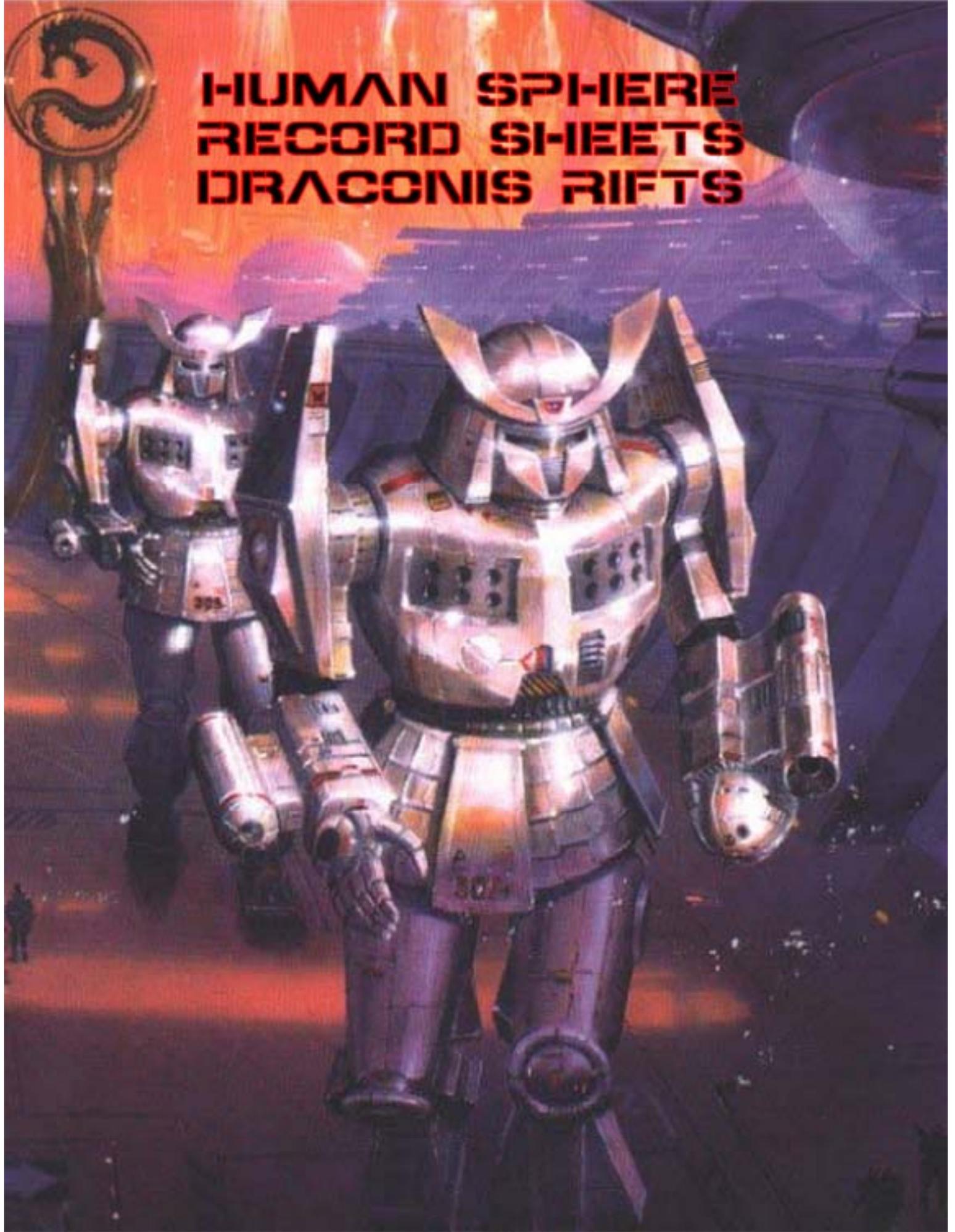


**HUMAN SPHERE
RECORD SHEETS
DRACONIS RIFTS**



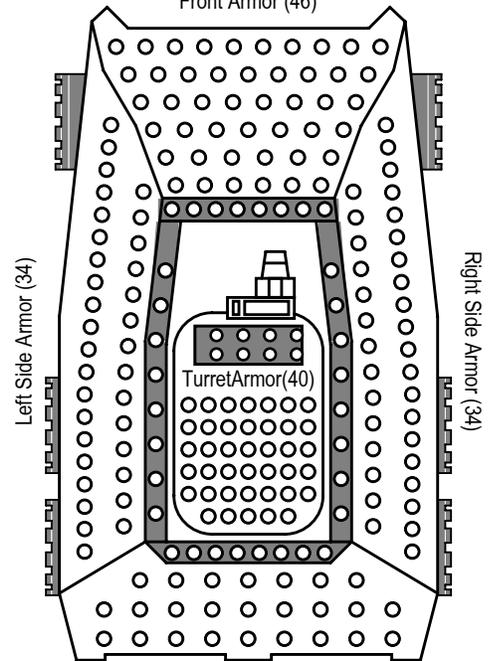
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Rear Armor (25)

Type: **Schiltron II Base (Human Sphere)**

Config: **Wheeled Omni** Tons: **80**

Technology Base:	Cruising MP:	Flank MP:
Inner Sphere	3	5
3080 Level 2		

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **9,140,833**

BV: **586** WV: **0 / 0**

Ammo

Critical Damage

Wheel Damaged Engine Hit
Axle Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
---	------	-----	-----	-----	---	---	---

220 DAV XL Fusion Engine							
6 Crew Members							
1 Guardian ECM	B	0	-	-	-	-	6

Body Inventory

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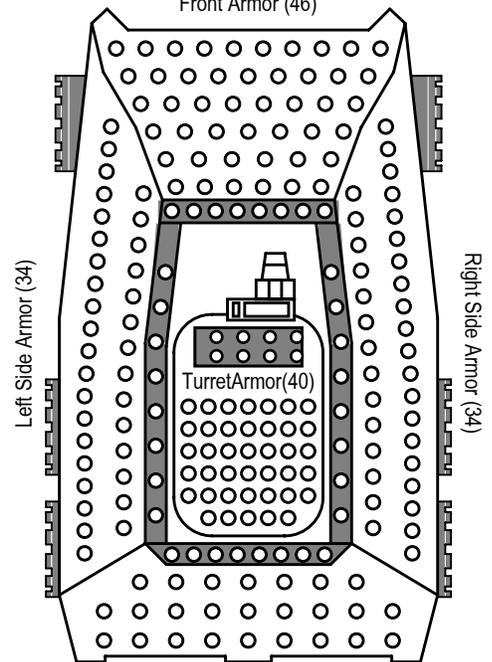
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Rear Armor (25)

Type: **Schiltron II Prime (Human Sphere)**

Config: **Wheeled Omni** Tons: **80**

Technology Base:	Cruising MP:	Flank MP:
Inner Sphere	3	5
3080 Level 2		

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **11,162,083**

BV: **1,199** WV: **1,027 / 1,027**

Ammo

Ammo Type	Rounds
Arrow IV System	65

Critical Damage

Wheel Damaged Engine Hit
Axle Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
---	------	-----	-----	-----	---	---	---

220 DAV XL Fusion Engine							
6 Crew Members							
1 Guardian ECM	B	0	-	-	-	-	6

Body Inventory

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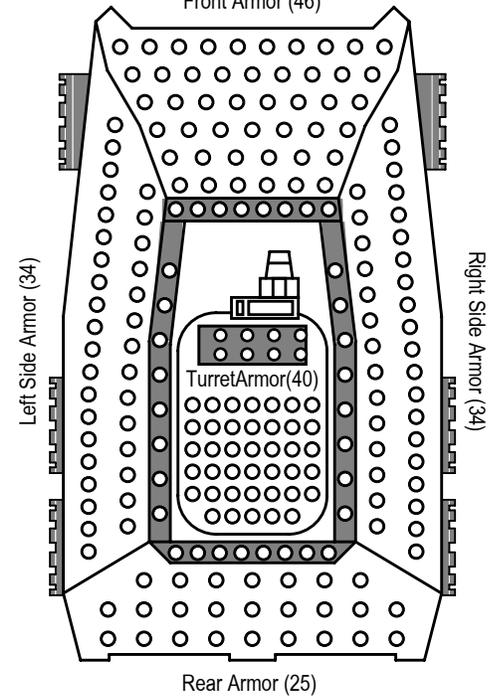
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Rear Armor (25)

Type: **Schiltron II A (Human Sphere)**

Weapons Inventory

Config: **Wheeled Omni** Tons: **80**

#	Type	Loc	Dmg	Min	S	M	L
4	MML 7 w/ Artemis IV	F	1/hit	6	7	14	21
2	MML 7 w/ Artemis IV	T	1/hit	6	7	14	21
2	Medium Laser	T	5	-	3	6	9
4	Small Laser	T	3	-	1	2	3

Technology Base: **Inner Sphere 3080 Level 2**
Cruising MP: **3** Flank MP: **5**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **12,562,083**

BV: **1,276** WV: **872 / 988**

Ammo
Ammo Type Rounds
MML 7 170

Body Inventory

220 DAV XL Fusion Engine

6 Crew Members

1 Guardian ECM B 0 - - - 6

Critical Damage

Wheel Damaged Engine Hit
Axle Destroyed Turret Locked

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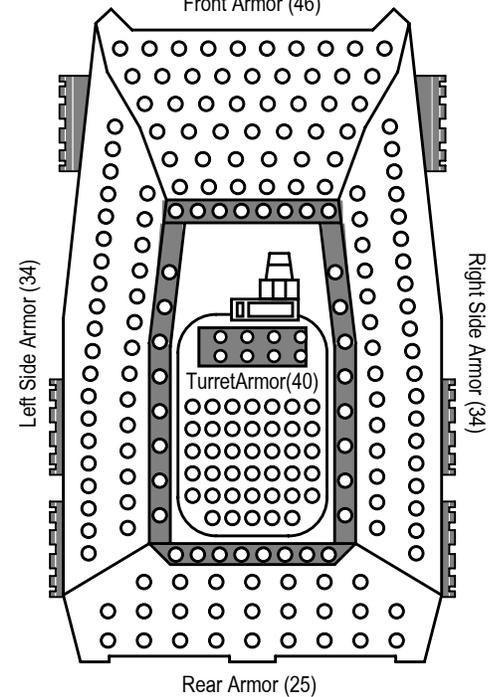
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Rear Armor (25)

Type: **Schiltron II B (Human Sphere)**

Weapons Inventory

Config: **Wheeled Omni** Tons: **80**

#	Type	Loc	Dmg	Min	S	M	L
2	LRM 15 w/ Artemis IV	F	1/hit	6	7	14	21
2	LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
2	Medium Laser	T	5	-	3	6	9
4	Small Laser	T	3	-	1	2	3

Technology Base: **Inner Sphere 3080 Level 2**
Cruising MP: **3** Flank MP: **5**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **12,439,583**

BV: **1,554** WV: **1,164 / 1,343**

Ammo
Ammo Type Rounds
LRM 15 88

Body Inventory

220 DAV XL Fusion Engine

6 Crew Members

1 Guardian ECM B 0 - - - 6

Critical Damage

Wheel Damaged Engine Hit
Axle Destroyed Turret Locked

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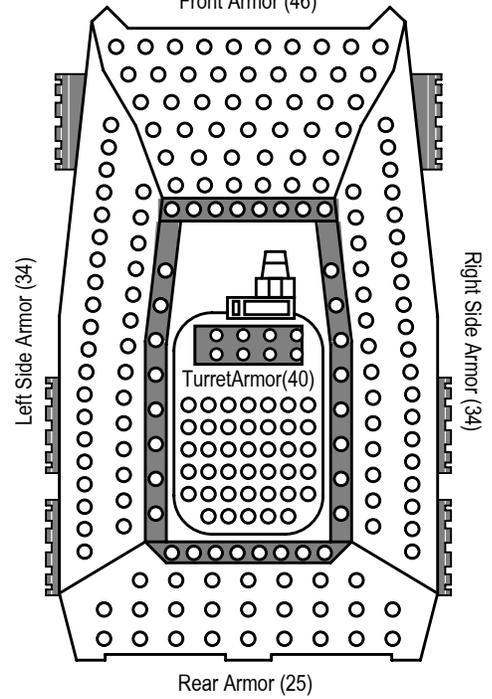
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Type: Schiltron II C (Human Sphere)			Weapons Inventory							
Config: Wheeled Omni		Tons: 80	# Type	Loc	Dmg	Min	S	M	L	
Technology Base:		Cruising MP:	Flank MP:	1 MML 5 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		3	5	4 Large Laser	T	8	-	5	10	15
3080 Level 2										
Crew:										
Gunnery Skill:			Driving Skill:							
Cost, C-Bills: 10,329,083										
BV: 1,138			WV: 1,045 / 1,057							
Ammo										
Ammo Type	Rounds									
MML 5	24									
Body Inventory										
220 DAV XL Fusion Engine										
6 Crew Members										
1 Guardian ECM B 0 - - - 6										
Critical Damage										
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

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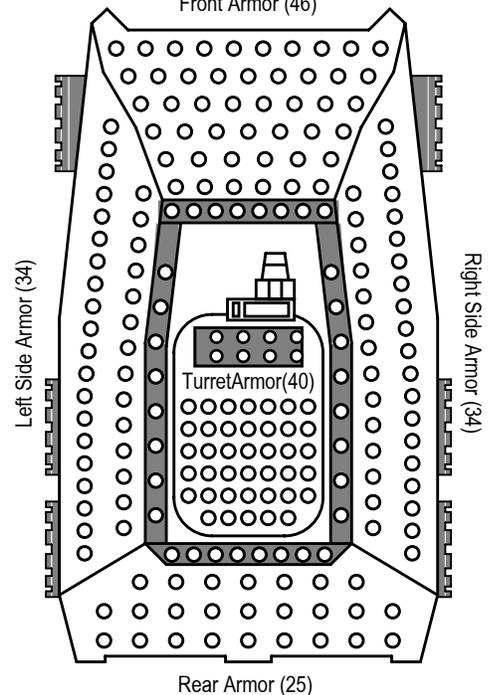
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Type: Schiltron II D (Human Sphere)			Weapons Inventory							
Config: Wheeled Omni		Tons: 80	# Type	Loc	Dmg	Min	S	M	L	
Technology Base:		Cruising MP:	Flank MP:	3 MML 9 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		3	5	2 LB 5-X AC	T	5	3	7	14	21
3080 Level 2				2 Medium Laser	T	5	-	3	6	9
Crew:										
Gunnery Skill:			Driving Skill:							
Cost, C-Bills: 11,867,333										
BV: 1,253			WV: 925 / 997							
Ammo										
Ammo Type	Rounds									
MML 9	52									
LB 5-X AC	40									
Body Inventory										
220 DAV XL Fusion Engine										
6 Crew Members										
1 Guardian ECM B 0 - - - 6										
Critical Damage										
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

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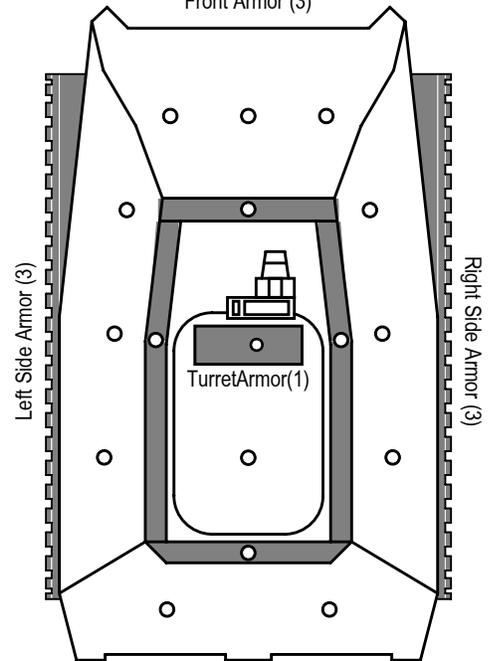
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 12
(Standard)

Front Armor (3)



Rear Armor (2)

Type: **Limpet Half-Track (Human Sphere)**

Config: **Tracked** Tons: **4**

Technology Base: **Inner Sphere 2500 Level 3**
Cruising MP: **2** Flank MP: **3**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **29,293**

BV: **51** WV: **1 / 1**

Ammo
Ammo Type Rounds
SRM 1 25

Critical Damage
Drive Damaged Engine Hit
Track Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	SRM 1	T	2/hit	-	3	6	9

Body Inventory

- 10 Omni Fusion Engine
- 1 Crew Members
- 1.10T Infantry Bay

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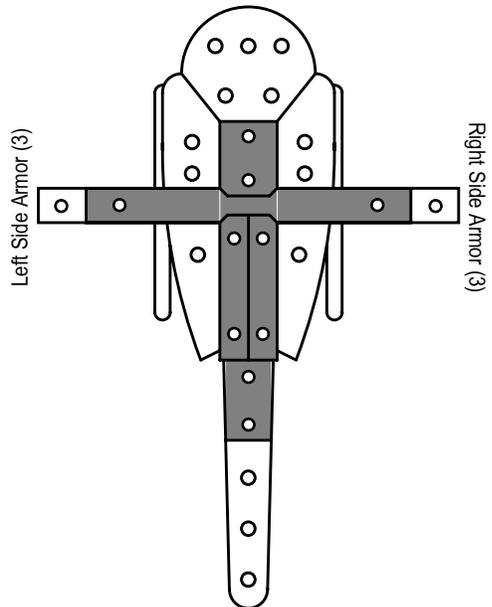
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V.T.O.L. RECORD SHEET



Total Armor Pts = 16
(Standard)

Front Armor (5)



Rear Armor (3)

Rotor Type: Main/Tail Rotors

Type: **Wakazashi Rescue VTOL (Human Sphere)**

Config: **V.T.O.L.** Tons: **12**

Technology Base: **Inner Sphere 2598 Level 1**
Cruising MP: **10** Flank MP: **15**

Crew:

Gunnery Skill: Piloting Skill:

Cost, C-Bills: **140,000**

BV: **72** WV: **0 / 0**

Ammo

Critical Damage
Rotor Damaged Engine Hit
Rotor Destroyed

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
---	------	-----	-----	-----	---	---	---

Fuselage Inventory

- 25 Omni Fusion Engine
- 1 Crew Members
- 1.20T Environmental Sealing
- 3.50T MASH Operating Theater
- 0.30T Passenger Seating
- 1.00T Fuel

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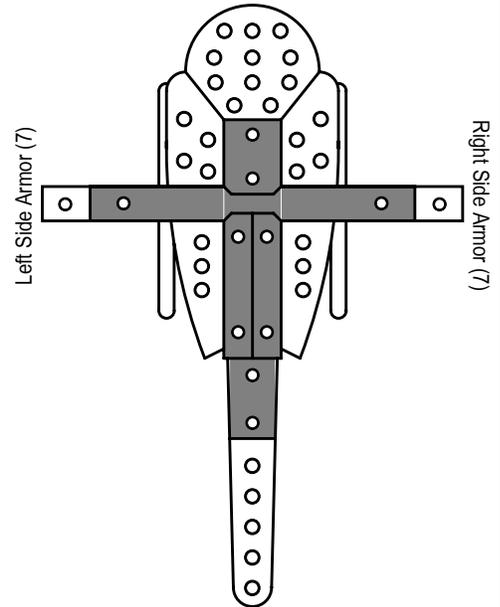
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V.T.O.L. RECORD SHEET

Total Armor Pts = 32
(Laser Reflective)

Front Armor (11)



Rear Armor (5)
Rotor Type: Main/Tail Rotors

Type: Crow 2 Scout VTOL (Human Sphere)			Weapons Inventory			
Config: V.T.O.L.		Tons: 15	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Medium Laser	F	5	- 3 6 9
Inner Sphere		Flank MP:	1 Machine Gun	F	2	- 1 2 3
3070 Level 3		13	2 Rocket Launcher 10 (OS)	F	1/hit	- 5 11 18
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 615,750						
BV: 529		WV: 94 / 94				
Ammo						
Ammo Type	Rounds					
Machine Gun	100					
Critical Damage			Fuselage Inventory			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	100 Hermes Fusion Engine			
Rotor Destroyed	<input type="checkbox"/>		1 Crew Members			
			1 CASE System			

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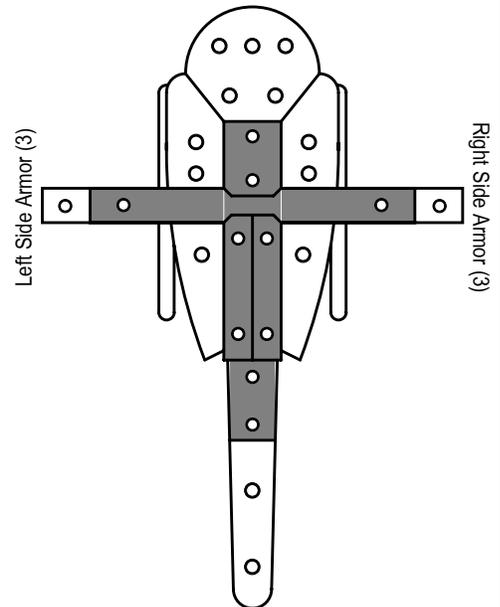
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V.T.O.L. RECORD SHEET

Total Armor Pts = 15
(Standard)

Front Armor (5)



Rear Armor (2)
Rotor Type: Main/Tail Rotors

Type: SOAR VTOL (Human Sphere)			Weapons Inventory			
Config: V.T.O.L.		Tons: 15	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:				
Inner Sphere		Flank MP:				
3018 Level 1		8				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 151,875						
BV: 69		WV: 0 / 0				
Ammo						
Critical Damage			Fuselage Inventory			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	25 I.C.E. Engine			
Rotor Destroyed	<input type="checkbox"/>		1 Crew Members			
			1.50T Environmental Sealing			
			5.00T MASH Operating Theaters			
			1.00T Passenger Seating			
			1.50T Rescue Equipment			

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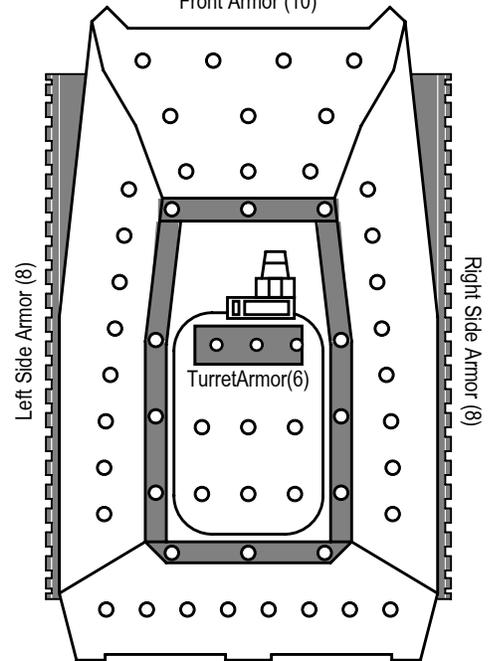
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 40
(Standard)

Front Armor (10)



Rear Armor (8)

Type: **Chi-ha CCV (Human Sphere)**

Config: **Tracked** Tons: **24**

Technology Base: **Inner Sphere 3026 Level 2**
Cruising MP: **3** Flank MP: **5**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **771,280**

BV: **237** WV: **20 / 20**

Ammo	
Ammo Type	Rounds
LRM 5	72
Machine Gun	100

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

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 5	T	1/hit	6	7	14	21
1	Machine Gun	T	2	-	1	2	3
1	Sprayer	F	-	-	-	-	1
1	Sprayer	LS	-	-	-	-	1
1	Sprayer	RS	-	-	-	-	1
1	Sprayer	R	-	-	-	-	1

Body Inventory

75 I.C.E. Engine
2 Crew Members
5.00T 2 tons Fluid Storage, 3 ton Police Bay

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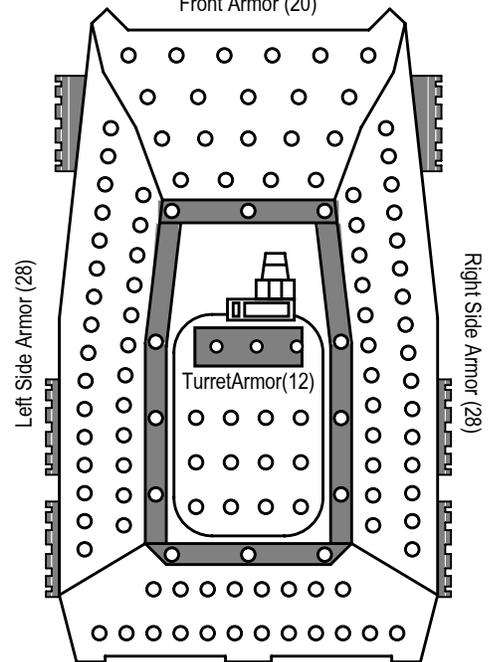
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Standard)

Front Armor (20)



Rear Armor (20)

Type: **Coolant Truck 135-K (Human Sphere)**

Config: **Wheeled** Tons: **30**

Technology Base: **Inner Sphere 2595 Level 1**
Cruising MP: **4** Flank MP: **6**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **212,175**

BV: **311** WV: **14 / 14**

Ammo	
Ammo Type	Rounds
Flamer (Vehicle)	40

Critical Damage		
Wheel Damaged	<input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Axle Destroyed	<input type="checkbox"/>	Turret Locked <input type="checkbox"/>

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
2	Flamer (Vehicle)	T	2	-	1	2	3

Body Inventory

100 I.C.E. Engine
2 Crew Members
7.00T Coolant System (7 LiN)
2.00T Coolant System (2 LOX)

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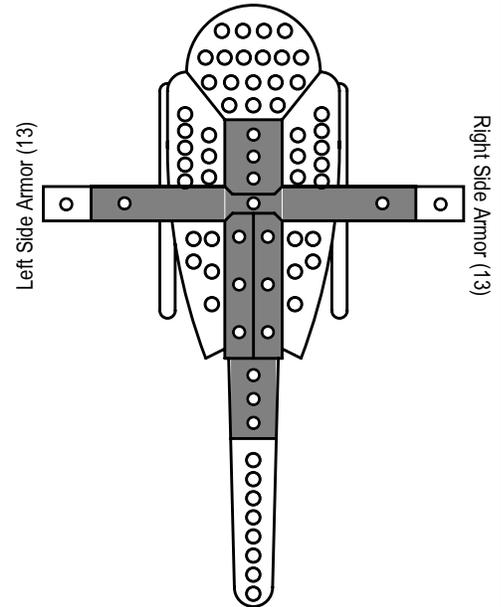
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V.T.O.L. RECORD SHEET



Total Armor Pts = 54
(Standard)

Front Armor (18)



Rear Armor (8)
Rotor Type: Main/Tail Rotors

Type: Peacekeeper SWAT Carrier (Human Sphere)			Weapons Inventory						
Config: V.T.O.L.	Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:	Cruising	Flank	2 Machine Gun	F	2	-	1	2	3
Inner Sphere	MP:	MP:	1 SRM 6	F	2/hit	-	3	6	9
3080 Level 2	9	14							
Crew:			Fuselage Inventory						
Gunnery Skill:	Piloting Skill:		130 Vlar Fusion Engine						
Cost, C-Bills: 1,255,000			2 Crew Members						
BV: 363 WV: 73 / 73			1 CASE System						
Ammo			4.00T Infantry Bay						
Ammo Type	Rounds		2.00T Cargo Bay Capacity						
Machine Gun	100								
SRM 6	15								
Critical Damage									
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Rotor Destroyed	<input type="checkbox"/>								

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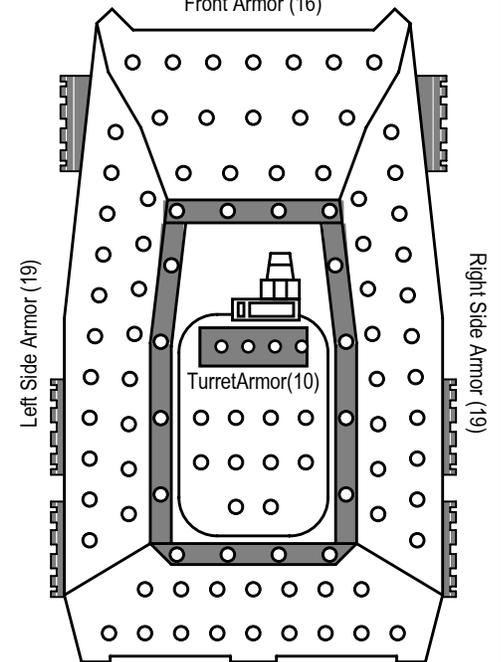
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WHEELED VEHICLE RECORD SHEET



Total Armor Pts = 80
(Standard)

Front Armor (16)



Rear Armor (16)

Type: Daimyo HQ 59-K (Human Sphere)			Weapons Inventory						
Config: Wheeled	Tons: 35		# Type	Loc	Dmg	Min	S	M	L
Technology Base:	Cruising	Flank	1 Large Laser	T	8	-	5	10	15
Inner Sphere	MP:	MP:							
2536 Level 1	6	9							
Crew:			Body Inventory						
Gunnery Skill:	Driving Skill:		190 DAV Fusion Engine						
Cost, C-Bills: 764,729			3 Crew Members						
BV: 450 WV: 151 / 151			7.50T Communications Equipment						
Ammo									
Critical Damage									
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

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HOVERCRAFT RECORD SHEET



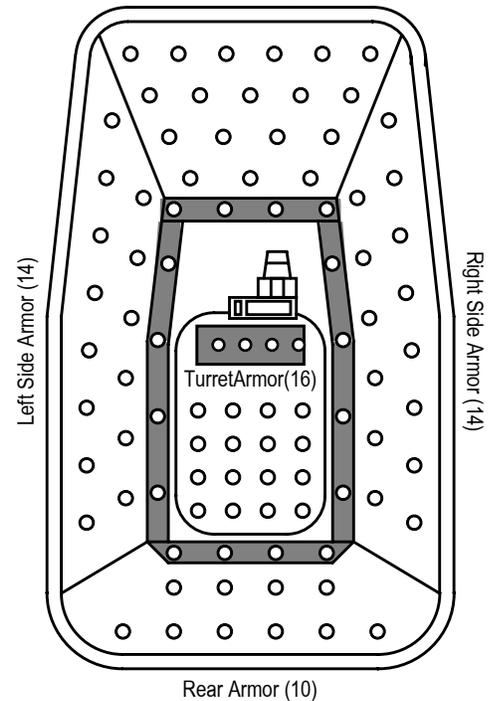
Total Armor Pts = 72
(Reactive)

Front Armor (18)

Type: Pegasus C3 (Human Sphere)		
Config: Hovercraft	Tons: 35	
Technology Base: Inner Sphere 3065 Level 3	Cruising MP: 9	Flank MP: 14
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 2,406,633		
BV: 685 WV: 169 / 213		
Ammo		
Ammo Type	Rounds	
Streak SRM 2	50	
Critical Damage		
Airskirt Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Lift Fan Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
4	Streak SRM 2	T	2/hit	-	3	6 9
1	Medium Pulse Laser	F	6	-	2	4 6
1	Beagle Active Probe	F	-	-	-	- 4

Body Inventory		
140 Hermes Fusion Engine		
3 Crew Members		
1 Guardian ECM	B	0 - - - 6
1 C³ Slave Unit	B	+ 59 BV for C³



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HOVERCRAFT RECORD SHEET



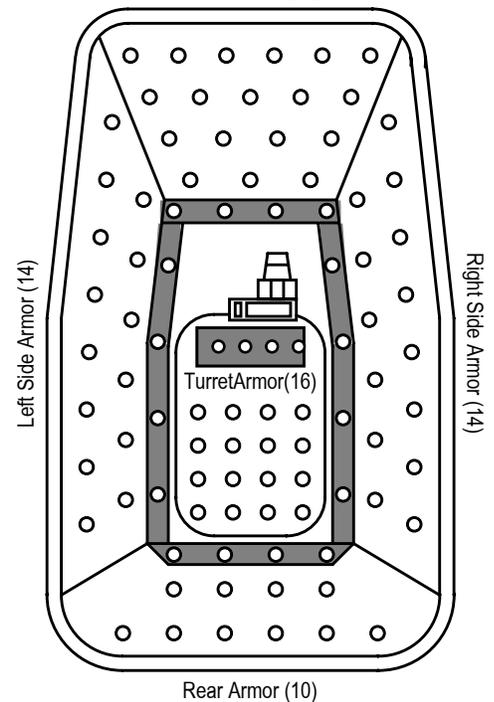
Total Armor Pts = 72
(Reactive)

Front Armor (18)

Type: Pegasus C3 Master (Human Sphere)		
Config: Hovercraft	Tons: 35	
Technology Base: Inner Sphere 3065 Level 3	Cruising MP: 9	Flank MP: 14
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 3,817,633		
BV: 611 WV: 177 / 221		
Ammo		
Ammo Type	Rounds	
Streak SRM 2	50	
Critical Damage		
Airskirt Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Lift Fan Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
4	Streak SRM 2	T	2/hit	-	3	6 9
1	Medium Laser	F	5	-	3	6 9

Body Inventory		
140 Hermes Fusion Engine		
3 Crew Members		
1 C³ Master Computer	B	+ 58 BV for C³



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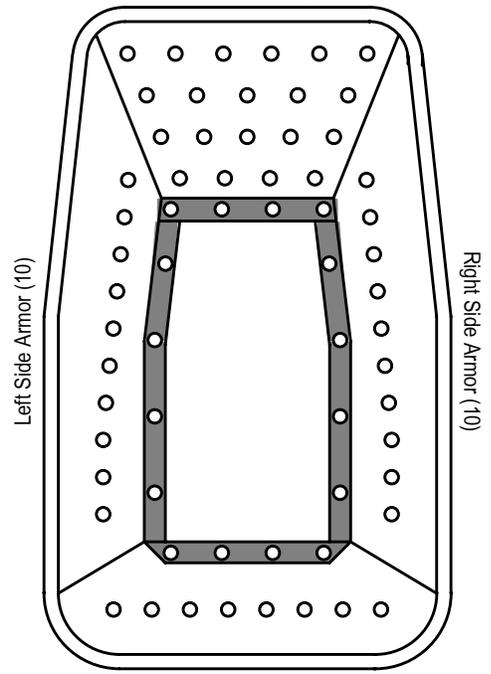


HOVERCRAFT RECORD SHEET

Total Armor Pts = 48
(Reactive)

Front Armor (20)

Type: Saladin C3 (Human Sphere)			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3067 Level 3		Cruising MP: 8	1 Heavy PPC		F	15	3	6	12 18
Crew:		Flank MP: 12							
Gunnery Skill:	Driving Skill:								
Cost, C-Bills: 1,644,750									
BV: 773		WV: 206 / 206							
Ammo									
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	105 DAV Fusion Engine						
Lift Fan Destroyed	<input type="checkbox"/>		3 Crew Members						
			1 C ³ Slave Unit B + 111 BV for C ³						



Rear Armor (8)

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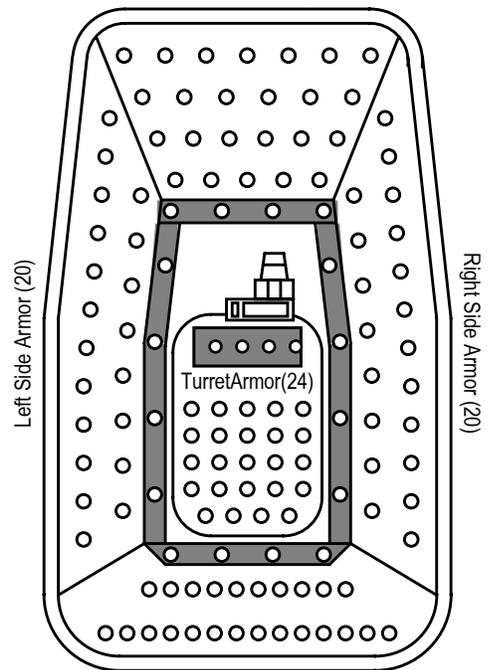


HOVERCRAFT RECORD SHEET

Total Armor Pts = 112
(Reactive)

Front Armor (24)

Type: Saracen C3 (Human Sphere)			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3067 Level 3		Cruising MP: 8	2 MML 5 w/ Artemis IV		T	1/hit	6	7	14 21
Crew:		Flank MP: 12							
Gunnery Skill:	Driving Skill:								
Cost, C-Bills: 2,218,500									
BV: 564		WV: 143 / 172							
Ammo									
Ammo Type	Rounds								
MML 5	48								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	105 DAV Fusion Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	3 Crew Members						
			1 C ³ Slave Unit B + 38 BV for C ³						



Rear Armor (24)

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HOVERCRAFT RECORD SHEET

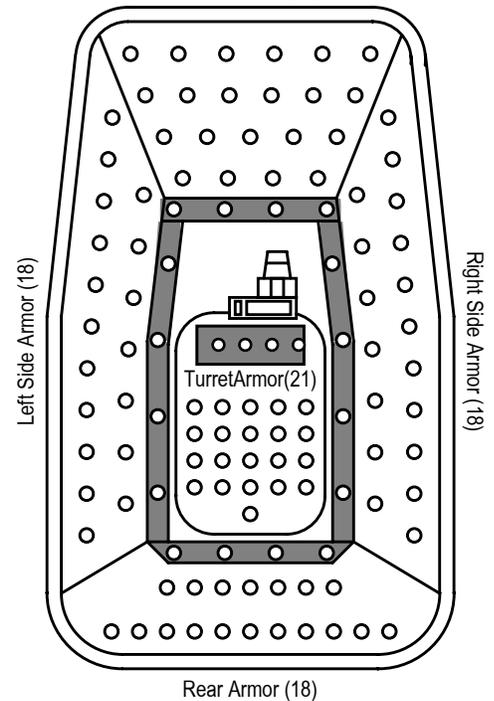


Total Armor Pts = 96
(Reactive)

Front Armor (21)

Type: Scimitar C3 (Human Sphere)		
Config: Hovercraft	Tons: 35	
Technology Base: Inner Sphere 3067 Level 3	Cruising MP: 8	Flank MP: 12
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 3,927,000		
BV: 560 WV: 202 / 202		
Ammo		
Ammo Type	Rounds	
MML 5	24	
Critical Damage		
Airskirt Damaged	<input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked <input type="checkbox"/>

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
1	Light PPC	T	5	3	6	12 18
1	MML 5	T	1/hit	6	7	14 21
Body Inventory						
105 DAV Fusion Engine						
3 Crew Members						
1 C3 Master Computer B + 47 BV for C3						



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TRACKED VEHICLE RECORD SHEET

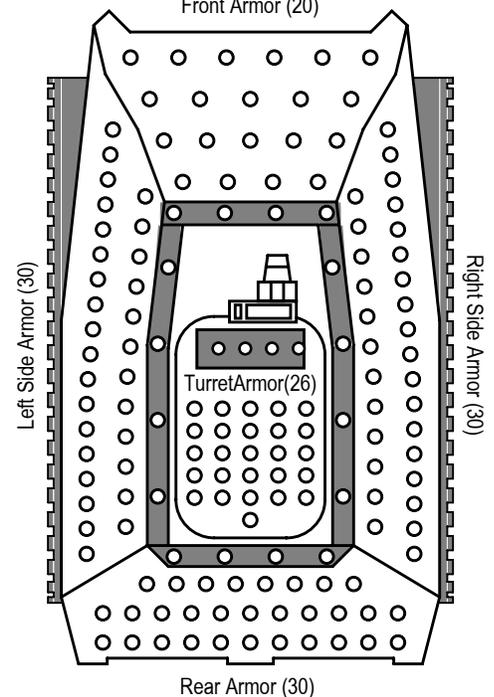


Total Armor Pts = 136
(Standard)

Front Armor (20)

Type: Iseasaki Roku Royal Land Train Trailer (Human Sphere)		
Config: Tracked Trailer	Tons: 40	
Technology Base: Inner Sphere 2568 Level 3	Cruising MP: -	Flank MP: -
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 190,400		
BV: 386(2 MP) WV: 7 / 7		
Ammo		
Ammo Type	Rounds	
Flamer (Vehicle)	20	
Critical Damage		
Track Destroyed	<input type="checkbox"/>	Turret Locked <input type="checkbox"/>

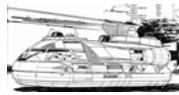
Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
1	Flamer (Vehicle)	T	2	-	1	2 3
1	Trailer Hitch	F				
1	Trailer Hitch	R				
Body Inventory						
0 I.C.E. Engine						
3 Crew Members						
25.50T Cargo Bay Capacity						



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HOVERCRAFT RECORD SHEET

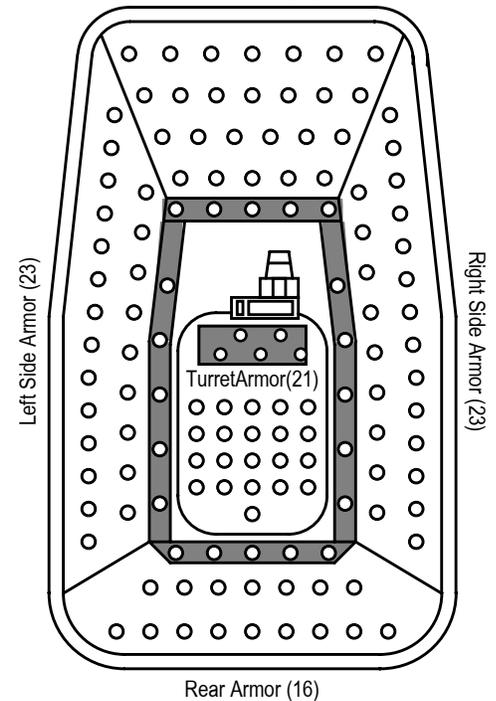


Total Armor Pts = 108
(Reactive)

Front Armor (25)

Type: Maxim C3 (Human Sphere)		
Config: Hovercraft		Tons: 50
Technology Base: Inner Sphere 3066 Level 3	Cruising MP: 8	Flank MP: 12
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 2,723,000		
BV: 651		WV: 238 / 270
Ammo		
Ammo Type	Rounds	
LRM 5	24	
Streak SRM 2	50	
Critical Damage		
Airskirt Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Lift Fan Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory		
# Type	Loc	Dmg Min S M L
2 LRM 5	F	1/hit 6 7 14 21
2 Streak SRM 2	T	2/hit - 3 6 9
Body Inventory		
165 VOX Fusion Engine		
4 Crew Members		
1 C3 Slave Unit	B + 53 BV for C3	
10.00T Infantry Bay		



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TRACKED VEHICLE RECORD SHEET

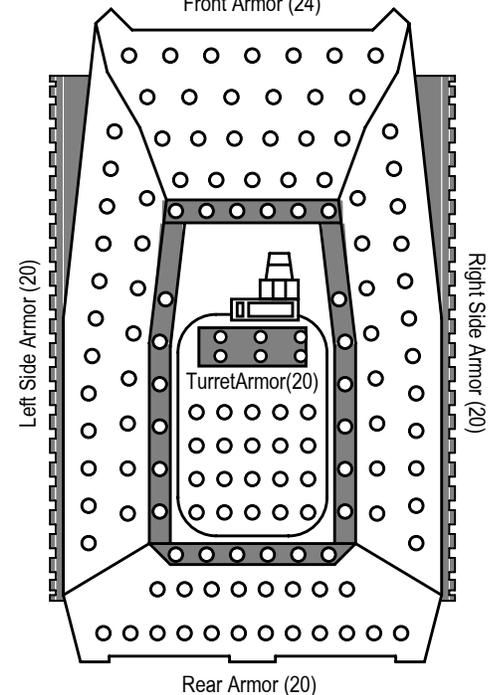


Total Armor Pts = 104
(Standard)

Front Armor (24)

Type: Bulldog Stealth (Human Sphere)		
Config: Tracked		Tons: 60
Technology Base: Inner Sphere 3065 Level 3	Cruising MP: 4	Flank MP: 6
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 2,621,600		
BV: 734		WV: 323 / 361
Ammo		
Ammo Type	Rounds	
Streak SRM 2	50	
Machine Gun	100	
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory		
# Type	Loc	Dmg Min S M L
1 ER Large Laser	T	8 - 7 14 19
3 Streak SRM 2	T	2/hit - 3 6 9
3 Machine Gun	F	2 - 1 2 3
Body Inventory		
240 Pitban Fusion Engine		
4 Crew Members		
1 Guardian ECM	B 0 - - - 6	



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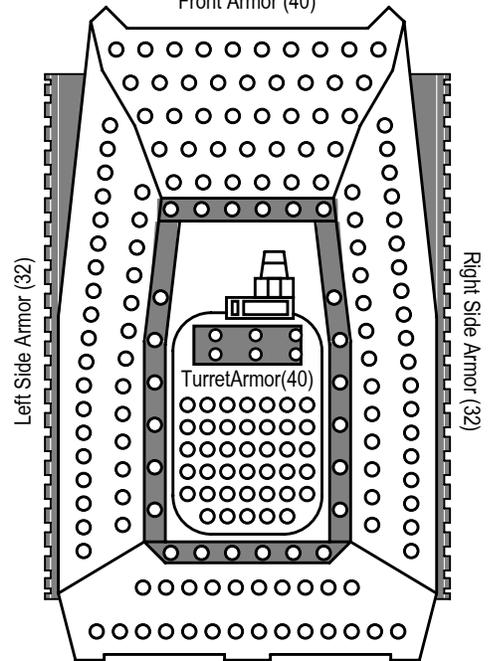
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 168
(Standard)

Front Armor (40)



Rear Armor (24)

Type: **Manticore Stealth (Human Sphere)**

Config: **Tracked** Tons: **60**

Technology Base: **Inner Sphere 3065 Level 2**
Cruising MP: **4** Flank MP: **6**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **7,662,400**

BV: **1,004** WV: **631 / 705**

Ammo	
Ammo Type	Rounds
LRM 10	12
Streak SRM 2	50

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

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	PPC	T	10	3	6	12	18
1	LRM 10 w/ Artemis IV	T	1/hit	6	7	14	21
2	Streak SRM 2	T	2/hit	-	3	6	9

Body Inventory

240 Pitban XL Fusion Engine							
4 Crew Members							
1	Guardian ECM	B	0	-	-	-	6

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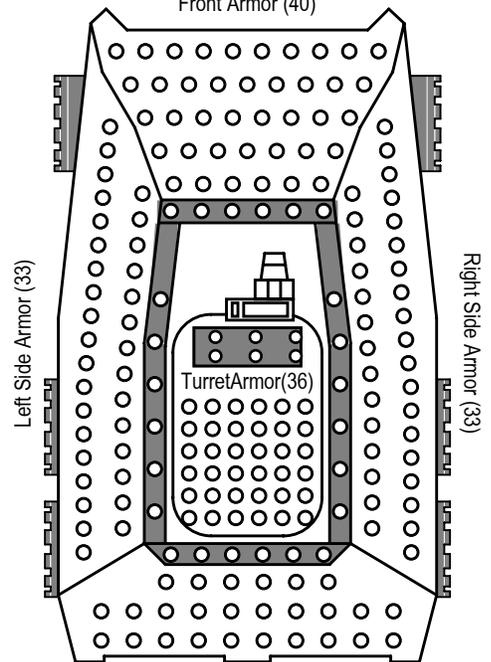
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 168
(Laser Reflective)

Front Armor (40)



Rear Armor (26)

Type: **Tokugawa III (Human Sphere)**

Config: **Wheeled** Tons: **60**

Technology Base: **Inner Sphere 3070 Level 3**
Cruising MP: **4** Flank MP: **6**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **2,378,350**

BV: **925** WV: **821 / 821**

Ammo	
Ammo Type	Rounds
Autocannon/10	30
SRM 6	30

Critical Damage		
Wheel Damaged	<input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Axle Destroyed	<input type="checkbox"/>	Turret Locked <input type="checkbox"/>

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Autocannon/10	T	10	-	5	10	15
1	SRM 6	T	2/hit	-	3	6	9
3	Medium Laser	F	5	-	3	6	9
1	Rocket Launcher 10 (OS)	F	1/hit	-	5	11	18

Body Inventory

220 DAV Fusion Engine							
4 Crew Members							
1 CASE System							

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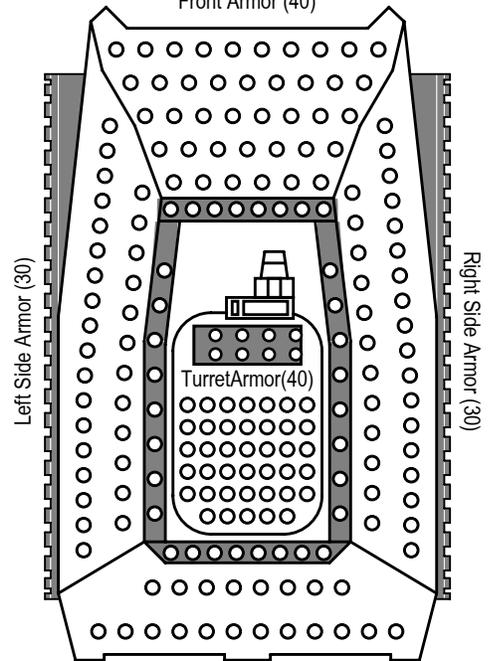
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 160
(Standard)

Front Armor (40)



Rear Armor (20)

Type: **Demolisher (Human Sphere)**

Config: **Tracked** Tons: **80**

Technology Base: **Inner Sphere 2803 Level 1**
Cruising MP: **3** Flank MP: **5**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **2,151,000**

BV: **981** WV: **529 / 529**

Ammo
Ammo Type Rounds
Autocannon/20 20

Critical Damage
Drive Damaged Engine Hit
Track Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
2	Autocannon/20	T	20	-	3	6	9

Body Inventory

240 I.C.E. Engine
6 Crew Members

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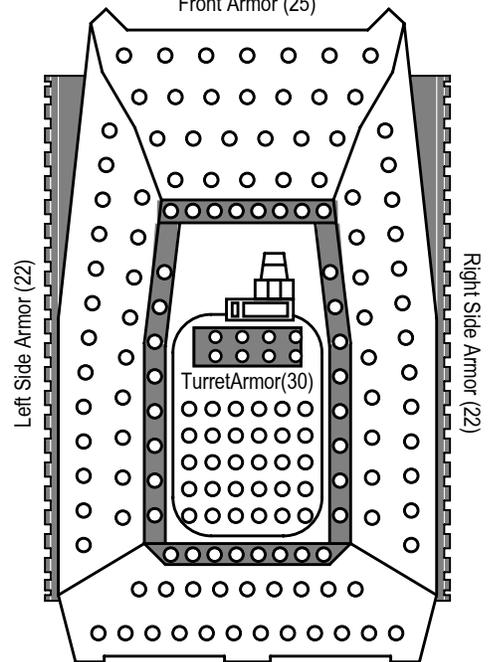
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 120
(Standard)

Front Armor (25)



Rear Armor (21)

Type: **Schrek PPC Carrier (Human Sphere)**

Config: **Tracked** Tons: **80**

Technology Base: **Inner Sphere 2813 Level 1-FA**
Cruising MP: **3** Flank MP: **5**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **3,825,900**

BV: **957** WV: **674 / 674**

Ammo

Critical Damage
Drive Damaged Engine Hit
Track Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
3	PPC	T	10	3	6	12	18

Body Inventory

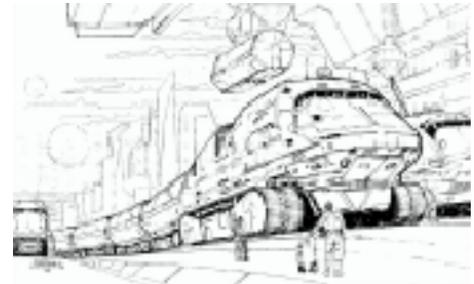
240 Pitban Fusion Engine
6 Crew Members

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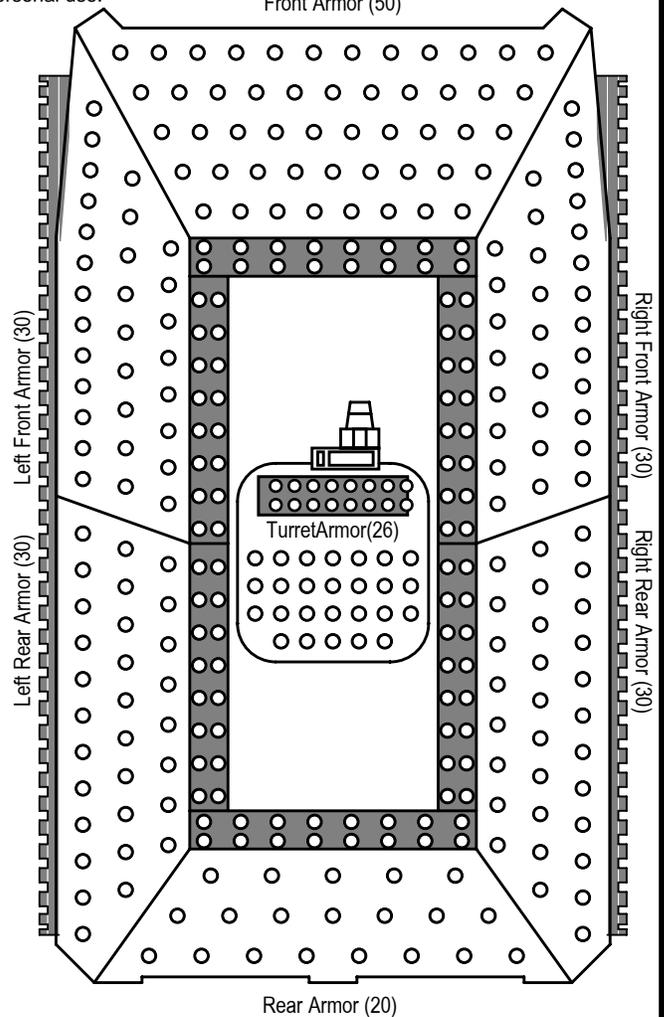
SUPER-HEAVY TANK RECORD SHEET

Type: Iseaki Roku Royal Land Train (Human Sphere)			Weapons Inventory		
Config: Tracked Tractor		Tons: 160	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 LRM 5	T 1/hit	6 7 14 21
Inner Sphere		Flank MP:	1 Flamer (Vehicle)	T 2 -	1 2 3
2568 Level 3		2	1 Trailer Hitch	R	
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 4,071,244					
BV: 806		WV: 86 / 86			
Ammo					
Ammo Type	Rounds				
LRM 5	24				
Flamer (Vehicle)	20				
Body Inventory					
320 I.C.E. Engine					
11 Crew Members					
56.50T Cargo Bay Capacity					
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>		



Total Armor Pts = 216
(Standard)

Front Armor (50)



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1 • Anti-Mech Movement: 1MP Ground, 4MP Jump
Type: I.S. Kage (Human Sphere) Flamer • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Flamer§ 2 1 2 3
 (Anti-Personnel Weapon Space)† 0† 0 0 -

Notes:
 § Squad Support Weapon, Trooper # 1 only
 † Total AP Weapon damage for Troopers # 2 - 10
 • Basic Stealth armor:
 +1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 170 I.S. / Level 2 Cost: 4,707,500 C-Bills

2 • Anti-Mech Movement: 1MP Ground, 4MP Jump
Type: I.S. Kage (Human Sphere) Laser • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Small Laser§ 3 1 2 3
 (Anti-Personnel Weapon Space)† 0† 0 0 -

Notes:
 § Squad Support Weapon, Trooper # 1 only
 † Total AP Weapon damage for Troopers # 2 - 10
 • Basic Stealth armor:
 +1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 180 I.S. / Level 2 Cost: 4,711,250 C-Bills

3 • Anti-Mech Movement: 1MP Ground, 4MP Jump
Type: I.S. Kage (Human Sphere) Laser • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Small Laser§ 3 1 2 3
 (Anti-Personnel Weapon Space)† 0† 0 0 -

Notes:
 § Squad Support Weapon, Trooper # 1 only
 † Total AP Weapon damage for Troopers # 2 - 10
 • Basic Stealth armor:
 +1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 180 I.S. / Level 2 Cost: 4,711,250 C-Bills

4 • Anti-Mech Movement: 1MP Ground, 4MP Jump
Type: I.S. Kage (Human Sphere) Machine Gun • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Machine Gun§ 1D6/2 1 2 3
 (Anti-Personnel Weapon Space)† 0† 0 0 -

Notes:
 § Squad Support Weapon, Trooper # 1 only
 † Total AP Weapon damage for Troopers # 2 - 10
 • Basic Stealth armor:
 +1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 170 I.S. / Level 2 Cost: 4,706,000 C-Bills

5 • Anti-Mech Movement: 1MP Ground, 4MP Jump
Type: I.S. Kage (Human Sphere) TAG • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Light TAG§ 0 3 6 9
 (Anti-Personnel Weapon Space)† 0† 0 0 -

Notes:
 § Squad Support Weapon, Trooper # 1 only
 † Total AP Weapon damage for Troopers # 2 - 10
 • Basic Stealth armor:
 +1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 160 I.S. / Level 2 Cost: 4,740,000 C-Bills

MISSILE HITS TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active									
	1	2	3	4	5	6	7	8	9	10
2	1	1	1	1	1	2	2	2	3	3
3	1	1	1	2	2	2	2	3	3	3
4	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	4	4	5	6
6	1	1	2	2	3	4	4	4	5	6
7	1	2	2	3	3	4	4	5	5	6
8	1	2	2	3	4	4	4	5	5	6
9	1	2	3	3	4	5	5	6	7	8
10	1	2	3	4	4	5	5	7	7	8
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	5	6	7	9	9	10

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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Total BV this sheet = 860



SQUAD # 1 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Genasi (Human Sphere) Flamer • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Flamer 2 1 2 3

09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00

Gun Skill: 4 BV: 330 I.S. / Level 2 Cost: 5,835,000 C-Bills

SQUAD # 2 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Genasi (Human Sphere) Laser • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Small Laser 3 1 2 3

09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00

Gun Skill: 4 BV: 370 I.S. / Level 2 Cost: 5,872,500 C-Bills

SQUAD # 3 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Genasi (Human Sphere) Laser • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Small Laser 3 1 2 3

09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00

Gun Skill: 4 BV: 370 I.S. / Level 2 Cost: 5,872,500 C-Bills

SQUAD # 4 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Genasi (Human Sphere) MG • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 Machine Gun 1D6/2 1 2 3

09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00

Gun Skill: 4 BV: 310 I.S. / Level 2 Cost: 5,820,000 C-Bills

SQUAD # 5 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Genasi (Human Sphere) SRM • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng
 SRM 1 2/hit 3 6 9
 4 Salvos: ▣ ▣ ▣ ▣

09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00
09	08	07	06	05	04	03	02	01	00

Gun Skill: 4 BV: 350 I.S. / Level 2 Cost: 5,820,800 C-Bills

MISSILE HITS TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active									
	1	2	3	4	5	6	7	8	9	10
2	1	1	1	1	1	2	2	2	3	3
3	1	1	1	2	2	2	2	3	3	3
4	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	4	4	5	6
6	1	1	2	2	3	4	4	4	5	6
7	1	2	2	3	3	4	4	5	5	6
8	1	2	2	3	4	4	4	5	5	6
9	1	2	3	3	4	5	5	6	7	8
10	1	2	3	4	4	5	5	7	7	8
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	5	6	7	9	9	10

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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Total BV this sheet = 1,730



SQUAD # 1

Type: **I.S. Infiltrator Mk. II [Human Sphere]** • Anti-Mech Movement: 1MP Ground, 3MP Jump • Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Magshot Gauss Rifle 2 3 6 9

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00
5	06	05	04	03	02	01	00
6	06	05	04	03	02	01	00
7	06	05	04	03	02	01	00
8	06	05	04	03	02	01	00
9	06	05	04	03	02	01	00
10	06	05	04	03	02	01	00

Notes:

- ECM Suite: Within hex only
 - Standard Stealth armor: +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
- I.S. / Level 2 Cost: 6,070,100 C-Bills

Gun Skill: 4 BV: 430

SQUAD # 2

Type: **I.S. Infiltrator Mk. II [Human Sphere]** • Anti-Mech Movement: 1MP Ground, 3MP Jump • Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Magshot Gauss Rifle 2 3 6 9

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00
5	06	05	04	03	02	01	00
6	06	05	04	03	02	01	00
7	06	05	04	03	02	01	00
8	06	05	04	03	02	01	00
9	06	05	04	03	02	01	00
10	06	05	04	03	02	01	00

Notes:

- ECM Suite: Within hex only
 - Standard Stealth armor: +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
- I.S. / Level 2 Cost: 6,370,100 C-Bills

Gun Skill: 4 BV: 430

SQUAD # 3

Type: **I.S. Infiltrator Mk. II [Human Sphere]** • Anti-Mech Movement: 1MP Ground, 3MP Jump • Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Magshot Gauss Rifle 2 3 6 9

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00
5	06	05	04	03	02	01	00
6	06	05	04	03	02	01	00
7	06	05	04	03	02	01	00
8	06	05	04	03	02	01	00
9	06	05	04	03	02	01	00
10	06	05	04	03	02	01	00

Notes:

- ECM Suite: Within hex only
 - Standard Stealth armor: +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
- I.S. / Level 2 Cost: 6,370,100 C-Bills

Gun Skill: 4 BV: 430

SQUAD # 4

Type: **I.S. Infiltrator Mk. II [Human Sphere]** • Anti-Mech Movement: 1MP Ground, 3MP Jump • Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Magshot Gauss Rifle 2 3 6 9

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00
5	06	05	04	03	02	01	00
6	06	05	04	03	02	01	00
7	06	05	04	03	02	01	00
8	06	05	04	03	02	01	00
9	06	05	04	03	02	01	00
10	06	05	04	03	02	01	00

Notes:

- ECM Suite: Within hex only
 - Standard Stealth armor: +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
- I.S. / Level 2 Cost: 6,370,100 C-Bills

Gun Skill: 4 BV: 430

SQUAD # 5

Type: **I.S. Infiltrator Mk. II [Human Sphere]** • Anti-Mech Movement: 1MP Ground, 3MP Jump • Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Magshot Gauss Rifle 2 3 6 9

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00
5	06	05	04	03	02	01	00
6	06	05	04	03	02	01	00
7	06	05	04	03	02	01	00
8	06	05	04	03	02	01	00
9	06	05	04	03	02	01	00
10	06	05	04	03	02	01	00

Notes:

- ECM Suite: Within hex only
 - Standard Stealth armor: +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
- I.S. / Level 2 Cost: 6,370,100 C-Bills

Gun Skill: 4 BV: 430

MISSILE HITS TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active									
	1	2	3	4	5	6	7	8	9	10
2	1	1	1	1	1	2	2	2	3	3
3	1	1	1	2	2	2	2	3	3	3
4	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	4	4	5	6
6	1	1	2	2	3	4	4	4	5	6
7	1	2	2	3	3	4	4	5	5	6
8	1	2	2	3	4	4	4	5	5	6
9	1	2	3	3	4	5	5	6	7	8
10	1	2	3	4	4	5	5	7	7	8
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	5	6	7	9	9	10

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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Total BV this sheet = 2,150



SQUAD # 1 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Raiden [Human Sphere] Flamer • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00
6	09	08	07	06	05	04	03	02	01	00
7	09	08	07	06	05	04	03	02	01	00
8	09	08	07	06	05	04	03	02	01	00
9	09	08	07	06	05	04	03	02	01	00
10	09	08	07	06	05	04	03	02	01	00

Flamer 2 1 2 3

Gun Skill: 4 BV: 330 I.S. / Level 2 Cost: 5,835,000 C-Bills

SQUAD # 2 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Raiden [Human Sphere] Flamer • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00
6	09	08	07	06	05	04	03	02	01	00
7	09	08	07	06	05	04	03	02	01	00
8	09	08	07	06	05	04	03	02	01	00
9	09	08	07	06	05	04	03	02	01	00
10	09	08	07	06	05	04	03	02	01	00

Flamer 2 1 2 3

Gun Skill: 4 BV: 330 I.S. / Level 2 Cost: 5,835,000 C-Bills

SQUAD # 3 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Raiden [Human Sphere] Laser • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00
6	09	08	07	06	05	04	03	02	01	00
7	09	08	07	06	05	04	03	02	01	00
8	09	08	07	06	05	04	03	02	01	00
9	09	08	07	06	05	04	03	02	01	00
10	09	08	07	06	05	04	03	02	01	00

Small Laser 3 1 2 3

Gun Skill: 4 BV: 370 I.S. / Level 2 Cost: 5,872,500 C-Bills

SQUAD # 4 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Raiden [Human Sphere] Laser • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00
6	09	08	07	06	05	04	03	02	01	00
7	09	08	07	06	05	04	03	02	01	00
8	09	08	07	06	05	04	03	02	01	00
9	09	08	07	06	05	04	03	02	01	00
10	09	08	07	06	05	04	03	02	01	00

Small Laser 3 1 2 3

Gun Skill: 4 BV: 370 I.S. / Level 2 Cost: 5,872,500 C-Bills

SQUAD # 5 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Raiden [Human Sphere] MG • Omni-transportable
 Weapons (ranges in hexes) Dmg Sht Med Lng

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00
6	09	08	07	06	05	04	03	02	01	00
7	09	08	07	06	05	04	03	02	01	00
8	09	08	07	06	05	04	03	02	01	00
9	09	08	07	06	05	04	03	02	01	00
10	09	08	07	06	05	04	03	02	01	00

Machine Gun 1D6/2 1 2 3

Gun Skill: 4 BV: 310 I.S. / Level 2 Cost: 5,820,000 C-Bills

MISSILE HITS TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active									
	1	2	3	4	5	6	7	8	9	10
2	1	1	1	1	1	2	2	2	3	3
3	1	1	1	2	2	2	2	3	3	3
4	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	4	4	5	6
6	1	1	2	2	3	4	4	4	5	6
7	1	2	2	3	3	4	4	5	5	6
8	1	2	2	3	4	4	4	5	5	6
9	1	2	3	3	4	5	5	6	7	8
10	1	2	3	4	4	5	5	7	7	8
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	5	6	7	9	9	10

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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Total BV this sheet = 1,710



SQUAD # 1

Type: I.S. Void [Human Sphere]

1	05	04	03	02	01	00
2	05	04	03	02	01	00
3	05	04	03	02	01	00
4	05	04	03	02	01	00
5	05	04	03	02	01	00
6	05	04	03	02	01	00
7	05	04	03	02	01	00
8	05	04	03	02	01	00
9	05	04	03	02	01	00
10	05	04	03	02	01	00

Gun Skill: 4 BV: 420

• Anti-Mech Movement: 1MP Ground, 4MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Support PPC 2 2 5 7

Notes:

• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find
I.S. / Level 2 Cost: 6,170,000 C-Bills

SQUAD # 2

Type: I.S. Void [Human Sphere]

1	05	04	03	02	01	00
2	05	04	03	02	01	00
3	05	04	03	02	01	00
4	05	04	03	02	01	00
5	05	04	03	02	01	00
6	05	04	03	02	01	00
7	05	04	03	02	01	00
8	05	04	03	02	01	00
9	05	04	03	02	01	00
10	05	04	03	02	01	00

Gun Skill: 4 BV: 420

• Anti-Mech Movement: 1MP Ground, 4MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Support PPC 2 2 5 7

Notes:

• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find
I.S. / Level 2 Cost: 6,670,000 C-Bills

SQUAD # 3

Type: I.S. Void [Human Sphere]

1	05	04	03	02	01	00
2	05	04	03	02	01	00
3	05	04	03	02	01	00
4	05	04	03	02	01	00
5	05	04	03	02	01	00
6	05	04	03	02	01	00
7	05	04	03	02	01	00
8	05	04	03	02	01	00
9	05	04	03	02	01	00
10	05	04	03	02	01	00

Gun Skill: 4 BV: 420

• Anti-Mech Movement: 1MP Ground, 4MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Support PPC 2 2 5 7

Notes:

• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find
I.S. / Level 2 Cost: 6,670,000 C-Bills

SQUAD # 4

Type: I.S. Void [Human Sphere]

1	05	04	03	02	01	00
2	05	04	03	02	01	00
3	05	04	03	02	01	00
4	05	04	03	02	01	00
5	05	04	03	02	01	00
6	05	04	03	02	01	00
7	05	04	03	02	01	00
8	05	04	03	02	01	00
9	05	04	03	02	01	00
10	05	04	03	02	01	00

Gun Skill: 4 BV: 420

• Anti-Mech Movement: 1MP Ground, 4MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Support PPC 2 2 5 7

Notes:

• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find
I.S. / Level 2 Cost: 6,670,000 C-Bills

SQUAD # 5

Type: I.S. Void [Human Sphere]

1	05	04	03	02	01	00
2	05	04	03	02	01	00
3	05	04	03	02	01	00
4	05	04	03	02	01	00
5	05	04	03	02	01	00
6	05	04	03	02	01	00
7	05	04	03	02	01	00
8	05	04	03	02	01	00
9	05	04	03	02	01	00
10	05	04	03	02	01	00

Gun Skill: 4 BV: 420

• Anti-Mech Movement: 1MP Ground, 4MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Support PPC 2 2 5 7

Notes:

• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find
I.S. / Level 2 Cost: 6,670,000 C-Bills

MISSILE HITS TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active									
	1	2	3	4	5	6	7	8	9	10
2	1	1	1	1	1	2	2	2	3	3
3	1	1	1	2	2	2	2	3	3	3
4	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	4	4	5	6
6	1	1	2	2	3	4	4	4	5	6
7	1	2	2	3	3	4	4	5	5	6
8	1	2	2	3	4	4	4	5	5	6
9	1	2	3	3	4	5	5	6	7	8
10	1	2	3	4	4	5	5	7	7	8
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	5	6	7	9	9	10

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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SQUAD # 1 • NOT Anti-Mech Movement: 1MP Ground
 Type: I.S. Kanazuchi [Human Sphere] Heavy Battle Claw • NOT Mech-transportable

Roll	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
6	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
7	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
9	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
10	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng
 Medium Laser 5 3 6 9
 SRM 2 (OS) 2/hit 3 6 9
 SRM 2 (OS) 2/hit 3 6 9

Gun Skill: 4 BV: 610 I.S. / Level 2 Cost: 7,860,000 C-Bills

SQUAD # 2 • NOT Anti-Mech Movement: 1MP Ground
 Type: I.S. Kanazuchi [Human Sphere] Heavy Battle Claw • NOT Mech-transportable

Roll	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
6	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
7	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
9	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
10	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng
 Medium Laser 5 3 6 9
 SRM 2 (OS) 2/hit 3 6 9
 SRM 2 (OS) 2/hit 3 6 9

Gun Skill: 4 BV: 610 I.S. / Level 2 Cost: 7,860,000 C-Bills

SQUAD # 3 • NOT Anti-Mech Movement: 1MP Ground
 Type: I.S. Kanazuchi [Human Sphere] Industrial Drill • NOT Mech-transportable

Roll	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
6	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
7	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
9	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
10	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng
 Medium Laser 5 3 6 9
 SRM 2 (OS) 2/hit 3 6 9
 SRM 2 (OS) 2/hit 3 6 9

Gun Skill: 4 BV: 610 I.S. / Level 2 Cost: 7,635,000 C-Bills

SQUAD # 4 • NOT Anti-Mech Movement: 1MP Ground
 Type: I.S. Kanazuchi [Human Sphere] Industrial Drill • NOT Mech-transportable

Roll	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
6	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
7	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
9	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
10	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng
 Medium Laser 5 3 6 9
 SRM 2 (OS) 2/hit 3 6 9
 SRM 2 (OS) 2/hit 3 6 9

Gun Skill: 4 BV: 610 I.S. / Level 2 Cost: 7,635,000 C-Bills

SQUAD # 5 • NOT Anti-Mech Movement: 1MP Ground
 Type: I.S. Kanazuchi [Human Sphere] Salvage Arm • NOT Mech-transportable

Roll	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
6	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
7	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
9	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
10	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng
 Medium Laser 5 3 6 9
 SRM 2 (OS) 2/hit 3 6 9
 SRM 2 (OS) 2/hit 3 6 9

Gun Skill: 4 BV: 610 I.S. / Level 2 Cost: 8,110,000 C-Bills

MISSILE HITS TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active									
	1	2	3	4	5	6	7	8	9	10
2	1	1	1	1	1	2	2	2	3	3
3	1	1	1	2	2	2	2	3	3	3
4	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	4	4	5	6
6	1	1	2	2	3	4	4	4	5	6
7	1	2	2	3	3	4	4	5	5	6
8	1	2	2	3	4	4	4	5	5	6
9	1	2	3	3	4	5	5	6	7	8
10	1	2	3	4	4	5	5	7	7	8
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	5	6	7	9	9	10

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
-	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
-	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

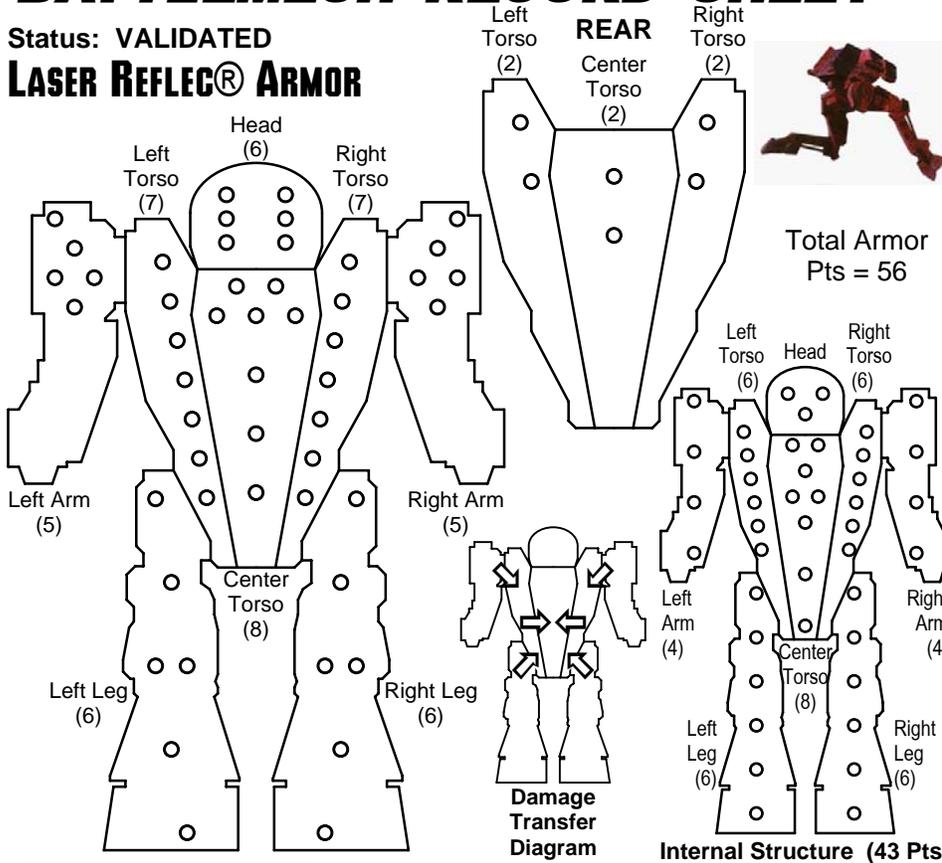
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Total BV this sheet = 3,050

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Raptor RTX2-O Base (Human Sphere)
 Mass: **25 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** Inner Sphere
 Running: **11** Biped OmniMech
 Jumping: **0** Level 3 / 3076

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 4-6 Roll Again
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Roll Again
- Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: **446**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **2,154,949**

Right Arm

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

Right Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 4-6 Roll Again
- Laser Reflec. Armor

Right Leg

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

HEAT SCALE

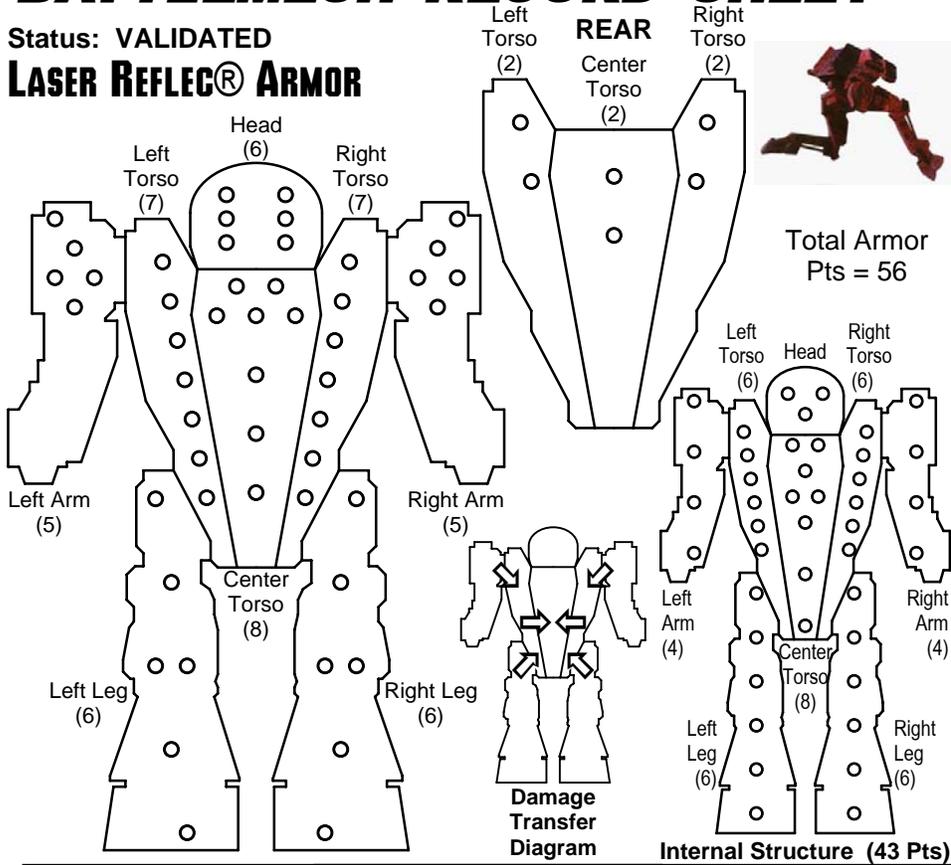
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Raptor RTX2-O (Human Sphere)
 Mass: **25 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** Inner Sphere
 Running: **11** Biped OmniMech
 Jumping: **0** Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type: LRM 5 **Rounds:** 24 **BV:** 19

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|---|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again</p> <p>Left Torso</p> <ol style="list-style-type: none"> LRM 5 Roll Again <p>1-3
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Laser Reflec. Armor <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3
 4. Gyro
 5. Gyro
 6. Gyro</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Small Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 712
 Weapon Value: 211 / 211
 Cost, C-Bills: 2,453,776</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again</p> <p>Right Torso</p> <ol style="list-style-type: none"> LRM 5 Ammo (LRM 5) 24 CASE Roll Again Roll Again Roll Again <p>1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Laser Reflec. Armor <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again |
|---|---|--|

HEAT SCALE

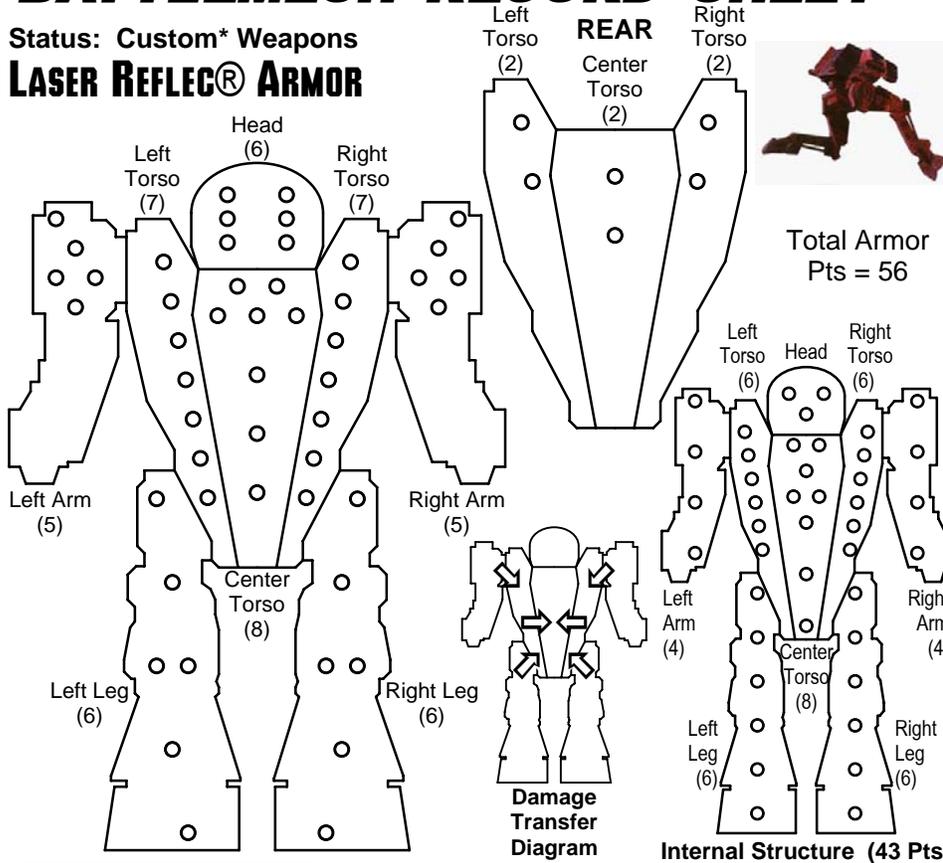
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



Total Armor
 Pts = 56

Internal Structure (43 Pts)

'MECH DATA

Type: Raptor RTX2-OA (Human Sphere)

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 7

Running: 11

Jumping: 0

Inner Sphere

Biped OmniMech

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC*	RT	5	5	3	6	12	18
1	Light PPC*	LT	5	5	3	6	12	18
1	Small Laser	RA	1	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Light PPC
 - Light PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: 787
 Weapon Value: 253 / 253
 Cost, C-Bills: 2,658,855

Right Arm

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

Right Torso

- Light PPC
 - Light PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

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

HEAT SCALE

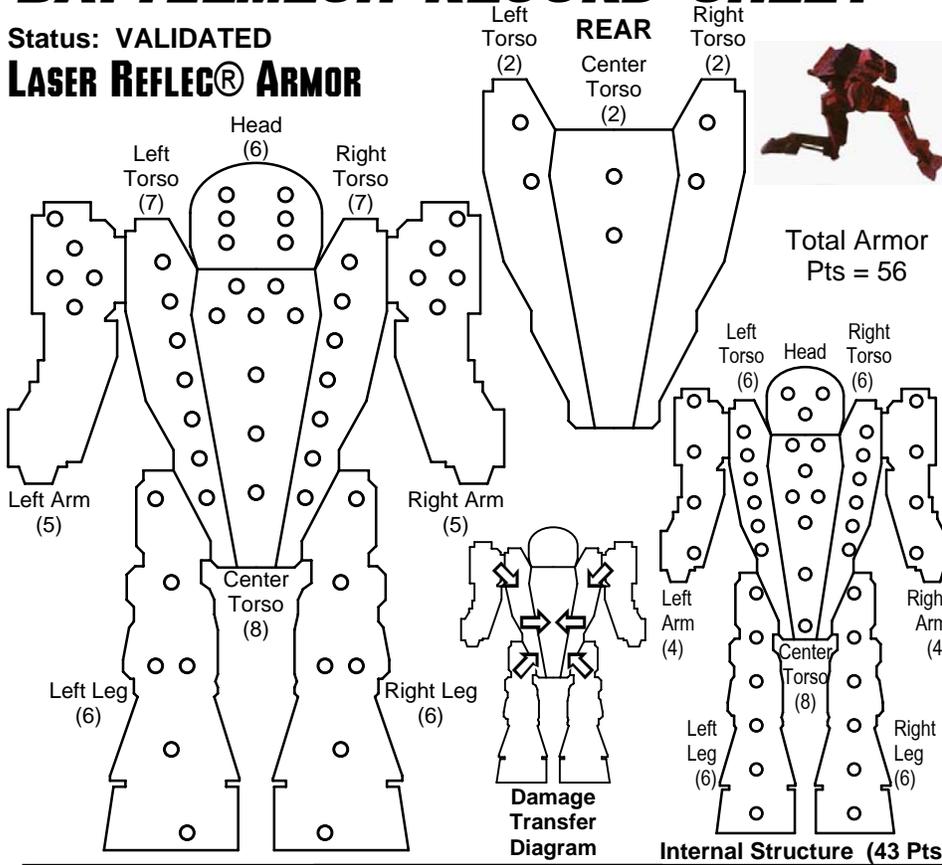
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor
Pts = 56

Internal Structure (43 Pts)

'MECH DATA

Type: Raptor RTX2-OB (Human Sphere)

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/hit	-	3	6	9
2	SRM 2	LT	2	2/hit	-	3	6	9
2	SRM 2	CT	2	2/hit	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 2	50	9

Total Heat Sinks: **10 Single**

○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 3-4 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 SRM 2
- SRM 2
- Ammo (SRM 2) 50
- CASE
- Roll Again
- Roll Again

- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- 4-6 Single Heat Sink
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 2
- SRM 2

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

Battle Value: **652**
 Weapon Value: **136 / 136**
 Cost, C-Bills: **2,370,964**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 3-4 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- 1-3 SRM 2
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

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

HEAT SCALE

** Avoid Inferno explosion on..

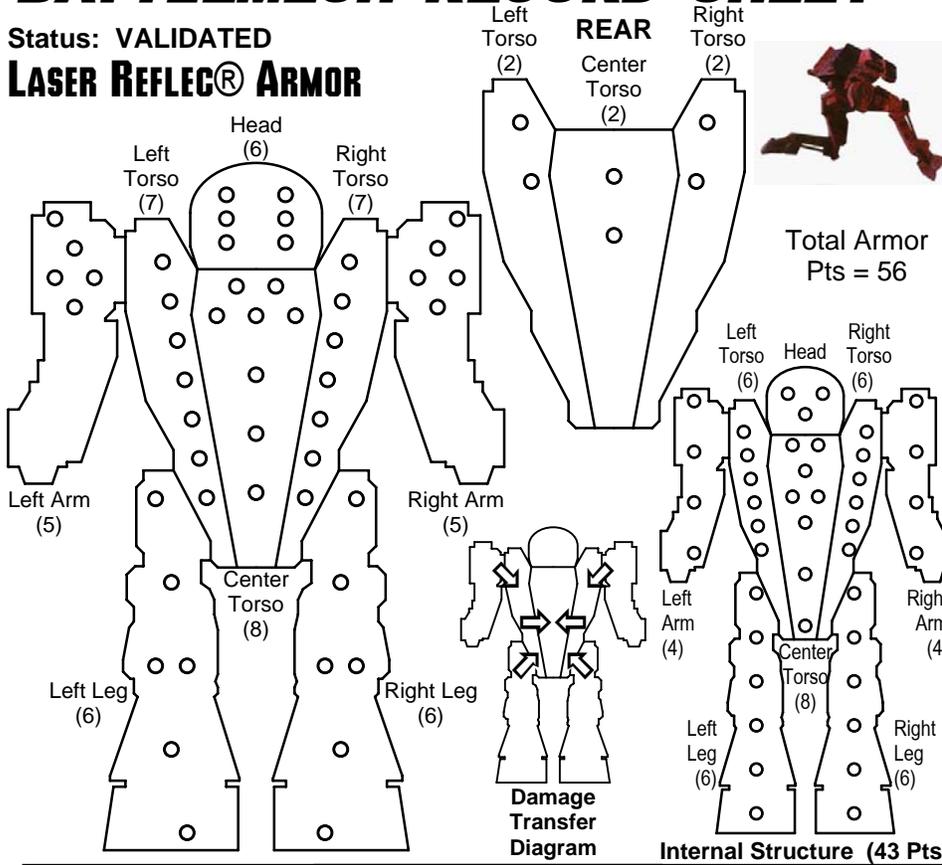
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor
Pts = 56

Internal Structure (43 Pts)

'MECH DATA

Type: Raptor RTX2-OC (Human Sphere)

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Inner Sphere

Running: **11**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV:

Anti-Missile System	12	15
---------------------	----	----

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Medium Laser
 - Ammo (AMS) 12
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **862**
 Weapon Value: **256 / 256**
 Cost, C-Bills: **2,677,605**

Right Arm

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

Right Torso

- Medium Laser
 - Anti-Missile System
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

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

HEAT SCALE

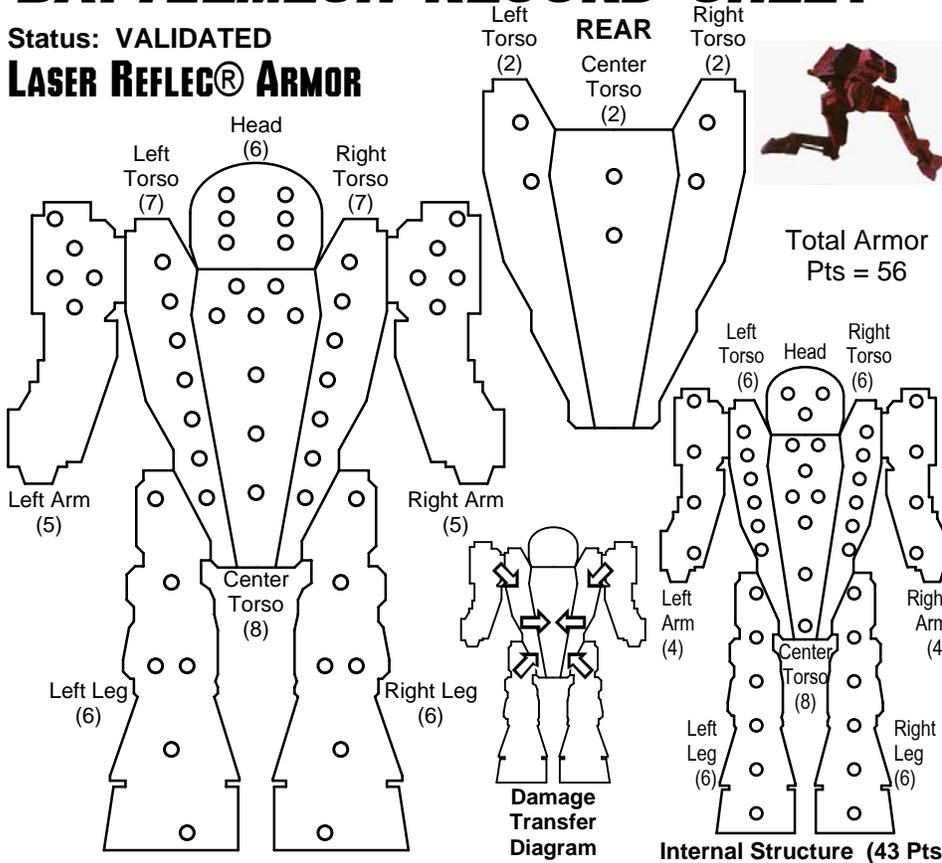
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor
Pts = 56

Internal Structure (43 Pts)

'MECH DATA

Type: Raptor RTX2-OD (Human Sphere)

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	LT	2	2/hit	-	3	6	9
2	SRM 2	CT	2	2/hit	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 2	50	9
Machine Gun	100	2

Total Heat Sinks: **10 Single**

○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- SRM 2
 - Ammo (SRM 2) 50
 - Ammo (MG) 100
 - CASE
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 2
 - SRM 2
- 4-6

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

Battle Value: **612**
 Weapon Value: **112 / 112**
 Cost, C-Bills: **2,373,699**

Right Arm

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

Right Torso

- Machine Gun
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

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

HEAT SCALE

** Avoid Inferno explosion on..

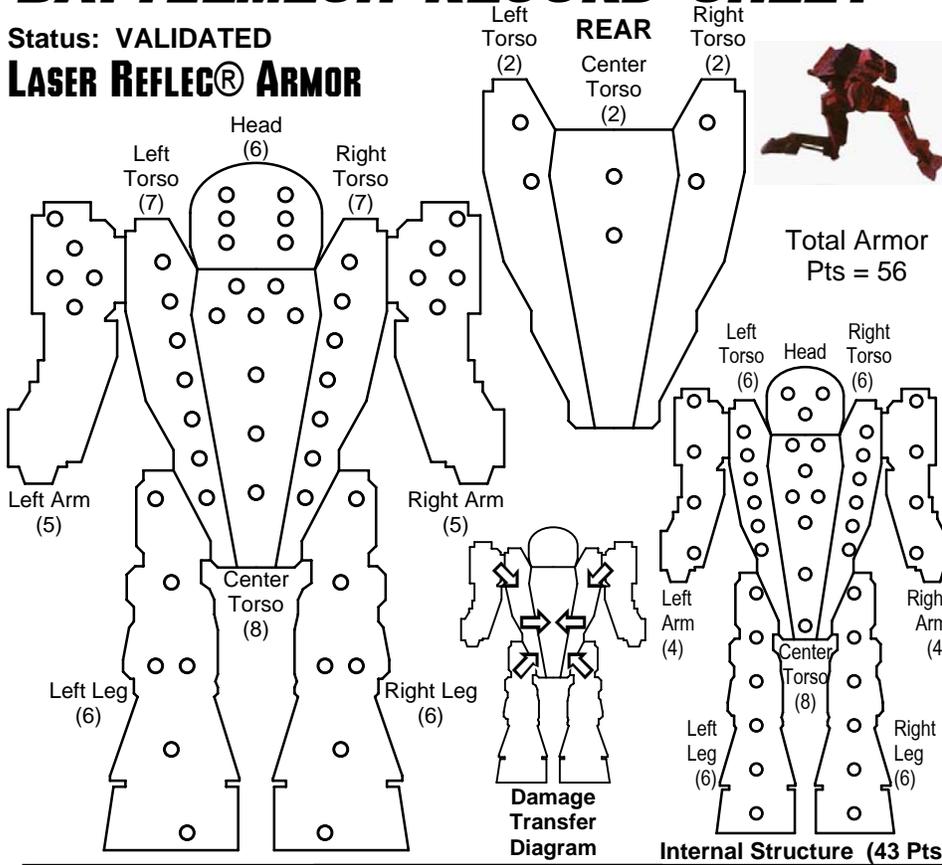
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor Pts = 56

Internal Structure (43 Pts)

'MECH DATA

Type: Raptor RTX2-OE (Human Sphere)
 Mass: **25 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** Inner Sphere
 Running: **11** Biped OmniMech
 Jumping: **0** Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type: LRM 10 Rounds: 12 BV: 34

Total Heat Sinks: **10 Single**
 ○○○○○○○○○○
 Auto Eject: Operational Disabled **Weapon Heat: (5)**

WARRIOR DATA

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

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

 Consciousness #:

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Left Torso</p> <ol style="list-style-type: none"> LRM 10 LRM 10 <p>1-3 3. Ammo (LRM 10) 12 4. CASE 5. Roll Again 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6 4. Laser Reflec. Armor 5. Laser Reflec. Armor 6. Laser Reflec. Armor</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine <p>1-3 4. Gyro 5. Gyro 6. Gyro</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine <p>4-6 4. Fusion Engine 5. Roll Again 6. Roll Again</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○</p> </div> <p>Battle Value: 639 Weapon Value: 135 / 135 Cost, C-Bills: 2,453,776</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Right Torso</p> <ol style="list-style-type: none"> Small Laser Roll Again <p>1-3 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6 4. Laser Reflec. Armor 5. Laser Reflec. Armor 6. Laser Reflec. Armor</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again
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HEAT SCALE

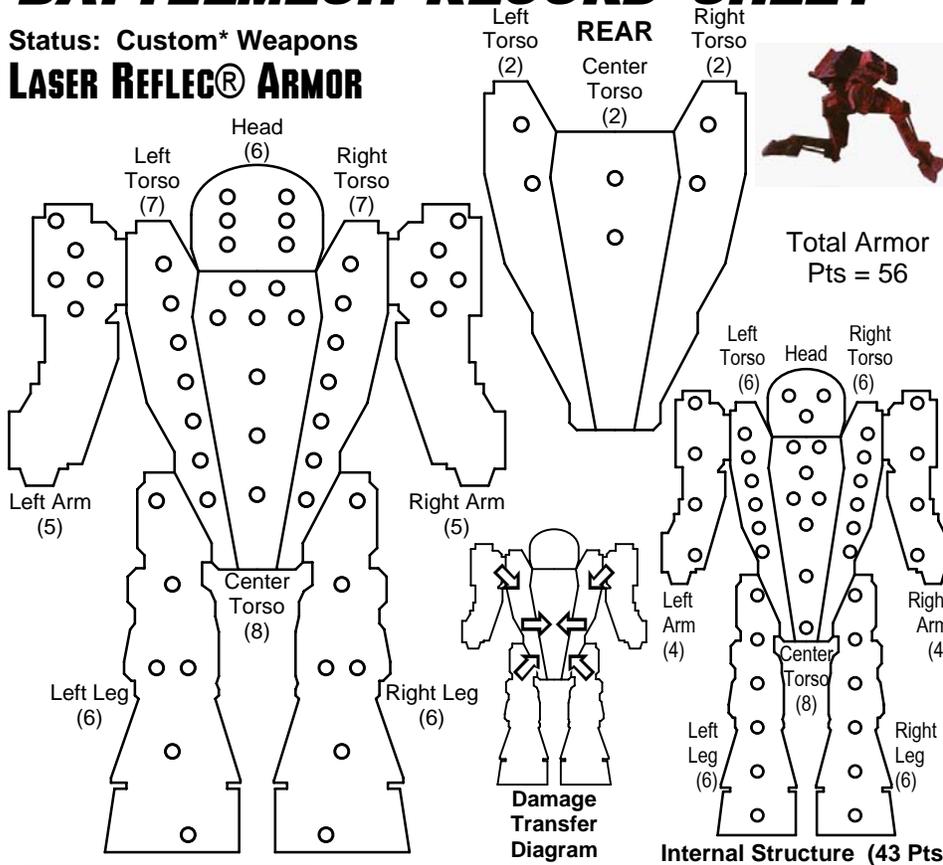
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



Total Armor
Pts = 56

Internal Structure (43 Pts)

'MECH DATA

Type: Raptor RTX2-OF (Human Sphere)

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 7

Inner Sphere

Running: 11

Biped OmniMech

Jumping: 0

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nosed PPC*	RT	10	10	-	9	13	15

Total Heat Sinks: 11 Single

○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational Disabled

(10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
- 1-3
- Roll Again
 - Roll Again
 - Roll Again

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

Left Torso

- Single Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: 763
 Weapon Value: 237 / 237
 Cost, C-Bills: 2,470,574

Right Arm

- Shoulder
 - Upper Arm Actuator
- 1-3
- Roll Again
 - Roll Again
 - Roll Again

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

Right Torso

- Snub-Nosed PPC
 - Snub-Nosed PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

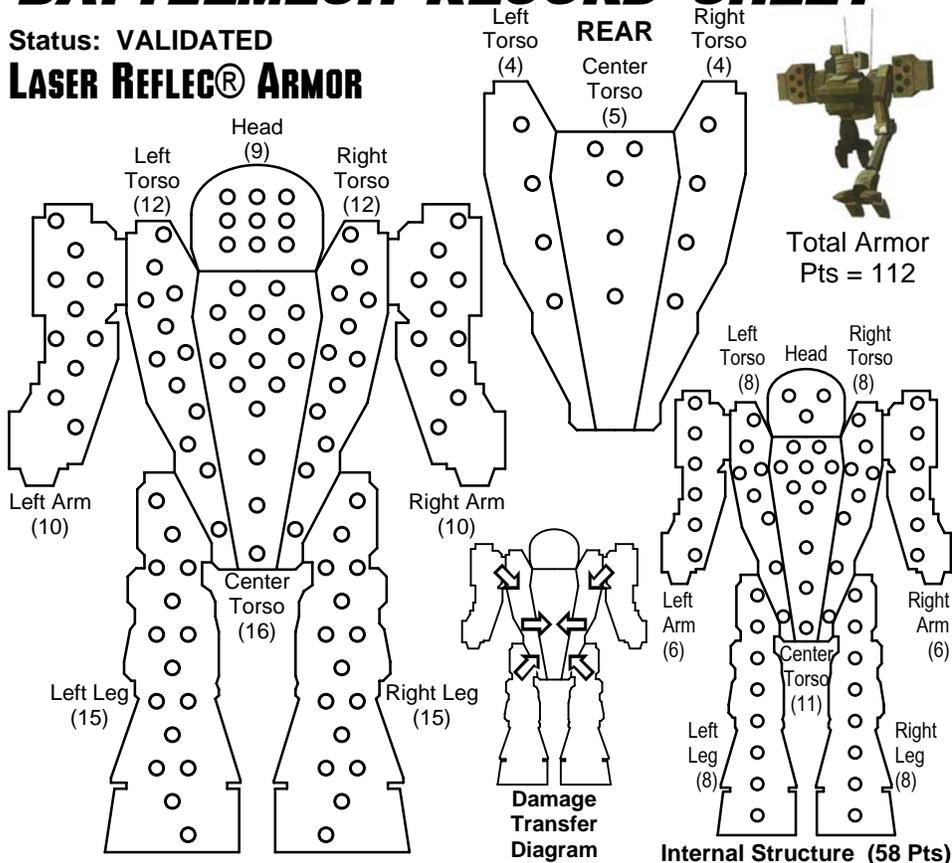
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor
Pts = 112

'MECH DATA

Type: Kidousei OW-2 Base (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor

Left Torso

- Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: **734**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **3,434,906**

Right Arm

- Shoulder
 - Upper Arm Actuator
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor

Right Torso

- Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

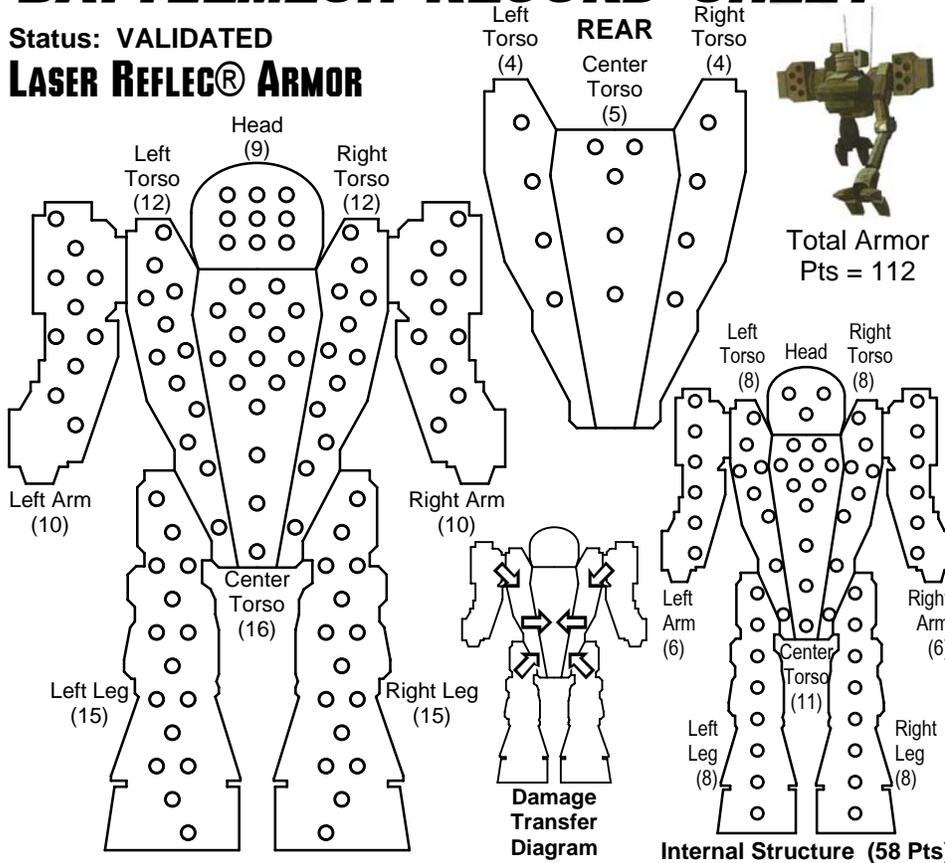
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

LASER REFLEC® ARMOR



'MECH DATA

Type: Kidousei OW-2 (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

BV:

LRM 5

48

27

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- 1-3 Roll Again
- 4-6 Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- Medium Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

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

Battle Value: **1,094**
 Weapon Value: **557 / 557**
 Cost, C-Bills: **3,924,281**

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- 1-3 Roll Again
- 4-6 Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- Ammo (LRM 5) 24
- Ammo (LRM 5) 24
- 1-3 CASE
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

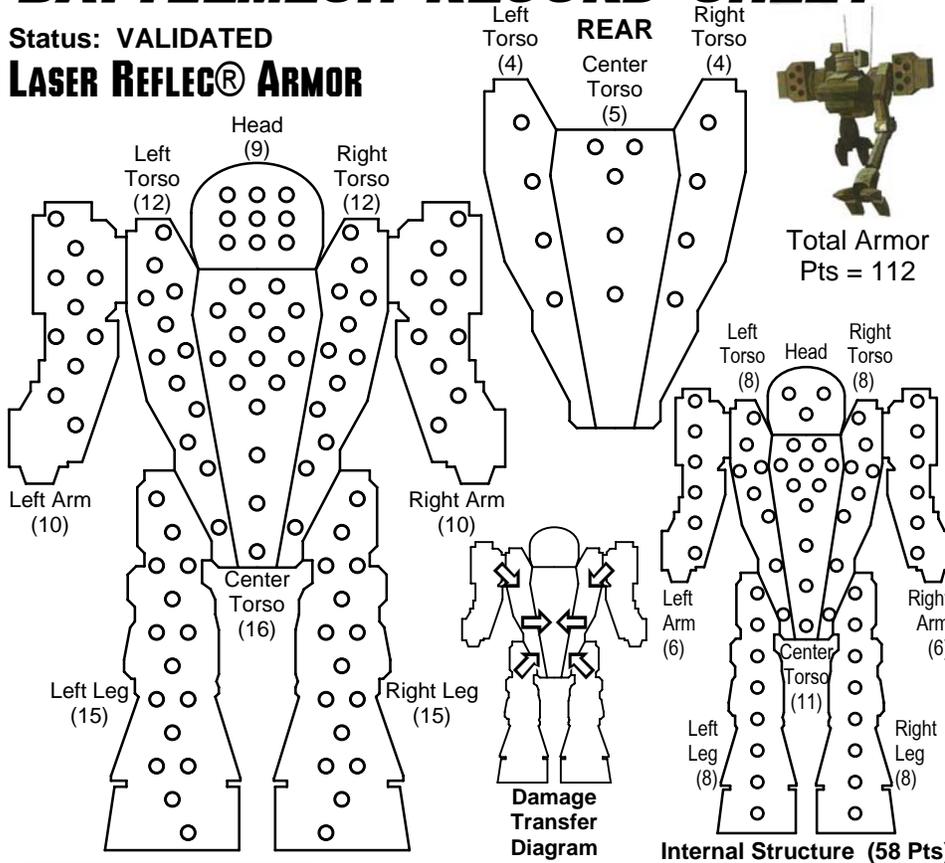
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

LASER REFLEC® ARMOR



'MECH DATA

Type: Kidousei OW-2A (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5	-	3	6	9
2	SRM 2	RA	2	2/hit	-	3	6	9
2	SRM 2	LA	2	2/hit	-	3	6	9
2	Machine Gun	CT	0	2	-	1	2	3

Ammo Type:

Rounds:

BV:

SRM 2

50

7

Machine Gun

200

2

Total Heat Sinks: **11 Single**

○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational

Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Point
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+
-4 Movement Point
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Point
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Point (** 4+)

+1 Modifier to Fire

-1 MP



Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 2
- SRM 2
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- Single Heat Sink
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Machine Gun

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

Battle Value: **950**
Weapon Value: **344 / 344**
Cost, C-Bills: **3,721,781**

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 2
- SRM 2
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- Ammo (SRM 2) 50
- Ammo (MG) 200
- CASE
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

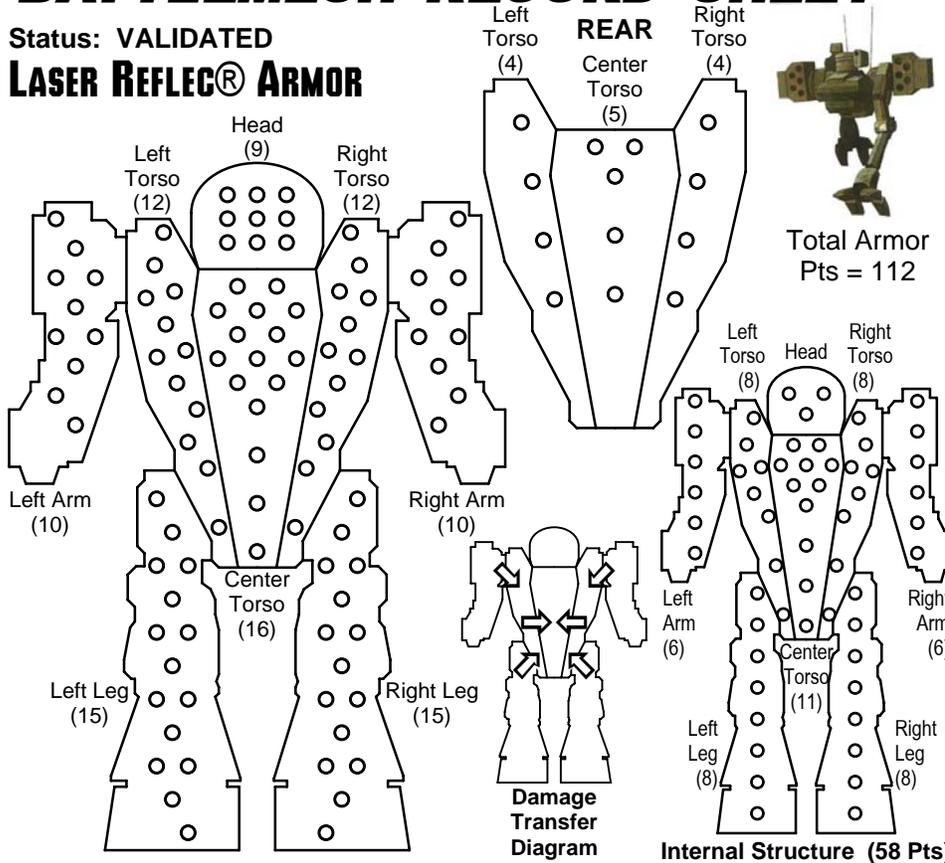
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

LASER REFLEC® ARMOR



'MECH DATA

Type: Kidousei OW-2B (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	SRM 6	RA	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 6

15

16

Total Heat Sinks: 11 Single

○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational

Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Left Arm

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

Left Torso

- 1 Single Heat Sink
- 2 Roll Again
- 3 Roll Again
- 1-3 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 4 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,109**
 Weapon Value: **579 / 579**
 Cost, C-Bills: **3,973,219**

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 SRM 6
- 1-3 4 SRM 6
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Right Torso

- 1 Ammo (SRM 6) 15
- 2 CASE
- 3 Roll Again
- 1-3 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 4 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Right Leg

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

HEAT SCALE

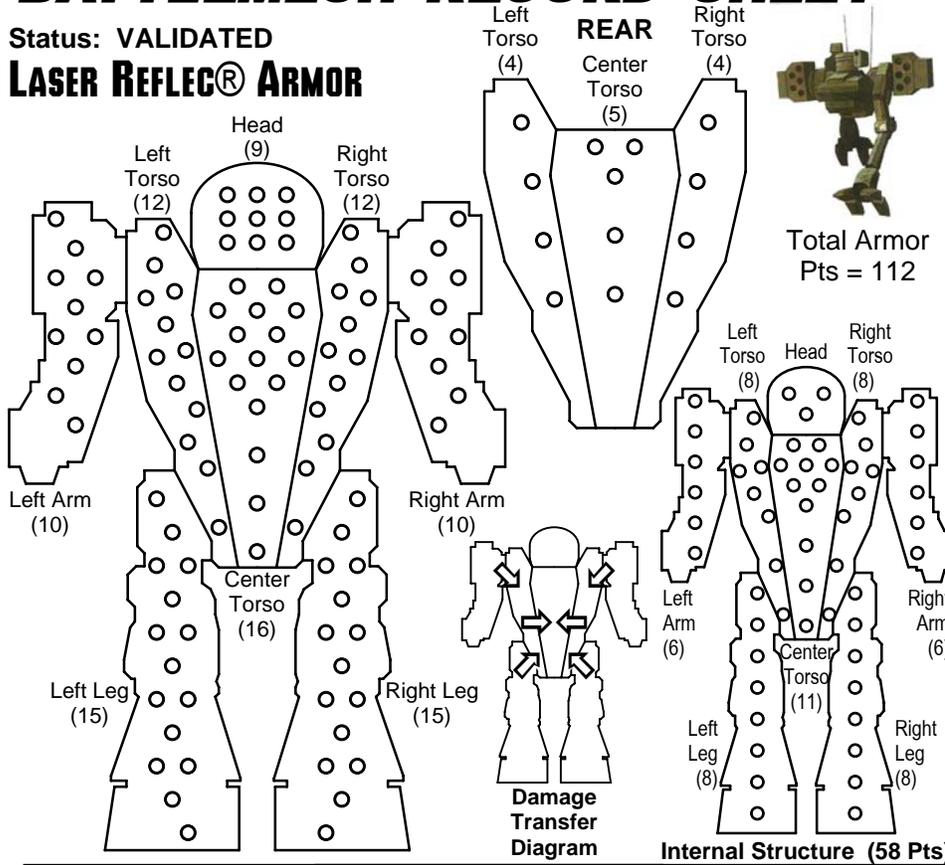
30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown,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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Kidousei OW-2C (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
3	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **11 Single**

○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- 4 Medium Laser
- 5 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Left Torso

- 1 Single Heat Sink
- Roll Again
- 1-3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,133**
 Weapon Value: **533 / 533**
 Cost, C-Bills: **3,828,516**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- 5 Roll Again
- 6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Right Torso

- Roll Again
- Roll Again
- 1-3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

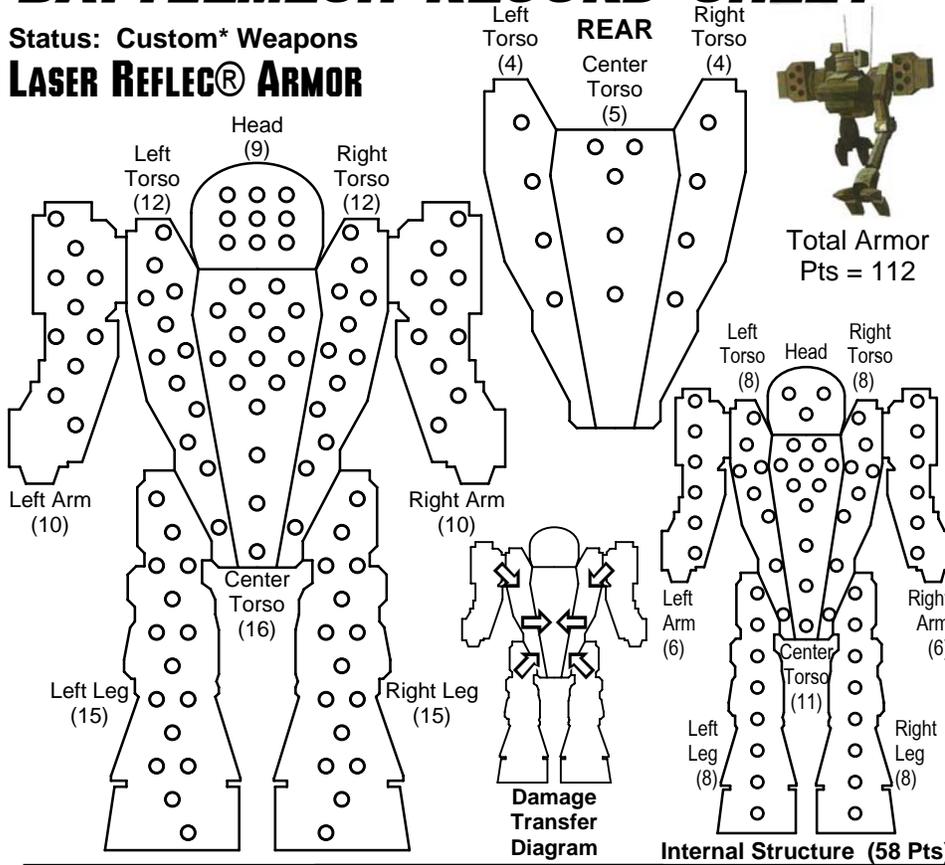
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Kidousei OW-2D (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	6	7	14	21
1	LRM 5	LA	2	1/hit	6	7	14	21
1	Light PPC*	CT	5	5	3	6	12	18

Ammo Type:	Rounds:	BV:
LRM 5	24	14

Total Heat Sinks: 11 Single

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 5
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Single Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Light PPC
 - Light PPC
- 4-6

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

Battle Value: **1,010**
 Weapon Value: **446 / 446**
 Cost, C-Bills: **3,927,656**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 5
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Ammo (LRM 5) 24
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

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

HEAT SCALE

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

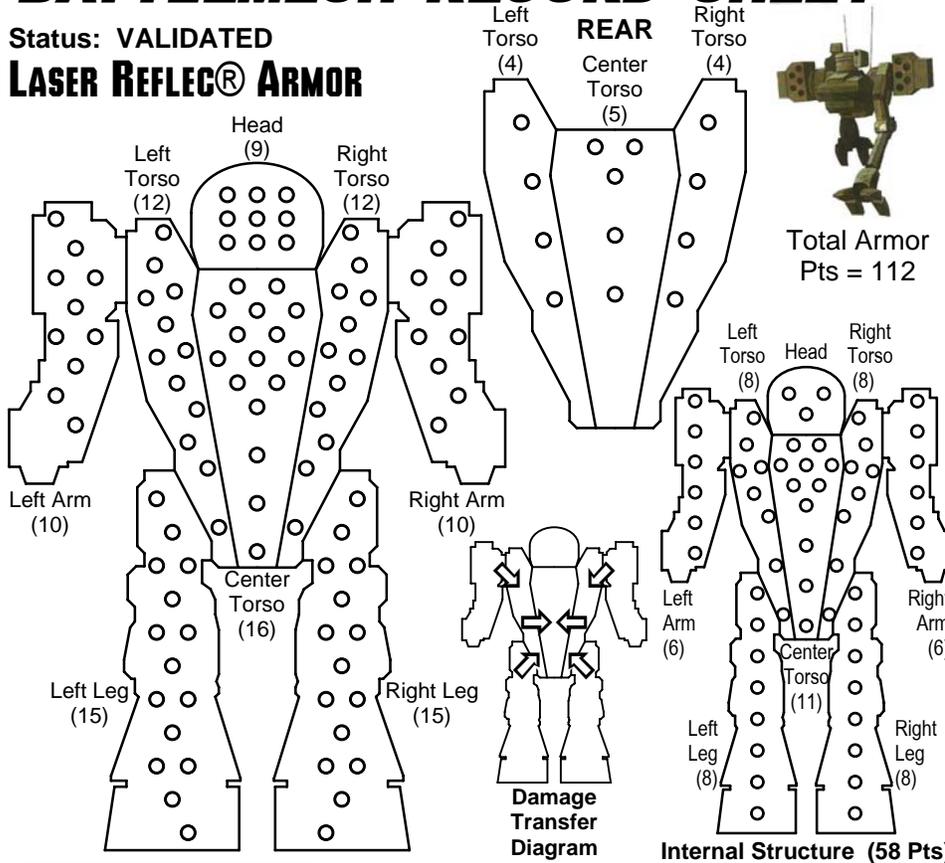


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

LASER REFLEC® ARMOR



'MECH DATA

Type: Kidousei OW-2E (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	RA	4	1/hit	-	3	8	15
3	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Rounds: BV:

MRM 10 24 16

Total Heat Sinks: **11 Single**

○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

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

Left Torso

- 1 Single Heat Sink
- 2 Roll Again
- 3 Roll Again
- 1-3 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 4 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,105**
Weapon Value: **555 / 555**
Cost, C-Bills: **3,885,469**

Right Arm

- 1 Shoulder
- Upper Arm Actuator
- 1-3 3 MRM 10
- 4 MRM 10
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Right Torso

- 1 Ammo (MRM 10) 24
- 2 CASE
- 1-3 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 4 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

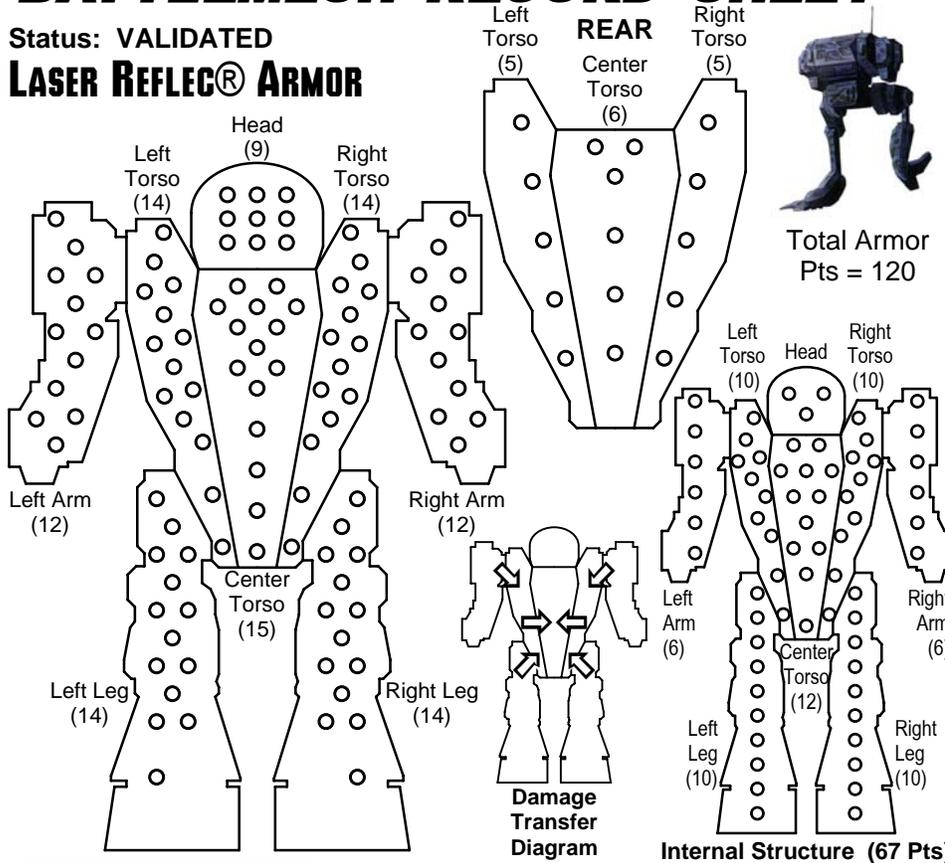
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Strider SR2-O Base (Human Sphere)
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **0** Level 3 / 3074

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

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

Auto Eject: Operational Disabled
 Weapon Heat: (0)

WARRIOR DATA

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

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

 Consciousness #

CRITICAL HIT TABLE

- | | | |
|---|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again </p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor </p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3
 <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again </p> <p>4-6
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again </p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○</p> </div> <p>Battle Value: 802
 Weapon Value: 0 / 0
 Cost, C-Bills: 3,897,250</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again </p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor </p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|---|---|--|

HEAT SCALE

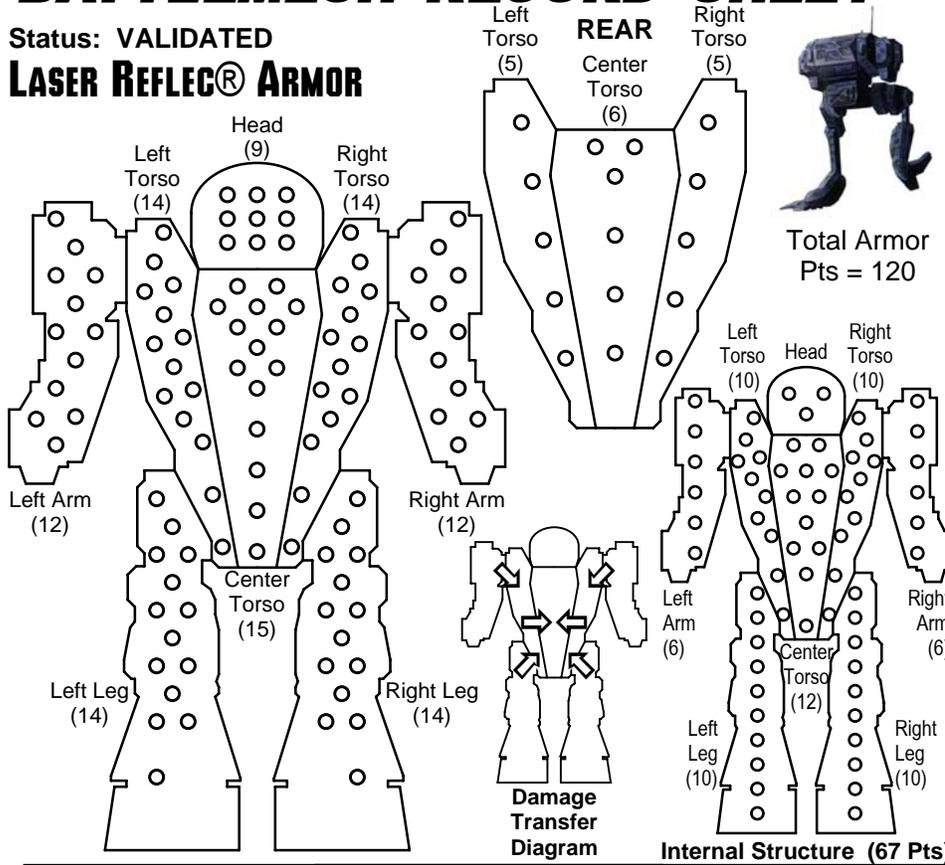
- | | |
|----|-----------------------------|
| 30 | Shutdown |
| 29 | |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 | |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Point |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | |
| 20 | -4 Movement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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: **Strider SR2-O (Human Sphere)**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **0** Level 3 / 3074

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9

Ammo Type: SRM 6 **Rounds:** 30 **BV:** 32

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○
Auto Eject: Operational Disabled **Weapon Heat:** (11)

WARRIOR DATA

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

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

Consciousness #

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 CASE <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Single Heat Sink <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,069 Weapon Value: 546 / 546 Cost, C-Bills: 4,520,250</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 CASE <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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HEAT SCALE

** Avoid Inferno explosion on..

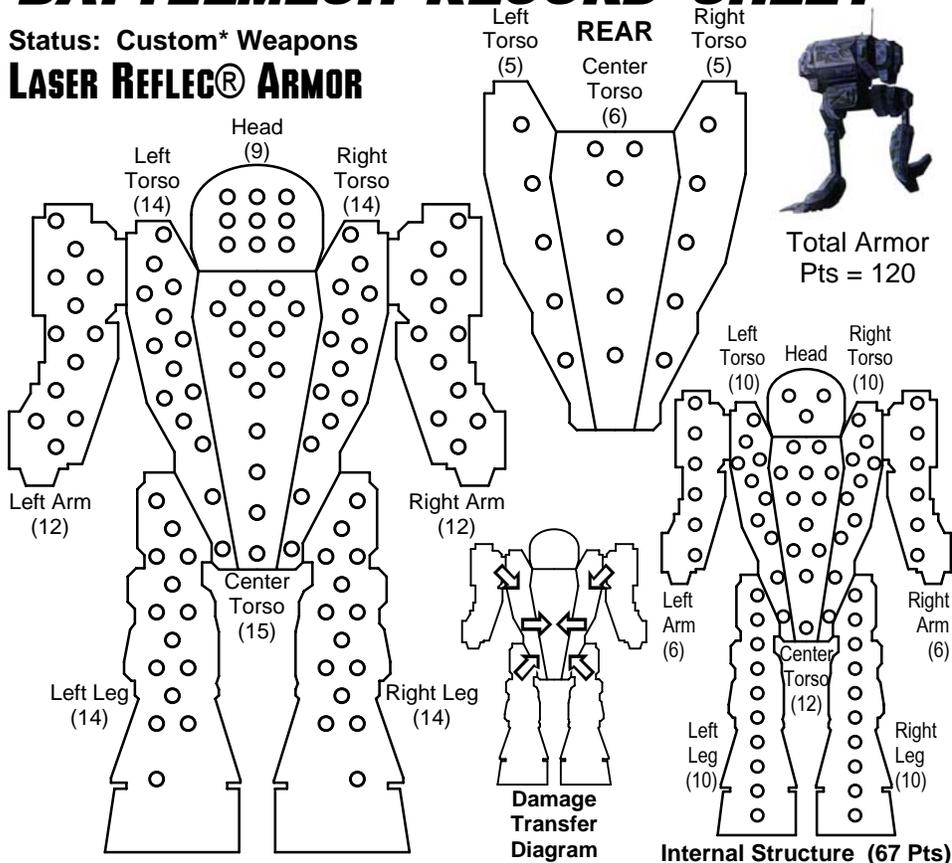
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to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

WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Strider SR2-OA (Human Sphere)

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Biped OmniMech

Jumping: 0

Level 3 / 3074

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC*	RA	5	5	3	6	12	18
1	Light PPC*	LA	5	5	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- Flamer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

Left Torso

- 1-3 Medium Laser
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Medium Laser
- 1-3 Roll Again

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

Battle Value: 1,247
 Weapon Value: 476 / 476
 Cost, C-Bills: 4,658,500

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- Flamer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

Right Torso

- 1-3 Medium Laser
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

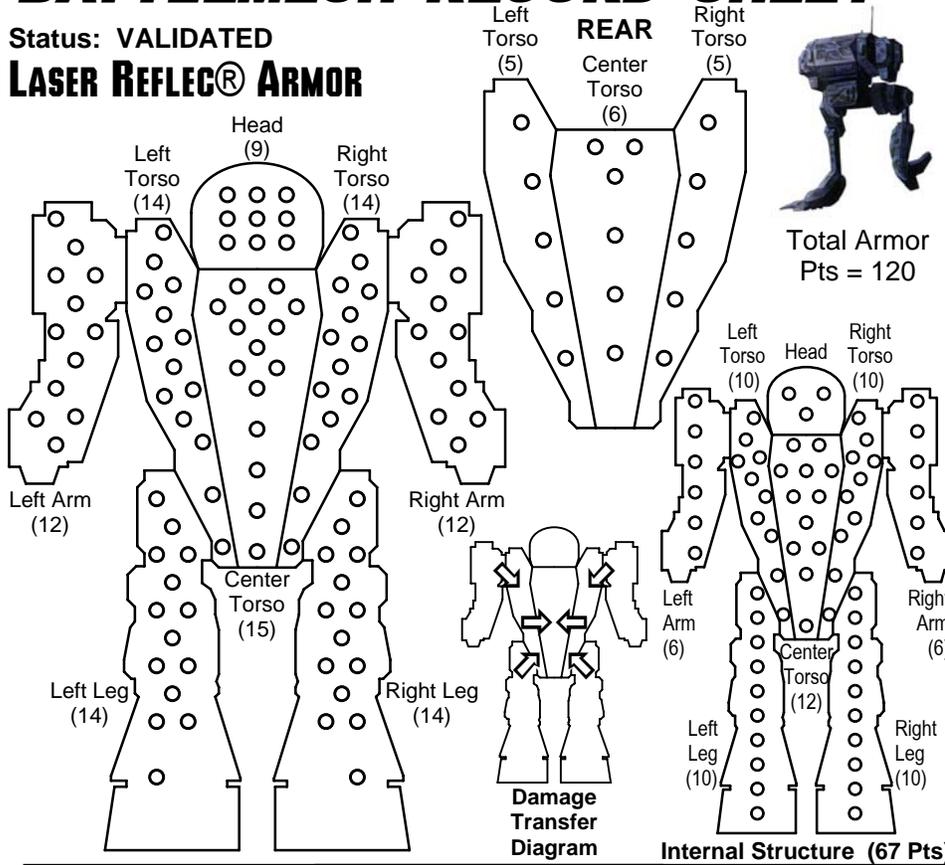
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Strider SR2-OB (Human Sphere)

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 3 / 3074

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 5	48	27

Total Heat Sinks: 10 Single

○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 5
 - LRM 5
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Ammo (LRM 5) 24
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: **1,090**
 Weapon Value: **479 / 479**
 Cost, C-Bills: **4,387,250**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 5
 - LRM 5
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Ammo (LRM 5) 24
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

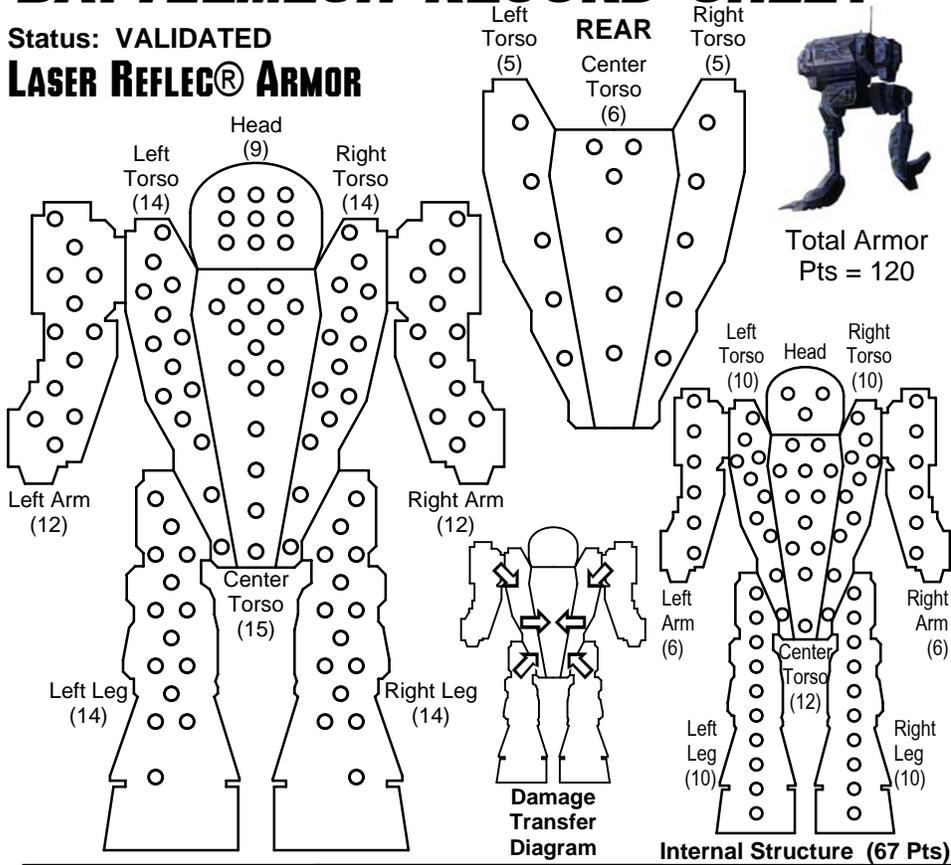
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor Pts = 120

'MECH DATA

Type: Strider SR2-OC (Human Sphere)
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **0** Level 3 / 3074

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	6	7	14	21
1	LRM 5	LA	2	1/hit	6	7	14	21
1	Small Laser	LT	1	3	-	1	2	3
1	Large Laser	CT	8	8	-	5	10	15

Ammo Type: LRM 5 **Rounds:** 24 **BV:** 14

Total Heat Sinks: 10 Single
 ○○○○○○○○○○
Auto Eject: Operational Disabled **Weapon Heat:** (13)

WARRIOR DATA

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

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

Consciousness #

CRITICAL HIT TABLE

- | | | |
|--|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator LRM 5 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Small Laser Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Large Laser Large Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,144
 Weapon Value: 527 / 527
 Cost, C-Bills: 4,336,937</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator LRM 5 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Ammo (LRM 5) 24 CASE Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|--|---|---|

HEAT SCALE

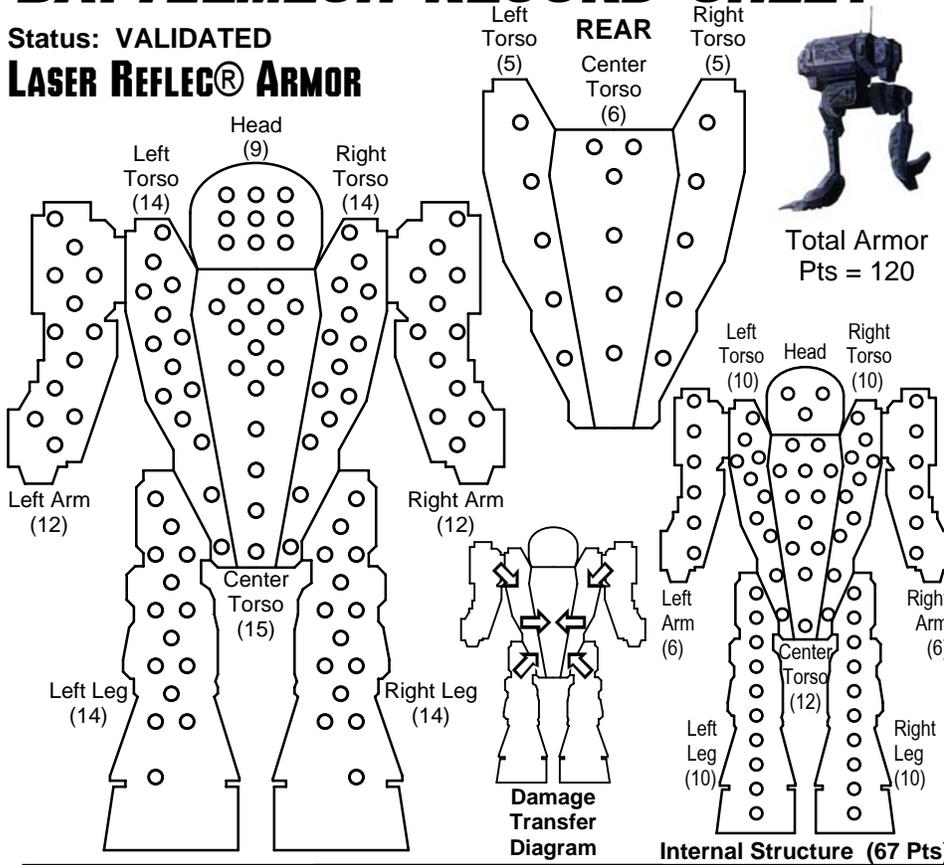
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor Pts = 120

'MECH DATA

Type: Strider SR2-OD (Human Sphere)
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **0** Level 3 / 3074

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9

Ammo Type: SRM 4 **Rounds:** 50 **BV:** 22

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Laser SRM 4 Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Ammo (SRM 4) 25 CASE Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Single Heat Sink <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,072 Weapon Value: 559 / 559 Cost, C-Bills: 4,523,750</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Laser SRM 4 Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Ammo (SRM 4) 25 CASE Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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HEAT SCALE

** Avoid Inferno explosion on..

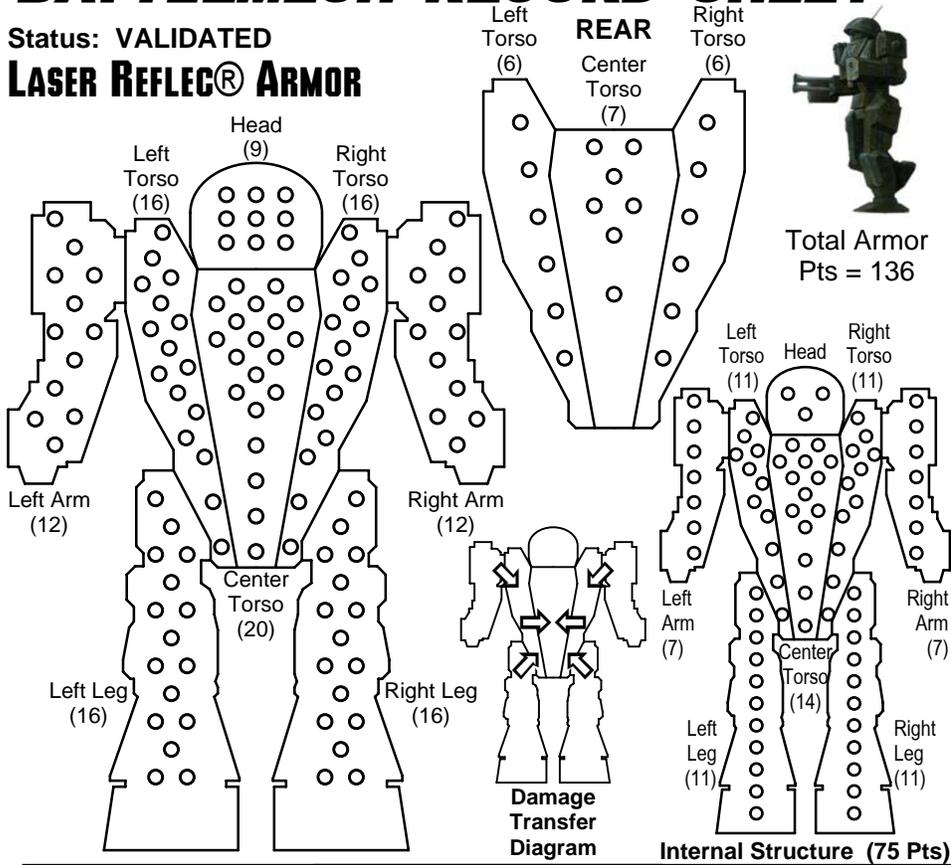
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Firestarter FS-III O Base (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Flamer
 - Flamer (R)
- 4-6

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

Battle Value: **941**
 Weapon Value: **42 / 42**
 Cost, C-Bills: **5,082,612**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

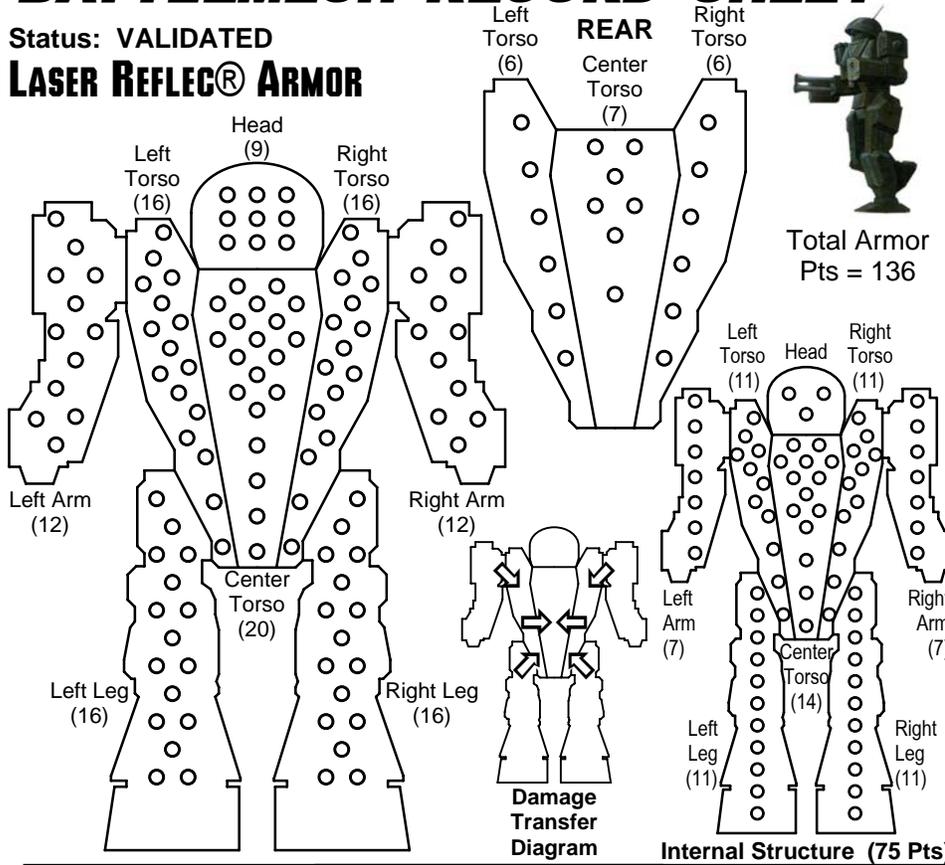
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Firestarter FS-III O (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

Ammo Type: Machine Gun
 Rounds: 100
 BV: 2

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Flamer
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Machine Gun
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Flamer
 - Flamer (R)
- 4-6

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

Battle Value: **1,160**
 Weapon Value: **253 / 253**
 Cost, C-Bills: **5,384,848**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Flamer
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Machine Gun
 - Ammo (MG) 100
 - CASE
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

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

HEAT SCALE

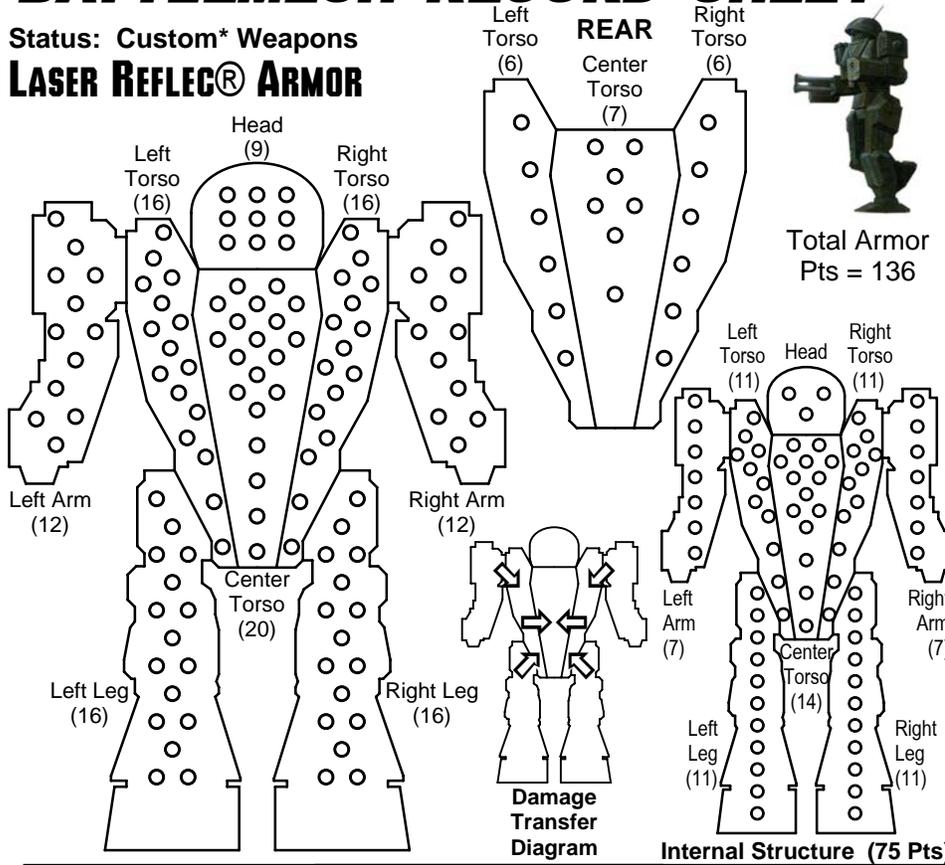
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Firestarter FS-III OA (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC*	RA	10	10/8/5	-	9	13	15
1	Small Laser	HD	1	3	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Flamer
 - Flamer (R)
- 4-6

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

Battle Value: **1,252**
 Weapon Value: **339 / 339**
 Cost, C-Bills: **5,636,150**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Snub-Nose PPC
 - Snub-Nose PPC
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

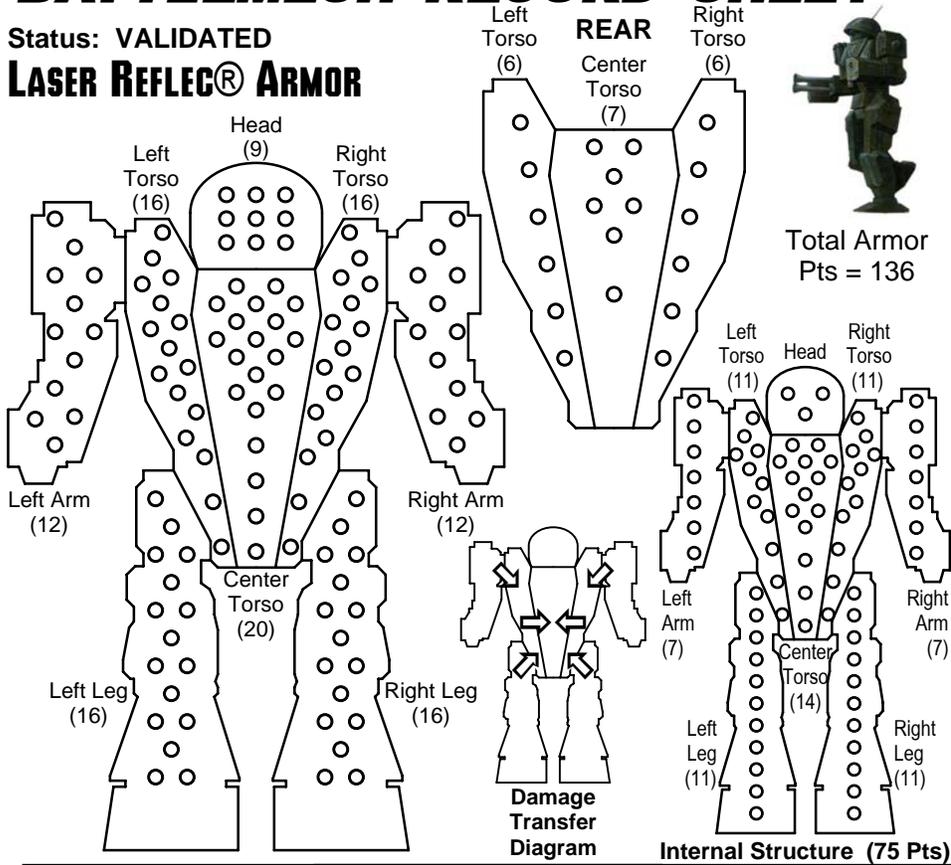
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor Pts = 136

'MECH DATA

Type: Firestarter FS-III OB (Human Sphere)
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **6** Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

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

Auto Eject: Operational Disabled
 Weapon Heat: **(18)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|---|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Flamer Flamer (R) <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,260
 Weapon Value: 342 / 342
 Cost, C-Bills: 5,356,752</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|---|---|--|

HEAT SCALE

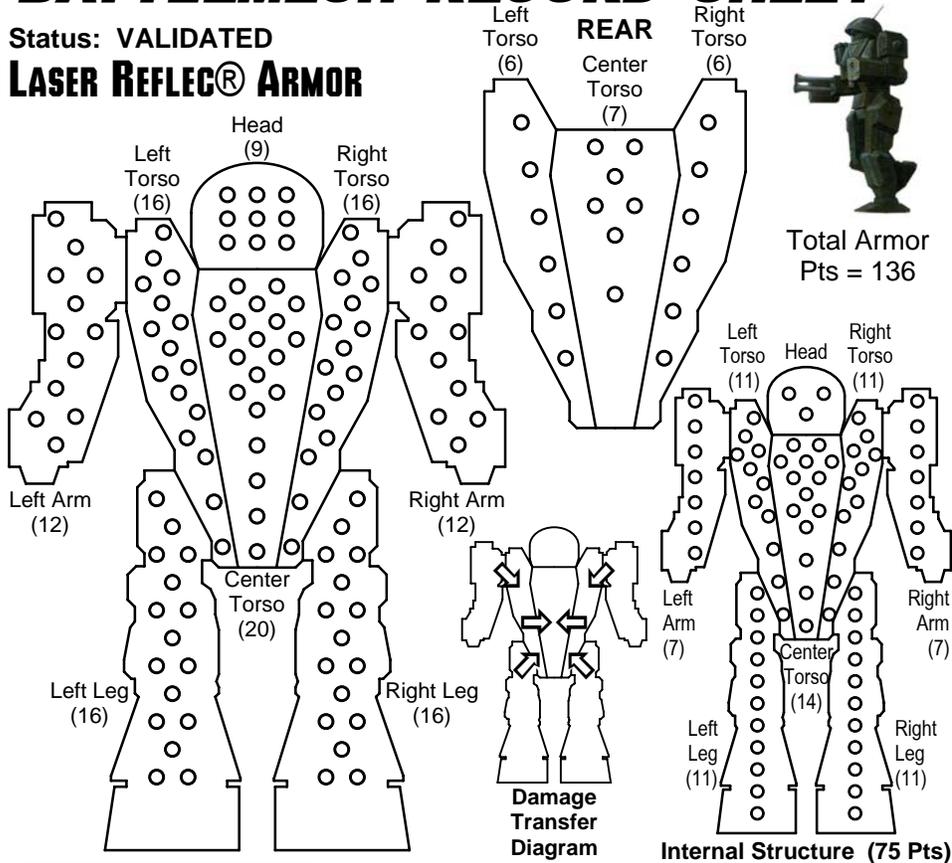
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Firestarter FS-III OC (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 3 / 3072

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5 Rounds: 24 BV: 26

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 5
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Flamer
 - Flamer (R)
- 4-6

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

Battle Value: **1,206**
 Weapon Value: **332 / 332**
 Cost, C-Bills: **5,408,862**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 5
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Ammo (LRM 5) 24
 - CASE
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

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

HEAT SCALE

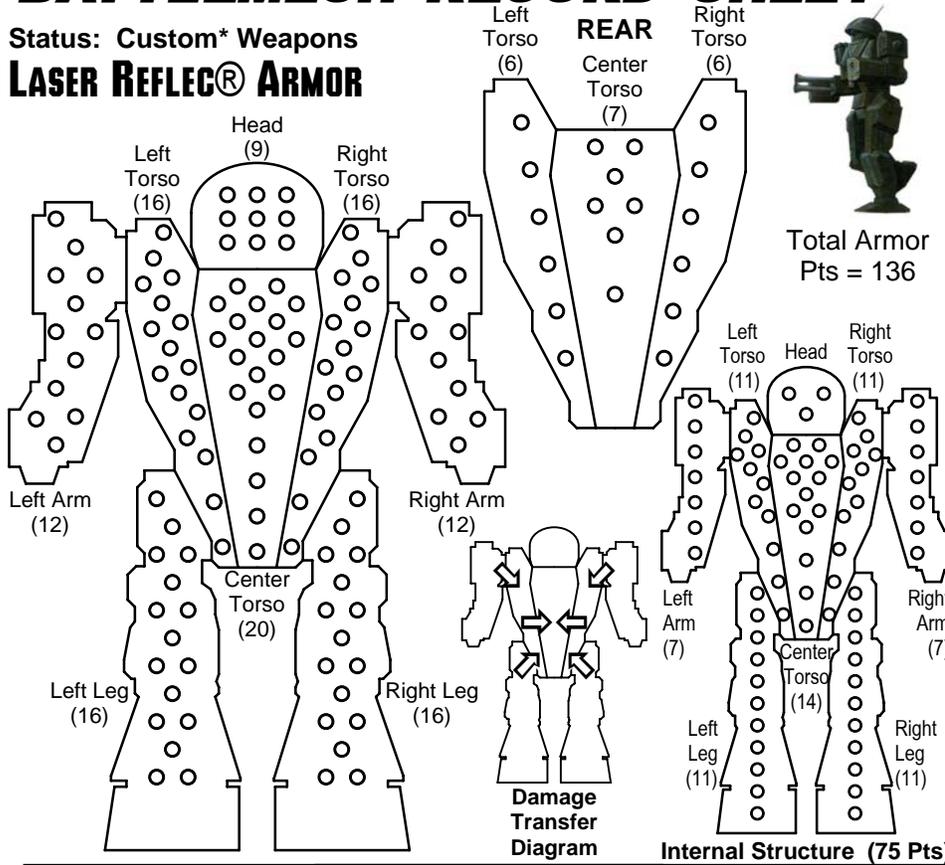
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Firestarter FS-III OD (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	6	7	14	21
1	Light PPC*	LA	5	5	3	6	12	18
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 5	24	26

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Light PPC
- Light PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Flamer
- Flamer (R)

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

Battle Value: **1,200**
 Weapon Value: **311 / 311**
 Cost, C-Bills: **5,543,260**

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Ammo (LRM 5) 24
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

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

HEAT SCALE

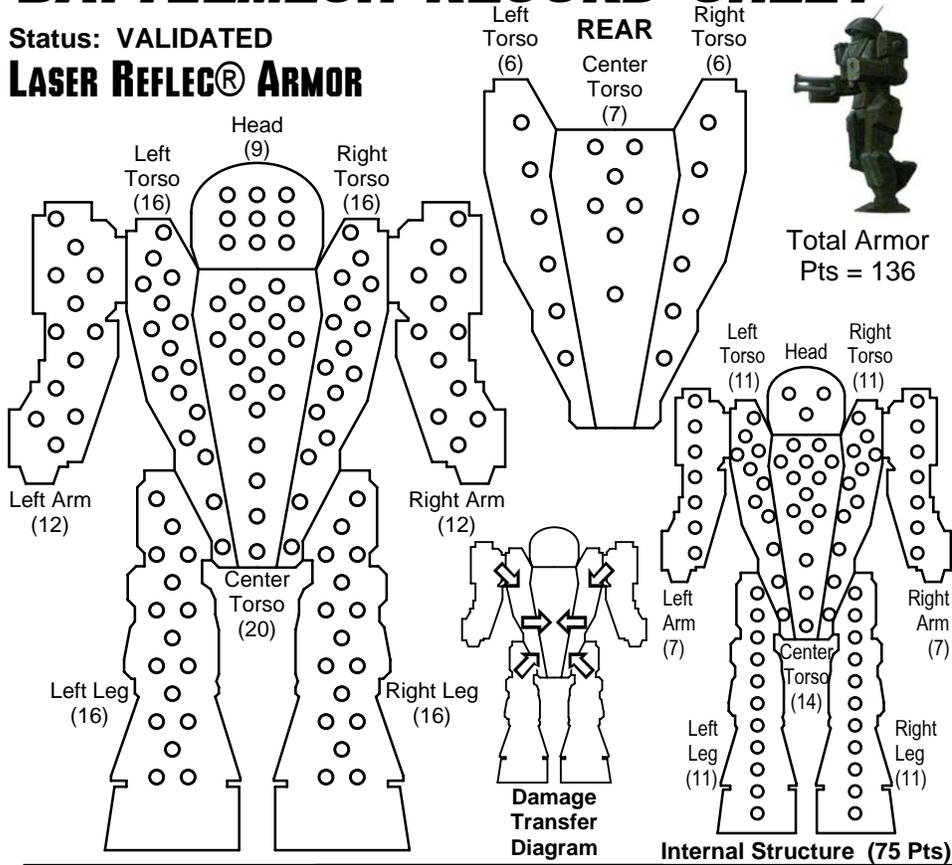
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Firestarter FS-III OE (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	RA	4	1/hit	-	3	8	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

Ammo Type:	Rounds:	BV:
MRM 10	24	30

Total Heat Sinks: **10 Single**

○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Flamer
 - Flamer (R)
- 4-6

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

Battle Value: **1,225**
 Weapon Value: **338 / 338**
 Cost, C-Bills: **5,417,925**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - MRM 10
 - MRM 10
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
 - Ammo (MRM 10) 24
 - CASE
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Leg

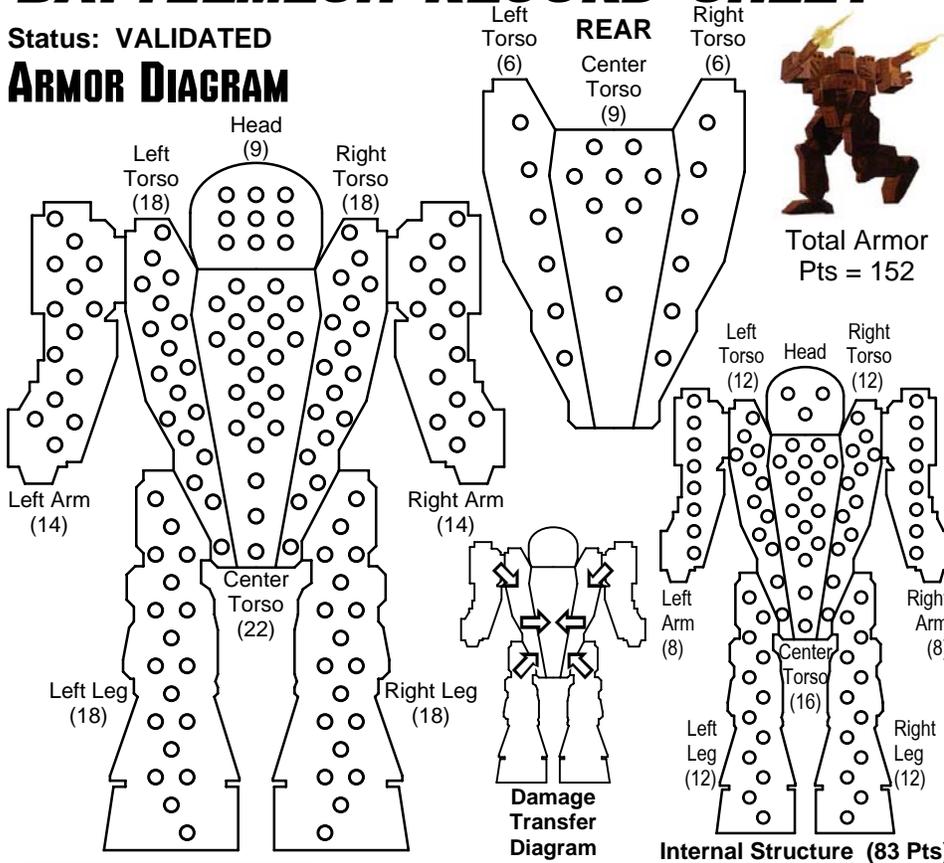
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Blackjack BJ2-O Base (Human Sphere)

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3058

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

Total Armor Pts = 152

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Roll Again
- 4-6

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

Battle Value: **629**
Weapon Value: **0 / 0**
Cost, C-Bills: **7,818,126**

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

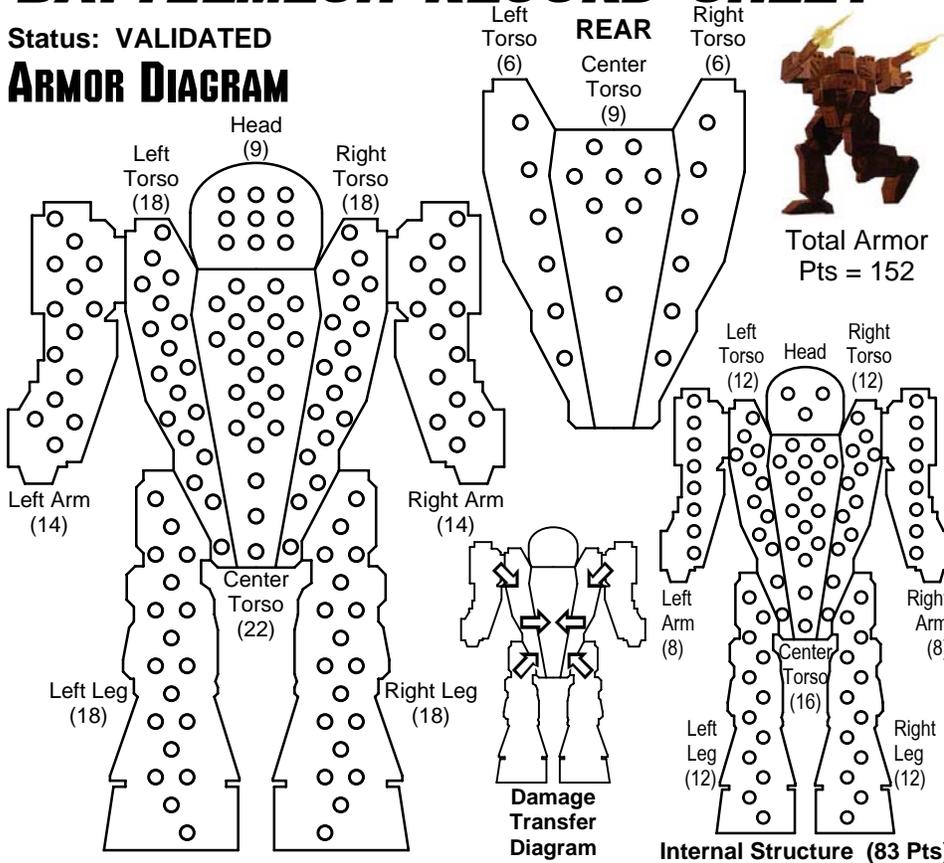
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-O (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Ultra AC/5	LA	1	5	2	6	13	20
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Ultra AC/5	40	63
Machine Gun	100	1

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/5
- 1 Ultra AC/5
- 2 Ultra AC/5
- 4-6 3 Ultra AC/5
- 4 Ultra AC/5
- 5 Medium Laser
- 6 Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 4-6 3 XL Engine
- 4 XL Engine
- 5 Ammo (MG) 100
- 6 Endo Steel

Left Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 3 XL Engine
- 4 Machine Gun
- 5 Machine Gun
- 6 Ammo (Ult AC/5) 20
- 1 Endo Steel
- 2 Endo Steel
- 4-6 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/5
- 1 Ultra AC/5
- 2 Ultra AC/5
- 4-6 3 Ultra AC/5
- 4 Ultra AC/5
- 5 Medium Laser
- 6 Medium Laser

Right Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 3 XL Engine
- 4 Machine Gun
- 5 Machine Gun
- 6 Ammo (Ult AC/5) 20
- 1 Endo Steel
- 2 Endo Steel
- 4-6 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

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

Battle Value: **1,201**
 Weapon Value: **1,200 / 1,200**
 Cost, C-Bills: **8,915,938**

Left Leg

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

Right Leg

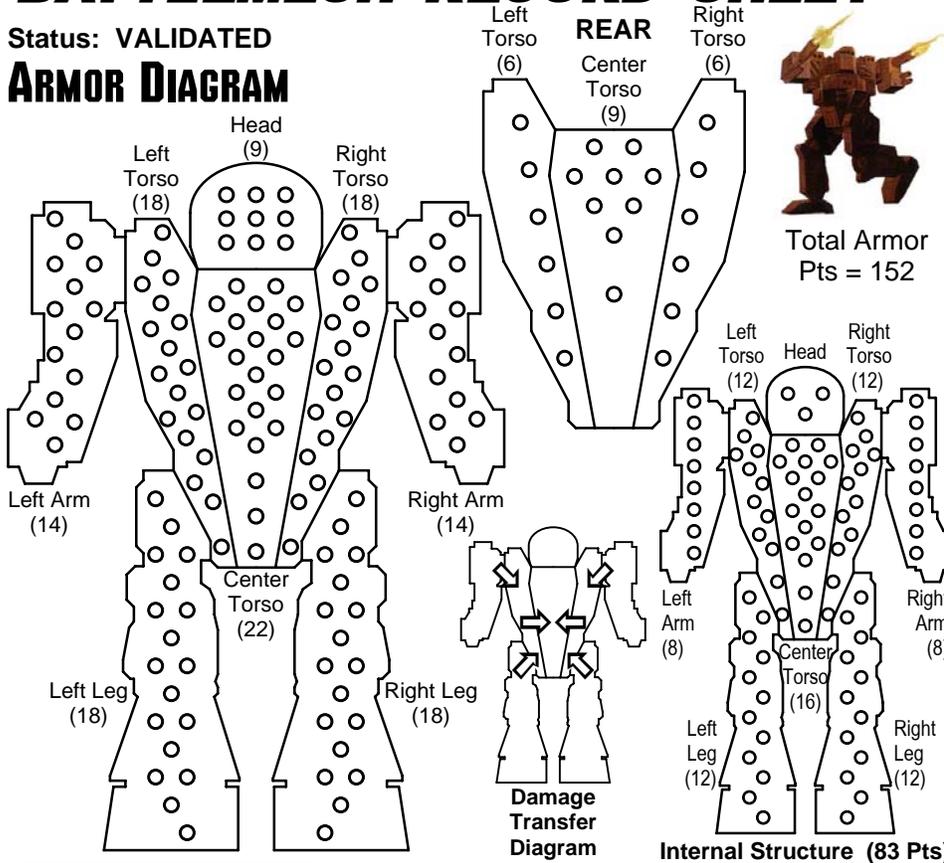
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (83 Pts)

'MECH DATA

Type: **Blackjack BJ2-OA (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 20	LA	6	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 20

24

205

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 4-6 Gyro
- XL Engine
- XL Engine
- Small Laser
- Endo Steel

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Endo Steel
- 4-6 Roll Again
- Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Endo Steel
- 4-6 Roll Again
- Roll Again

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

Battle Value: **1,318**

Weapon Value: **1,273 / 1,273**

Cost, C-Bills: **9,127,344**

Left Leg

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

Right Leg

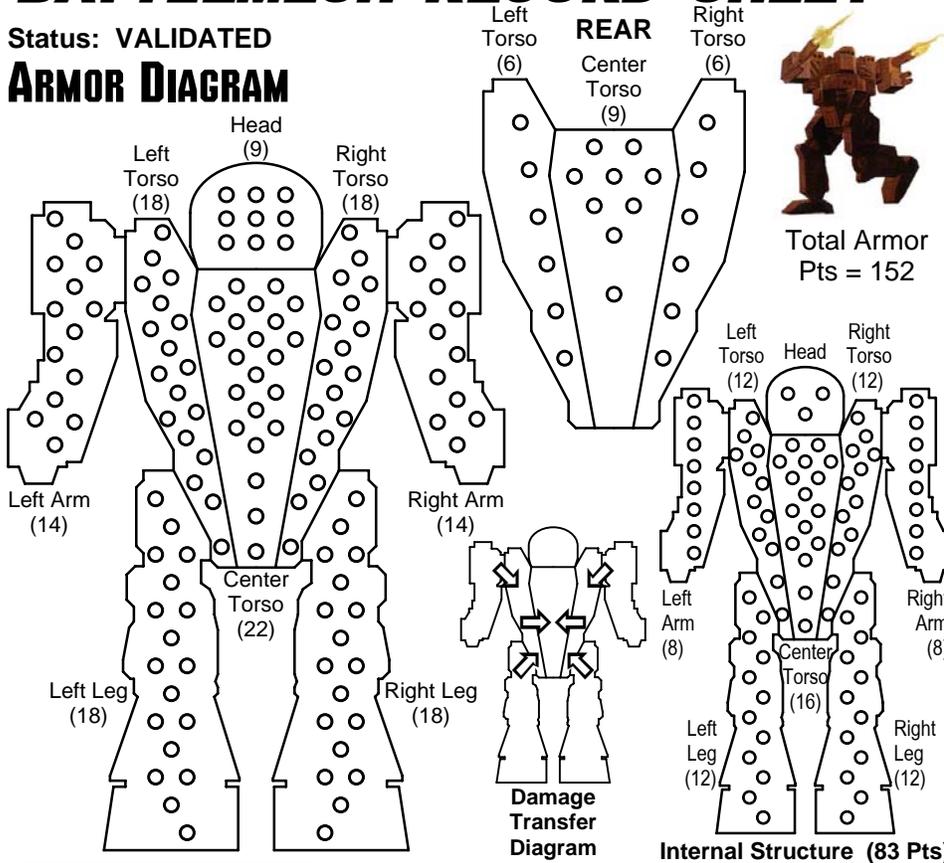
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OB (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	LRM 10 w/ Artemis IV	RA	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

179

LRM 10

24

49

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- 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
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Medium Laser
- Endo Steel

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

Battle Value: **1,386**
 Weapon Value: **1,084 / 1,033**
 Cost, C-Bills: **9,127,344**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- Artemis IV FCS
- 4-6 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Small Laser
- Endo Steel
- 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 Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Point
9	
8	+1 Modifier to Fire
7	
6	
5	-1 MP
4	
3	
2	
1	
0	

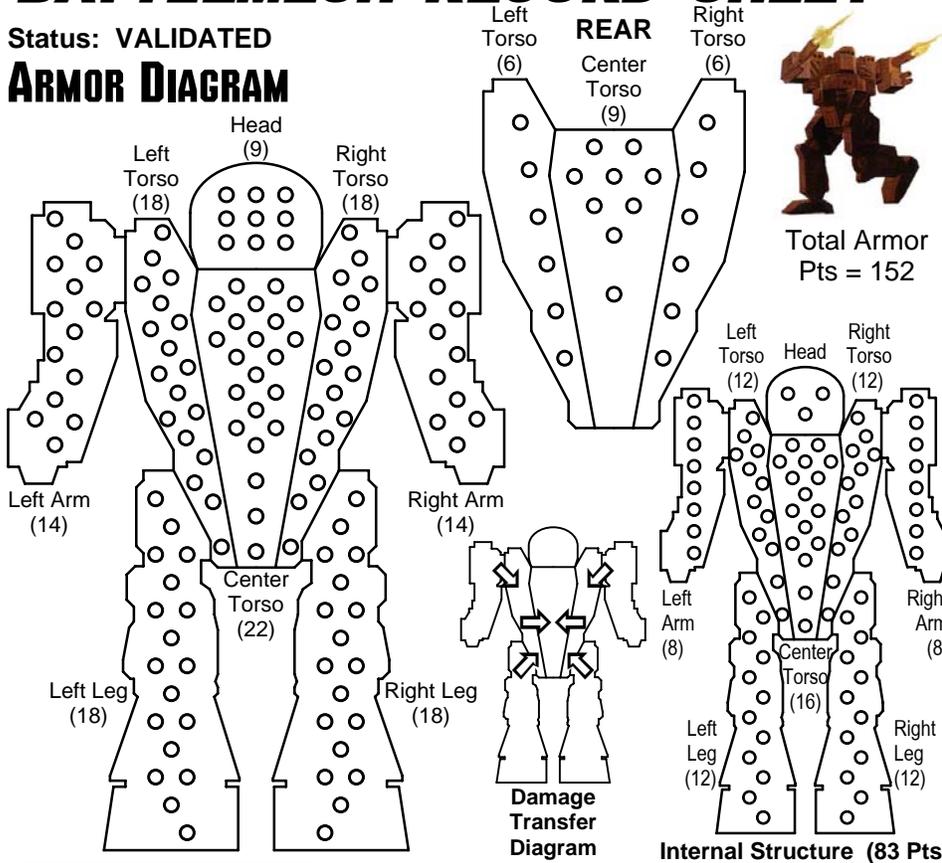


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OC (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	85

Total Heat Sinks: 10 Double (20)
○○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm	Head	Center Torso	Right Arm	Right Torso	Right Leg
1. Shoulder	1. Life Support	1. XL Engine	1. Shoulder	1. XL Engine	1. Hip
2. Upper Arm Actuator	2. Sensors	2. XL Engine	2. Upper Arm Actuator	2. XL Engine	2. Upper Leg Actuator
3. Double Heat Sink	3. Cockpit	3. XL Engine	3. Double Heat Sink	3. XL Engine	3. Lower Leg Actuator
4. Double Heat Sink	4. Endo Steel	4. Gyro	4. Double Heat Sink	4. Medium Laser	4. Foot Actuator
5. Double Heat Sink	5. Sensors	5. Gyro	5. Double Heat Sink	5. Ammo (LB 10-X) 10	5. Jump Jet
6. LB 10-X AC	6. Life Support	6. Gyro	6. LB 10-X AC	6. Endo Steel	6. Jump Jet
1-3		1-3	1-3	1-3	
1. LB 10-X AC		2. XL Engine	1. LB 10-X AC	1. Endo Steel	
2. LB 10-X AC		3. XL Engine	2. LB 10-X AC	2. Endo Steel	
3. LB 10-X AC		4. Gyro	3. LB 10-X AC	3. Endo Steel	
4. LB 10-X AC		5. Gyro	4. LB 10-X AC	4. Endo Steel	
5. LB 10-X AC		6. Gyro	5. LB 10-X AC	5. Endo Steel	
6. Roll Again			6. Roll Again	6. Roll Again	
4-6		4-6	4-6	4-6	
1. Endo Steel		1. Gyro	1. Endo Steel	1. Endo Steel	
2. Endo Steel		2. XL Engine	2. Endo Steel	2. Endo Steel	
3. Endo Steel		3. XL Engine	3. Endo Steel	3. Endo Steel	
4. Endo Steel		4. XL Engine	4. Endo Steel	4. Endo Steel	
5. Endo Steel		5. Small Laser	5. Endo Steel	5. Endo Steel	
6. Roll Again		6. Endo Steel	6. Roll Again	6. Roll Again	
4-6		4-6	4-6	4-6	
1. Hip		1. XL Engine	1. Endo Steel	1. Endo Steel	
2. Upper Leg Actuator		2. XL Engine	2. Endo Steel	2. Endo Steel	
3. Lower Leg Actuator		3. XL Engine	3. Endo Steel	3. Endo Steel	
4. Foot Actuator		4. Gyro	4. Endo Steel	4. Endo Steel	
5. Jump Jet		5. Small Laser	5. Endo Steel	5. Endo Steel	
6. Jump Jet		6. Endo Steel	6. Roll Again	6. Roll Again	

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

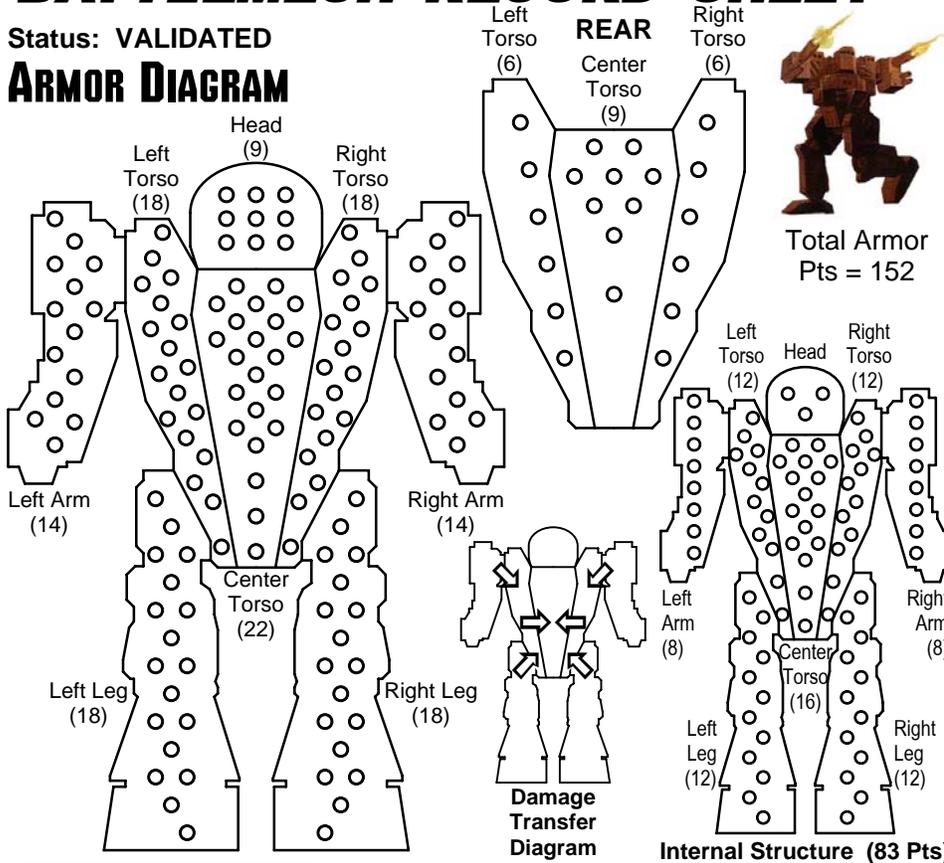
Battle Value: **1,189**
 Weapon Value: **1,242 / 1,242**
 Cost, C-Bills: **9,509,844**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OD (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
2	Large Laser	RA	8	8	-	5	10	15
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 PPC
- 4-6 PPC
- 5 PPC
- 6 Medium Pulse Laser

Left Torso

- XL Engine
- XL Engine
- 3-1 XL Engine
- 4-1 Medium Laser
- 5-1 Medium Laser
- 6-1 Medium Pulse Laser
- 1-1 Endo Steel
- 2-1 Endo Steel
- 3-1 Endo Steel
- 4-1 Endo Steel
- 5-1 Endo Steel
- 6-1 Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 2-3 XL Engine
- 3-3 XL Engine
- 4-3 Gyro
- 5-3 Gyro
- 6-3 Gyro
- 1-4 Gyro
- 2-4 XL Engine
- 3-4 XL Engine
- 4-4 XL Engine
- 5-4 Small Laser
- 6-4 Endo Steel

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

Battle Value: **1,375**
 Weapon Value: **1,267 / 1,267**
 Cost, C-Bills: **8,973,594**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 Large Laser
- 4-6 Large Laser
- 5 Large Laser
- 6 Large Laser

Right Torso

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

Right Leg

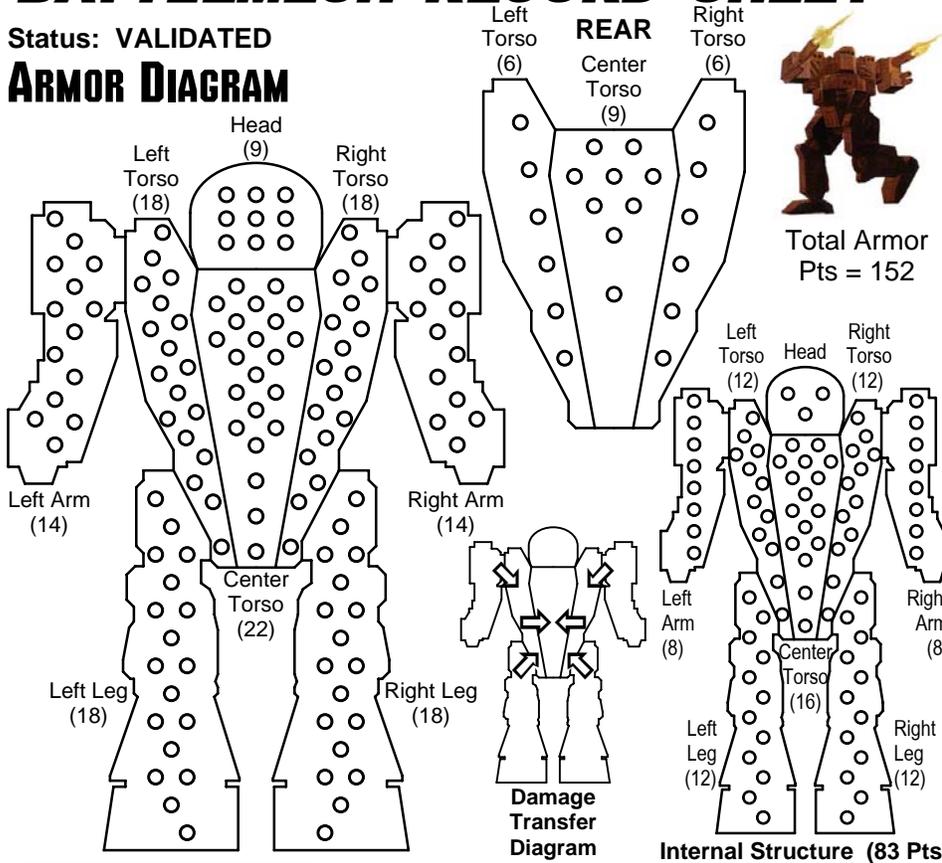
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OE (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 2 / 3059

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	LRM 10	LA	4	1/hit	6	7	14	21
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Small Laser	CT	2	3	-	2	4	5

Ammo Type:

Ammo Type	Rounds:	BV:
Light Gauss Rifle	32	89
LRM 10	24	49

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- ER Large Laser
- 4-6 ER Large Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- ER Small Laser
- Endo Steel

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

Battle Value: **1,260**
 Weapon Value: **1,111 / 1,111**
 Cost, C-Bills: **9,080,469**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light Gauss Rifle
- Light Gauss Rifle
- 4-6 Light Gauss Rifle
- Light Gauss Rifle
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Ammo (Lt Gauss) 16
- Ammo (Lt Gauss) 16
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Right Leg

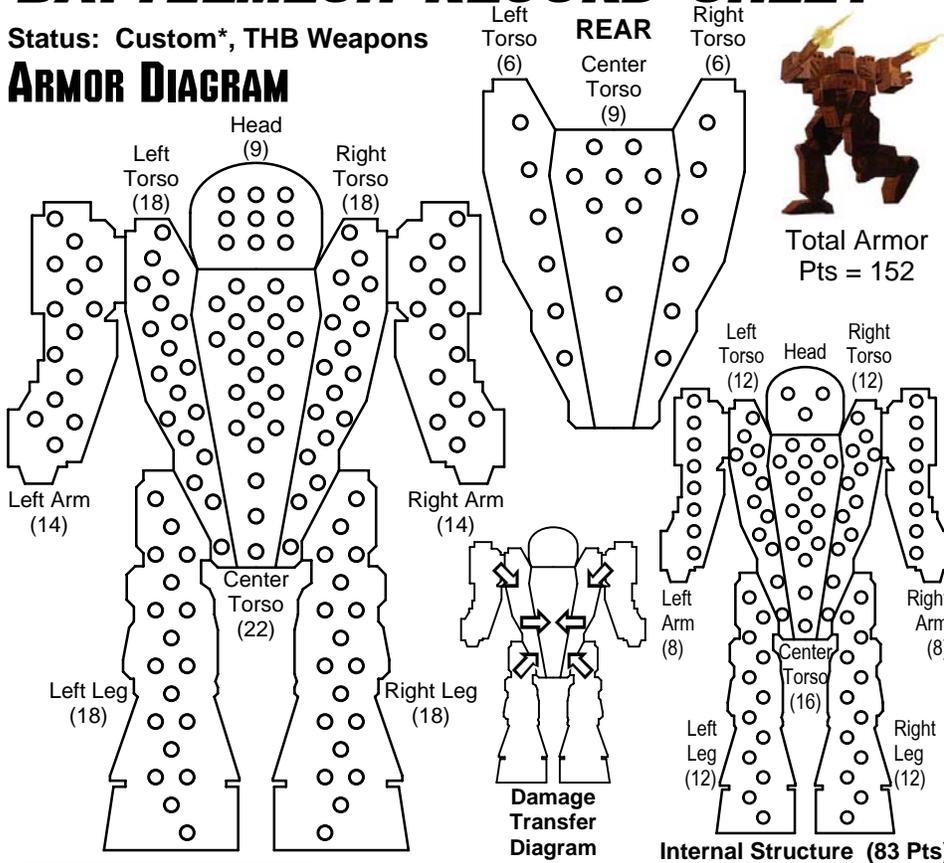
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom*, THB Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Blackjack BJ2-OF (Human Sphere)

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Biped OmniMech

Jumping: 4

Level 3 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10 (THB)	RA	4	10	-	7	14	21
1	Heavy PPC*	LA	15	15	3	6	12	18
1	ER Small Laser	CT	2	3	-	2	4	5

Ammo Type:	Rounds:	BV:
Ultra AC/10 (THB)	20	138

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled
Weapon Heat: (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Heavy PPC
- 4-6 3. Heavy PPC
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

Left Torso

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

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4-6 4. XL Engine
- 5. ER Small Laser
- 6. Endo Steel

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

Battle Value: 1,471
Weapon Value: 1,229 / 1,229
Cost, C-Bills: 9,112,344

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Ultra AC/10 (THB)
- 1. Ultra AC/10 (THB)
- 2. Ultra AC/10 (THB)
- 4-6 3. Ultra AC/10 (THB)
- 4. Ultra AC/10 (THB)
- 5. Ultra AC/10 (THB)
- 6. Ultra AC/10 (THB)

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3 4. Roll Again
- 5. Ammo (Ultra AC/10) 10
- 6. Ammo (Ultra AC/10) 10
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

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

HEAT SCALE

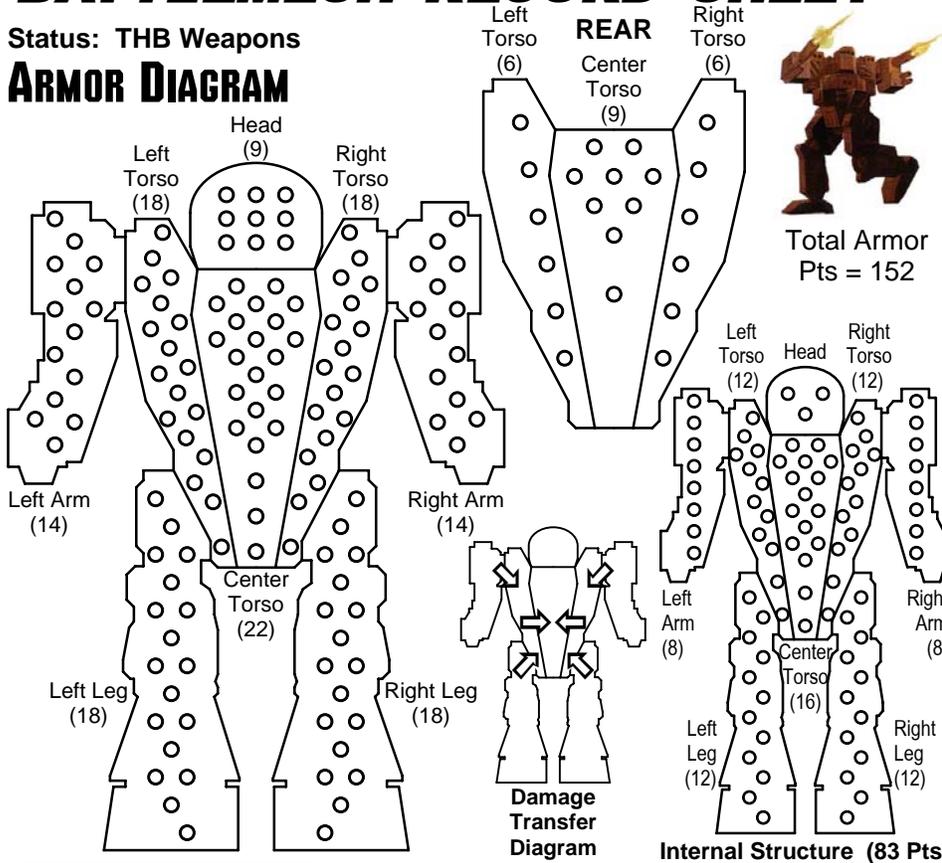
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
ARMOR DIAGRAM



'MECH DATA

Type: Blackjack BJ2-OG (Human Sphere)

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Biped OmniMech

Jumping: 4

Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt-15 (THB)	RA	7	15	5	6	12	18
1	Thunderbolt-15 (THB)	LA	7	15	5	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type: Rounds: BV:

Thunderbolt-15 (THB)	32	518
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Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



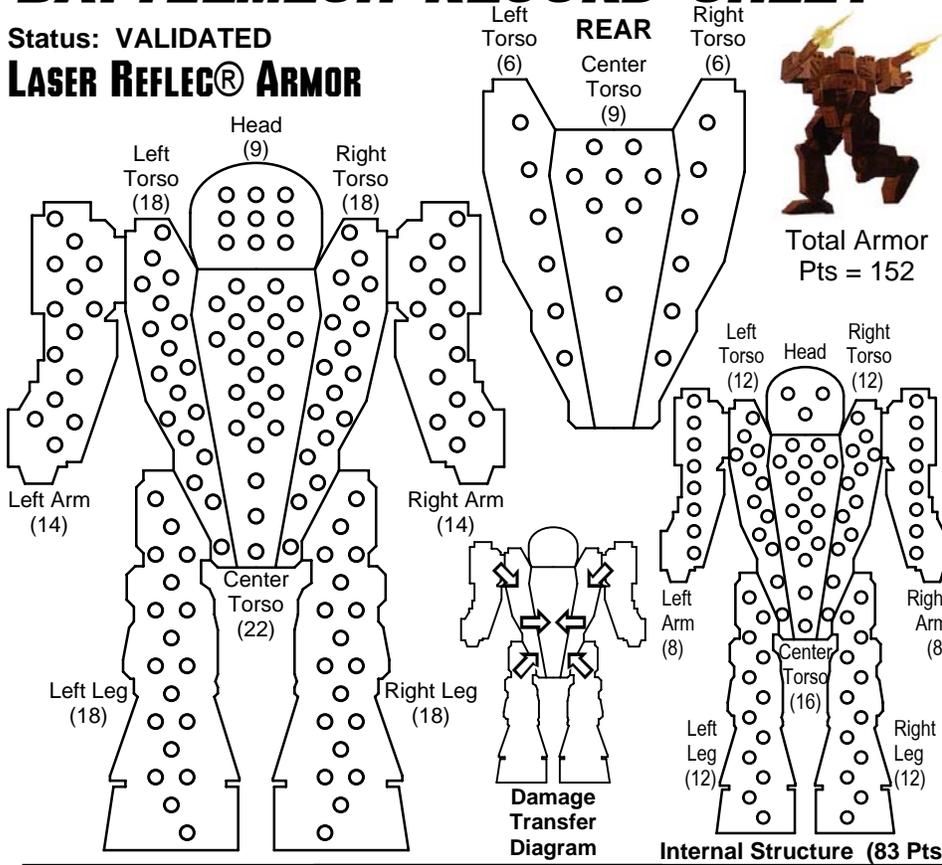
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator 1-3 Double Heat Sink Double Heat Sink Double Heat Sink Thunderbolt-15 (THB) 1 Thunderbolt-15 (THB) Thunderbolt-15 (THB) 4-6 Ammo (T-Bolt-15) 4 Ammo (T-Bolt-15) 4 Ammo (T-Bolt-15) 4 Ammo (T-Bolt-15) 4 <p>Left Torso</p> <ol style="list-style-type: none"> 1-3 XL Engine XL Engine XL Engine Medium Laser Roll Again Roll Again 1-3 Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> 1-3 XL Engine XL Engine XL Engine Gyro Gyro Gyro 1-3 Gyro XL Engine XL Engine Small Laser Endo Steel <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,569 Weapon Value: 1,470 / 1,470 Cost, C-Bills: 11,527,344</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator 1-3 Double Heat Sink Double Heat Sink Double Heat Sink Thunderbolt-15 (THB) 1 Thunderbolt-15 (THB) Thunderbolt-15 (THB) 4-6 Ammo (T-Bolt-15) 4 Ammo (T-Bolt-15) 4 Ammo (T-Bolt-15) 4 Ammo (T-Bolt-15) 4 <p>Right Torso</p> <ol style="list-style-type: none"> 1-3 XL Engine XL Engine XL Engine Medium Laser Roll Again Roll Again 1-3 Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor Pts = 152

'MECH DATA

Type: Blackjack BJ3-O Base (Human Sphere)
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **4** Level 3 / 3072

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: 10 Single



Auto Eject: Operational Disabled
 Weapon Heat: (0)

WARRIOR DATA

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

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

 Consciousness #

CRITICAL HIT TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Single Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet |
|--|--|---|

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

Battle Value: **932**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **4,175,001**

HEAT SCALE

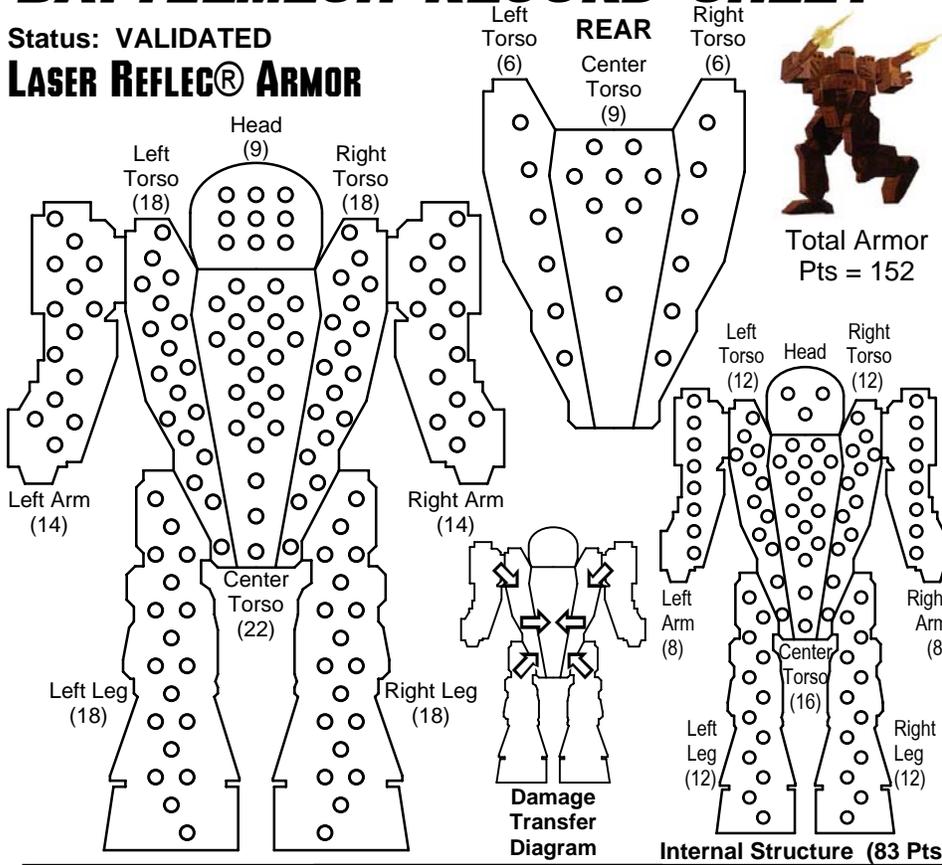
- | | |
|----|-----------------------------|
| 30 | Shutdown |
| 29 | |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 | |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Point |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | |
| 20 | -4 Movement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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: **Blackjack BJ3-O (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2	4	8	16	24
1	Autocannon/2	LA	1	2	4	8	16	24
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/2	45	11
Machine Gun	100	1

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat:** (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/2
- Medium Laser
- Medium Laser
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- Machine Gun
- Machine Gun
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

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

Battle Value: **1,270**
 Weapon Value: **643 / 643**
 Cost, C-Bills: **4,890,314**

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/2
- Medium Laser
- Medium Laser
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- Machine Gun
- Machine Gun
- Ammo (AC/2) 45
- Ammo (MG) 100
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

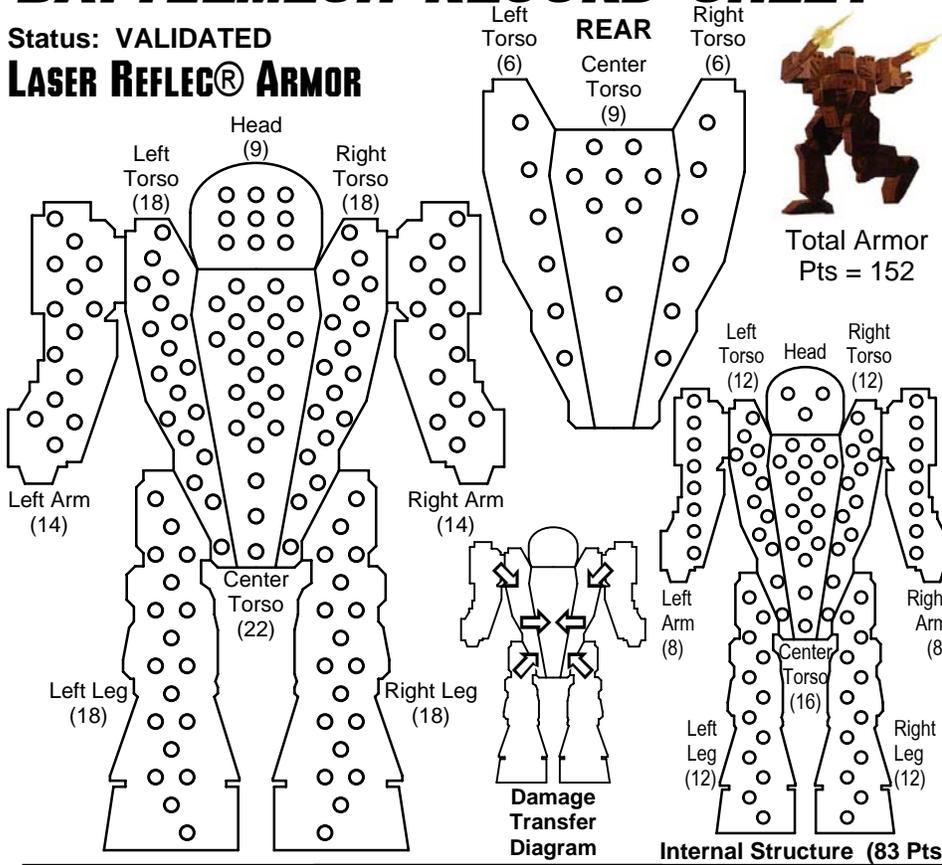
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

LASER REFLEC® ARMOR



'MECH DATA

Type: **Blackjack BJ3-OA (Human Sphere)**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 15	24	114

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- 1-3 Medium Laser
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

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

Battle Value: **1,475**
Weapon Value: **673 / 673**
Cost, C-Bills: **5,264,844**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- 1-3 Medium Laser
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

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

HEAT SCALE

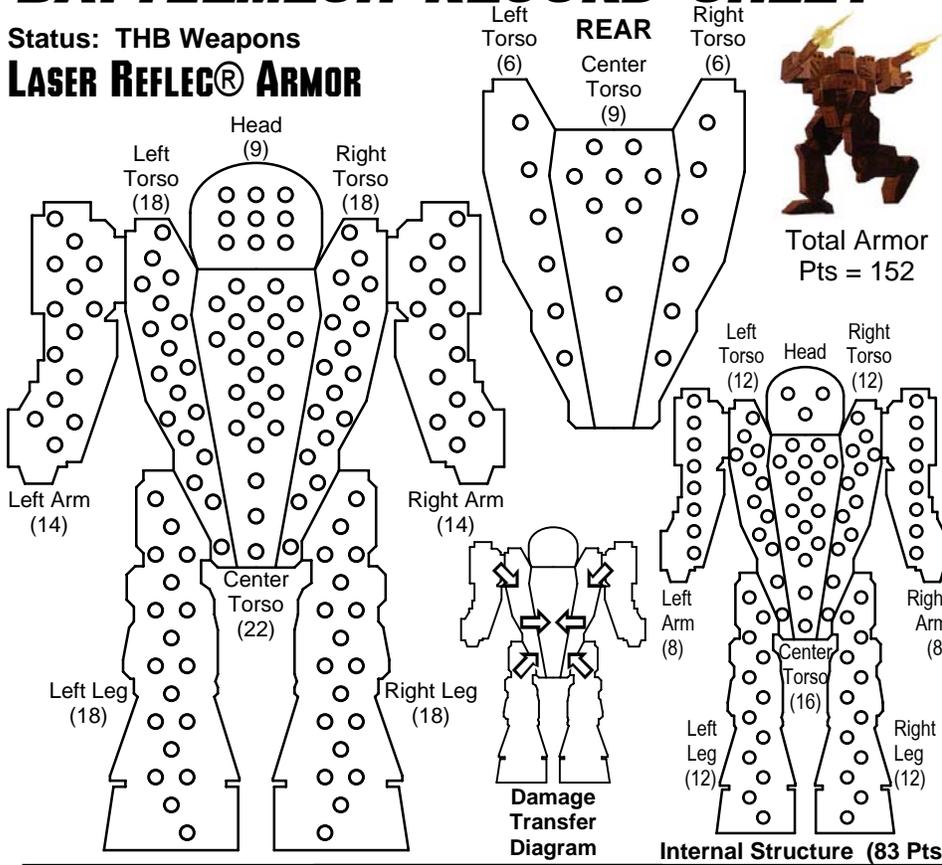
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Blackjack BJ3-OB (Human Sphere)
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **4** Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HV AC/10 (THB)	LA	7	10	-	6	12	20
1	LRM 5	RA	2	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds: BV:

HV AC/10 (THB)	16	89
LRM 5	24	13

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

Auto Eject: Operational Disabled
Weapon Heat: (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|--|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator 1-3 HV AC/10 (THB) 4 HV AC/10 (THB) 5 HV AC/10 (THB) 6 HV AC/10 (THB) <p>1-3 HV AC/10 (THB)</p> <ol style="list-style-type: none"> 1 HV AC/10 (THB) 2 HV AC/10 (THB) 3 Roll Again 4 Roll Again 5 Laser Reflec. Armor 6 Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> 1 Roll Again 2 Roll Again 3 Roll Again 4 Roll Again 5 Roll Again 6 Roll Again <p>1-3 Roll Again</p> <ol style="list-style-type: none"> 1 Roll Again 2 Roll Again 3 Roll Again 4-6 Laser Reflec. Armor 5 Laser Reflec. Armor 6 Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet | <p>Head</p> <ol style="list-style-type: none"> 1 Life Support 2 Sensors 3 Cockpit 4 Small Laser 5 Sensors 6 Life Support <p>Center Torso</p> <ol style="list-style-type: none"> 1 Fusion Engine 2 Fusion Engine 3 Fusion Engine 4 Gyro 5 Gyro 6 Gyro <p>1-3 Gyro</p> <ol style="list-style-type: none"> 1 Gyro 2 Fusion Engine 3 Fusion Engine 4 Fusion Engine 5 Single Heat Sink 6 Single Heat Sink <p>4-6 Fusion Engine</p> | <p>Right Arm</p> <ol style="list-style-type: none"> 1 Shoulder 2 Upper Arm Actuator 3 LRM 5 4 Roll Again 5 Roll Again 6 Roll Again <p>1-3 Roll Again</p> <ol style="list-style-type: none"> 1 Roll Again 2 Roll Again 3 Roll Again 4 Roll Again 5 Laser Reflec. Armor 6 Laser Reflec. Armor <p>4-6 Laser Reflec. Armor</p> <p>Right Torso</p> <ol style="list-style-type: none"> 1 Ammo (HV AC/10) 8 2 Ammo (HV AC/10) 8 3 Ammo (LRM 5) 24 4 CASE 5 Roll Again 6 Roll Again <p>1-3 Roll Again</p> <ol style="list-style-type: none"> 1 Roll Again 2 Roll Again 3 Roll Again 4 Laser Reflec. Armor 5 Laser Reflec. Armor 6 Laser Reflec. Armor <p>4-6 Laser Reflec. Armor</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet |
|--|---|---|
- Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○
- Battle Value: 1,285
 Weapon Value: 503 / 503
 Cost, C-Bills: 5,152,344

HEAT SCALE

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

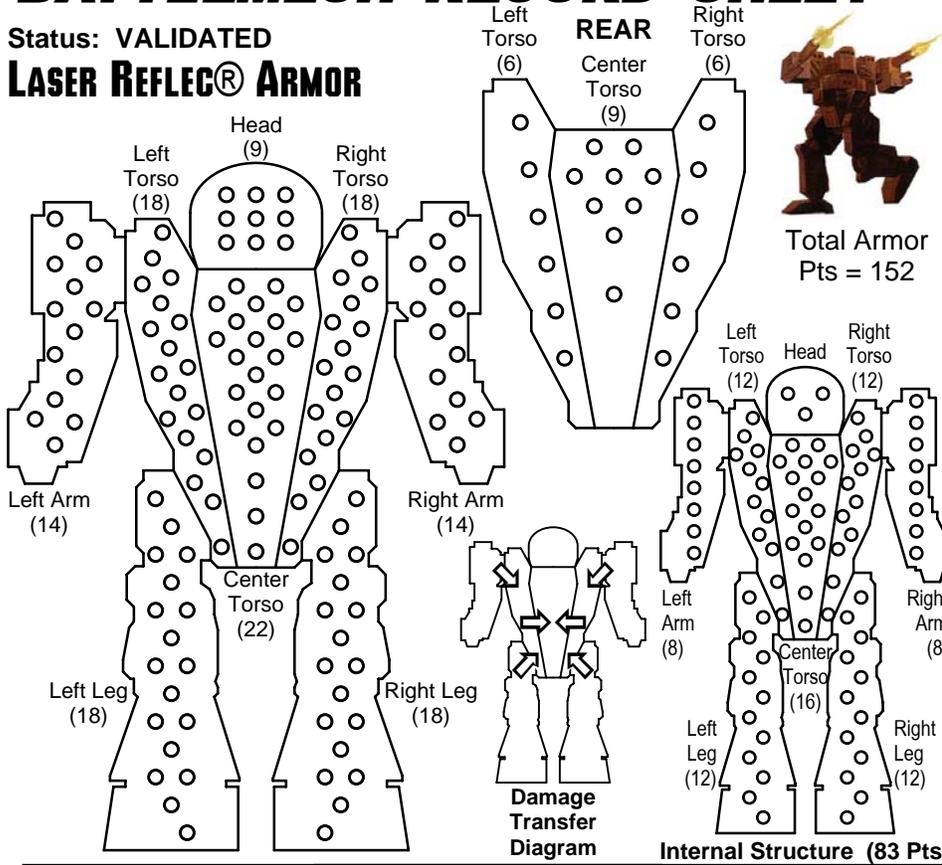


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

LASER REFLEC® ARMOR



Total Armor Pts = 152

'MECH DATA

Type: Blackjack BJ3-OC (Human Sphere)
Mass: **50 tons**
Movement Points: Tech, Config. & Level:
Walking: **4** Inner Sphere
Running: **6** Biped OmniMech
Jumping: **4** Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	Autocannon/5	LA	1	5	3	6	12	18
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Autocannon/5 Rounds: 60 BV: 60

Total Heat Sinks: 10 Single
○○○○○○○○○○○○
Auto Eject: Operational Disabled Weapon Heat: (3)

WARRIOR DATA

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Autocannon/5 Autocannon/5 Autocannon/5 Autocannon/5 <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Single Heat Sink <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Autocannon/5 Autocannon/5 Autocannon/5 Autocannon/5 <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> Ammo (AC/5) 20 Ammo (AC/5) 20 Ammo (AC/5) 20 CASE Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p>	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,173
Weapon Value: 461 / 461
Cost, C-Bills: 4,783,906

HEAT SCALE

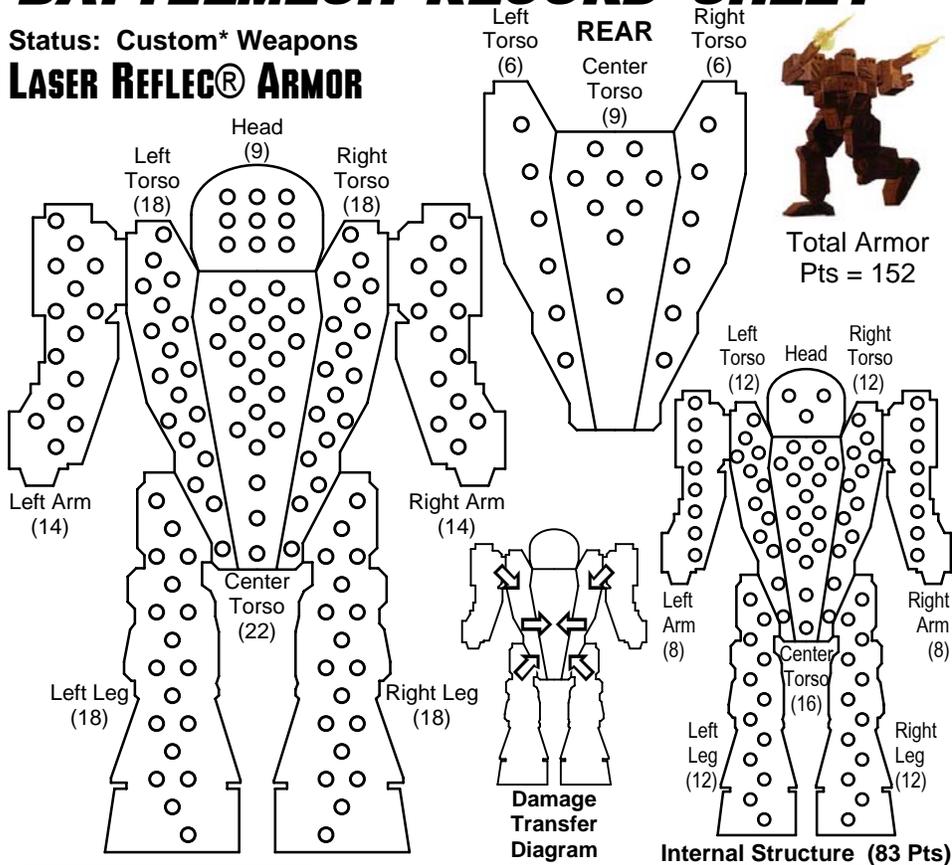
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



Total Armor
 Pts = 152

'MECH DATA

Type: Blackjack BJ3-OD (Human Sphere)
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **4** Level 3 / 3072

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC*	RA	5	5	3	6	12	18
1	Snub-Nose PPC*	LA	10	10/8/5	-	9	13	15
2	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9

Total Heat Sinks: 14 Single
 ○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (32)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator 1-3 Snub-Nose PPC 1-3 Snub-Nose PPC 5. Single Heat Sink 6. Roll Again <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again 5. Laser Reflec. Armor 6. Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> 1-3 Medium Laser 1-3 Medium Laser 1-3 Single Heat Sink Roll Again Roll Again Roll Again <ol style="list-style-type: none"> Roll Again Roll Again Roll Again 4-6 Laser Reflec. Armor 5. Laser Reflec. Armor 6. Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support <p>Center Torso</p> <ol style="list-style-type: none"> 1-3 Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro <ol style="list-style-type: none"> 1-3 Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Single Heat Sink 6. Single Heat Sink <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,525 Weapon Value: 819 / 819 Cost, C-Bills: 5,615,001</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator 1-3 Light PPC 1-3 Light PPC 5. Light PPC 6. Light PPC <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again 5. Laser Reflec. Armor 6. Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> 1-3 Medium Laser 1-3 Medium Laser 1-3 Single Heat Sink Roll Again Roll Again Roll Again <ol style="list-style-type: none"> Roll Again Roll Again Roll Again 4-6 Laser Reflec. Armor 5. Laser Reflec. Armor 6. Laser Reflec. Armor <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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HEAT SCALE

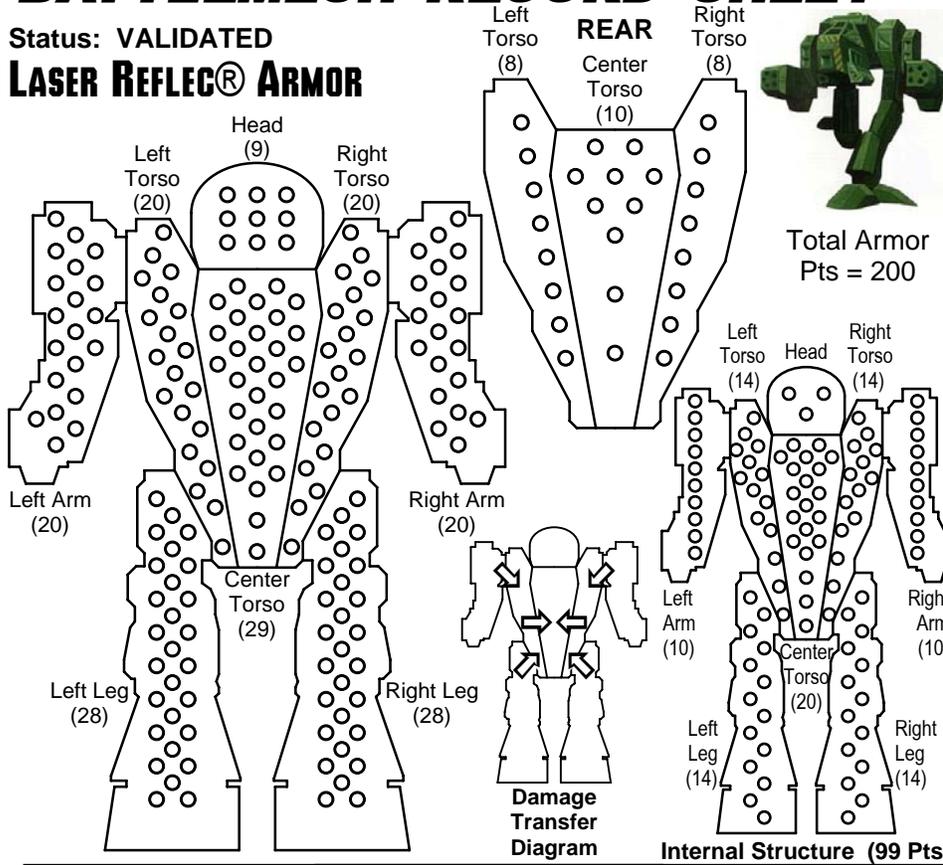
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-O Base (Human Sphere)

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **0**

Level 3 / 3077

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Torso

- Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: **1,181**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **5,637,200**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Right Torso

- Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

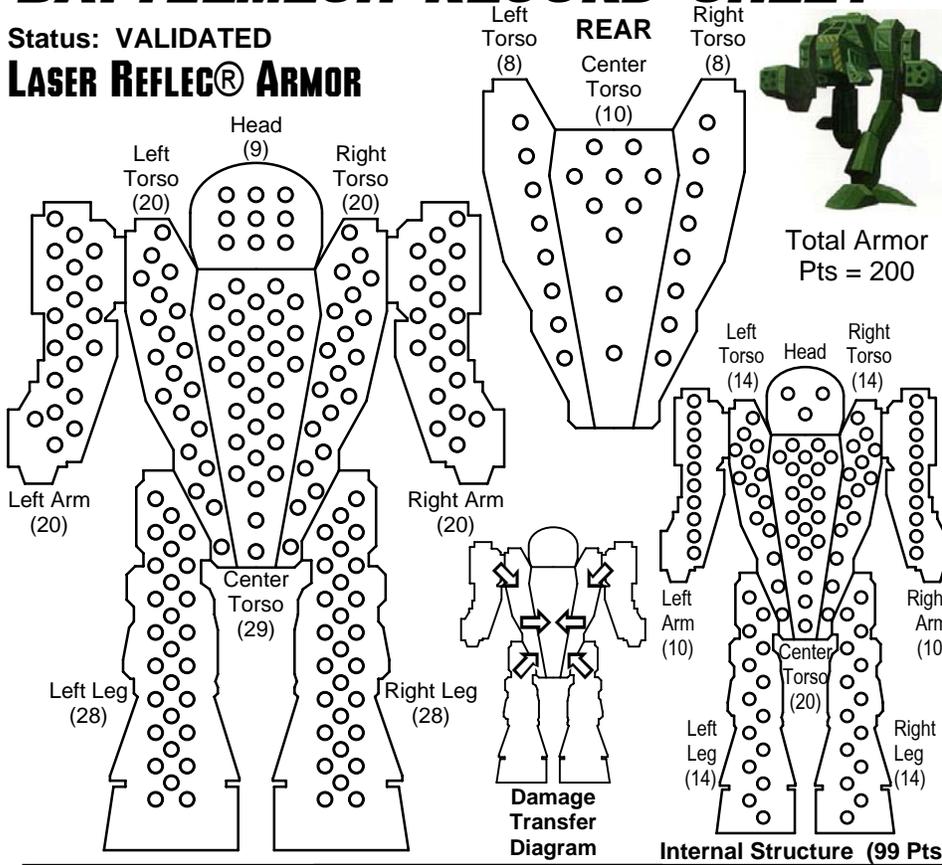
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-O (Human Sphere)

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6 [8]**

Biped OmniMech

Jumping: **4**

Level 3 / 3077

Weapons Inventory: (hexes)

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

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

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

Left Torso

- Small Laser
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Single Heat Sink
 - Single Heat Sink
- 4-6

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

Battle Value: **1,863**
 Weapon Value: **1,169 / 1,169**
 Cost, C-Bills: **8,330,200**

Right Arm

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

Right Torso

- MASC
 - MASC
 - MASC
 - Small Laser
 - Single Heat Sink
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor
 - Laser Reflec. Armor
- 4-6

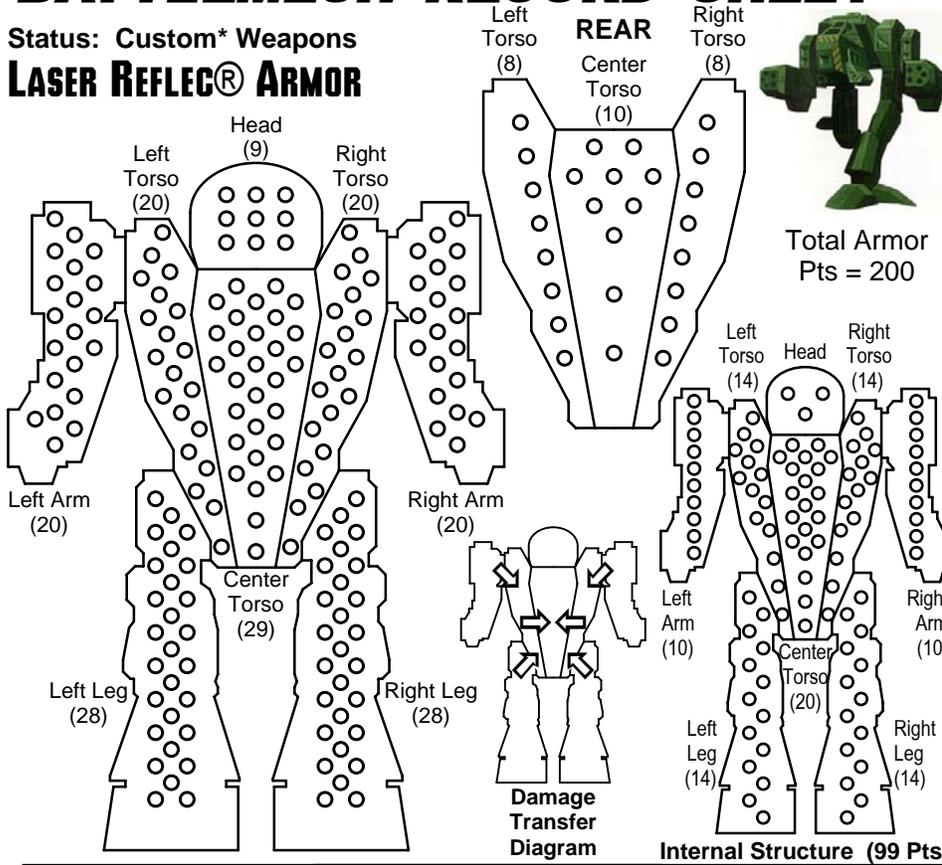
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-OB (Human Sphere)
 Mass: **60 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6 [8]** Biped OmniMech
 Jumping: **0** Level 3 / 3077

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Snub-Nosed PPC*	LA	10	10	-	9	13	15
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Autocannon/10
Rounds: 10
BV: 23

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○
Auto Eject: Operational Disabled
Weapon Heat: (14)

WARRIOR DATA

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

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

 Consciousness #

HEAT SCALE

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

CRITICAL HIT TABLE

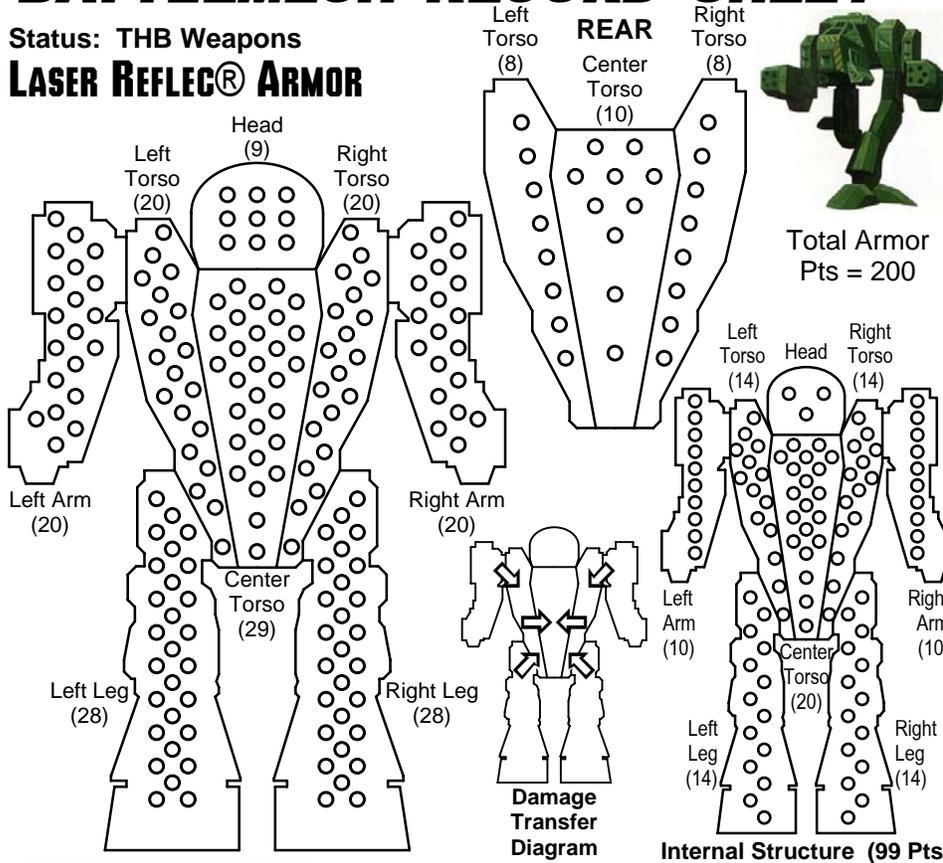
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Snub-Nosed PPC Snub-Nosed PPC Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> Small Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Single Heat Sink <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,687 Weapon Value: 1,061 / 1,061 Cost, C-Bills: 7,984,499</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 <p>4-6</p> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Roll Again Laser Reflec. Armor Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> MASC MASC MASC AmMO (AC/10) 10 CASE Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor 	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-OC (Human Sphere)

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 3 / 3077

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HV AC/10 (THB)	RA	7	10	-	6	12	20
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Rounds: BV:

HV AC/10 (THB) 24 134

Total Heat Sinks: 11 Single

○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- Small Laser
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

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

Battle Value: **1,570**
 Weapon Value: **703 / 703**
 Cost, C-Bills: **7,112,099**

Right Arm

- Shoulder
- Upper Arm Actuator
- HV AC/10 (THB)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- Ammo (HV AC/10) 8
- Ammo (HV AC/10) 8
- Ammo (HV AC/10) 8
- CASE
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

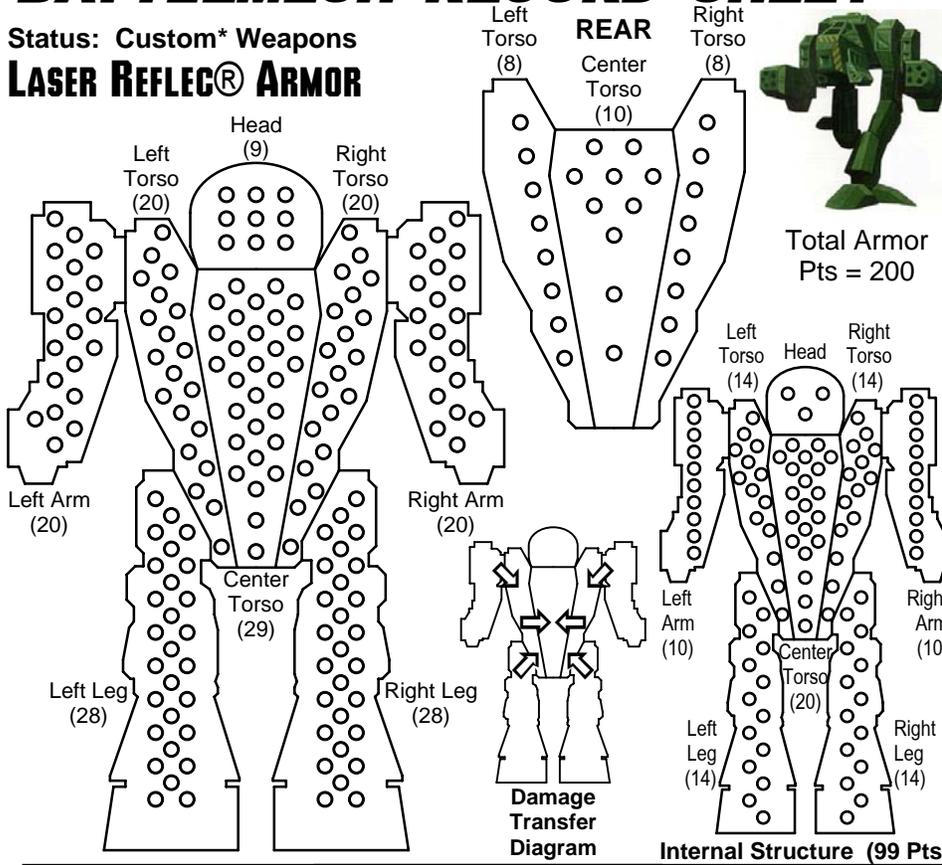
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-OD (Human Sphere)

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **4**

Level 3 / 3077

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	6	7	14	21
1	Light PPC*	LA	5	5	3	6	12	18
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Rounds: BV:

LRM 20 24 205

Total Heat Sinks: 12 Single

○○○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

Operational Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

Left Torso

- Small Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 1-3 Gyro
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 4-6 Single Heat Sink
- 4-6 Single Heat Sink

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

Battle Value: **1,703**
 Weapon Value: **903 / 903**
 Cost, C-Bills: **7,166,499**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

Right Torso

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- 1-3 Ammo (LRM 20) 6
- 1-3 CASE
- 1-3 Roll Again
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor

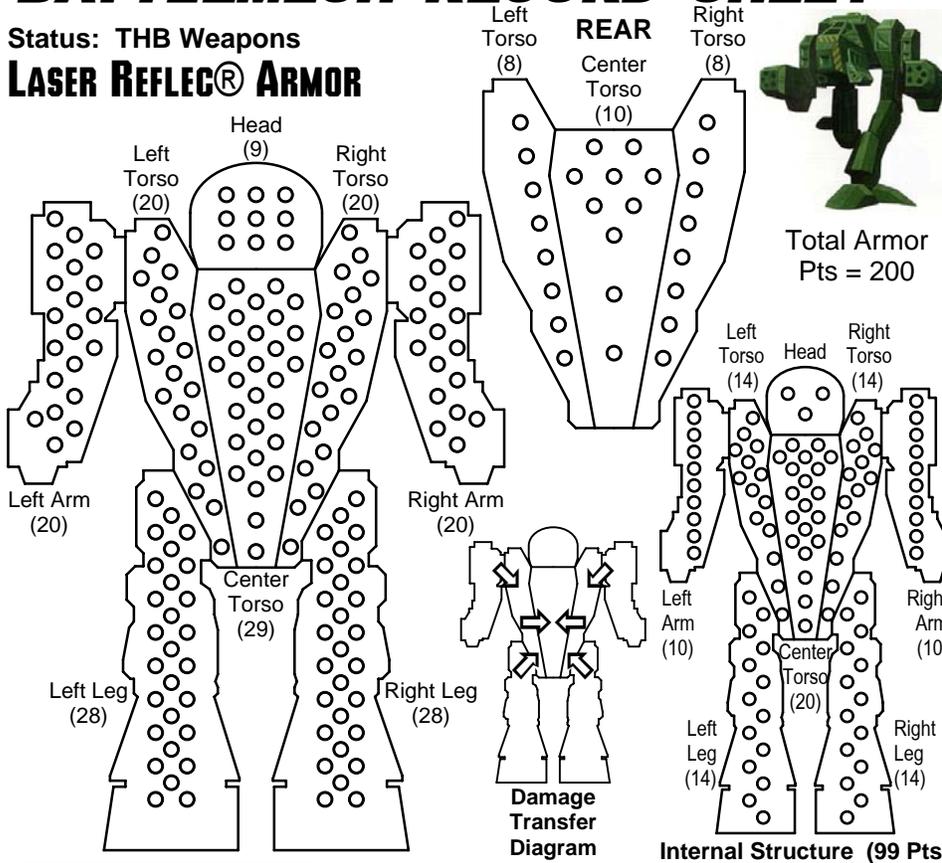
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-OE (Human Sphere)

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **0**

Level 3 / 3077

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HV AC/2 (THB)	RA	1	2	3	10	20	35
1	HV AC/2 (THB)	LA	1	2	3	10	20	35
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Flamer	RT	3	2	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: HV AC/2 (THB) **Rounds:** 60 **BV:** 18

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat:** (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - 1-3 HV AC/2 (THB)
 - 4 HV AC/2 (THB)
 - 5 Medium Laser
 - 6 Medium Laser
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor

Left Torso

- 1 Small Laser
 - Roll Again
 - Roll Again
 - 1-3 Roll Again
 - 5 Roll Again
 - 6 Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - 4-6 Laser Reflec. Armor
 - 5 Laser Reflec. Armor
 - 6 Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,530**
 Weapon Value: **746 / 746**
 Cost, C-Bills: **6,413,501**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - 1-3 HV AC/2 (THB)
 - 4 HV AC/2 (THB)
 - 5 Medium Laser
 - 6 Medium Laser
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Laser Reflec. Armor
 - Laser Reflec. Armor

Right Torso

- 1 Flamer
 - 2 Ammo (HV AC/2) 30
 - 3 Ammo (HV AC/2) 30
 - 1-3 CASE
 - 5 Roll Again
 - 6 Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - 4 Laser Reflec. Armor
 - 5 Laser Reflec. Armor
 - 6 Laser Reflec. Armor

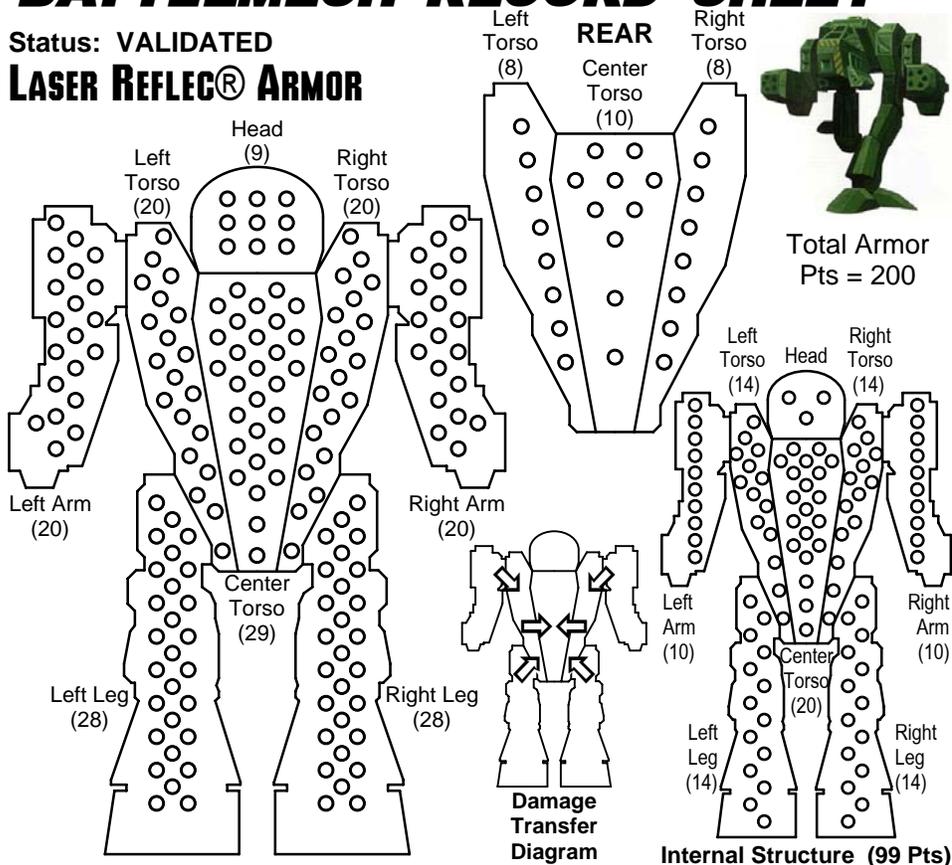
Right Leg

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

BATTLETECH®

BATTLEMech RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Black Hawk-KU BHKU2-OF (Human Sphere)
Mass: **60 tons**
Movement Points: Tech, Config. & Level:
Walking: **4** Inner Sphere
Running: **6** Biped OmniMech
Jumping: **0** Level 3 / 3077

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18

Total Heat Sinks: 20 Single
○○○○○○○○○○○○ ○○○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (20)

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- Single Heat Sink
- Single Heat Sink
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

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

Battle Value: **1,576**
Weapon Value: **1,307 / 1,307**
Cost, C-Bills: **6,446,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- Single Heat Sink
- Single Heat Sink
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Leg

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

HEAT SCALE

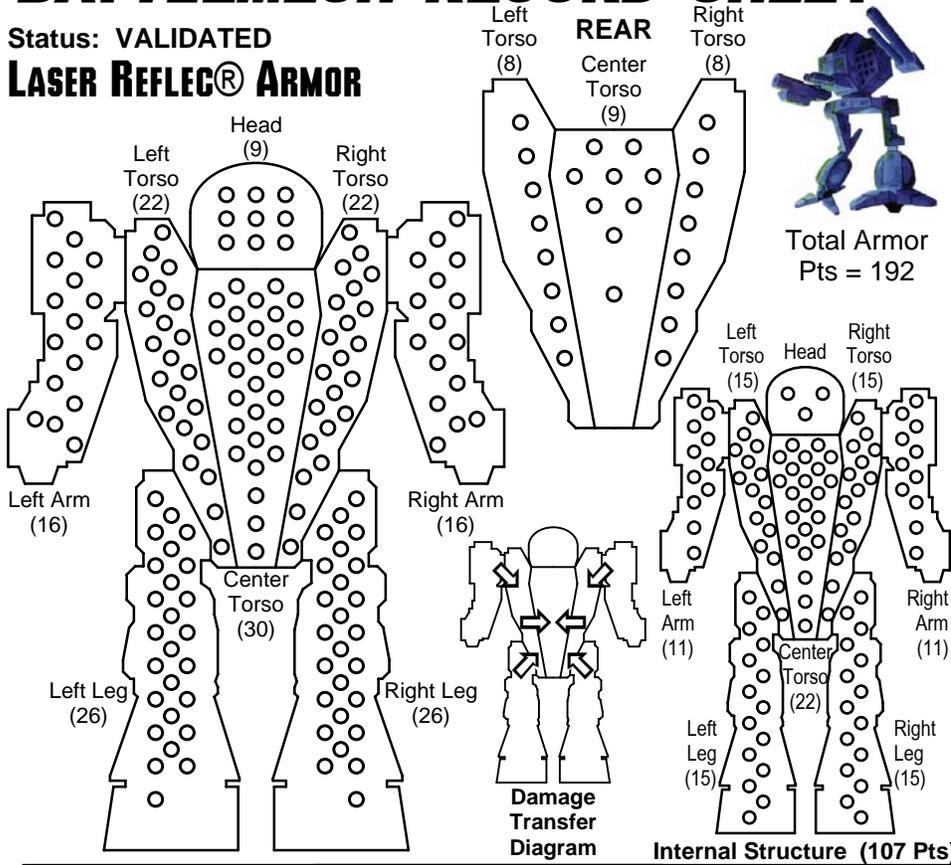
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor
Pts = 192

Internal Structure (107 Pts)

'MECH DATA

Type: Avatar AV2-O Base (Human Sphere)
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **0** Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (6)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|---|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Left Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Laser Reflec. Armor <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Medium Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,280
 Weapon Value: 422 / 422
 Cost, C-Bills: 6,958,668</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|---|---|--|

HEAT SCALE

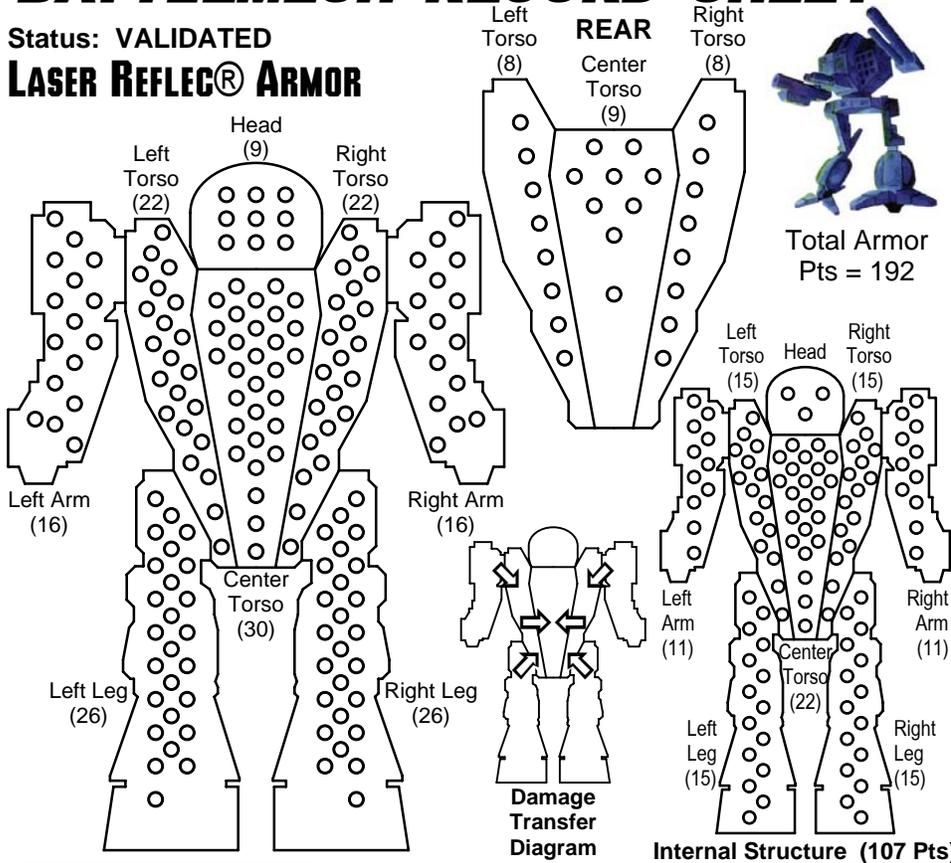
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Avatar AV2-O (Human Sphere)

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Biped OmniMech

Jumping: 0

Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Autocannon/5	RA	1	5	3	6	12	18
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 10	48	55
Autocannon/5	20	11
Machine Gun	100	1

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1-3 LRM 10
- 2 LRM 10
- 3 Machine Gun
- Roll Again
- Roll Again
- Roll Again
- 1 Laser Reflec. Armor
- 2 Laser Reflec. Armor
- 3 Laser Reflec. Armor
- 4-6 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 1,683
 Weapon Value: 1,010 / 1,010
 Cost, C-Bills: 8,204,980

Right Arm

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

Right Torso

- 1-3 LRM 10
- 2 LRM 10
- 3 Machine Gun
- 4 Ammo (LRM 10) 12
- 5 Ammo (LRM 10) 12
- 6 Ammo (LRM 10) 12
- 1 Ammo (LRM 10) 12
- 2 Ammo (AC/5) 20
- 3 Ammo (MG) 100
- 4 CASE
- 5 Roll Again
- 6 Roll Again

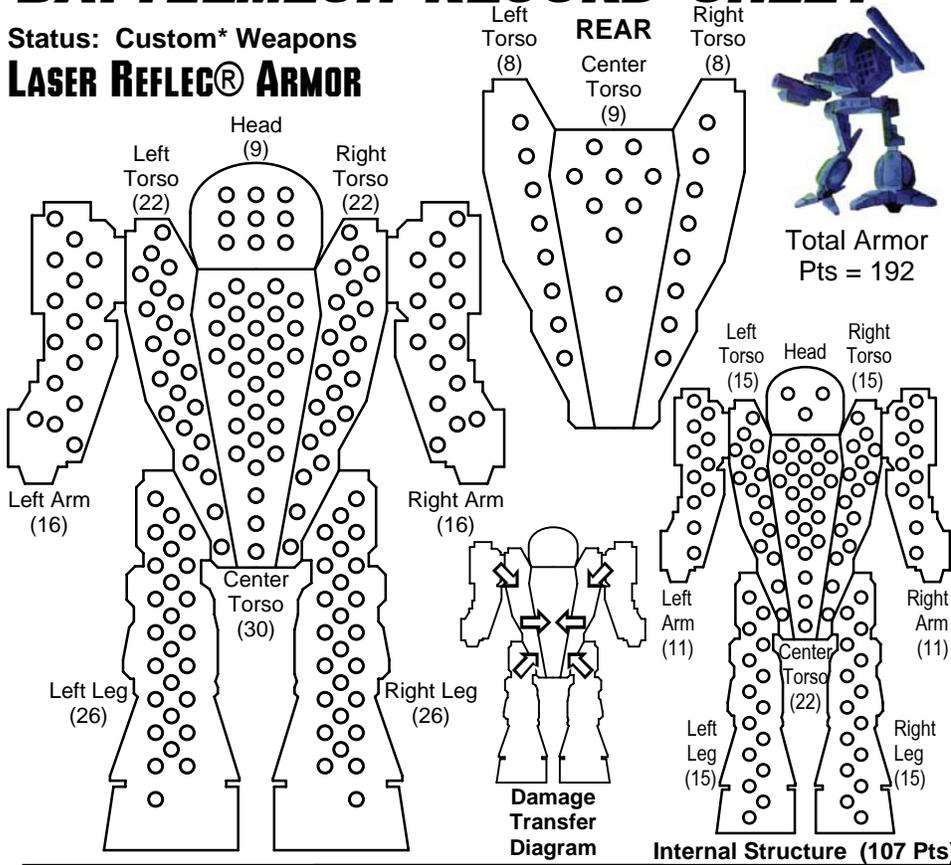
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Avatar AV2-OA (Human Sphere)
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **0** Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC*	LA	5	5	3	6	12	18
1	Autocannon/20	RA	7	20	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: **Rounds:** **BV:**

Autocannon/20	20	110
SRM 4	25	6

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled (25)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor

Left Torso

- 1-3 SRM 4
- 1-3 Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,705**
 Weapon Value: **827 / 827**
 Cost, C-Bills: **8,427,573**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/20
- 1-3 Autocannon/20
- 1-3 Autocannon/20
- 1-3 Autocannon/20
- 4-6 Autocannon/20

Right Torso

- 1-3 SRM 4
- 1-3 Ammo (AC/20) 5
- 1-3 Ammo (SRM 4) 25
- 1-3 CASE
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Leg

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Point
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Point
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Point
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Point (** 4+)

+1 Modifier to Fire

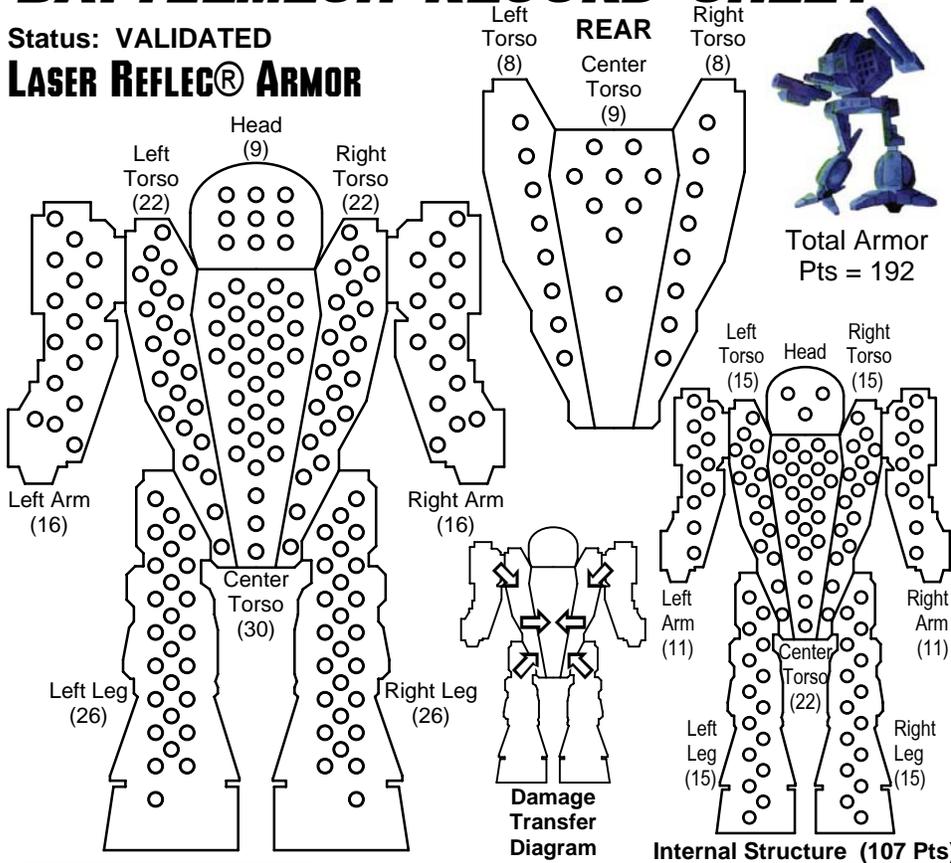
-1 MP



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: Avatar AV2-OB (Human Sphere)

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **0**

Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	6	7	14	21
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: LRM 10 Rounds: 48 BV: 55

Total Heat Sinks: **12 Single**

○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled Weapon Heat: **(23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- LRM 10
- LRM 10
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,686**
 Weapon Value: **1,040 / 1,040**
 Cost, C-Bills: **8,202,323**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- LRM 10
- Roll Again

Right Torso

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

Right Leg

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

HEAT SCALE

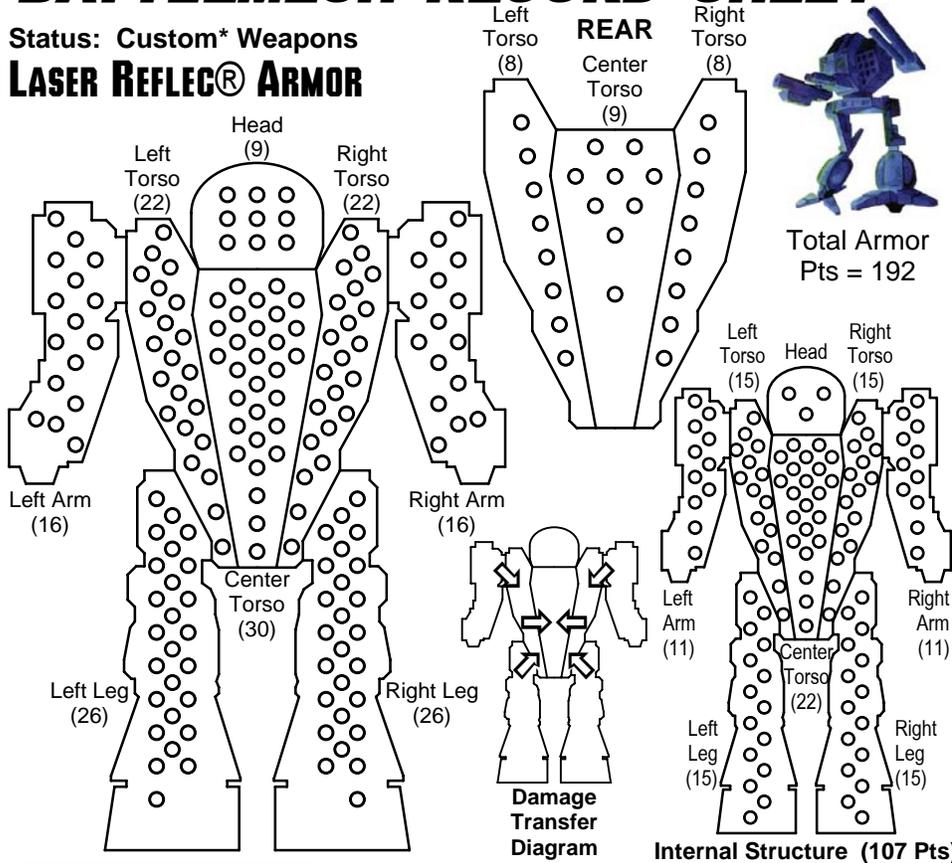
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



Total Armor
 Pts = 192

'MECH DATA

Type: Avatar AV2-OC (Human Sphere)

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Biped OmniMech

Jumping: 0

Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Autocannon/5	RA	1	5	3	6	12	18
1	Light PPC*	LA	5	5	3	6	12	18
2	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 10

48

55

Autocannon/5

20

11

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Torso

- LRM 10
- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Laser Reflec. Armor

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

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

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

Battle Value: 1,671
 Weapon Value: 963 / 963
 Cost, C-Bills: 8,347,886

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Roll Again

Right Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (AC/5) 20
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

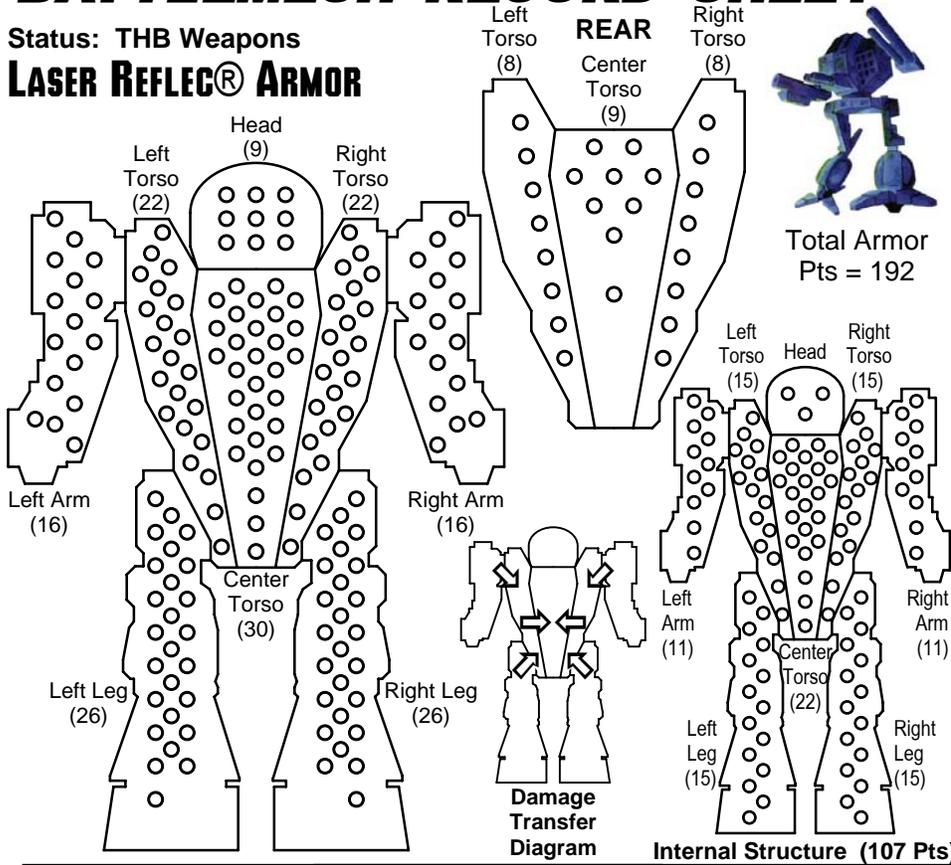
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Avatar AV2-OD (Human Sphere)
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped OmniMech
 Jumping: 0 Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HV AC/5 (THB)	RA	3	5	-	8	16	28
1	MRM 10	RT	4	1/hit	-	3	8	15
1	MRM 10	LT	4	1/hit	-	3	8	15
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: **Rounds:** **BV:**

HV AC/5 (THB)	30	35
MRM 10	24	9

Total Heat Sinks: 13 Single
 ○○○○○○○○○○○○○ ○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled (24)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|--|--|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Medium Laser Medium Laser Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Laser Reflec. Armor <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> MRM 10 MRM 10 Small Laser Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Laser Reflec. Armor <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Medium Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits ○ ○ ○</p> <p>Gyro Hits ○ ○</p> <p>Sensor Hits ○ ○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,623
 Weapon Value: 985 / 985
 Cost, C-Bills: 7,965,386</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator HV AC/5 (THB) HV AC/5 (THB) HV AC/5 (THB) HV AC/5 (THB) Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> MRM 10 MRM 10 Ammo (MRM 10) 24 Ammo (HV AC/5) 15 Ammo (HV AC/5) 15 CASE Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink |
|--|--|--|

HEAT SCALE

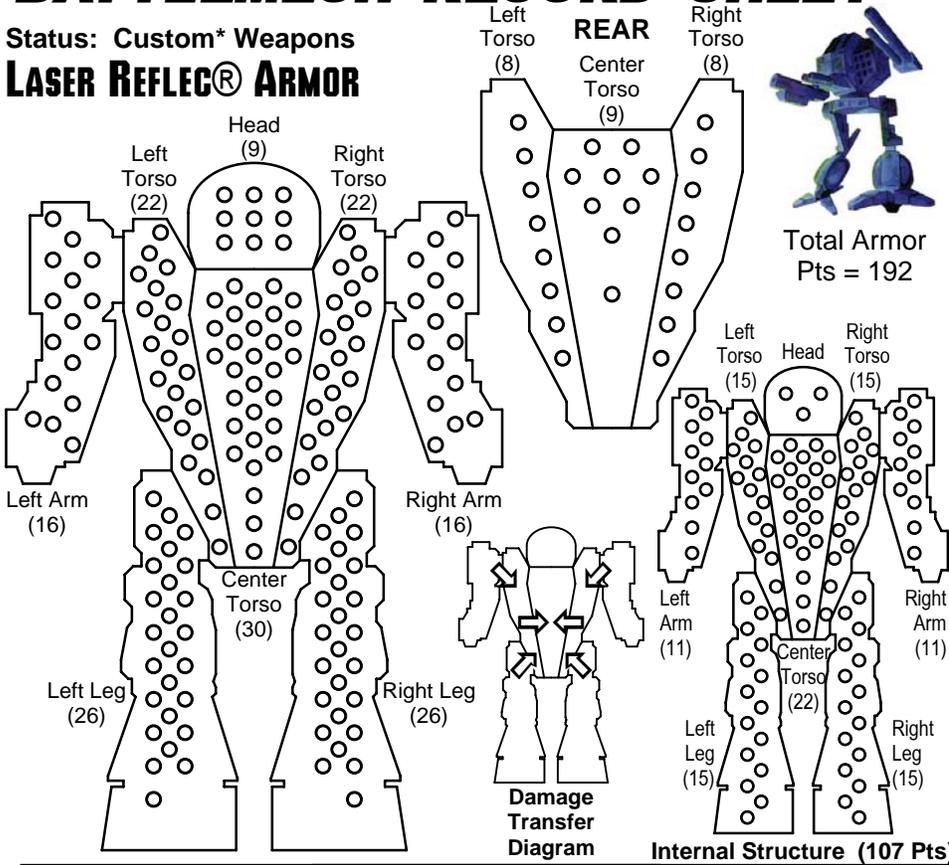
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Avatar AV2-OE (Human Sphere)
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **0** Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Snub-Nosed PPC*	LA	10	10	-	9	13	15
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Autocannon/10 **Rounds:** 20 **BV:** 38

Total Heat Sinks: 15 Single
 ○○○○○○○○○○○ ○○○○○

Auto Eject: Operational Disabled **Weapon Heat:** (23)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Snub-Nosed PPC
- Snub-Nosed PPC
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Small Laser
- Roll Again

Left Leg

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

Head

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

Center Torso

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: 1,684
 Weapon Value: 1,315 / 1,315
 Cost, C-Bills: 8,055,698

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/10
- Roll Again

Right Torso

- Single Heat Sink
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- CASE
- Roll Again

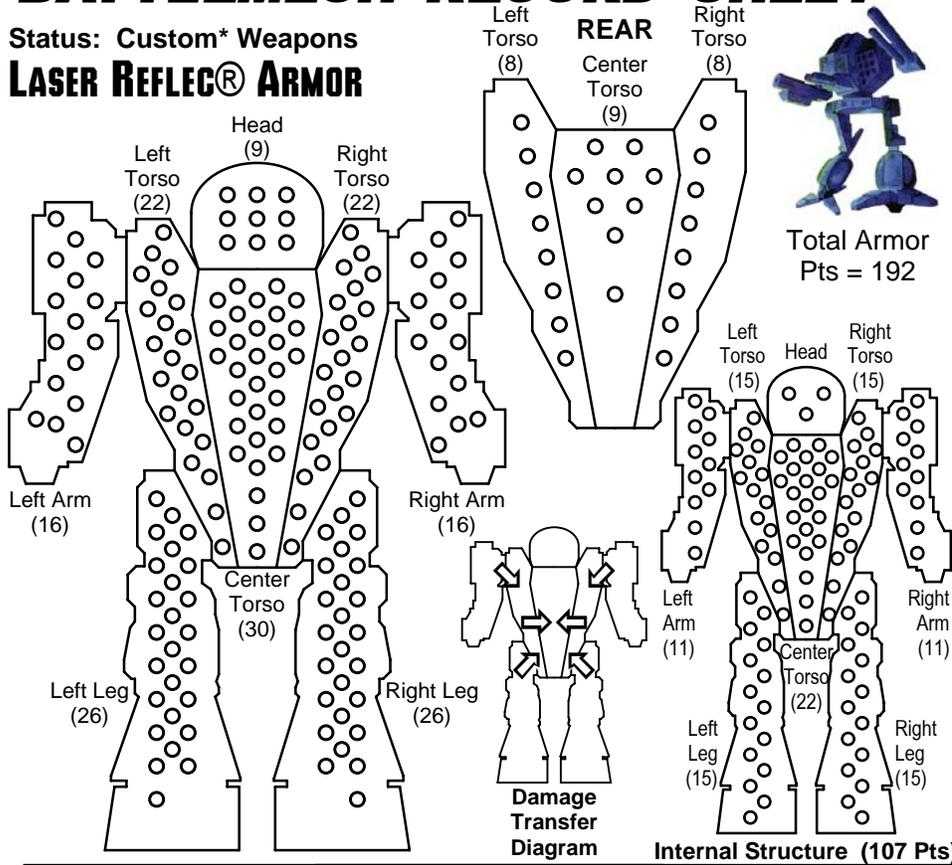
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Avatar AV2-OF (Human Sphere)
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped OmniMech
 Jumping: 0 Level 3 / 3073

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC*	RA	15	15	3	6	12	18
2	Light PPC*	LA	5	5	3	6	12	18
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 21 Single



Auto Eject: Operational Disabled
 Weapon Heat: (31)

WARRIOR DATA

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

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Light PPC
- 4. Light PPC
- 5. Light PPC
- 6. Light PPC
- 1. Roll Again
- 2. Roll Again
- 4-6 3. Laser Reflec. Armor
- 4. Laser Reflec. Armor
- 5. Laser Reflec. Armor
- 6. Laser Reflec. Armor

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 1-3 3. Single Heat Sink
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Laser Reflec. Armor
- 2. Laser Reflec. Armor
- 3. Laser Reflec. Armor
- 4-6 4. Laser Reflec. Armor
- 5. Laser Reflec. Armor
- 6. Laser Reflec. Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 1,781
 Weapon Value: 1,471 / 1,471
 Cost, C-Bills: 8,159,293

Right Arm

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

Right Torso

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

Right Leg

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

HEAT SCALE

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

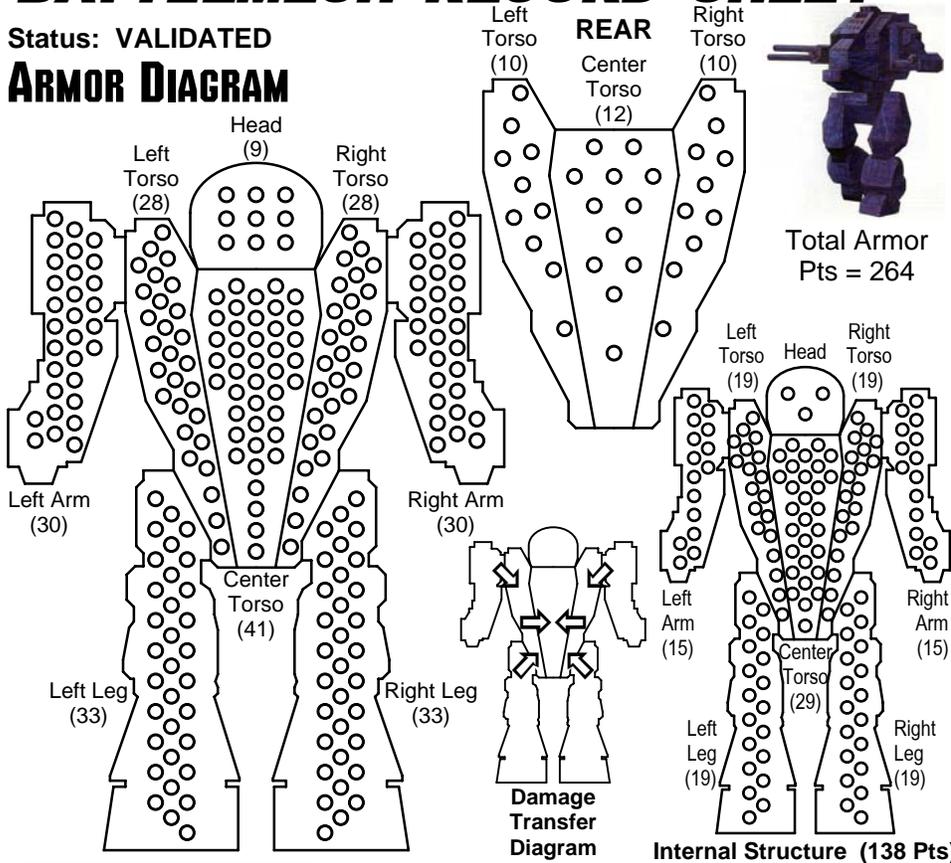


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sunder SD1-O Base (Human Sphere)**

Mass: **90 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: **1,071**
Weapon Value: **0 / 0**
Cost, C-Bills: **25,757,825**

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6

Right Leg

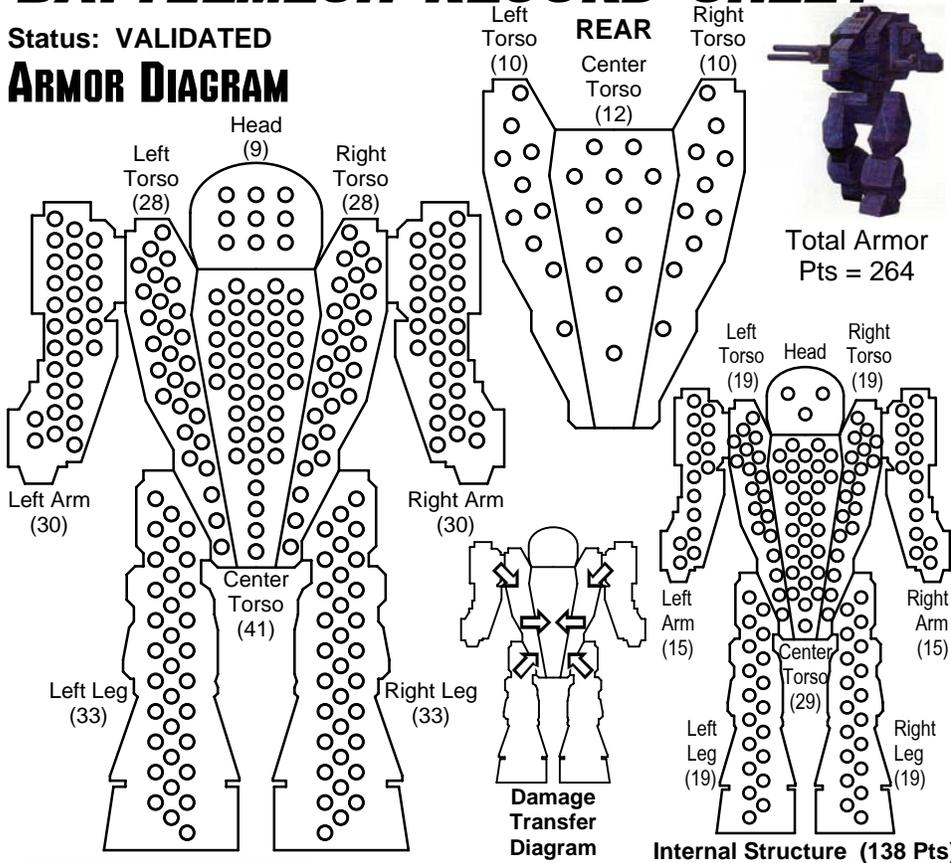
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sunder SD1-O (Human Sphere)**

Mass: **90 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LA	7	20	-	3	6	9
2	Large Laser	RA	8	8	-	5	10	15
2	SRM 4	CT	3	2/hit	-	3	6	9
1	SRM 4	HD	3	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	10	55
SRM 4	50	13

Total Heat Sinks: **15 Double (30)**
 ○○○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(38)**

Internal Structure (138 Pts)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3 4. Medium Laser
- 5. Ammo (AC/20) 5
- 6. Ammo (SRM 4) 25
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,747**
 Weapon Value: **2,780 / 2,780**
 Cost, C-Bills: **27,693,688**

Right Arm

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

Right Torso

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

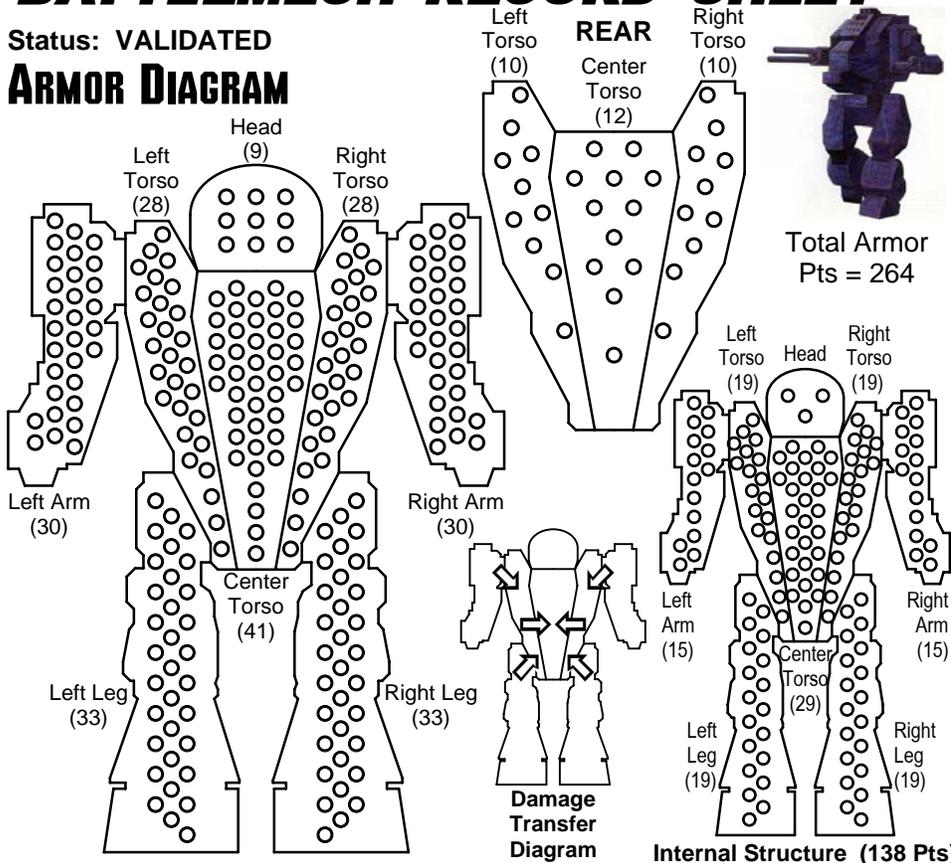


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 264

Internal Structure (138 Pts)

'MECH DATA

Type: **Sunder SD1-OA (Human Sphere)**
 Mass: **90 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER PPC	RA	15	10	-	7	14	23
2	LRM 5	CT	2	1/hit	6	7	14	21
1	LRM 5	HD	2	1/hit	6	7	14	21
1	Medium Pulse Laser RT		4	6	-	2	4	6
1	Medium Pulse Laser LT		4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
Gauss Rifle	16	100
LRM 5	48	15

Total Heat Sinks: **15 Double (30)**
 ○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(30)**

WARRIOR DATA

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

1	2	3	4	5	6
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 Consciousness #

3	5	7	10	11	Dead
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CRITICAL HIT TABLE

Left Arm 1. Shoulder 2. Upper Arm Actuator 1-3 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle 1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4-6 4. Roll Again 5. Roll Again 6. Roll Again Left Torso 1. XL Engine 2. XL Engine 3. XL Engine 1-3 4. Medium Pulse Laser 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8 1. Roll Again 2. Roll Again 3. Roll Again 4-6 4. Roll Again 5. Roll Again 6. Roll Again Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	Head 1. Life Support 2. Sensors 3. Cockpit 4. LRM 5 5. Sensors 6. Life Support Center Torso 1. XL Engine 2. XL Engine 3. XL Engine 1-3 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. XL Engine 3. XL Engine 4-6 4. XL Engine 5. LRM 5 6. LRM 5	Right Arm 1. Shoulder 2. Upper Arm Actuator 1-3 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. ER PPC 1. ER PPC 2. ER PPC 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again 4-6 Right Torso 1. XL Engine 2. XL Engine 3. XL Engine 1-3 4. Medium Pulse Laser 5. Ammo (LRM 5) 24 6. Ammo (LRM 5) 24 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again 4-6 Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **2,003**
 Weapon Value: **3,210 / 3,210**
 Cost, C-Bills: **27,863,500**

HEAT SCALE

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

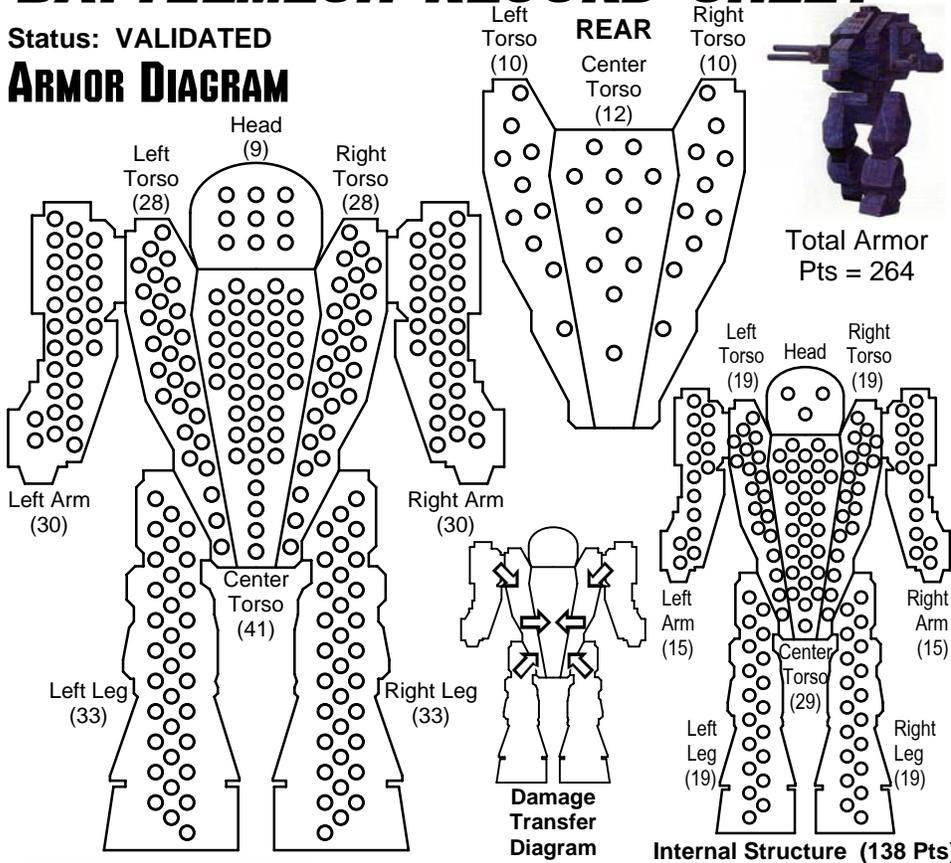


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sunder SD1-OB (Human Sphere)**
 Mass: **90 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **4** Inner Sphere
 Running: **6** Biped OmniMech
 Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 20	LA	6	1/hit	6	7	14	21
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: **Rounds:** **BV:**

LRM 20	24	115
LRM 10	12	14

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator LRM 20 LRM 20 LRM 20 <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 Ammo (LRM 20) 6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser Medium Pulse Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine LRM 10 LRM 10 <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,813</p> <p>Weapon Value: 3,164 / 3,164</p> <p>Cost, C-Bills: 27,979,875</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Ammo (LRM 20) 6 <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser Medium Pulse Laser Ammo (LRM 10) 12 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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HEAT SCALE

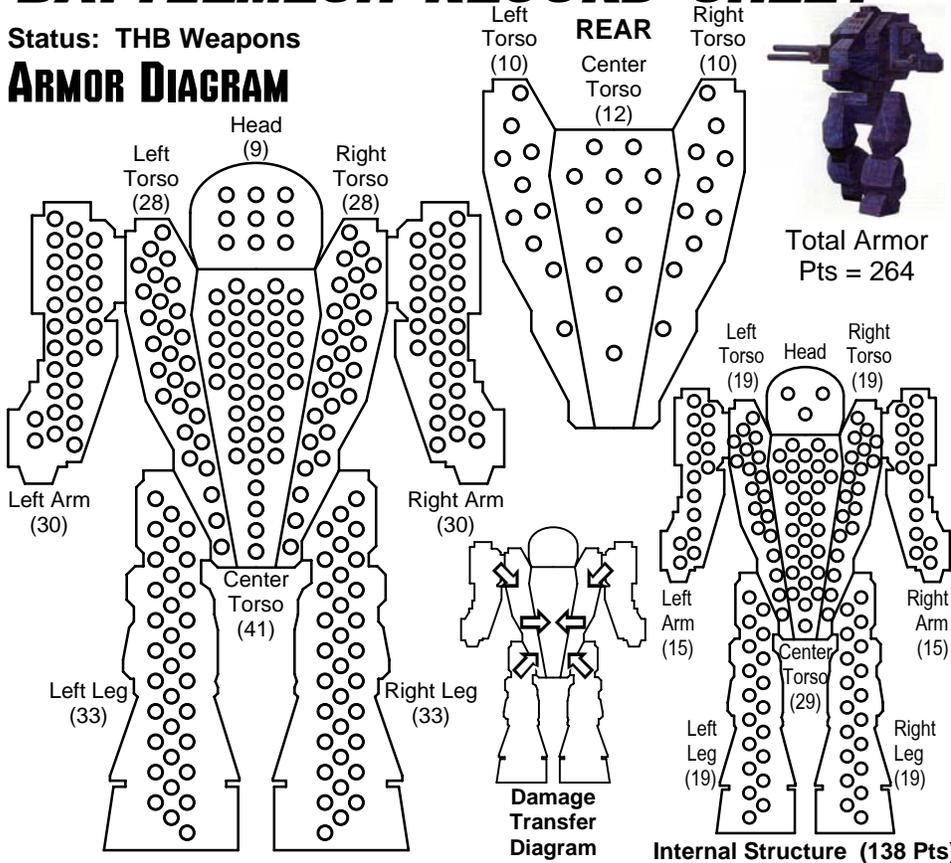
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
ARMOR DIAGRAM



Internal Structure (138 Pts)

'MECH DATA

Type: Sunder SD1-OC (Human Sphere)

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Biped OmniMech

Jumping: 0

Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ELRM-15 (THB)	RA	8	1/hit	10	12	22	38
1	ELRM-15 (THB)	LA	8	1/hit	10	12	22	38
1	Medium Laser	LT	3	5	-	3	6	9
1	Streak SRM 4	CT	3	2/hit	-	3	6	9
1	Streak SRM 4	HD	3	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV:**

ELRM-15 (THB)	24	125
Streak SRM 4	25	9

Total Heat Sinks: 15 Double (30)
 ○○○○○○○○○○ ○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ELRM-15 (THB)
- ELRM-15 (THB)
- ELRM-15 (THB)
- ELRM-15 (THB)
1. ELRM-15 (THB)
2. ELRM-15 (THB)
- 4-6 3. Ammo (ELRM-15) 6
4. Ammo (ELRM-15) 6
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
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 Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 4
- Sensors
- Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Streak SRM 4
6. Ammo (Streak 4) 25

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

Battle Value: 1,726
 Weapon Value: 1,858 / 1,592
 Cost, C-Bills: 28,881,188

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ELRM-15 (THB)
2. ELRM-15 (THB)
3. ELRM-15 (THB)
4. ELRM-15 (THB)
5. ELRM-15 (THB)
6. ELRM-15 (THB)

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (ELRM-15) 6
5. Ammo (ELRM-15) 6
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

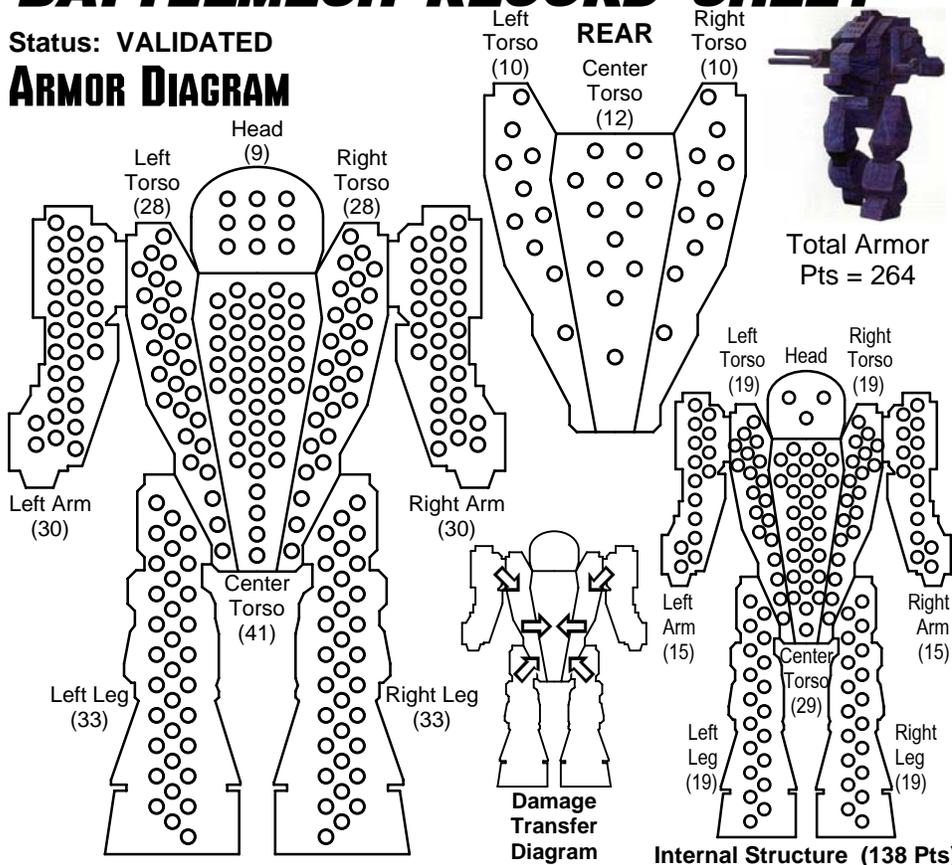
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 264

Internal Structure (138 Pts)

'MECH DATA

Type: **Sunder SD1-OD (Human Sphere)**

Mass: **90 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **3**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	PPC	RA	10	10	3	6	12	18
1	Autocannon/20	LA	7	20	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	10	90

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled

Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1 Autocannon/20
- Autocannon/20
- 4-6 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

Left Torso

- XL Engine
- XL Engine
- 3 XL Engine
- 1-3 Jump Jet
- Ammo (AC/20) 5
- Ammo (AC/20) 5
- 1 Roll Again
- Roll Again
- 3 Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,844**

Weapon Value: **2,537 / 2,537**

Cost, C-Bills: **27,797,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- PPC
- 1 PPC
- PPC
- 3 PPC
- 4-6 PPC
- PPC
- Roll Again

Right Torso

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

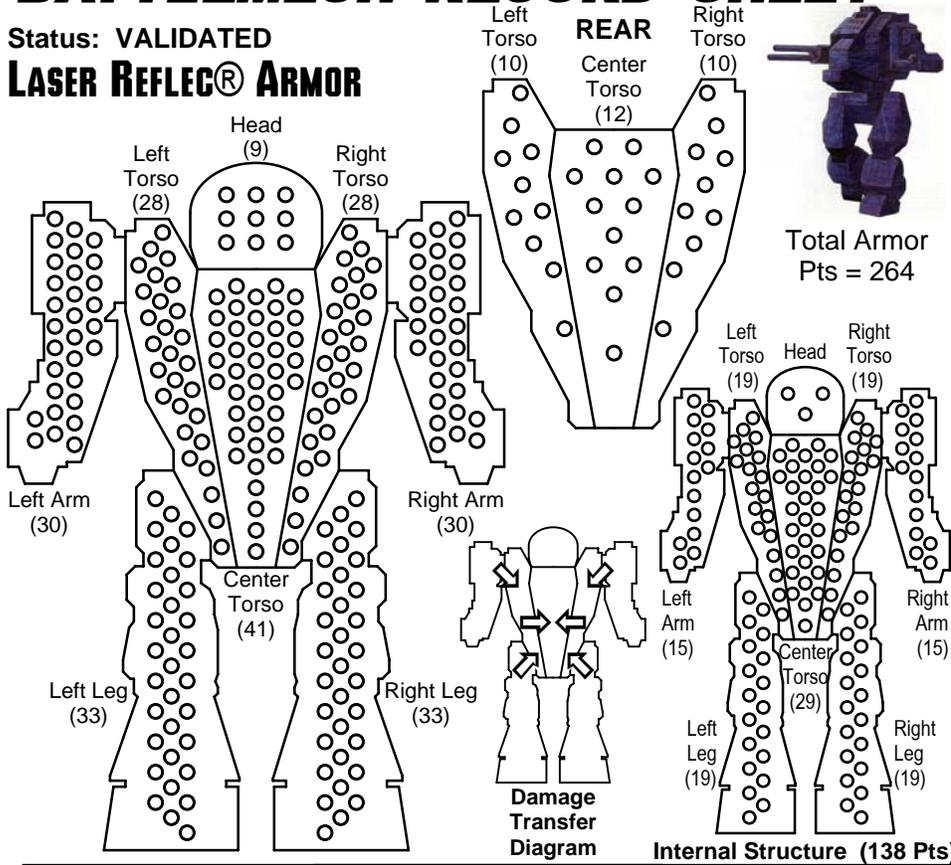
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: **Sunder SD2-O Base (Human Sphere)**
 Mass: **90 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **3** Inner Sphere
 Running: **5** Biped OmniMech
 Jumping: **0** Level 3 / 3076

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(0)**

WARRIOR DATA

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

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

Consciousness #

HEAT SCALE

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

CRITICAL HIT TABLE

- | | | |
|---|--|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Roll Again Roll Again | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Laser Reflec. Armor <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|---|--|--|

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

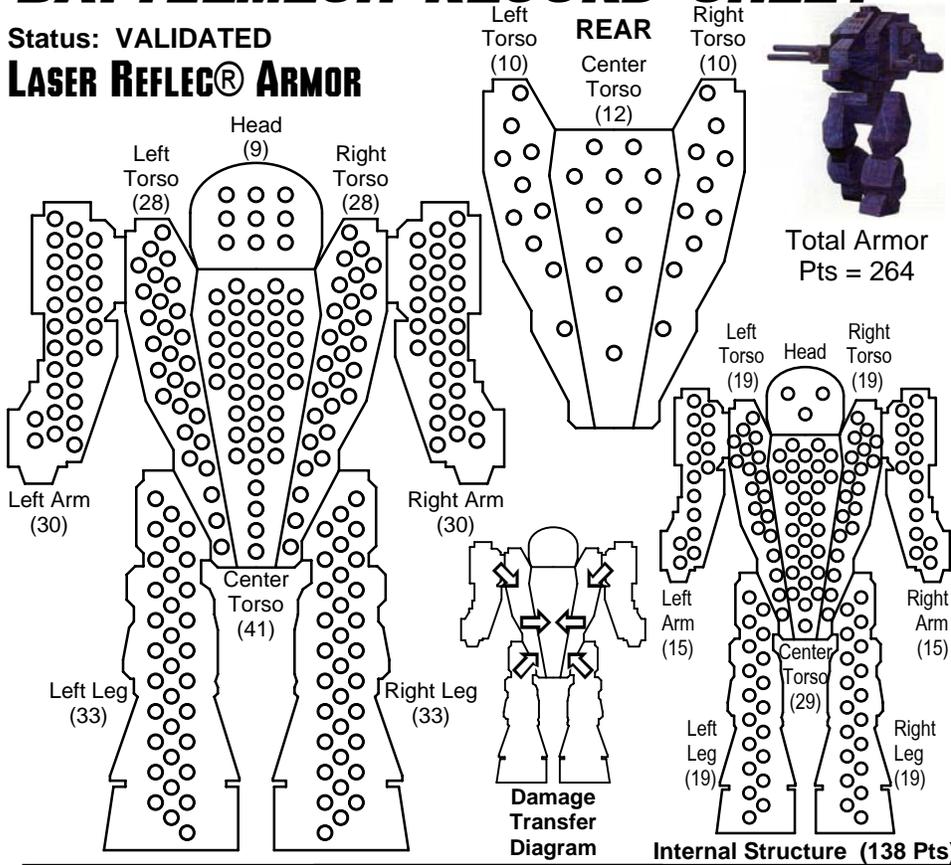
Battle Value: **1,580**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **8,908,625**



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: **Sunder SD2-O (Human Sphere)**

Mass: **90 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **3**

Inner Sphere

Running: **5**

Biped OmniMech

Jumping: **0**

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Laser	RA	8	8	-	5	10	15
1	Autocannon/20	LA	7	20	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
2	SRM 4	CT	3	2/hit	-	3	6	9
1	SRM 4	HD	3	2/hit	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:

Ammo Type	Rounds:	BV:
Autocannon/20	15	66
SRM 4	25	5

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

**** Avoid Inferno explosion on.. Shutdown**

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Point
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+
-4 Movement Point
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Point
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Point (** 4+)

+1 Modifier to Fire

-1 MP



Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/20
- Autocannon/20

Left Torso

- 1-3 Medium Laser
- Small Laser
- Single Heat Sink
- 1-3 Ammo (AC/20) 5
- Ammo (AC/20) 5
- Ammo (AC/20) 5
- 1-3 Ammo (SRM 4) 25
- CASE
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- SRM 4
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 SRM 4
- SRM 4
- SRM 4

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

Battle Value: **2,184**
 Weapon Value: **1,381 / 1,381**
 Cost, C-Bills: **11,017,032**

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Large Laser
- 1-3 Large Laser
- Roll Again
- 4-6 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- 1-3 Medium Laser
- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- 1-3 Laser Reflec. Armor
- Laser Reflec. Armor

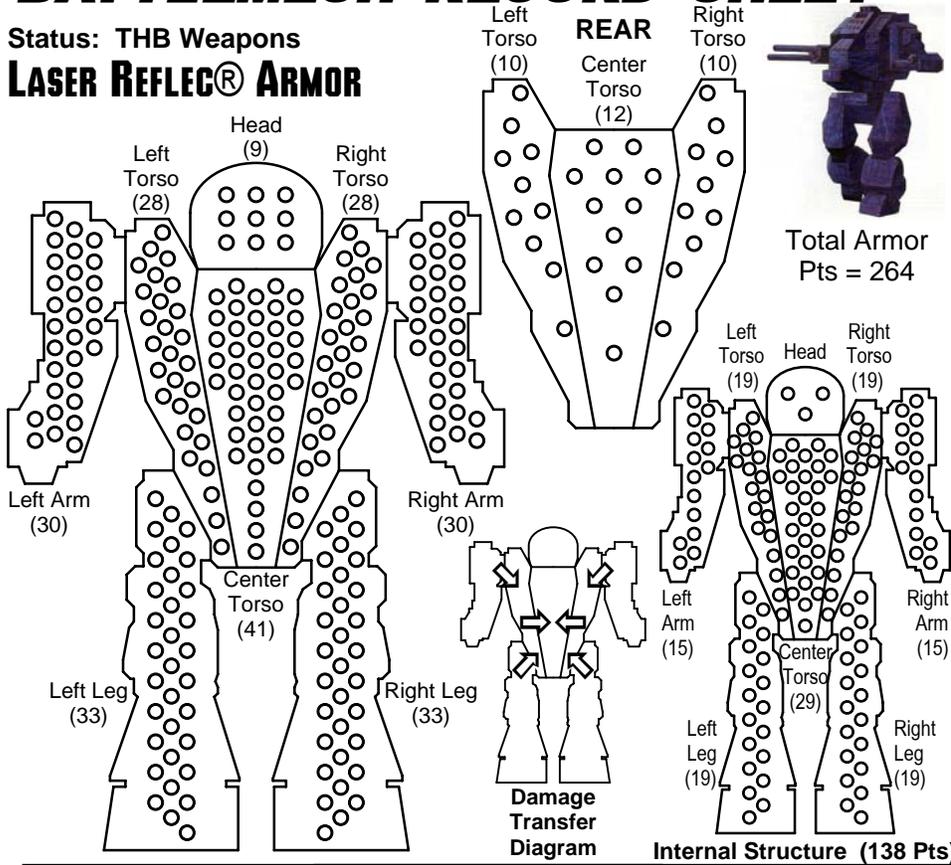
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: **Sunder SD2-OA (Human Sphere)**
 Mass: **90 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped OmniMech
 Jumping: **0** Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HV AC/10 (THB)	LA	7	10	-	6	12	20
1	PPC	RA	10	10	3	6	12	18
2	LRM 5	CT	2	1/hit	6	7	14	21
1	LRM 5	HD	2	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: HV AC/10 (THB) Rounds: 32 BV: 80
 LRM 5 Rounds: 72 BV: 18

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (30)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 HV AC/10 (THB)

Left Torso

- 1-3 HV AC/10 (THB)
- 1-3 HV AC/10 (THB)
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

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

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **2,176**
 Weapon Value: **1,428 / 1,428**
 Cost, C-Bills: **11,345,968**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 PPC
- 1-3 PPC
- 1-3 PPC
- 4-6 Roll Again

Right Torso

- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Laser Reflec. Armor

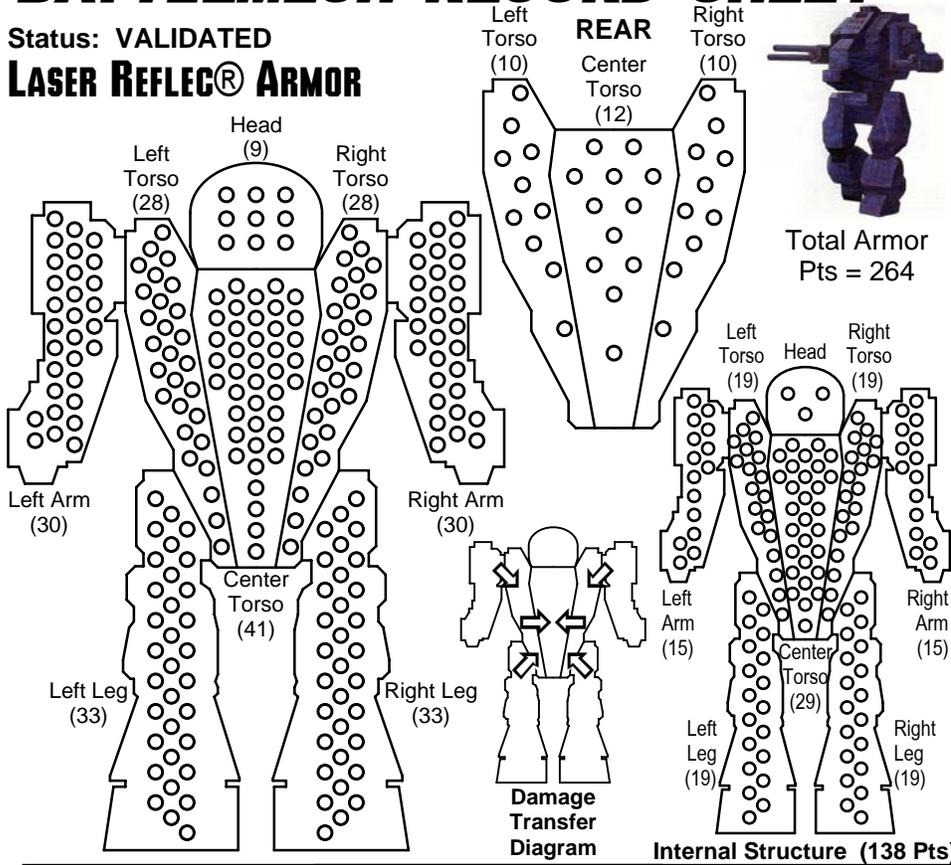
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



Total Armor
Pts = 264

'MECH DATA

Type: **Sunder SD2-OB (Human Sphere)**
 Mass: **90 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **3** **Inner Sphere**
 Running: **5** **Biped OmniMech**
 Jumping: **0** **Level 3 / 3076**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	CT	4	1/hit	6	7	14	21
1	LRM 5	HD	2	1/hit	6	7	14	21
3	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type:

Ammo Type	Rounds:	BV:
LRM 20	24	92
LRM 10	48	44
LRM 5	24	6

Total Heat Sinks: 17 Single
 ○○○○○○○○○○ ○○○○○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(32)**

WARRIOR DATA

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

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

 Consciousness #

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

CRITICAL HIT TABLE

- | | | |
|---|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 <ol style="list-style-type: none"> LRM 20 LRM 20 <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Medium Laser Single Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20) 6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 <ol style="list-style-type: none"> Ammo (LRM 10) 12 Ammo (LRM 10) 12 Ammo (LRM 10) 12 Ammo (LRM 10) 12 Ammo (LRM 5) 24 CASE <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit LRM 5 Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine LRM 10 LRM 10 <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○ ○ ○
 Gyro Hits ○ ○
 Sensor Hits ○ ○
 Life Support ○</p> </div> <p>Battle Value: 2,294
 Weapon Value: 1,571 / 1,571
 Cost, C-Bills: 11,343,593</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>Right Torso</p> <ol style="list-style-type: none"> Medium Laser Small Laser <p>1-3</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Single Heat Sink Single Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Laser Reflec. Armor <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink |
|---|--|---|

HEAT SCALE

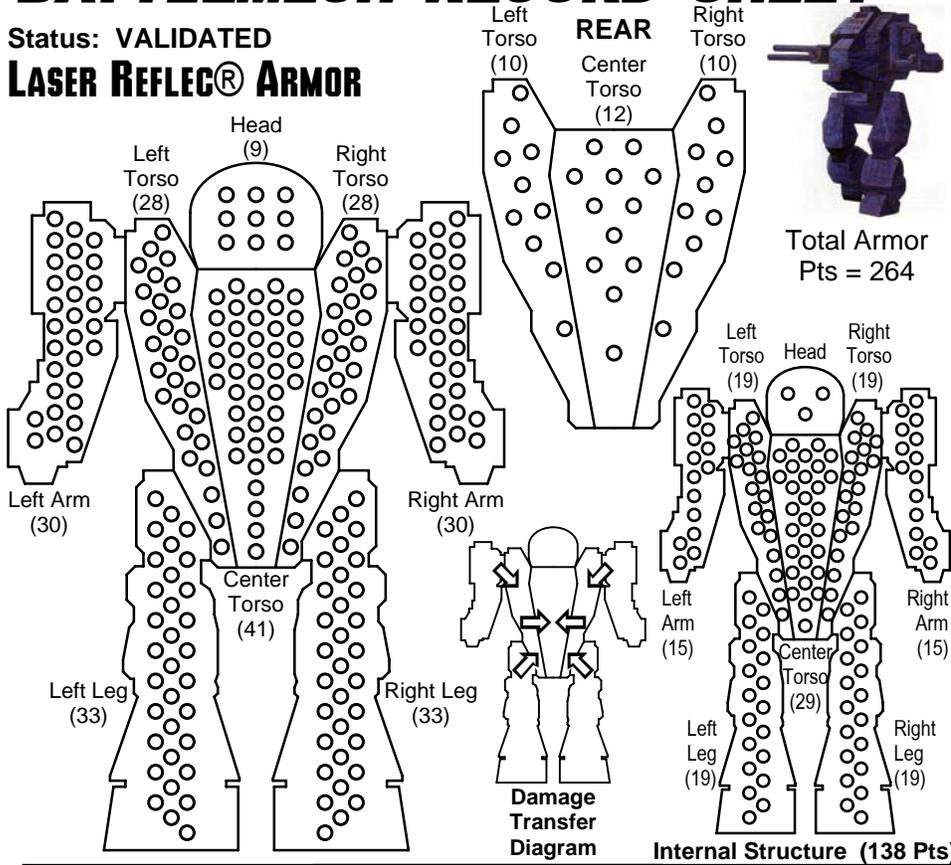
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
LASER REFLEC® ARMOR



'MECH DATA

Type: **Sunder SD2-OC (Human Sphere)**
 Mass: **90 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **3** Inner Sphere
 Running: **5** Biped OmniMech
 Jumping: **0** Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	MRM 40	LA	12	1/hit	-	3	8	15
4	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9
1	SRM 4	HD	3	2/hit	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: **Rounds:** **BV:**

MRM 30	16	42
MRM 40	12	56
SRM 4	25	5

Total Heat Sinks: 17 Single
 ○○○○○○○○○○ ○○○○○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(44)**

WARRIOR DATA

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Point
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Point
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Point
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Point (** 4+)
 +1 Modifier to Fire
 -1 MP

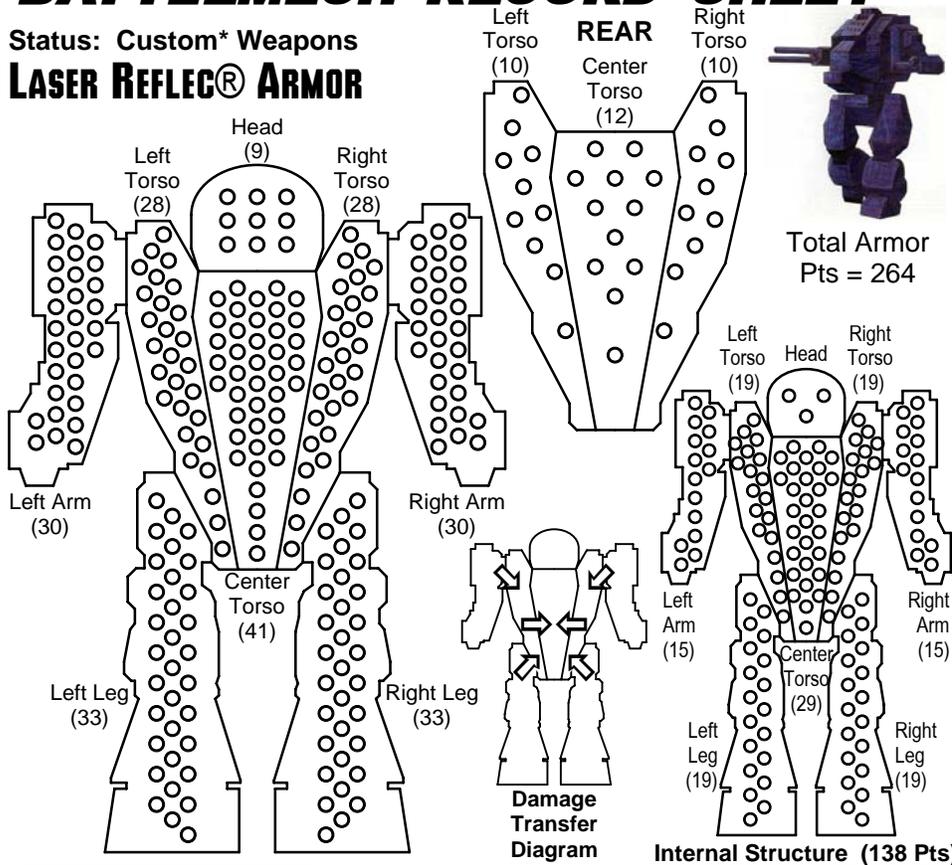
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> MRM 40 MRM 40 MRM 40 <ol style="list-style-type: none"> MRM 40 MRM 40 MRM 40 MRM 40 Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Medium Laser Small Laser Single Heat Sink Single Heat Sink Single Heat Sink Ammo (MRM 40) 6 <p>1-3</p> <ol style="list-style-type: none"> Ammo (MRM 40) 6 Ammo (MRM 30) 8 Ammo (MRM 30) 8 Ammo (SRM 4) 25 CASE Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit SRM 4 Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 4 Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○ ○ ○</p> <p>Gyro Hits ○ ○</p> <p>Sensor Hits ○ ○</p> <p>Life Support ○</p> </div> <p>Battle Value: 2,234 Weapon Value: 1,318 / 1,318 Cost, C-Bills: 11,324,593</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> MRM 30 MRM 30 MRM 30 <ol style="list-style-type: none"> MRM 30 MRM 30 Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor Laser Reflec. Armor <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Laser Reflec. Armor <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
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BATTLETECH® BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



'MECH DATA

Type: Sunder SD2-OD (Human Sphere)

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Inner Sphere

Running: 5

Biped OmniMech

Jumping: 3

Level 3 / 3076

Weapons Inventory:		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Light PPC*	RA	5	5	3	6	12	18
1	Autocannon/20	LA	7	20	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/20	20	149

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

1. Medium Laser
2. Small Laser
3. Jump Jet
- 1-3 4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5
1. Ammo (AC/20) 5
2. CASE
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 2,350
Weapon Value: 1,435 / 1,435
Cost, C-Bills: 11,611,968

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Light PPC
4. Light PPC
5. Light PPC
6. Light PPC
1. Light PPC
2. Light PPC
- 4-6 3. Laser Reflec. Armor
4. Laser Reflec. Armor
5. Laser Reflec. Armor
6. Laser Reflec. Armor

Right Torso

1. Medium Laser
2. Medium Laser
3. Jump Jet
- 1-3 4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink
1. Laser Reflec. Armor
2. Laser Reflec. Armor
3. Laser Reflec. Armor
4. Laser Reflec. Armor
5. Laser Reflec. Armor
6. Laser Reflec. Armor

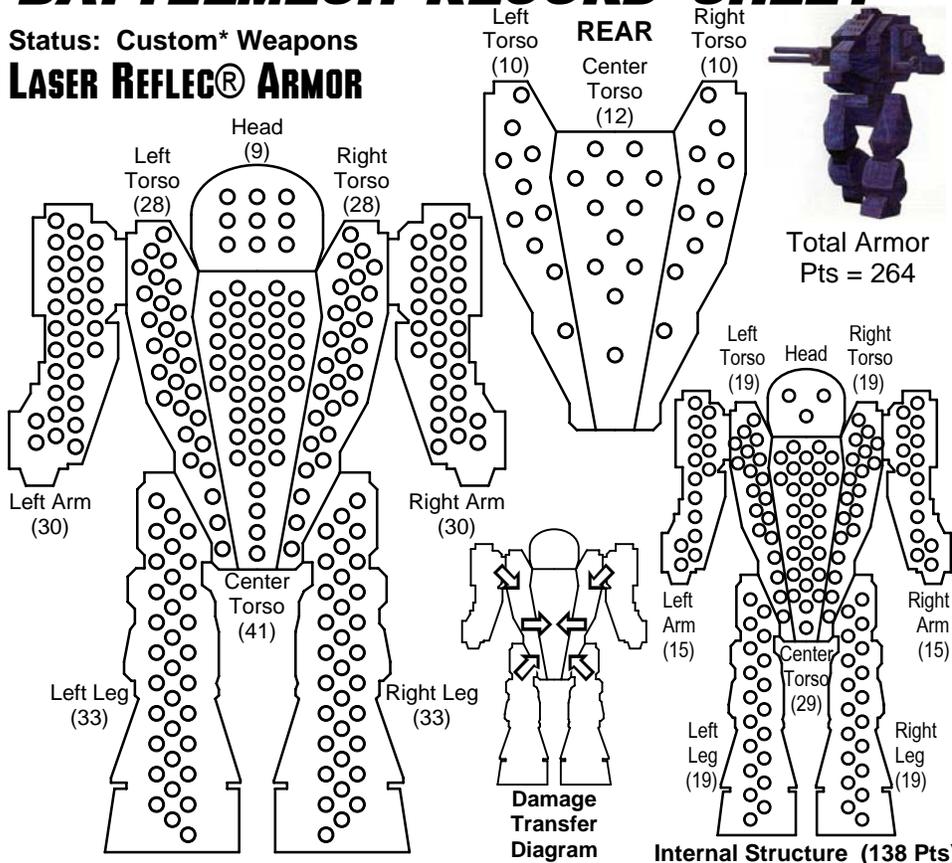
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons
LASER REFLEC® ARMOR



Total Armor Pts = 264

'MECH DATA

Type: Sunder SD2-OE (Human Sphere)

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
 Running: 5 Biped OmniMech
 Jumping: 0 Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC*	RA	15	15	3	6	12	18
1	Heavy PPC*	LA	15	15	3	6	12	18
1	Flamer	LT	3	2	-	1	2	3
1	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	CT	3	1/hit	-	5	11	18
1	Rocket Launcher 10 (OS)	HD	3	1/hit	-	5	11	18

Total Heat Sinks: 31 Single



Auto Eject: Operational Disabled
 Weapon Heat: (33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

- 1 Single Heat Sink
- 2 Single Heat Sink
- 4-6 3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Roll Again

Left Torso

- 1 Flamer
- 2 Single Heat Sink
- 3 Single Heat Sink
- 1-3 4 Single Heat Sink
- Single Heat Sink
- Single Heat Sink

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

Left Leg

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

Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Rocket Launcher 10 (OS)
- 5 Sensors
- 6 Life Support

Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 4 Gyro
- Gyro
- Gyro

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 4 Fusion Engine
- 5 Rocket Launcher 10 (OS)
- 6 Rocket Launcher 10 (OS)

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

Battle Value: 2,292
 Weapon Value: 2,420 / 2,420
 Cost, C-Bills: 10,334,812

Right Arm

- 1 Shoulder
- 2 Upper Arm Actuator
- 1-3 3 Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

- 1 Single Heat Sink
- 2 Single Heat Sink
- 4-6 3 Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Right Torso

- 1 Rocket Launcher 10 (OS)
- 2 Single Heat Sink
- 3 Single Heat Sink
- 1-3 4 Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- 1 Laser Reflec. Armor
- 2 Laser Reflec. Armor
- 3 Laser Reflec. Armor
- 4 Laser Reflec. Armor
- 5 Laser Reflec. Armor
- 6 Laser Reflec. Armor

Right Leg

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

HEAT SCALE

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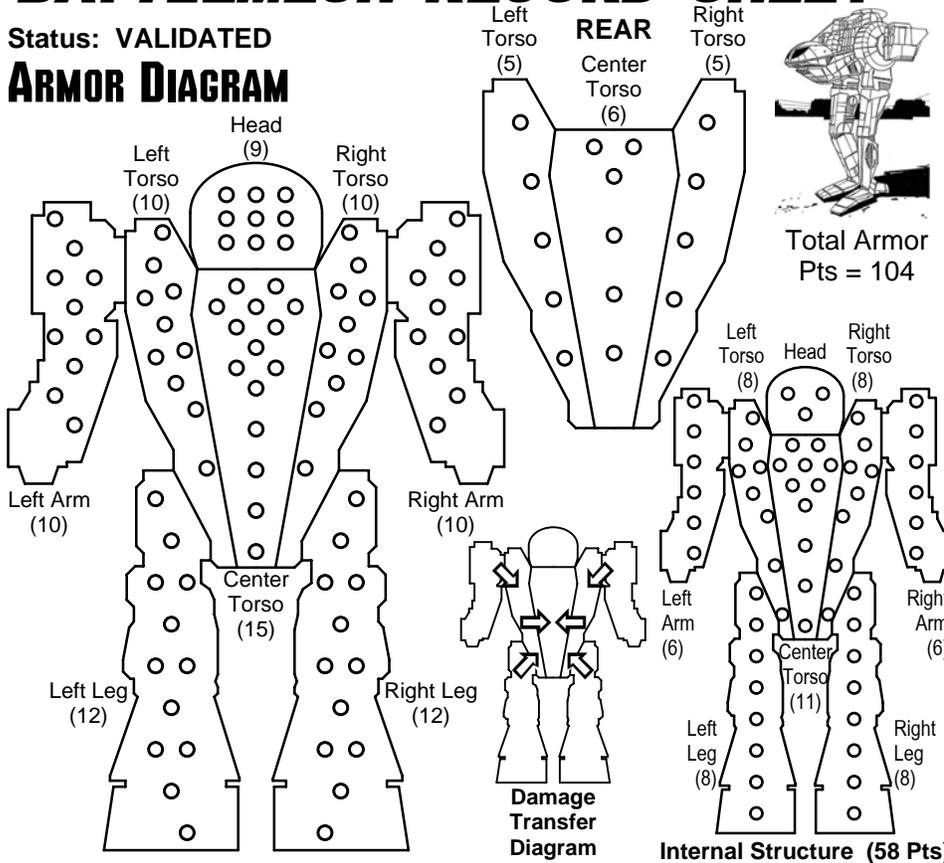


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 104

Internal Structure (58 Pts)

'MECH DATA

Type: Jenner JR7-R (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Inner Sphere

Running: **11**

Biped 'Mech

Jumping: **5**

Level 2 / 3070

Weapons Inventory: (hexes)

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

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

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

Left Torso

- 1-3 1 Jump Jet
- 2 Jump Jet
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3-6 3 Reactive Armor
- 4 Reactive Armor
- 5 Reactive Armor
- 6 Reactive Armor

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1-3 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 4 Fusion Engine
- 5 Rocket Launcher 10 (OS)
- 6 Jump Jet

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

Battle Value: **1,185**
 Weapon Value: **454 / 454**
 Cost, C-Bills: **3,310,425**

Right Arm

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

Right Torso

- 1-3 1 Jump Jet
- 2 Jump Jet
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3-6 3 Reactive Armor
- 4 Reactive Armor
- 5 Reactive Armor
- 6 Reactive Armor

Right Leg

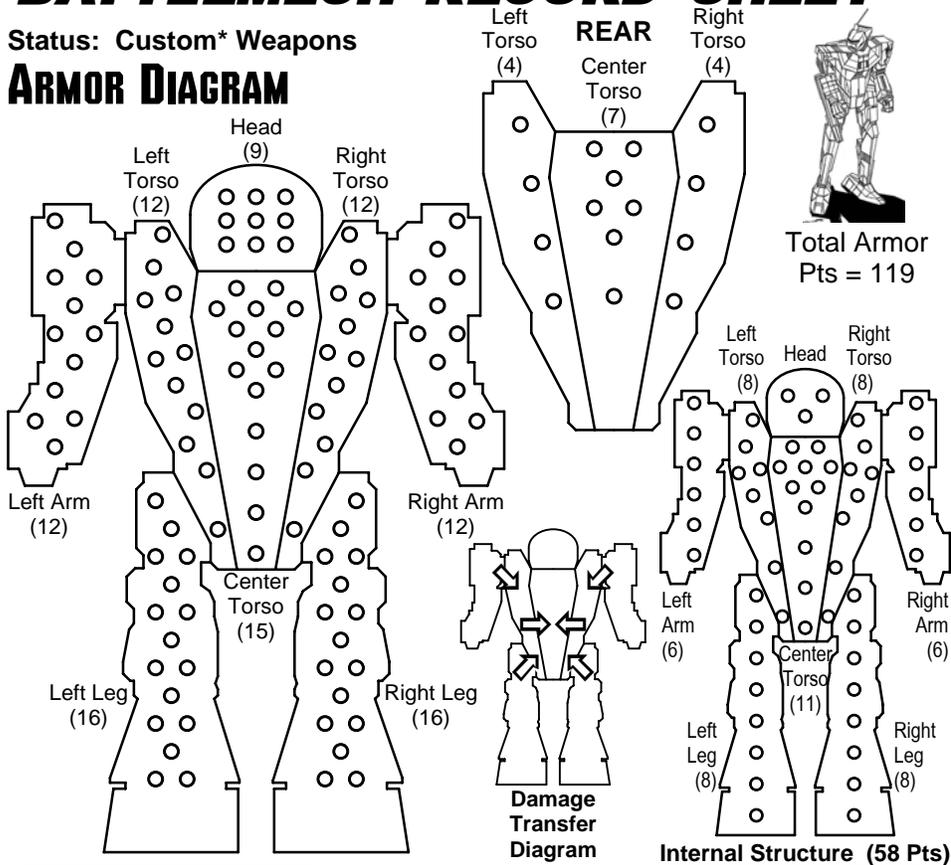
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Roll Again
- 6 Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Panther PNT-13K (Human Sphere)
 Mass: 35 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 4 Level 2 / 3068

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC*	RA	15	15	3	6	12	18
1	TAG	CT	0	*	-	5	9	15
1	C³ Slave Unit	CT	0	-	-	-	-	-

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (15)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Reactive Armor
- 1-3
- Reactive Armor
 - Reactive Armor
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - TAG
 - C³ Slave Unit
- 4-6

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

Battle Value: 1,143
 Add for C³: & 111
 Weapon Value: 562 / 562
 Cost, C-Bills: 3,129,660

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy PPC
 - Heavy PPC
- 1-3
- Heavy PPC
 - Heavy PPC
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Reactive Armor
- 1-3
- Reactive Armor
 - Reactive Armor
- 4-6

Right Leg

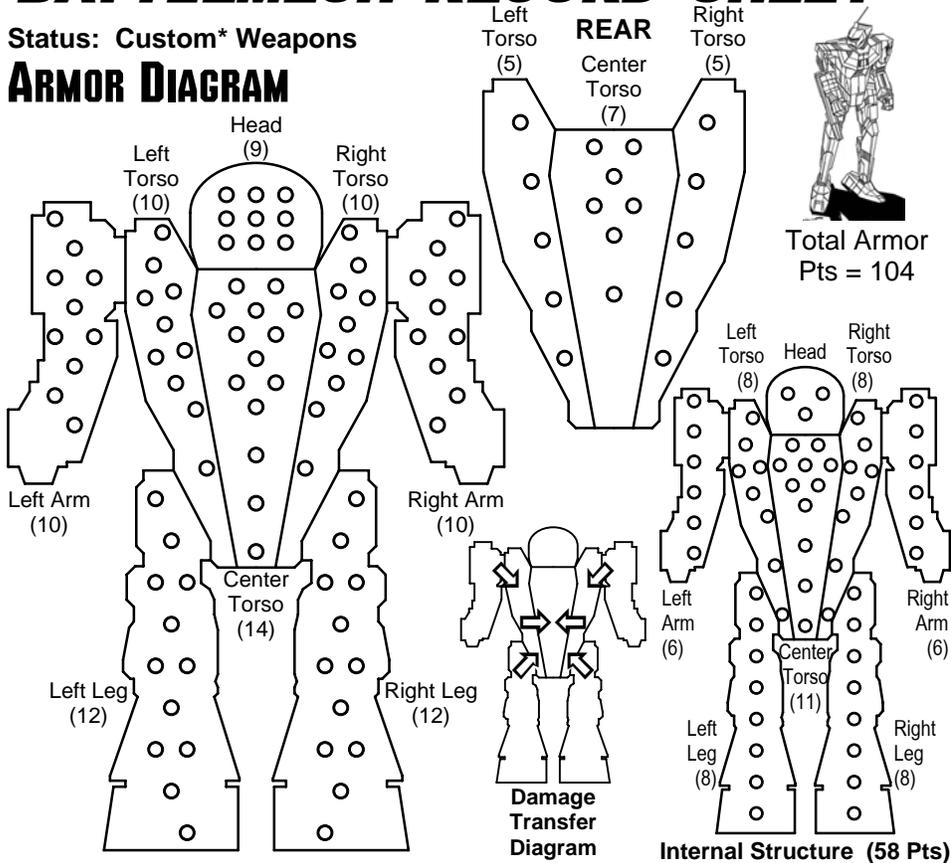
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Panther PNT-13R (Human Sphere)
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3075

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 1 Heavy PPC* RA 15 15 3 6 12 18

Total Heat Sinks: 13 Single
 ○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (15)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6
- #### Left Torso
- Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
 - Reactive Armor
- 1-3
- Reactive Armor
 - Reactive Armor
- 4-6
- #### Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Single Heat Sink
 - Single Heat Sink

- #### Head
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- 1-3
- #### Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Single Heat Sink
 - Roll Again
- 4-6

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

Battle Value: **1,076**
 Weapon Value: **426 / 426**
 Cost, C-Bills: **2,611,260**

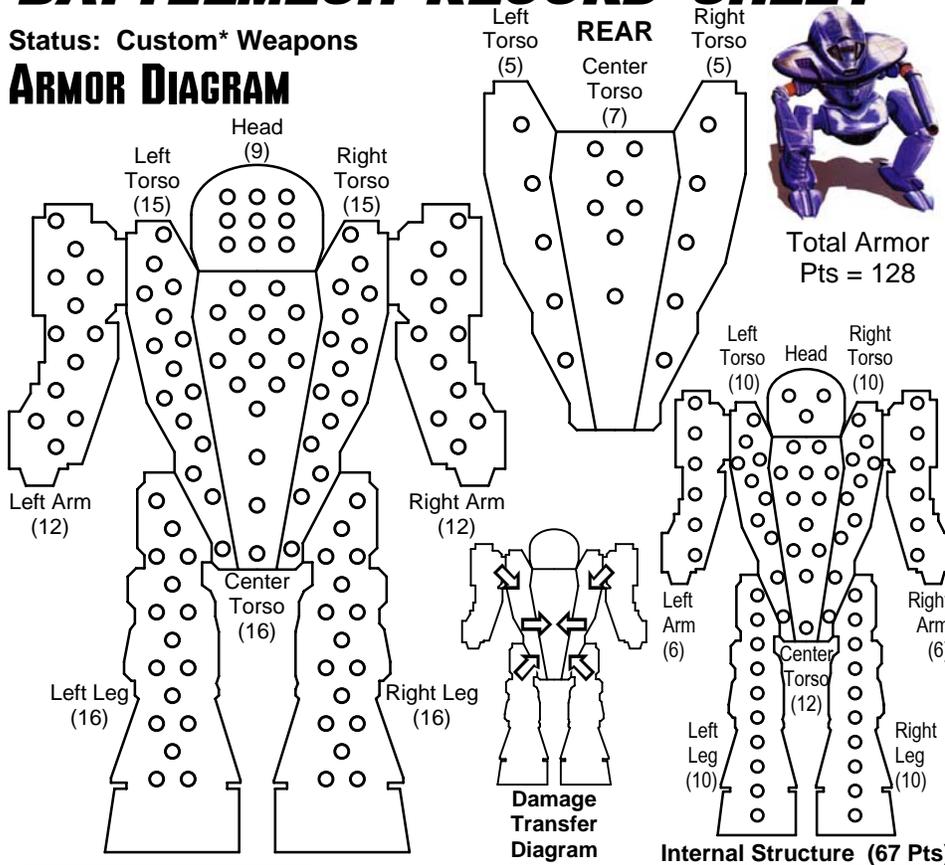
- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy PPC
 - Heavy PPC
- 1-3
- Heavy PPC
 - Heavy PPC
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Roll Again
- 4-6
- #### Right Torso
- Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
 - Reactive Armor
- 1-3
- Reactive Armor
 - Reactive Armor
- 4-6
- #### Right Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Single Heat Sink
 - Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 128

Internal Structure (67 Pts)

'MECH DATA

Type: Daimyo DMO-5R (Human Sphere)

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Inner Sphere

Running: 8

Biped 'Mech

Jumping: 0

Level 2 / 3070

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC*	LA	5	5	3	6	12	18
2	MML 3*	RT	2	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
MML 3	80	15

Total Heat Sinks: 11 Single

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- Light PPC
- Light PPC
- 1-3 Light PPC
- Roll Again
- Roll Again
- 4-6 Reactive Armor
- Reactive Armor
- Reactive Armor

Left Torso

- 1-3 Single Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- 4-6 Reactive Armor
- Reactive Armor
- Reactive Armor
- Reactive Armor

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- 2-3 Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: 1,253
Weapon Value: 522 / 522
Cost, C-Bills: 3,394,346

Right Arm

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

Right Torso

- 1-3 MML 3
- MML 3
- MML 3
- MML 3
- 4-6 Ammo (MML 3) 40
- Ammo (MML 3) 40
- 1-3 CASE
- Roll Again
- 3-4 Reactive Armor
- Reactive Armor
- Reactive Armor
- Reactive Armor

Right Leg

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

HEAT SCALE

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

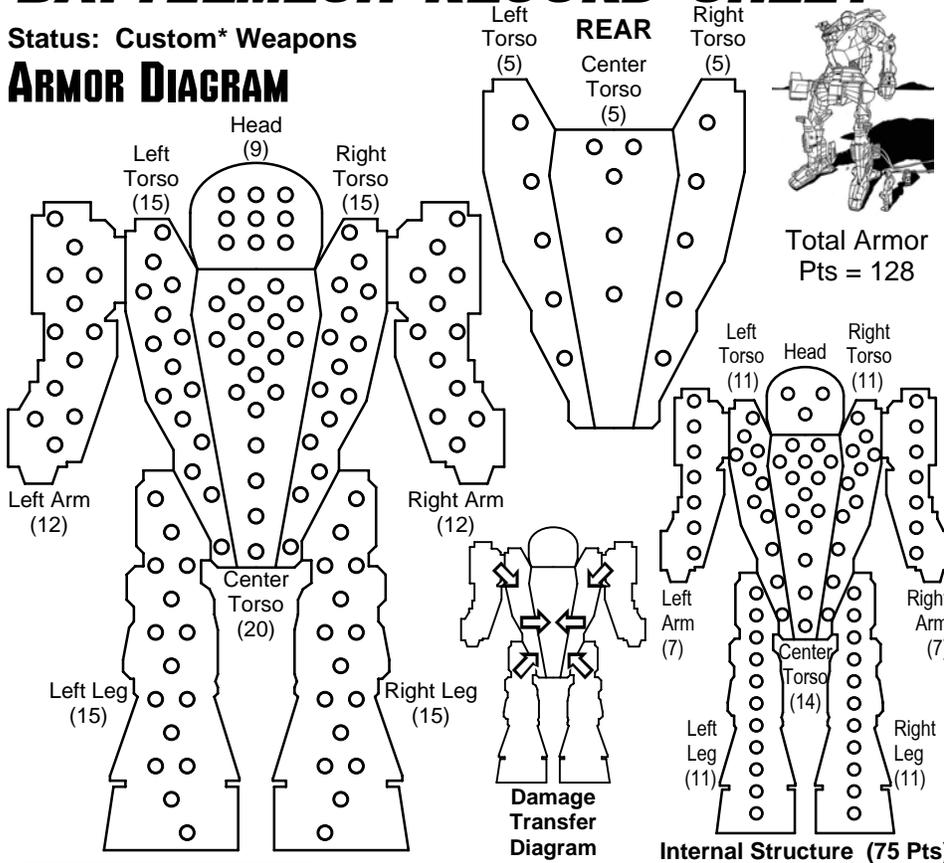


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 128

Internal Structure (75 Pts)

'MECH DATA

Type: **Scimitar HCT-7A**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6 [7]** Inner Sphere
 Running: **9 [11]** Biped 'Mech
 Jumping: **6** Level 2 / 3083

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nosed PPC*	RT	10	10	-	9	13	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3
1	C³ Slave Unit	CT	0	-	-	-	-	-
2	Swords	LA/RA	0	6				

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(21)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Sword	6. Sword
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Sword	6. Sword
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Medium Laser	5. Small Laser	6. Jump Jet
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Snub-Nosed PPC	5. Snub-Nosed PPC	6. Medium Laser
Left Leg	1. Jump Jet	2. Jump Jet	3. Reactive Armor	4. Reactive Armor	5. Reactive Armor	6. Reactive Armor
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple Strength	6. Reactive Armor

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

Battle Value: **1,630**
 Add for C³: **& 118**
 Weapon Value: **1,014 / 1,014**
 Cost, C-Bills: **9,478,215**

HEAT SCALE

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

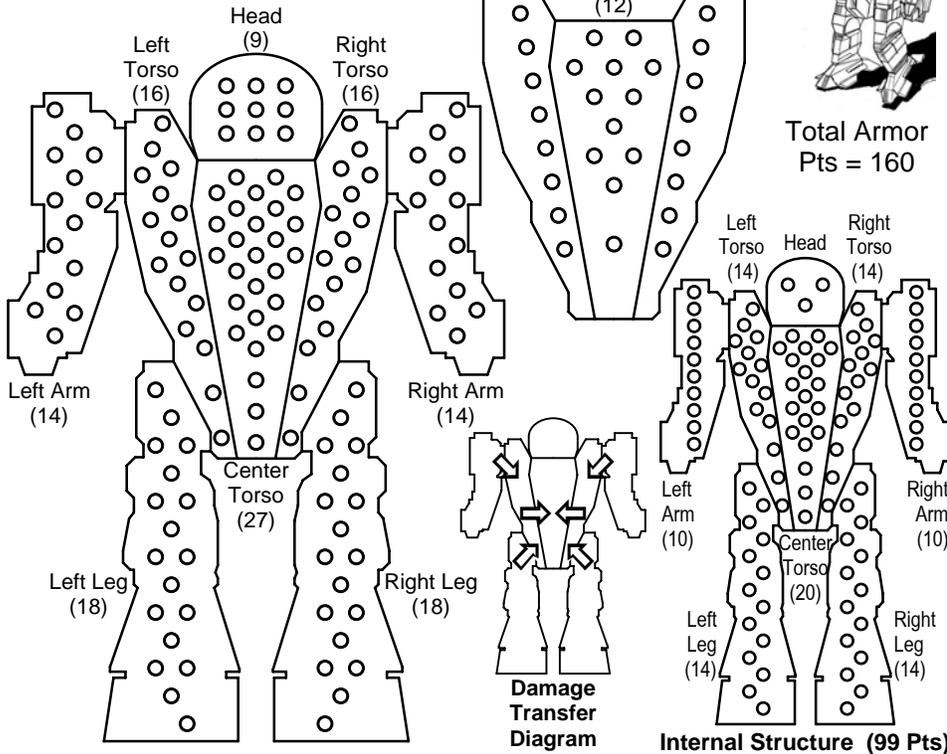


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Grand Dragon DRG-8R (Human Sphere)

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3073

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC*	RA	15	15	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	CT	3	1/hit	-	5	11	18

Total Heat Sinks: **15 Single**

○○○○○○○○○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

1. Medium Laser
2. Rocket Launcher 10 (OS)
- 1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
- 4-6 3. Reactive Armor
4. Reactive Armor
5. Reactive Armor
6. Reactive Armor

Left Leg

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

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine
- 1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Rocket Launcher 10 (OS)
6. Rocket Launcher 10 (OS)

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

Battle Value: **1,704**
 Weapon Value: **1,154 / 1,154**
 Cost, C-Bills: **5,398,400**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC
1. Heavy PPC
2. Roll Again
- 4-6 3. Roll Again
4. Reactive Armor
5. Reactive Armor
6. Reactive Armor

Right Torso

1. Medium Laser
2. Rocket Launcher 10 (OS)
- 1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
- 4-6 3. Reactive Armor
4. Reactive Armor
5. Reactive Armor
6. Reactive Armor

Right Leg

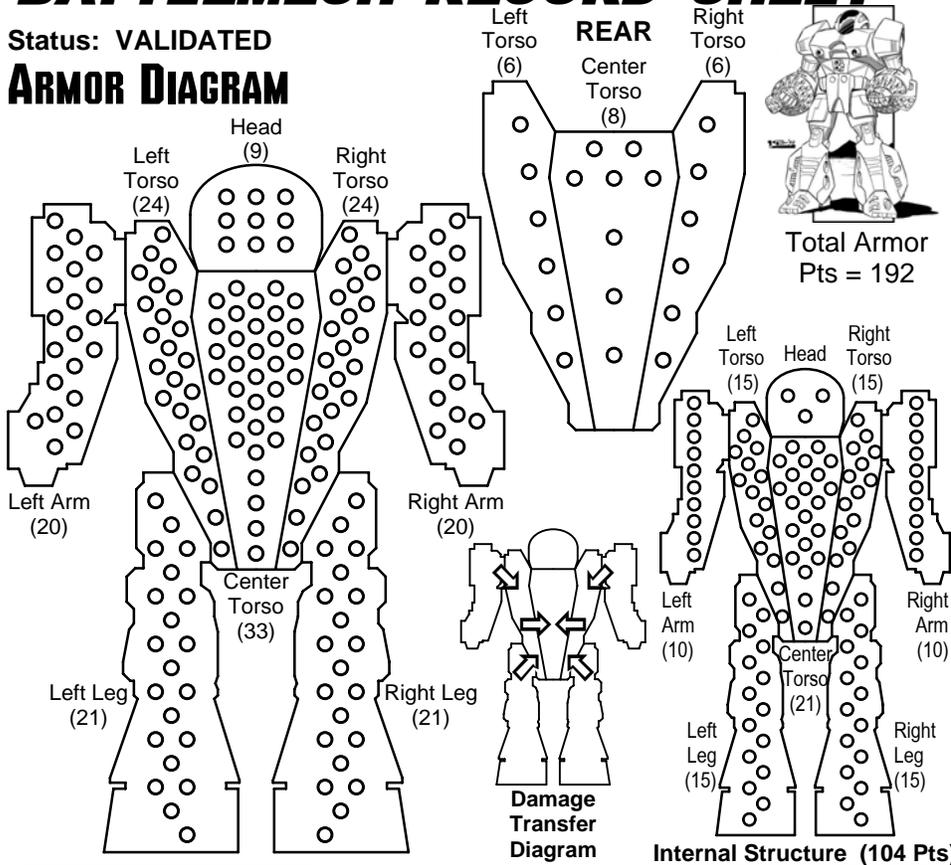
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Crusader CRD-5K (Human Sphere)
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3063

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	MRM 30	LA	10	1/hit	-	3	8	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: MRM 30 Rounds: 32 BV: 188

Total Heat Sinks: **11 Double (22)**
 ○○○○○○○○○○ ○

Auto Eject: Operational Disabled Weapon Heat: **(34)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- MRM 30
- MRM 30

1-3

- MRM 30
- MRM 30
- MRM 30
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- MRM 30
- MRM 30

1-3

- MRM 30
- MRM 30
- MRM 30
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Medium Laser

1-3

- Ammo (MRM 30) 8
- CASE
- Endo Steel

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Medium Laser

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **1,463**

Add for C³: **& 183**

Weapon Value: **1,381 / 1,381**

Cost, C-Bills: **12,309,111**

Left Leg

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

Right Leg

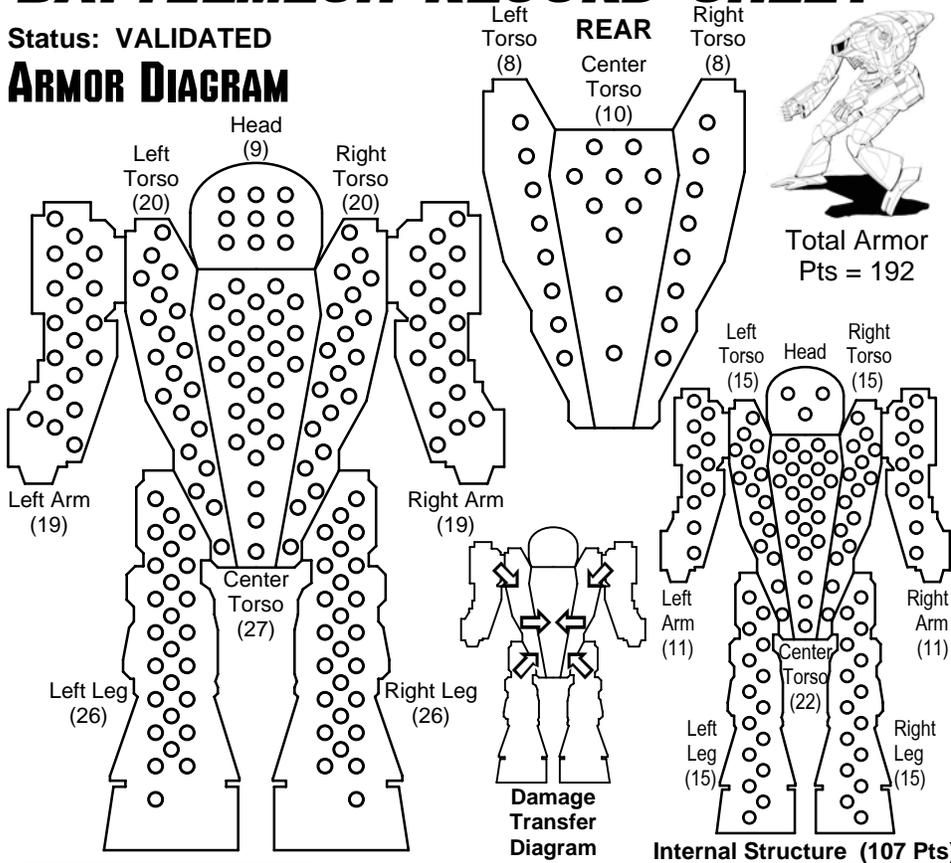
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 192

'MECH DATA

Type: Daikyu DAI-03 (Human Sphere)
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3070

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: LRM 15 **Rounds:** 32 **BV:** 152

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled **Weapon Heat:** (23)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Reactive Armor Reactive Armor Reactive Armor Reactive Armor Reactive Armor <p>4-6</p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Reactive Armor Reactive Armor Reactive Armor Reactive Armor Reactive Armor <p>4-6</p>									
<p>Left Torso</p> <ol style="list-style-type: none"> LRM 15 LRM 15 LRM 15 Jump Jet Jump Jet Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Reactive Armor Reactive Armor <p>4-6</p>	<p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Medium Laser <p>4-6</p>	<p>Right Torso</p> <ol style="list-style-type: none"> LRM 15 LRM 15 LRM 15 Jump Jet Jump Jet Ammo (LRM 15) 8 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 15) 8 Ammo (LRM 15) 8 Ammo (LRM 15) 8 CASE Reactive Armor Reactive Armor <p>4-6</p>									
<p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<table border="1"> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table> <p>Battle Value: 1,856 Weapon Value: 1,001 / 1,001 Cost, C-Bills: 7,012,699</p>		Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again
Engine Hits	○○○										
Gyro Hits	○○										
Sensor Hits	○○										
Life Support	○										

HEAT SCALE

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

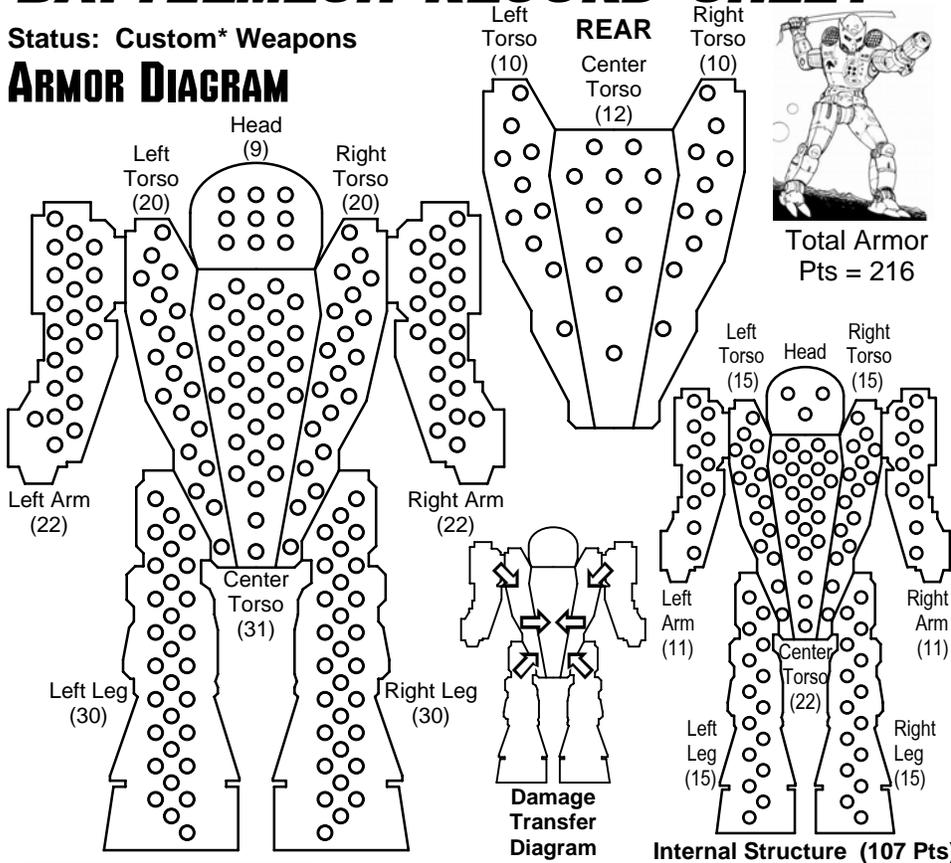


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor
Pts = 216

'MECH DATA

Type: No-Dachi NDA-3K (Human Sphere)
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 5 [6] Inner Sphere
 Running: 8 [9] Biped 'Mech
 Jumping: 0 Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Snub-Nosed PPC*	LA	10	10	-	9	13	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Pulse Laser	CT	2	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3
1	Sword	RA	0	8				

Ammo Type: LRM 15
Rounds: 16
BV: 76

Total Heat Sinks: 11 Double (22)
 ○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: (32)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Snub-Nosed PPC Snub-Nosed PPC Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Sword Sword <p>1-3</p> <ol style="list-style-type: none"> Sword Sword Sword Endo Steel Endo Steel Endo Steel <p>4-6</p>	<p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Medium Laser Small Pulse Laser <p>4-6</p>	<p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine LRM 15 LRM 15 LRM 15 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 15) 8 Medium Laser Triple Strength Triple Strength Triple Strength Endo Steel <p>4-6</p>
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

<p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
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Battle Value: 1,908
 Weapon Value: 2,442 / 2,442
 Cost, C-Bills: 17,721,111

HEAT SCALE

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

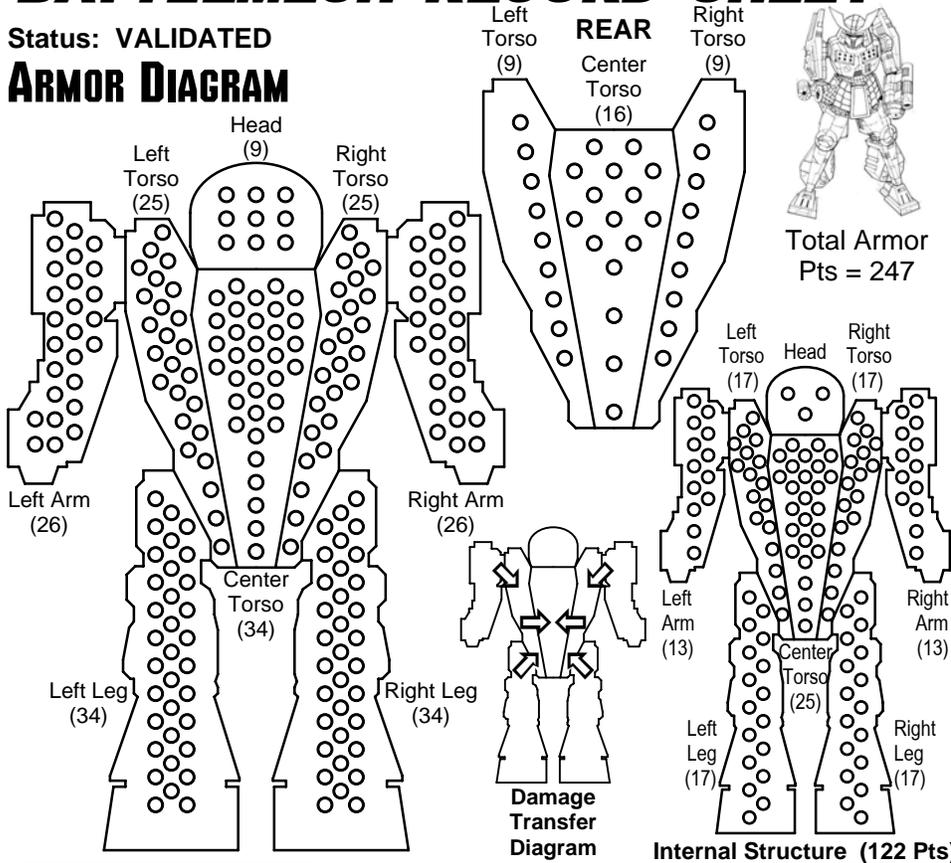


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Chi HTM-30T (Human Sphere)**

Mass: **80 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3** Level 2 / 3068

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
6	Medium Laser	RT	3	5	-	3	6	9
6	Medium Laser	LT	3	5	-	3	6	9
1	Flamer	HD	3	2	-	1	2	3
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	C³ Slave Unit	CT	0	-	-	-	-	-

Total Heat Sinks: **17 Double (34)**

Auto Eject: Operational Disabled **Weapon Heat: (69)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Flamer	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Medium Laser	2. Medium Laser	3. Medium Laser	4. Medium Laser	5. Medium Laser	6. Medium Laser
Right Torso	1. Medium Laser	2. Medium Laser	3. Medium Laser	4. Medium Laser	5. Medium Laser	6. Medium Laser
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Anti-Personnel Pod
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Anti-Personnel Pod

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: **2,110**

Add for C³: **& 356**

Weapon Value: **2,127 / 2,127**

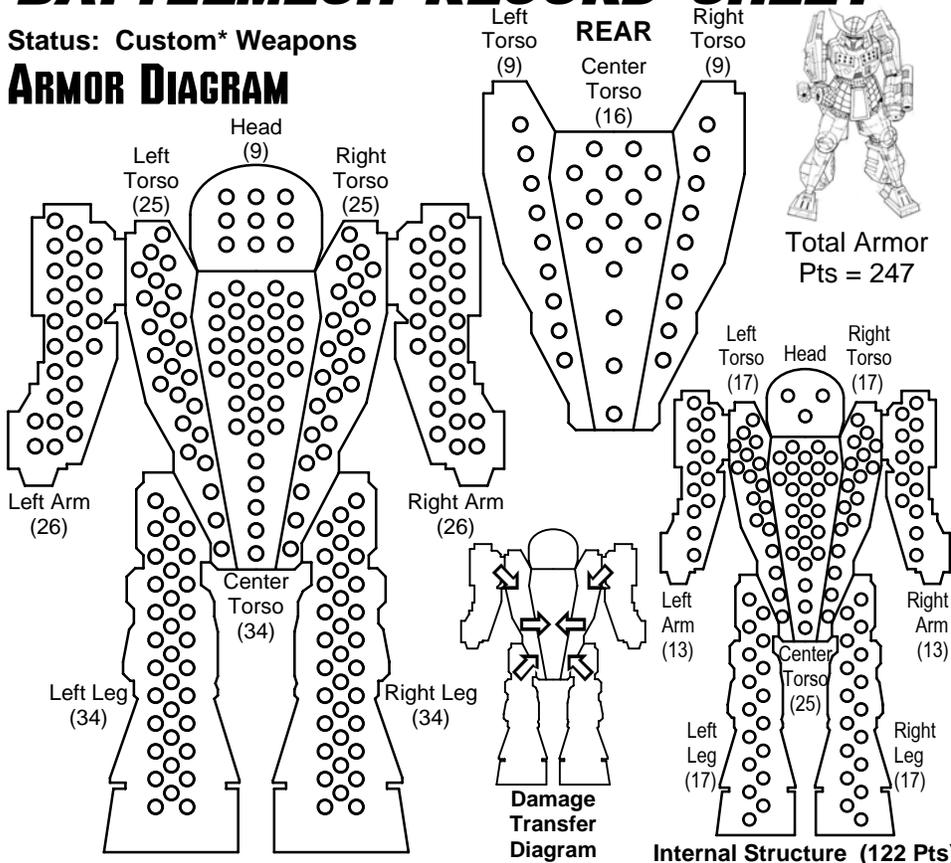
Cost, C-Bills: **8,286,300**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Hatamoto-Chi HTM-31R (Human Sphere)

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4 [5]

Inner Sphere

Running: 6 [8]

Biped 'Mech

Jumping: 0

Level 2 / 3074

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC*	RT	5	5	3	6	12	18
1	Light PPC*	LT	5	5	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3
1	Flamer	HD	3	2	-	1	2	3
2	Swords	LA/RA 0	9					

Ammo Type: SRM 6

Rounds: 30

BV: 22

Total Heat Sinks: 12 Single

○○○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

Operational Disabled

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Sword
 - Sword
- 1-3
- Sword
 - Sword
 - Sword
 - Sword
 - Triple Strength
 - Triple Strength
- 4-6

Left Torso

- Light PPC
 - Light PPC
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - CASE
- 1-3
- Triple Strength
 - Reactive Armor
 - Reactive Armor
 - Reactive Armor
 - Reactive Armor
 - Reactive Armor
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive Armor
- Reactive Armor

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Small Laser
 - Small Laser
- 4-6

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

Battle Value: 2,078
Weapon Value: 1,341 / 1,341
Cost, C-Bills: 10,646,041

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Sword
 - Sword
- 1-3
- Sword
 - Sword
 - Sword
 - Sword
 - Triple Strength
 - Triple Strength
- 4-6

Right Torso

- Light PPC
 - Light PPC
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - CASE
- 1-3
- Triple Strength
 - Reactive Armor
 - Reactive Armor
 - Reactive Armor
 - Reactive Armor
 - Reactive Armor
- 4-6

Right Leg

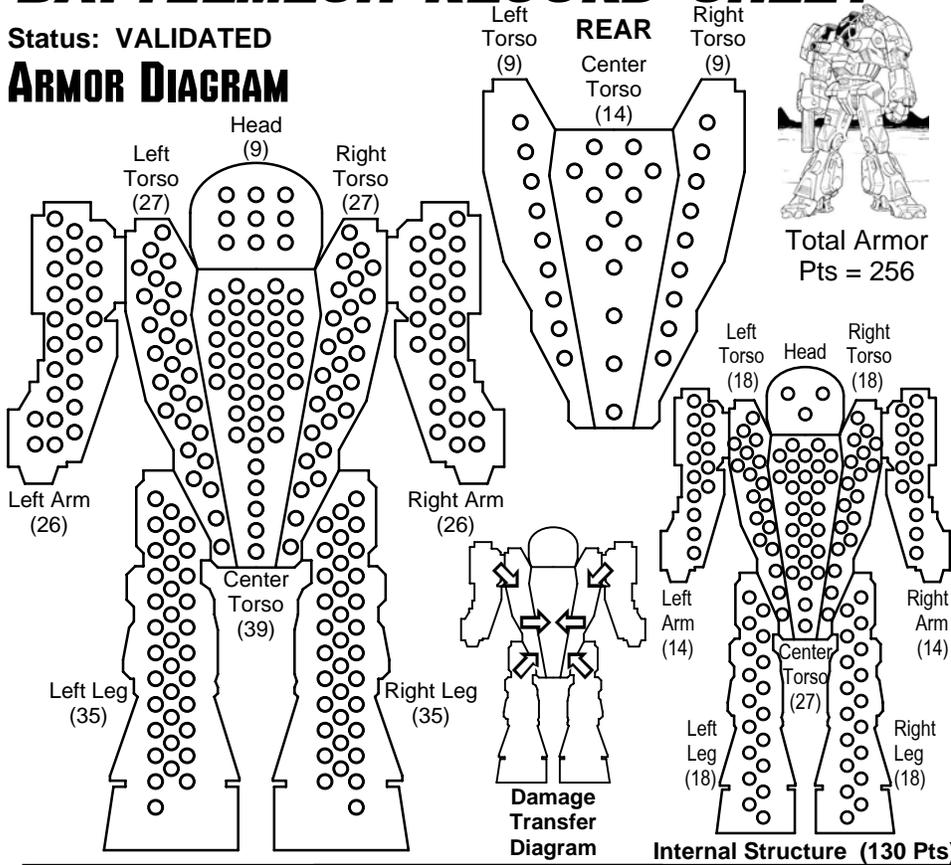
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive Armor
- Reactive Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (130 Pts)

'MECH DATA

Type: BattleMaster BLR-K3 (Human Sphere)

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Large Laser	LT	12	8	-	7	14	19
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
2	ER Medium Laser	CT(R)	5	5	-	4	8	12
1	C³ Master Computer	RT	0	-	-	-	-	-

Ammo Type: Streak SRM 6

Rounds: 15

BV: 14

Total Heat Sinks: 18 Double (36)

○○○○○○○○○○ ○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(63)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Large Laser
 - ER Large Laser
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
 - CASE
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - ER Medium Laser (R)
 - ER Medium Laser (R)
- 4-6

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

Battle Value: **1,851**
Add for C³: **& 291**
Weapon Value: **2,677 / 2,565**
Cost, C-Bills: **23,373,764**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER Large Laser
 - ER Large Laser
 - C³ Master Computer
- 1-3
- C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - Roll Again
 - Roll Again
- 4-6

Right Leg

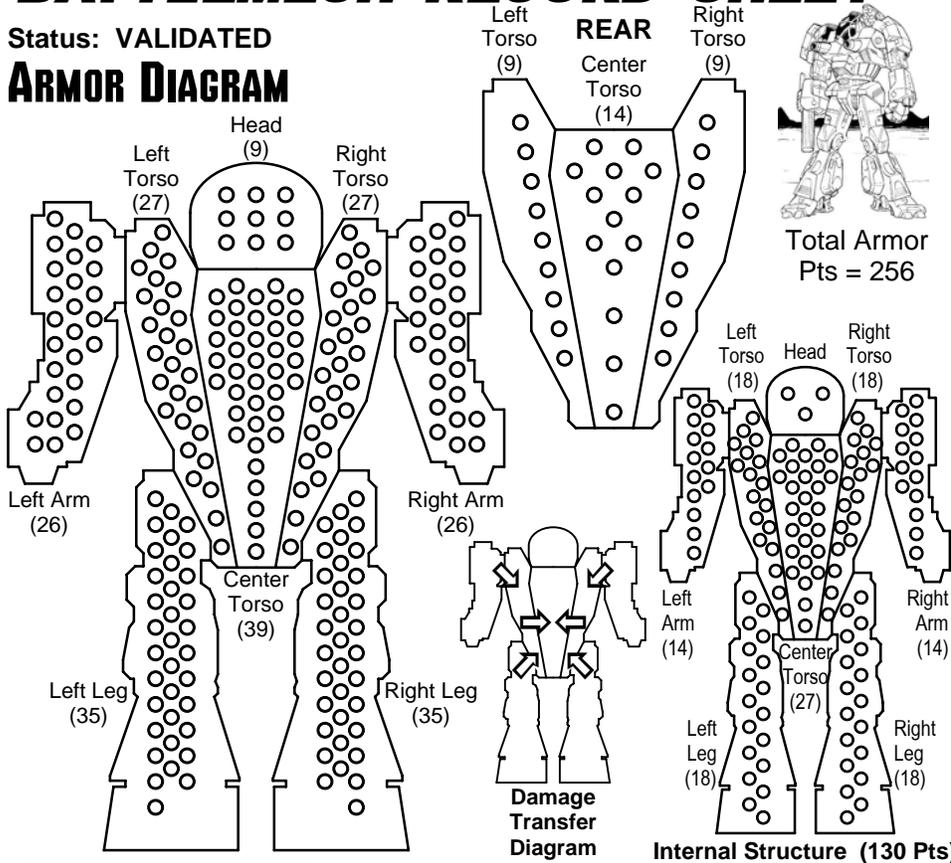
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 256

'MECH DATA

Type: BattleMaster BLR-K4 (Human Sphere)
 Mass: **85 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 3 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	ER Medium Laser	LA	5	5	-	4	8	12
2	ER Medium Laser	CT	5	5	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	ER Medium Laser	RL(R)	5	5	-	4	8	12
1	ER Medium Laser	LL(R)	5	5	-	4	8	12
1	C³ Master Computer	RT	0	-	-	-	-	-
1	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: Streak SRM 6 **Rounds:** 15 **BV:** 14

Total Heat Sinks: 18 Double (36)
 ○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat:** (49)

WARRIOR DATA

Name: _____

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

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Command Console	4. Double Heat Sink
5. Double Heat Sink	5. Sensors	5. Double Heat Sink
6. Double Heat Sink	6. Life Support	6. Double Heat Sink
1-3		1-3
1. Double Heat Sink		1. Double Heat Sink
2. Double Heat Sink		2. Double Heat Sink
3. Double Heat Sink		3. Double Heat Sink
4. Double Heat Sink		4. ER PPC
5. ER Medium Laser		5. ER PPC
6. ER Medium Laser		6. ER PPC
4-6		4-6
1. Double Heat Sink		1. Double Heat Sink
2. Double Heat Sink		2. Double Heat Sink
3. Double Heat Sink		3. Double Heat Sink
4. Double Heat Sink		4. ER PPC
5. ER Medium Laser		5. ER PPC
6. ER Medium Laser		6. ER PPC
Left Torso	Center Torso	Right Torso
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. Streak SRM 6	4. Gyro	4. Double Heat Sink
5. Streak SRM 6	5. Gyro	5. Double Heat Sink
6. Ammo (Streak 6) 15	6. Gyro	6. Double Heat Sink
1-3	1-3	1-3
1. C³ Master Computer	1. Gyro	1. C³ Master Computer
2. C³ Master Computer	2. XL Engine	2. C³ Master Computer
3. C³ Master Computer	3. XL Engine	3. C³ Master Computer
4. C³ Master Computer	4. XL Engine	4. C³ Master Computer
5. C³ Master Computer	5. ER Medium Laser	5. C³ Master Computer
6. CASE	6. ER Medium Laser	6. Roll Again
4-6	4-6	4-6
1. C³ Master Computer		1. C³ Master Computer
2. C³ Master Computer		2. C³ Master Computer
3. C³ Master Computer		3. C³ Master Computer
4. C³ Master Computer		4. C³ Master Computer
5. C³ Master Computer		5. C³ Master Computer
6. CASE		6. Roll Again
Left Leg		Right Leg
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. ER Medium Laser (R)		5. ER Medium Laser (R)
6. Roll Again		6. Roll Again

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

Battle Value: **1,742**
 Add for C³: **& 220**
 Weapon Value: **2,764 / 2,622**
 Cost, C-Bills: **26,259,764**

HEAT SCALE

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

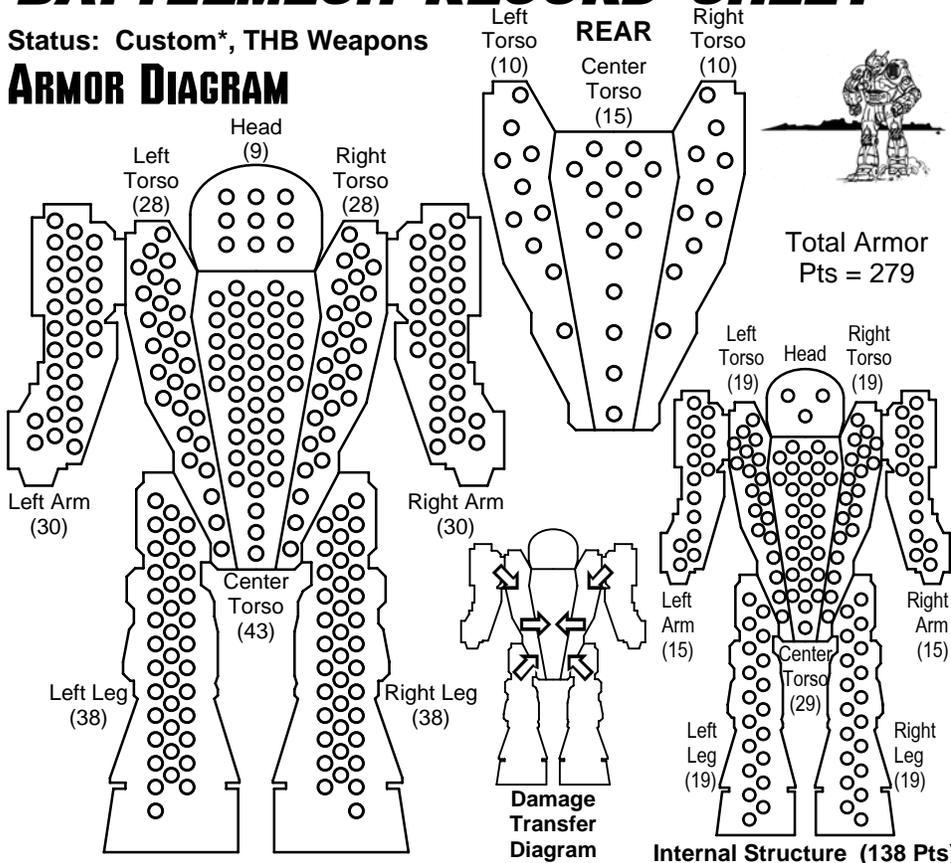


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom*, THB Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Akuma AKU-2K (Human Sphere)

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Inner Sphere

Running: 5

Biped 'Mech

Jumping: 0

Level 3 / 3068

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 9*	LT	5	1/hit	6	7	14	21
1	HV AC/10 (THB)	RT	7	10	-	6	12	20
1	Heavy PPC*	LA	15	15	3	6	12	18
1	Streak SRM 4	RA	3	2/hit	-	3	6	9
1	Streak SRM 4	LA	3	2/hit	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

MML 9	26	22
HV AC/10 (THB)	16	40
Streak SRM 4	25	7

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(37)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC
- 1 Heavy PPC
- 2 Medium Pulse Laser
- 3 Streak SRM 4
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- 1-3 MML 9
- Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 4-6 Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 C³ Slave Unit
- 6 Endo Steel

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

Battle Value: 2,001
 Add for C³: & 254
 Weapon Value: 2,148 / 1,982
 Cost, C-Bills: 9,601,080

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Endo Steel
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Right Torso

- 1-3 HV AC/10 (THB)
- HV AC/10 (THB)
- HV AC/10 (THB)
- 1-3 HV AC/10 (THB)
- HV AC/10 (THB)
- HV AC/10 (THB)
- 1 Ammo (HV AC/10) 8
- 2 Ammo (HV AC/10) 8
- 3 Ammo (MML 9) 13
- 4 Ammo (MML 9) 13
- 5 Ammo (Streak 4) 25
- 6 CASE

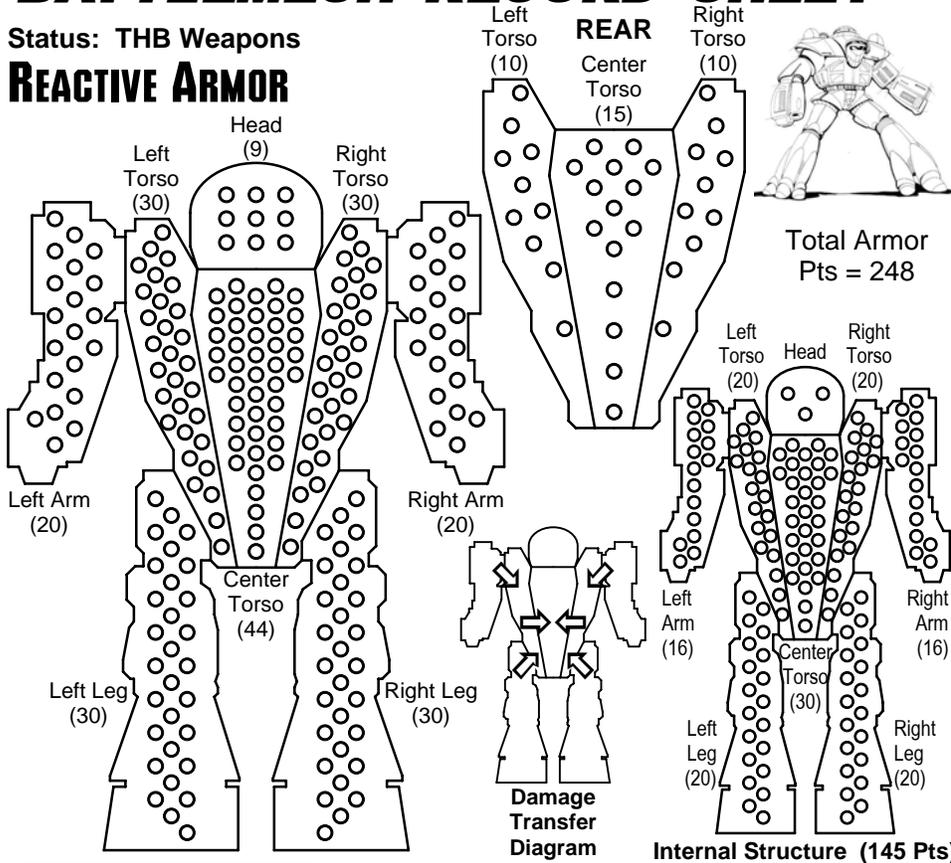
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: THB Weapons
REACTIVE ARMOR



Total Armor
 Pts = 248

'MECH DATA

Type: Cerberus MR-3R (Human Sphere)

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Inner Sphere

Running: 5

Biped 'Mech

Jumping: 0

Level 3 / 3076

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HV AC/10 (THB)	RA	7	10	-	6	12	20
1	HV AC/10 (THB)	LA	7	10	-	6	12	20
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Anti-Missile System	RT	1	*	-	-	-	-
1	Machine Gun	RT(R)	0	2	-	1	2	3
1	Machine Gun	LT(R)	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
HV AC/10 (THB)	40	100
Anti-Missile System	12	13
Machine Gun	100	0

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 HV AC/10 (THB)
- HV AC/10 (THB)
- HV AC/10 (THB)
- 1-3 HV AC/10 (THB)
- HV AC/10 (THB)
- 4-6 HV AC/10 (THB)
- Reactive Armor
- Reactive Armor
- Reactive Armor

Left Torso

- Machine Gun (R)
- Medium Laser
- Single Heat Sink
- 1-3 Ammo (HV AC/10) 8
- Ammo (HV AC/10) 8
- Ammo (MG) 100
- 1-3 CASE
- Roll Again
- Reactive Armor
- Reactive Armor
- Reactive Armor
- Reactive Armor
- 4-6 CASE
- Roll Again
- Reactive Armor
- Reactive Armor
- Reactive Armor
- Reactive Armor

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 2,145
 Weapon Value: 1,307 / 1,307
 Cost, C-Bills: 10,098,562

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 HV AC/10 (THB)
- HV AC/10 (THB)
- HV AC/10 (THB)
- 1-3 HV AC/10 (THB)
- HV AC/10 (THB)
- 4-6 HV AC/10 (THB)
- Reactive Armor
- Reactive Armor
- Reactive Armor

Right Torso

- Machine Gun (R)
- Medium Laser
- Anti-Missile System
- 1-3 Ammo (HV AC/10) 8
- Ammo (HV AC/10) 8
- Ammo (HV AC/10) 8
- 1-3 Ammo (AMS) 12
- CASE
- Reactive Armor
- Reactive Armor
- Reactive Armor
- Reactive Armor
- 4-6 Ammo (AMS) 12
- CASE
- Reactive Armor
- Reactive Armor
- Reactive Armor
- Reactive Armor

Right Leg

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

HEAT SCALE

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

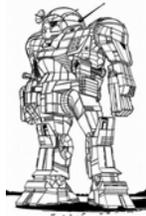
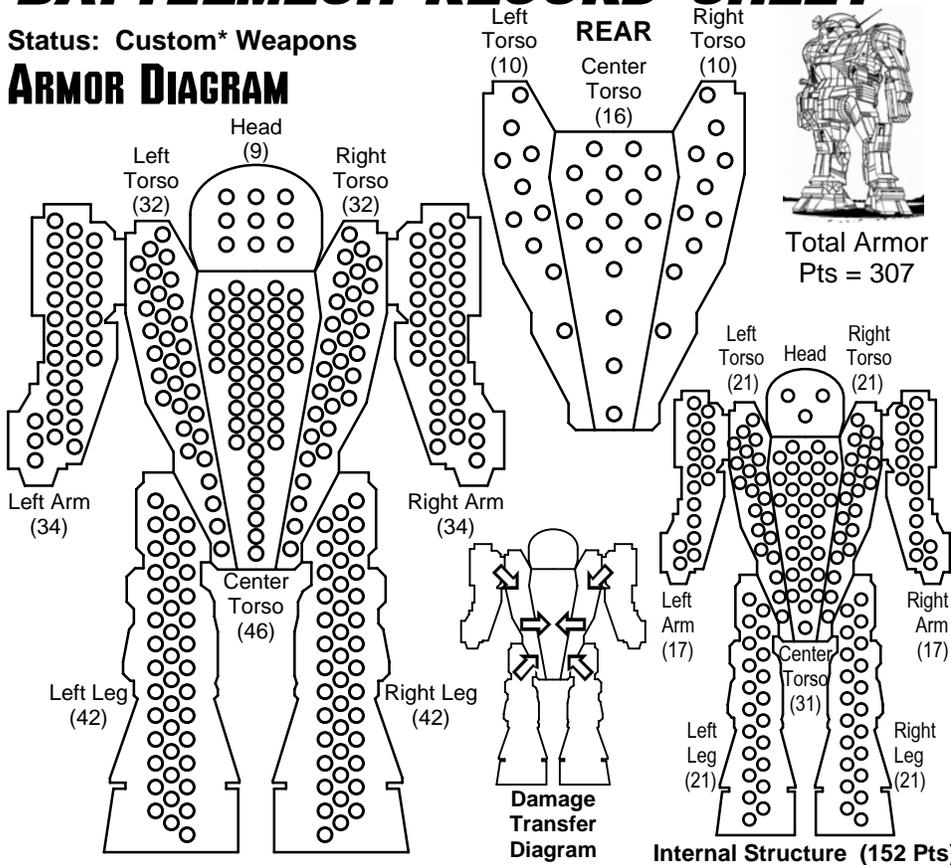


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 307

'MECH DATA

Type: Atlas AS7-R (Human Sphere)

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Biped 'Mech

Jumping: 0

Level 2 / 3070

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	MML 9*	LT	5	1/hit	6	7	14	21
1	Light PPC*	RA	5	5	3	6	12	18
2	Light PPC*	LA	5	5	3	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
Gauss Rifle	24	151
MML 9	26	28

Total Heat Sinks: 11 Double (22)



Auto Eject: Operational Disabled

Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC
- 1-3
- Light PPC
 - Light PPC
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - MML 9
 - MML 9
 - MML 9
- 1-3
- MML 9
 - MML 9
- 4-6
- Ammo (MML 9) 13
 - Ammo (MML 9) 13
 - Ammo (Gauss) 8
 - CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Guardian ECM
 - Guardian ECM
- 4-6

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

Battle Value: 2,168
 Add for C³: & 235
 Weapon Value: 3,118 / 3,118
 Cost, C-Bills: 29,167,334

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

HEAT SCALE

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

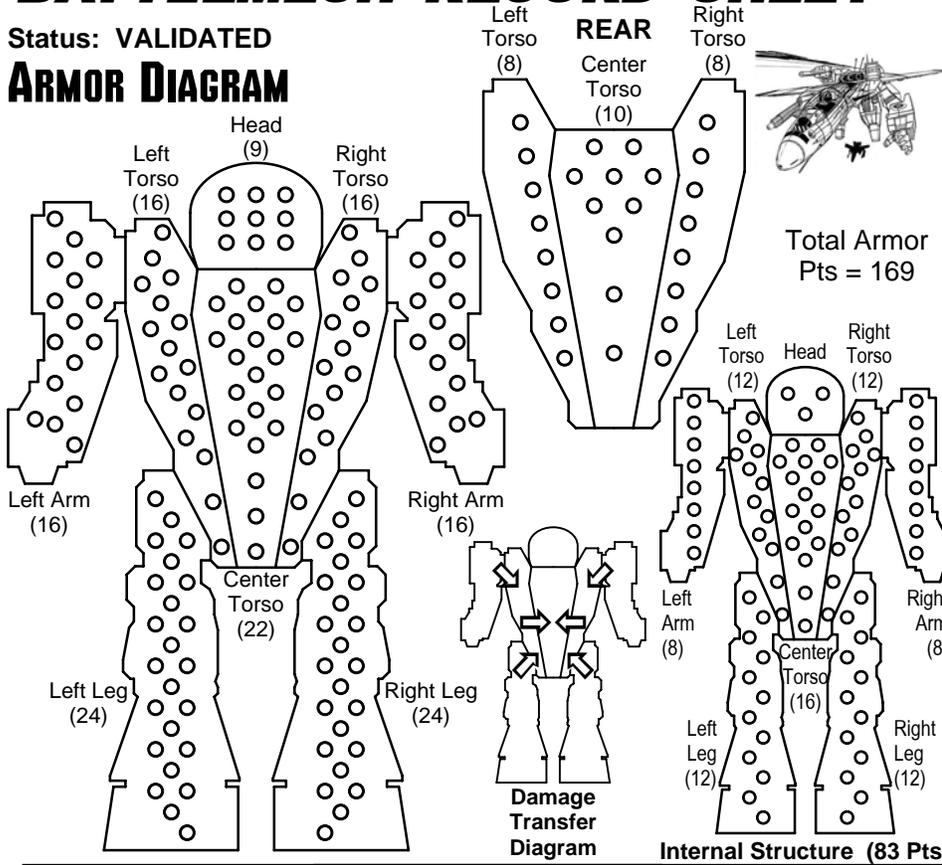


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 169

Internal Structure (83 Pts)

'MECH DATA

Type: Phoenix Hawk LAM PXH-HK8 (Human Sphere)

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Clan
 Running: **8** Land-Air- 'Mech
 Jumping: **8 [24]** Level 3 / 3081

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	Flamer	HD	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: **10 Double (20)**

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(27)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- Improved Jump Jet
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer

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

Battle Value: **2,609**
 Weapon Value: **1,556 / 1,556**
 Cost, C-Bills: **18,450,687**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Improved Jump Jet
- Roll Again
- Roll Again

Right Leg

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

HEAT SCALE

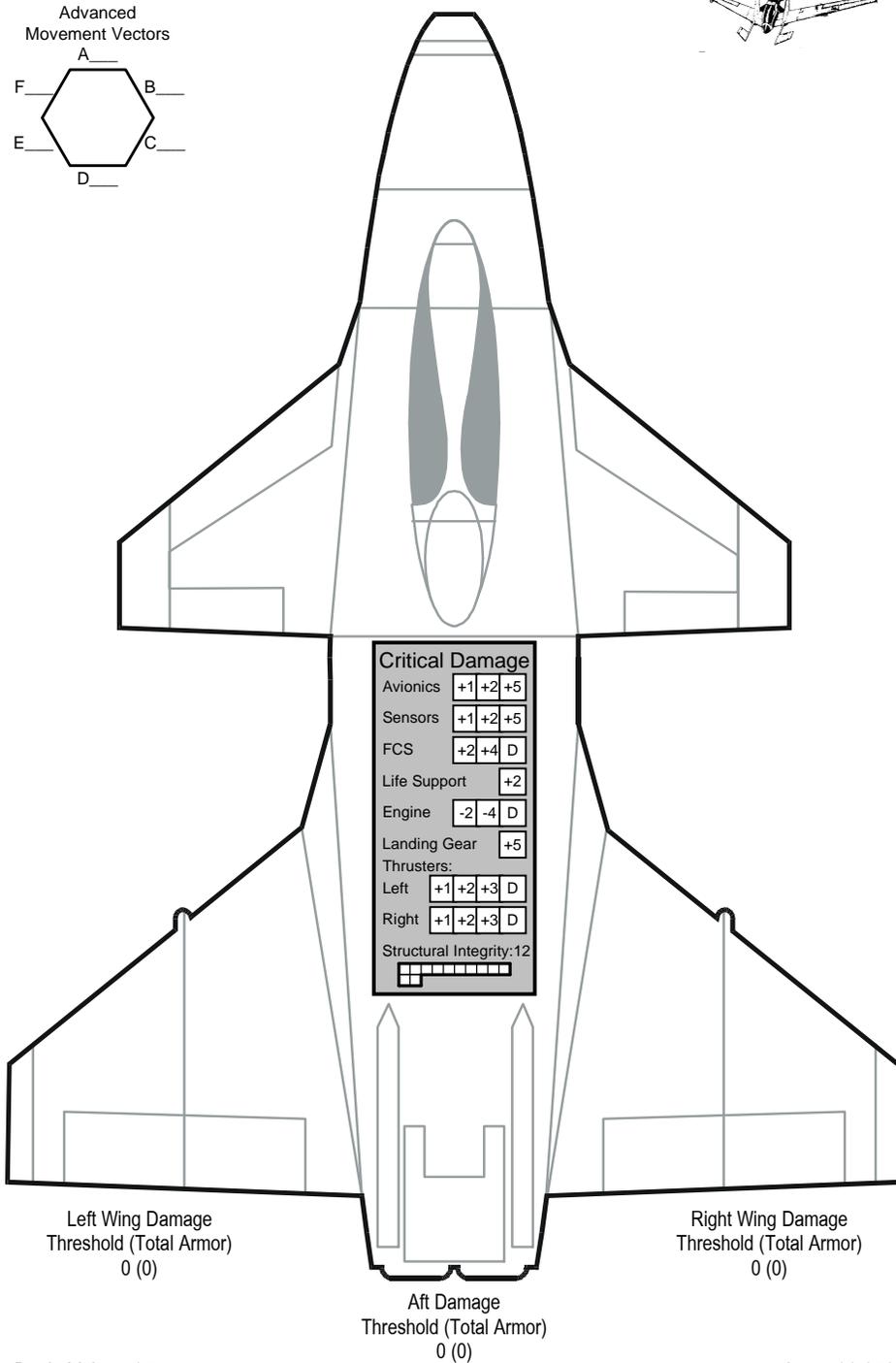
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point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



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CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Battle Value: 35

Cost: 82,256

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	160																			

VESSEL DATA

Name: **Shuriken Spotter Plane (Human Sphere)**
 Type: **Conventional Fighter**
 Mass: **5 tons**
 Thrust: Safe Thrust: **12** Max Thrust: **18**
 Tech: **Inner Sphere / Level 1 / 2912**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV

Misc: 1 Recon Camera (1 Tons)

Total Heat Sinks: 0 Single
Total Weapon Heat: 0

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

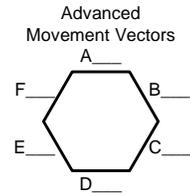
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



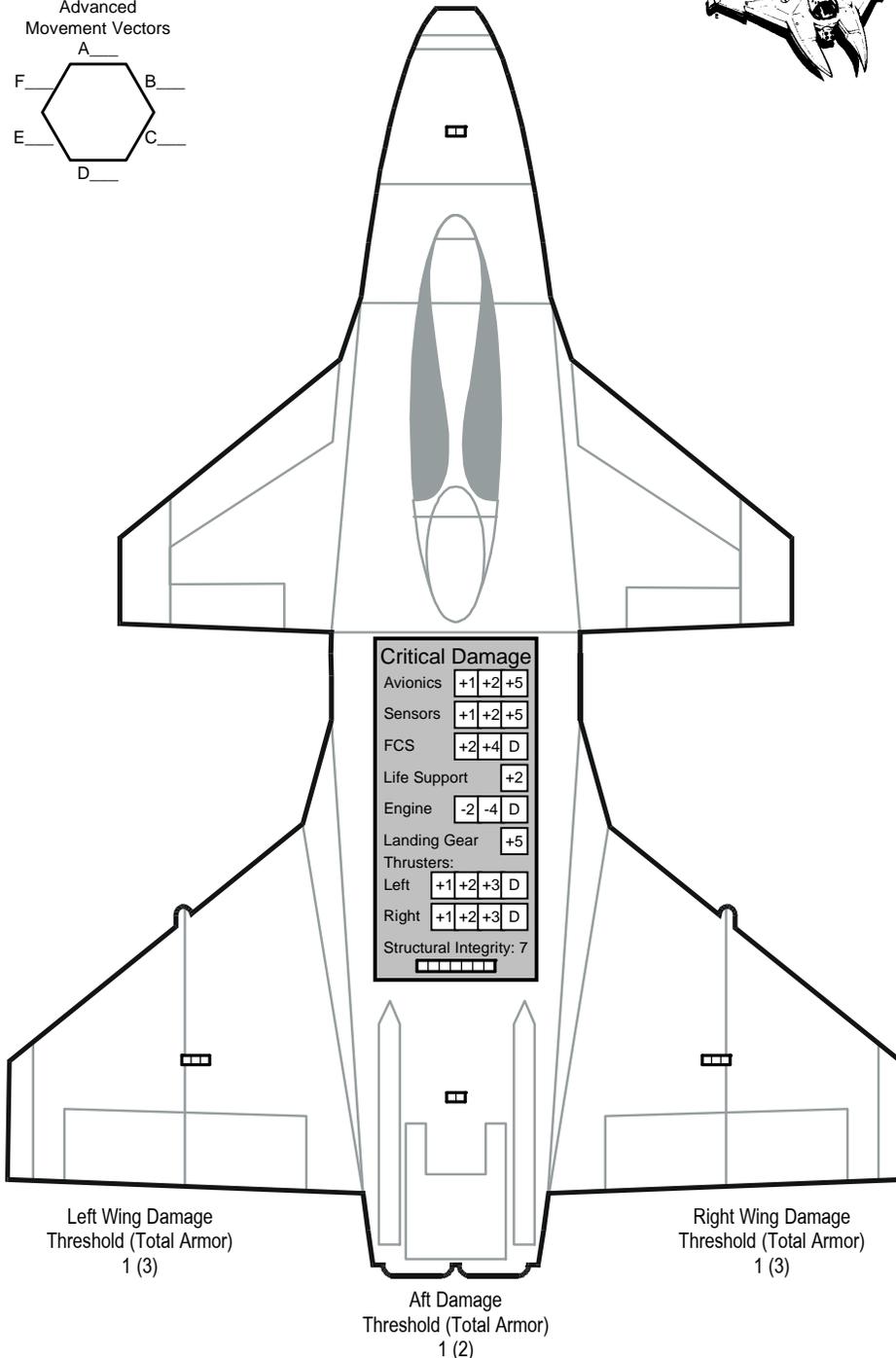
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CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
1 (2) - Standard Scale



Battle Value: 120

Cost: 145,915

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	160																			

VESSEL DATA

Name: **Suzume Light Strike Fighter (Human Sphere)**
 Type: **Conventional Fighter**
 Mass: **10 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 1 / 2812**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 5	Nose	0	3	3	3	--

Ammo: LRM 5 (24)

Total Heat Sinks: **0 Single**

Total Weapon Heat: **0**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

30
29
28
27
26
25
24
23
22
21
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18
17
16
15
14
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12
11
10
09
08
07
06
05
04
03
02
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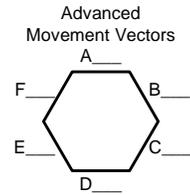
- Shutdown
- Ammo Explosion, avoid on 8+
- Pilot Damage, avoid on 9+
- Shutdown, avoid on 10+
- Random Movement, avoid on 10+
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- Pilot Damage, avoid on 6+
- Random Movement, avoid on 8+
- Ammo Explosion, avoid on 4+
- Shutdown, avoid on 6+
- +3 Modifier to Fire
- Random Movement, avoid on 7+
- Shutdown, avoid on 4+
- +2 Modifier to Fire
- Random Movement, avoid on 6+
- +1 Modifier to Fire
- Random Movement, avoid on 5+



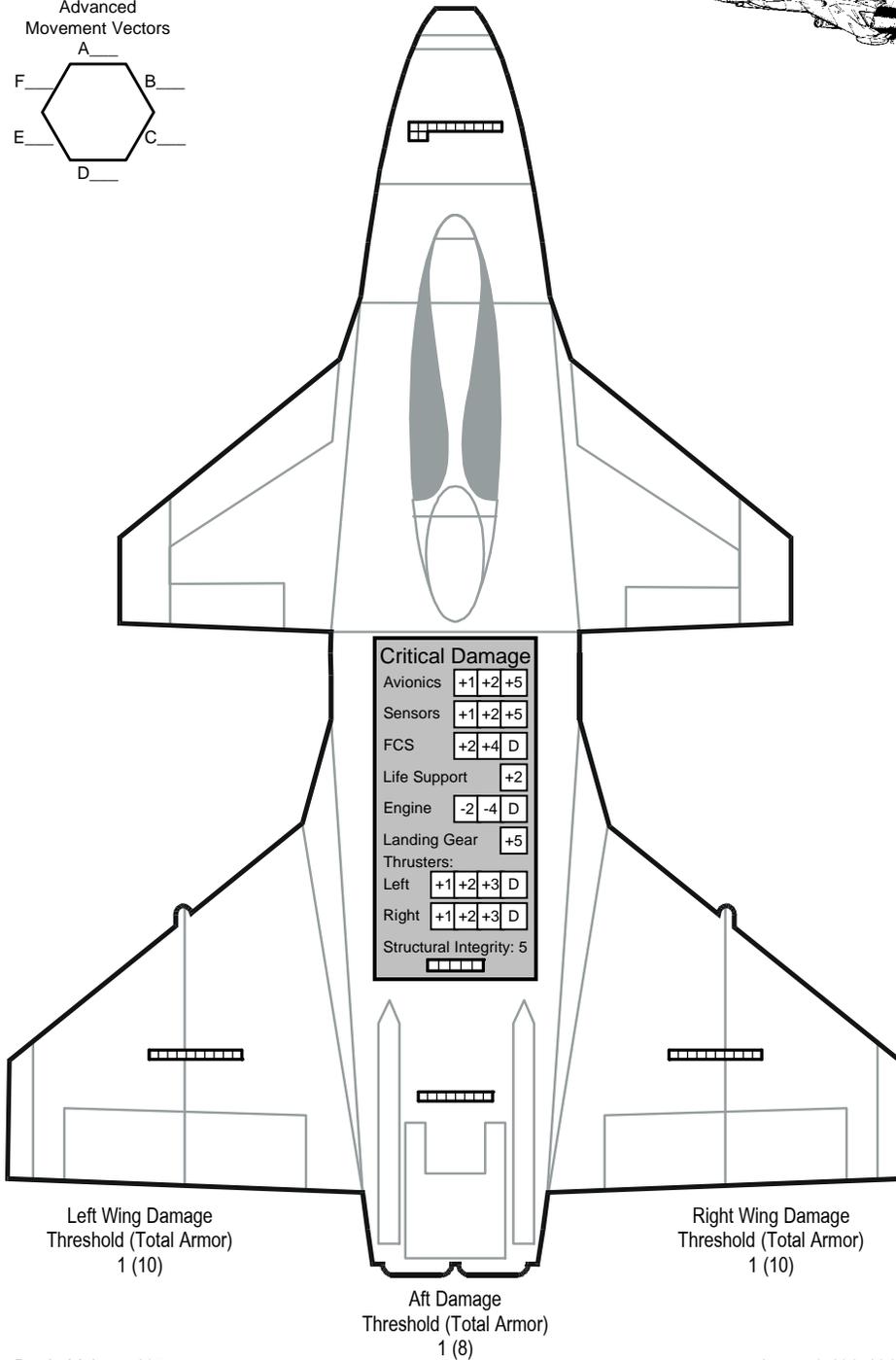
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CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
2 (12) - Standard Scale



Left Wing Damage Threshold (Total Armor)
1 (10)

Right Wing Damage Threshold (Total Armor)
1 (10)

Aft Damage Threshold (Total Armor)
1 (8)

Battle Value: 405

Cost: 1,499,461

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	480																				

VESSEL DATA

Name: Inseki Heavy Strike Fighter (Human Sphere)
 Type: Conventional Fighter
 Mass: 45 tons
 Thrust: Safe Thrust: 5 Max Thrust: 8
 Tech: Inner Sphere / Level 1 / 2731

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/10	Nose	0	10	10	--	--
1 SRM 4	LW	0	6	--	--	--
1 SRM 4	RW	0	6	--	--	--

Ammo: SRM 4 (50) AC/10 (20)

Total Heat Sinks: 10 Single

Progressive bar for heat sinks.

Total Weapon Heat: 0

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow



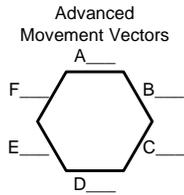
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



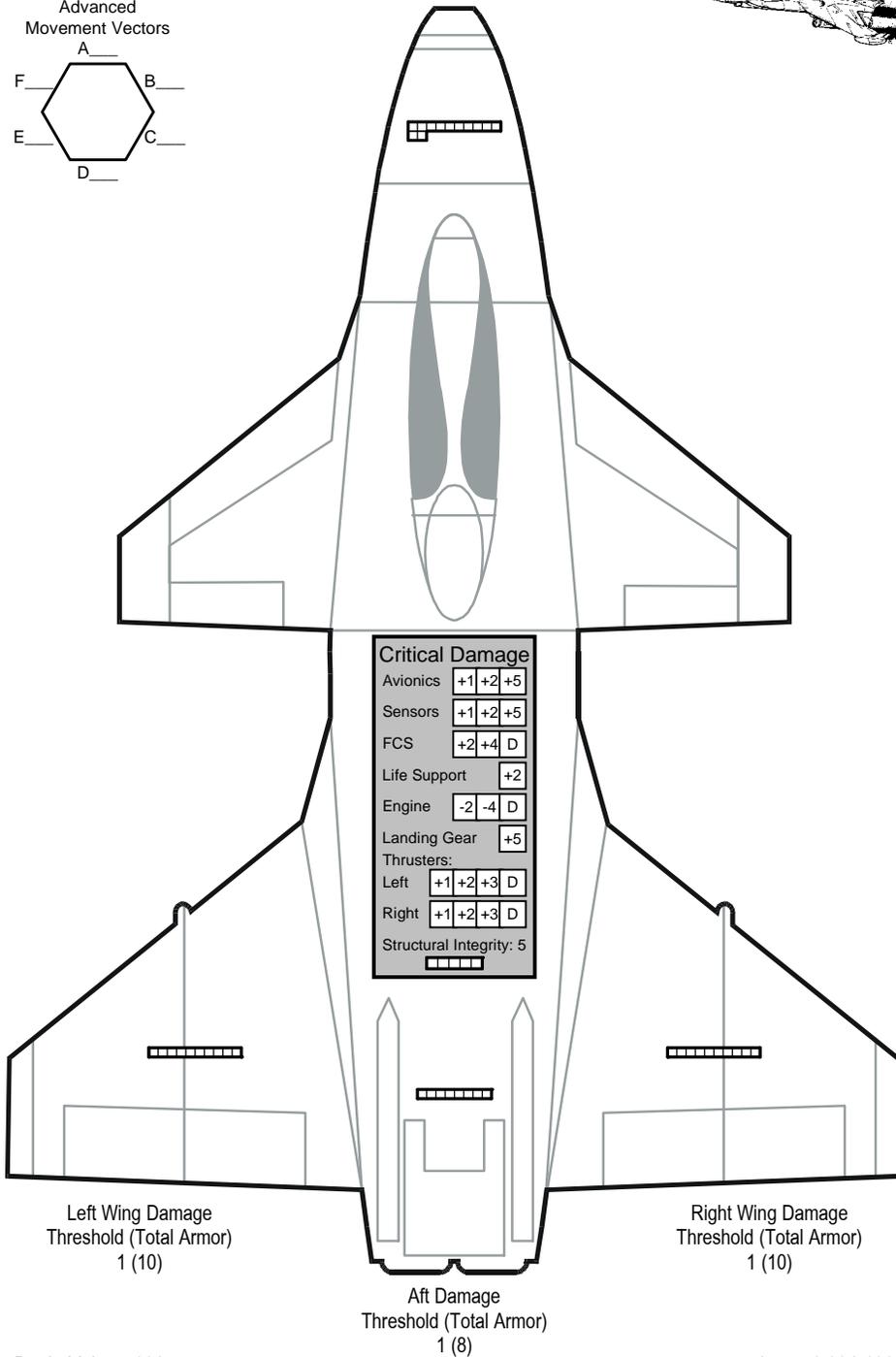
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CONVENTIONAL FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
2 (12) - Standard Scale



Battle Value: 632

Cost: 1,604,199

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	480																				

VESSEL DATA

Name: Inseki II Heavy Strike Fighter (Human Sphere)
 Type: Conventional Fighter
 Mass: 45 tons
 Thrust: Safe Thrust: 5 Max Thrust: 8
 Tech: Inner Sphere / Level 1 / 3035

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 LRM 10	LW	0	6	6	6	--
1 LRM 10	RW	0	6	6	6	--
1 Machine Gun	Aft	0	2			Point Defense

Ammo: MG (100) LRM 10 (24)

Total Heat Sinks: 10 Single

Total Weapon Heat: 10

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow



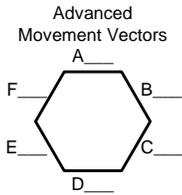
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



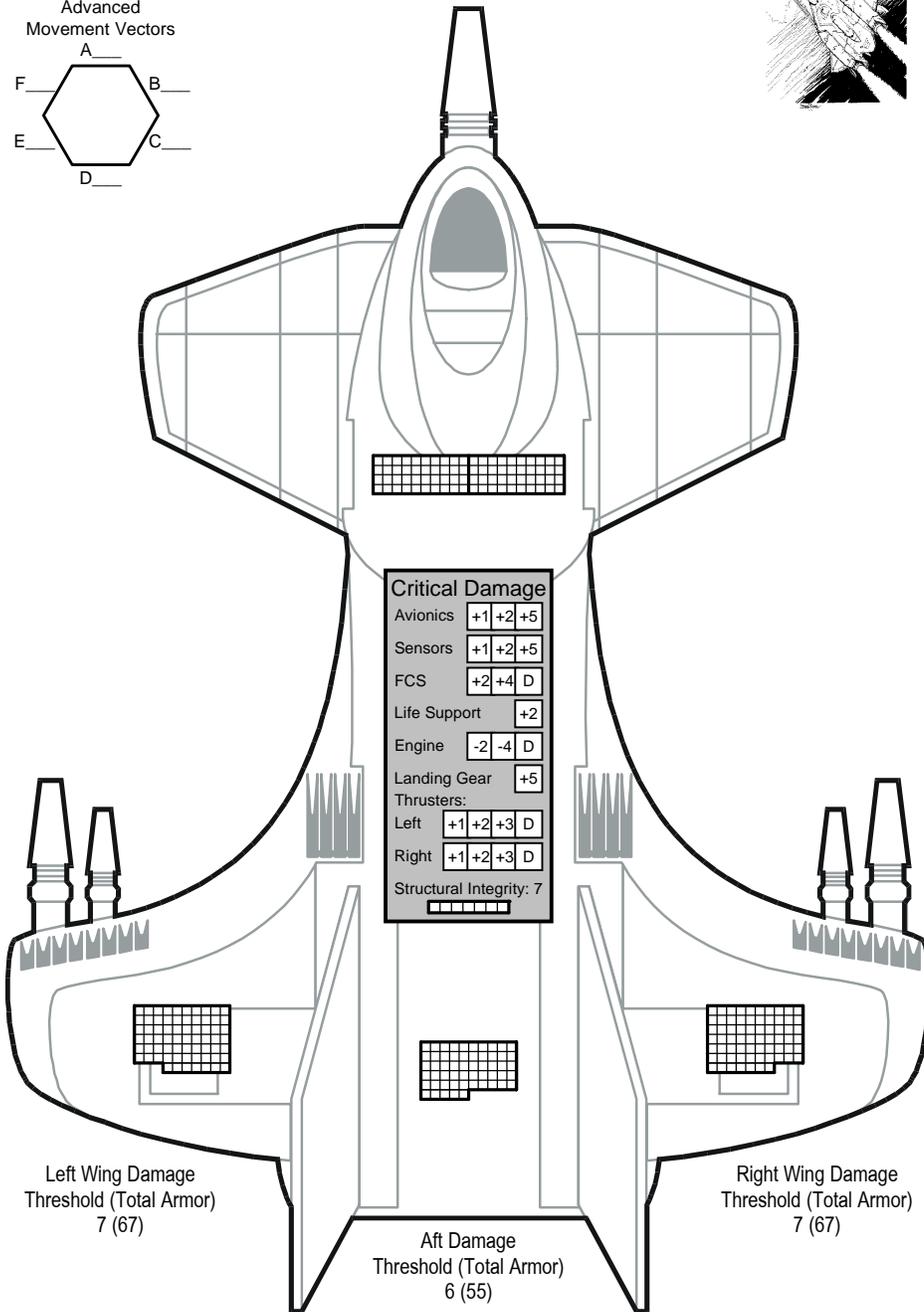
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
8 (80) - Standard Scale



Optional: Thrust at current 28 tons = 10/15.

Battle Value: 743

Cost: 5,837,814

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

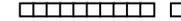
Name: **Dagger DARO-2-Base (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **45 tons (now 28 tons)**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 2 / 3080**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV

Total Heat Sinks: **11 Double (22)**



Total Weapon Heat: **0**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
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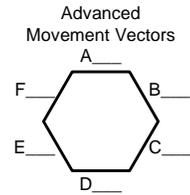
HEAT SCALE



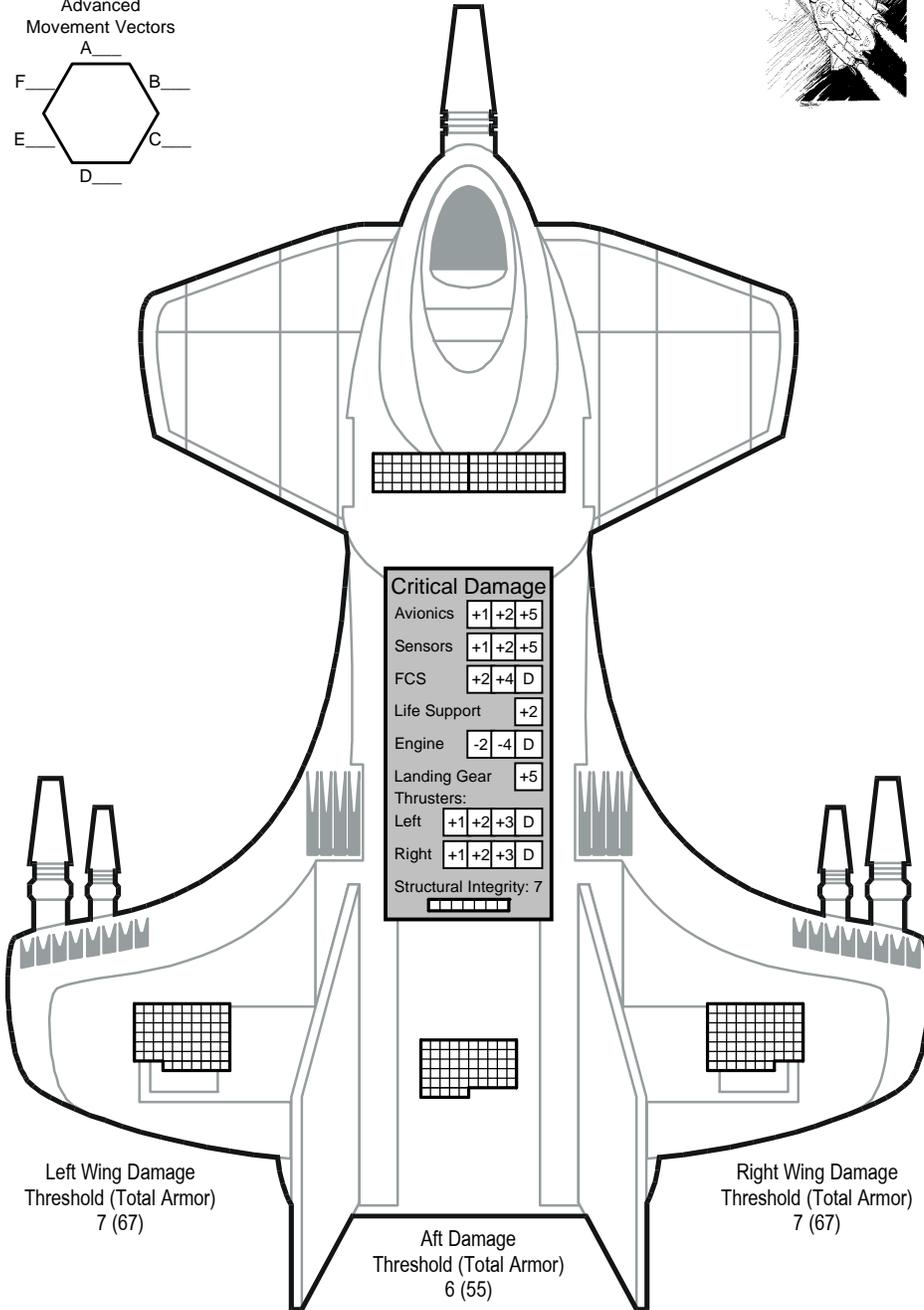
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
8 (80) - Standard Scale



Optional: Drop 7.5 Pod tons for 8/12 thrust, 13 for 9/14, 17 for 10/15

Battle Value: 2,180

Cost: 7,000,033

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Dagger DARO-2 (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 3 / 3080**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Rotary AC/5 (UK)	Nose	6	20	20	20	--
2 ER Medium Laser	LW	5	7	7	--	--
2 ER Medium Laser	RW	5	7	7	--	--

Ammo (CASE): RAC/5 (60/6)

Total Heat Sinks: **11 Double (22)**

Total Weapon Heat: **26**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

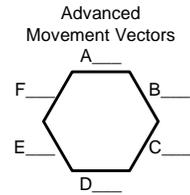
HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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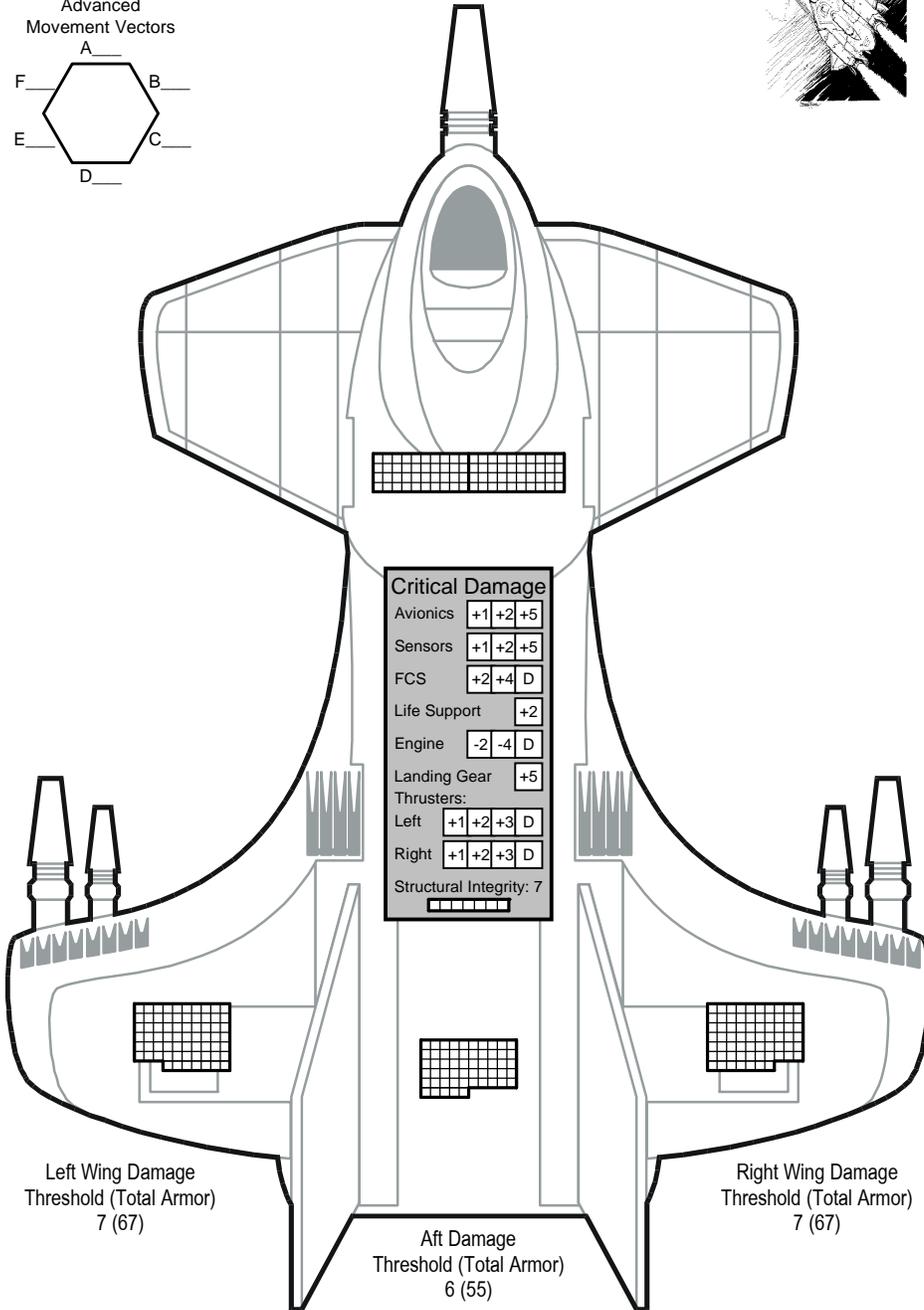
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
8 (80) - Standard Scale



Optional: Drop 7.5 Pod tons for 8/12 thrust, 13 for 9/14, 17 for 10/15

Battle Value: 2,000

Cost: 6,759,627

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Dagger DARO-2A (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 2 / 3080**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 ER Large Laser	Nose	12	10	10	10	10
1 ER Medium Laser	LW	5	7	7	--	--
1 ER Medium Laser	RW	5	7	7	--	--

Total Heat Sinks: **18 Double (36)**

Total Weapon Heat: **34**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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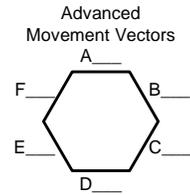
HEAT SCALE



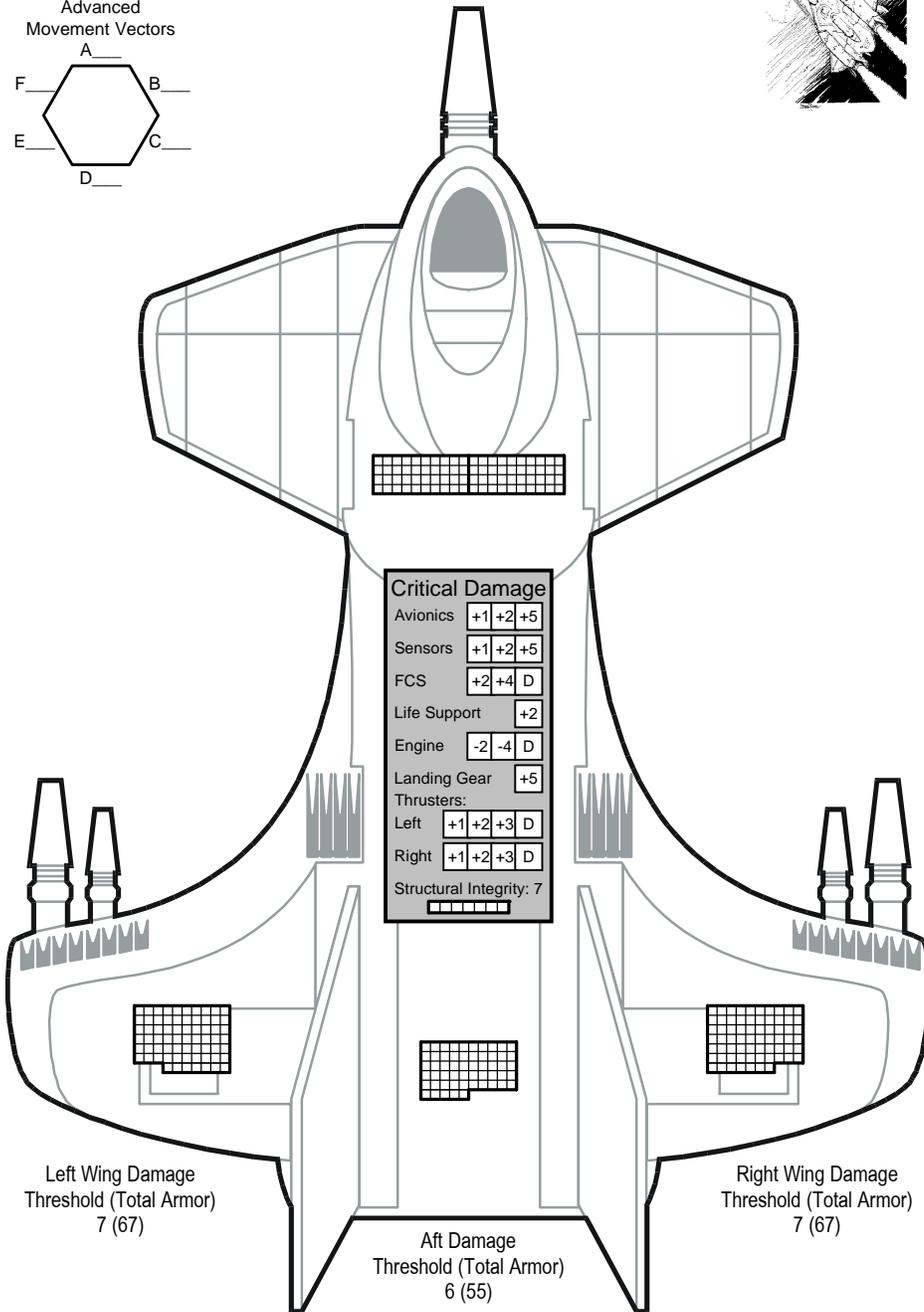
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
8 (80) - Standard Scale



Optional: Drop 7.5 Pod tons for 8/12 thrust, 13 for 9/14, 17 for 10/15

Battle Value: 1,838

Cost: 7,002,330

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Dagger DARO-2B (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 2 / 3080**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LB 10-X AC	Nose	2	6	6	--	--
2 ER Medium Laser	LW	5	7	7	--	--
2 ER Medium Laser	RW	5	7	7	--	--
2 ER Small Laser	Aft	2	5	--	--	--

Ammo (CASE): LB 10-X (10)

Total Heat Sinks: **12 Double (24)**

Total Weapon Heat: **26**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

HEAT SCALE

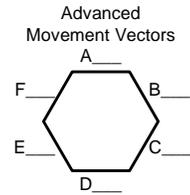
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WIZKIDS

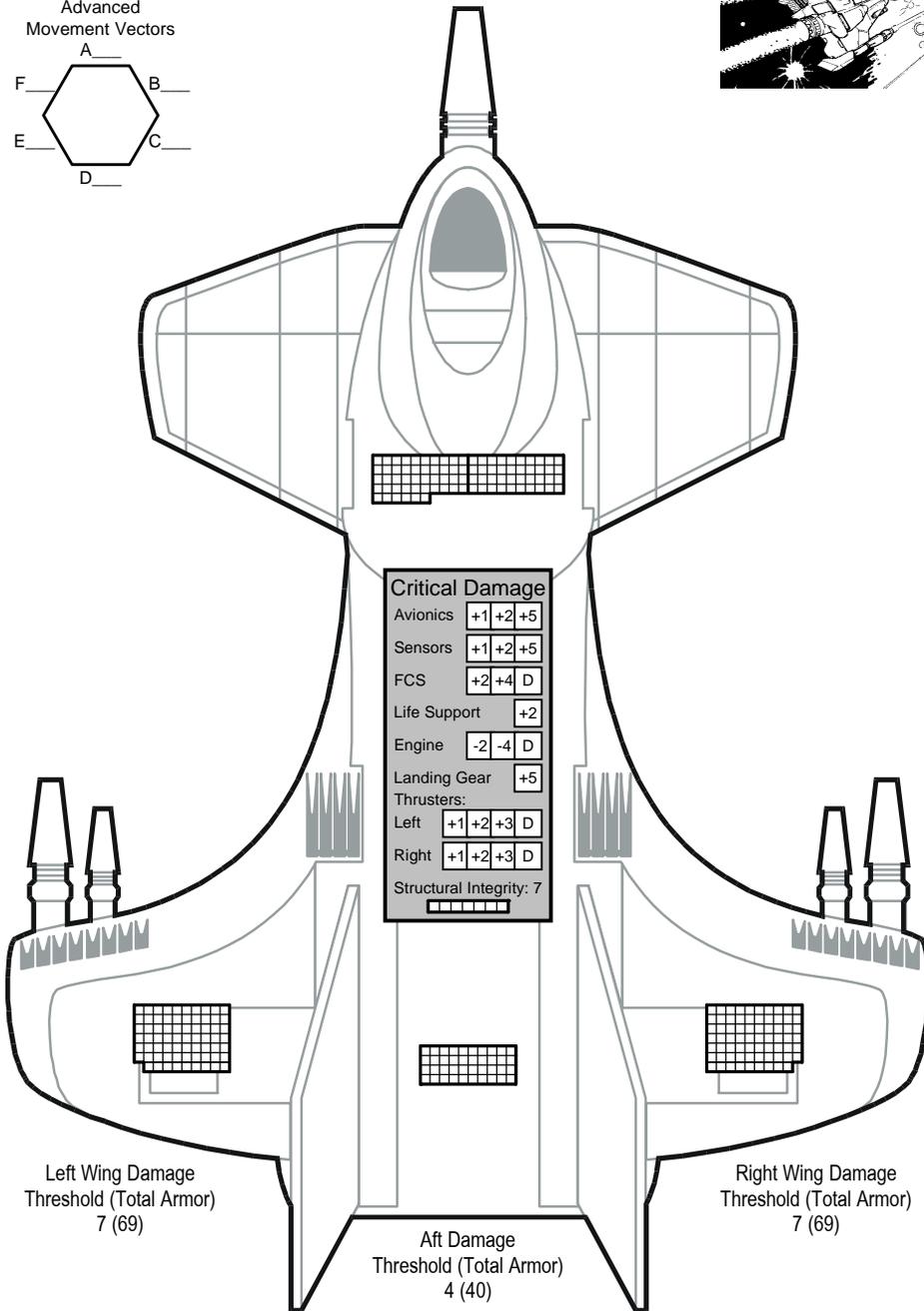
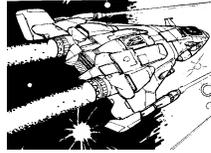
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (86) - Standard Scale



Optional: Thrust at current 37.5 tons = 7/11. Drop 2.5 Pod tons for 8/12 thrust

Battle Value: 748

Cost: 3,273,244

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

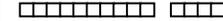
Name: **Tatsu MIK-20 Base (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons (now 37.5 tons)**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3078**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV

Total Heat Sinks: **14 Single**



Total Weapon Heat: **0**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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HEAT SCALE

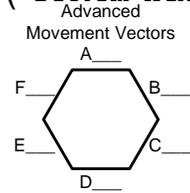


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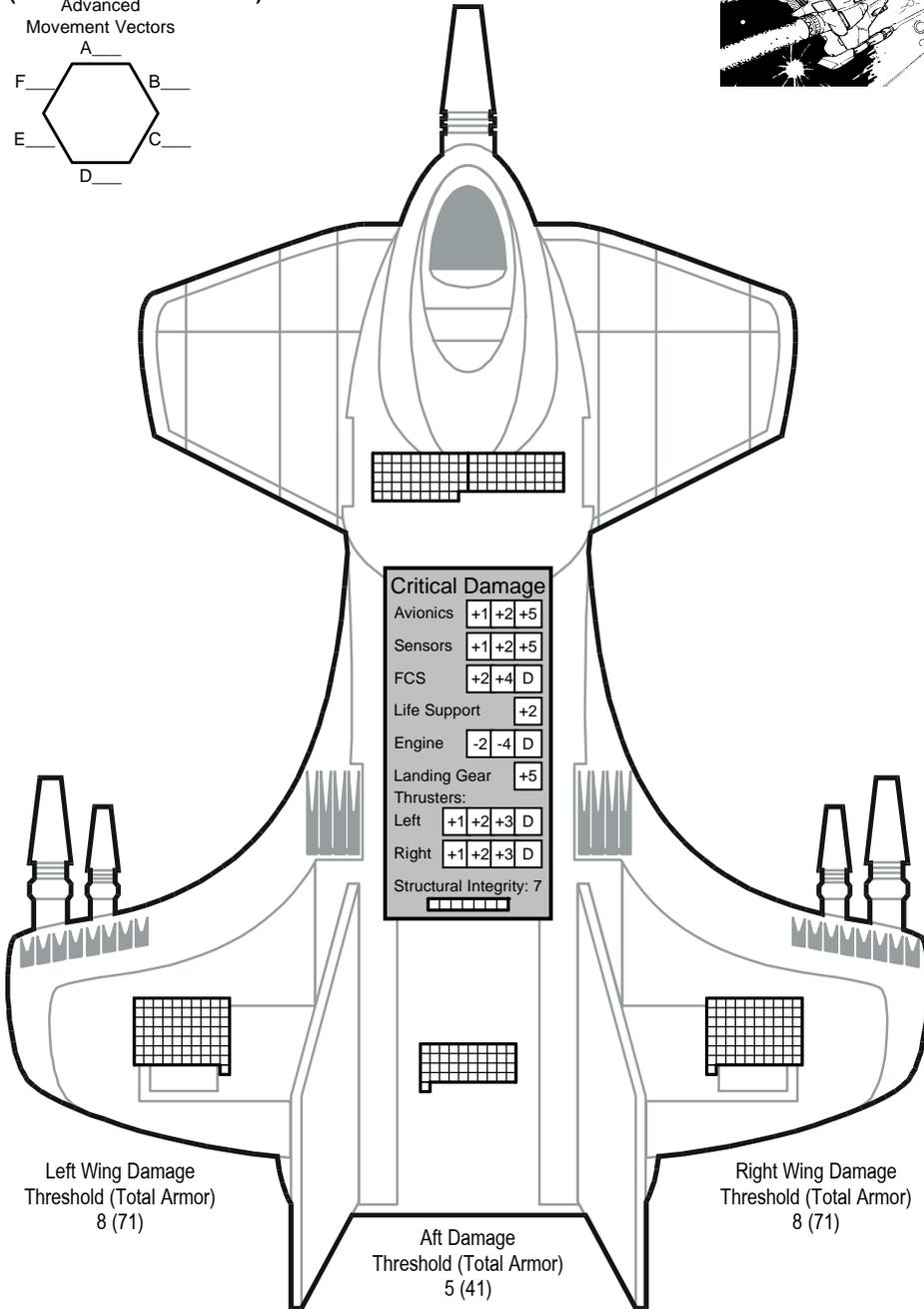
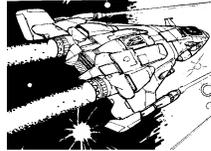
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
9 (89) - Standard Scale



Critical Damage	
Avionics	+1 +2 +5
Sensors	+1 +2 +5
FCS	+2 +4 D
Life Support	+2
Engine	-2 -4 D
Landing Gear	+5
Thrusters:	
Left	+1 +2 +3 D
Right	+1 +2 +3 D
Structural Integrity: 7	<input type="checkbox"/>

Left Wing Damage
Threshold (Total Armor)
8 (71)

Right Wing Damage
Threshold (Total Armor)
8 (71)

Aft Damage
Threshold (Total Armor)
5 (41)

Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,323

Cost: 4,101,806

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Tatsu MIK-20 (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3078**

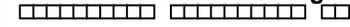
Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 MRM 10	Nose	4	6	6	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Snub-Nose PPC*	LW	10	10	10	--	--
1 Snub-Nose PPC*	RW	10	10	10	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 MRM 10	Aft	4	6	6	--	--

Ammo: MRM 10 (48)

Total Heat Sinks: **22 Single**



Total Weapon Heat: **40**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

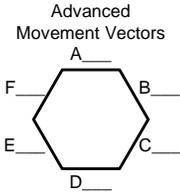
Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



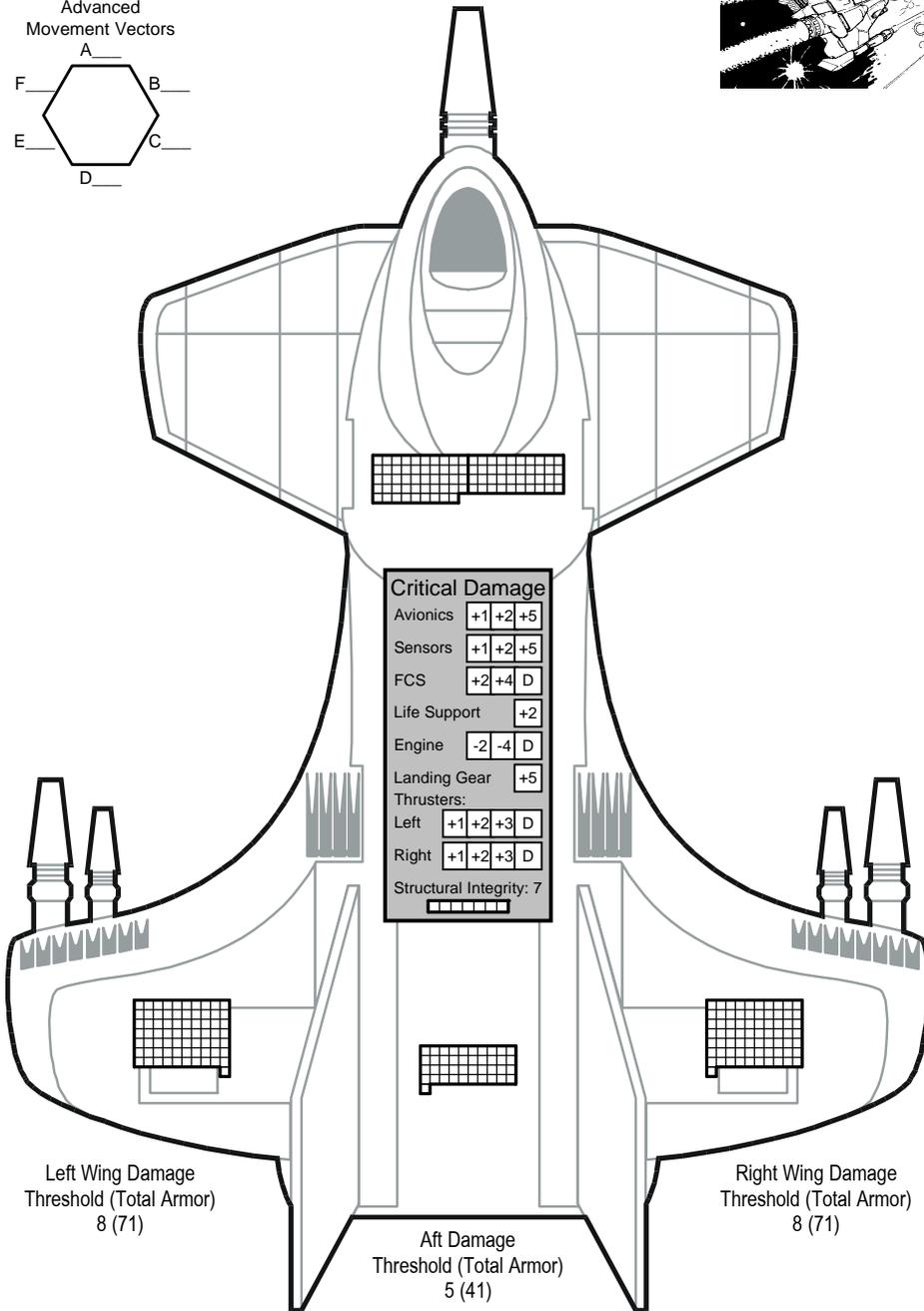
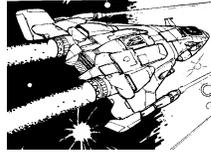
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (89) - Standard Scale



Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,410

Cost: 4,530,431

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

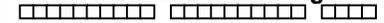
Name: **Tatsu MIK-20A (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3078**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 PPC	Nose	10	10	10	--	--
4 Medium Laser	LW	3	5	--	--	--
4 Medium Laser	RW	3	5	--	--	--

Total Heat Sinks: **24 Single**



Total Weapon Heat: **44**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

HEAT SCALE

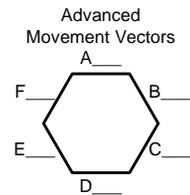
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



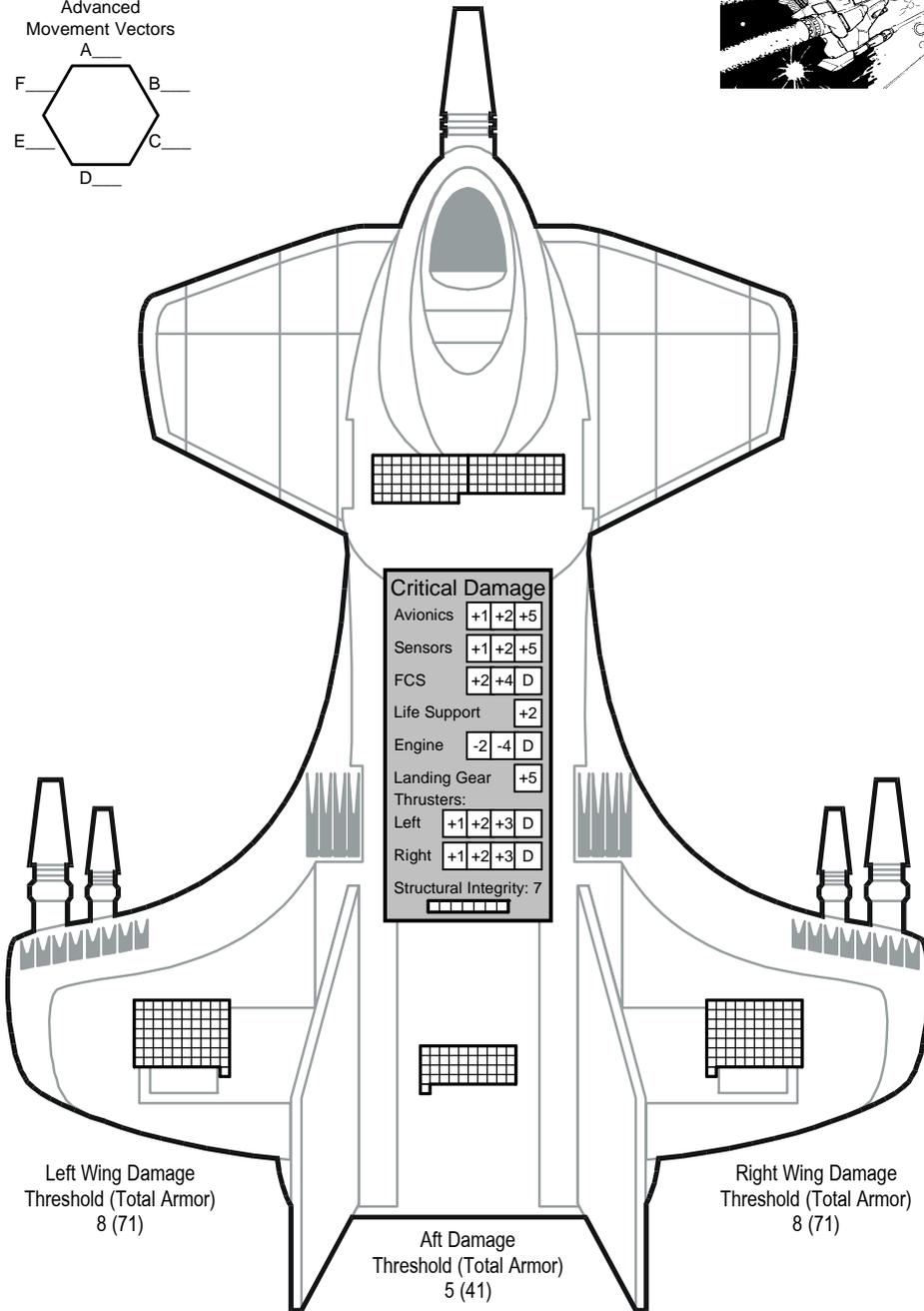
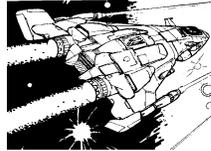
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (89) - Standard Scale



Left Wing Damage Threshold (Total Armor)
8 (71)

Right Wing Damage Threshold (Total Armor)
8 (71)

Aft Damage Threshold (Total Armor)
5 (41)

Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,300

Cost: 4,658,681

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Tatsu MIK-2OB (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3078**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/10	Nose	3	10	10	--	--
1 LRM 15	LW	5	9	9	9	--
1 LRM 15	RW	5	9	9	9	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Ammo: LRM 15 (24) AC/10 (10)

Total Heat Sinks: **14 Single**

Total Weapon Heat: **19**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

HEAT SCALE

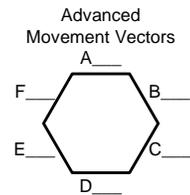
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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WIZKIDS

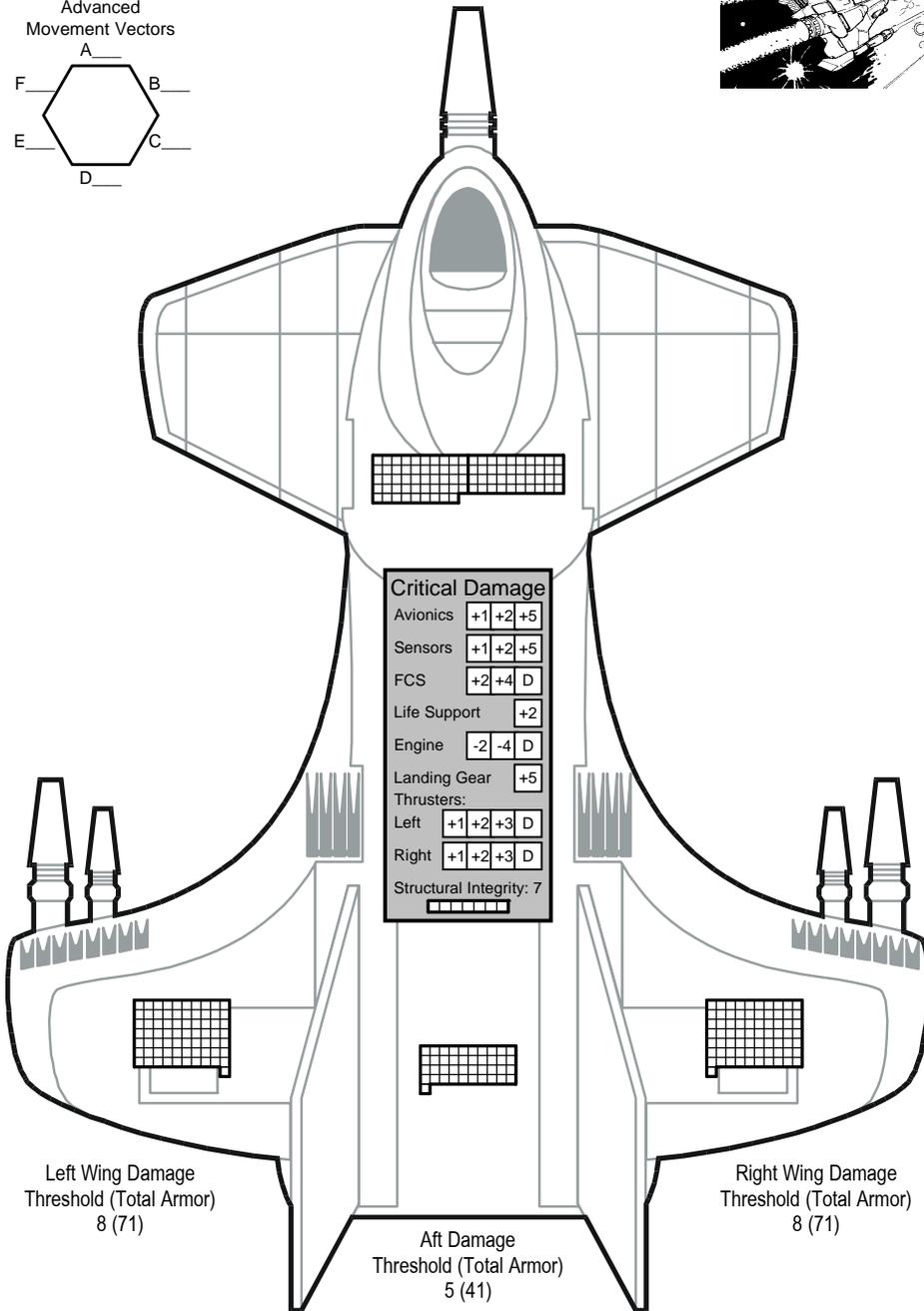
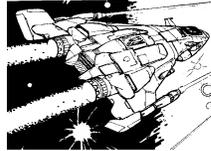
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (89) - Standard Scale



Left Wing Damage Threshold (Total Armor)
8 (71)

Right Wing Damage Threshold (Total Armor)
8 (71)

Aft Damage Threshold (Total Armor)
5 (41)

Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,172

Cost: 4,253,681

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Tatsu MIK-20C (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3078**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
4 SRM 4	Nose	3	6	--	--	--
1 MRM 20	LW	6	12	12	--	--
1 MRM 20	RW	6	12	12	--	--

Ammo: MRM 20 (24) SRM 4 (50)

Total Heat Sinks: **20 Single**

Total Weapon Heat: **24**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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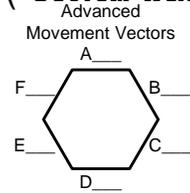
WIZKIDS

AEROTECH 2™

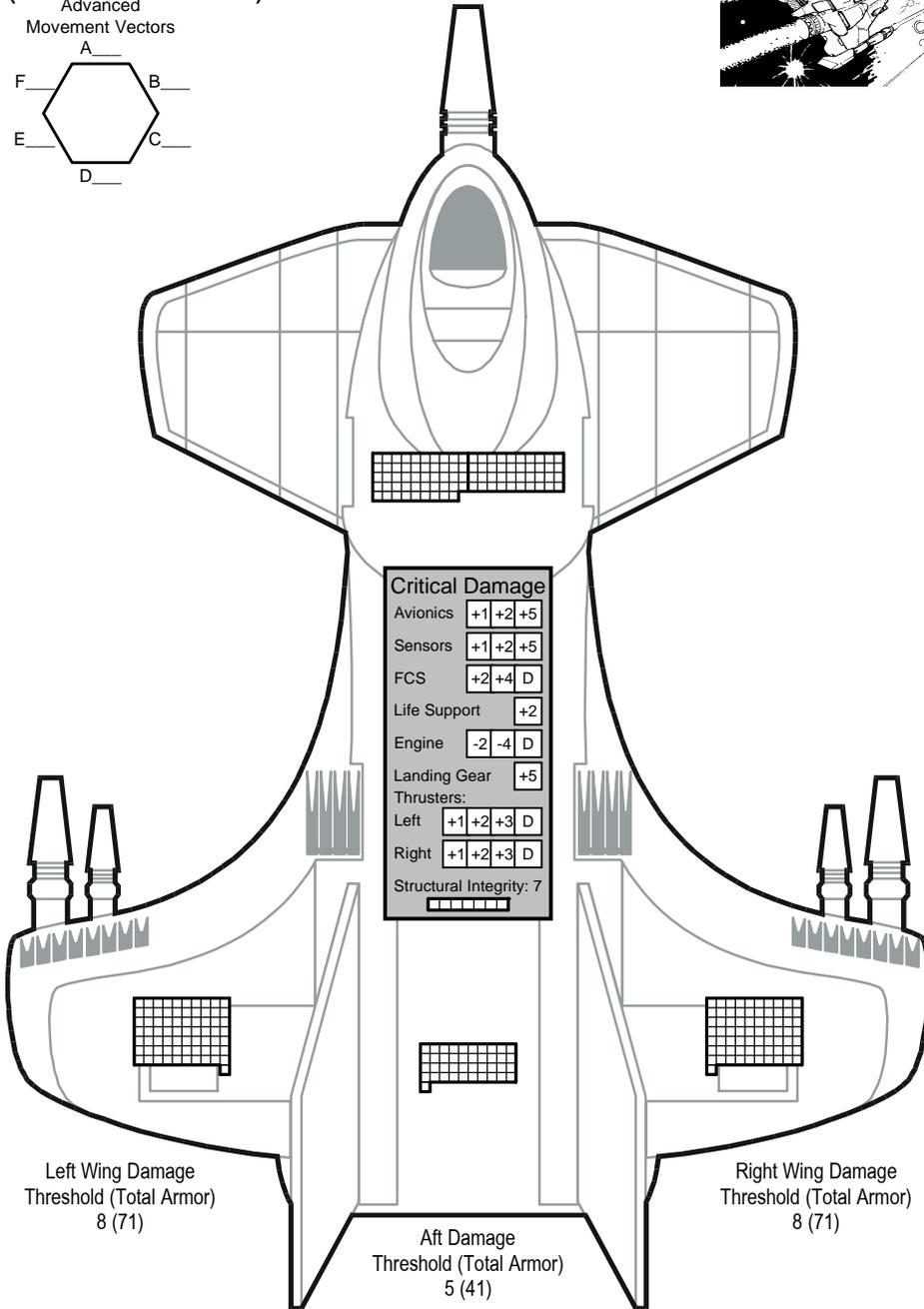
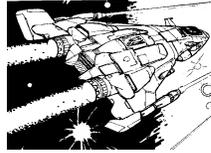
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
9 (89) - Standard Scale



Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,551

Cost: 4,334,681

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

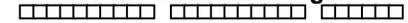
Name: **Tatsu MIK-20D (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 2 / 3078**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy PPC*	LW	15	15	15	--	--
1 Heavy PPC*	RW	15	15	15	--	--

Total Heat Sinks: **26 Single**



Total Weapon Heat: **30**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Scale

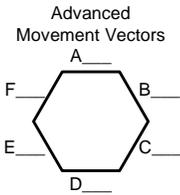
Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
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08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
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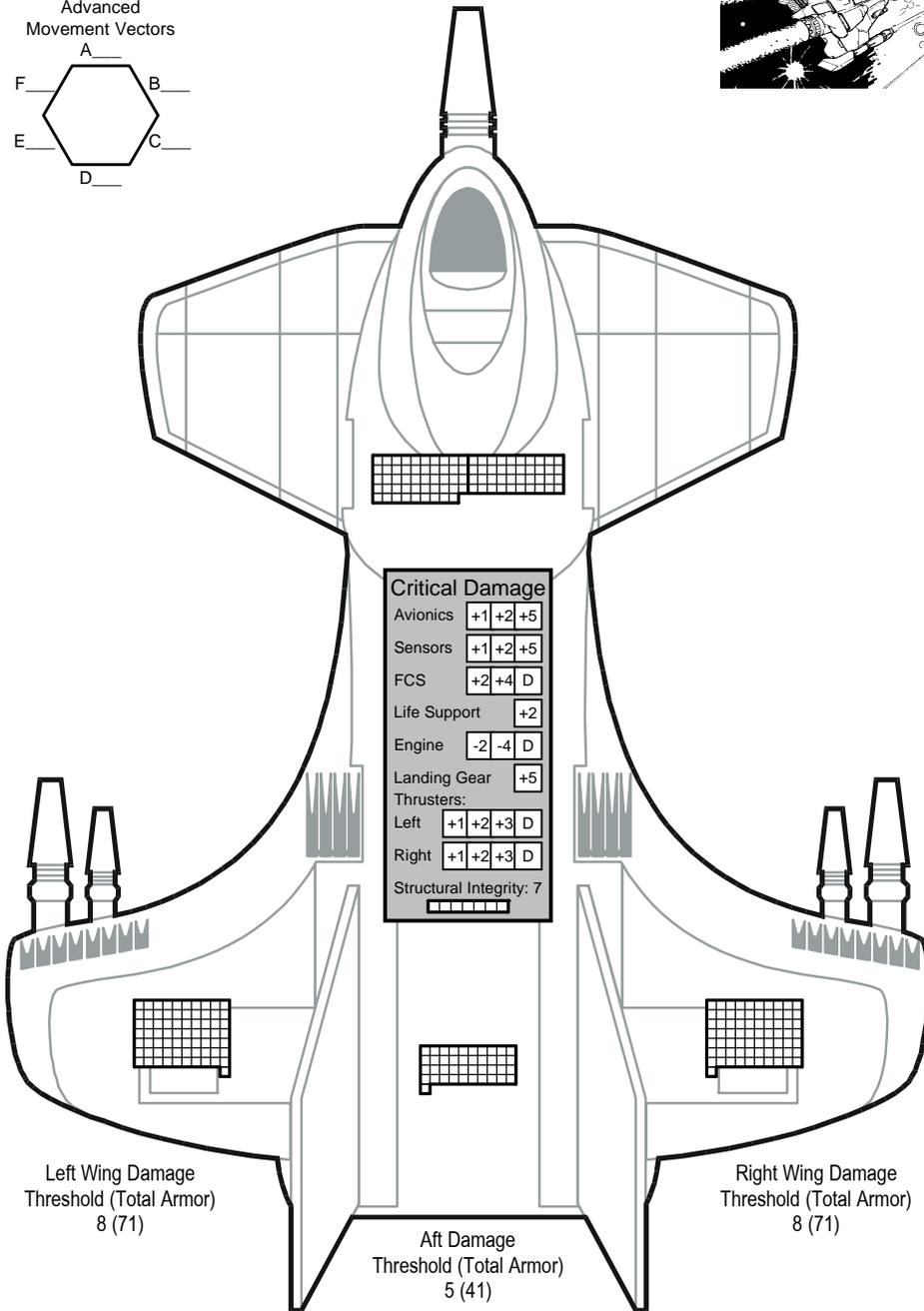
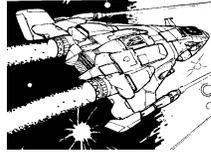
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (89) - Standard Scale



Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,214

Cost: 4,969,181

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Tatsu MIK-20E (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3078**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 HV AC/10 (THB)	LW	7	10	10	10	--
1 HV AC/10 (THB)	RW	7	10	10	10	--

Ammo: HV AC/10 (32)

Total Heat Sinks: **14 Single**

Total Weapon Heat: **14**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

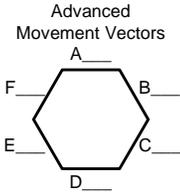
HEAT SCALE



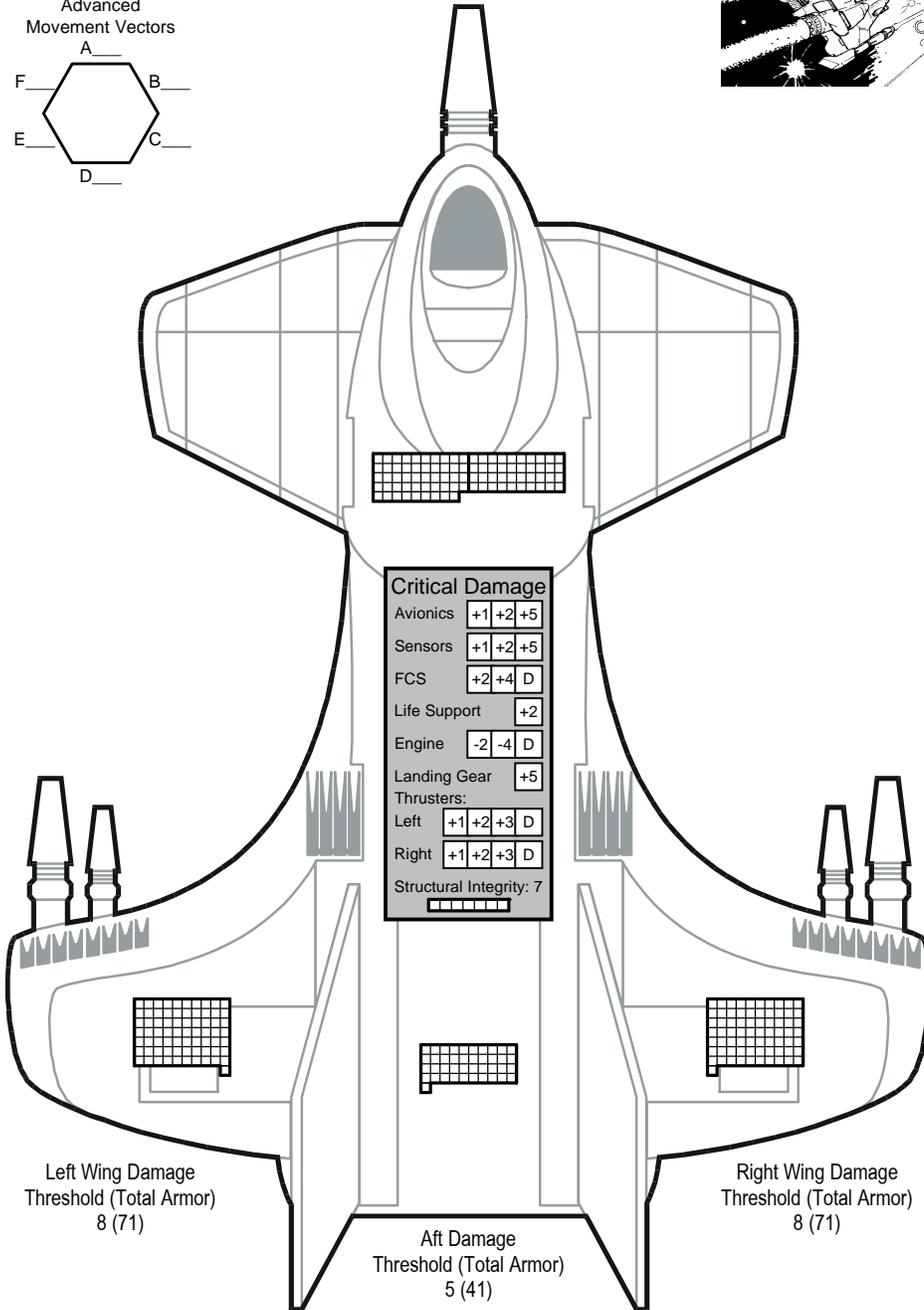
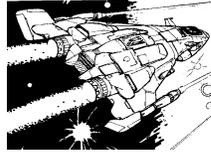
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (89) - Standard Scale



Left Wing Damage Threshold (Total Armor)
8 (71)

Right Wing Damage Threshold (Total Armor)
8 (71)

Aft Damage Threshold (Total Armor)
5 (41)

Optional: Drop 17.5 Pod tons for 6/9 thrust, 28 for 7/11, 35 for 8/12

Battle Value: 1,205

Cost: 4,479,806

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

VESSEL DATA

Name: **Tatsu MIK-2OF (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3078**

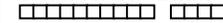
Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 Medium Laser	Nose	3	5	--	--	--
1 HV AC/5 (THB)	LW	3	5	5	5	5
1 HV AC/5 (THB)	RW	3	5	5	5	5
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Ammo: HV AC/5 (60)

Total Heat Sinks: **14 Single**



Total Weapon Heat: **18**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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HEAT SCALE

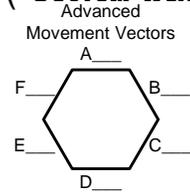


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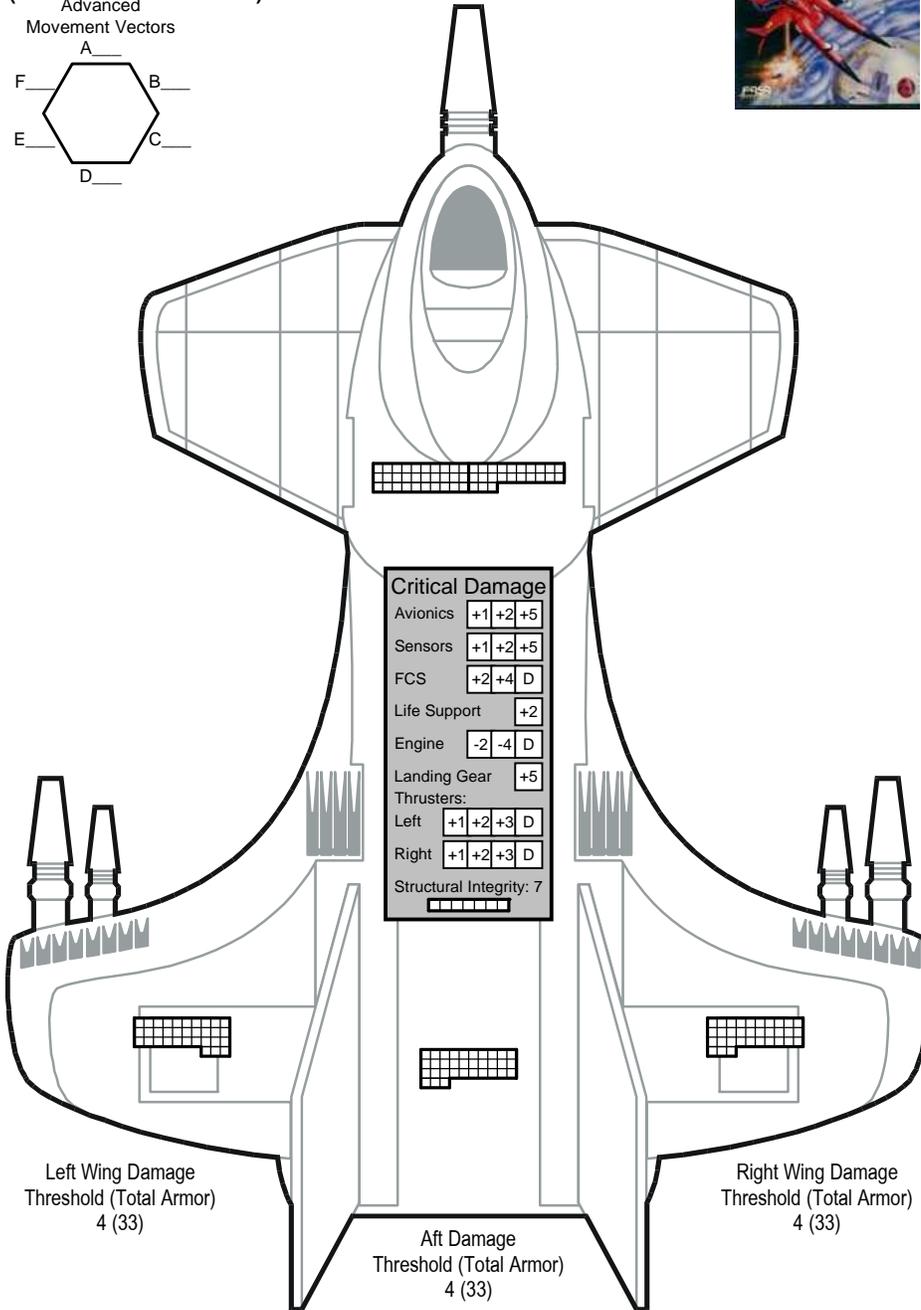
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
6 (53) - Standard Scale



VESSEL DATA

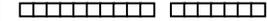
Name: **Samurai SL-31 (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **50 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3084**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 Light PPC*	Nose	5	5	5	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: 17 Single



Total Weapon Heat: 22

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Battle Value: 1,007

Cost: 2,811,792

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	640																				

Heat Scale

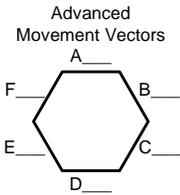
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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02	
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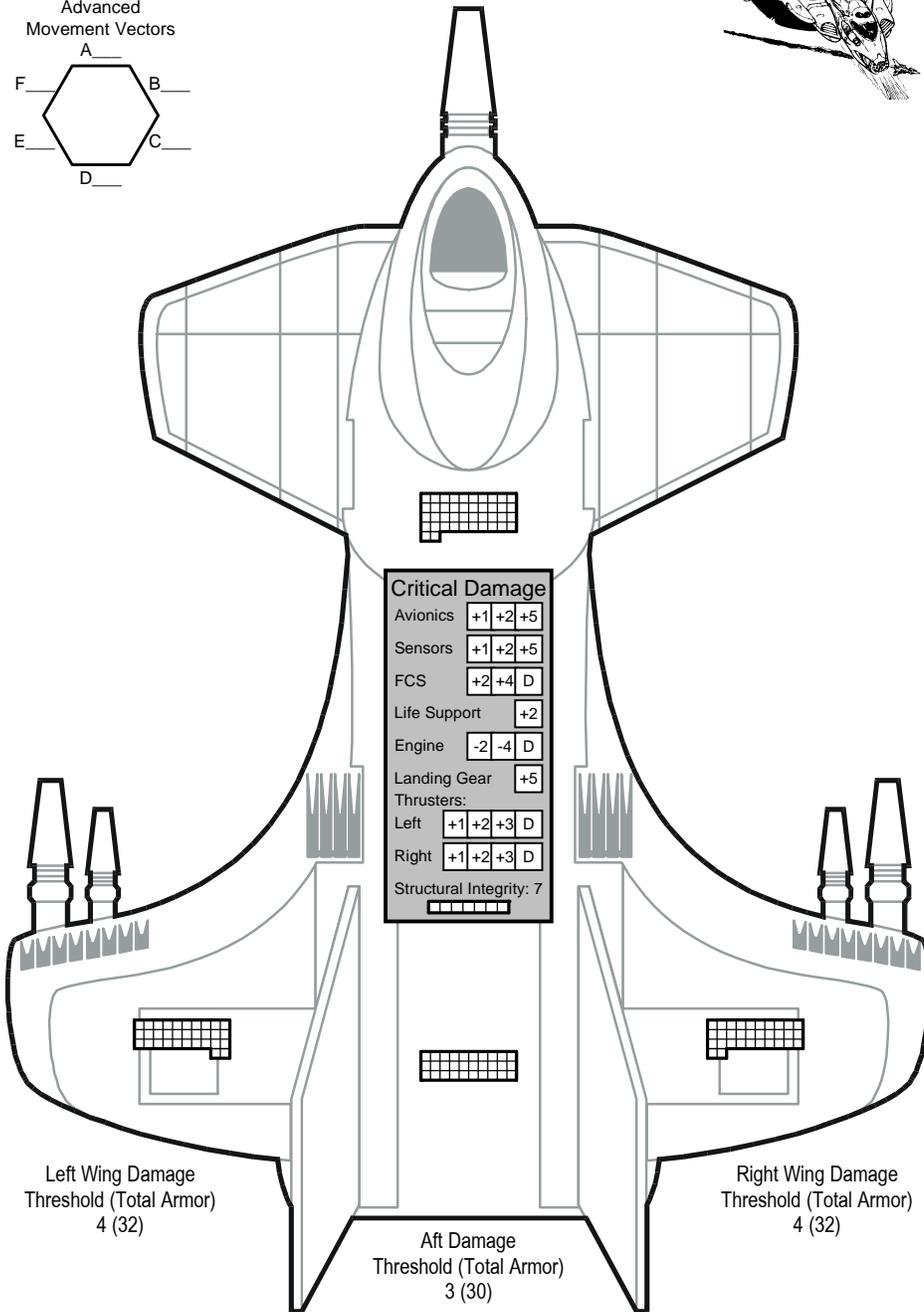
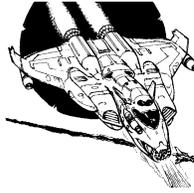
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
5 (42) - Standard Scale



Battle Value: 1,005

Cost: 2,833,921

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	320																			

VESSEL DATA

Name: **Oni ON-2 (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **55 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3072**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 MRM 30	Nose	10	18	18	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Ammo: MRM 30 (16)

Total Heat Sinks: **19 Single**

Total Weapon Heat: **19**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

HEAT SCALE

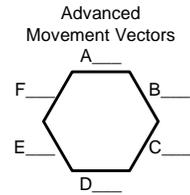
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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03	
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01	
00	

WIZKIDS

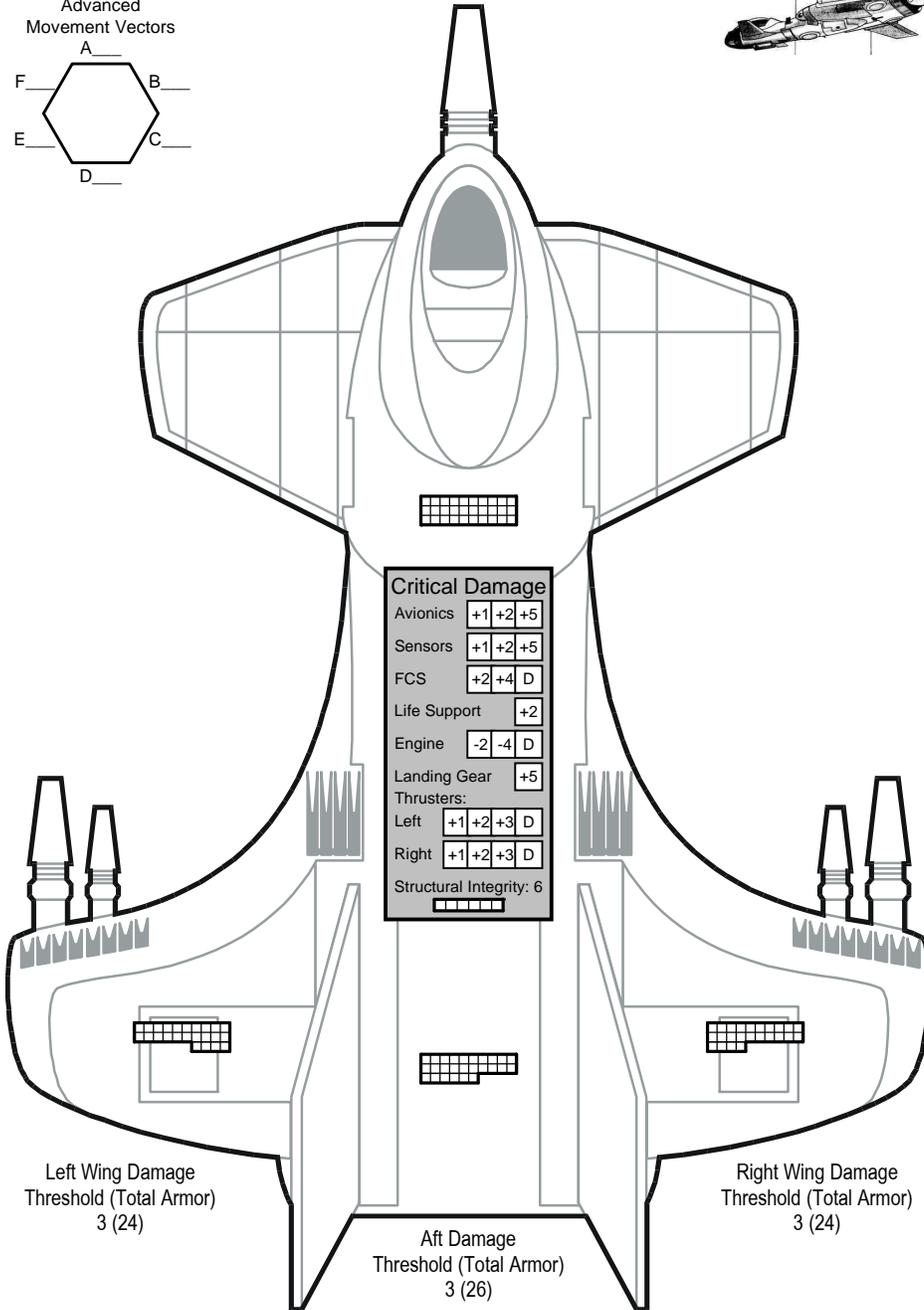
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
3 (30) - Standard Scale



Battle Value: 959

Cost: 3,458,405

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	320																				

VESSEL DATA

Name: **Lucifer II LCF-R16K (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 1 / 2583**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 20	Nose	6	12	12	12	--
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 SRM 6	Nose	4	8	--	--	--
1 Small Laser	LW	1	3		Point Defense	
1 Small Laser	RW	1	3		Point Defense	
1 Small Laser	LW	1	3		Point Defense	
1 Small Laser	RW	1	3		Point Defense	
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (15) LRM 20 (6)

Total Heat Sinks: **20 Single**

Total Weapon Heat: **33**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

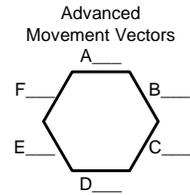
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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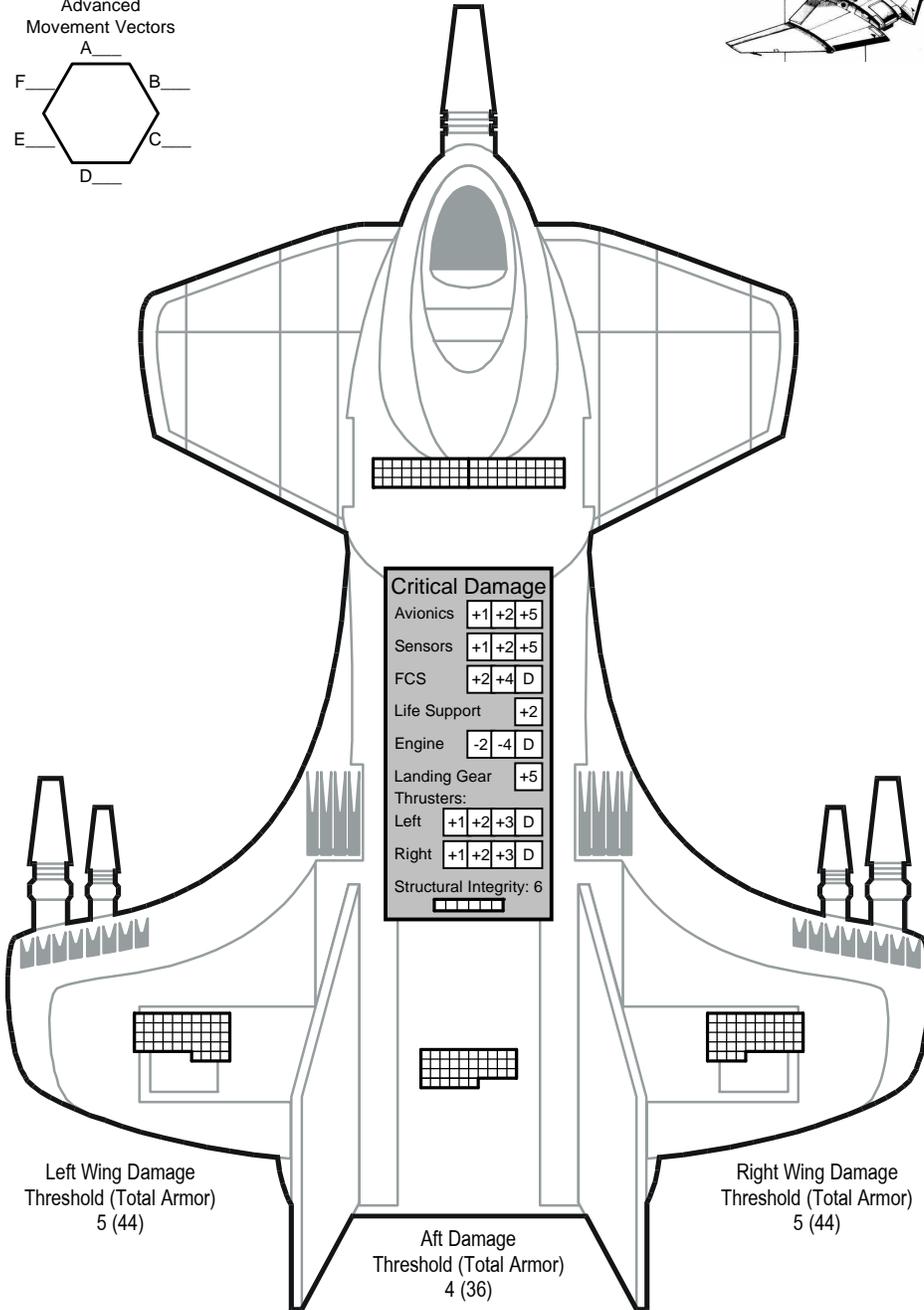
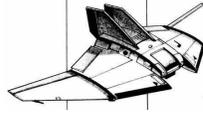
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
6 (60) - Standard Scale



Battle Value: 1,149

Cost: 3,399,045

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

VESSEL DATA

Name: **Shilone SL-17 (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 1 / 2780**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 20	Nose	6	12	12	12	--
1 Large Laser	Nose	8	8	8	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 SRM 4	Aft	3	6	--	--	--

Ammo: SRM 4 (25) LRM 20 (12)

Total Heat Sinks: **20 Single**

Total Weapon Heat: **23**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

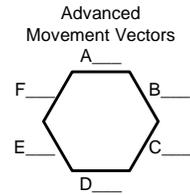
HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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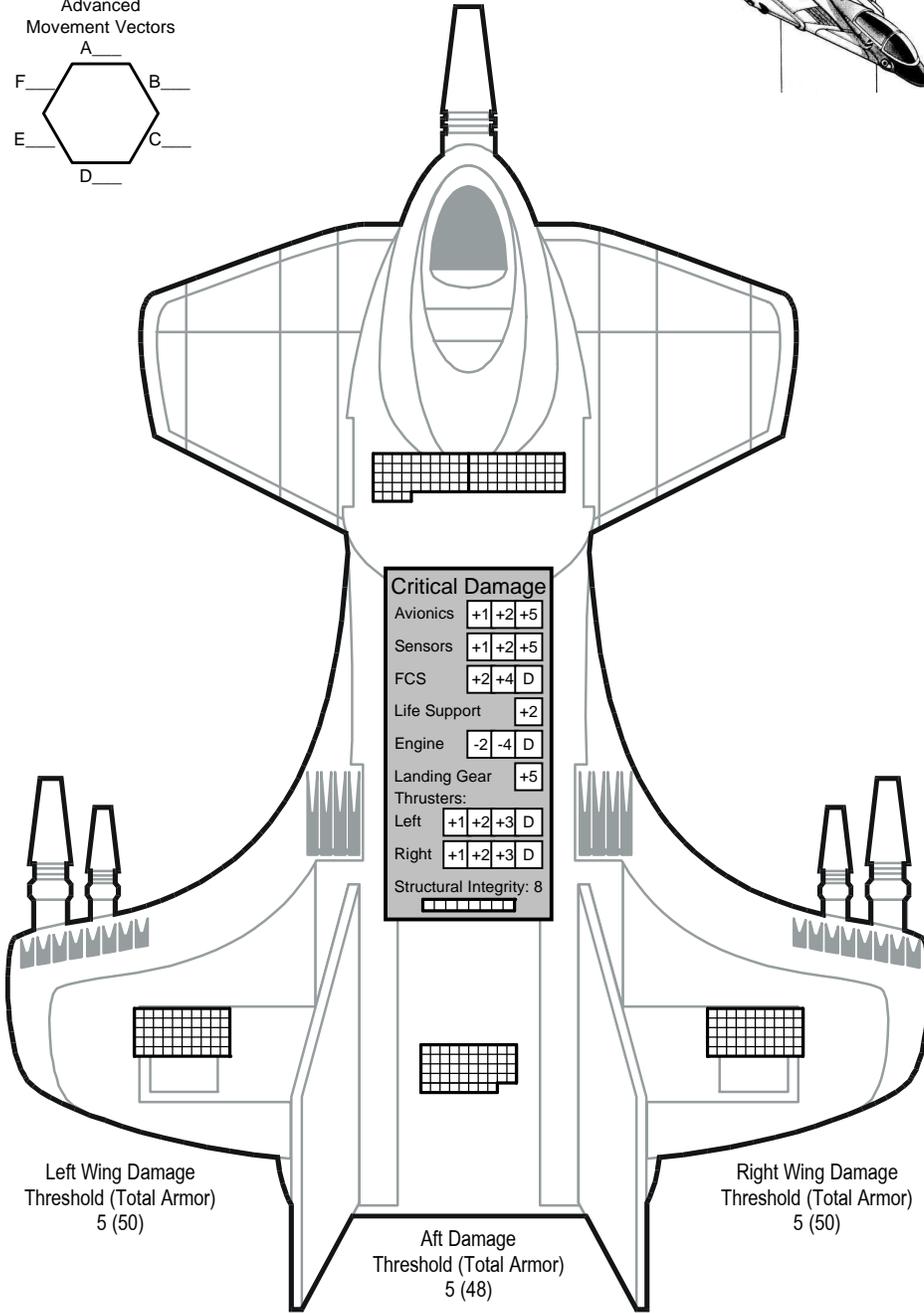
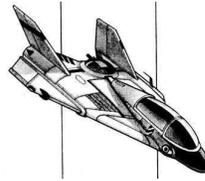
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (84) - Standard Scale



Battle Value: 1,279

Cost: 4,454,053

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	800																				

VESSEL DATA

Name: **Slayer SL-15 (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **80 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 1 / 2754**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/10	Nose	3	10	10	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: AC/10 (20)

Total Heat Sinks: **20 Single**

Heat Sink Progress: [Progress Bar]

Total Weapon Heat: **21**

Pilot Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Heat Overflow

HEAT SCALE

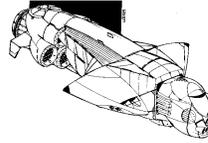
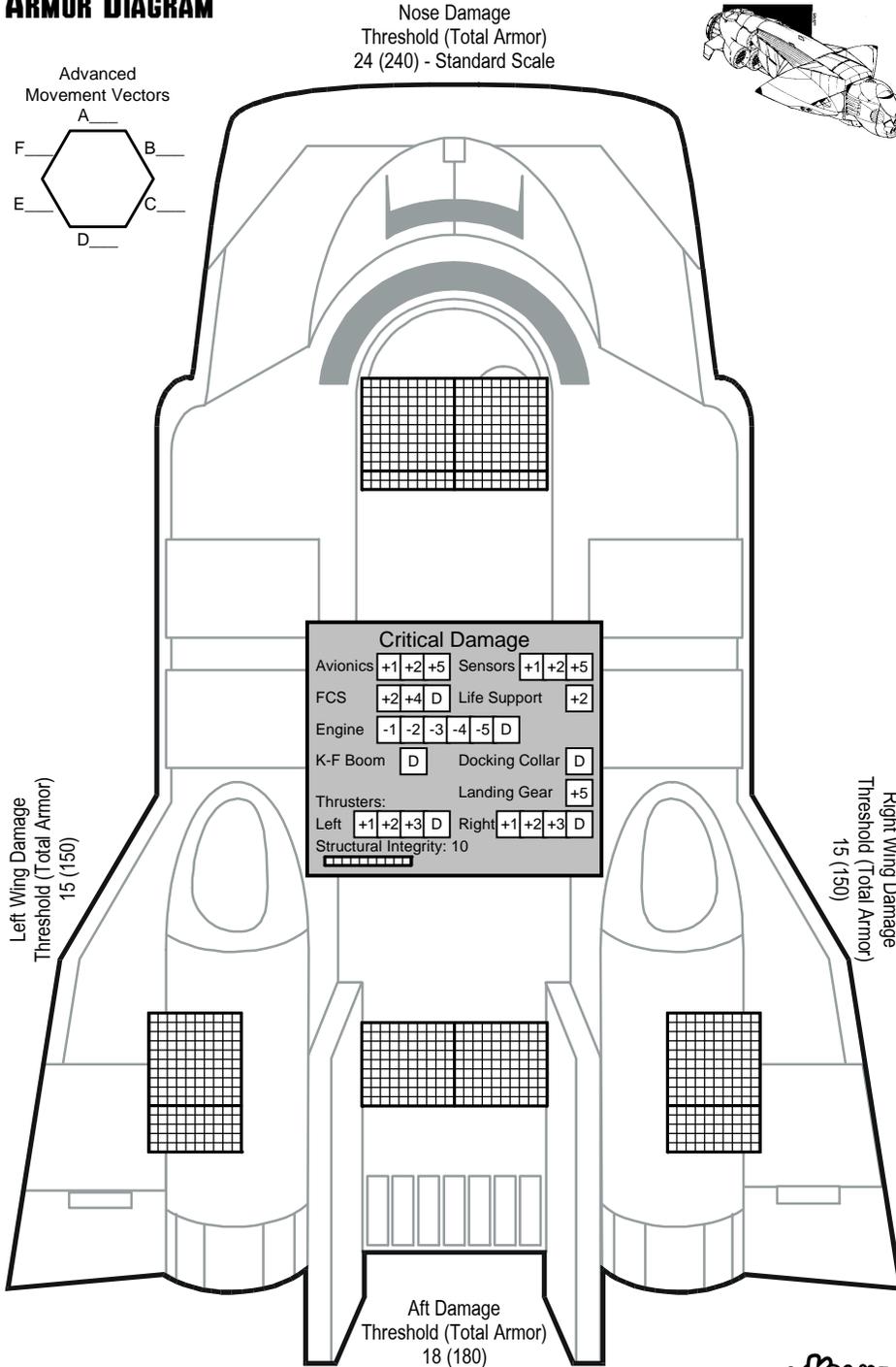
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
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00	



AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Nagumo 2 (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **4,200 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 3077**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 0 / 4

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 20	Nose	6	1(12)	1(12)	1(12)	--
1 Autocannon/20	Nose	10	3(30)	1(10)	--	--
1 Autocannon/10						
1 Large Laser	Nose	23	3(33)	1(8)	--	--
5 Medium Laser						
1 SRM 6	Nose	4	1(8)	--	--	--
1 Large Laser	LW/RW	17	2(23)	1(8)	--	--
3 Medium Laser						
1 Autocannon/5	LW/RW	1	1(5)	1(5)	--	--
1 SRM 4	LW/RW	3	1(6)	--	--	--
1 LRM 15	L/RW(A)	5	1(9)	1(9)	1(9)	--
1 Large Laser	L/RW(A)	17	2(23)	1(8)	--	--
3 Medium Laser						
1 Large Laser	Aft	11	1(13)	1(8)	--	--
1 Medium Laser						
1 Autocannon/20	Aft	7	2(20)	--	--	--
1 SRM 6	Aft	4	1(8)	--	--	--

Cargo: Bay 1: Infantry (foot) Platoons (12) (2 doors)
 Bay 2: Cargo (2,201 Tons, 2 doors)

Ammo: LRM 15 (32) SRM 4 (50)
 AC/5 (40) SRM 6 (30) AC/10 (20)
 AC/20 (20) LRM 20 (12)

Total Heat Sinks: 145 Single
 Heat Generation per Arc: (151 Total)

Nose: 43 Left/Right Wing: 21 x 2
 Left/Right Wing (Aft): 22 x 2 Aft: 22

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 28 Passengers: 0 Other: 336

Battle Value: 4,149

Cost: 327,934,800

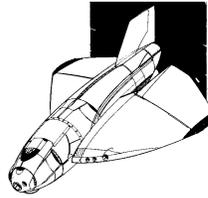
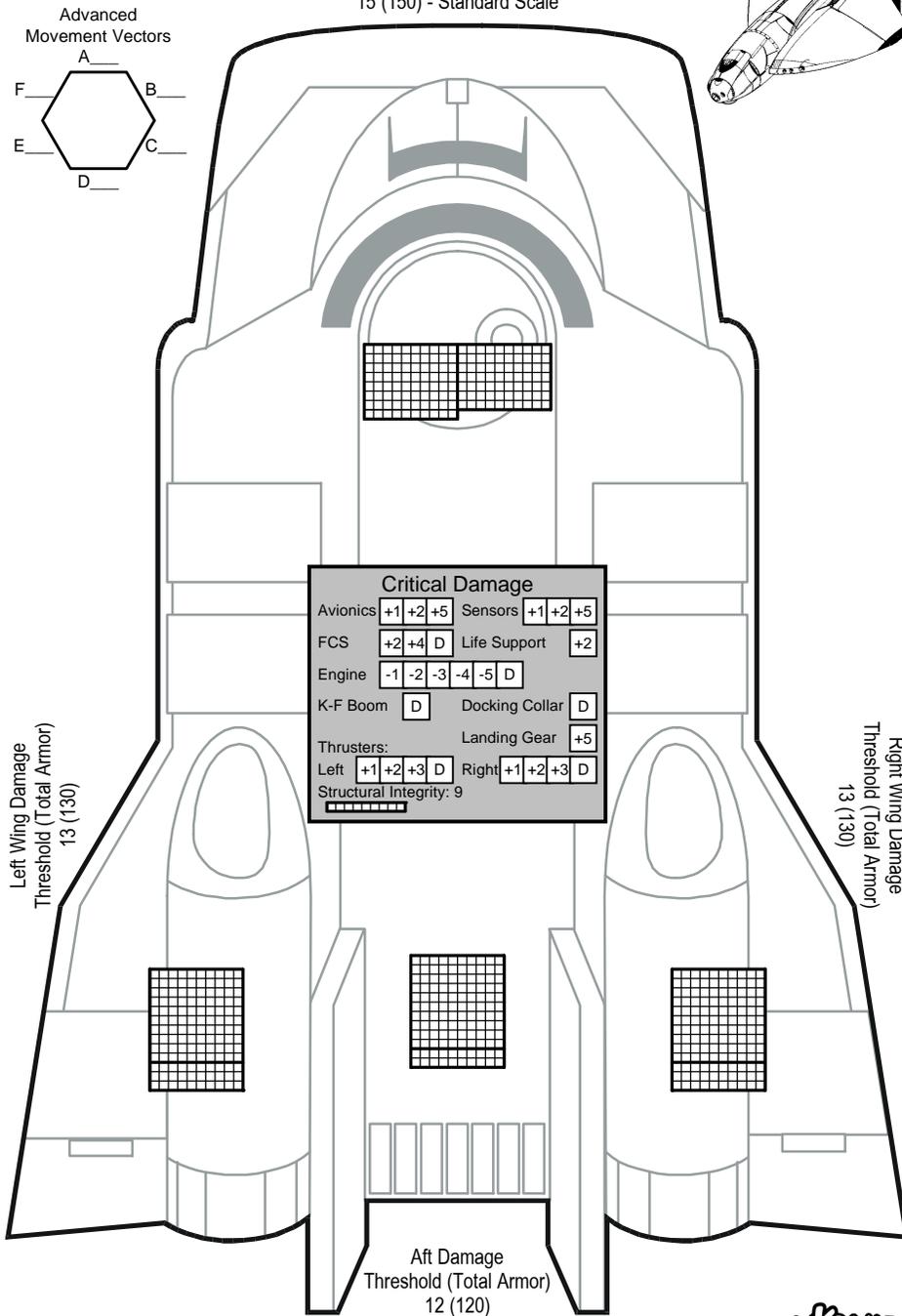
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	2,250																			

AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Condor Obsolete (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **4,500 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 2801**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 10 / 8

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class	Bay	Loc	Heat	SRV	MRV	LRV	ERV
1	LRM 15	Nose	5	1(9)	1(9)	1(9)	--
1	PPC	Nose	10	1(10)	1(10)	--	--
1	Autocannon/5	Nose	1	1(5)	1(5)	--	--
2	Medium Laser	Nose	6	1(10)	--	--	--
2	Large Laser	LW/RW	22	3(26)	2(16)	--	--
2 Medium Laser							
1	Autocannon/5	LW/RW	1	1(5)	1(5)	--	--
1	Large Laser	Aft	14	2(18)	1(8)	--	--
2 Medium Laser							

Cargo: Bay 1: Light Vehicles (to 50T) (20) (1 door)
 Bay 2: Infantry (foot) Platoons (12) (1 door)
 Bay 3: Cargo (1,651 Tons)

Battle Value: 2,505

Cost: 266,163,552

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	6,240																			

Ammo: AC/5 (80) LRM 15 (24)

Total Heat Sinks: 90 Single
Heat Generation per Arc: (82 Total)

Nose: 22 Left/Right Wing: 23 x 2
 Left/Right Wing (Aft): 0 x 2 Aft: 14

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

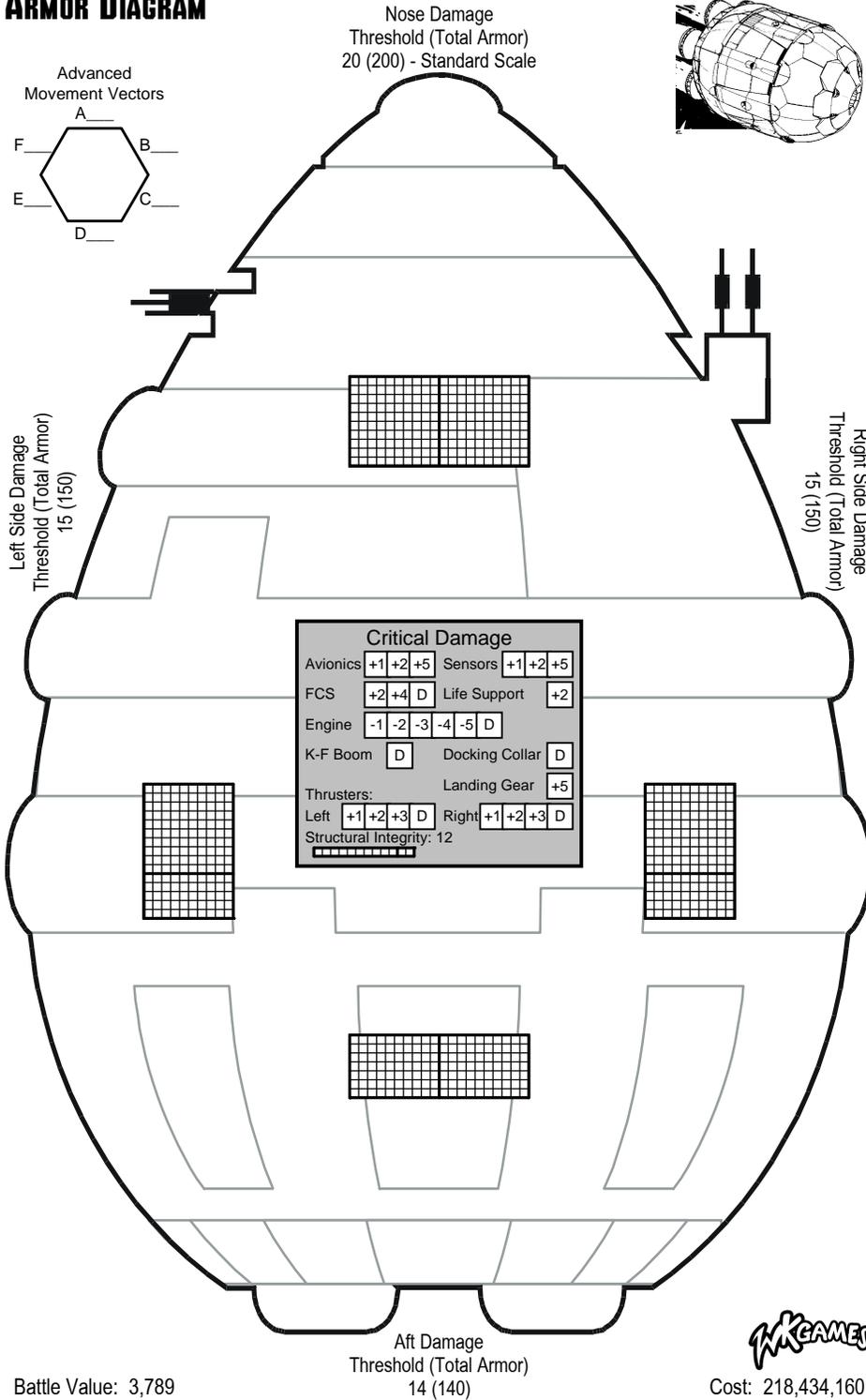
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 24 Passengers: 0 Other: 436

AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



Battle Value: 3,789

Cost: 218,434,160

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	1,650																				

VESSEL DATA

Name: **Okinawa 3 (Human Sphere)**
 Type: **Spheroid DropShip**
 Mass: **4,500 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3070**
 Fighters/Small Craft: 18 / 0 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 4 / 0

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 20	Nose	6	1(12)	1(12)	1(12)	--
3 Large Laser	Nose	30	3(34)	2(24)	--	--
2 Medium Laser						
1 PPC	Nose	10	1(10)	1(10)	--	--
1 SRM 6	Nose	4	1(8)	--	--	--
1 LRM 20	FL/FR	6	1(12)	1(12)	1(12)	--
1 PPC	FL/FR	10	1(10)	1(10)	--	--
1 Large Laser	FL/FR	11	1(13)	1(8)	--	--
1 Medium Laser						
1 SRM 6	FL/FR	4	1(8)	--	--	--
1 LRM 10	AL/AR	4	1(6)	1(6)	1(6)	--
2 Large Laser	AL/AR	16	2(16)	2(16)	--	--
1 LRM 10	Aft	4	1(6)	1(6)	1(6)	--
1 Large Laser	Aft	8	1(8)	1(8)	--	--
2 SRM 2	Aft	4	0(4)	--	--	--

Cargo: Bay 1: Fighters (6) (2 doors)
 Bay 2: Fighters (12) (4 doors)
 Bay 3: Cargo (226 Tons, 2 doors)

Ammo: SRM 2 (100) LRM 10 (36)
 SRM 6 (45) LRM 20 (36)

Total Heat Sinks: 168 Single
Heat Generation per Arc: (168 Total)

Nose: 50 Fore Left/Right: 31 x 2
 Aft Left/Right: 20 x 2 Aft: 16

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

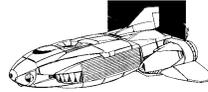
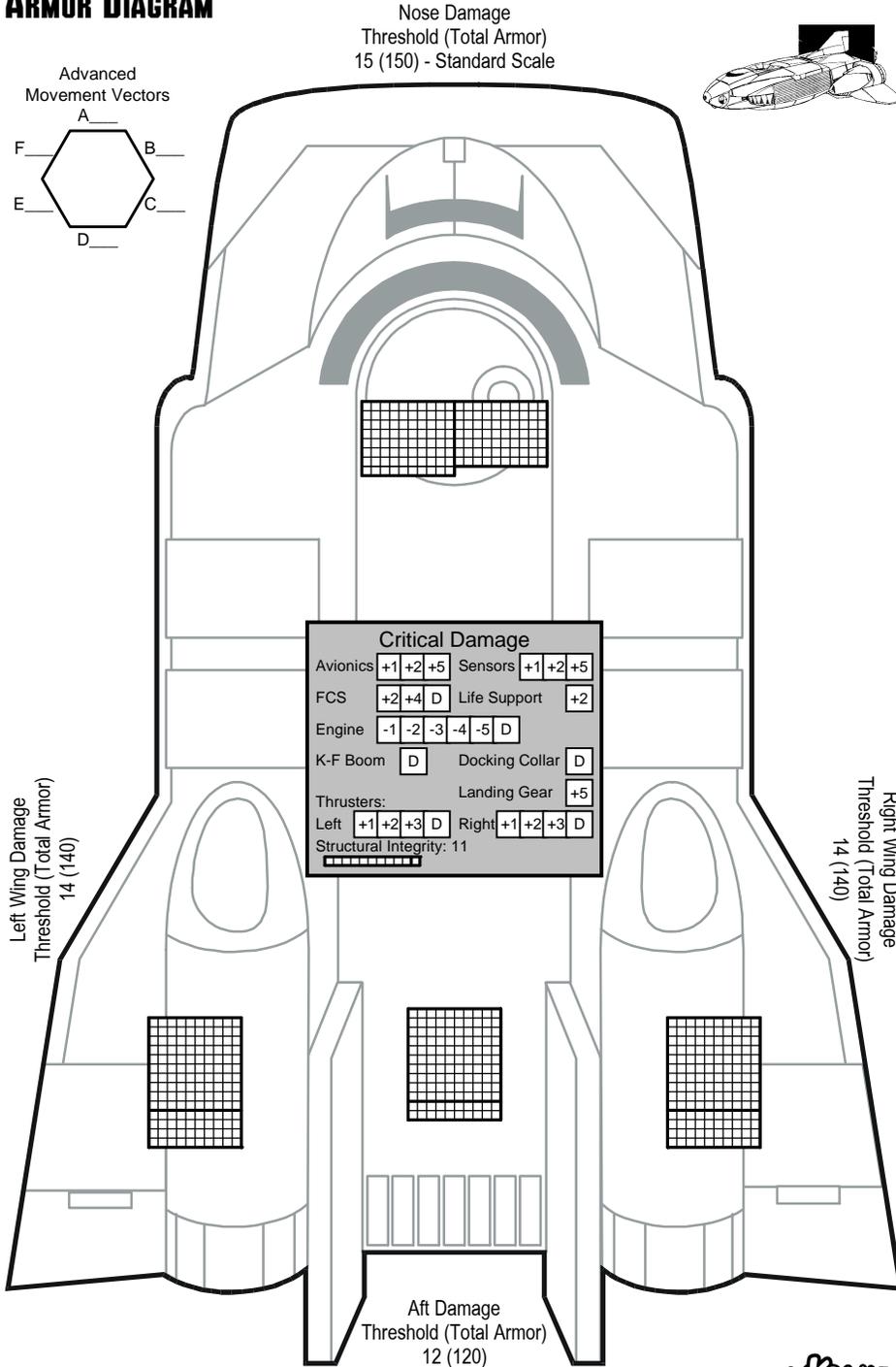
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 26 Passengers: 0 Other: 36

AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Triumph Obsolete (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **5,600 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 2593**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 3 / 4

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class	Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM	20	Nose	6	1(12)	1(12)	1(12)	--
1 PPC		Nose	10	1(10)	1(10)	--	--
1 Autocannon/10		Nose	3	1(10)	1(10)	--	--
2 Medium Laser		Nose	6	1(10)	--	--	--
1 LRM 15		LW/RW	5	1(9)	1(9)	1(9)	--
1 Large Laser		LW/RW	14	2(18)	1(8)	--	--
2 Medium Laser							
1 Autocannon/5		LW/RW	1	1(5)	1(5)	--	--
1 LRM 10		Aft	4	1(6)	1(6)	1(6)	--
2 Medium Laser		Aft	6	1(10)	--	--	--

Cargo: Bay 1: Heavy Vehicles (51-100T) (7+1) (45) (1 door)
 Bay 2: Light Vehicles (to 50T) (8) (1 door)
 Cargo (434 Tons)
 Bay 3: Infantry (foot) Platoons (4) (1 door)

Battle Value: 2,741

Cost: 323,028,000

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	7,500																			

Ammo: LRM 10 (12) AC/5 (40)
 LRM 15 (32) AC/10 (20) LRM 20 (18)

Total Heat Sinks: **112 Single**
 Heat Generation per Arc: **(75 Total)**

Nose: 25 Left/Right Wing: 20 x 2
 Left/Right Wing (Aft): 0 x 2 Aft: 10

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

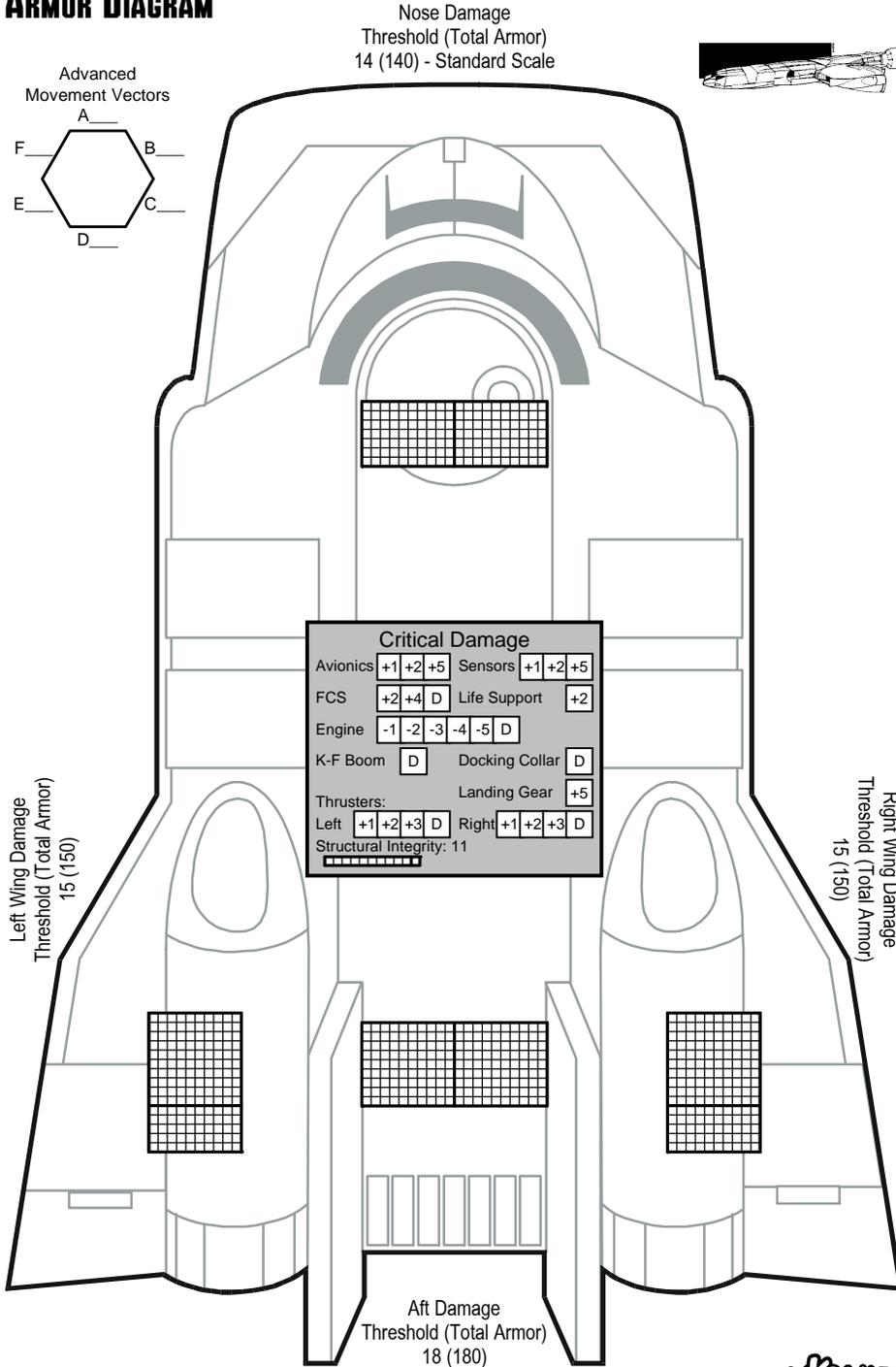
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 15 Passengers: 0 Other: 512

AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Vengeance Obsolete (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **10,000 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 2782**
 Fighters/Small Craft: 0 / 3 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 0 / 5

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	14	2(18)	1(8)	--	--
2 Medium Laser						
1 Large Laser	LW/RW	14	2(18)	1(8)	--	--
2 Medium Laser						
2 LRM 20	L/RW(A)	12	2(24)	2(24)	2(24)	--
1 PPC	L/RW(A)	10	1(10)	1(10)	--	--
1 Large Laser	L/RW(A)	20	3(28)	1(8)	--	--
4 Medium Laser						
1 Autocannon/5	L/RW(A)	1	1(5)	1(5)	--	--
1 LRM 10	Aft	4	1(6)	1(6)	1(6)	--
1 Autocannon/5	Aft	1	1(5)	1(5)	--	--
2 Medium Laser	Aft	6	1(10)	--	--	--

Cargo: Bay 1: Fighters (1+1) (20) (4 doors)
 Bay 2: Fighters (1+1) (20) (4 doors)
 Bay 3: Small Craft (3)
 Cargo (53 Tons, 1 door)

Ammo:
 LRM 10 (12) AC/5 (60) LRM 20 (72)

Total Heat Sinks: 130 Single
Heat Generation per Arc: (139 Total)

Nose: 14 Left/Right Wing: 14 x 2
 Left/Right Wing (Aft): 43 x 2 Aft: 11

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 9 Passengers: 0 Other: 95

Battle Value: 4,263

Cost: 376,218,000

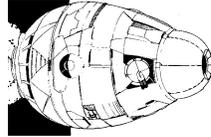
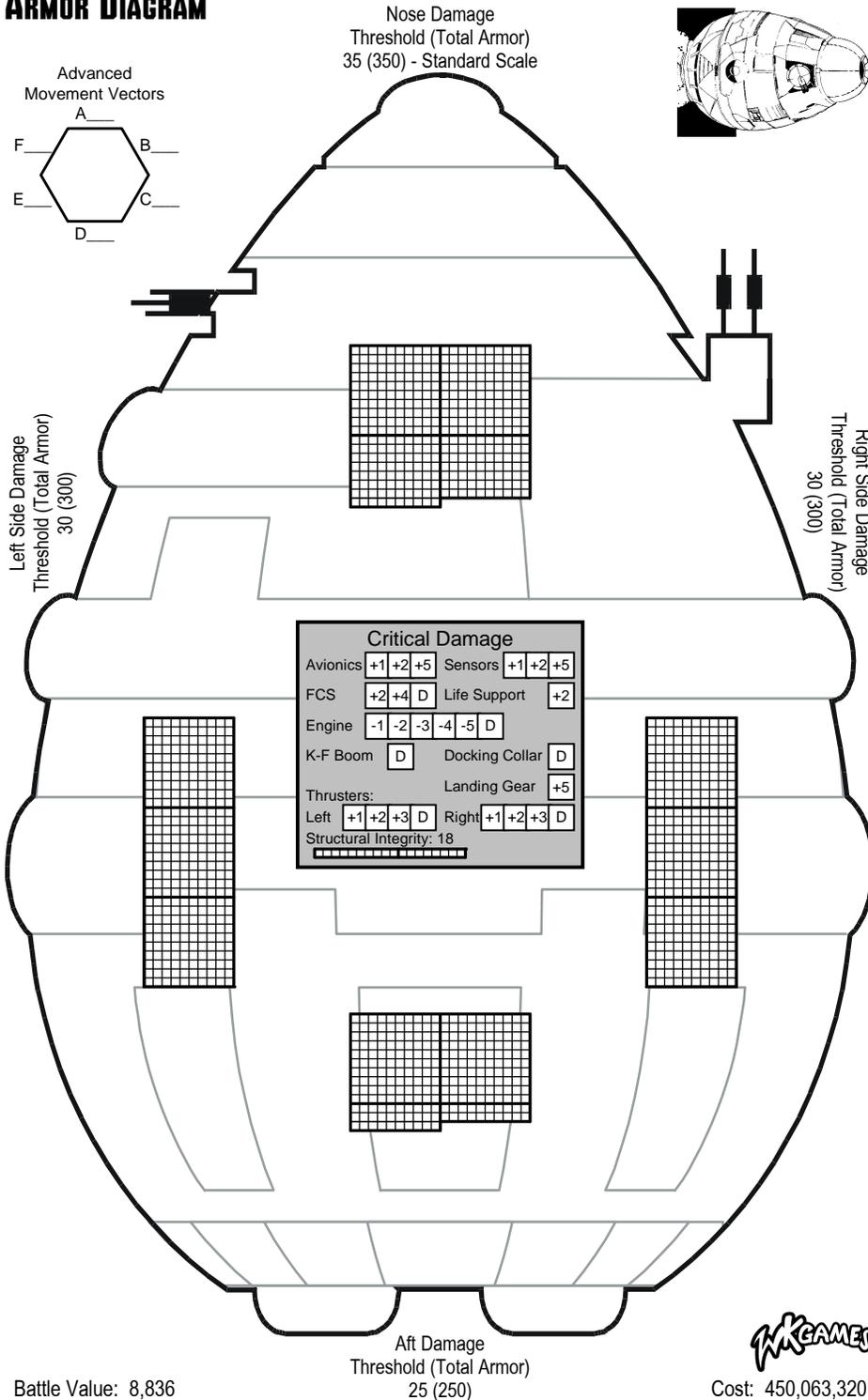
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	15,000																			

AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Overlord-C (Human Sphere)**
 Type: **Spheroid DropShip**
 Mass: **11,550 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Clan / Level 3 / 2818**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 3 / 3

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class	Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Large Laser	Nose	12	1(10)	1(10)	1(10)	1(10)	
2 LRM 20+Artemis IV	Nose	12	3(32)	3(32)	3(32)		--
2 ER PPC	Nose	30	3(30)	3(30)	3(30)		--
1 Large Pulse Laser	Nose	26	4(38)	4(38)	1(10)		--
4 Medium Pulse Laser							
1 Ultra AC/5	Nose	2	1(7)	1(7)	1(7)		--
1 ER Large Laser	FL/FR	12	1(10)	1(10)	1(10)	1(10)	
1 ER PPC	FL/FR	15	2(15)	2(15)	2(15)		--
1 Large Pulse Laser	FL/FR	18	2(24)	2(24)	1(10)		--
2 Medium Pulse Laser							
1 Ultra AC/20	FL/FR	16	4(37)	4(37)	1(7)		--
1 Ultra AC/5							
1 Ultra AC/5	AL/AR	2	1(7)	1(7)	1(7)		--
2 Medium Pulse Laser	AL/AR	8	1(14)	1(14)			--
2 ER PPC	Aft	30	3(30)	3(30)	3(30)		--
1 LRM 20+Artemis IV	Aft	6	2(16)	2(16)	2(16)		--
1 Ultra AC/5	Aft	2	1(7)	1(7)	1(7)		--

Cargo: Bay 1: BattleMechs (15) (3 doors)
 Cargo (393 Tons)
 Bay 2: BattleMechs (15) (3 doors)
 Cargo (393 Tons)
 Bay 3: BattleMechs (15) (3 doors)
 Cargo (393 Tons)

Ammo:
 Ult AC/20 (50/2) Ult AC/5 (200/2) LRM 20 (96)

Total Heat Sinks: 122 (244)
Heat Generation per Arc: (262 Total)

Nose: 82 Fore Left/Right: 61 x 2
 Aft Left/Right: 10 x 2 Aft: 38

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 43 Passengers: 0 Other: 90

Battle Value: 8,836

Cost: 450,063,320

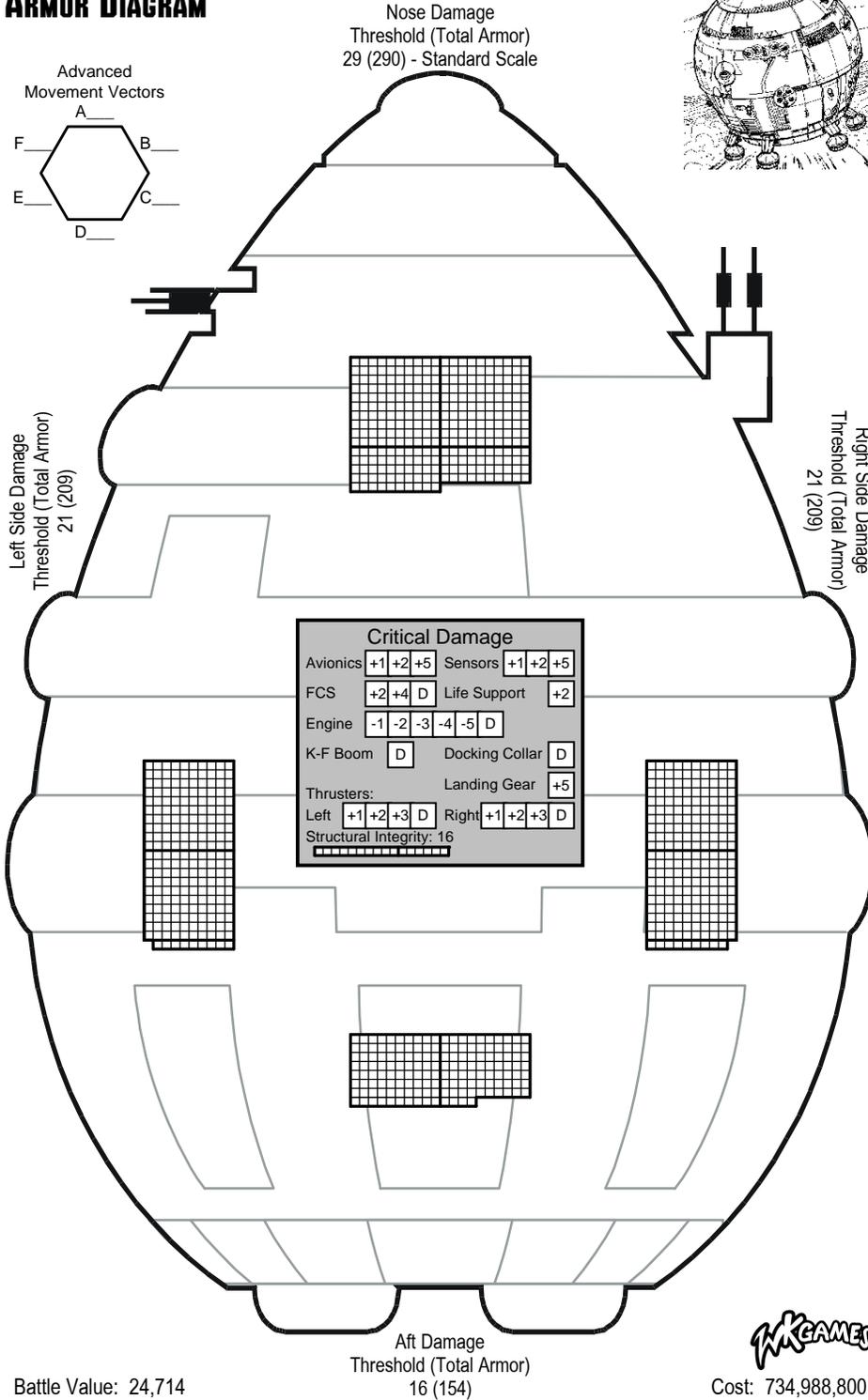
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	10,800																			

AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Doragonhono'o (Human Sphere)**
 Type: **Spheroid DropShip**
 Mass: **16,000 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3074**
 Fighters/Small Craft: 6 / 9 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 0 / 6

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
3 Kraken-T	Nose	150	30	30	30	30
1 Screen Launcher	AL/AR	10	--	--	--	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 MRM 40	Nose	24	5(48)	5(48)	--	--
5 SRM 6	Nose	20	4(40)	--	--	--
2 LRM 20	FL/FR	12	2(24)	2(24)	2(24)	--
3 MRM 30	FL/FR	30	5(54)	5(54)	--	--
5 PPC	FL/FR	50	5(50)	5(50)	--	--
2 Autocannon/10	FL/FR	6	2(20)	2(20)	--	--
5 Autocannon/10	AL/AR	15	5(50)	5(50)	--	--
3 SRM 4	AL/AR	9	2(18)	--	--	--
3 Medium Laser	AL/AR	9	2(15)	--	--	--
7 Large Laser	Aft	56	6(56)	6(56)	--	--

Cargo: Bay 1: Fighters (6) (2 doors)
 Bay 2: Small Craft (9) (2 doors)
 Bay 3: Battle Armor Points/Squads (27) (2 doors)
 Bay 4: Cargo (1,300 Tons, 2 doors)

Ammo: SRM 4 (150) Screen (40)
 AC/10 (460) MRM 30 (64) LRM 20 (72)
 SRM 6 (75) MRM 40 (36) Kraken-T (30)

Total Heat Sinks: 578 Single
Heat Generation per Arc: (532 Total)

Nose: 194 Fore Left/Right: 98 x 2
 Aft Left/Right: 43 x 2 Aft: 56

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 42 Passengers: 0 Other: 219

Battle Value: 24,714

Cost: 734,988,800

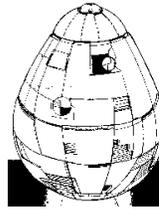
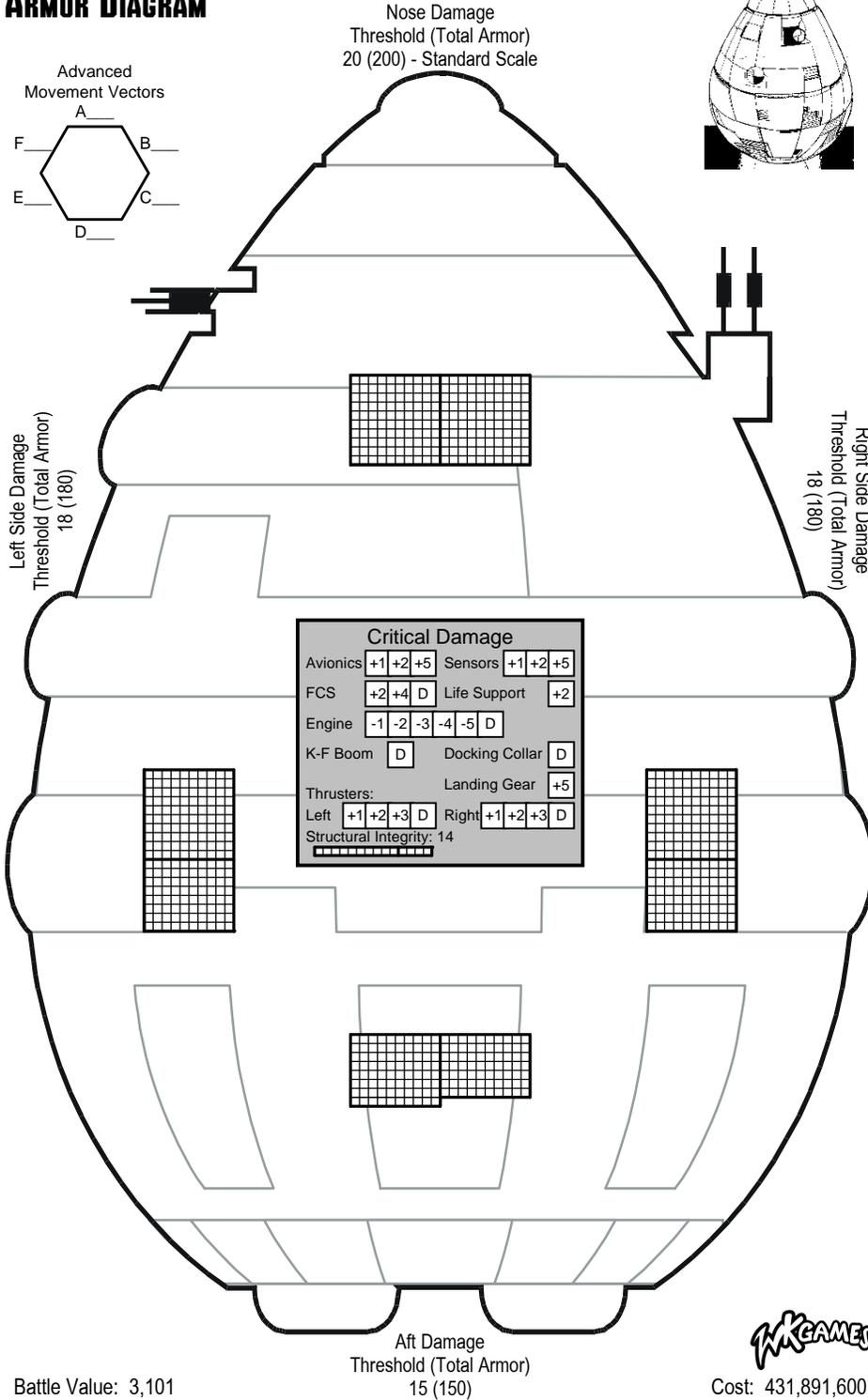
Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	12,000																			

AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Excalibur Obsolete (Human Sphere)**
 Type: **Spheroid DropShip**
 Mass: **16,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 2786**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 4 / 25

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 10	Nose	4	1(6)	1(6)	1(6)	--
1 Autocannon/5	Nose	1	1(5)	1(5)	--	--
1 Medium Laser	Nose	3	1(5)	--	--	--
2 LRM 10	FL/FR	8	1(12)	1(12)	1(12)	--
1 PPC	FL/FR	10	1(10)	1(10)	--	--
2 Medium Laser	FL/FR	6	1(10)	--	--	--
1 Large Laser	AL/AR	14	2(18)	1(8)	--	--
2 Medium Laser						
1 Large Laser	Aft	11	1(13)	1(8)	--	--
1 Medium Laser						

Cargo: Bay 1: Heavy Vehicles (51-100T) (90) (1 door)
 Bay 2: BattleMechs (1+1) (12) (1 door)
 Bay 3: Infantry (foot) Platoons (12) (1 door)
 Bay 4: Cargo (1,040 Tons)

Battle Value: 3,101

Cost: 431,891,600

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	9,000																				

Ammo: AC/5 (20) LRM 10 (72)

Total Heat Sinks: 145 Single
Heat Generation per Arc: (95 Total)

Nose: 8 Fore Left/Right: 24 x 2
 Aft Left/Right: 14 x 2 Aft: 11

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

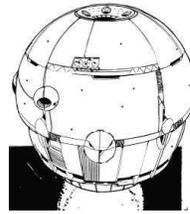
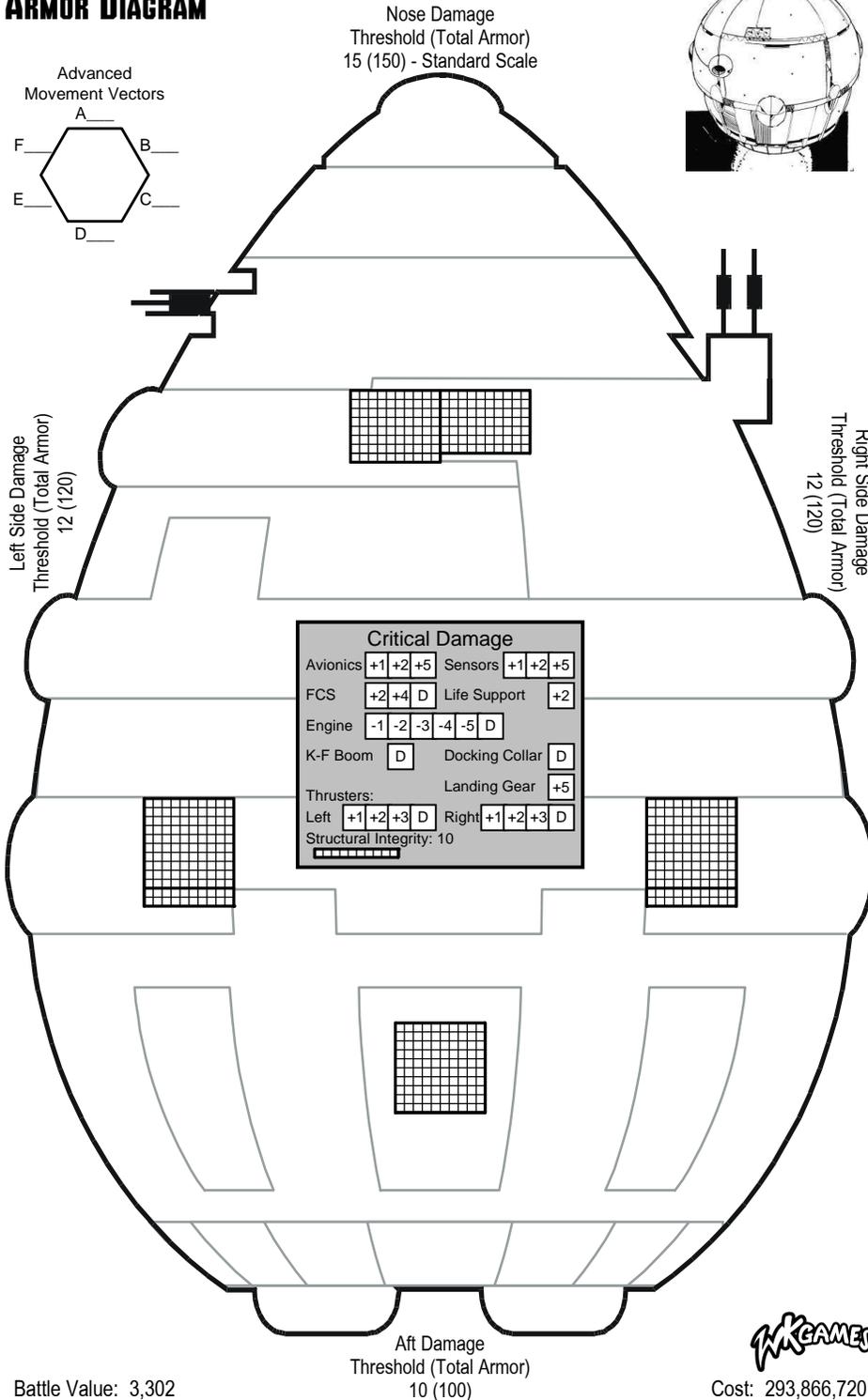
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 50 Passengers: 0 Other: 1,080

AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Rose 2 (Human Sphere)**
 Type: **Spheroid DropShip**
 Mass: **16,000 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 3079**
 Fighters/Small Craft: 0 / 4 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 0 / 6

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class	Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 15		Nose	5	1(9)	1(9)	1(9)	--
2 Large Laser		Nose	22	3(26)	2(16)	--	--
2 Medium Laser							
2 PPC		Nose	20	2(20)	2(20)	--	--
1 Autocannon/10		Nose	3	1(10)	1(10)	--	--
2 Large Laser		FL/FR	22	3(26)	2(16)	--	--
2 Medium Laser							
1 LRM 15		AL/AR	5	1(9)	1(9)	1(9)	--
1 Medium Laser		AL/AR	3	1(5)	--	--	--
1 LRM 15		Aft	5	1(9)	1(9)	1(9)	--
1 PPC		Aft	10	1(10)	1(10)	--	--
2 Medium Laser		Aft	6	1(10)	--	--	--

Cargo: Bay 1: Cargo (9,995 Tons, 5 doors)
 Bay 2: Small Craft (4) (2 doors)
 Bay 3: Infantry (foot) Platoons (1) (2 doors)

Battle Value: 3,302

Cost: 293,866,720

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	1,800																				

Ammo: AC/10 (20) LRM 15 (64)

Total Heat Sinks: 168 Single
Heat Generation per Arc: (131 Total)

Nose: 50 Fore Left/Right: 22 x 2
 Aft Left/Right: 8 x 2 Aft: 21

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 47 Passengers: 0 Other: 48

AEROTECH 2™

JUMPSHIP RECORD SHEET

VESSEL DATA

Name: **Merchant (Human Sphere)**
 Type: **JumpShip**
 Mass: **120,000 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Inner Sphere / Level 3 / 2503**
 Fighters/Small Craft: 0 / 2 Launch Rate: 4 / turn
 Life Boats/Escapes Pods: 0 / 4 DropShips: 2

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)
 Standard Class Bay Loc Heat SRV MRV LRV ERV

1 Lithium Fusion Battery

*Custom Equip:

K-F Drive: Custom K-F Drive (75%)

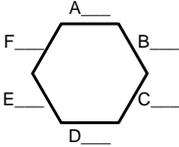
Grav Decks: Grav Deck #1: (40-meter diameter)

Cargo: Bay 1: Cargo (1) (1 door)
 Bay 2: Small Craft (2) (2 doors)
 Bay 3: Cargo (1) (1 door)
 Bay 4: 1 Gee Transit Drive (1)

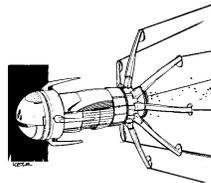
ARMOR DIAGRAM

*CUSTOM EQUIPMENT

Advanced Movement Vectors



Nose Damage Threshold (Total Armor)
1 (4) - Capital Scale



Fore-Left Damage Threshold (Total Armor)
1 (5)

Fore-Right Damage Threshold (Total Armor)
1 (5)

Aft-Left Damage Threshold (Total Armor)
1 (4)

Aft-Right Damage Threshold (Total Armor)
1 (4)

Critical Damage			
Avionics	+1	+2	+5
Sensors	+1	+2	+5
CIC	+2	+4	D
Life Support	+2		
Engine	-1	-2	-3
	-4	-5	D
Thrusters:			
Left	+1	+2	+3
	D	Right	+1
			+2
			+3
			D
Docking Collars: 2			
Sail Integrity: 3			
K-F Drive Integrity: 3			
Structural Integrity: 1			

Aft Damage Threshold (Total Armor)
1 (4)

Cost: 3,351,062,500

Battle Value: 1,226

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	5,000																				

Total Heat Sinks: 98 Single
Heat Generation per Arc: (0 Total)

Nose: 0 Fore Left/Right: 0 x 2
 Aft Left/Right: 0 x 2 Aft: 0

Crew Data

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Modifier

1	2	3	4	5	6
+1	+2	+3	+4	+5	Incap

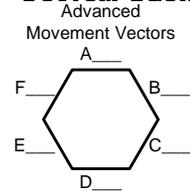
Crew: 20 Passengers: 0 Other: 10

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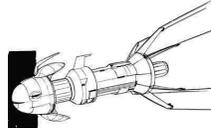
JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

*CUSTOM EQUIPMENT



Nose Damage Threshold (Total Armor)
1 (7) - Capital Scale



Fore-Left Damage Threshold (Total Armor)
1 (7)

Fore-Right Damage Threshold (Total Armor)
1 (7)

Aft-Left Damage Threshold (Total Armor)
1 (6)

Aft-Right Damage Threshold (Total Armor)
1 (6)

Aft Damage Threshold (Total Armor)
1 (5)

Critical Damage					
Avionics	+1	+2	+5	Sensors	+1 +2 +5
CIC	+2	+4	D	Life Support	+2
Engine	-1	-2	-3	-4	-5
Thrusters:					
Left	+1	+2	+3	D	Right +1 +2 +3 D
Docking Collars: 3			Sail Integrity: 4		
K-F Drive Integrity: 4					
Structural Integrity: 1					

Battle Value: 2,358

Cost: 4,257,017,500

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	10,000																			

VESSEL DATA

Name: **Invader (Human Sphere)**
 Type: **JumpShip**
 Mass: **152,000 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Inner Sphere / Level 3 / 2631**
 Fighters/Small Craft: 0 / 2 Launch Rate: 4 / turn
 Life Boats/Escapes Pods: 0 / 6 DropShips: 3

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class	Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Large Laser	FL/FR	12	1(8)	1(8)	1(8)	--	
1 Lithium Fusion Battery							

*Custom Equip:

K-F Drive: Custom K-F Drive (75%)

Grav Decks: Grav Deck #1: (65-meter diameter)

Cargo: Bay 1: Cargo (1) (1 door)
 Bay 2: Small Craft (2) (2 doors)
 Bay 3: Cargo (1) (1 door)
 Bay 4: 1 Gee Transit Drive (1)



Total Heat Sinks: 105 Single
Heat Generation per Arc: (24 Total)

Nose: 0 Fore Left/Right: 12 x 2
 Aft Left/Right: 0 x 2 Aft: 0

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 24 Passengers: 0 Other: 10

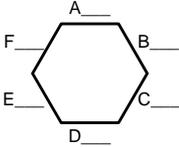
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JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

*CUSTOM EQUIPMENT

Advanced
Movement Vectors



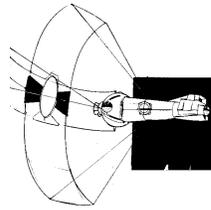
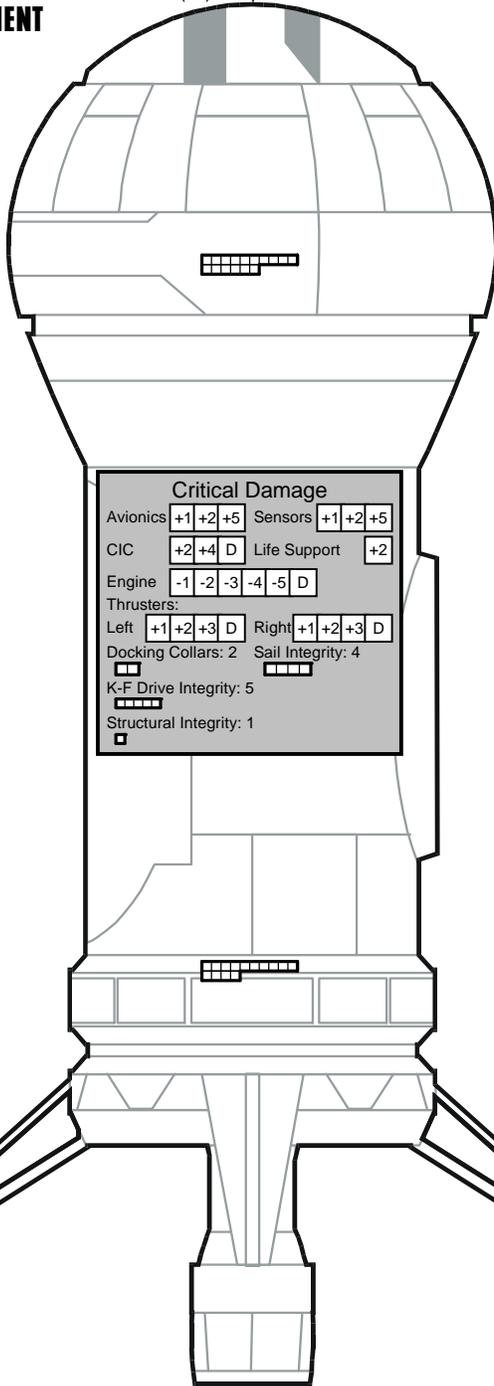
Fore-Left Damage
Threshold (Total Armor)
2 (13)



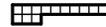
Aft-Left Damage
Threshold (Total Armor)
2 (13)



Nose Damage
Threshold (Total Armor)
2 (16) - Capital Scale



Fore-Right Damage
Threshold (Total Armor)
2 (13)



Aft-Right Damage
Threshold (Total Armor)
2 (13)



Critical Damage

Avionics +1 +2 +5 Sensors +1 +2 +5

CIC +2 +4 D Life Support +2

Engine -1 -2 -3 -4 -5 D

Thrusters:

Left +1 +2 +3 D Right +1 +2 +3 D

Docking Collars: 2 Sail Integrity: 4

K-F Drive Integrity: 5

Structural Integrity: 1

Aft Damage
Threshold (Total Armor)
2 (14)

Battle Value: 5,538

Cost: 3,368,168,750

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	10,000																				

VESSEL DATA

Name: **Pavel Ridzik (Human Sphere)**
 Type: **JumpShip**
 Mass: **245,000 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Inner Sphere / Level 3 / 3092**
 Fighters/Small Craft: 0 / 4 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 5 / 0 DropShips: 2

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 Piranha*	Nose	18	6	6	6	--
4 NL 10*	Nose	96	4	4	4	--
1 Stingray*	FL/FR	12	4	4	--	--
1 Stingray*	AL/AR	12	4	4	--	--
1 Piranha*	Aft	9	3	3	3	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 ER Large Laser	Nose	48	3(32)	3(32)	3(32)	--
2 Large Pulse Laser	FL/FR	20	2(18)	2(18)	--	--
2 Large Pulse Laser	AL/AR	20	2(18)	2(18)	--	--
4 ER Large Laser	Aft	48	3(32)	3(32)	3(32)	--
1 Lithium Fusion Battery						

*Custom Equip:

K-F Drive: ComStar Standard Drive (75%)

Grav Decks: Grav Deck #1: (95-meter diameter)

Cargo: Bay 1: Small Craft (4) (2 doors)

Bay 2: Cargo (1) (1 door)

Bay 3: Cargo (9,637 Tons, 1 door)

Bay 4: 1 Gee Transit Drive (1)

Ammo: Stingray (40) Piranha (30)

Total Heat Sinks: 176 Single
Heat Generation per Arc: (347 Total)

Nose: 162 Fore Left/Right: 32 x 2
 Aft Left/Right: 32 x 2 Aft: 57

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 30 Passengers: 0 Other: 20

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JUMPSHIP RECORD SHEET

VESSEL DATA

Name: **Star Lord (Human Sphere)**
 Type: **JumpShip**
 Mass: **274,000 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Inner Sphere / Level 3 / 3079**
 Fighters/Small Craft: 0 / 4 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 10 / 6 DropShips: 5

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)
 Standard Class Bay Loc Heat SRV MRV LRV ERV

1 Lithium Fusion Battery

*Custom Equip:

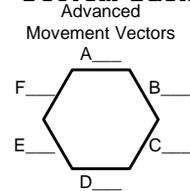
K-F Drive: Custom K-F Drive (75%)

Grav Decks: Grav Deck #1: (110-meter diameter)

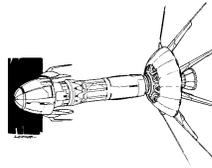
Cargo: Bay 1: Cargo (1) (1 door)
 Bay 2: Small Craft (4) (2 doors)
 Bay 3: Regular Passenger Quarters (1) (50) (1 door)
 Bay 4: Sixth Docking Hard Point (1)
 Bay 5: 1 Gee Transit Drive (1)

ARMOR DIAGRAM

*CUSTOM EQUIPMENT



Nose Damage Threshold (Total Armor)
1 (6) - Capital Scale



Fore-Left Damage Threshold (Total Armor)
1 (6)

Fore-Right Damage Threshold (Total Armor)
1 (6)

Aft-Left Damage Threshold (Total Armor)
1 (5)

Aft-Right Damage Threshold (Total Armor)
1 (5)

Critical Damage					
Avionics	+1	+2	+5	Sensors	+1 +2 +5
CIC	+2	+4	D	Life Support	+2
Engine	-1	-2	-3	-4	-5
Thrusters:					
Left	+1	+2	+3	D	Right +1 +2 +3 D
Docking Collars: 5			Sail Integrity: 4		
K-F Drive Integrity: 6					
Structural Integrity: 1					

Battle Value: 1,322

Aft Damage Threshold (Total Armor)
1 (4)

Cost: 6,075,845,000

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	2,500																				

Total Heat Sinks: 130 Single
Heat Generation per Arc: (0 Total)

Nose: 0 Fore Left/Right: 0 x 2
 Aft Left/Right: 0 x 2 Aft: 0

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

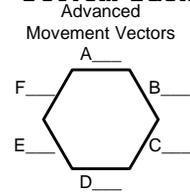
Crew: 30 Passengers: 0 Other: 70

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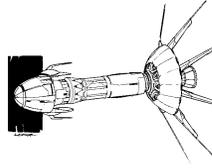
JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

*CUSTOM EQUIPMENT



Nose Damage Threshold (Total Armor)
2 (14) - Capital Scale



Fore-Left Damage Threshold (Total Armor)
1 (10)

Fore-Right Damage Threshold (Total Armor)
1 (10)

Aft-Left Damage Threshold (Total Armor)
1 (10)

Aft-Right Damage Threshold (Total Armor)
1 (10)

Critical Damage

Avionics +1 +2 +5 Sensors +1 +2 +5

CIC +2 +4 D Life Support +2

Engine -1 -2 -3 -4 -5 D

Thrusters:

Left +1 +2 +3 D Right +1 +2 +3 D

Docking Collars: 5 Sail Integrity: 4

K-F Drive Integrity: 6

Structural Integrity: 1

Aft Damage Threshold (Total Armor)
1 (7)



Battle Value: 5,213

Cost: 6,094,231,250

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	2,500																				

VESSEL DATA

Name: **Tessen Q-Ship (Human Sphere)**
 Type: **JumpShip**
 Mass: **274,000 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Inner Sphere / Level 3 / 3093**
 Fighters/Small Craft: 0 / 4 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 10 / 6 DropShips: 5

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
3 NL55	Nose	255	17	17	17	17
1 White Shark	FL/FR	15	3	3	3	3

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
3 LRM 20	Nose	18	4(36)	4(36)	4(36)	--
3 Large Laser	Nose	39	5(49)	2(24)	--	--
5 Medium Laser						
1 AMS	Nose	1	--		Point Defense	
3 LRM 20	FL/FR	18	4(36)	4(36)	4(36)	--
3 Large Laser	FL/FR	39	5(49)	2(24)	--	--
5 Medium Laser						
1 AMS	FL/FR	1	--		Point Defense	
3 LRM 20	AL/AR	18	4(36)	4(36)	4(36)	--
3 Large Laser	AL/AR	39	5(49)	2(24)	--	--
5 Medium Laser						
1 AMS	AL/AR	1	--		Point Defense	
3 LRM 20	Aft	18	4(36)	4(36)	4(36)	--
3 Large Laser	Aft	39	5(49)	2(24)	--	--
5 Medium Laser						
1 AMS	Aft	1	--		Point Defense	
1 Lithium Fusion Battery						

*Custom Equip:

K-F Drive: Custom K-F Drive (75%)

Grav Decks: Grav Deck #1: (110-meter diameter)

- Cargo:** Bay 1: Cargo (1) (1 door)
 Bay 2: Small Craft (4) (2 doors)
 Bay 3: Regular Passenger Quarters (1) (50) (1 door)
 Bay 4: Sixth Docking Hard Point (1)
 Bay 5: 1 Gee Transit Drive (1)

Ammo:

White Shark (20) AMS (72) LRM 20 (216)

Total Heat Sinks: 301 Single
Heat Generation per Arc: (633 Total)

Nose: 313 Fore Left/Right: 73 x 2
 Aft Left/Right: 58 x 2 Aft: 58

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 30 Passengers: 0 Other: 70

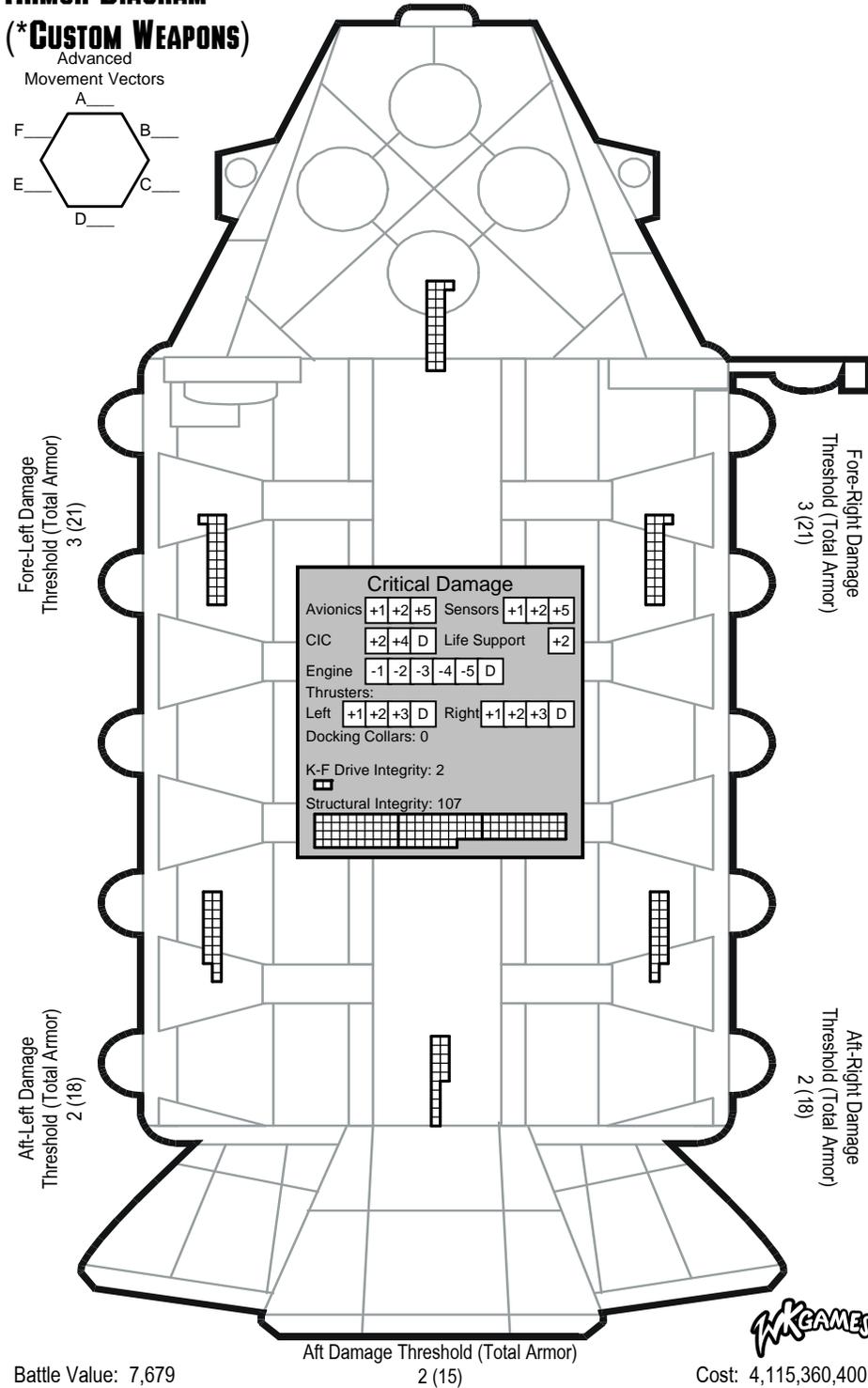
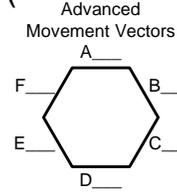
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (21) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Battle Value: 7,679

Cost: 4,115,360,400

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	3,000																			

VESSEL DATA

Name: **Neko-te Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **16,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3077**
 Fighters/Small Craft: 6 / 0 Launch Rate: 6 / turn
 Life Boats/Escapes Pods: 4 / 5 DropShips: 0

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
9 NAC/2*	Nose	108	18	18	18	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 LRM 10	Nose	16	2(24)	2(24)	2(24)	--
2 Large Laser	Nose	28	4(36)	2(16)	--	--
4 Medium Laser						
2 PPC	FL/FR	20	2(20)	2(20)	--	--
4 LRM 10	FL/FR	16	2(24)	2(24)	2(24)	--
2 Large Laser	FL/FR	28	4(36)	2(16)	--	--
4 Medium Laser						
2 Large Laser	AL/AR	28	4(36)	2(16)	--	--
4 Medium Laser						
2 Large Laser	Aft	28	4(36)	2(16)	--	--
4 Medium Laser						
1 Lithium Fusion Battery						

Cargo: Bay 1: Fighters (2) (1 door)
 Bay 2: Fighters (2) (1 door)
 Bay 3: Fighters (2) (1 door)
 Bay 4: Cargo (260 Tons)

Ammo: LRM 10 (120) NAC/2 (90)

Total Heat Sinks: **145 Single**
 Heat Generation per Arc: **(364 Total)**

Nose: 152 Fore Left/Right: 64 x 2
 Left/Right Broadside: 0 x 2
 Aft Left/Right: 28 x 2 Aft: 28

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 47 Passengers: 0 Other: 12

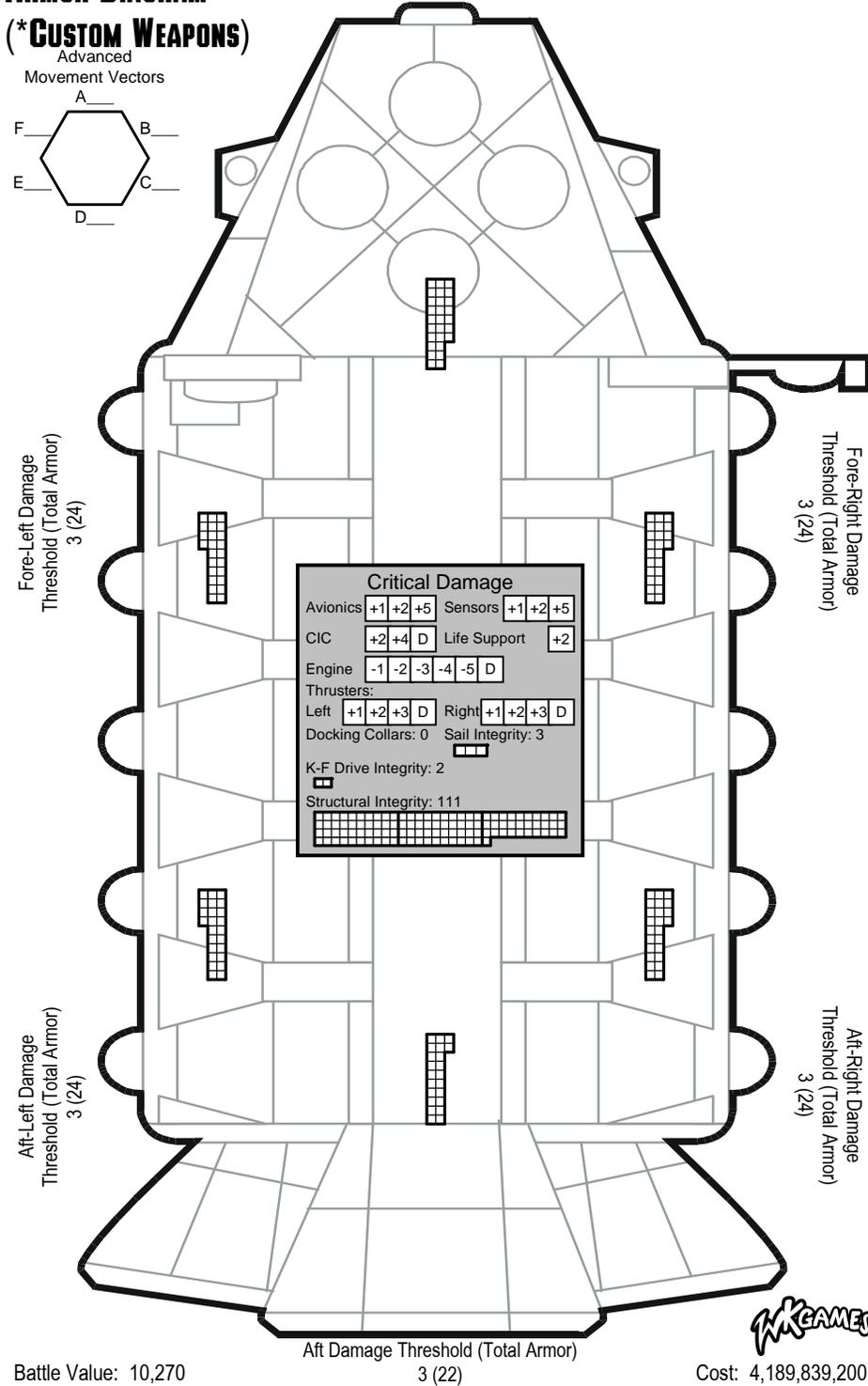
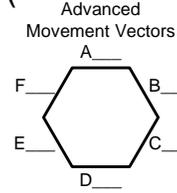
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (27) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Battle Value: 10,270

Aft Damage Threshold (Total Armor)
3 (22)

Cost: 4,189,839,200

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn #																					
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	4,000																				

VESSEL DATA

Name: **Riga Escort Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **25,600 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3090**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 20 / 0 DropShips: 0

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 NL 10*	Nose	48	2	2	2	--
1 Piranha*	Nose	9	3	3	3	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 ER PPC	Nose	30	2(20)	2(20)	2(20)	--
8 Large Pulse Laser	Nose	80	7(72)	7(72)	--	--
1 AMS	Nose	1	--	--	--	Point Defense
6 Large Pulse Laser	FL/FR	60	5(54)	5(54)	--	--
1 AMS	FL/FR	1	--	--	--	Point Defense
1 ER PPC	L/RBS	15	1(10)	1(10)	1(10)	--
4 Large Pulse Laser	AL/AR	40	4(36)	4(36)	--	--
1 AMS	AL/AR	1	--	--	--	Point Defense
2 Large Pulse Laser	Aft	20	2(18)	2(18)	--	--
1 AMS	Aft	1	--	--	--	Point Defense
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (60-meter diameter)

Cargo: Bay 1: Cargo (917 Tons, 2 doors)

Ammo: AMS (216) Piranha (10)

Total Heat Sinks: **168 (336)**
 Heat Generation per Arc: **(423 Total)**

Nose: 168 Fore Left/Right: 61 x 2
 Left/Right BroadSides: 15 x 2
 Aft Left/Right: 41 x 2 Aft: 21

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 80 Passengers: 0 Other: 0
 Marines: 0 Battle Armor: 28

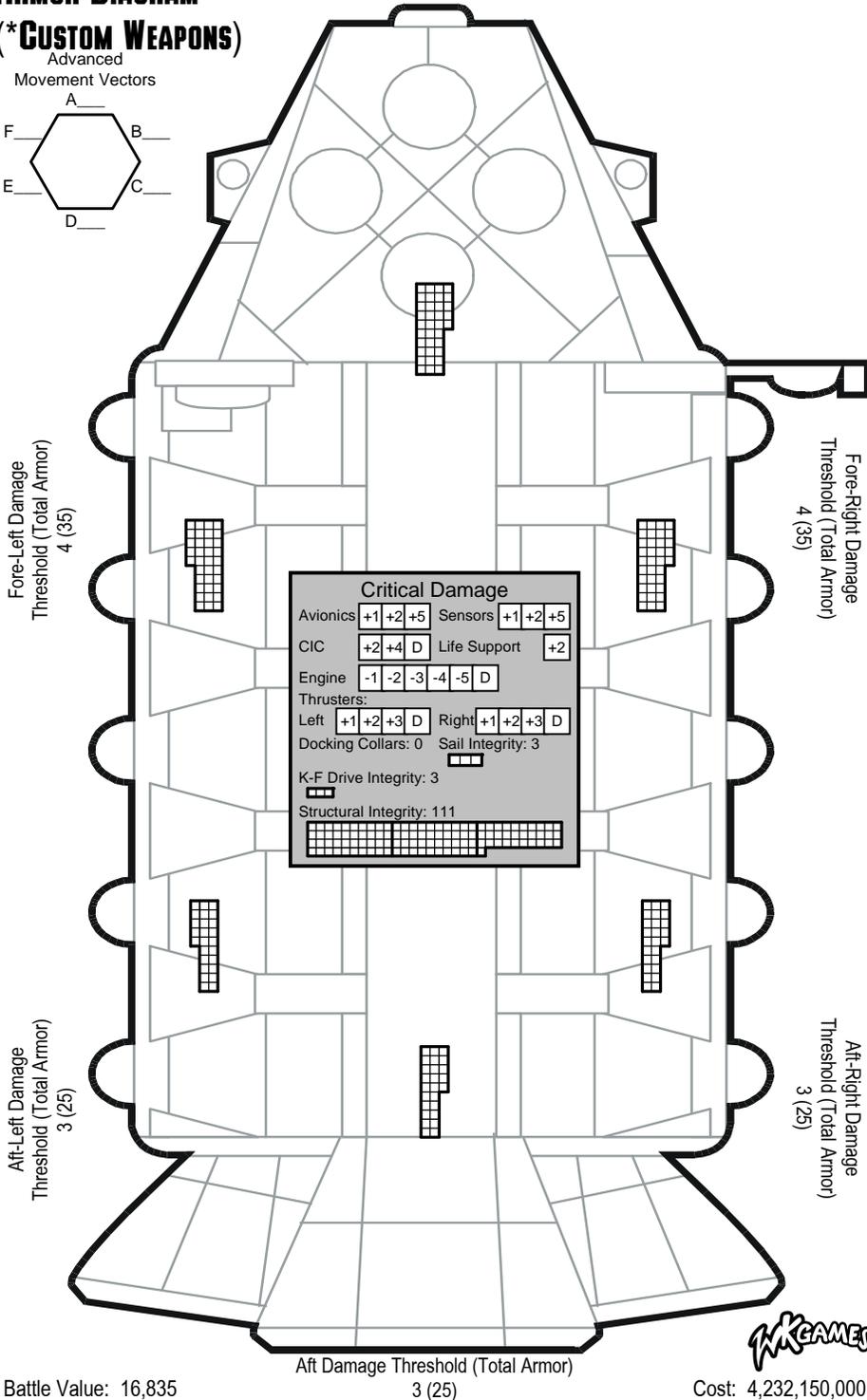
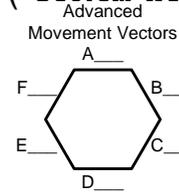
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (35) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Critical Damage			
Avionics	+1 +2 +5	Sensors	+1 +2 +5
CIC	+2 +4 D	Life Support	+2
Engine	-1 -2 -3 -4 -5 D		
Thrusters:			
Left	+1 +2 +3 D	Right	+1 +2 +3 D
Docking Collars:	0	Sail Integrity:	3
K-F Drive Integrity:	3		
Structural Integrity:	111		

VESSEL DATA

Name: **Krivak Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **51,400 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 3096**
 Fighters/Small Craft: 6 / 2 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 20 / 0 DropShips: 0

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 Medium NPPC	Nose	270	18	18	18	18
1 Piranha*	Nose	9	3	3	3	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 ER PPC	Nose	60	4(40)	4(40)	4(40)	--
8 Large Pulse Laser	Nose	80	7(72)	7(72)	--	--
1 AMS	Nose	1	--	Point Defense		
3 ER PPC	FL/FR	45	3(30)	3(30)	3(30)	--
7 Large Pulse Laser	FL/FR	70	6(63)	6(63)	--	--
1 AMS	FL/FR	1	--	Point Defense		
6 Large Pulse Laser	AL/AR	60	5(54)	5(54)	--	--
1 AMS	AL/AR	1	--	Point Defense		
2 Large Pulse Laser	Aft	20	2(18)	2(18)	--	--
1 AMS	Aft	1	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (60-meter diameter)

Cargo: Bay 1: Fighters (6) (3 doors)

Bay 2: Small Craft (2) (1 door)

Bay 3: Cargo (1,502 Tons, 2 doors)

Ammo: AMS (216) Piranha (10)

Total Heat Sinks: 390 (780)

Heat Generation per Arc: (795 Total)

Nose: 420 Fore Left/Right: 116 x 2

Left/Right Broadside: 0 x 2

Aft Left/Right: 61 x 2

Aft: 21

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 80 Passengers: 22 Other: 22
 Marines: 0 Battle Armor: 28

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	10,000																			

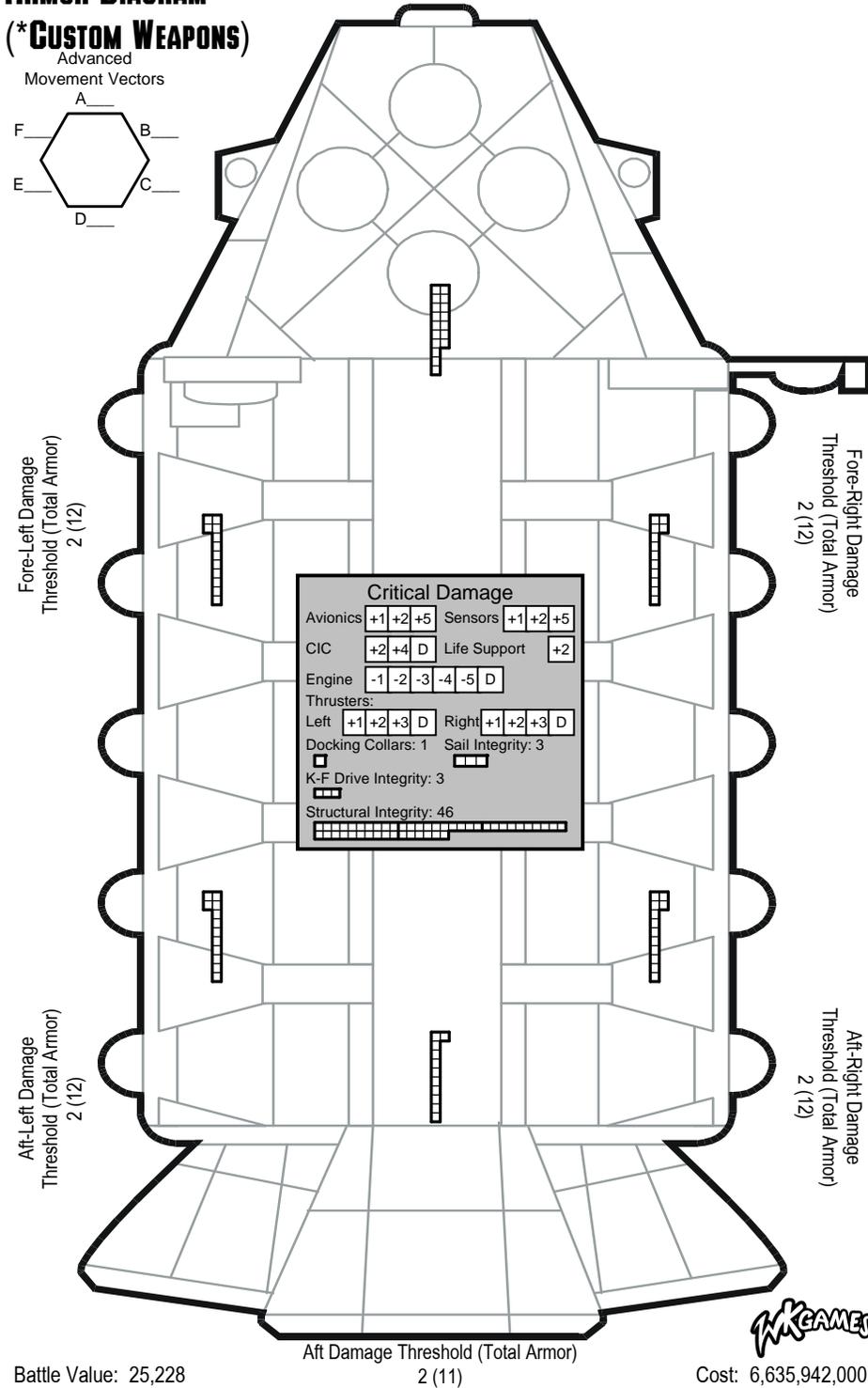
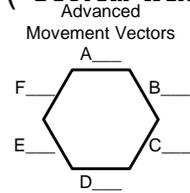
AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
2 (17) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Battle Value: 25,228

Cost: 6,635,942,000

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	10,000																			

VESSEL DATA

Name: **Naginata Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **63,400 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3083**
 Fighters/Small Craft: 6 / 2 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 12 / 0 DropShips: 1

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 NL 30*	Nose	64	6	6	--	--
1 NAC/5*	FL/FR	30	5	5	--	--
1 NAC/5*	L/RBS	30	5	5	--	--
1 NL 30*	L/RBS	32	3	3	--	--
1 NAC/5*	AL/AR	30	5	5	--	--
1 NAC/5*	Aft	30	5	5	--	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
10 Large Laser	Nose	80	8(80)	8(80)	--	--
4 PPC	Nose	40	4(40)	4(40)	--	--
1 AMS	Nose	1	--	Point Defense		
8 Large Laser	FL/FR	64	6(64)	6(64)	--	--
1 Autocannon/20	FL/FR	7	2(20)	--	--	--
1 AMS	FL/FR	1	--	Point Defense		
7 PPC	L/RBS	70	7(70)	7(70)	--	--
1 Autocannon/20	L/RBS	7	2(20)	--	--	--
8 Large Laser	AL/AR	64	6(64)	6(64)	--	--
1 Autocannon/20	AL/AR	7	2(20)	--	--	--
1 AMS	AL/AR	1	--	Point Defense		
1 AMS	Aft	1	--	Point Defense		
4 PPC	Aft	40	4(40)	4(40)	--	--
1 Autocannon/20	Aft	7	2(20)	--	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (75-meter diameter)

Cargo: Bay 1: Fighters (6) (3 doors)
 Bay 2: Small Craft (2) (1 door)
 Bay 3: Cargo (1,841 Tons, 2 doors)

Ammo:
 AC/20 (350) NAC/5 (70) AMS (216)

Total Heat Sinks: 890 Single
Heat Generation per Arc: (949 Total)

Nose: 185 Fore Left/Right: 102 x 2
 Left/Right Broadside: 139 x 2
 Aft Left/Right: 102 x 2 Aft: 78

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 80 Passengers: 0 Other: 22

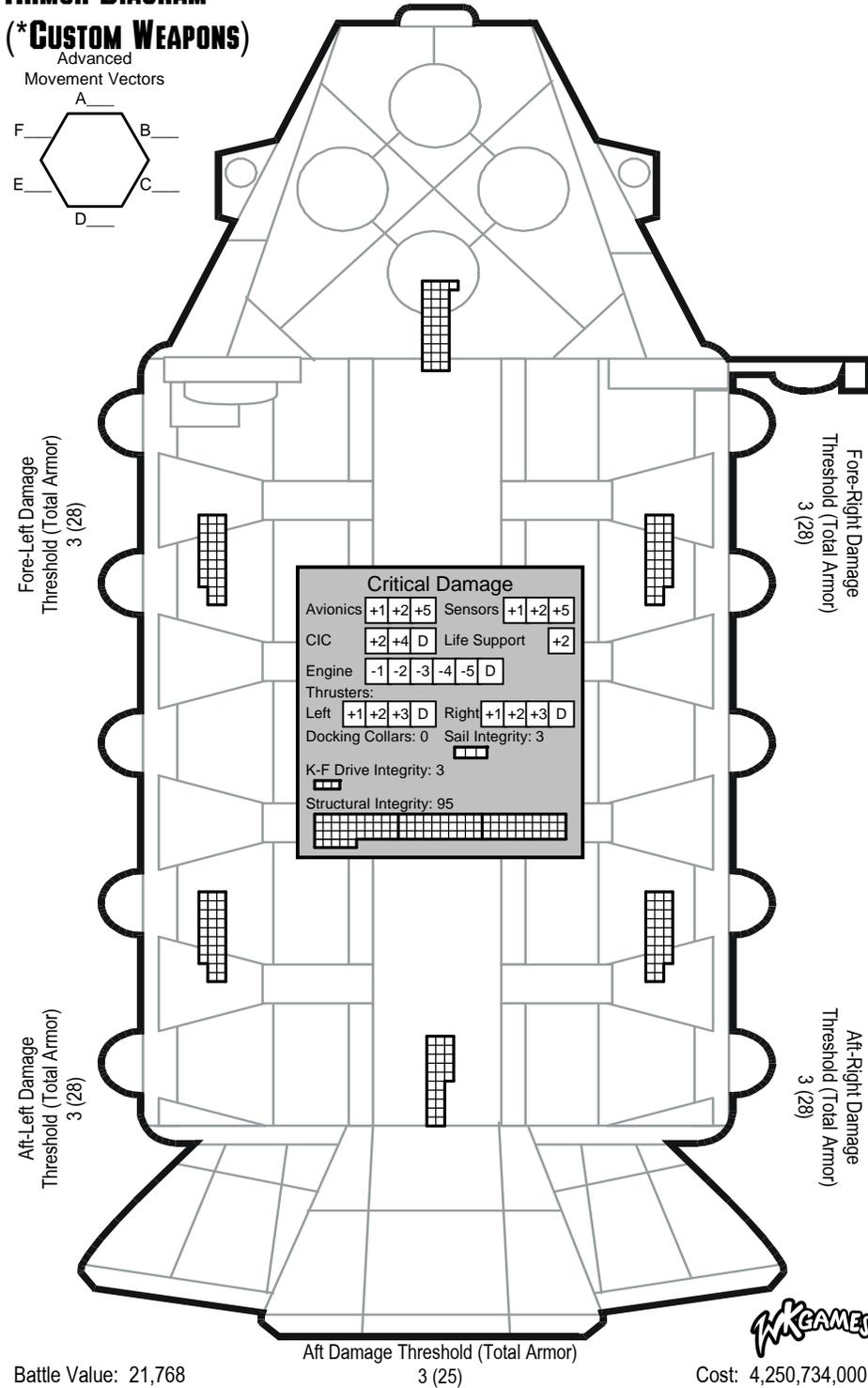
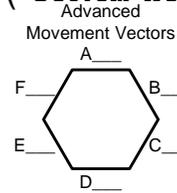
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (31) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Battle Value: 21,768

Cost: 4,250,734,000

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn #																					
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	10,000																				

VESSEL DATA

Name: **Ashiko Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **71,200 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3081**
 Fighters/Small Craft: 12 / 0 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 12 / 12 DropShips: 0

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 Piranha*	Nose	9	3	3	3	--
2 NL 10*	Nose	48	2	2	2	--
2 NL 10*	FL/FR	48	2	2	2	--
1 Piranha*	L/RBS	9	3	3	3	--
2 NL 10*	L/RBS	48	2	2	2	--
2 NL 10*	AL/AR	48	2	2	2	--
1 Piranha*	Aft	9	3	3	3	--
2 NL 10*	Aft	48	2	2	2	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
8 Large Laser	Nose	91	11(109)	6(64)	--	--
9 Medium Laser						
1 PPC	Nose	10	1(10)	1(10)	--	--
1 AMS	Nose	1	--	Point Defense		
1 LRM 20	FL/FR	6	1(12)	1(12)	1(12)	--
8 Large Laser	FL/FR	91	11(109)	6(64)	--	--
9 Medium Laser						
1 AMS	FL/FR	1	--	Point Defense		
8 Large Laser	L/RBS	91	11(109)	6(64)	--	--
9 Medium Laser						
1 PPC	L/RBS	10	1(10)	1(10)	--	--
1 AMS	L/RBS	1	--	Point Defense		
1 LRM 20	AL/AR	6	1(12)	1(12)	1(12)	--
8 Large Laser	AL/AR	91	11(109)	6(64)	--	--
9 Medium Laser						
1 AMS	AL/AR	1	--	Point Defense		
8 Large Laser	Aft	91	11(109)	6(64)	--	--
9 Medium Laser						
1 PPC	Aft	10	1(10)	1(10)	--	--
1 AMS	Aft	1	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (91-meter diameter)

Cargo: Bay 1: Fighters (6) (3 doors)
 Bay 2: Fighters (6) (3 doors)
 Bay 3: Cargo (1,002 Tons, 1 door)

Ammo:

LRM 20 (48) AMS (96) Piranha (40)

Total Heat Sinks: 881 Single
Heat Generation per Arc: (1,220 Total)

Nose: 159 Fore Left/Right: 146 x 2
 Left/Right BroadSides: 159 x 2
 Aft Left/Right: 146 x 2 Aft: 159

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 115 Passengers: 0 Other: 24
 Marines: 0 Battle Armor: 30

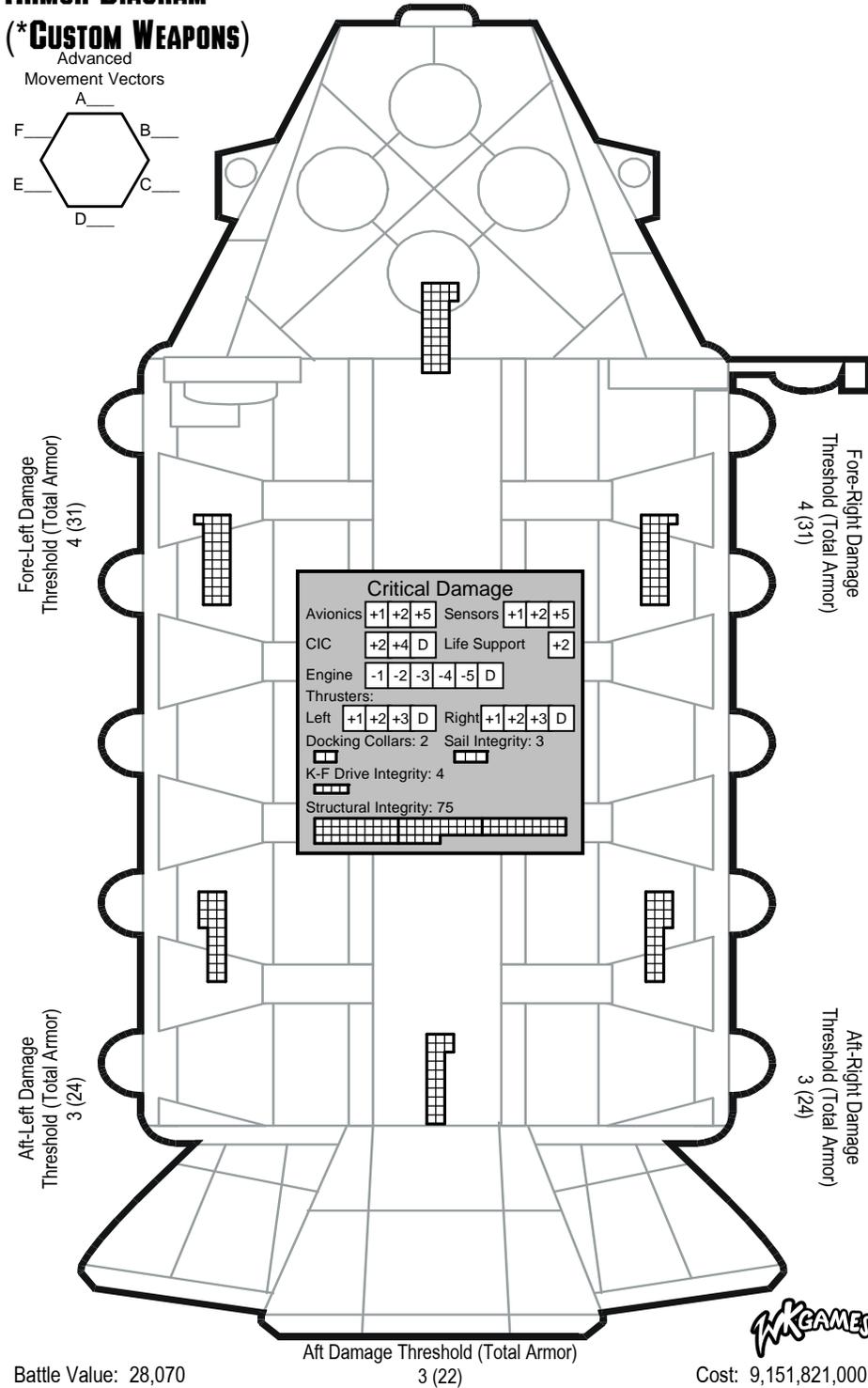
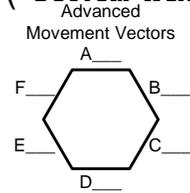
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (32) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	10,000																			

VESSEL DATA

Name: **Ono Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **96,900 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3085**
 Fighters/Small Craft: 12 / 2 Launch Rate: 10 / turn
 Life Boats/Escape Pods: 10 / 25 DropShips: 2

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 Piranha*	Nose	36	12	12	12	--
1 NAC/40	Nose	135	40	40	--	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
6 Large Laser	Nose	60	7(68)	5(48)	--	--
4 Medium Laser						
2 PPC	Nose	20	2(20)	2(20)	--	--
2 Small Pulse Laser	Nose	4	1(6)	Point Defense		
6 Large Laser	FL/FR	60	7(68)	5(48)	--	--
4 Medium Laser						
2 PPC	FL/FR	20	2(20)	2(20)	--	--
2 Small Pulse Laser	FL/FR	4	1(6)	Point Defense		
6 Large Laser	L/RBS	60	7(68)	5(48)	--	--
4 Medium Laser						
2 PPC	L/RBS	20	2(20)	2(20)	--	--
2 Small Pulse Laser	L/RBS	4	1(6)	Point Defense		
6 Large Laser	AL/AR	60	7(68)	5(48)	--	--
4 Medium Laser						
2 PPC	AL/AR	20	2(20)	2(20)	--	--
2 Small Pulse Laser	AL/AR	4	1(6)	Point Defense		
6 Large Laser	Aft	60	7(68)	5(48)	--	--
4 Medium Laser						
2 PPC	Aft	20	2(20)	2(20)	--	--
2 Small Pulse Laser	Aft	4	1(6)	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (135-meter diameter)
 Grav Deck #2: (110-meter diameter)

Cargo: Bay 1: Fighters (12) (4 doors)
 Bay 2: Small Craft (2) (1 door)
 Bay 3: Cargo (2,297 Tons, 2 doors)

Ammo: NAC/40 (100) Piranha (40)

Total Heat Sinks: 733 Single
Heat Generation per Arc: (843 Total)

Nose: 255 Fore Left/Right: 84 x 2
 Left/Right Broadside: 84 x 2
 Aft Left/Right: 84 x 2 Aft: 84

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

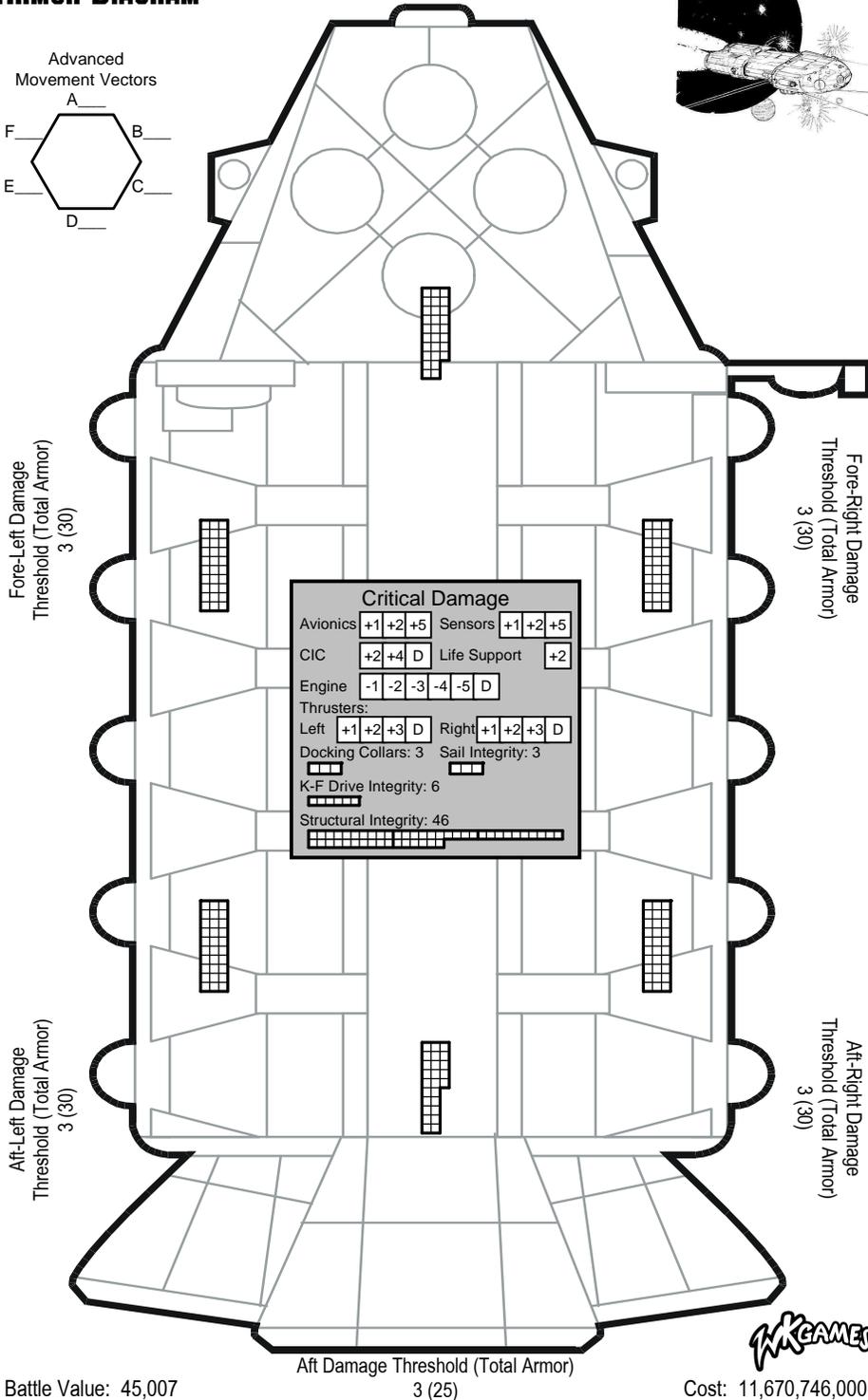
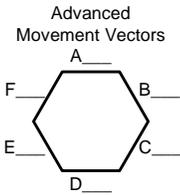
Crew: 146 Passengers: 0 Other: 34

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (28) - Capital Scale

ARMOR DIAGRAM



VESSEL DATA

Name: **Inazuma Destroyer (Human Sphere)**
 Type: **WarShip**
 Mass: **198,000 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3058**
 Fighters/Small Craft: 6 / 2 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 12 / 0 DropShips: 3

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 Medium NPPC	Nose	270	18	18	18	18
1 NAC/20	FL/FR	60	20	20	20	--
1 Medium NPPC	L/RBS	135	9	9	9	9
1 NAC/20	L/RBS	60	20	20	20	--
1 NAC/20	AL/AR	60	20	20	20	--
1 NAC/20	Aft	60	20	20	20	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
10 ER Large Laser	Nose	120	8(80)	8(80)	8(80)	--
4 PPC	Nose	40	4(40)	4(40)	--	--
1 AMS	Nose	1	--	Point Defense		
8 ER Large Laser	FL/FR	96	6(64)	6(64)	6(64)	--
1 AMS	FL/FR	1	--	Point Defense		
6 PPC	L/RBS	60	6(60)	6(60)	--	--
8 ER Large Laser	AL/AR	96	6(64)	6(64)	6(64)	--
1 AMS	AL/AR	1	--	Point Defense		
4 PPC	Aft	40	4(40)	4(40)	--	--
1 AMS	Aft	1	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (75-meter diameter)

Cargo: Bay 1: Fighters (6) (3 doors)
 Bay 2: Small Craft (2) (1 door)
 Bay 3: Cargo (1,859 Tons, 2 doors)

Ammo: NAC/20 (350) AMS (216)

Total Heat Sinks: 390 (780)

Heat Generation per Arc: (1,670 Total)

Nose: 431 Fore Left/Right: 157 x 2

Left/Right Broadside: 255 x 2

Aft Left/Right: 157 x 2 Aft: 101

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 80 Passengers: 0 Other: 22

Velocity Record

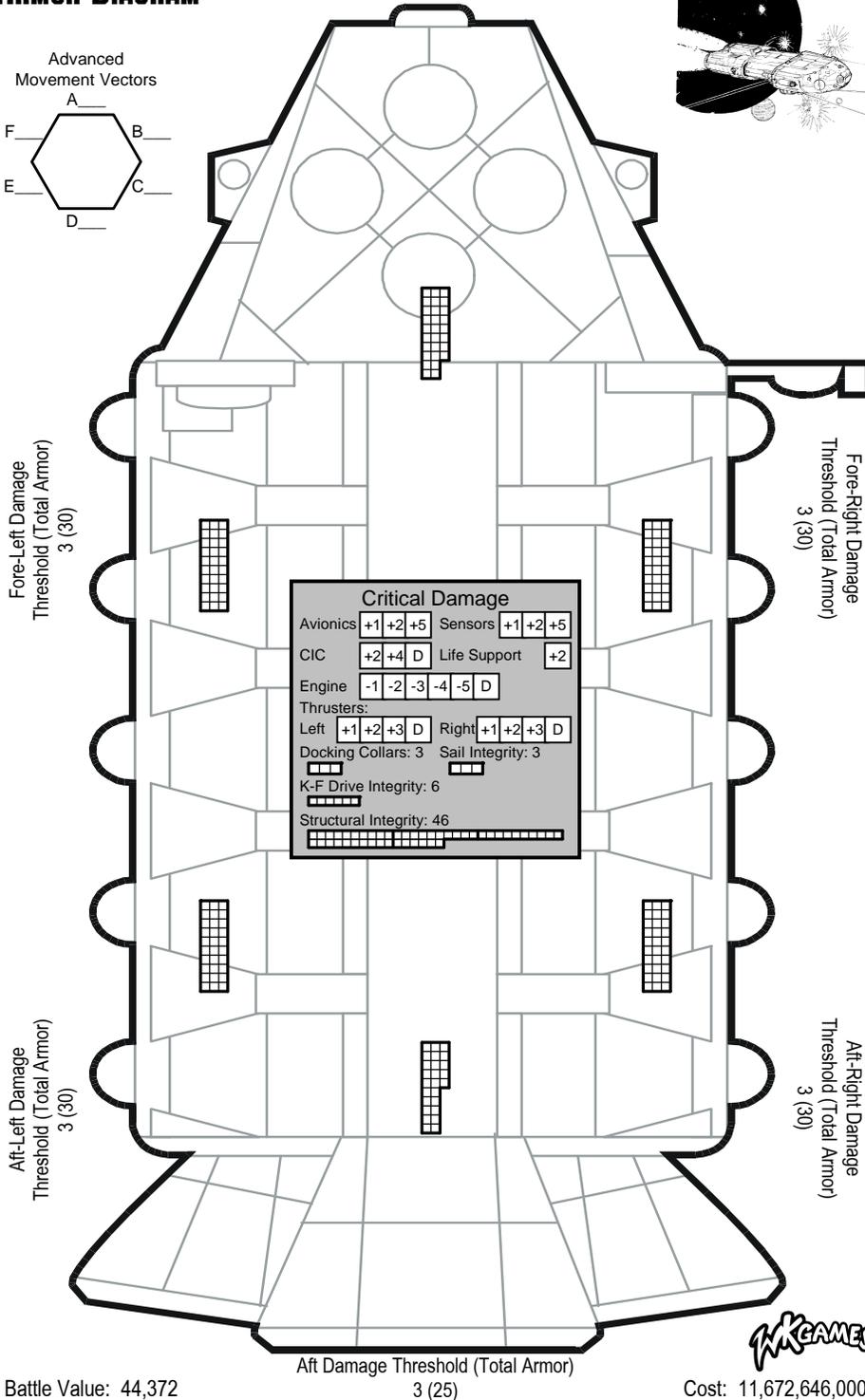
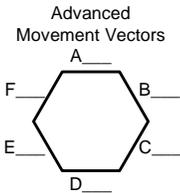
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	25,000																			

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (28) - Capital Scale

ARMOR DIAGRAM



VESSEL DATA

Name: **Mouhr (Lightning) Destroyer (Human Sphere)**
 Type: **WarShip**
 Mass: **198,000 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3092**
 Fighters/Small Craft: 6 / 2 Launch Rate: 8 / turn
 Life Boats/Escapes Pods: 12 / 0 DropShips: 3

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 Medium NPPC	Nose	270	18	18	18	18
1 NAC/20	FL/FR	60	20	20	20	--
1 Medium NPPC	L/RBS	135	9	9	9	9
1 NAC/20	L/RBS	60	20	20	20	--
1 NAC/20	AL/AR	60	20	20	20	--
1 NAC/20	Aft	60	20	20	20	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 ER PPC	Nose	60	4(40)	4(40)	4(40)	--
10 Large Pulse Laser	Nose	100	9(90)	9(90)	--	--
1 AMS	Nose	1	--	Point Defense		
8 Large Pulse Laser	FL/FR	80	7(72)	7(72)	--	--
1 AMS	FL/FR	1	--	Point Defense		
6 ER PPC	L/RBS	90	6(60)	6(60)	6(60)	--
8 Large Pulse Laser	AL/AR	80	7(72)	7(72)	--	--
1 AMS	AL/AR	1	--	Point Defense		
4 ER PPC	Aft	60	4(40)	4(40)	4(40)	--
1 AMS	Aft	1	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (75-meter diameter)

Cargo: Bay 1: Fighters (6) (3 doors)
 Bay 2: Small Craft (2) (1 door)
 Bay 3: Cargo (1,700 Tons, 2 doors)

Ammo: NAC/20 (350) AMS (216)

Total Heat Sinks: 390 (780)

Heat Generation per Arc: (1,686 Total)

Nose: 431 Fore Left/Right: 141 x 2
 Left/Right Broadside: 285 x 2
 Aft Left/Right: 141 x 2 Aft: 121

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 80 Passengers: 0 Other: 22

Velocity Record

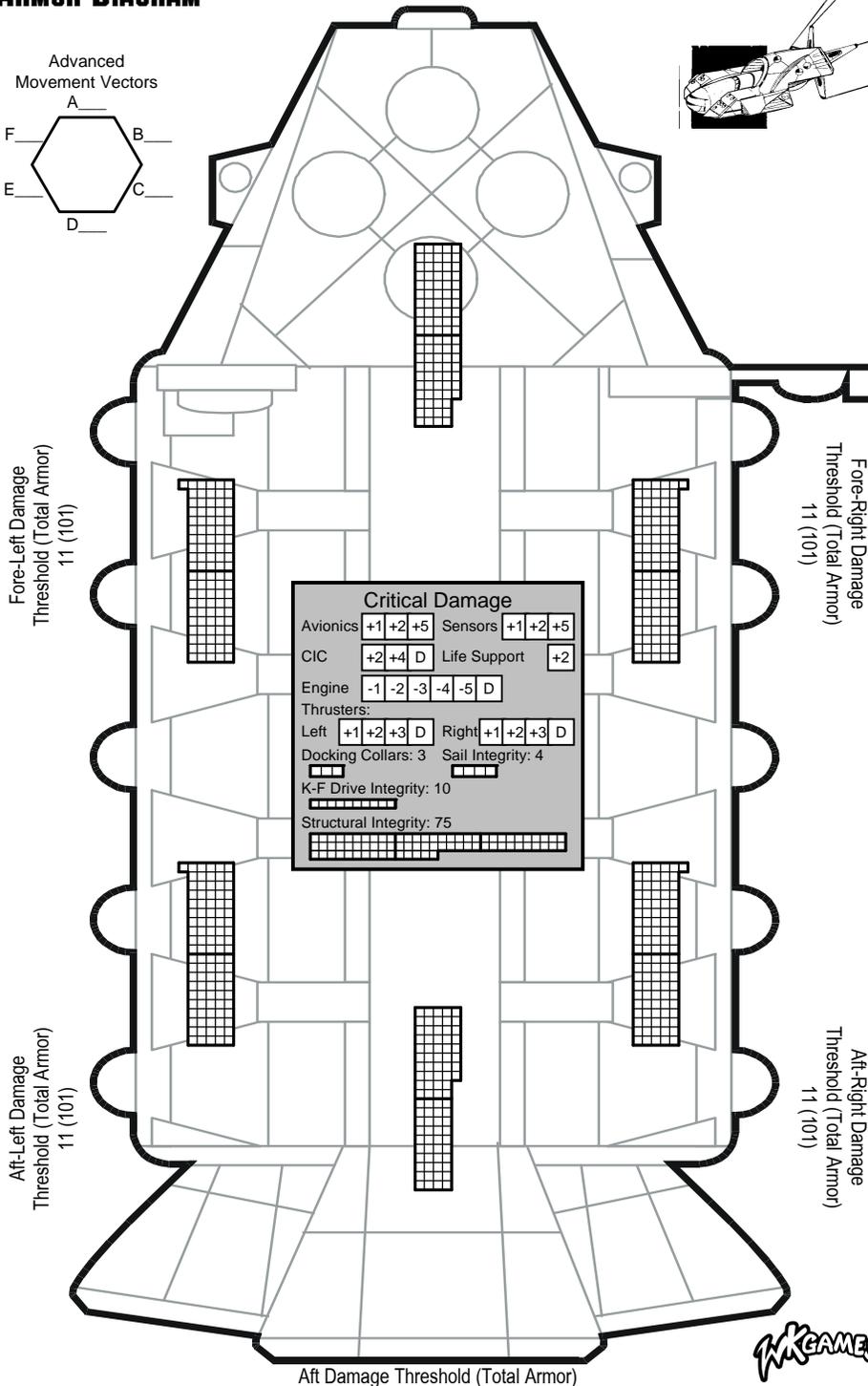
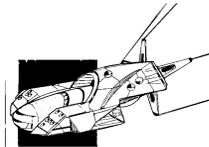
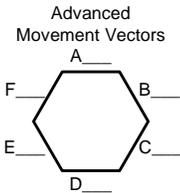
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	25,000																			

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
10 (97) - Capital Scale

ARMOR DIAGRAM



Battle Value: 94,714

Aft Damage Threshold (Total Armor)
9 (88)

Cost: 12,157,369,000

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	10,000																				

VESSEL DATA

Name: **Yamato Cruiser (Human Sphere)**
 Type: **WarShip**
 Mass: **450,900 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3093**
 Fighters/Small Craft: 12 / 2 Launch Rate: 10 / turn
 Life Boats/Escape Pods: 10 / 25 DropShips: 3

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 NAC/25	Nose	85	25	25	25	--
2 Killer Whale	Nose	40	8	8	8	8
1 NAC/30	FL/FR	160	50	50	50	--
1 NAC/20						
2 Killer Whale	FL/FR	40	8	8	8	8
1 NL45	FL/FR	70	5	5	5	5
2 Killer Whale	L/RBS	40	8	8	8	8
1 NL45	L/RBS	70	5	5	5	5
1 NAC/30	AL/AR	160	50	50	50	--
1 NAC/20						
2 Killer Whale	AL/AR	40	8	8	8	8
1 NL45	AL/AR	70	5	5	5	5
1 NAC/25	Aft	85	25	25	25	--
2 Killer Whale	Aft	40	8	8	8	8

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 ER PPC	Nose	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	Nose	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	Nose	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	Nose	4	1(6)		Point Defense	
2 ER PPC	FL/FR	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	FL/FR	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	FL/FR	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	FL/FR	4	1(6)		Point Defense	
2 ER PPC	L/RBS	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	L/RBS	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	L/RBS	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	L/RBS	4	1(6)		Point Defense	
2 ER PPC	AL/AR	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	AL/AR	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	AL/AR	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	AL/AR	4	1(6)		Point Defense	
2 ER PPC	Aft	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	Aft	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	Aft	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	Aft	4	1(6)		Point Defense	
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (135-meter diameter)
 Grav Deck #2: (110-meter diameter)

Cargo: Bay 1: Fighters (12) (4 doors)
 Bay 2: Small Craft (2) (1 door)
 Bay 3: Cargo (8,556 Tons, 2 doors)

Ammo: NAC/20 (400) NAC/30 (400)
 Killer Whale (240) NAC/25 (200)

Total Heat Sinks: 733 (1,466)
Heat Generation per Arc: (2,462 Total)

Nose: 239 Fore Left/Right: 384 x 2
 Left/Right Broadside: 224 x 2
 Aft Left/Right: 384 x 2 Aft: 239

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

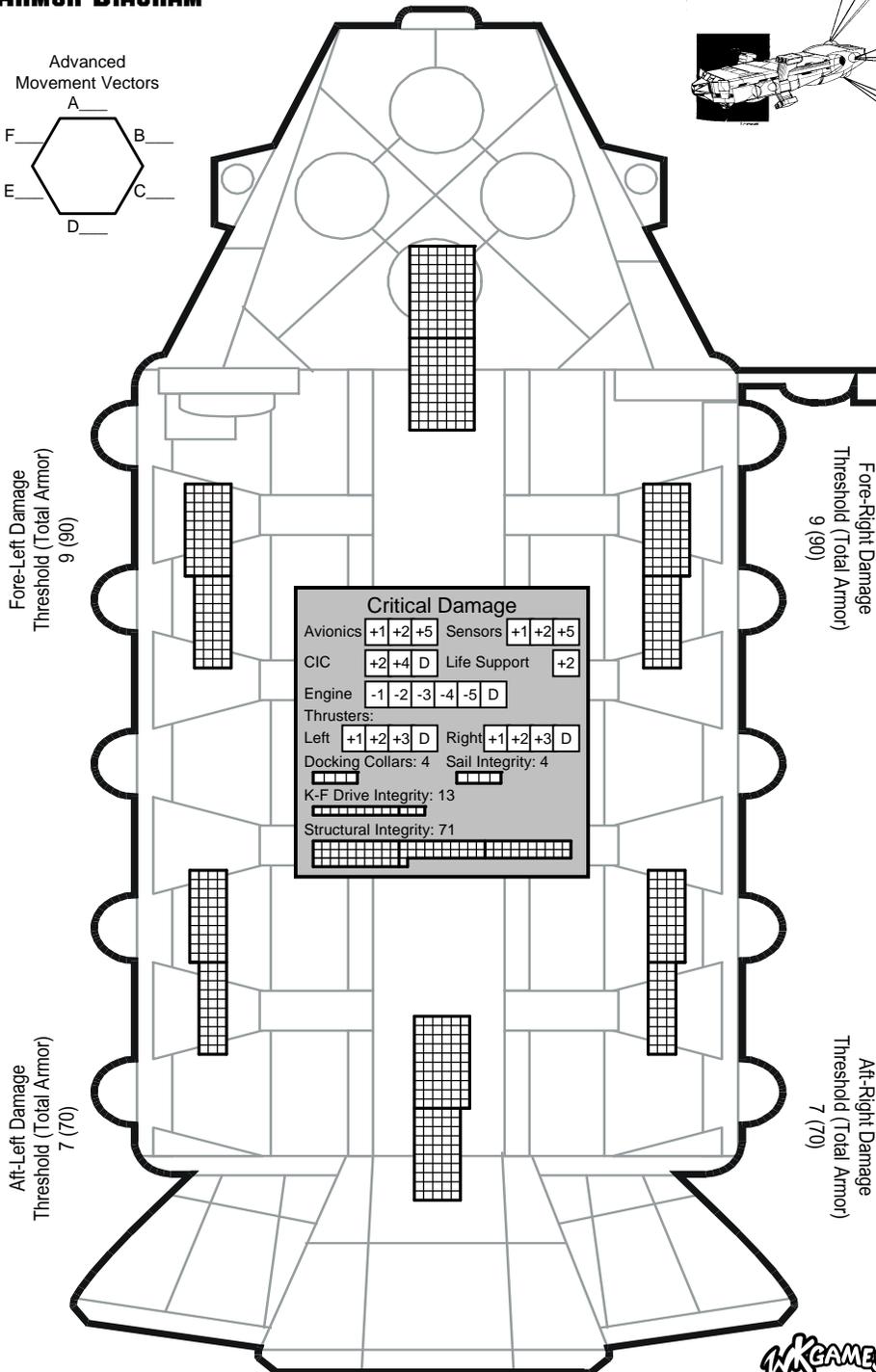
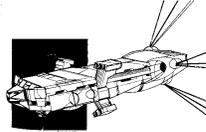
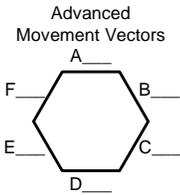
Crew: 275 Passengers: 0 Other: 34

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
14 (140) - Capital Scale

ARMOR DIAGRAM



Critical Damage					
Avionics	+1	+2	+5	Sensors	+1 +2 +5
CIC	+2	+4	D	Life Support	+2
Engine	-1	-2	-3	-4	-5
Thrusters:					
Left	+1	+2	+3	D	Right +1 +2 +3 D
Docking Collars: 4			Sail Integrity: 4		
K-F Drive Integrity: 13					
Structural Integrity: 71					

Fore-Left Damage Threshold (Total Armor) 9 (90)

Fore-Right Damage Threshold (Total Armor) 9 (90)

Aft-Left Damage Threshold (Total Armor) 7 (70)

Aft-Right Damage Threshold (Total Armor) 7 (70)

Aft Damage Threshold (Total Armor)
11 (110)

Battle Value: 132,419

Cost: 14,882,436,000

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	11,250																			

VESSEL DATA

Name: **Kyushu Battleship Dieron Star (Human Sphere)**
 Type: **WarShip**
 Mass: **625,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3057**
 Fighters/Small Craft: 18 / 12 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 0 / 45 DropShips: 4

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 NAC/40 (IS)	Nose	195	60	60	20	--
1 NAC/20 (IS)						
1 NAC/40 (IS)	Nose	195	60	60	20	--
1 NAC/20 (IS)						
1 Heavy NPPC (IS)	Nose	225	15	15	15	15
2 NL35 (IS)	Nose	104	7	7	7	--
2 NAC/35 (IS)	FL/FR	240	70	70	--	--
2 NL35 (IS)	FL/FR	104	7	7	7	--
1 NAC/20 (IS)	L/RBS	60	20	20	20	--
1 Medium NPPC (IS)	L/RBS	135	9	9	9	9
2 NL35 (IS)	L/RBS	104	7	7	7	--
1 NAC/40 (IS)	AL/AR	195	60	60	20	--
1 NAC/20 (IS)						
2 NL35 (IS)	AL/AR	104	7	7	7	--
1 NAC/40 (IS)	Aft	195	60	60	20	--
1 NAC/20 (IS)						
1 Heavy NPPC (IS)	Aft	225	15	15	15	15
2 NL35 (IS)	Aft	104	7	7	7	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 ER Large Laser (C)	Nose	34	3(34)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 LRM 20 (C)+Artemis IV	Nose	12	3(32)	3(32)	3(32)	--
4 Small Pulse Laser (C)	Nose	8	1(12)	--	--	--
2 AMS (C)	Nose	2	--	Point Defense		
2 ER Large Laser (C)	FL/FR	34	3(34)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 LRM 20 (C)+Artemis IV	FL/FR	12	3(32)	3(32)	3(32)	--
4 Small Pulse Laser (C)	FL/FR	8	1(12)	--	--	--
2 AMS (C)	FL/FR	2	--	Point Defense		
2 ER Large Laser (C)	L/RBS	34	3(34)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 LRM 20 (C)+Artemis IV	L/RBS	12	3(32)	3(32)	3(32)	--
4 Small Pulse Laser (C)	L/RBS	8	1(12)	--	--	--
2 AMS (C)	L/RBS	2	--	Point Defense		
2 ER Large Laser (C)	AL/AR	34	3(34)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 LRM 20 (C)+Artemis IV	AL/AR	12	3(32)	3(32)	3(32)	--
4 Small Pulse Laser (C)	AL/AR	8	1(12)	--	--	--
2 AMS (C)	AL/AR	2	--	Point Defense		
2 ER Large Laser (C)	Aft	34	3(34)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 LRM 20 (C)+Artemis IV	Aft	12	3(32)	3(32)	3(32)	--
4 Small Pulse Laser (C)	Aft	8	1(12)	--	--	--
2 AMS (C)	Aft	2	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (130-meter diameter)
 Grav Deck #2: (100-meter diameter)

Cargo: Bay 1: Fighters (18) (6 doors)
 Small Craft (12)
 Bay 2: Cargo (58,132 Tons, 2 doors)
 Bay 3: BattleMechs (108) (6 doors)

Ammo: NAC/35 (250) AMS (3,072)
 LRM 20 (384) NAC/20 (400) NAC/40 (250)

Total Heat Sinks: 1,557 (3,114)
Heat Generation per Arc: (3,770 Total)

Nose: 775 Fore Left/Right: 400 x 2
 Left/Right Broadside: 355 x 2
 Aft Left/Right: 355 x 2 Aft: 775

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

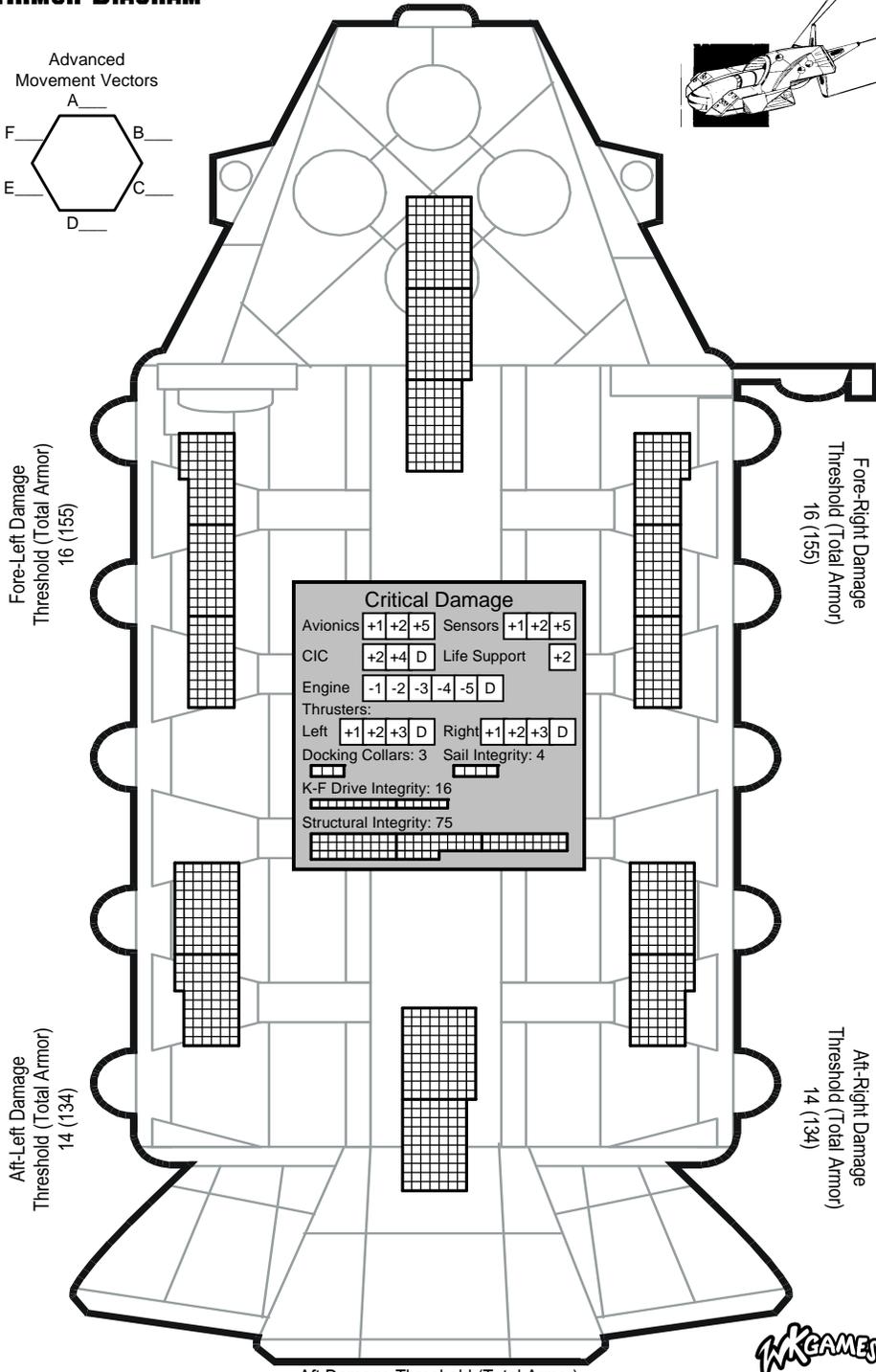
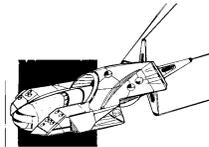
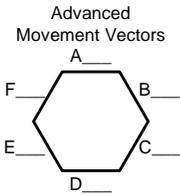
Crew: 275 Passengers: 0 Other: 312

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
20 (200) - Capital Scale

ARMOR DIAGRAM



Critical Damage					
Avionics	+1	+2	+5	Sensors	+1 +2 +5
CIC	+2	+4	D	Life Support	+2
Engine	-1	-2	-3	-4	-5
Thrusters:					
Left	+1	+2	+3	D	Right +1 +2 +3 D
Docking Collars: 3			Sail Integrity: 4		
K-F Drive Integrity: 16					
Structural Integrity: 75					

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	18,625																			

VESSEL DATA

Name: Kirishima Battleship (Human Sphere) Urizen II
 Type: WarShip
 Mass: 790,000 tons
 Thrust: Safe Thrust: 5 Max Thrust: 8
 Tech: Inner Sphere / Level 3 / 3061
 Fighters/Small Craft: 12 / 2 Launch Rate: 10 / turn
 Life Boats/Escape Pods: 10 / 25 DropShips: 3

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 Light NPPC	Nose	480	32	32	32	18
2 Medium NPPC						
1 NAC/25	Nose	85	25	25	25	--
1 NAC/30	FL/FR	220	70	70	70	--
2 NAC/20						
2 Medium NPPC	FL/FR	270	18	18	18	18
2 NL45	FL/FR	140	9	9	9	9
1 Heavy N-Gauss	L/RBS	18	30	30	30	30
2 Medium NPPC	L/RBS	270	18	18	18	18
2 NL45	L/RBS	140	9	9	9	9
1 NAC/30	AL/AR	220	70	70	70	--
2 NAC/20						
2 Medium NPPC	AL/AR	270	18	18	18	18
2 NL45	AL/AR	140	9	9	9	9
1 NAC/25	Aft	85	25	25	25	--
2 Medium NPPC	Aft	270	18	18	18	18

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 ER PPC	Nose	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	Nose	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	Nose	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	Nose	4	1(6)			Point Defense
2 ER PPC	FL/FR	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	FL/FR	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	FL/FR	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	FL/FR	4	1(6)			Point Defense
2 ER PPC	L/RBS	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	L/RBS	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	L/RBS	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	L/RBS	4	1(6)			Point Defense
2 ER PPC	AL/AR	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	AL/AR	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	AL/AR	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	AL/AR	4	1(6)			Point Defense
2 ER PPC	Aft	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	Aft	24	2(16)	2(16)	2(16)	--
4 Large Pulse Laser	Aft	56	6(60)	4(36)	--	--
4 Medium Pulse Laser						
2 Small Pulse Laser	Aft	4	1(6)			Point Defense
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (135-meter diameter)
Grav Deck #2: (110-meter diameter)

Cargo: Bay 1: Fighters (12) (4 doors)
Bay 2: Small Craft (2) (1 door)
Bay 3: Cargo (6,734 Tons, 2 doors)

Ammo: Hvy N-Gauss (200) NAC/20 (400)
NAC/30 (400) NAC/25 (200)

Total Heat Sinks: 733 (1,466)
Heat Generation per Arc: (5,208 Total)

Nose: 679 Fore Left/Right: 744 x 2
Left/Right Broadside: 542 x 2
Aft Left/Right: 744 x 2 Aft: 469

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

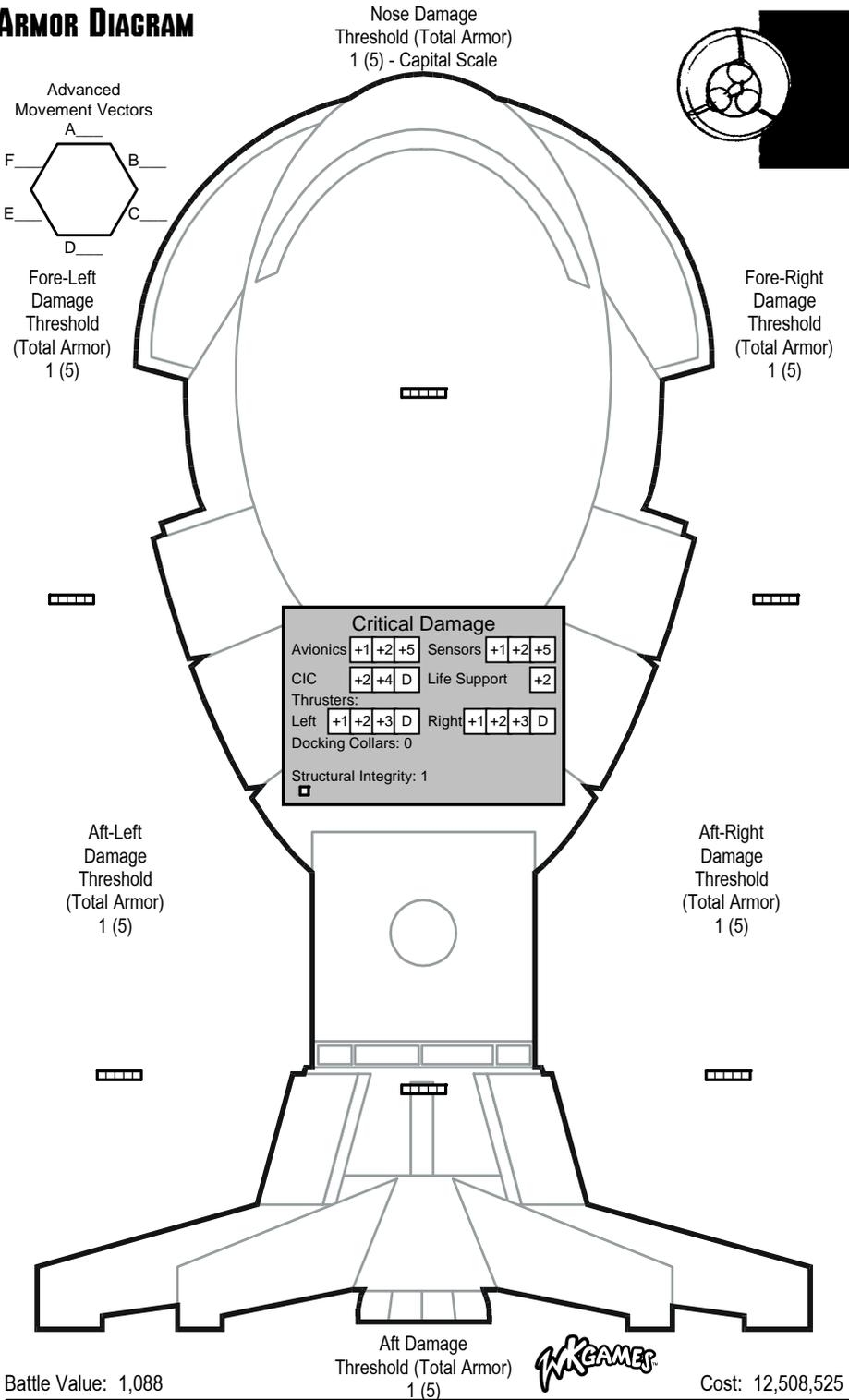
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 275 Passengers: 0 Other: 34

AEROTECH 2™

SPACE STATION RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **BattleSat SDS (Human Sphere)**
 Type: **Space Station**
 Mass: **1,375 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Inner Sphere / Level 3 / 3056**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 1 / 0 DropShips: 0

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 NL55	Nose	85	6	6	6	6

Cargo: Bay 1: Cargo (60 Tons)
 Bay 2: Cargo (60 Tons)
 Bay 3: Cargo (59 Tons)

Total Heat Sinks: 50 (100)
Heat Generation per Arc: (85 Total)

Nose: 85 Fore Left/Right: 0 x 2
 Aft Left/Right: 0 x 2 Aft: 0

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 2 Passengers: 0 Other: 0

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	200																			