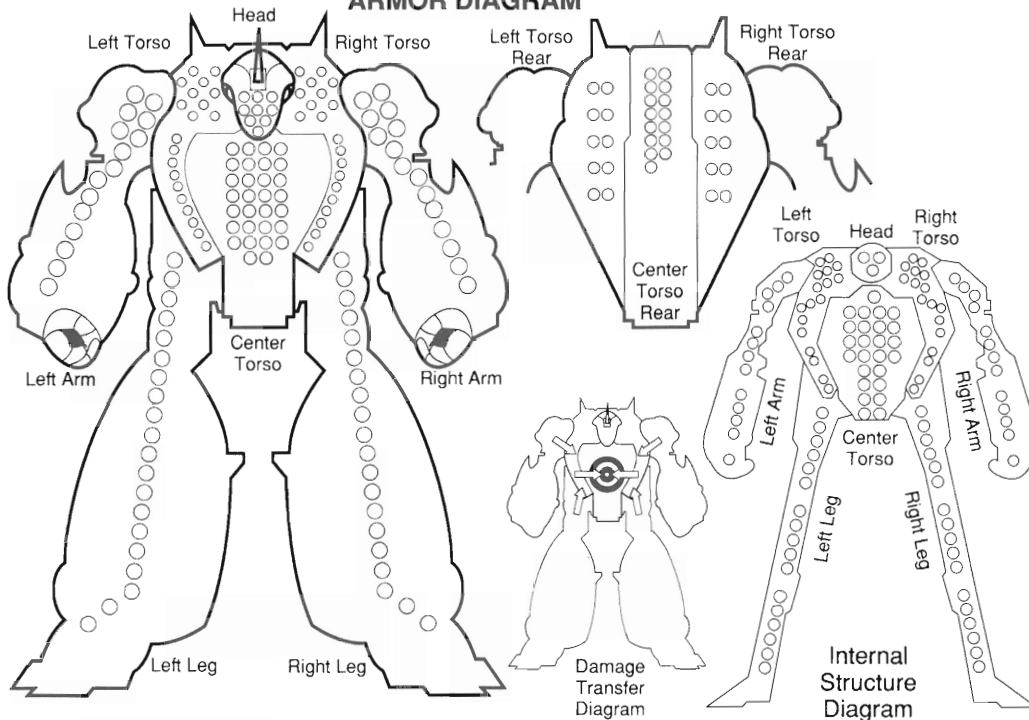
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: VTR 9B VICTOR

Tonnage: 80 TONS

Movement Points:

Walking: 4

Running: 6

Jumping: 4

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/20	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	LA
1	SRM 4	LT

AMMO:

Auto Cannon Rounds: — 15

M.G. Rounds: —

S.R.M. Packs — 25

Missiles per pack: — 4

L.R.M. Packs —

Missiles per pack: —

TOTAL HEAT SINKS

○○○○○
○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

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

- SRM 4
- SRM 4 Ammo
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

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

Left Leg

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

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○



Right Arm

- Shoulder
- Upper Arm Actuator
- AC/20
- AC/20
- AC/20
- AC/20

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

Right Torso

- AC/20 Ammo
- AC/20 Ammo
- AC/20 Ammo
- Heat Sink
- Roll Again
- Roll Again

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

Right Leg

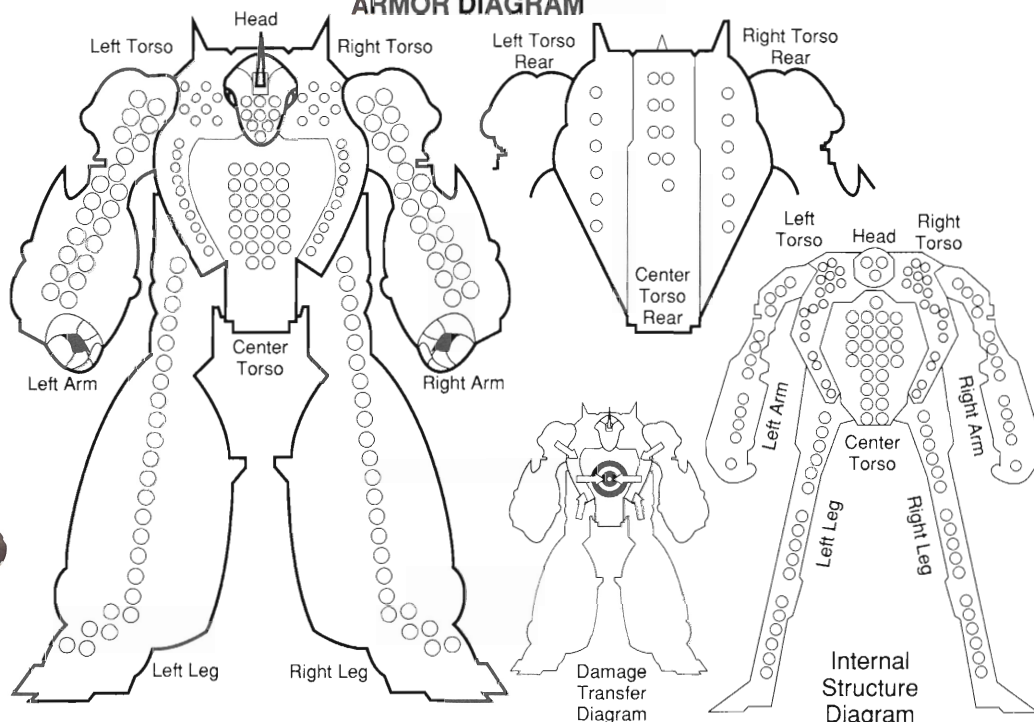
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Heat Sink

HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: ZEU-6S ZEUS

Tonnage: 80 TONS

Movement Points:

Walking: 4

Running: 6

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LARGE LASER	LT
1	LRM 15	RA
1	MEDIUM LASER	LT(R)
1	MEDIUM LASER	CT
1	AUTOCANNON/5	LA

AMMO:

Auto Cannon Rounds: — 20

M.G. Rounds: —

S.R.M. Packs —

Missiles per pack. —

L.R.M. Packs — 8

Missiles per pack. — 15

TOTAL HEAT SINKS

○○○○○○○
○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

Left Arm

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

1. AC/5
2. AC/5 Ammo
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Large Laser
2. Large Laser
3. Medium Laser (R)
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 ○○

Right Arm

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

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

Right Torso

1. LRM 15 Ammo
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

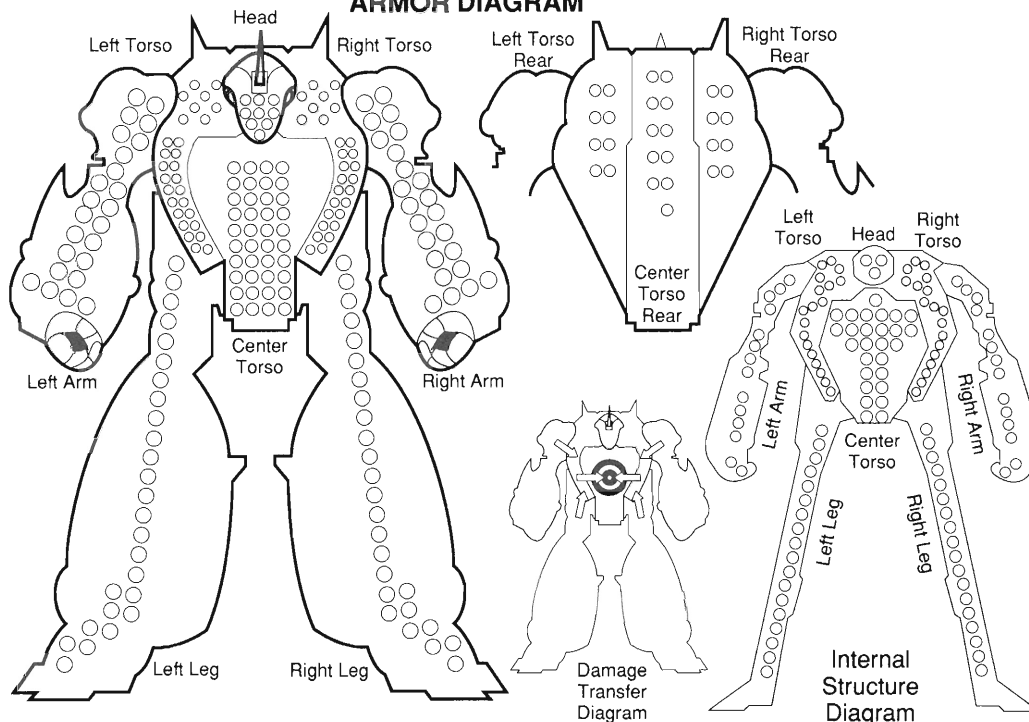
HEAT SCALE

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: BLR-1G BATTLEMASTER
 Tonnage: 85 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RA
1	MEDIUM LASER	RT
1	MEDIUM LASER	RT
1	MEDIUM LASER	RT(R)
1	MACHINE GUN	LA
1	MACHINE GUN	LA
1	SRM 6	LT
1	MEDIUM LASER	LT
1	MEDIUM LASER	LT
1	MEDIUM LASER	LT(R)

AMMO:

Auto Cannon Rounds: —
 M.G. Rounds: — 200
 S.R.M. Packs — 30
 Missiles per pack. — 6
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○○○○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- MG
- MG

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

Left Torso

- MG Ammo
- SRM 6
- SRM 6
- SRM 6 Ammo
- SRM 6 Ammo
- Medium Laser

- Medium Laser
- Medium Laser (R)
- Heat Sink
- Heat Sink
- 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
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

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

- Medium Laser
- Medium Laser
- Medium Laser (R)
- Heat Sink
- Heat Sink
- 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

HEAT SCALE

SHUTDOWN

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

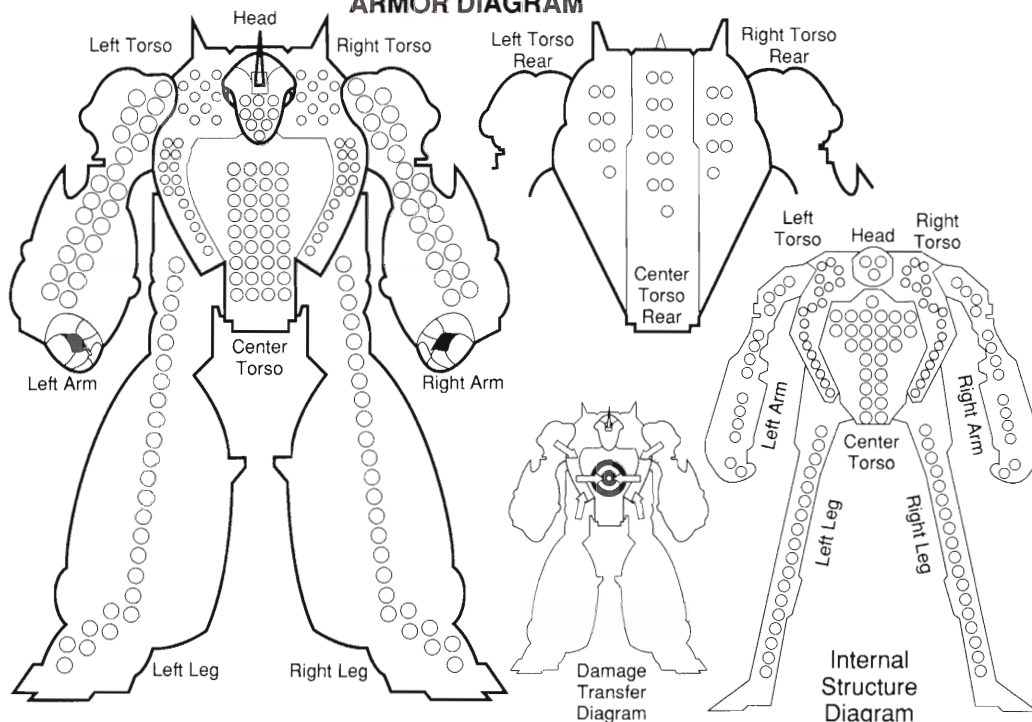
+1 Modifier to Fire

-1 Movement Point

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BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: STK-3F STALKER

Tonnage: 85 TONS

Movement Points:

Walking: 3

Running: 5

Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	LRM 10	RA
1	LRM 10	LA
1	LARGE LASER	LT
1	LARGE LASER	RT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	LA
1	MEDIUM LASER	LA
1	SRM 6	LT
1	SRM 6	RT

AMMO:

Auto Cannon Rounds: —

M.G. Rounds: —

S.R.M. Packs: 15/15

Missiles per pack: 6

L.R.M. Packs: 24/24

Missiles per pack: 10

TOTAL HEAT SINKS

○○○○○○○○○○
○○○○○○○○○○

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken: (Consciousness Number)

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

HEAT SCALE

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

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1 3. LRM 10
4. LRM 10
5. Heat Sink
6. Medium Laser

1. LRM 10 Ammo
2. Medium Laser
- 2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Large Laser
2. Large Laser
- 1 3. SRM 6
4. SRM 6
5. SRM 6 Ammo
6. Heat Sink

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

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

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○



Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1 3. LRM 10
4. LRM 10
5. Heat Sink
6. Medium Laser

1. LRM 10 Ammo
2. Medium Laser
- 2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Large Laser
2. Large Laser
- 1 3. SRM 6
4. SRM 6
5. SRM 6 Ammo
6. Heat Sink

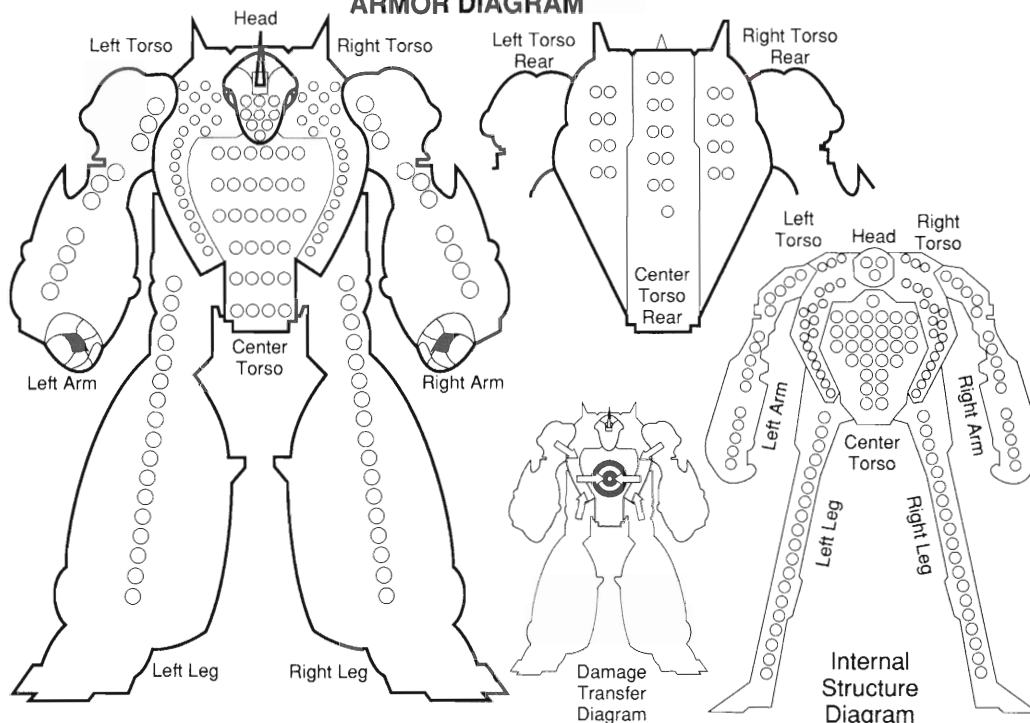
1. Roll Again
2. Roll Again
- 2 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: CP 10-Z CYCLOPS
 Tonnage: 90 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/20	RT
1	LRM 10	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	SRM 4	CT

AMMO:

Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs — 25
 Missiles per pack. — 4
 L.R.M. Packs — 12
 Missiles per pack. — 10

TOTAL HEAT SINKS

○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

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

- AC/20 Ammo
- AC/20 Ammo
- LRM 10
- LRM 10
- LRM 10 Ammo
- Heat Sink

- 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
- Gyro
- Engine
- Engine
- SRM 4
- SRM 4 Ammo

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Heat Sink

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

Right Torso

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20 Ammo
- AC/20 Ammo

Right Leg

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

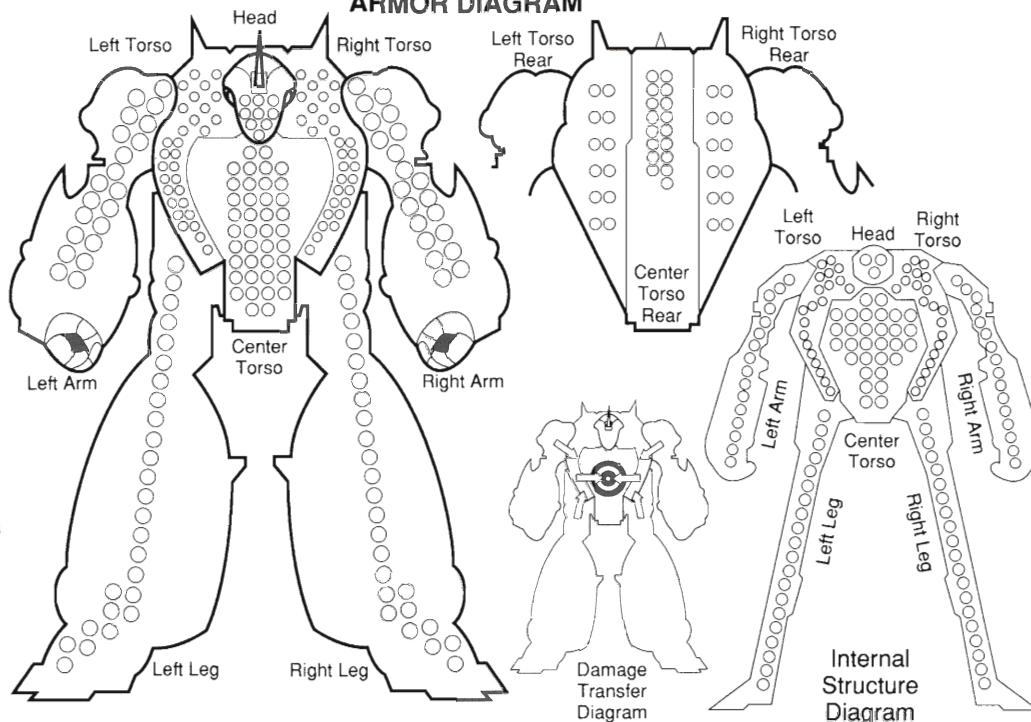
HEAT SCALE

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



BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: BNC-3E BANSHEE
 Tonnage: 95 TONS
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	PPC	RT
1	AUTOCANNON/5	LT
1	SMALL LASER	H

AMMO:

Auto Cannon Rounds: — 20
 M.G. Rounds: —
 S.R.M. Packs —
 Missiles per pack. —
 L.R.M. Packs —
 Missiles per pack. —

TOTAL HEAT SINKS

○○○ ○○○
 ○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

HEAT SCALE

SHUTDOWN

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

Left Arm

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

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

Left Torso

1. AC/5
2. AC/5
1. AC/5
4. AC/5
5. AC/5 Ammo
6. Heat Sink

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

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

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○



Right Arm

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

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

Right Torso

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

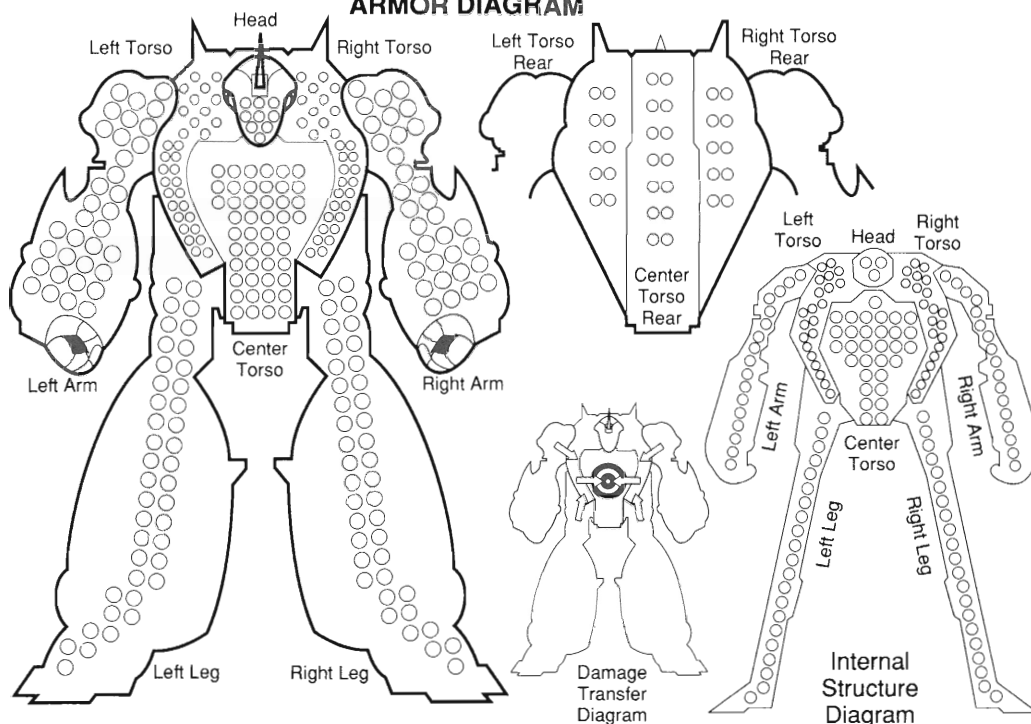
1. Roll Again
2. Roll Again
2. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

BATTLETECH®

ARMOR DIAGRAM



MECH DATA

Type: AS7-D ATLAS
 Tonnage: 100 TONS
 Movement Points:
 Walking: 3
 Running: 5
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	AUTOCANNON/20	RT
1	LRM 20	LT
1	MEDIUM LASER	RA
1	MEDIUM LASER	LA
1	MEDIUM LASER	CT(R)
1	MEDIUM LASER	CT(R)
1	SRM 6	LT

AMMO:

Auto Cannon Rounds: 10
 M.G. Rounds: _____
 S.R.M. Packs: 15
 Missiles per pack: 6
 L.R.M. Packs: 12
 Missiles per pack: 20

TOTAL HEAT SINKS

○○○○○○○○○○
 ○○○○○○○○○○

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Heat Sink

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

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 6 Ammo

- LRM 20 Ammo
- LRM 20 Ammo
- SRM 6
- SRM 6
- Heat Sink
- Heat Sink

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Medium Laser (R)
- Medium Laser (R)

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Heat Sink

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

Right Torso

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20 Ammo
- AC/20 Ammo

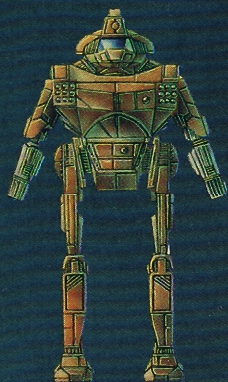
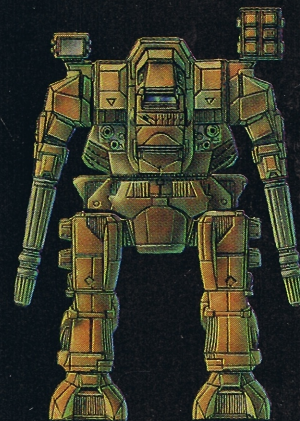
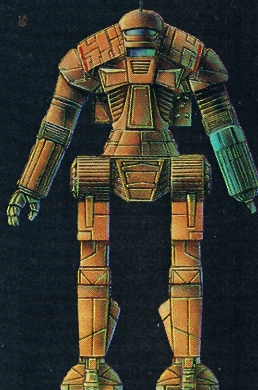
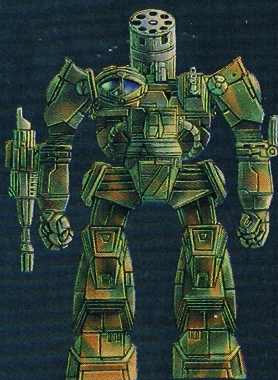
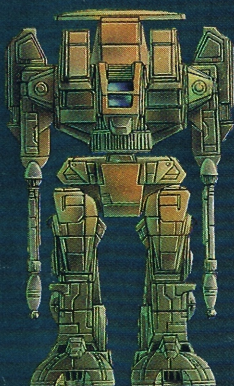
Right Leg

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

HEAT SCALE

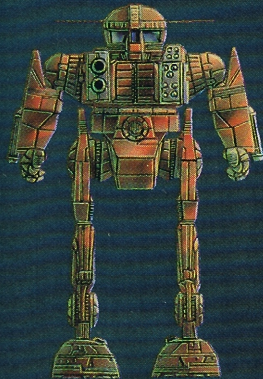
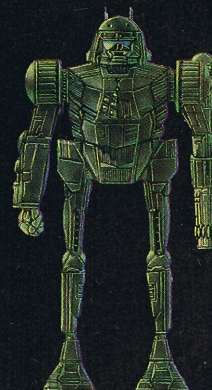
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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