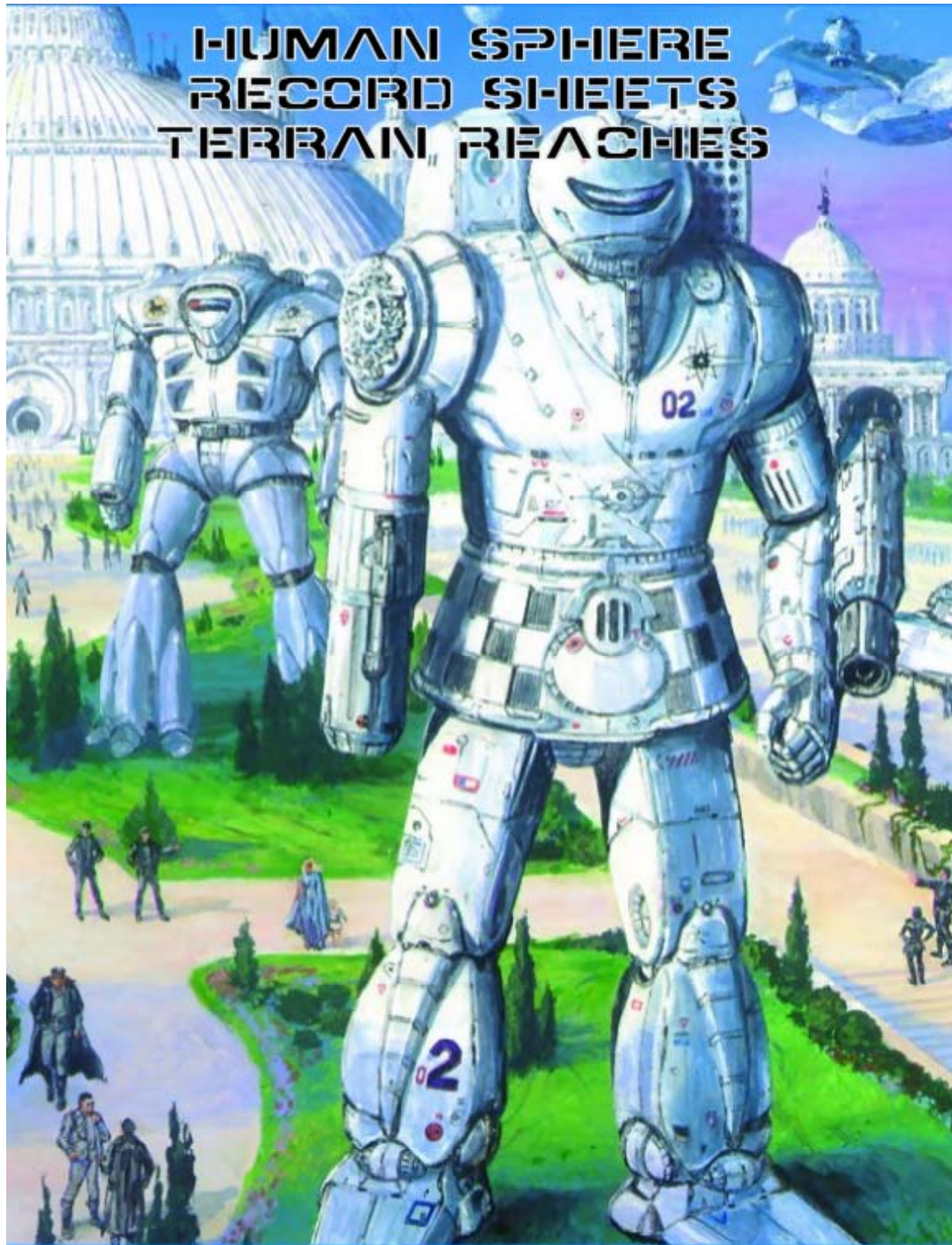


HUMAN SPHERE RECORD SHEETS TERRAN REACHES



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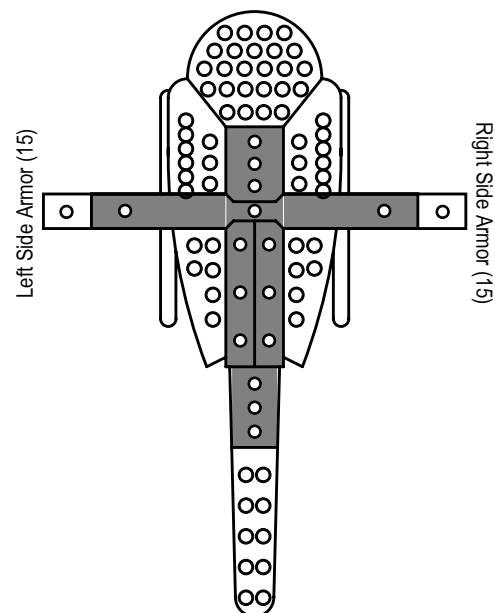
V.T.O.L. RECORD SHEET



Type: Kestrel IIC Base (Human Sphere)			Weapons Inventory			
Config: V.T.O.L. Omni		Tons: 25	# Type	Loc	Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:				
Clan 3065 Level 2-FA	15	23				
Crew:						
Gunnery Skill:	Piloting Skill:					
Cost, C-Bills: 4,180,382						
BV: 256 WV: 0 / 0						
Ammo						
Critical Damage			Fuselage Inventory			
Rotor Damaged	☐	Engine Hit	235 XL Fusion Engine			
Rotor Destroyed	☐		2 Crew Members			
			1 CASE System			

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Main/Tail Rotors

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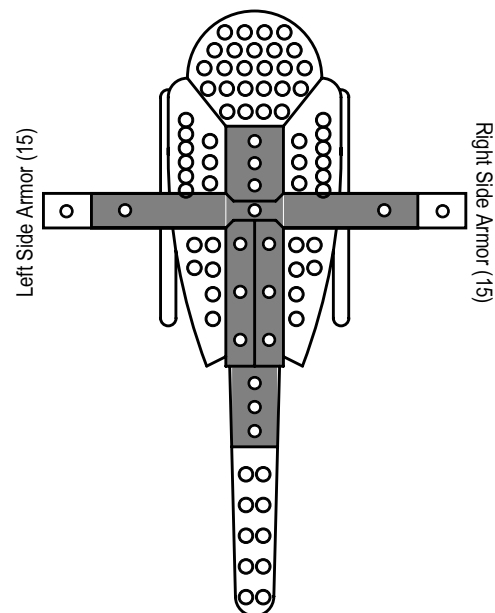
V.T.O.L. RECORD SHEET



Type: Kestrel IIC Prime (Human Sphere)			Weapons Inventory			
Config: V.T.O.L. Omni		Tons: 25	# Type	Loc	Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:				
Clan 3065 Level 2-FA	15	23	4 Machine Gun F 2 - 1 2 3			
Crew:			1 Flamer F 2 - 1 2 3			
Gunnery Skill:	Piloting Skill:					
Cost, C-Bills: 4,244,549						
BV: 347 WV: 24 / 24						
Ammo			Fuselage Inventory			
Ammo Type	Rounds		235 XL Fusion Engine			
Machine Gun	100		2 Crew Members			
Critical Damage			1 CASE System			
Rotor Damaged	☐	Engine Hit	5.00T Infantry Bay			
Rotor Destroyed	☐					

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



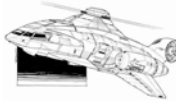
Rear Armor (10)

Rotor Type: Main/Tail Rotors

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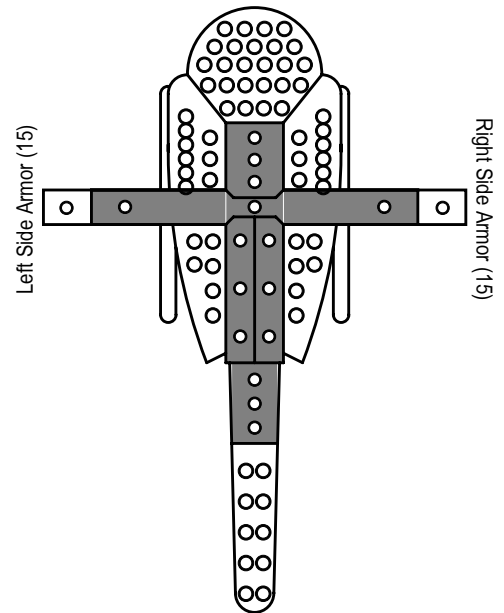
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V.T.O.L. RECORD SHEET



Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Main/Tail Rotors

Type: **Kestrel IIC A (Human Sphere)**

Config: **V.T.O.L. Omni**

Tons: **25**

Technology Base:

Cruising

Flank

Clan

3065 Level 2-FA

MP:

15

MP:

23

Crew:

Gunnery Skill:

Piloting Skill:

Cost, C-Bills: **4,282,361**

BV: **359**

WV: **27 / 27**

Ammo

Ammo Type
SRM 2

Rounds
50

Critical Damage

Rotor Damaged ☐

Engine Hit ☐

Rotor Destroyed ☐

Weapons Inventory

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

Fuselage Inventory

235 XL Fusion Engine

2 Crew Members

1 CASE System

5.00T Infantry Bay

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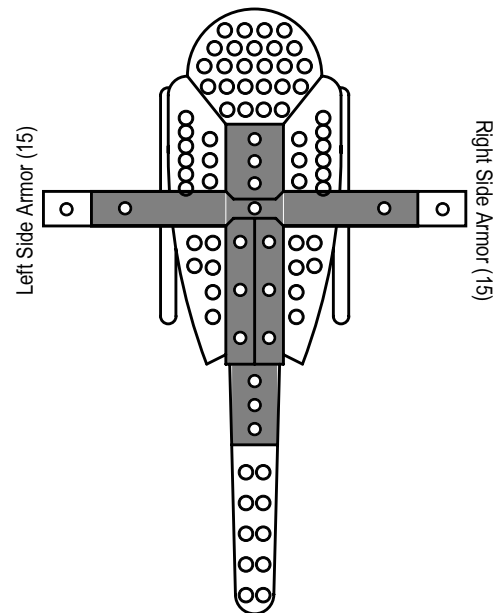
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V.T.O.L. RECORD SHEET



Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Main/Tail Rotors

Type: **Kestrel IIC B (Human Sphere)**

Config: **V.T.O.L. Omni**

Tons: **25**

Technology Base:

Cruising

Flank

Clan

3065 Level 2-FA

MP:

15

MP:

23

Crew:

Gunnery Skill:

Piloting Skill:

Cost, C-Bills: **4,387,778**

BV: **663**

WV: **137 / 137**

Ammo

Ammo Type
Machine Gun

Rounds
100

Critical Damage

Rotor Damaged ☐

Engine Hit ☐

Rotor Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	ER Medium Laser	F	7	-	5	10	15
2	Machine Gun	F	2	-	1	2	3

Fuselage Inventory

235 XL Fusion Engine

2 Crew Members

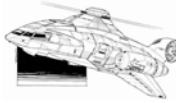
1 CASE System

5.00T Infantry Bay

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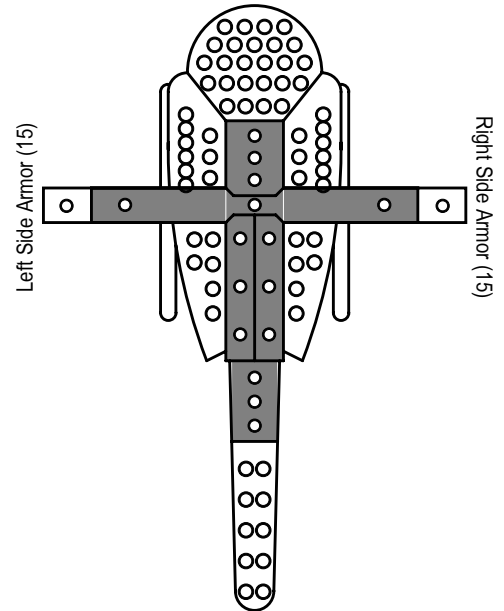
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V.T.O.L. RECORD SHEET



Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Main/Tail Rotors

Type: **Kestrel IIC C (Human Sphere)**

Config: **V.T.O.L. Omni**

Tons: **25**

Technology Base:

Cruising

Flank

Clan

3065 Level 2-FA

MP:

15

MP:

23

Crew:

Gunnery Skill:

Piloting Skill:

Cost, C-Bills: **4,605,486**

BV: **1,204**

WV: **230 / 230**

Ammo

Ammo Type Rounds
Machine Gun 100

Critical Damage

Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Large Pulse Laser	F	10	-	6	14	20
2	Machine Gun	F	2	-	1	2	3

Fuselage Inventory

235 XL Fusion Engine
2 Crew Members
1 CASE System

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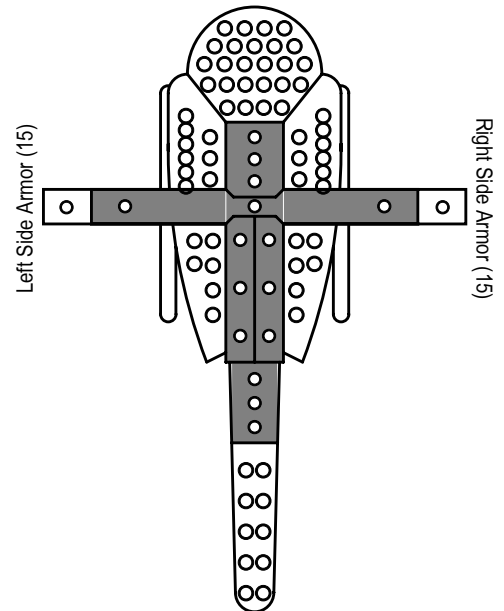
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V.T.O.L. RECORD SHEET



Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Main/Tail Rotors

Type: **Kestrel IIC D (Human Sphere)**

Config: **V.T.O.L. Omni**

Tons: **25**

Technology Base:

Cruising

Flank

Clan

3065 Level 2-FA

MP:

15

MP:

23

Crew:

Gunnery Skill:

Piloting Skill:

Cost, C-Bills: **5,102,778**

BV: **1,098**

WV: **173 / 206**

Ammo

Ammo Type Rounds
LRM 15 16

Critical Damage

Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 15 w/ Artemis IV	F	1/hit	-	7	14	21
1	Flamer	F	2	-	1	2	3

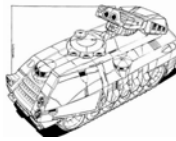
Fuselage Inventory

235 XL Fusion Engine
2 Crew Members
1 CASE System

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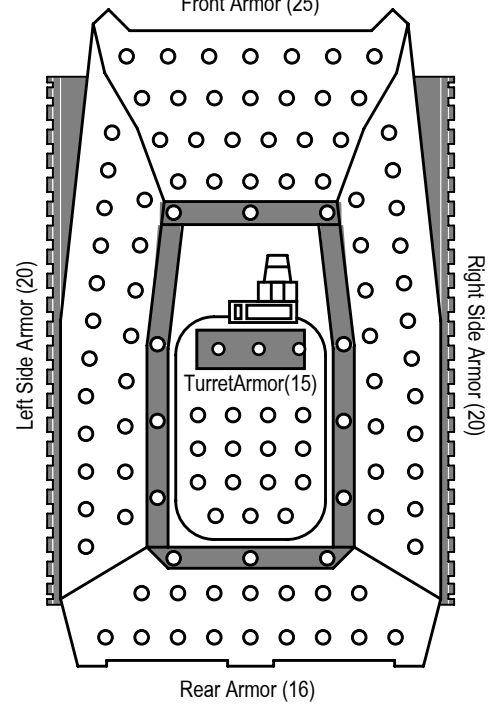
BATTLETECH®

TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (16)

Type: **Badger IIC Base (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Clan
3065 Level 2

Cruising

MP:

6

Flank

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **910,000**

BV: **330**

WV: **0 / 0**

Ammo

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

Type Loc Dmg Min S M L

Body Inventory

180 Fusion Engine

2 Crew Members

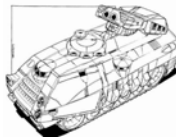
1 CASE System

6.00T Infantry Bay

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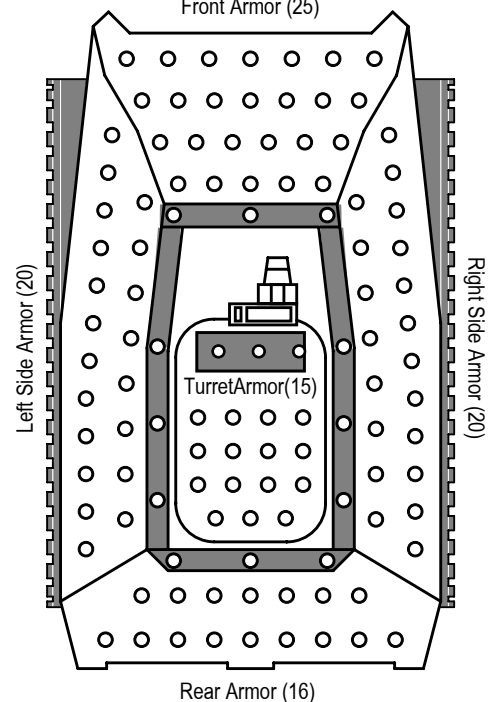
BATTLETECH®

TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (16)

Type: **Badger IIC Prime (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Clan
3065 Level 2

Cruising

MP:

6

Flank

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,181,375**

BV: **558**

WV: **228 / 228**

Ammo

Ammo Type Rounds
SRM 4 25

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

Type Loc Dmg Min S M L

1 ER Medium Laser T 7 - 5 10 15

1 SRM 4 F 2/hit - 3 6 9

Body Inventory

180 Fusion Engine

2 Crew Members

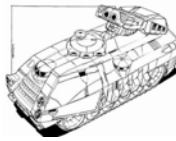
1 CASE System

6.00T Infantry Bay

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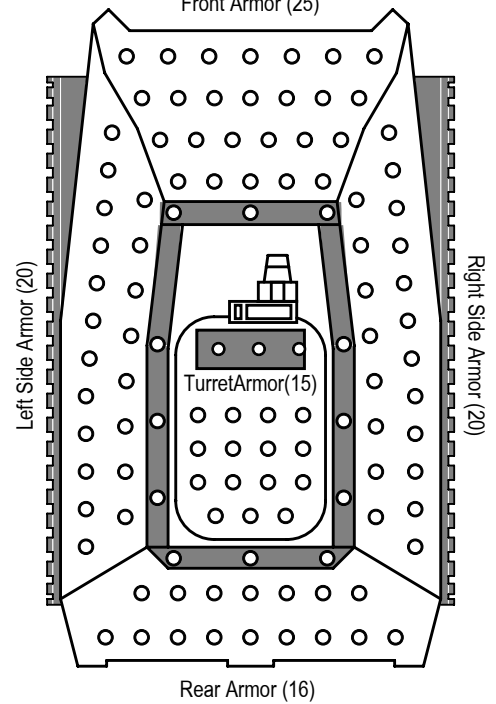
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Type: **Badger IIC A (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Clan
3065 Level 2

Cruising
MP:

6

Flank
MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,018,875**

BV: **460**

WV: **100 / 100**

Ammo

Ammo Type Rounds
SRM 2 50

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

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

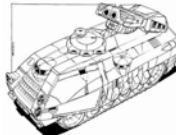
Body Inventory

180 Fusion Engine
2 Crew Members
1 CASE System
6.00T Infantry Bay

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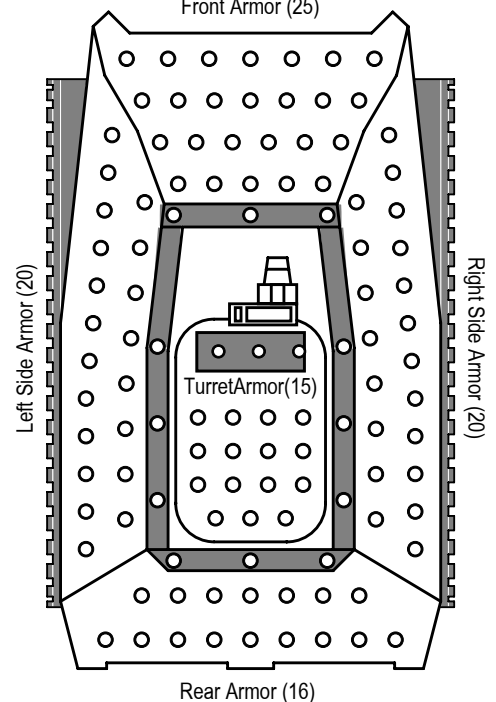
BATTLETECH®

TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Type: **Badger IIC B (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Clan
3065 Level 2

Cruising
MP:

6

Flank
MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,148,875**

BV: **454**

WV: **128 / 128**

Ammo

Ammo Type Rounds
SRM 4 25

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	SRM 4	T	2/hit	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9

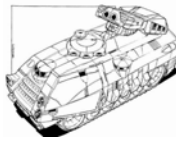
Body Inventory

180 Fusion Engine
2 Crew Members
1 CASE System
6.00T Infantry Bay

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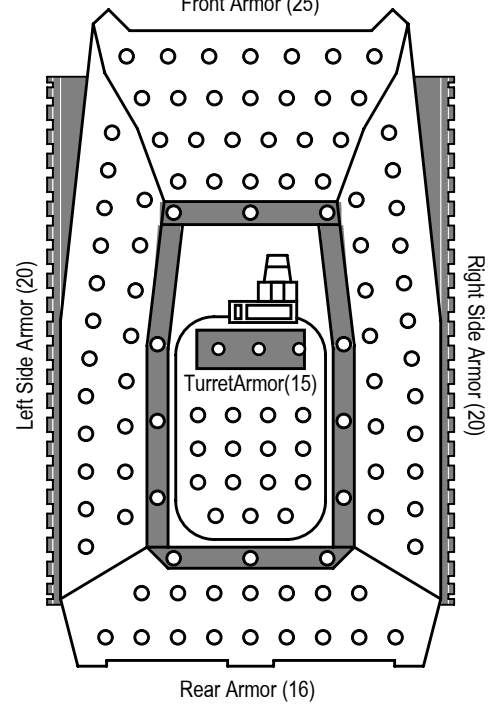
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Type: **Badger IIC C (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Cruising

Flank

Clan

3065 Level 2

MP:

6

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,056,250**

BV: **505**

WV: **140 / 140**

Ammo

Ammo Type
LRM 5

Rounds
24

Critical Damage

Drive Damaged ☐

Engine Hit ☐

Track Destroyed ☐

Turret Locked ☐

Weapons Inventory

Type

Loc Dmg Min S M L

1 LRM 5

T 1/hit - 7 14 21

1 LRM 5

F 1/hit - 7 14 21

Body Inventory

180 Fusion Engine

2 Crew Members

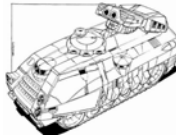
1 CASE System

6.00T Infantry Bay

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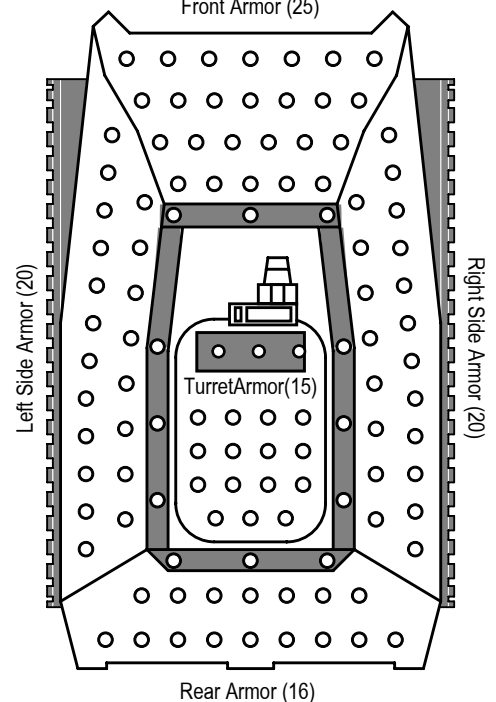
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Type: **Badger IIC D (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Cruising

Flank

Clan

3065 Level 2

MP:

6

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,076,563**

BV: **585**

WV: **267 / 267**

Ammo

Ammo Type

Rounds

Critical Damage

Drive Damaged ☐

Engine Hit ☐

Track Destroyed ☐

Turret Locked ☐

Weapons Inventory

Type

Loc Dmg Min S M L

1 ER Medium Laser

T 7 - 5 10 15

2 ER Small Laser

F 5 - 2 4 6

Body Inventory

180 Fusion Engine

2 Crew Members

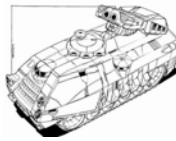
1 CASE System

7.00T Infantry Bay

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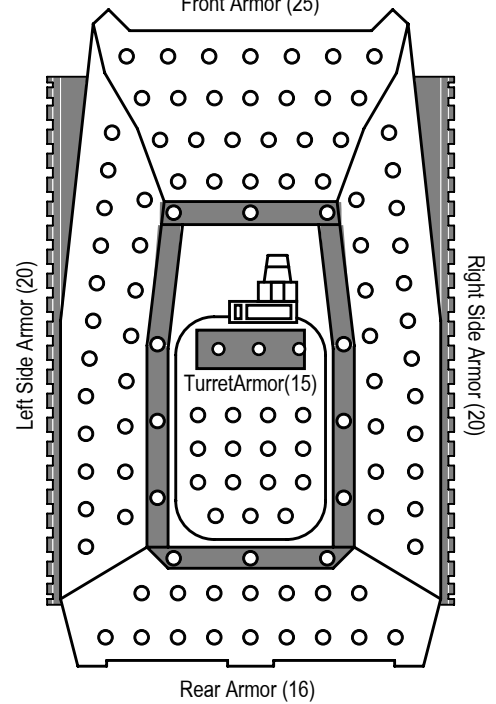
BATTLETECH®

TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (16)

Type: **Badger IIC E (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Cruising

Flank

Clan

3065 Level 2

MP:

6

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **998,156**

BV: **500**

WV: **179 / 179**

Ammo

Ammo Type Rounds
Machine Gun 100

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
3	ER Small Laser	T	5	-	2	4	6
4	Machine Gun	T	2	-	1	2	3

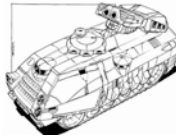
Body Inventory

180 Fusion Engine
2 Crew Members
1 CASE System
6.00T Infantry Bay

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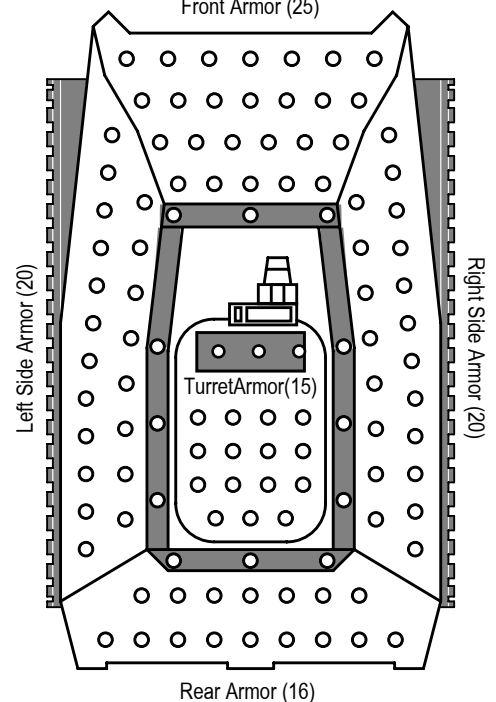
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 96
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (16)

Type: **Badger IIC F (Human Sphere)**

Config: **Tracked Omni**

Tons: **30**

Technology Base:

Cruising

Flank

Clan

3065 Level 2

MP:

6

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,076,563**

BV: **585**

WV: **267 / 267**

Ammo

Ammo Type Rounds
Machine Gun 100

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	ER Medium Laser	T	7	-	5	10	15
2	ER Small Laser	T	5	-	2	4	6

Body Inventory

180 Fusion Engine
2 Crew Members
1 CASE System
7.00T Infantry Bay

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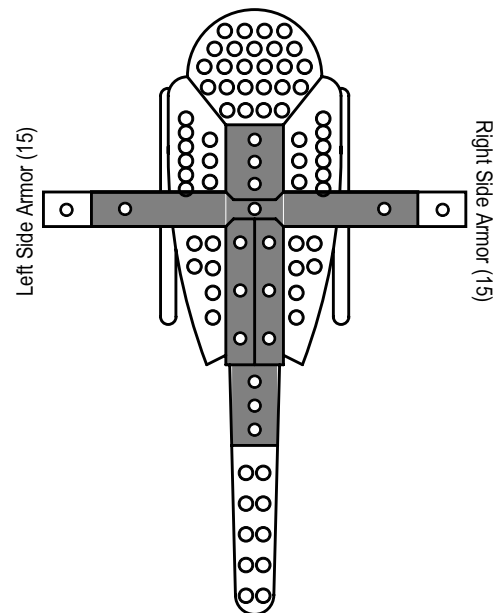


V.T.O.L. RECORD SHEET

Type: Peregrine IIC Base (Human Sphere)			Weapons Inventory			
Config: V.T.O.L. Omni		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	Fuselage Inventory			
Clan 3067 Level 3		15	310 XXL Fusion Engine			
		23 [30]	1 Jet Booster			
Crew:			2 Crew Members			
Gunnery Skill:		Piloting Skill:	1 CASE System			
Cost, C-Bills: 39,462,000			1 Targeting Computer B			
BV: 280 WV: 0 / 0						
Ammo						
Critical Damage						
Rotor Damaged	☐	Engine Hit	☐			
Rotor Destroyed	☐					

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Dual Rotors

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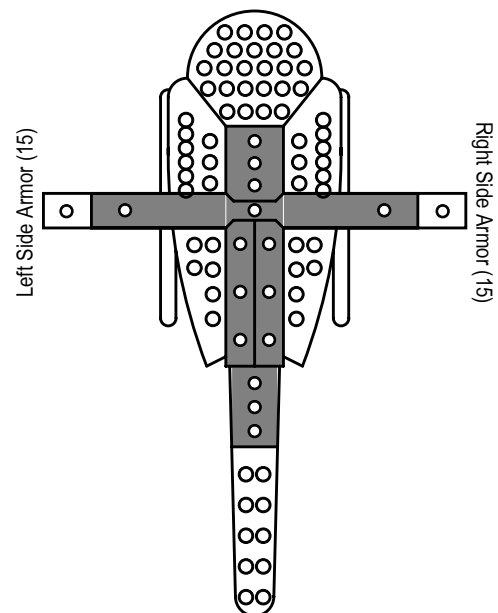


V.T.O.L. RECORD SHEET

Type: Peregrine IIC Prime (Human Sphere)			Weapons Inventory			
Config: V.T.O.L. Omni		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	Fuselage Inventory			
Clan 3067 Level 3		15	310 XXL Fusion Engine			
		23 [30]	1 Jet Booster			
Crew:			2 Crew Members			
Gunnery Skill:		Piloting Skill:	1 CASE System			
Cost, C-Bills: 40,228,250			1 Targeting Computer B			
BV: 980 WV: 154 / 226						
Ammo						
Ammo Type	Rounds					
Streak SRM 4	50					
Machine Gun	200					
Critical Damage						
Rotor Damaged	☐	Engine Hit	☐			
Rotor Destroyed	☐					

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)

Rotor Type: Dual Rotors

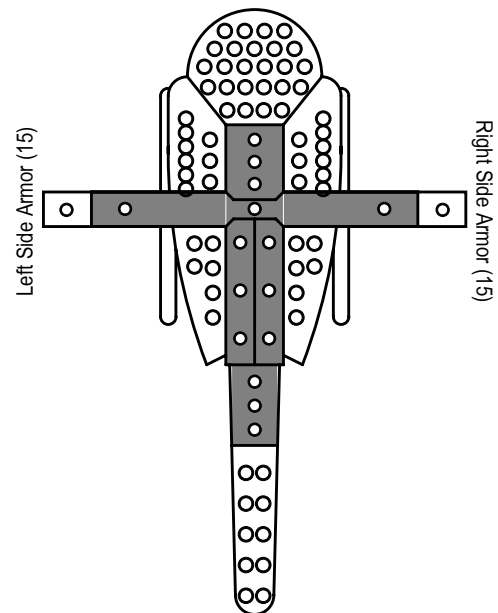
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V.T.O.L. RECORD SHEET

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)
Rotor Type: Dual Rotors

Type: Peregrine IIC A (Human Sphere)			Weapons Inventory		
Config: V.T.O.L. Omni		Tons: 30	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 Large Pulse Laser	F 10	- 6 14 20
Clan 3067 Level 3		Flank MP:			
Crew:					
Gunnery Skill:		Piloting Skill:			
Cost, C-Bills: 39,949,500					
BV: 1,469		WV: 265 / 265			
Ammo					
Critical Damage			Fuselage Inventory		
Rotor Damaged	☐	Engine Hit	310 XXL Fusion Engine		
Rotor Destroyed	☐		1 Jet Booster		
			2 Crew Members		
			1 CASE System		
			1 Targeting Computer B		

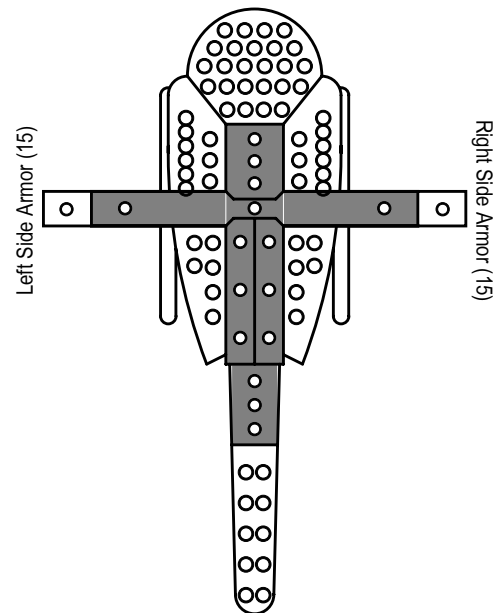
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V.T.O.L. RECORD SHEET

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)
Rotor Type: Dual Rotors

Type: Peregrine IIC B (Human Sphere)			Weapons Inventory		
Config: V.T.O.L. Omni		Tons: 30	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 LRM 20	F 1/hit	- 7 14 21
Clan 3067 Level 3		Flank MP:			
Crew:					
Gunnery Skill:		Piloting Skill:			
Cost, C-Bills: 40,312,000					
BV: 1,361		WV: 205 / 205			
Ammo					
Ammo Type	Rounds				
LRM 20	18				
Critical Damage			Fuselage Inventory		
Rotor Damaged	☐	Engine Hit	310 XXL Fusion Engine		
Rotor Destroyed	☐		1 Jet Booster		
			2 Crew Members		
			1 CASE System		
			1 Targeting Computer B		

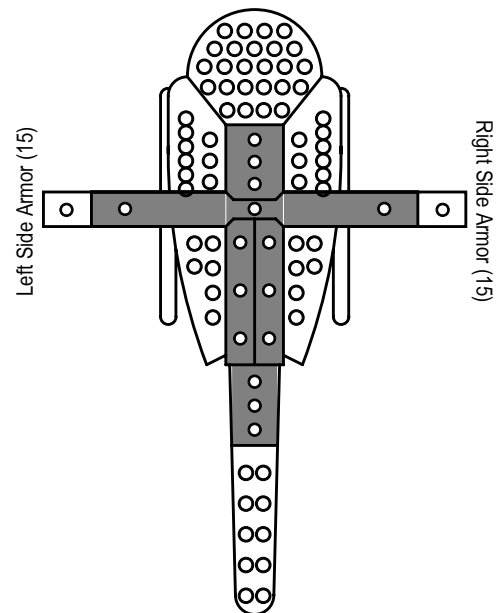
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V.T.O.L. RECORD SHEET

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)
Rotor Type: Dual Rotors

Type: Peregrine IIC C (Human Sphere)			Weapons Inventory		
Config: V.T.O.L. Omni		Tons: 30	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	2 Streak SRM 6	F	2/hit - 4 8 12
Clan 3067 Level 3		Flank MP:			
Crew:					
Gunnery Skill:		Piloting Skill:			
Cost, C-Bills: 40,332,000					
BV: 1,235		WV: 210 / 315			
Ammo Ammo Type Rounds Streak SRM 6 30			Fuselage Inventory 310 XXL Fusion Engine 1 Jet Booster 2 Crew Members 1 CASE System 1 Targeting Computer B		
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐					

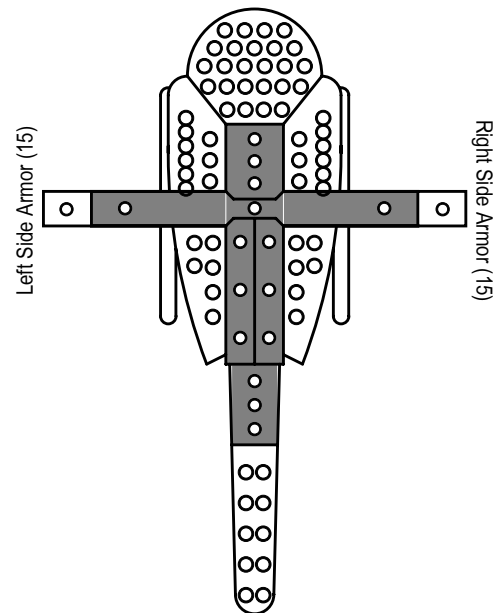
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V.T.O.L. RECORD SHEET

Total Armor Pts = 67
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (10)
Rotor Type: Dual Rotors

Type: Peregrine IIC SW (Human Sphere)			Weapons Inventory		
Config: V.T.O.L. Omni		Tons: 30	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Streak SRM 4	F	2/hit - 4 8 12
Clan 3067 Level 3		Flank MP:	2 Machine Gun	F	2 - 1 2 3
			1 Flamer	F	2 - 1 2 3
Crew:					
Gunnery Skill:		Piloting Skill:			
Cost, C-Bills: 39,867,000					
BV: 659		WV: 85 / 121			
Ammo Ammo Type Rounds Streak SRM 4 25 Machine Gun 100			Fuselage Inventory 310 XXL Fusion Engine 1 Jet Booster 2 Crew Members 1 CASE System 1 Targeting Computer B 3.50T Environmental Sealing and Fuel		
Critical Damage Rotor Damaged ☐ Engine Hit ☐ Rotor Destroyed ☐					

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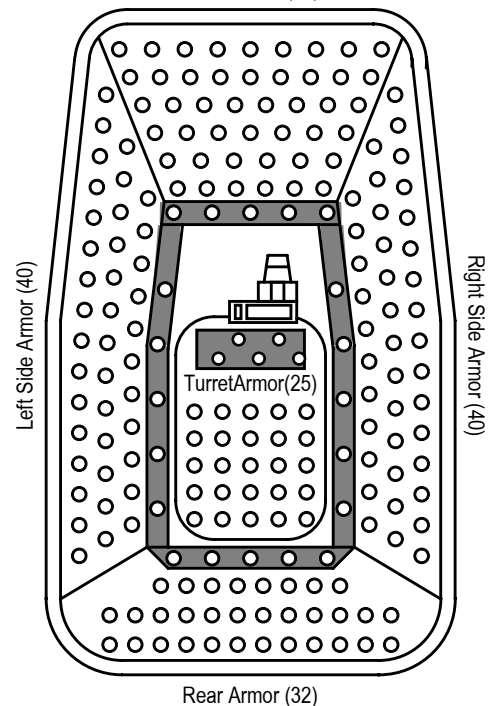
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC Base (Human Sphere)			Weapons Inventory			
Config: Hovercraft Omni			# Type Loc Dmg Min S M L			
Tons: 50						
Technology Base:		Cruising MP:	Flank MP:			
Clan 3065 Level 2		10	15			
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 9,883,333						
BV: 540		WV: 0 / 0				
Ammo						
Critical Damage						
Airskirt Damaged	☐	Engine Hit	☐			
Lift Fan Destroyed	☐	Turret Locked	☐			



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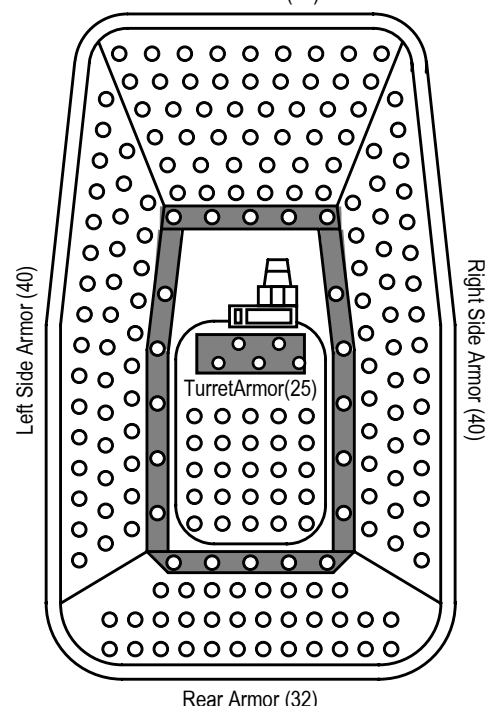
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC Prime (Human Sphere)			Weapons Inventory			
Config: Hovercraft Omni			# Type Loc Dmg Min S M L			
Tons: 50						
Technology Base:		Cruising MP:	Flank MP:			
Clan 3065 Level 2-FA		10	15			
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 10,592,083						
BV: 1,385		WV: 1,109 / 1,109				
Ammo						
Ammo Type	Rounds					
SRM 2	25					
Critical Damage						
Airskirt Damaged	☐	Engine Hit	☐			
Lift Fan Destroyed	☐	Turret Locked	☐			



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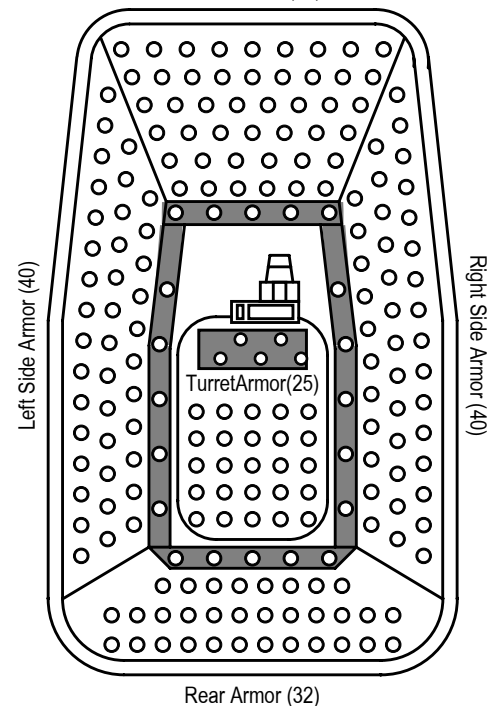
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC A (Human Sphere)			Weapons Inventory		
Config: Hovercraft Omni		Tons: 50	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 Large Pulse Laser	T 10	- 6 14 20
Clan		Flank MP:	1 Streak SRM 4	F 2/hit	- 4 8 12
3065 Level 2-FA		10 15	1 Machine Gun	F 2	- 1 2 3
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 10,693,958					
BV: 1,366 WV: 774 / 867					
Ammo					
Ammo Type	Rounds				
Streak SRM 4	25				
Machine Gun	50				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
265 XL Fusion Engine					
4 Crew Members					
1 CASE System					
7.00T Infantry Bay					



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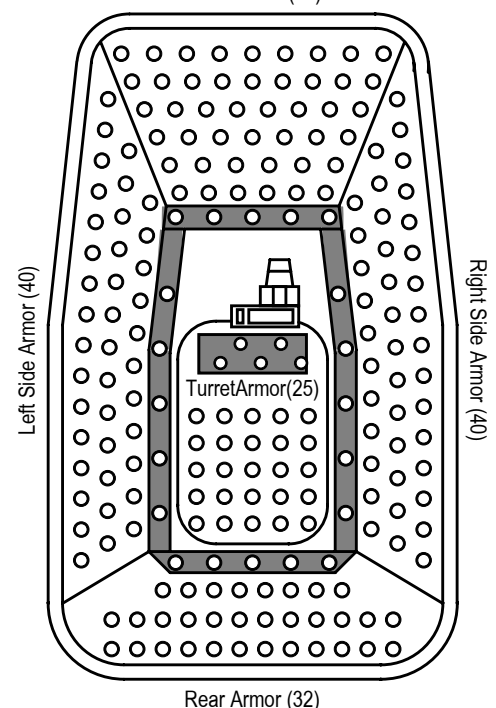
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC B (Human Sphere)			Weapons Inventory		
Config: Hovercraft Omni		Tons: 50	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	2 Streak SRM 4	T 2/hit	- 4 8 12
Clan		Flank MP:	1 Streak SRM 4	F 2/hit	- 4 8 12
3065 Level 2		10 15	3 ER Small Laser	F 5	- 2 4 6
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 10,912,708					
BV: 1,345 WV: 861 / 1,144					
Ammo					
Ammo Type	Rounds				
Streak SRM 4	50				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
265 XL Fusion Engine					
4 Crew Members					
1 CASE System					
7.00T Infantry Bay					



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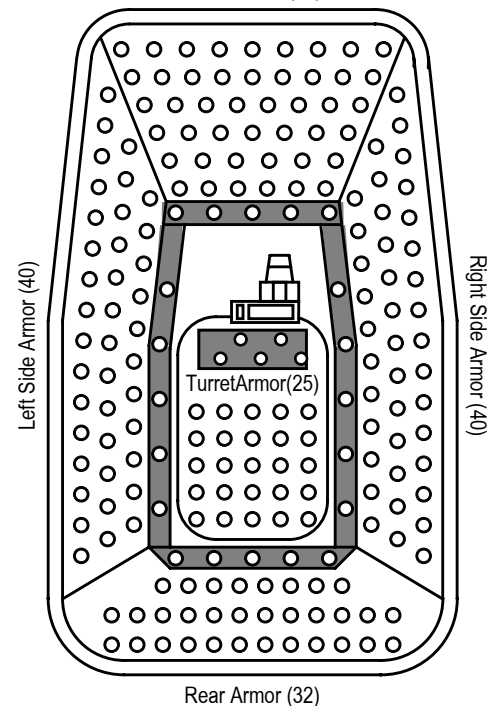
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC C (Human Sphere)			Weapons Inventory			
Config: Hovercraft Omni		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Streak SRM 6	T	2/hit	- 4 8 12
Clan		Flank MP:	2 Machine Gun	F	2	- 1 2 3
3065 Level 2		10	1 Machine Gun	LS	2	- 1 2 3
Crew:			1 Machine Gun	RS	2	- 1 2 3
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 10,804,583						
BV: 1,199 WV: 597 / 873						
Ammo						
Ammo Type	Rounds					
Streak SRM 6	30					
Machine Gun	100					
Critical Damage						
Airskirt Damaged	☐	Engine Hit	☐			
Lift Fan Destroyed	☐	Turret Locked	☐			
			Body Inventory			
			265 XL Fusion Engine			
			4 Crew Members			
			1 CASE System			
			7.00T Infantry Bay			



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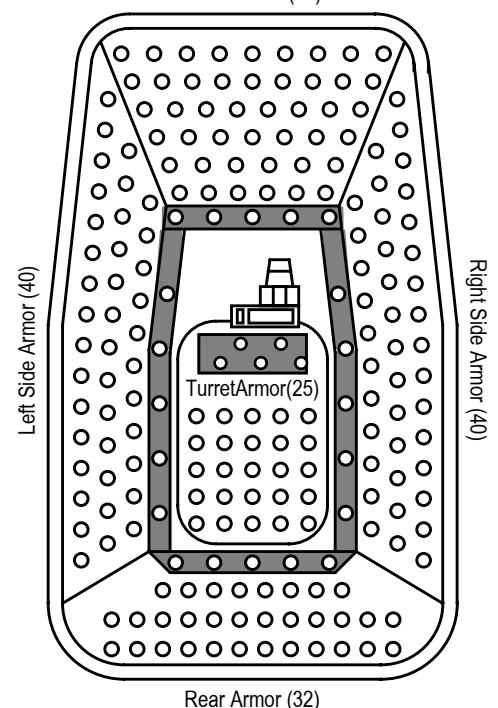
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC D (Human Sphere)			Weapons Inventory			
Config: Hovercraft Omni		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 LRM 15 w/ Artemis IV	T	1/hit	- 7 14 21
Clan		Flank MP:	3 Machine Gun	F	2	- 1 2 3
3065 Level 2		10	1 Machine Gun	LS	2	- 1 2 3
Crew:			1 Machine Gun	RS	2	- 1 2 3
Gunnery Skill:		Driving Skill:	1 Machine Gun	R	2	- 1 2 3
Cost, C-Bills: 11,097,083						
BV: 1,202 WV: 506 / 594						
Ammo						
Ammo Type	Rounds					
LRM 15	24					
Machine Gun	100					
Critical Damage						
Airskirt Damaged	☐	Engine Hit	☐			
Lift Fan Destroyed	☐	Turret Locked	☐			
			Body Inventory			
			265 XL Fusion Engine			
			4 Crew Members			
			1 CASE System			
			7.00T Infantry Bay			



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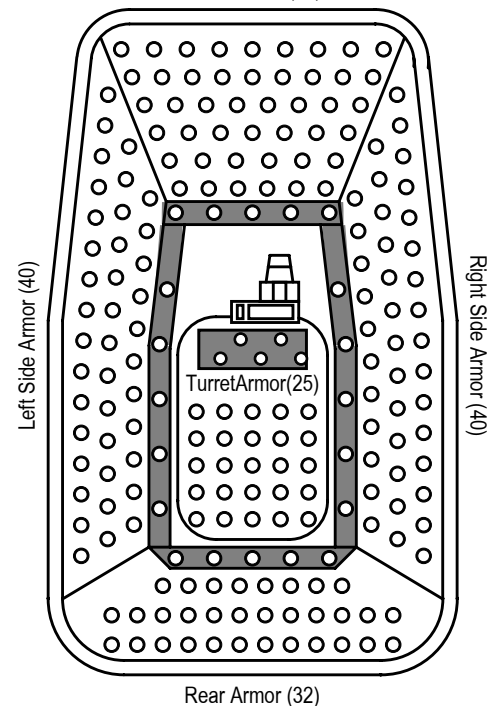
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC E (Human Sphere)			Weapons Inventory		
Config: Hovercraft Omni		Tons: 50	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 LRM 15 w/ Artemis IV	T 1/hit	- 7 14 21
Clan		Flank MP:	2 ER Medium Laser	F 7	- 5 10 15
3065 Level 2		10	15		
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 11,420,833					
BV: 1,634		WV: 1,106 / 1,193			
Ammo					
Ammo Type	Rounds				
LRM 15	24				
Body Inventory					
265 XL Fusion Engine					
4 Crew Members					
1 CASE System					
7.00T Infantry Bay					
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		



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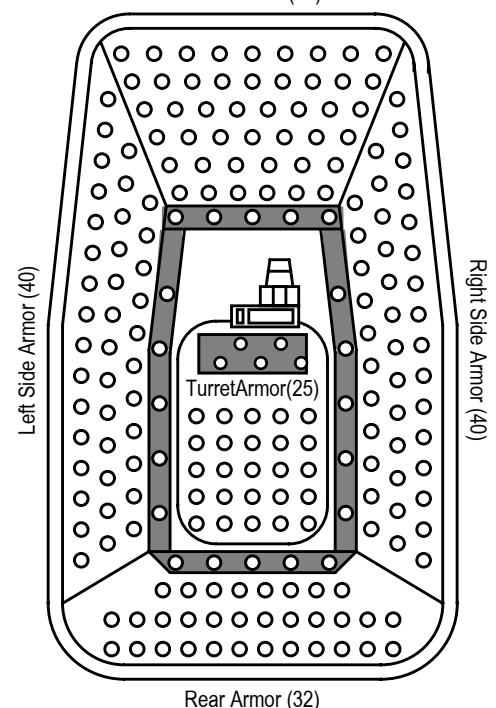
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)
Left Side Armor (40)
Right Side Armor (40)
Rear Armor (32)

Type: Bandit IIC F (Human Sphere)			Weapons Inventory		
Config: Hovercraft Omni		Tons: 50	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 ER Large Laser	T 10	- 8 15 25
Clan		Flank MP:	1 ER Small Laser	F 5	- 2 4 6
3065 Level 2-FA		10	2 Machine Gun	F 2	- 1 2 3
15					
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 10,457,708					
BV: 1,206		WV: 725 / 725			
Ammo					
Ammo Type	Rounds				
Machine Gun	100				
Body Inventory					
265 XL Fusion Engine					
4 Crew Members					
1 CASE System					
7.00T Infantry Bay					
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		



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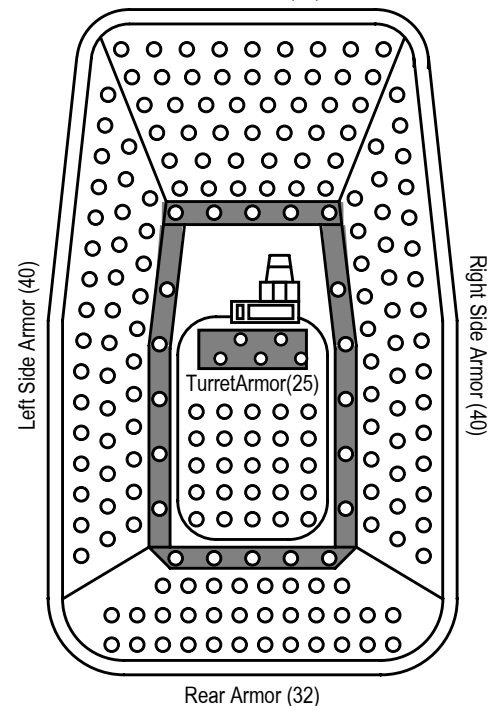
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 182
(Ferro-Fibrous)
Front Armor (45)

Type: Bandit IIC G (Human Sphere)			Weapons Inventory						
Config: Hovercraft Omni		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	2 Medium Pulse Laser		T	7	-	4	8 12
Clan		Flank MP:	3 ER Small Laser		F	5	-	2	4 6
3065 Level 2-FA		10							
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 10,287,708									
BV: 1,265		WV: 943 / 943							
Ammo									
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	265 XL Fusion Engine						
Lift Fan Destroyed	☐	Turret Locked	4 Crew Members						
			1 CASE System						
			7.00T Infantry Bay						



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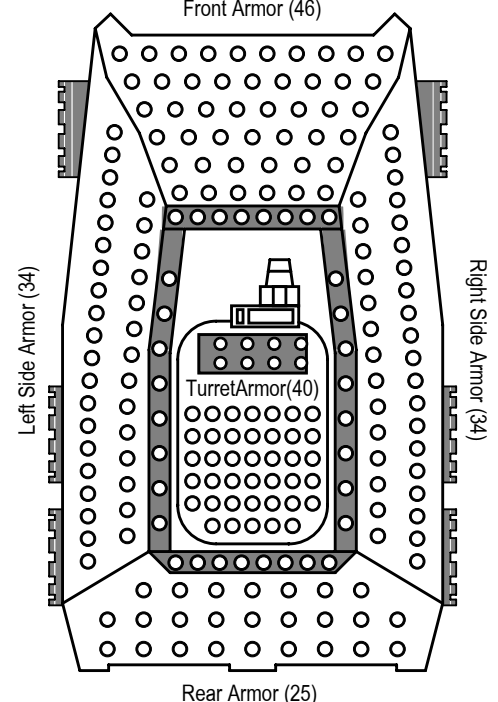
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)
Front Armor (46)

Type: Schiltron II Base (Human Sphere)			Weapons Inventory						
Config: Wheeled Omni		Tons: 80	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:							
Inner Sphere		Flank MP:							
3080 Level 2		3							
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 9,140,833									
BV: 586		WV: 0 / 0							
Ammo									
Critical Damage			Body Inventory						
Wheel Damaged	☐	Engine Hit	220 DAV XL Fusion Engine						
Axle Destroyed	☐	Turret Locked	6 Crew Members						
			1 Guardian ECM						
			B 0 - - - 6						



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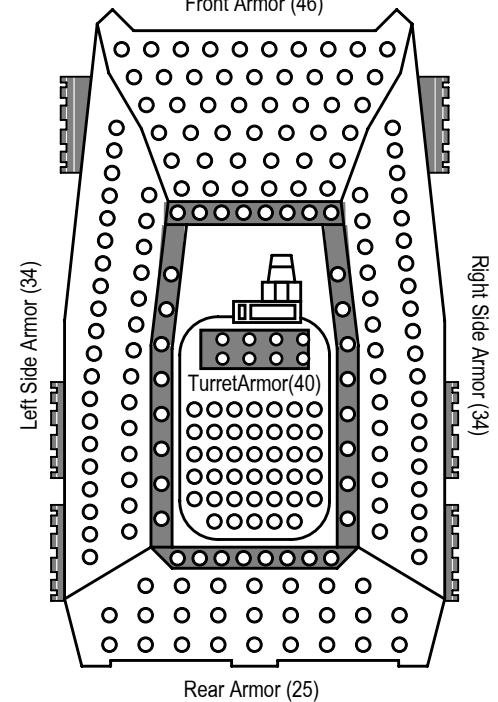
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Rear Armor (25)

Type: Schiltron II Prime (Human Sphere)			Weapons Inventory							
Config: Wheeled Omni		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Arrow IV System	F	20/10	-	-	-	-
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3080 Level 2		3	5	4 Small Laser	T	3	-	1	2	3
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	☐							
Body Inventory										
220 DAV XL Fusion Engine										
6 Crew Members										
1 Guardian ECM	B	0	-	-	-	6				

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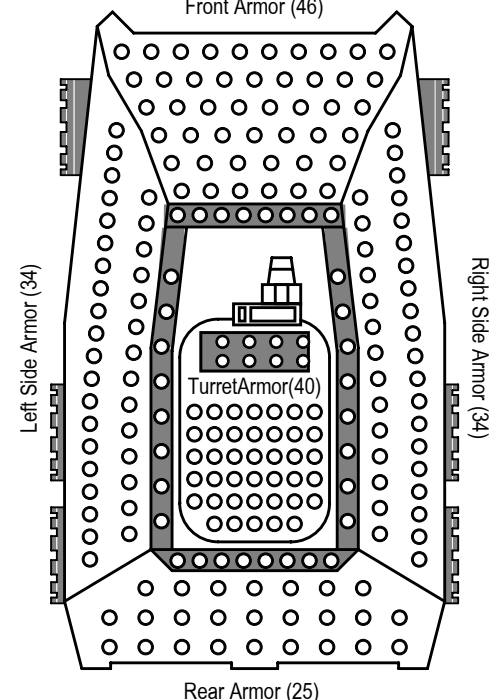
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WHEELED VEHICLE RECORD SHEET

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
Technology Base:		Cruising	Flank	4 MML 7 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 MML 7 w/ Artemis IV	T	1/hit	6	7	14	21
3080 Level 2		3	5	2 Medium Laser	T	5	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 12,562,083										
BV: 1,276		WV: 872 / 988								
Ammo										
Ammo Type	Rounds									
MML 7	170									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							
Body Inventory										
220 DAV XL Fusion Engine										
6 Crew Members										
1 Guardian ECM	B	0	-	-	-	6				

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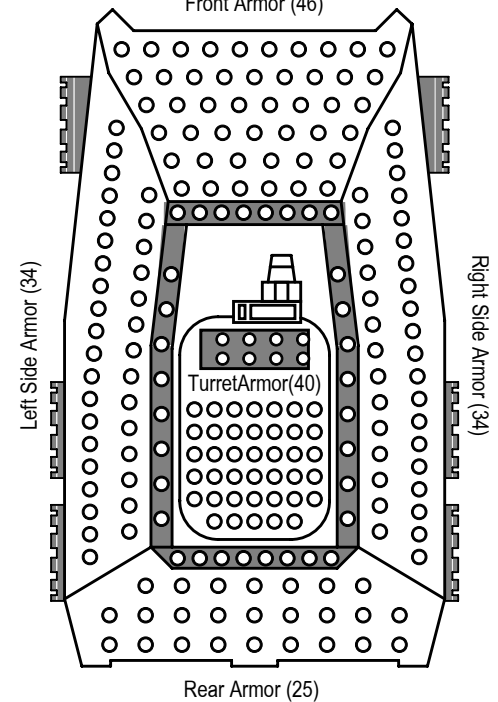
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WHEELED VEHICLE RECORD SHEET

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
Technology Base:		Cruising	Flank	2 LRM 15 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
3080 Level 2		3	5	2 Medium Laser	T	5	-	3	6	9
Crew:				4 Small Laser	T	3	-	1	2	3
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 12,439,583										
BV: 1,554 WV: 1,164 / 1,343										
Ammo				Body Inventory						
Ammo Type	Rounds			220 DAV XL Fusion Engine						
LRM 15	88			6 Crew Members						
Critical Damage				1 Guardian ECM B 0 - - - 6						
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							

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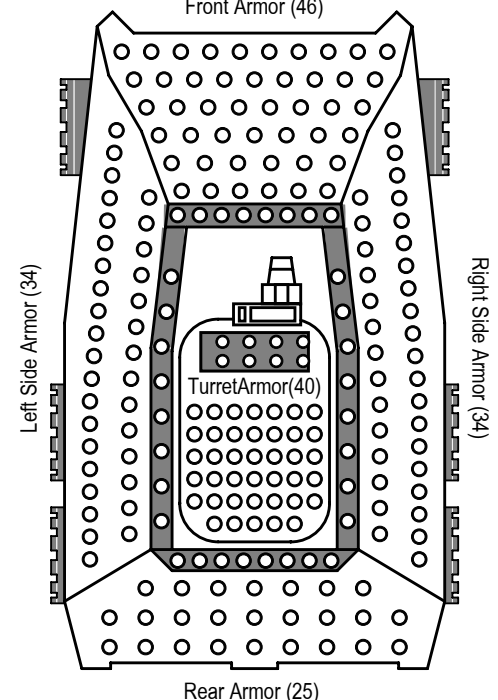
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (46)



Rear Armor (25)

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

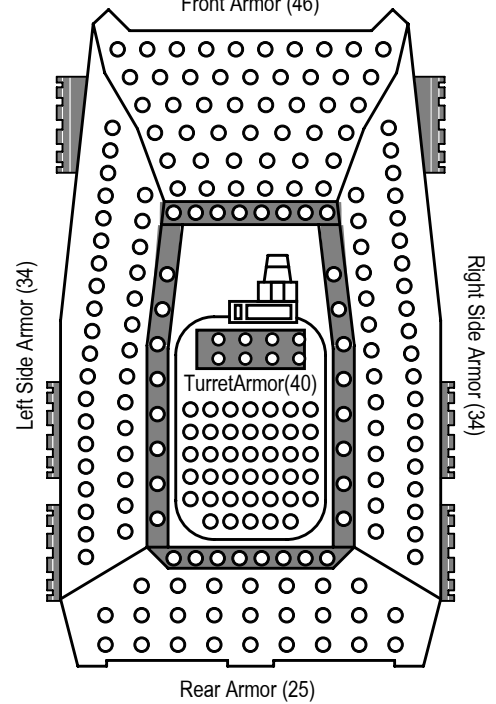
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WHEELED VEHICLE RECORD SHEET

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	Flank	3 MML 9 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 LB 5-X AC	T	5	3	7	14	21
3080 Level 2		3	5	2 Medium Laser	T	5	-	3	6	9
Crew:				4 Small Laser	T	3	-	1	2	3
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 11,867,333										
BV: 1,253 WV: 925 / 997										
Ammo				Body Inventory						
Ammo Type	Rounds			220 DAV XL Fusion Engine						
MML 9	52			6 Crew Members						
LB 5-X AC	40			1 Guardian ECM B 0 - - - 6						
Critical Damage										
Wheel Damaged	☐			Engine Hit	☐					
Axle Destroyed	☐			Turret Locked	☐					

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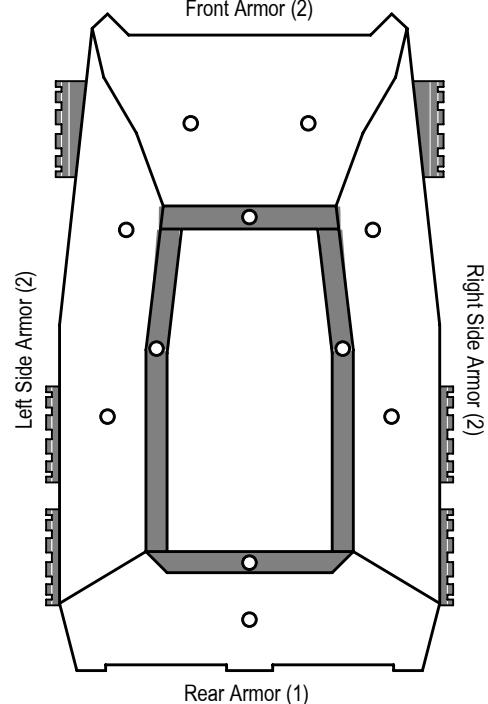
WHEELED VEHICLE RECORD SHEET



Type: Burro (Human Sphere)			Weapons Inventory # Type Loc Dmg Min S M L					
Config: Wheeled		Tons: 2						
Technology Base: Inner Sphere 3060 Level 1-FA		Cruising MP: 6	Flank MP: 9		Body Inventory 10 Omni Fusion Engine 1 Crew Members 0.45T Cargo Bay Capacity			
Crew:								
Gunnery Skill:		Driving Skill:						
Cost, C-Bills: 9,427								
BV: 26		WV: 0 / 0						
Ammo								
Critical Damage Wheel Damaged ☐ Engine Hit ☐ Axle Destroyed ☐								

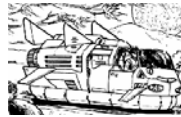
Total Armor Pts = 7
(Standard)

Front Armor (2)



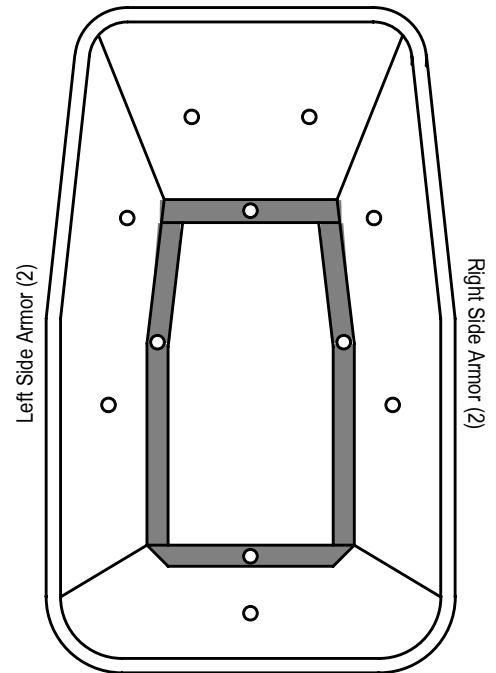
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HOVERCRAFT RECORD SHEET



Total Armor Pts = 7
(Standard)

Front Armor (2)



Rear Armor (1)

Type: Freedom 900 Hover Jeep (Human Sphere)

Config: **Hovercraft**

Tons: **3**

Technology Base:

Inner Sphere

2660 Level 1-FA

Cruising

MP:

10

Flank

MP:

15

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **16,960**

BV: **26**

WV: **0 / 0**

Ammo

Critical Damage

Airskirt Damaged ☐

Engine Hit ☐

Lift Fan Destroyed ☐

Weapons Inventory

Type

Loc Dmg Min S M L

Body Inventory

10 I.C.E. Engine

1 Crew Members

0.75T Cargo Bay Capacity

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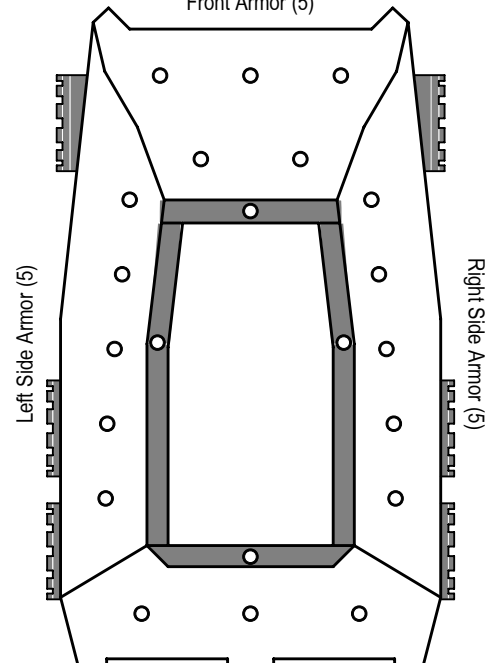
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WHEELED VEHICLE RECORD SHEET



Total Armor Pts = 18
(Standard)

Front Armor (5)



Rear Armor (3)

Type: Heslod Utility Vehicle (Human Sphere)

Config: **Wheeled**

Tons: **7**

Technology Base:

Inner Sphere

3060 Level 1

Cruising

MP:

4

Flank

MP:

6

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **29,153**

BV: **53**

WV: **0 / 0**

Ammo

Critical Damage

Wheel Damaged ☐

Engine Hit ☐

Axle Destroyed ☐

Weapons Inventory

Type

Loc Dmg Min S M L

Body Inventory

10 I.C.E. Engine

1 Crew Members

3.00T Miscellaneous Equipment

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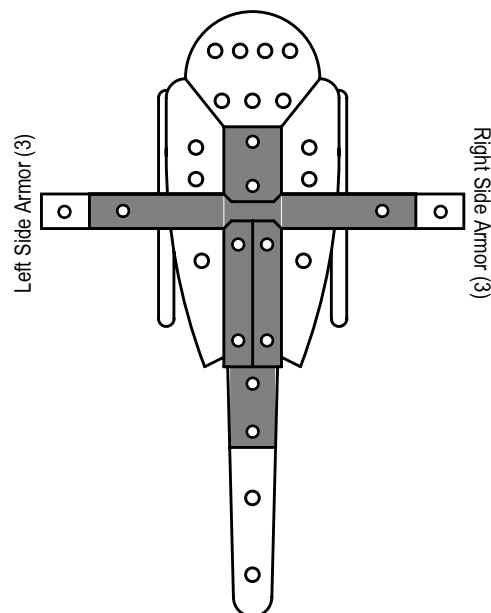
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V.T.O.L. RECORD SHEET



Total Armor Pts = 17
(Standard)

Front Armor (7)



Rear Armor (2)

Rotor Type: Main/Tail Rotors

Type: Lexan Oceanic Series II (Human Sphere)			Weapons Inventory			
Config: V.T.O.L.		Tons: 15	# Type	Loc	Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:				
Inner Sphere	15	23				
2311 Level 2						
Crew:						
Gunnery Skill:	Piloting Skill:					
Cost, C-Bills: 645,000						
BV: 159 WV: 0 / 0						
Ammo						
Critical Damage			Fuselage Inventory			
Rotor Damaged ☐	Engine Hit ☐		130 Vlar Fusion Engine			
Rotor Destroyed ☐			1 Crew Members			
			1 Guardian ECM B 0 - - - 6			
			0.50T Cargo Bay Capacity			
			0.50T Passenger Bay			

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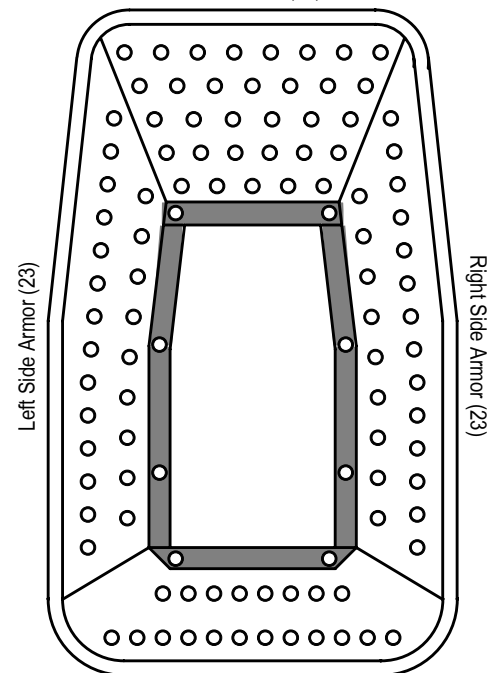
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HOVERCRAFT RECORD SHEET



Total Armor Pts = 98
(Ferro-Fibrous)

Front Armor (32)



Rear Armor (20)

Type: Minion TFR (Human Sphere)			Weapons Inventory			
Config: Hovercraft		Tons: 20	# Type	Loc	Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:				
Inner Sphere	9	14				
3087 Level 2-FA						
Crew:						
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 975,333						
BV: 522 WV: 205 / 205						
Ammo						
Critical Damage			Body Inventory			
Airskirt Damaged ☐	Engine Hit ☐		95 Nissan Fusion Engine			
Lift Fan Destroyed ☐			2 Crew Members			
			1 C3 Slave Unit B + 39 BV for C3			
			1 Targeting Computer B			

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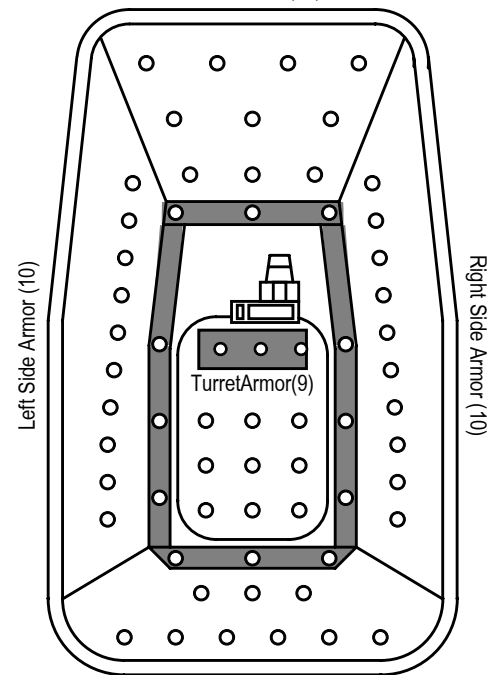
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HOVERCRAFT RECORD SHEET



Total Armor Pts = 48
(Standard)

Front Armor (10)



Rear Armor (9)

Type: **Blizzard TFR (Human Sphere)**

Config: **Hovercraft**

Tons: **25**

Technology Base:

Inner Sphere
3068 Level 1

Cruising

MP:

9

Flank

MP:

14

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **511,250**

BV: **277**

WV: **37 / 37**

Ammo

Ammo Type Rounds
LRM 5 24

Critical Damage

Airskirt Damaged ☐ Engine Hit ☐
Lift Fan Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 5	T	1/hit	6	7	14	21

Body Inventory

95 Nissan Fusion Engine

2 Crew Members

7.00T Infantry Bay

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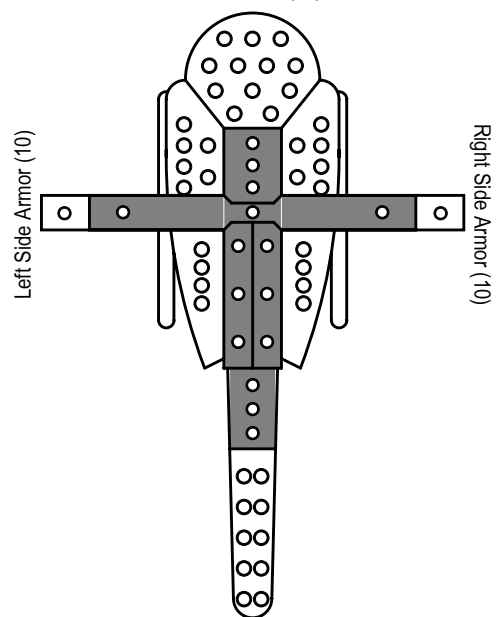
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V.T.O.L. RECORD SHEET



Total Armor Pts = 44
(Standard)

Front Armor (12)



Rear Armor (10)

Rotor Type: Main/Tail Rotors

Type: **Lexan Oceanic Series VIII (Human Sphere)**

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

Tons: **30**

Technology Base:

Inner Sphere
3080 Level 2

Cruising

MP:

8

Flank

MP:

12

Crew:

Gunnery Skill:

Piloting Skill:

Cost, C-Bills: **1,190,000**

BV: **232**

WV: **0 / 0**

Ammo

Ammo Type Rounds
LRM 5 24

Critical Damage

Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Guardian ECM	B	0	-	-	-	6

Fuselage Inventory

100 Hermes Fusion Engine

2 Crew Members

1 Guardian ECM B 0 - - - 6

3.00T Amphibious Armor

0.50T Cargo Bay Capacity

10.00T Luxury Quarters

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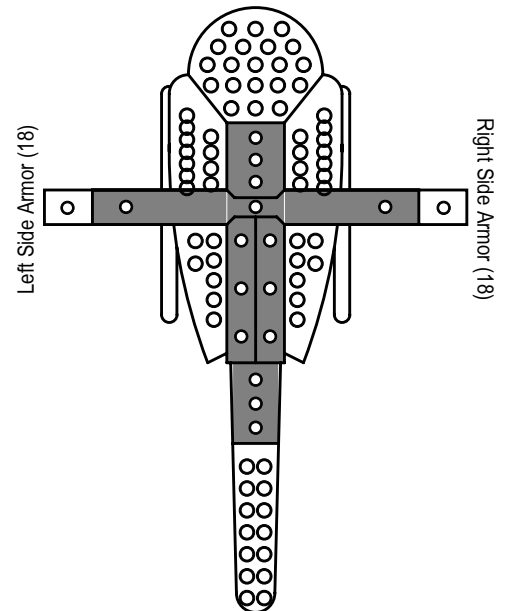
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V.T.O.L. RECORD SHEET



Total Armor Pts = 72
(Ferro-Fibrous)

Front Armor (20)



Rear Armor (14)

Rotor Type: Main/Tail Rotors

Type: Pinto 2 Attack VTOL (Human Sphere)			Weapons Inventory							
Config: V.T.O.L.		Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 LRM 10 w/ Artemis IV	F	1/hit	-	7	14	21
Clan 3079 Level 2-FA		12	18	2 ER Medium Laser	F	7	-	5	10	15
Crew:		1 TAG								
Gunnery Skill:		Piloting Skill:		1 Active Probe	F	-	-	-	-	5
Cost, C-Bills: 5,850,000		1 ECM Suite								
BV: 1,331		WV: 404 / 430								
Ammo		Fuselage Inventory								
Ammo Type	Rounds	220 XL Fusion Engine								
LRM 10	12	2 Crew Members								
Critical Damage		1 CASE System								
Rotor Damaged	☐	Engine Hit	☐	1.50T Infantry Bay						
Rotor Destroyed	☐									

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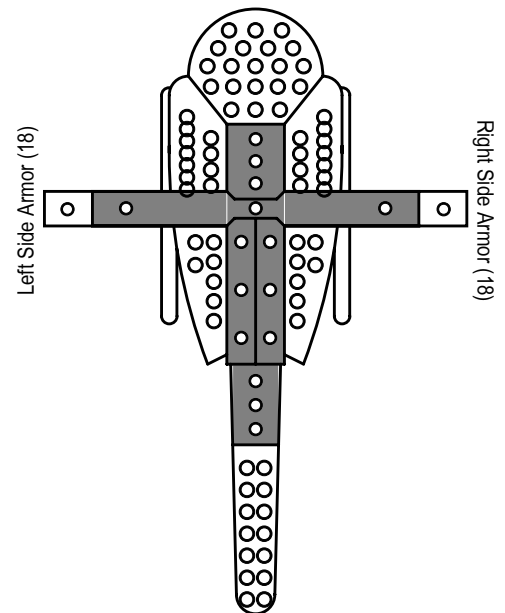
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V.T.O.L. RECORD SHEET



Total Armor Pts = 72
(Ferro-Fibrous)

Front Armor (20)



Rear Armor (14)

Rotor Type: Main/Tail Rotors

Type: Pinto 2 Transport VTOL (Human Sphere)			Weapons Inventory							
Config: V.T.O.L.		Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 LRM 5 w/ Artemis IV	F	1/hit	-	7	14	21
Clan 3079 Level 2-FA		12	18	2 ER Medium Laser	F	7	-	5	10	15
Crew:		1 CASE System								
Gunnery Skill:		Piloting Skill:		6.00T Infantry Bay						
Cost, C-Bills: 4,810,000										
BV: 1,054		WV: 335 / 347								
Ammo		Fuselage Inventory								
Ammo Type	Rounds	220 XL Fusion Engine								
LRM 5	24	2 Crew Members								
Critical Damage		1 CASE System								
Rotor Damaged	☐	Engine Hit	☐	6.00T Infantry Bay						
Rotor Destroyed	☐									

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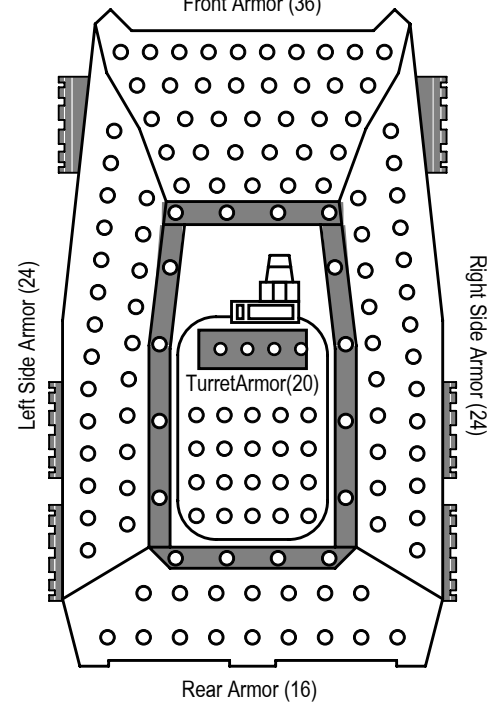
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WHEELED VEHICLE RECORD SHEET



Total Armor Pts = 120
(Standard)

Front Armor (36)



Type: **Chevalier 2 (Human Sphere)**

Config: **Wheeled**

Tons: **35**

Technology Base:

Cruising

Flank

Clan

3079 Level 2

MP:

6

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **1,085,504**

BV: **962**

WV: **546 / 587**

Ammo

Ammo Type Rounds
Streak SRM 2 50

Critical Damage

Wheel Damaged ☐ Engine Hit ☐
Axle Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	ER Large Laser	T	10	-	8	15	25
2	Streak SRM 2	F	2/hit	-	4	8	12

Body Inventory

190 Fusion Engine
3 Crew Members
1 CASE System
1 Targeting Computer B

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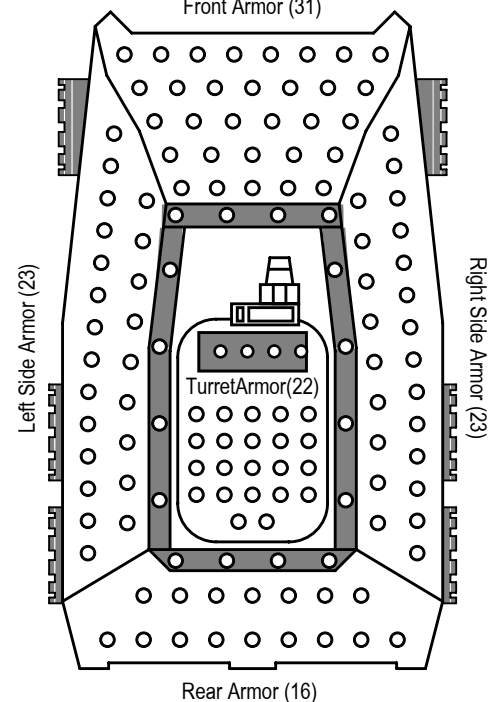
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WHEELED VEHICLE RECORD SHEET



Total Armor Pts = 115
(Ferro-Fibrous)

Front Armor (31)



Type: **Chevalier AIV (Human Sphere)**

Config: **Wheeled**

Tons: **35**

Technology Base:

Cruising

Flank

Clan

3079 Level 2

MP:

6

MP:

9

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **2,932,604**

BV: **679**

WV: **418 / 418**

Ammo

Ammo Type Rounds
Arrow IV System 20

Critical Damage

Wheel Damaged ☐ Engine Hit ☐
Axle Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Arrow IV System	T	20/10	-	-	-	-

Body Inventory

190 XL Fusion Engine
3 Crew Members
1 CASE System
1 Targeting Computer B

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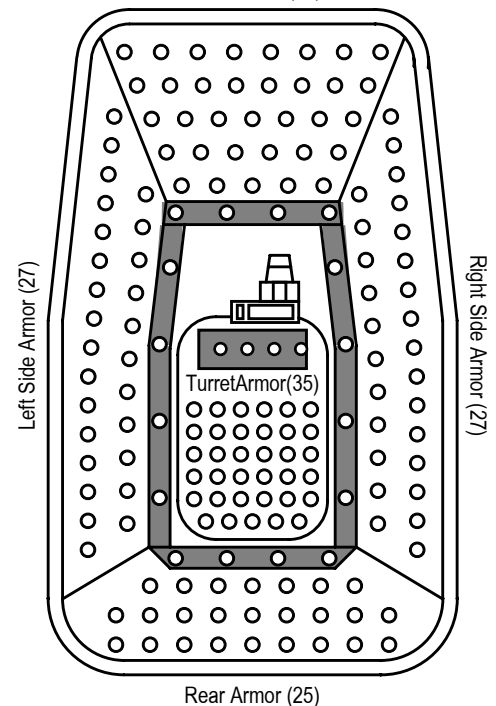
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HOVERCRAFT RECORD SHEET



Total Armor Pts = 148
(Hvy Ferro-Fibrous)
Front Armor (34)

Type: Saxon (Human Sphere)			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 Machine Gun	T	2	-	1	2	3
Inner Sphere		MP:							
3070 Level 3		10							
Crew:		Flank							
Gunnery Skill:		MP:							
Driving Skill:		15							
Cost, C-Bills: 1,229,242									
BV: 445			WV: 9 / 9						
Ammo									
Ammo Type	Rounds								
Machine Gun	100								
Critical Damage			Body Inventory						
Airskirt Damaged	☐	Engine Hit	175 Omni Fusion Engine						
Lift Fan Destroyed	☐	Turret Locked	3 Crew Members						
			7.00T Infantry Platoon Bay						



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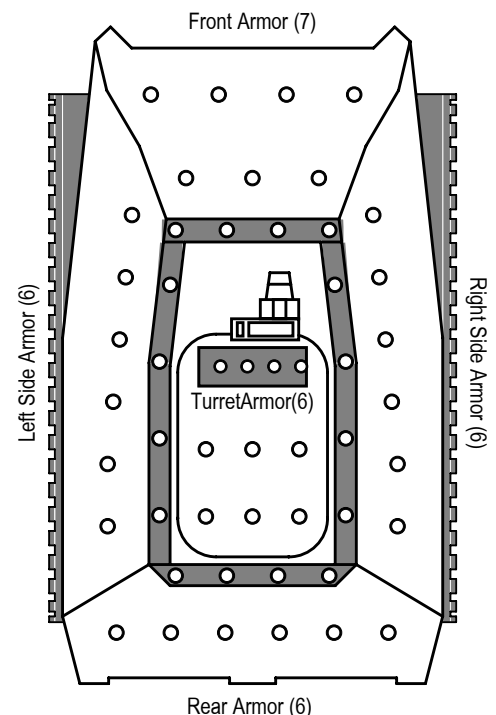
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 31
(Standard)

Type: Sherpa Armored Truck (Human Sphere)			Weapons Inventory						
Config: Tracked		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 Machine Gun	T	2	-	1	2	3
Inner Sphere		MP:							
2400 Level 1		4							
Crew:		Flank							
Gunnery Skill:		MP:							
Driving Skill:		6							
Cost, C-Bills: 222,975									
BV: 142			WV: 2 / 2						
Ammo									
Ammo Type	Rounds								
Machine Gun	200								
Critical Damage			Body Inventory						
Drive Damaged	☐	Engine Hit	140 I.C.E. Engine						
Track Destroyed	☐	Turret Locked	3 Crew Members						
			15.50T Cargo Bay Capacity						



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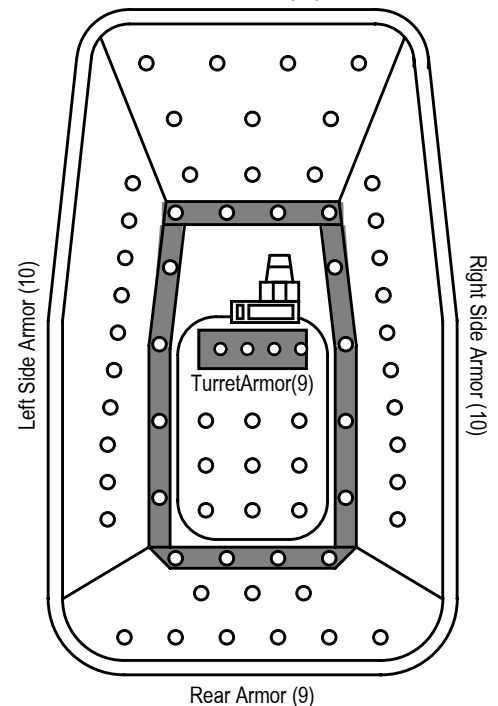
HOVERCRAFT RECORD SHEET



Total Armor Pts = 48
(Standard)

Front Armor (10)

Type: Dillinger (Human Sphere)			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 5	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	1 Machine Gun	T	2	-	1	2	3
3059 Level 1		7	11	1 Machine Gun	F	2	-	1	2	3
Crew:				1 Machine Gun	LS	2	-	1	2	3
Gunnery Skill:		Driving Skill:		1 Machine Gun	RS	2	-	1	2	3
Cost, C-Bills: 755,100				1 Machine Gun	R	2	-	1	2	3
BV: 347 WV: 51 / 51										
Ammo			Body Inventory							
Ammo Type	Rounds		105 I.C.E. Engine							
LRM 5	96		3 Crew Members							
Machine Gun	400		7.00T Police Bay							
Critical Damage			1.00T Paramedic Station							
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							



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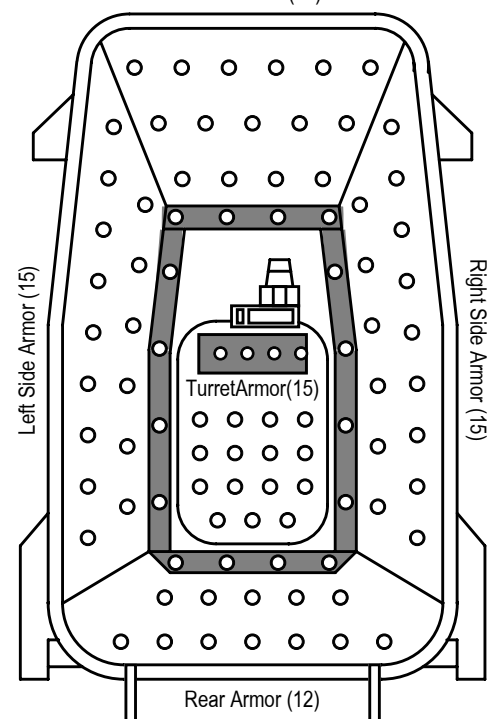
HYDROFOIL RECORD SHEET



Total Armor Pts = 72
(Standard)

Front Armor (15)

Type: Silverfin Coastal Cutter (Human Sphere)			Weapons Inventory							
Config: Hydrofoil		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Autocannon/5	F	5	3	6	12	18
Inner Sphere		MP:	MP:	1 LR Torpedo 5	T	1/hit	6	7	14	21
2302 Level 3		8	12							
Crew:										
Gunnery Skill:		Piloting Skill:								
Cost, C-Bills: 779,444										
BV: 539 WV: 143 / 143										
Ammo			Body Inventory							
Ammo Type	Rounds		125 I.C.E. Engine							
Autocannon/5	100		3 Crew Members							
LR Torpedo 5	48									
Critical Damage										
Foils Damaged	☐	Engine Hit	☐							
Foils Destroyed	☐	Turret Locked	☐							



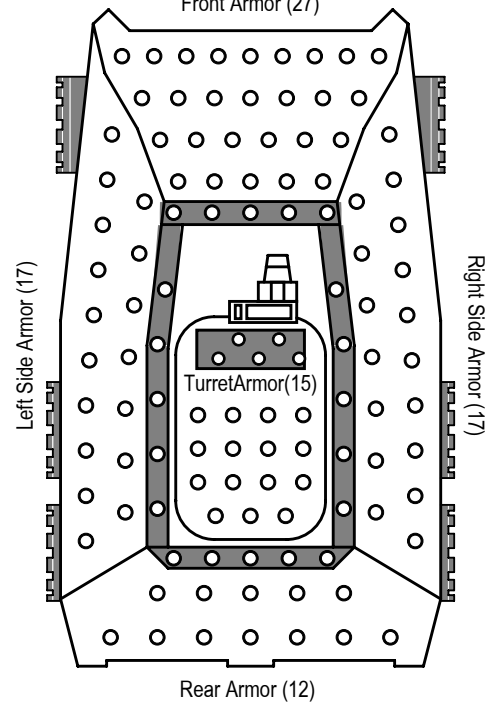
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (27)



Rear Armor (12)

Type: Glaive (Human Sphere)			Weapons Inventory							
Config: Wheeled		Tons: 45		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 15 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	1 ER Large Laser	T	8	-	7	14	19
3069 Level 2		5	8	2 Machine Gun	T	2	-	1	2	3
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 1,659,263										
BV: 806		WV: 332 / 360								
Ammo										
Ammo Type	Rounds									
LRM 15	16									
Machine Gun	100									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐	Body Inventory						
Axle Destroyed	☐	Turret Locked	☐							
				205 Vlar Fusion Engine						
				3 Crew Members						

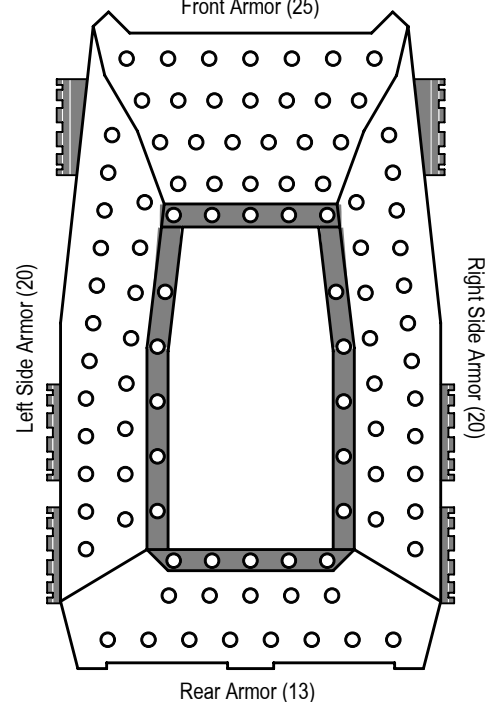
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 78
(Standard)

Front Armor (25)



Rear Armor (13)

Type: Burro II (Human Sphere)			Weapons Inventory							
Config: Wheeled		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank							
Inner Sphere		MP:	MP:							
3060 Level 2-FA		3	5							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 697,917										
BV: 241		WV: 0 / 0								
Ammo										
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐	Body Inventory						
Axle Destroyed	☐									
				130 Vlar Fusion Engine						
				4 Crew Members						
				5.00T Environmental Sealing						
				25.75T Cargo Bay Capacity						

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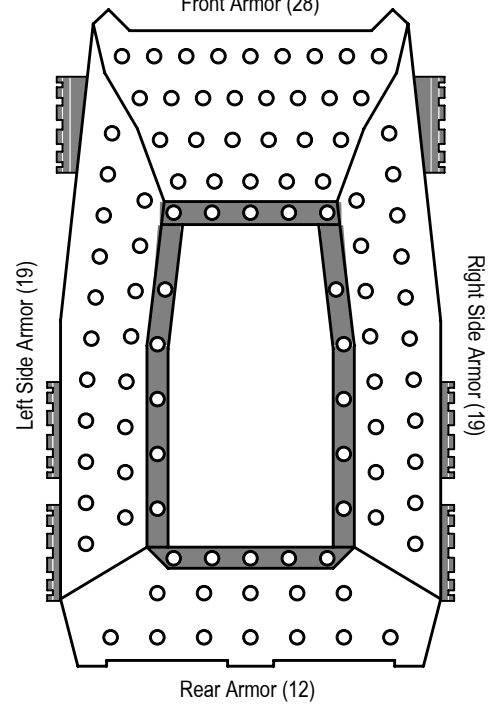
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WHEELED VEHICLE RECORD SHEET



Total Armor Pts = 78
(Standard)

Front Armor (28)



Type: Lesseps Dump Truck (Human Sphere)

Config: **Wheeled**

Tons: **50**

Technology Base:

Inner Sphere
3054 Level 1

Cruising

MP:

3

Flank

MP:

5

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **291,667**

BV: **241**

WV: **0 / 0**

Ammo

Critical Damage

Wheel Damaged ☐

Engine Hit ☐

Axle Destroyed ☐

Weapons Inventory

Type

Loc Dmg Min S M L

Body Inventory

130 I.C.E. Engine

4 Crew Members

5.00T Backhoe

1.00T Dumper Mechanism

22.50T Cargo Bay Capacity

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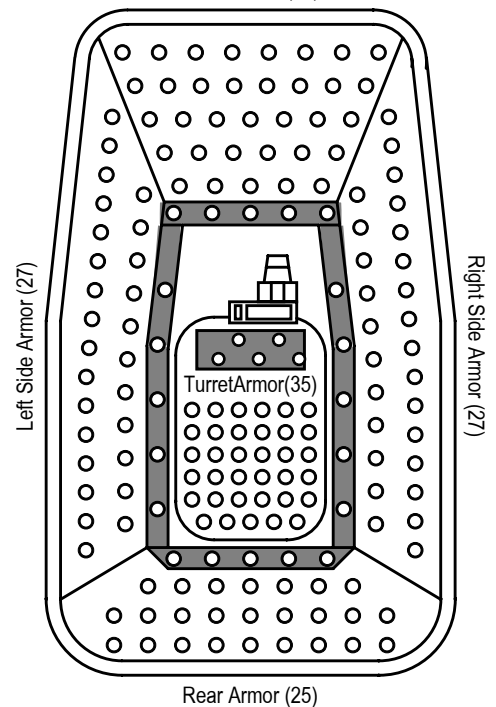
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HOVERCRAFT RECORD SHEET



Total Armor Pts = 148
(Hvy Ferro-Fibrous)

Front Armor (34)



Type: Maxim MML (Human Sphere)

Config: **Hovercraft**

Tons: **50**

Technology Base:

Inner Sphere
3090 Level 3

Cruising

MP:

8

Flank

MP:

12

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **2,482,000**

BV: **764**

WV: **271 / 271**

Ammo

Ammo Type Rounds

MML 3 120

Machine Gun 200

Critical Damage

Airskirt Damaged ☐

Engine Hit ☐

Lift Fan Destroyed ☐

Turret Locked ☐

Weapons Inventory

Type

Loc Dmg Min S M L

2 MML 3

T 1/hit 6 7 14 21

3 MML 3

F 1/hit 6 7 14 21

2 Machine Gun

T 2 - 1 2 3

Body Inventory

165 VOX Fusion Engine

4 Crew Members

7.00T Infantry Platoon Bay

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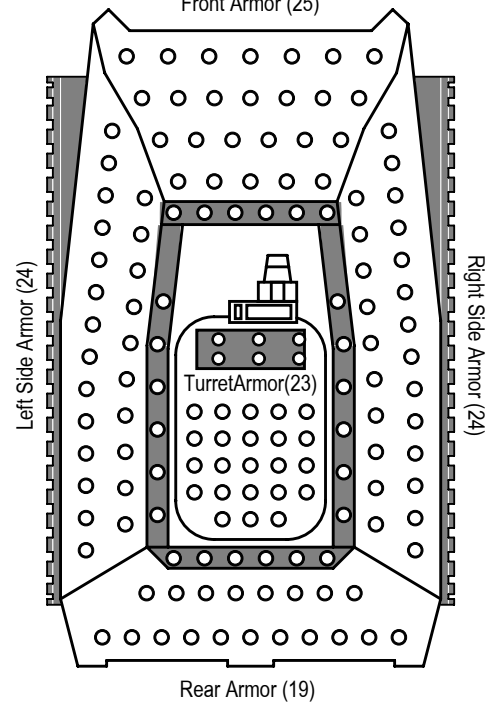
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 115
(Ferro-Fibrous)

Front Armor (25)



Type: Prowler 2 (Human Sphere)			Weapons Inventory		
Config: Tracked	Tons: 55		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	2 Medium Pulse Laser	T 7 - 4 8 12	
Clan			1 LRM 10	T 1/hit - 7 14 21	
3079 Level 2	4	6	1 Streak SRM 2	F 2/hit - 4 8 12	
Crew:			Body Inventory		
Gunnery Skill:	Driving Skill:		220 Fusion Engine		
Cost, C-Bills: 2,519,783			4 Crew Members		
BV: 918	WV: 671 / 688		1 Active Probe	B 0 - - - 5	
Ammo			1 CASE System		
Ammo Type	Rounds		1 Targeting Computer	B	
LRM 10	24		5.50T Amphibious Equipment		
Streak SRM 2	50		6.50T Cargo Bay Capacity		
Critical Damage					
Drive Damaged ☐	Engine Hit ☐				
Track Destroyed ☐	Turret Locked ☐				

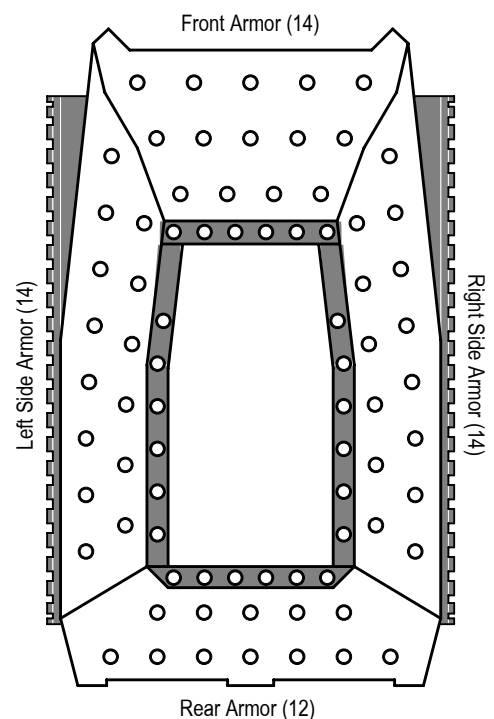
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Total Armor Pts = 54
(Standard)



Type: LRM Carrier TFR (Human Sphere)			Weapons Inventory		
Config: Tracked	Tons: 60		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	3 LRM 20 w/ Artemis IV	F 1/hit 6 7 14 21	
Inner Sphere					
3073 Level 2	2	3			
Crew:			Body Inventory		
Gunnery Skill:	Driving Skill:		120 I.C.E. Engine		
Cost, C-Bills: 3,032,000			4 Crew Members		
BV: 783	WV: 196 / 236		1 C³ Slave Unit	B + 228 BV for C³	
Ammo			1 CASE System		
Ammo Type	Rounds				
LRM 20	30				
Critical Damage					
Drive Damaged ☐	Engine Hit ☐				
Track Destroyed ☐					

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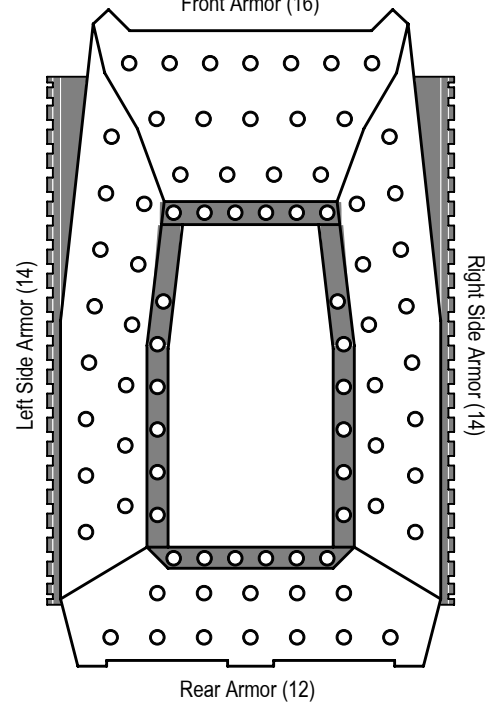
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 56
(Standard)

Front Armor (16)



Rear Armor (12)

Type: MML Carrier TFR (Human Sphere)			Weapons Inventory		
Config: Tracked	Tons: 60		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	4 MML 9 w/ Artemis IV	F	1/hit 6 7 14 21
Inner Sphere 3073 Level 2	3	5			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 2,792,000					
BV: 677 WV: 163 / 196					
Ammo			Body Inventory		
Ammo Type	Rounds		180 I.C.E. Engine		
MML 9	52		4 Crew Members		
Critical Damage			1 C3 Slave Unit B + 144 BV for C3		
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐		1 CASE System		

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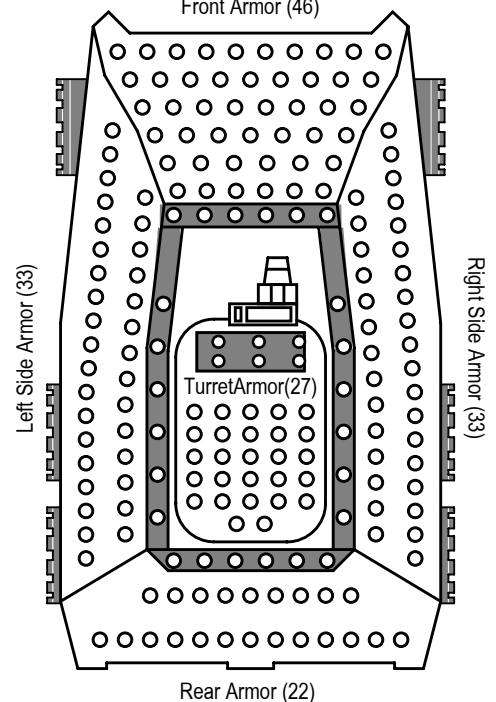
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WHEELED VEHICLE RECORD SHEET



Total Armor Pts = 161
(Ferro-Fibrous)

Front Armor (46)



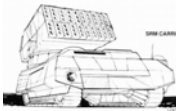
Rear Armor (22)

Type: Morningstar TFR (Human Sphere)			Weapons Inventory		
Config: Wheeled	Tons: 60		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 LB 10-X AC	T	10 - 6 12 18
Inner Sphere 3087 Level 2	5	8			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 8,789,950					
BV: 812 WV: 362 / 362					
Ammo			Body Inventory		
Ammo Type	Rounds		280 VOX XL Fusion Engine		
LB 10-X AC	20		4 Crew Members		
Critical Damage			1 C3 Master Computer B + 62 BV for C3		
Wheel Damaged	☐	Engine Hit	☐		
Axle Destroyed	☐	Turret Locked	☐		
			1 CASE System		
			1 Targeting Computer B		
			7.00T Infantry Bay		

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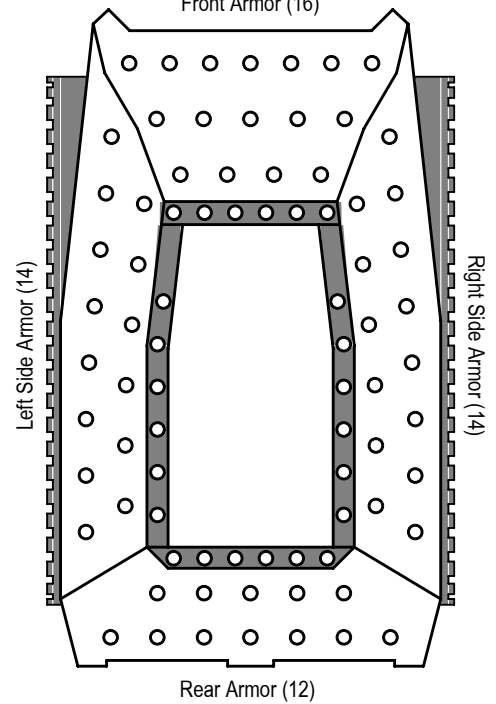
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Total Armor Pts = 56
(Standard)

Front Armor (16)



Type: **SRM Carrier TFR (Human Sphere)**

Config: **Tracked**

Tons: **60**

Technology Base:

Inner Sphere
3073 Level 2

Cruising

MP:

3

Flank

MP:

5

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **3,329,600**

BV: **744**

WV: **321 / 386**

Ammo

Ammo Type
SRM 6

Rounds
60

Critical Damage

Drive Damaged ☐

Engine Hit ☐

Track Destroyed ☐

Weapons Inventory

Type

Loc Dmg Min S M L

7 SRM 6 w/ Artemis IV F 2/hit - 3 6 9

Body Inventory

180 I.C.E. Engine

4 Crew Members

1 C3 Slave Unit B + 173 BV for C3

1 CASE System

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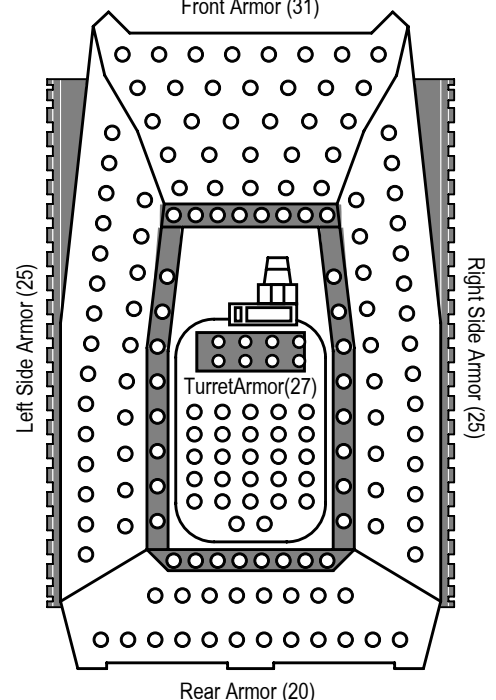
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 128
(Standard)

Front Armor (31)



Type: **Brutus TFR (Human Sphere)**

Config: **Tracked**

Tons: **75**

Technology Base:

Inner Sphere
3068 Level 2

Cruising

MP:

3

Flank

MP:

5

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **3,608,500**

BV: **985**

WV: **630 / 630**

Ammo

Ammo Type
MML 9

Rounds
39

Critical Damage

Drive Damaged ☐

Engine Hit ☐

Track Destroyed ☐

Turret Locked ☐

Weapons Inventory

Type

Loc Dmg Min S M L

2 Large Laser T 8 - 5 10 15

3 MML 9 T 1/hit 6 7 14 21

Body Inventory

225 VOX Fusion Engine

5 Crew Members

1 CASE System

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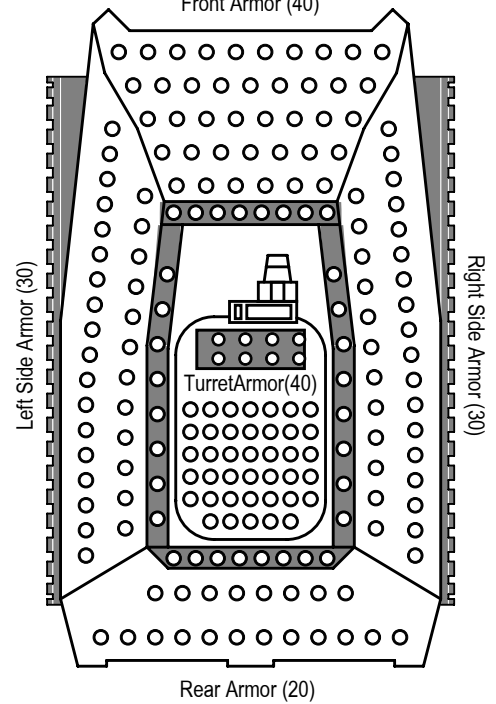
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Total Armor Pts = 160
(Standard)

Front Armor (40)



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

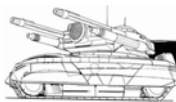
Body Inventory

240 I.C.E. Engine
6 Crew Members

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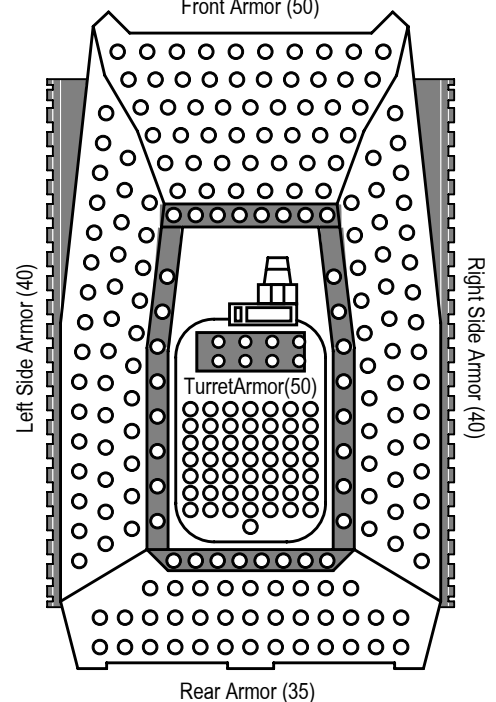
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 215
(Ferro-Fibrous)

Front Armor (50)



Type: **Partisan 3 (Human Sphere)**

Config: **Tracked**

Tons: **80**

Technology Base:

Inner Sphere
3068 Level 2

Cruising

MP:

3

Flank

MP:

5

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **12,411,900**

BV: **1,120**

WV: **811 / 811**

Ammo

Ammo Type Rounds
LB 5-X AC 40

Critical Damage

Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
4	LB 5-X AC	T	5	3	7	14	21
1	C3 Slave Unit	T					

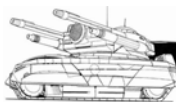
Body Inventory

240 Pitban XL Fusion Engine
6 Crew Members
1 CASE System
1 Targeting Computer B

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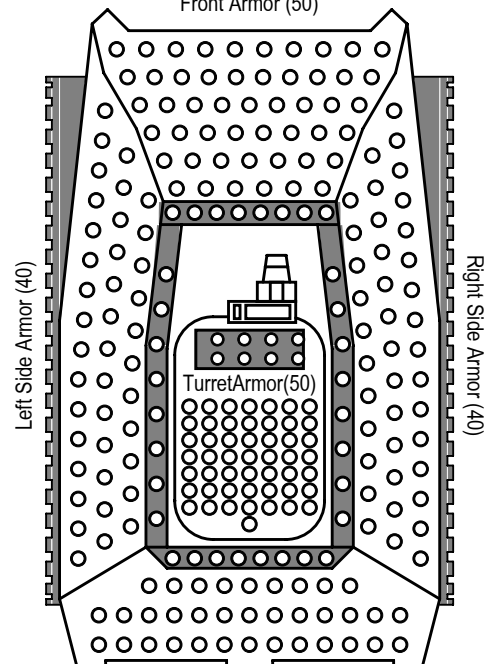
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 215
(Ferro-Fibrous)

Front Armor (50)



Rear Armor (35)

Type: Partisan 3C (Human Sphere)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LB 5-X AC	T	5	3	7	14	21
Inner Sphere		MP:	MP:	2 LB 2-X AC	T	2	4	9	18	27
3068 Level 2		3	5	1 C3 Master Computer	T					
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 14,287,500										
BV: 1,023		WV: 557 / 557								
Ammo										
Ammo Type	Rounds									
LB 5-X AC	40									
LB 2-X AC	45									
Body Inventory										
240 Pitban XL Fusion Engine										
6 Crew Members										
1 CASE System										
1 Targeting Computer B										
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

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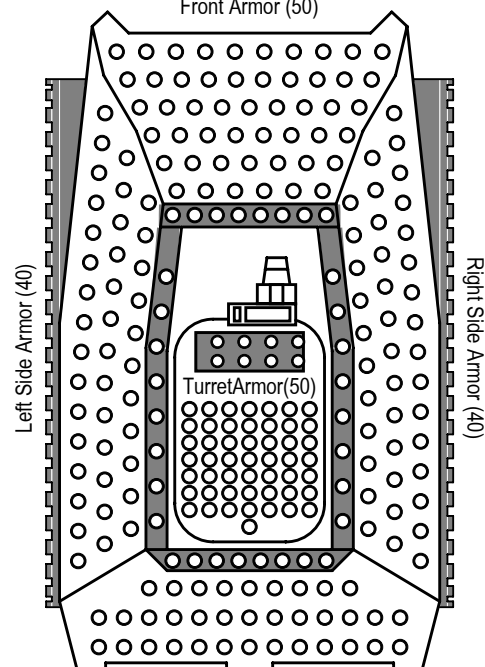
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TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 215
(Ferro-Fibrous)

Front Armor (50)



Rear Armor (35)

Type: Partisan 3CC (Human Sphere)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	4 LB 2-X AC	T	2	4	9	18	27
Inner Sphere		MP:	MP:	2 C3 Master Computer	T					
3068 Level 2		3	5							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 16,584,300										
BV: 910		WV: 303 / 303								
Ammo										
Ammo Type	Rounds									
LB 2-X AC	135									
Body Inventory										
240 Pitban XL Fusion Engine										
6 Crew Members										
1 CASE System										
1 Targeting Computer B										
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

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SUPER-HEAVY TANK RECORD SHEET

Type: Saturn Harvester (Human Sphere)			Weapons Inventory		
Config: Tracked		Tons: 175	#	Type	Loc Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:			
Inner Sphere	2	3			
2652 Level 3					
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 14,744,444					
BV: 512 WV: 0 / 0					
Ammo					
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐				

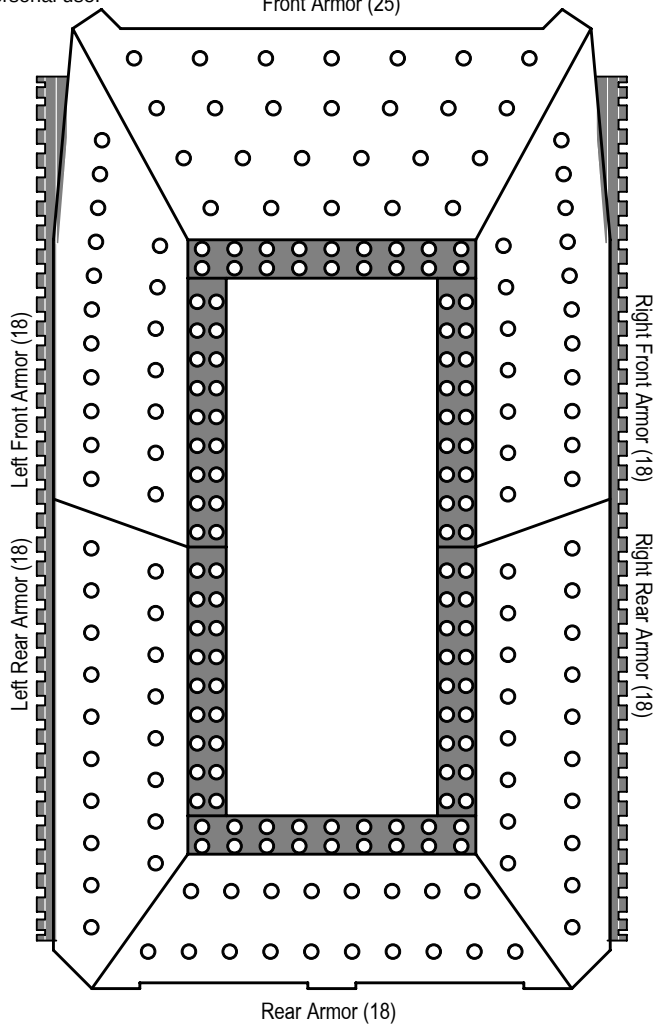
Body Inventory

350 Magna Fusion Engine
 12 Crew Members
 17.50T Amphibious Chassis
 21.00T Crew Quarters
 2.50T Combine
 3.00T Lift Hoist
 23.00T Cargo Bay Capacity
 12.00T Refrigerated Cargo (10.4 tons)



Total Armor Pts = 115
 (Standard)

Front Armor (25)



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1 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Nighthawk XXI (Human Sphere) • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 Mauser 1200 LSS 2# 2 4 6
 Notes:
 # AP Damage is total for all 6 troopers
 • ECM Suite: Within hex only
 • Standard Stealth armor:
 +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
 Gun Skill: 4 BV: 60 I.S. / Level 2 Cost: 2,694,000 C-Bills

2 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Nighthawk XXI (Human Sphere) • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 Mauser 1200 LSS 2# 2 4 6
 Notes:
 # AP Damage is total for all 6 troopers
 • ECM Suite: Within hex only
 • Standard Stealth armor:
 +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
 Gun Skill: 4 BV: 60 I.S. / Level 2 Cost: 2,730,000 C-Bills

3 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Nighthawk XXI (Human Sphere) • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 Mauser 1200 LSS 2# 2 4 6
 Notes:
 # AP Damage is total for all 6 troopers
 • ECM Suite: Within hex only
 • Standard Stealth armor:
 +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
 Gun Skill: 4 BV: 60 I.S. / Level 2 Cost: 2,730,000 C-Bills

4 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Nighthawk XXI (Human Sphere) • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 Mauser 1200 LSS 2# 2 4 6
 Notes:
 # AP Damage is total for all 6 troopers
 • ECM Suite: Within hex only
 • Standard Stealth armor:
 +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
 Gun Skill: 4 BV: 60 I.S. / Level 2 Cost: 2,730,000 C-Bills

5 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Nighthawk XXI (Human Sphere) • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 Mauser 1200 LSS 2# 2 4 6
 Notes:
 # AP Damage is total for all 6 troopers
 • ECM Suite: Within hex only
 • Standard Stealth armor:
 +1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find
 Gun Skill: 4 BV: 60 I.S. / Level 2 Cost: 2,730,000 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]					
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]	6 [12]
2	1	1	2	2	3	4
3	1	2	2	3	3	4
4	1	2	3	3	4	5
5	1	2	3	4	6	8
6	1	2	4	4	6	8
7	1	3	4	5	6	8
8	2	3	4	5	6	8
9	2	3	5	6	8	10
10	2	3	5	7	8	10
11	2	4	6	8	10	12
12	2	4	6	8	10	12

BATTLE ARMOR DIRECT FIRE TABLE

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

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 = 300



SQUAD # 1

Type: I.S. Tornado (Human Sphere)

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00

• Anti-Mech Movement: 1MP Ground
• Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
Mauser 1200 LSS 2# 2 4 6

Notes:
AP Damage is total for all 6 troopers
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 48 I.S. / Level 2 Cost: 2,670,000 C-Bills

SQUAD # 2

Type: I.S. Tornado (Human Sphere)

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00

• Anti-Mech Movement: 1MP Ground
• Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
Mauser 1200 LSS 2# 2 4 6

Notes:
AP Damage is total for all 6 troopers
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 48 I.S. / Level 2 Cost: 2,634,000 C-Bills

SQUAD # 3

Type: I.S. Tornado (Human Sphere)

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00

• Anti-Mech Movement: 1MP Ground
• Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
Mauser 1200 LSS 2# 2 4 6

Notes:
AP Damage is total for all 6 troopers
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 48 I.S. / Level 2 Cost: 2,634,000 C-Bills

SQUAD # 4

Type: I.S. Tornado (Human Sphere)

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00

• Anti-Mech Movement: 1MP Ground
• Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
Mauser 1200 LSS 2# 2 4 6

Notes:
AP Damage is total for all 6 troopers
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 48 I.S. / Level 2 Cost: 2,634,000 C-Bills

SQUAD # 5

Type: I.S. Tornado (Human Sphere)

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00

• Anti-Mech Movement: 1MP Ground
• Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
Mauser 1200 LSS 2# 2 4 6

Notes:
AP Damage is total for all 6 troopers
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 48 I.S. / Level 2 Cost: 2,634,000 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]					
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]	6 [12]
2	1	1	2	2	3	4
3	1	2	2	3	3	4
4	1	2	3	3	4	5
5	1	2	3	4	6	8
6	1	2	4	4	6	8
7	1	3	4	5	6	8
8	2	3	4	5	6	8
9	2	3	5	6	8	10
10	2	3	5	7	8	10
11	2	4	6	8	10	12
12	2	4	6	8	10	12

BATTLE ARMOR DIRECT FIRE TABLE

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

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

Type: I.S. Warthog (Human Sphere)

• Anti-Mech Movement: 3MP Ground, 3MP Jump

• Omni-transportable

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00
7	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng

Rifle, Automatic 4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 49 I.S. / Level 2 Cost: 3,147,074 C-Bills

SQUAD # 2

Type: I.S. Warthog (Human Sphere)

• Anti-Mech Movement: 3MP Ground, 3MP Jump

• Omni-transportable

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00
7	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng

Rifle, Automatic 4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 49 I.S. / Level 2 Cost: 3,119,074 C-Bills

SQUAD # 3

Type: I.S. Warthog (Human Sphere)

• Anti-Mech Movement: 3MP Ground, 3MP Jump

• Omni-transportable

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00
7	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng

Rifle, Automatic 4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 49 I.S. / Level 2 Cost: 3,119,074 C-Bills

SQUAD # 4

Type: I.S. Warthog (Human Sphere)

• Anti-Mech Movement: 3MP Ground, 3MP Jump

• Omni-transportable

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00
7	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng

Rifle, Automatic 4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 49 I.S. / Level 2 Cost: 3,119,074 C-Bills

SQUAD # 5

Type: I.S. Warthog (Human Sphere)

• Anti-Mech Movement: 3MP Ground, 3MP Jump

• Omni-transportable

1	02	01	00
2	02	01	00
3	02	01	00
4	02	01	00
5	02	01	00
6	02	01	00
7	02	01	00

Weapons (ranges in hexes) Dmg Sht Med Lng

Rifle, Automatic 4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 49 I.S. / Level 2 Cost: 3,119,074 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	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
2	1	1	1	1	1	2	2
3	1	1	1	2	2	2	2
4	1	1	2	2	2	3	3
5	1	1	2	2	3	3	4
6	1	1	2	2	3	4	4
7	1	2	2	3	3	4	4
8	1	2	2	3	4	4	4
9	1	2	3	3	4	5	5
10	1	2	3	4	4	5	5
11	1	2	3	4	5	6	7
12	1	2	3	4	5	6	7

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

Type: I.S. Gray Death Light Scout Armor (Human Sphere)

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

• Omni-transportable

1	04	03	02	01	00
2	04	03	02	01	00
3	04	03	02	01	00
4	04	03	02	01	00
5	04	03	02	01	00
6	04	03	02	01	00
7	04	03	02	01	00

Weapons (ranges in hexes)

Dmg Sht Med Lng

Rifle, Automatic

4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Active Probe: 4 range, operates as standard AP

Gun Skill: 4 BV: 98

I.S. / Level 2

Cost: 3,640,574 C-Bills

SQUAD # 2

Type: I.S. Gray Death Light Scout Armor (Human Sphere)

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

• Omni-transportable

1	04	03	02	01	00
2	04	03	02	01	00
3	04	03	02	01	00
4	04	03	02	01	00
5	04	03	02	01	00
6	04	03	02	01	00
7	04	03	02	01	00

Weapons (ranges in hexes)

Dmg Sht Med Lng

Rifle, Automatic

4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Active Probe: 4 range, operates as standard AP

Gun Skill: 4 BV: 98

I.S. / Level 2

Cost: 3,640,574 C-Bills

SQUAD # 3

Type: I.S. Gray Death Light Scout Armor (Human Sphere)

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

• Omni-transportable

1	04	03	02	01	00
2	04	03	02	01	00
3	04	03	02	01	00
4	04	03	02	01	00
5	04	03	02	01	00
6	04	03	02	01	00
7	04	03	02	01	00

Weapons (ranges in hexes)

Dmg Sht Med Lng

Rifle, Automatic

4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Active Probe: 4 range, operates as standard AP

Gun Skill: 4 BV: 98

I.S. / Level 2

Cost: 3,640,574 C-Bills

SQUAD # 4

Type: I.S. Gray Death Light Scout Armor (Human Sphere)

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

• Omni-transportable

1	04	03	02	01	00
2	04	03	02	01	00
3	04	03	02	01	00
4	04	03	02	01	00
5	04	03	02	01	00
6	04	03	02	01	00
7	04	03	02	01	00

Weapons (ranges in hexes)

Dmg Sht Med Lng

Rifle, Automatic

4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Active Probe: 4 range, operates as standard AP

Gun Skill: 4 BV: 98

I.S. / Level 2

Cost: 3,640,574 C-Bills

SQUAD # 5

Type: I.S. Gray Death Light Scout Armor (Human Sphere)

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

• Omni-transportable

1	04	03	02	01	00
2	04	03	02	01	00
3	04	03	02	01	00
4	04	03	02	01	00
5	04	03	02	01	00
6	04	03	02	01	00
7	04	03	02	01	00

Weapons (ranges in hexes)

Dmg Sht Med Lng

Rifle, Automatic

4# 1 2 3

Notes:

AP Damage is total for all 7 troopers

• Active Probe: 4 range, operates as standard AP

Gun Skill: 4 BV: 98

I.S. / Level 2

Cost: 3,640,574 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
2	1	1	1	1	1	2	2
3	1	1	1	2	2	2	2
4	1	1	2	2	2	3	3
5	1	1	2	2	3	3	4
6	1	1	2	2	3	4	4
7	1	2	2	3	3	4	4
8	1	2	2	3	4	4	4
9	1	2	3	3	4	5	5
10	1	2	3	4	4	5	5
11	1	2	3	4	5	6	7
12	1	2	3	4	5	6	7

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

Type: **I.S. Kobold (Human Sphere) SPL**

05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Micro Grenade Launcher 1D3/1 1 2 -
Small Pulse Laser§ 3 1 2 3
Pulse Laser Rifle† 1† 1 2 3

Notes:

§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 6

• Basic Stealth armor:

+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 120

I.S. / Level 2 Cost: 2,560,200 C-Bills

SQUAD # 2

Type: **I.S. Kobold (Human Sphere) SPL**

05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Micro Grenade Launcher 1D3/1 1 2 -
Small Pulse Laser§ 3 1 2 3
Pulse Laser Rifle† 1† 1 2 3

Notes:

§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 6

• Basic Stealth armor:

+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 120

I.S. / Level 2 Cost: 2,560,200 C-Bills

SQUAD # 3

Type: **I.S. Kobold (Human Sphere) SPL**

05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Micro Grenade Launcher 1D3/1 1 2 -
Small Pulse Laser§ 3 1 2 3
Pulse Laser Rifle† 1† 1 2 3

Notes:

§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 6

• Basic Stealth armor:

+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 120

I.S. / Level 2 Cost: 2,560,200 C-Bills

SQUAD # 4

Type: **I.S. Kobold (Human Sphere) TAG**

05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Small Laser 3 1 2 3
Light TAG§ 0 3 6 9
Pulse Laser Rifle† 1† 1 2 3

Notes:

§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 6

• Basic Stealth armor:

+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 180

I.S. / Level 2 Cost: 2,668,068 C-Bills

SQUAD # 5

Type: **I.S. Kobold (Human Sphere) TAG**

05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00
05	04	03	02	01	00

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

Weapons (ranges in hexes) Dmg Sht Med Lng

Small Laser 3 1 2 3
Light TAG§ 0 3 6 9
Pulse Laser Rifle† 1† 1 2 3

Notes:

§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 6

• Basic Stealth armor:

+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: 4 BV: 180

I.S. / Level 2 Cost: 2,668,068 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]					
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]	6 [12]
2	1	1	2	2	3	4
3	1	2	2	3	3	4
4	1	2	3	3	4	5
5	1	2	3	4	6	8
6	1	2	4	4	6	8
7	1	3	4	5	6	8
8	2	3	4	5	6	8
9	2	3	5	6	8	10
10	2	3	5	7	8	10
11	2	4	6	8	10	12
12	2	4	6	8	10	12

BATTLE ARMOR DIRECT FIRE TABLE

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

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

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

Type: **Clan Clan BattleArmor [Human Sphere]**

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng

SRM 2 (OS) 2/hit 3 6 9

SRM 2 (OS) 2/hit 3 6 9

Flamer 2 1 2 3

Notes:

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 287

Clan / Level 2 Cost: 5,462,100 C-Bills

SQUAD # 2

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

Type: **Clan Clan BattleArmor [Human Sphere]**

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng

SRM 2 (OS) 2/hit 3 6 9

SRM 2 (OS) 2/hit 3 6 9

Flamer 2 1 2 3

Notes:

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 287

Clan / Level 2 Cost: 5,323,500 C-Bills

SQUAD # 3

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

Type: **Clan Clan BattleArmor [Human Sphere]**

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng

SRM 2 (OS) 2/hit 3 6 9

SRM 2 (OS) 2/hit 3 6 9

Flamer 2 1 2 3

Notes:

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 287

Clan / Level 2 Cost: 5,323,500 C-Bills

SQUAD # 4

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

Type: **Clan Clan BattleArmor [Human Sphere]**

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng

SRM 2 (OS) 2/hit 3 6 9

SRM 2 (OS) 2/hit 3 6 9

Flamer 2 1 2 3

Notes:

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 287

Clan / Level 2 Cost: 5,323,500 C-Bills

SQUAD # 5

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

Type: **Clan Clan BattleArmor [Human Sphere]**

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng

SRM 2 (OS) 2/hit 3 6 9

SRM 2 (OS) 2/hit 3 6 9

Flamer 2 1 2 3

Notes:

• Searchlight: Illuminates 9 hexes

Gun Skill: 4 BV: 287

Clan / Level 2 Cost: 5,323,500 C-Bills

MISSILE HITS TABLE

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

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 = 1,435



POINT # 1

• Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: **Clan Elemental [Human Sphere] Flamer**

• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Flamer	2	1	2	3
Sub-Machine Gun	2#	0	0	-
SRM 2	2/hit	3	6	9
2 Salvos: □ □				

Notes:

AP Damage is total for all 7 troopers

Gun Skill: 4 BV: 357 Clan / Level 2 Cost: 4,960,655 C-Bills

POINT # 2

• Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: **Clan Elemental [Human Sphere] Laser**

• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	2#	0	0	-
SRM 2	2/hit	3	6	9
2 Salvos: □ □				

Notes:

AP Damage is total for all 7 troopers

Gun Skill: 4 BV: 392 Clan / Level 2 Cost: 4,986,905 C-Bills

POINT # 3

• Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: **Clan Elemental [Human Sphere] Laser**

• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	2#	0	0	-
SRM 2	2/hit	3	6	9
2 Salvos: □ □				

Notes:

AP Damage is total for all 7 troopers

Gun Skill: 4 BV: 392 Clan / Level 2 Cost: 4,986,905 C-Bills

POINT # 4

• Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: **Clan Elemental [Human Sphere] MG**

• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Machine Gun	1D6/2	1	2	3
Sub-Machine Gun	2#	0	0	-
SRM 2	2/hit	3	6	9
2 Salvos: □ □				

Notes:

AP Damage is total for all 7 troopers

Gun Skill: 4 BV: 350 Clan / Level 2 Cost: 4,950,155 C-Bills

POINT # 5

• Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: **Clan Elemental [Human Sphere] MG**

• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Machine Gun	1D6/2	1	2	3
Sub-Machine Gun	2#	0	0	-
SRM 2	2/hit	3	6	9
2 Salvos: □ □				

Notes:

AP Damage is total for all 7 troopers

Gun Skill: 4 BV: 350 Clan / Level 2 Cost: 4,950,155 C-Bills

MISSILE HITS TABLE

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

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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POINT # 1

Type: **I.S. Genasi (Human Sphere)**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

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

Flamer

• Omni-transportable

Weapons (ranges in hexes)

Dmg Sht Med Lng

Flamer

2 1 2 3

Gun Skill: 4

BV: 231

I.S. / Level 2

Cost: 4,084,500 C-Bills

POINT # 2

Type: **I.S. Genasi (Human Sphere)**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

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

Laser

• Omni-transportable

Weapons (ranges in hexes)

Dmg Sht Med Lng

Small Laser

3 1 2 3

Gun Skill: 4

BV: 259

I.S. / Level 2

Cost: 4,110,750 C-Bills

POINT # 3

Type: **I.S. Genasi (Human Sphere)**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

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

Laser

• Omni-transportable

Weapons (ranges in hexes)

Dmg Sht Med Lng

Small Laser

3 1 2 3

Gun Skill: 4

BV: 259

I.S. / Level 2

Cost: 4,110,750 C-Bills

POINT # 4

Type: **I.S. Genasi (Human Sphere)**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

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

MG

• Omni-transportable

Weapons (ranges in hexes)

Dmg Sht Med Lng

Machine Gun

1D6/2 1 2 3

Gun Skill: 4

BV: 217

I.S. / Level 2

Cost: 4,074,000 C-Bills

POINT # 5

Type: **I.S. Genasi (Human Sphere)**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

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

SRM

• Omni-transportable

Weapons (ranges in hexes)

Dmg Sht Med Lng

SRM 1

2/hit 3 6 9

4 Salvos: □ □ □ □

Gun Skill: 4

BV: 245

I.S. / Level 2

Cost: 4,074,560 C-Bills

MISSILE HITS TABLE

Die Roll Squad Number of Missiles Fired

2D6	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 Squad Members Active

2D6	1	2	3	4	5	6	7
2	1	1	1	1	1	2	2
3	1	1	1	2	2	2	2
4	1	1	2	2	2	3	3
5	1	1	2	2	3	3	4
6	1	1	2	2	3	4	4
7	1	2	2	3	3	4	4
8	1	2	2	3	4	4	4
9	1	2	3	3	4	5	5
10	1	2	3	4	4	5	5
11	1	2	3	4	5	6	7
12	1	2	3	4	5	6	7

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

Type: I.S. Gray Death Standard [Human Sphere] Flamer

• Anti-Mech Movement: 3MP Ground

• Omni-transportable

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

Weapons (ranges in hexes)

Dmg Sht Med Lng

Flamer

2 1 2 3

Notes:

• Improved Sensors: Operates as AP, range = 2

Gun Skill: 4 BV: 217

I.S. / Level 2

Cost: 3,108,000 C-Bills

SQUAD # 2

Type: I.S. Gray Death Standard [Human Sphere] Laser

• Anti-Mech Movement: 3MP Ground

• Omni-transportable

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

Weapons (ranges in hexes)

Dmg Sht Med Lng

Small Laser

3 1 2 3

Notes:

• Improved Sensors: Operates as AP, range = 2

Gun Skill: 4 BV: 252

I.S. / Level 2

Cost: 3,134,250 C-Bills

SQUAD # 3

Type: I.S. Gray Death Standard [Human Sphere] Laser

• Anti-Mech Movement: 3MP Ground

• Omni-transportable

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

Weapons (ranges in hexes)

Dmg Sht Med Lng

Small Laser

3 1 2 3

Notes:

• Improved Sensors: Operates as AP, range = 2

Gun Skill: 4 BV: 252

I.S. / Level 2

Cost: 3,134,250 C-Bills

SQUAD # 4

Type: I.S. Gray Death Standard [Human Sphere] MG

• Anti-Mech Movement: 3MP Ground

• Omni-transportable

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

Weapons (ranges in hexes)

Dmg Sht Med Lng

Machine Gun

1D6/2 1 2 3

Notes:

• Improved Sensors: Operates as AP, range = 2

Gun Skill: 4 BV: 210

I.S. / Level 2

Cost: 3,097,500 C-Bills

SQUAD # 5

Type: I.S. Gray Death Standard [Human Sphere] SRM

• Anti-Mech Movement: 3MP Ground

• Omni-transportable

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

Weapons (ranges in hexes)

Dmg Sht Med Lng

SRM 2 (OS)

2/hit 3 6 9

Notes:

• Improved Sensors: Operates as AP, range = 2

Gun Skill: 4 BV: 175

I.S. / Level 2

Cost: 3,090,500 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
2	1	1	1	1	1	2	2
3	1	1	1	2	2	2	2
4	1	1	2	2	2	3	3
5	1	1	2	2	3	3	4
6	1	1	2	2	3	4	4
7	1	2	2	3	3	4	4
8	1	2	2	3	4	4	4
9	1	2	3	3	4	5	5
10	1	2	3	4	4	5	5
11	1	2	3	4	5	6	7
12	1	2	3	4	5	6	7

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

Type: **Clan Hurricane (Human Sphere) [Laser]**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng
 Small Laser 3 1 2 3
 Mauser IIC Infantry Assault Sys 2# 3 6 9

Notes:

AP Damage is total for all 6 troopers

• Improved Stealth armor:

+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: 4 BV: 276

Clan / Level 2 Cost: 4,929,000 C-Bills

SQUAD # 2

Type: **Clan Hurricane (Human Sphere) [Laser]**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng
 Small Laser 3 1 2 3
 Mauser IIC Infantry Assault Sys 2# 3 6 9

Notes:

AP Damage is total for all 6 troopers

• Improved Stealth armor:

+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: 4 BV: 276

Clan / Level 2 Cost: 4,929,000 C-Bills

SQUAD # 3

Type: **Clan Hurricane (Human Sphere) [LRM]**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng
 LRM 2 1/hit 7 14 21
 4 Salvos: □ □ □ □
 Mauser IIC Infantry Assault Sys 2# 3 6 9

Notes:

AP Damage is total for all 6 troopers

• Improved Stealth armor:

+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: 4 BV: 312

Clan / Level 2 Cost: 4,937,502 C-Bills

SQUAD # 4

Type: **Clan Hurricane (Human Sphere) [MG]**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng
 Heavy Machine Gun 2D6/3 1 2 -
 Mauser IIC Infantry Assault Sys 2# 3 6 9

Notes:

AP Damage is total for all 6 troopers

• Improved Stealth armor:

+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: 4 BV: 246

Clan / Level 2 Cost: 4,912,500 C-Bills

SQUAD # 5

Type: **Clan Hurricane (Human Sphere) [SRM]**

• Anti-Mech Movement: 1MP Ground, 3MP Jump

• Omni-transportable

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

Weapons (ranges in hexes) Dmg Sht Med Lng
 Advanced SRM 2 2/hit 4 8 12
 4 Salvos: □ □ □ □
 Mauser IIC Infantry Assault Sys 2# 3 6 9

Notes:

AP Damage is total for all 6 troopers

• Improved Stealth armor:

+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: 4 BV: 336

Clan / Level 2 Cost: 5,065,500 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Point Members Active [Number of Missiles Fired]					
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]	6 [12]
2	1	1	2	2	3	4
3	1	2	2	3	3	4
4	1	2	3	3	4	5
5	1	2	3	4	6	8
6	1	2	4	4	6	8
7	1	3	4	5	6	8
8	2	3	4	5	6	8
9	2	3	5	6	8	10
10	2	3	5	7	8	10
11	2	4	6	8	10	12
12	2	4	6	8	10	12

BATTLE ARMOR DIRECT FIRE TABLE

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

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 = 1,446



POINT # 1 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Purifier [Human Sphere] Laser • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 1 06 05 04 03 02 01 00 ER Small Laser 3 2 4 5
 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
 Notes:
 • Mimetic armor:
 0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0
 I.S. / Level 2 Cost: 3,523,500 C-Bills
 Gun Skill: 4 BV: 276

POINT # 2 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Purifier [Human Sphere] Laser • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 1 06 05 04 03 02 01 00 ER Small Laser 3 2 4 5
 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
 Notes:
 • Mimetic armor:
 0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0
 I.S. / Level 2 Cost: 3,523,500 C-Bills
 Gun Skill: 4 BV: 276

POINT # 3 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Purifier [Human Sphere] Laser • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 1 06 05 04 03 02 01 00 ER Small Laser 3 2 4 5
 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
 Notes:
 • Mimetic armor:
 0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0
 I.S. / Level 2 Cost: 3,523,500 C-Bills
 Gun Skill: 4 BV: 276

POINT # 4 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Purifier [Human Sphere] Narc • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 1 06 05 04 03 02 01 00 Compact NARC† 0 2 4 5
 2 06 05 04 03 02 01 00 12 Salvos Total: 00 00 00 00 00 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
 Notes:
 † Must detach missile pack before Jumps/attacks
 • Mimetic armor:
 0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0
 I.S. / Level 2 Cost: 3,828,000 C-Bills
 Gun Skill: 4 BV: 126

POINT # 5 • Anti-Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Purifier [Human Sphere] TAG • Omni-transportable
Weapons (ranges in hexes) Dmg Sht Med Lng
 1 06 05 04 03 02 01 00 Light TAG 0 3 6 9
 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
 Notes:
 • Mimetic armor:
 0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0
 I.S. / Level 2 Cost: 3,696,000 C-Bills
 Gun Skill: 4 BV: 120

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]					
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]	6 [12]
2	1	1	2	2	3	4
3	1	2	2	3	3	4
4	1	2	3	3	4	5
5	1	2	3	4	6	8
6	1	2	4	4	6	8
7	1	3	4	5	6	8
8	2	3	4	5	6	8
9	2	3	5	6	8	10
10	2	3	5	7	8	10
11	2	4	6	8	10	12
12	2	4	6	8	10	12

BATTLE ARMOR DIRECT FIRE TABLE

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

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

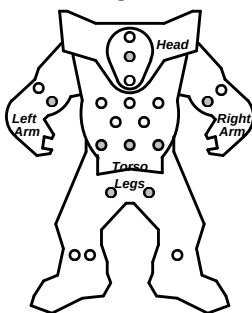
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Total BV this sheet = 1,074

BATTLETECH®

PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Siren [Human Sphere] Tons: 3 MP Walk/Run/Jump: 8/12/- Gunnery: 4 BV: 86

Hit Locations and Critical Hits

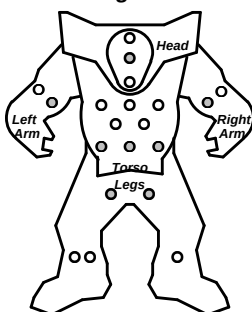
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: SRM 1(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Siren [Human Sphere] Tons: 3 MP Walk/Run/Jump: 8/12/- Gunnery: 4 BV: 86

Hit Locations and Critical Hits

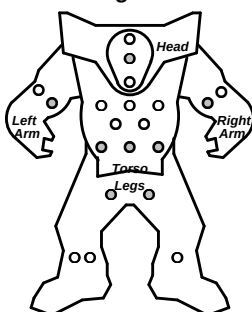
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: SRM 1(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Siren [Human Sphere] Tons: 3 MP Walk/Run/Jump: 8/12/- Gunnery: 4 BV: 86

Hit Locations and Critical Hits

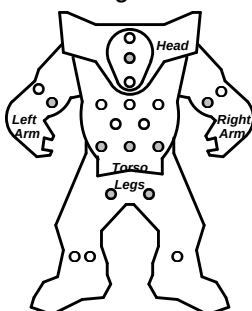
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: SRM 1(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Siren [Human Sphere] Tons: 3 MP Walk/Run/Jump: 8/12/- Gunnery: 4 BV: 86

Hit Locations and Critical Hits

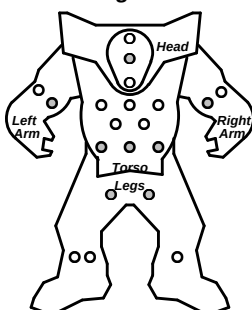
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: SRM 1(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Siren [Human Sphere] Tons: 3 MP Walk/Run/Jump: 8/12/- Gunnery: 4 BV: 86

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

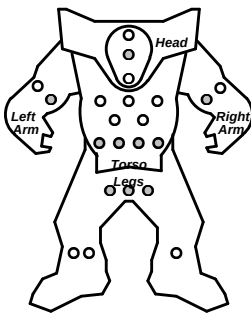
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: SRM 1(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

BATTLETECH®

PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Satyr [Human Sphere] Tons: 4 MP Walk/Run/Jump: 7/11/- Gunnery: 4 BV: 98

Hit Locations and Critical Hits

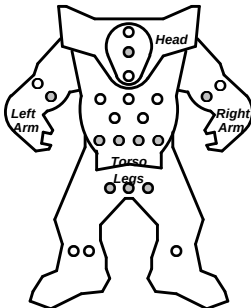
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Satyr [Human Sphere] Tons: 4 MP Walk/Run/Jump: 7/11/- Gunnery: 4 BV: 98

Hit Locations and Critical Hits

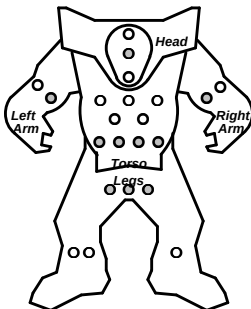
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Satyr [Human Sphere] Tons: 4 MP Walk/Run/Jump: 7/11/- Gunnery: 4 BV: 98

Hit Locations and Critical Hits

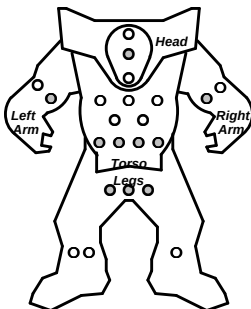
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Satyr [Human Sphere] Tons: 4 MP Walk/Run/Jump: 7/11/- Gunnery: 4 BV: 98

Hit Locations and Critical Hits

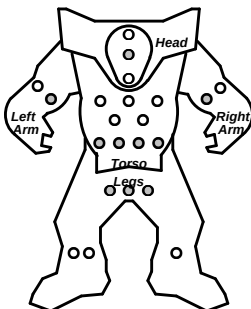
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Satyr [Human Sphere] Tons: 4 MP Walk/Run/Jump: 7/11/- Gunnery: 4 BV: 98

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

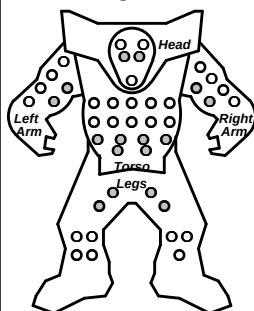
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

BATTLETECH®

PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Chrysaor [Human Sphere] Tons: 6 MP Walk/Run/Jump: 6/9/- Gunnery: 4 BV: 101

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

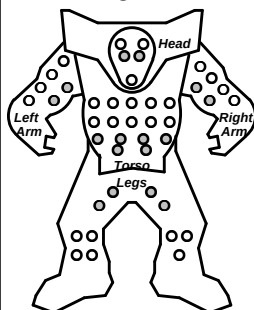
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	ER Micro Laser	2	—	1	2	4
Left Arm:	ER Micro Laser	2	—	1	2	4
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	ER Micro Laser	2	—	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor [Human Sphere] Tons: 6 MP Walk/Run/Jump: 6/9/- Gunnery: 4 BV: 101

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

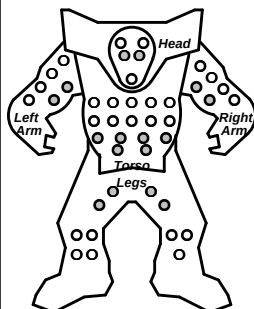
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	ER Micro Laser	2	—	1	2	4
Left Arm:	ER Micro Laser	2	—	1	2	4
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	ER Micro Laser	2	—	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor [Human Sphere] Tons: 6 MP Walk/Run/Jump: 6/9/- Gunnery: 4 BV: 101

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

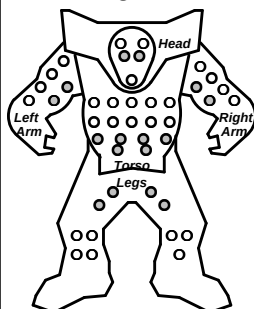
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	ER Micro Laser	2	—	1	2	4
Left Arm:	ER Micro Laser	2	—	1	2	4
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	ER Micro Laser	2	—	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor [Human Sphere] Tons: 6 MP Walk/Run/Jump: 6/9/- Gunnery: 4 BV: 101

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

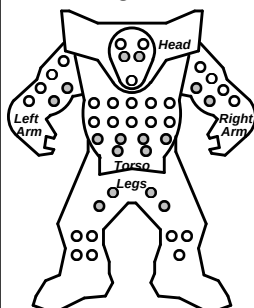
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	ER Micro Laser	2	—	1	2	4
Left Arm:	ER Micro Laser	2	—	1	2	4
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	ER Micro Laser	2	—	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor [Human Sphere] Tons: 6 MP Walk/Run/Jump: 6/9/- Gunnery: 4 BV: 101

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	ER Micro Laser	2	—	1	2	4
Left Arm:	ER Micro Laser	2	—	1	2	4
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	ER Micro Laser	2	—	1	2	4

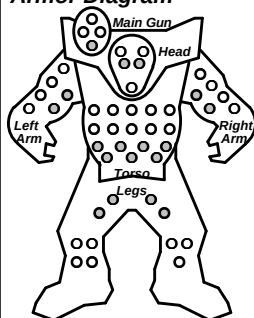
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Roc [Human Sphere] Tons: 7 MP Walk/Run/Jump: 5/8/5 Gunnery: 4 BV: 284

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

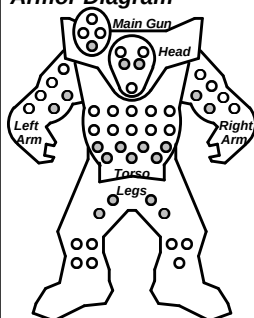
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc [Human Sphere] Tons: 7 MP Walk/Run/Jump: 5/8/5 Gunnery: 4 BV: 284

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

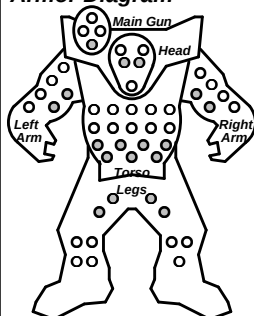
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc [Human Sphere] Tons: 7 MP Walk/Run/Jump: 5/8/5 Gunnery: 4 BV: 284

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

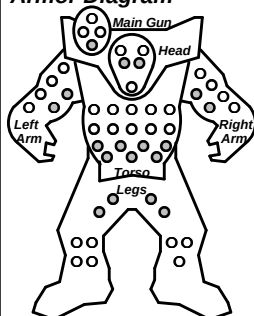
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc [Human Sphere] Tons: 7 MP Walk/Run/Jump: 5/8/5 Gunnery: 4 BV: 284

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

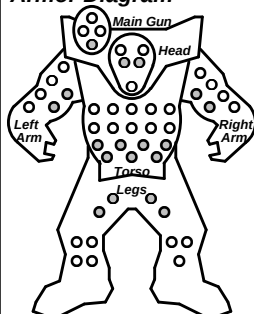
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc [Human Sphere] Tons: 7 MP Walk/Run/Jump: 5/8/5 Gunnery: 4 BV: 284

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

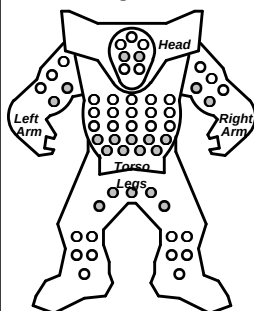
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Minotaur [Human Sphere] Tons: 9 MP Walk/Run/Jump: 3/5/3 Gunnery: 4 BV: 367

Hit Locations and Critical Hits

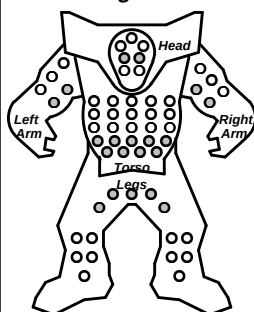
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur [Human Sphere] Tons: 9 MP Walk/Run/Jump: 3/5/3 Gunnery: 4 BV: 367

Hit Locations and Critical Hits

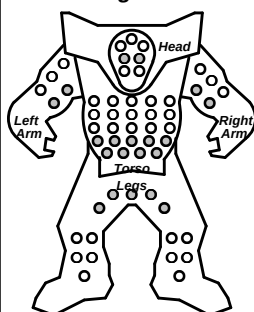
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no Long range shots			
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur [Human Sphere] Tons: 9 MP Walk/Run/Jump: 3/5/3 Gunnery: 4 BV: 367

Hit Locations and Critical Hits

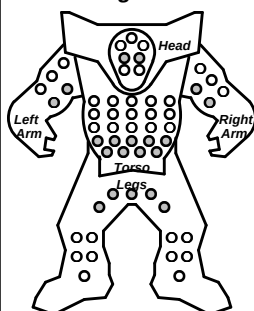
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* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur [Human Sphere] Tons: 9 MP Walk/Run/Jump: 3/5/3 Gunnery: 4 BV: 367

Hit Locations and Critical Hits

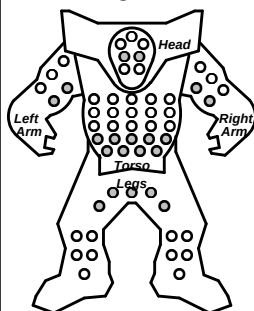
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur [Human Sphere] Tons: 9 MP Walk/Run/Jump: 3/5/3 Gunnery: 4 BV: 367

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15
Ammo:						

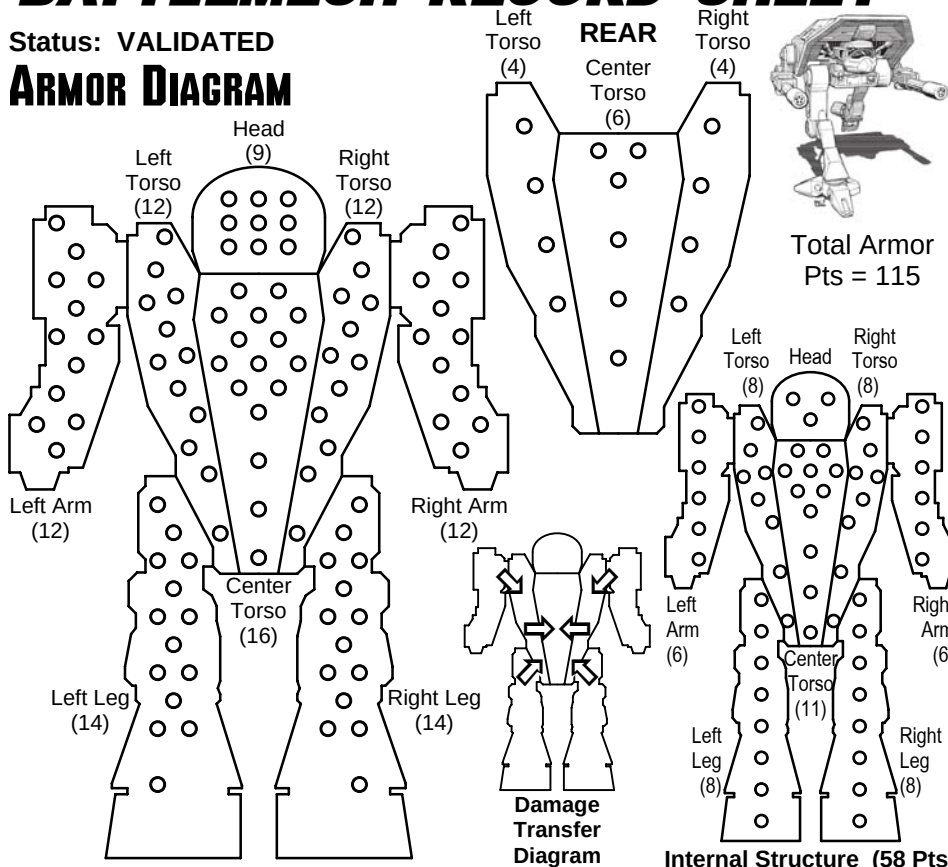
Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Adder (Puma) Base (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3010

Weapons Inventory: (hexes)

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

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
- Ferro-Fibrous
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- Flamer
- Endo Steel

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

Battle Value: **543**

Weapon Value: **17 / 17**

Cost, C-Bills: **5,963,794**

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

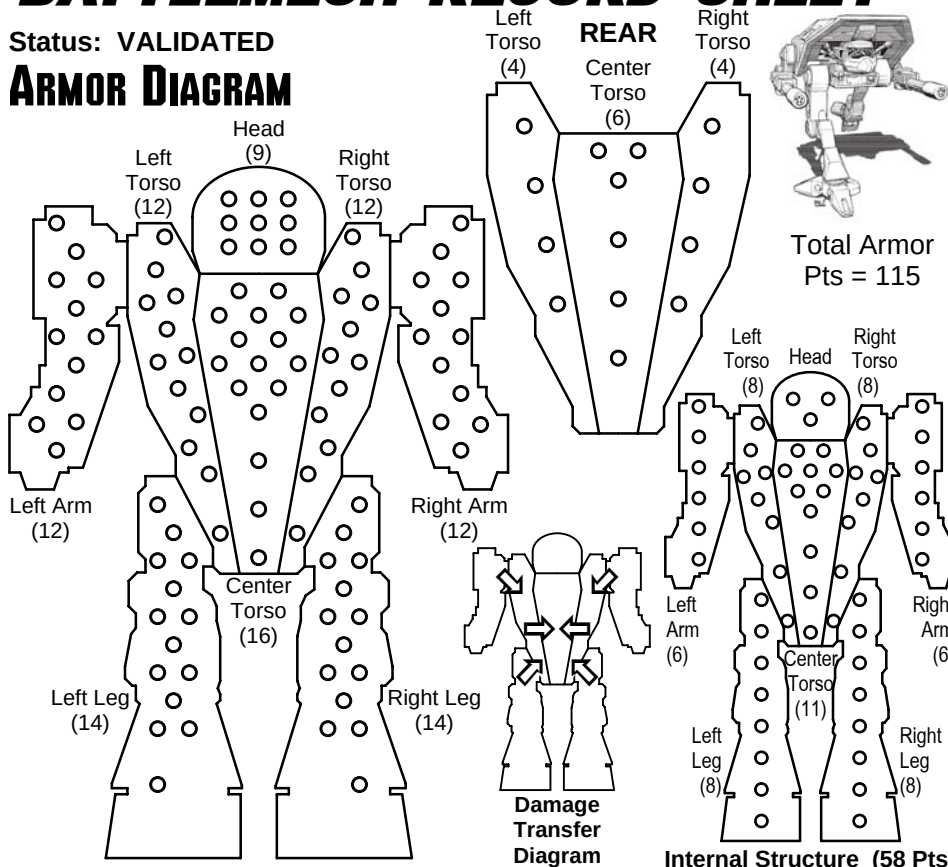
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Adder (Puma) Prime (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3010

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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 **ER PPC**
- 1-3 **ER PPC**
- Ferro-Fibrous
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- 1-3 **Double Heat Sink**
- 1-3 **Double Heat Sink**
- Double Heat Sink**
- Double Heat Sink**

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Flamer
- Endo Steel

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

Battle Value: **2,083**
Weapon Value: **1,292 / 1,292**
Cost, C-Bills: **7,021,688**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **ER PPC**
- 1-3 **ER PPC**
- Ferro-Fibrous
- Roll Again

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

Right Torso

- XL Engine
- XL Engine
- 1-3 **Double Heat Sink**
- 1-3 **Double Heat Sink**
- Targeting Computer
- Targeting Computer

- 1-3 Targeting Computer
- Endo Steel
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

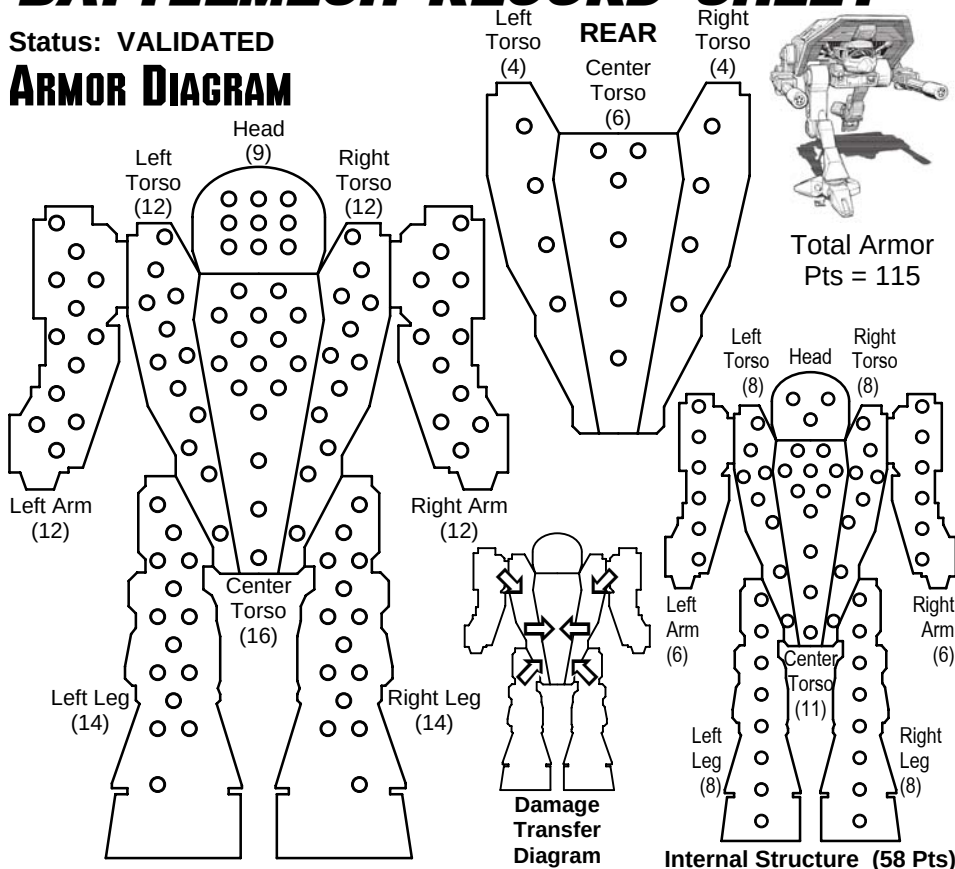
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (58 Pts)

Left Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. LRM 20
 6. LRM 20
- 1-3
1. LRM 20
 2. LRM 20
 3. Ammo (LRM 20) 6
 4. Ammo (LRM 20) 6
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Small Pulse Laser
 6. Endo Steel
- 1-3
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Flamer
 6. Endo Steel
- 4-6

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

Battle Value: **1,437**
Weapon Value: **1,135 / 1,135**
Cost, C-Bills: **7,232,794**

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Ammo (LRM 20) 6
 6. Ammo (LRM 20) 6
- 1-3
1. LRM 20
 2. LRM 20
 3. LRM 20
 4. LRM 20
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Small Pulse Laser
 6. Endo Steel
- 1-3
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: Adder (Puma) A (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3010

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LRM 20	LA	6	1/hit	-	7	14	21
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Small Pulse Laser	LT	2	3	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 20

24

243

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

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	

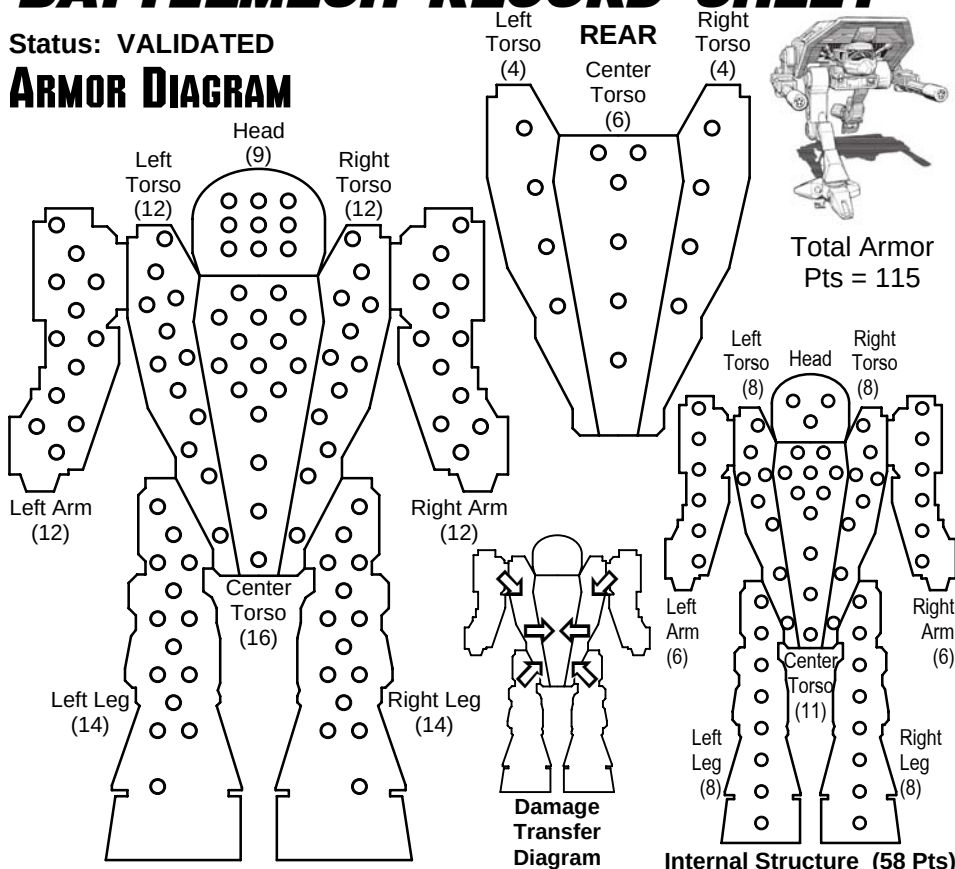
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Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (58 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC
1. Ammo (LB 5-X) 20
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Endo Steel
1. Ferro-Fibrous
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
- 4-6 3. XL Engine
4. XL Engine
5. Flamer
6. Endo Steel

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

Battle Value: 1,422

Weapon Value: 1,220 / 1,220

Cost, C-Bills: 7,042,866

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser
1. Ferro-Fibrous
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Endo Steel
1. Ferro-Fibrous
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

'MECH DATA

Type: Adder (Puma) B (Human Sphere)

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped OmniMech

Jumping: 0

Level 2 / 3010

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	LB 5-X AC	LA	1	5	3	8	15	24
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

LB 5-X AC

20

27

Total Heat Sinks: 10 Double (20)

oooooooooooo

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

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	

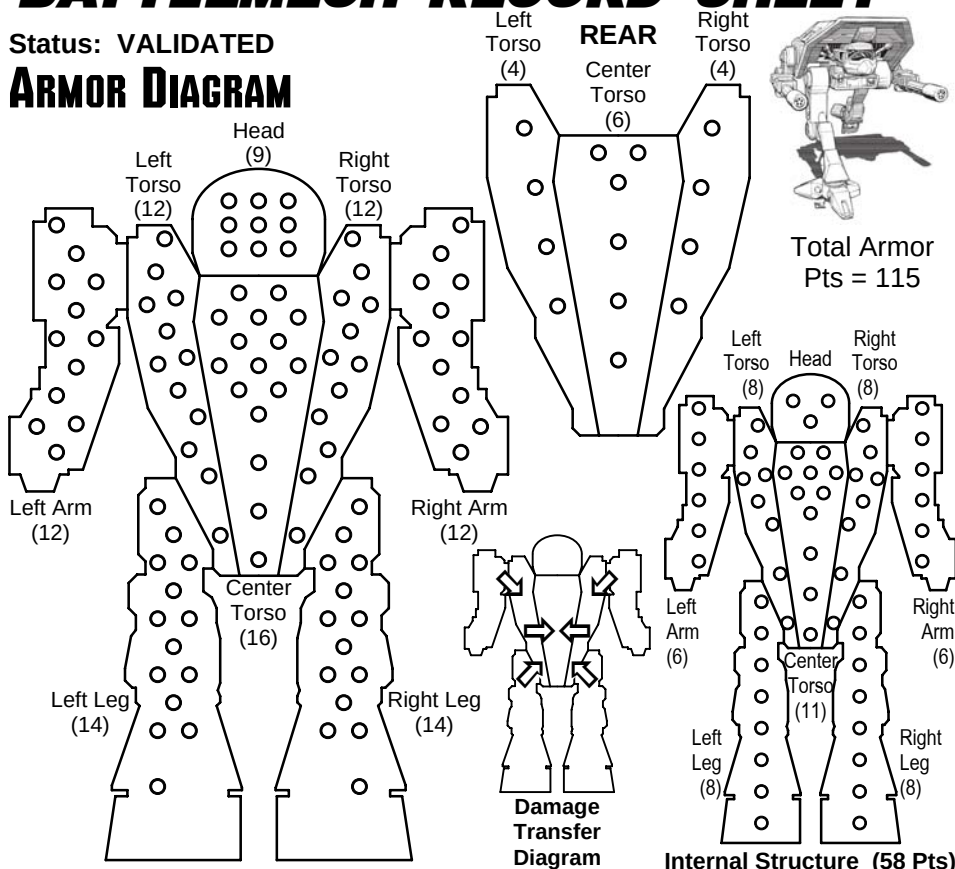
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Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (58 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8
1. Ammo (LRM 15) 8
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Endo Steel
1. Ferro-Fibrous
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
- 4-6 3. XL Engine
4. XL Engine
5. Flamer
6. Endo Steel

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

Battle Value: 1,372

Weapon Value: 1,112 / 1,112

Cost, C-Bills: 7,201,069

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8
1. LRM 15
2. LRM 15
- 4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Narc Missile Beacon
6. Ammo (Narc Pods) 6
1. Endo Steel
2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

'MECH DATA

Type: Adder (Puma) C (Human Sphere)

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped OmniMech

Jumping: 0

Level 2 / 3010

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	-	7	14	21
1	LRM 15	LA	5	1/hit	-	7	14	21
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Narc Missile Beacon	RT	0	*	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 15

32

189

Narc Missile Beacon

6

0

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(17)

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	

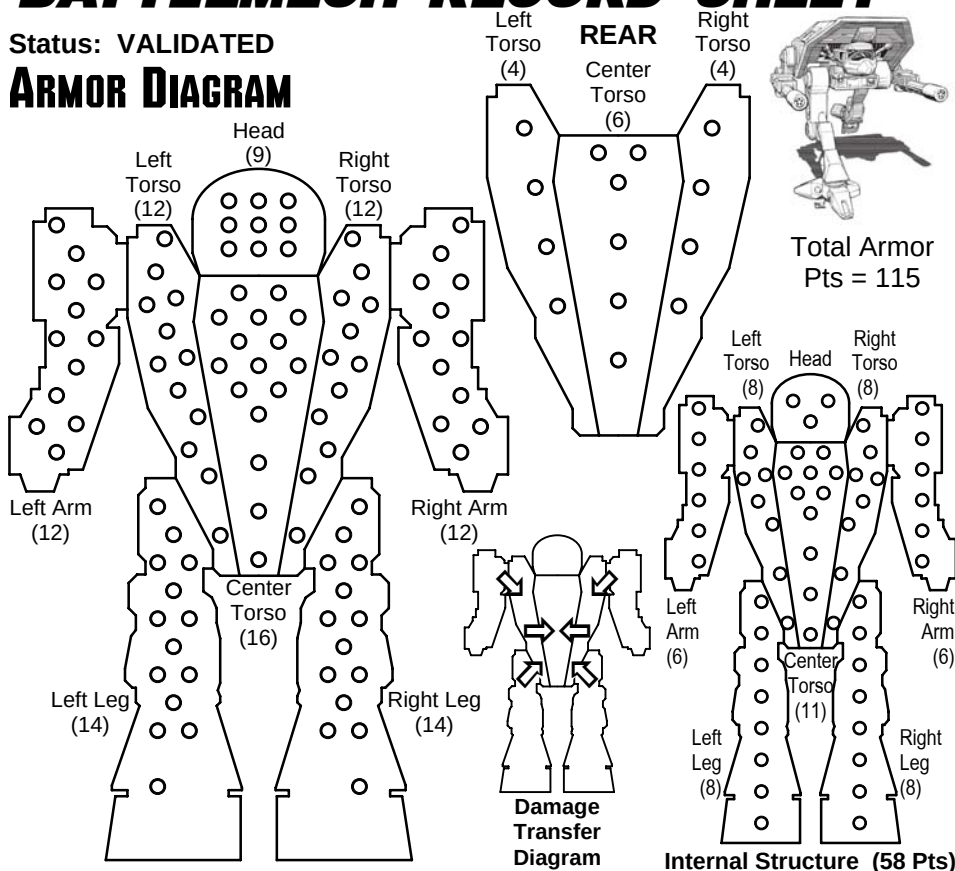
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Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (58 Pts)

Left Arm

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

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

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 2
6. Ammo (Streak 2) 50

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Flamer
6. Endo Steel

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

Battle Value: 1,255
Weapon Value: 1,005 / 942
Cost, C-Bills: 7,132,304

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ult AC/5) 20

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

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 2
6. Ammo (Streak 2) 50

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

Right Leg

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

'MECH DATA

Type: Adder (Puma) D (Human Sphere)

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Running: 9

Jumping: 0

Clan

Biped OmniMech

Level 2 / 3010

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	Ultra AC/5	RA	1	5	-	7	14	21
1	Streak SRM 2	RT	2	2/hit	-	4	8	12
1	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

Ultra AC/5

20

34

Streak SRM 2

100

22

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(21)

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	

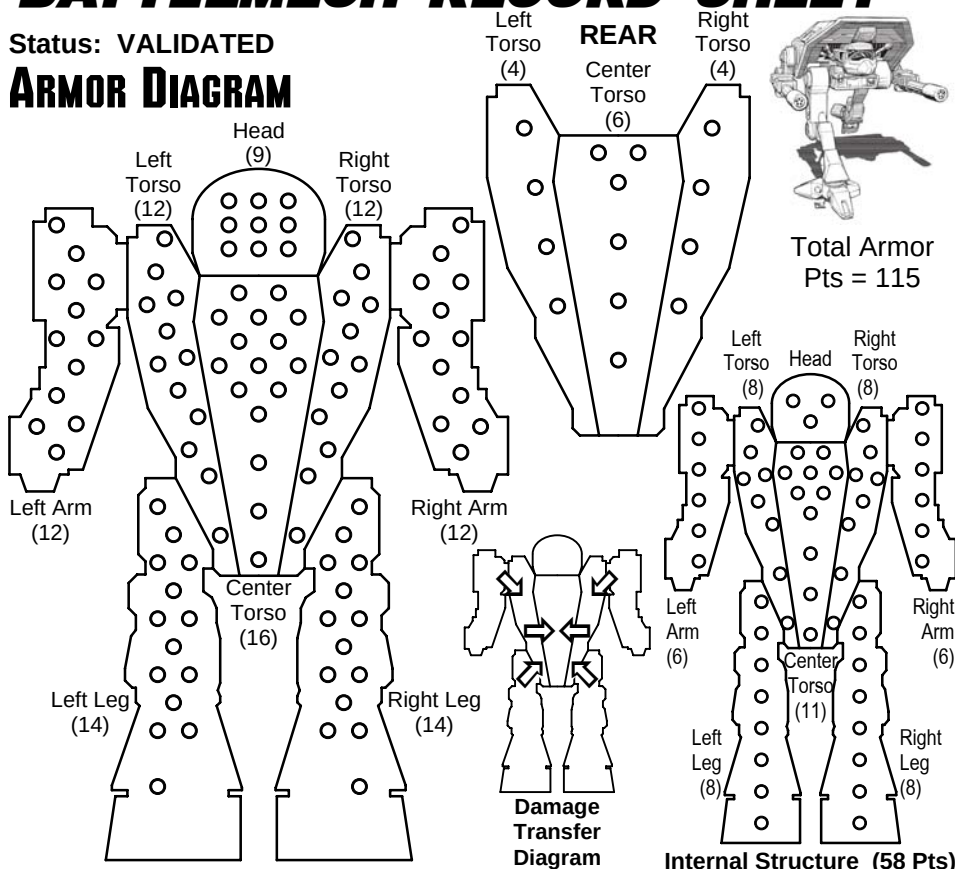
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Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (58 Pts)

Left Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 9
 6. Adv. Tact. Msl. 9
- 1-3
1. Adv. Tact. Msl. 9
 2. Adv. Tact. Msl. 9
 3. Ammo (ATM 9) 7
 4. Ammo (ATM 9) 7
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Micro Pulse Laser
 6. Micro Pulse Laser
- 1-3
1. Endo Steel
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Flamer
 6. Endo Steel
- 4-6

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

Battle Value: 1,272
Weapon Value: 772 / 772
Cost, C-Bills: 7,482,544

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 9
 6. Adv. Tact. Msl. 9
- 1-3
1. Adv. Tact. Msl. 9
 2. Adv. Tact. Msl. 9
 3. Ammo (ATM 9) 7
 4. Ammo (ATM 9) 7
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Micro Pulse Laser
 6. Micro Pulse Laser
- 1-3
1. Endo Steel
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: Adder (Puma) E (Human Sphere)

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Running: 9

Jumping: 0

Clan

Biped OmniMech

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
2	Micro Pulse Laser	RT	1	3	-	1	2	3
2	Micro Pulse Laser	LT	1	3	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: Rounds: BV:
Adv. Tact. Msl. 9 28 324

Total Heat Sinks: 10 Double (20)

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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	

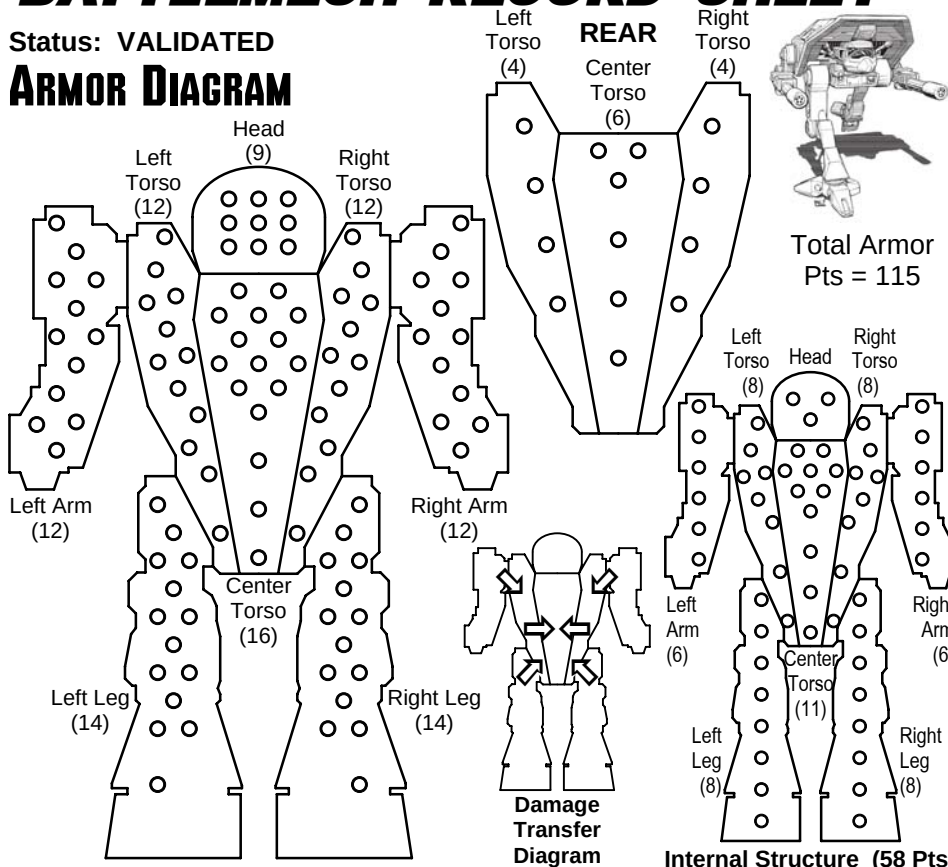
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (58 Pts)

'MECH DATA

Type: Adder (Puma) H (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
 - Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
- 1-3
- Heavy Large Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Flamer
 - Endo Steel
- 4-6

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

Battle Value: **1,453**
Weapon Value: **1,116 / 1,116**
Cost, C-Bills: **6,886,688**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Targeting Computer
 - Targeting Computer
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Leg

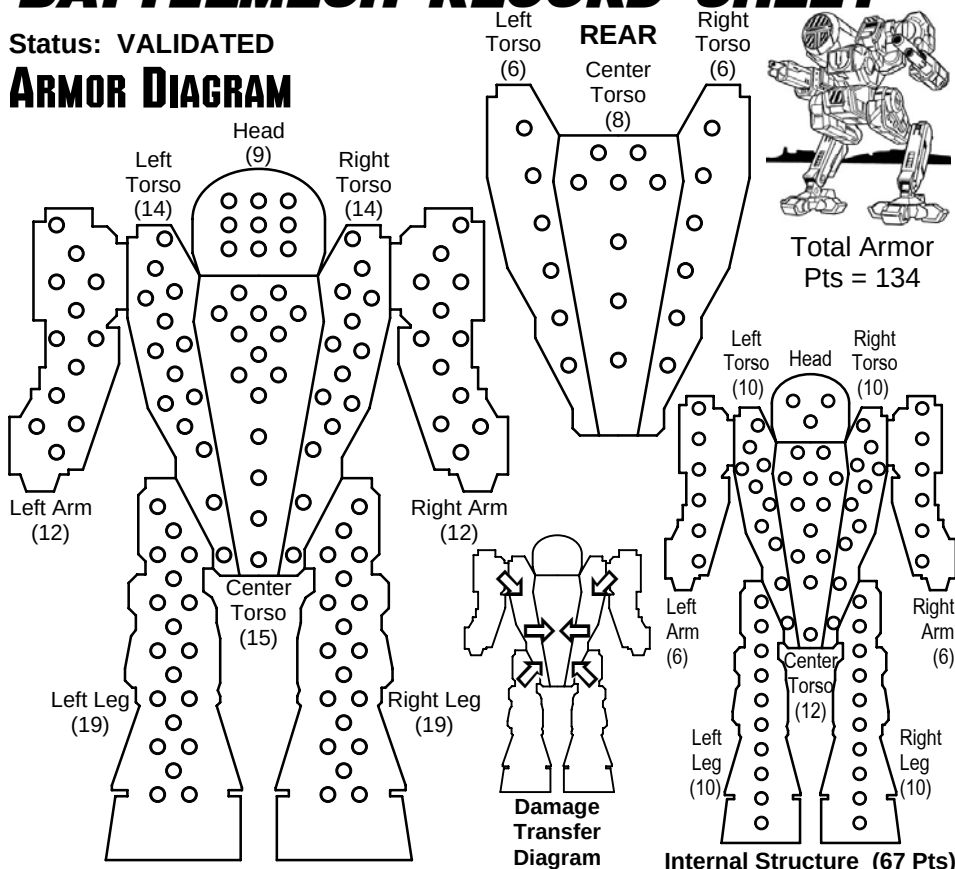
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Chimera CMA-2 Base (Human Sphere)**

Mass: **40 tons**

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

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3080

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(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	

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. XL Engine
4. 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. CASE

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **587**

Weapon Value: **0 / 0**

Cost, C-Bills: **7,325,500**

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

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. XL Engine
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

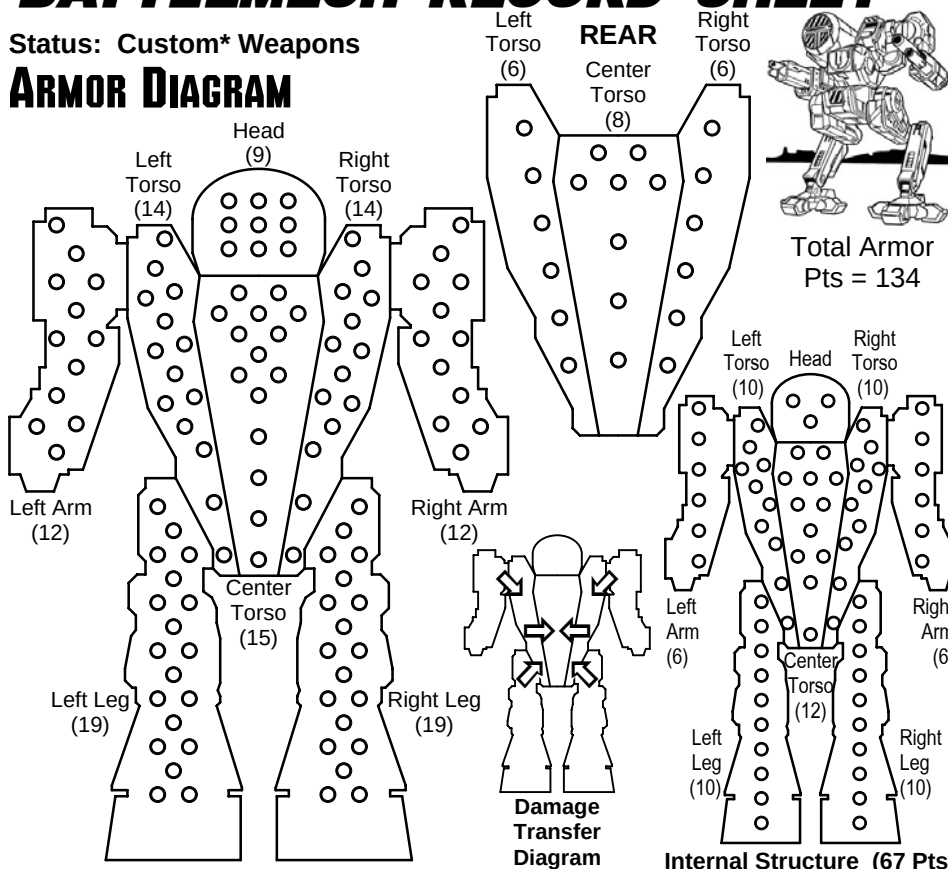
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Chimera CMA-20 (Human Sphere)

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Biped OmniMech

Jumping: 6

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	MML 5*	RT	3	1/hit	6	7	14	21
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Machine Gun	RA	0	2	-	1	2	3
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

MML 5

48

52

Machine Gun

100

2

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- ER Medium Laser

- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Ammo (MG) 100
- Ammo (MML 5) 24
- Ammo (MML 5) 24
- Roll Again
- Roll Again
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

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

Battle Value: 1,087

Add for C³: & 96

Weapon Value: 705 / 705

Cost, C-Bills: 9,002,875

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

- MML 5
- MML 5
- MML 5
- Roll Again
- Roll Again
- Roll Again

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	

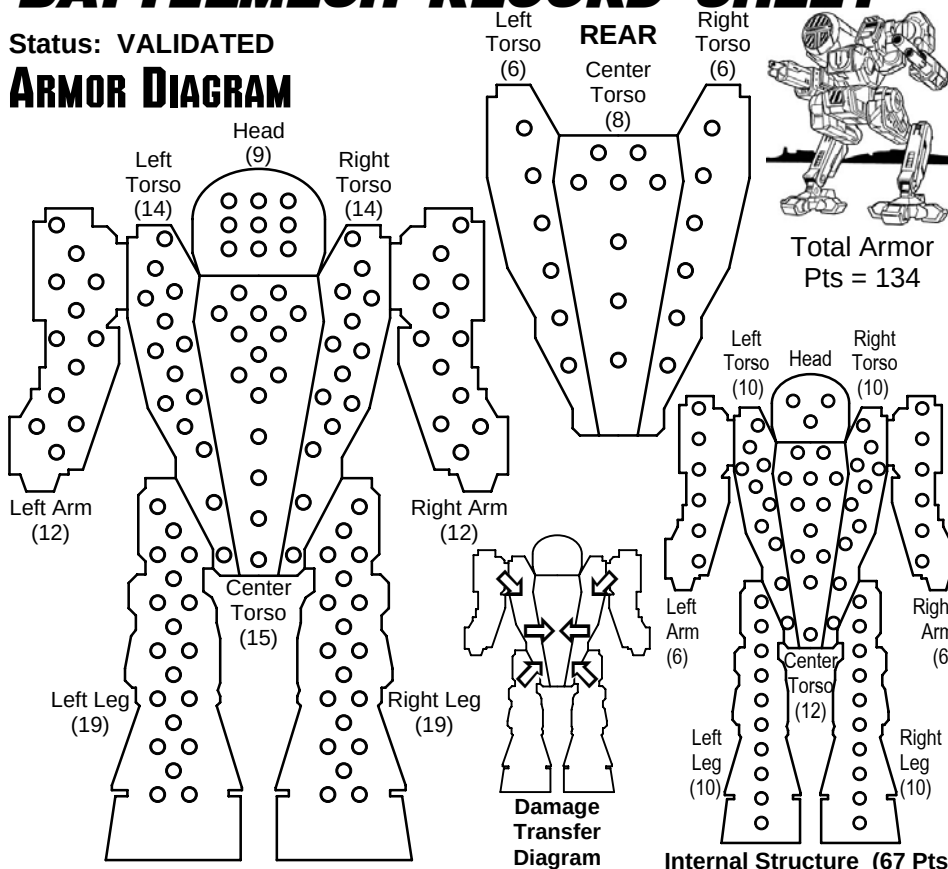
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Chimera CMA-20A (Human Sphere)

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **6**

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	8	-	7	14	19
1	Machine Gun	RA	0	2	-	1	2	3
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Machine Gun
Rounds: 100
BV: 2

Total Heat Sinks: 11 Double (22)

oooooooooooo o

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

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. ER Large Laser
5. ER Large Laser
6. ER Large Laser
1. ER Large Laser
2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Jump Jet
5. Jump Jet
6. Jump Jet
1. Ammo (MG) 100
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 6. CASE

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso

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

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

Battle Value: **1,209**
Add for C³: **& 116**
Weapon Value: **770 / 770**
Cost, C-Bills: **8,987,125**

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. Machine Gun
2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

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

Right Leg

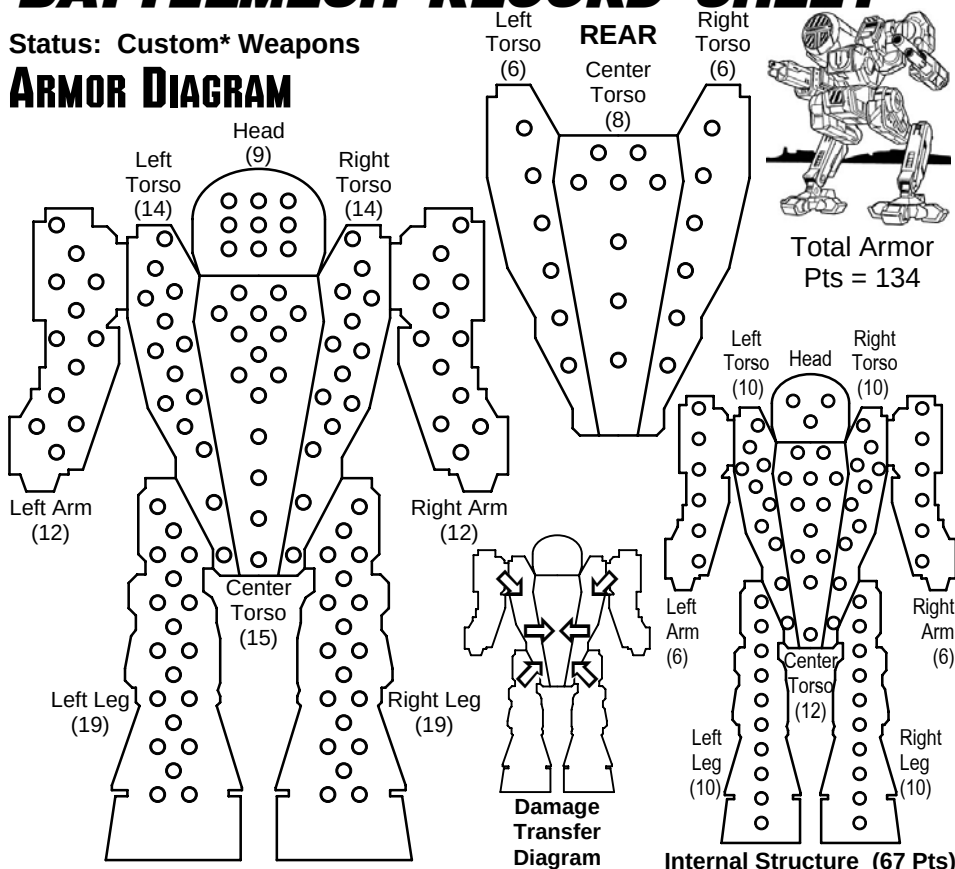
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Chimera CMA-20B (Human Sphere)

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Biped OmniMech

Jumping: 6

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	MML 5*	RT	3	1/hit	6	7	14	21
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Machine Gun	RA	0	2	-	1	2	3
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

MML 5

72

78

Machine Gun

100

2

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(16)

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	

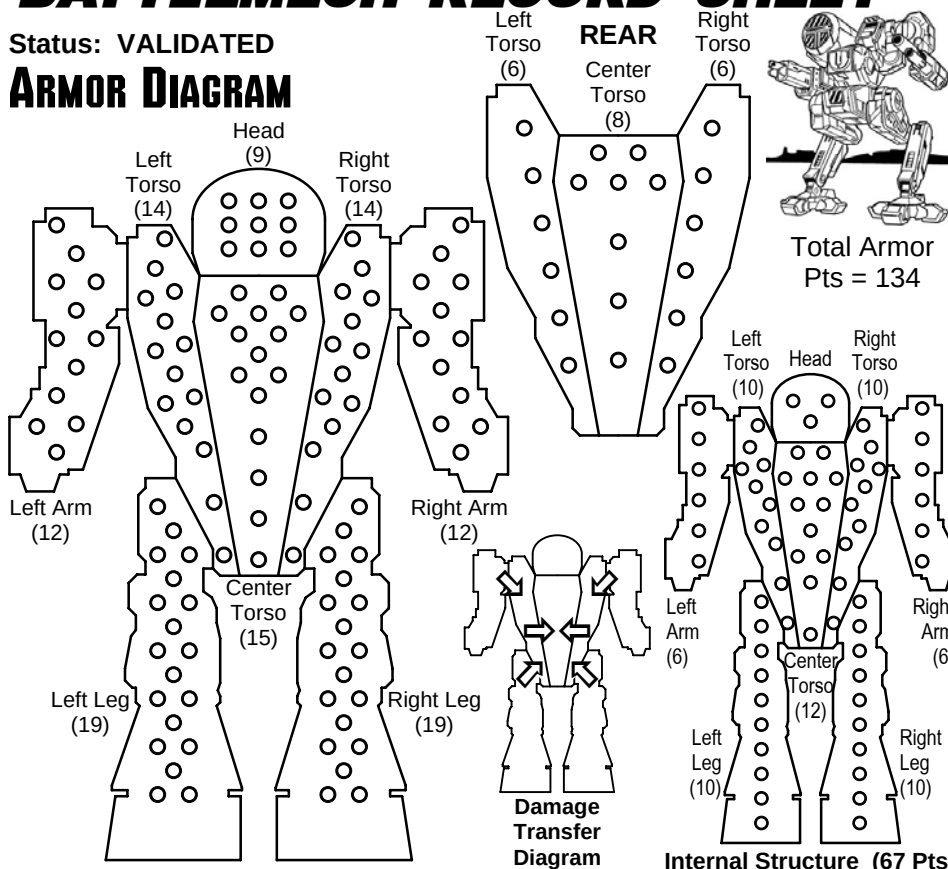
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Chimera CMA-20C (Human Sphere)

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **4**

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/hit	6	7	14	21
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Machine Gun	RA	0	2	-	1	2	3
1	C³ Master Computer	RT	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

LRM 10

12

39

Machine Gun

100

2

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

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

- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Ammo (MG) 100

- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

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

Battle Value: **964**

Add for C³: **& 77**

Weapon Value: **707 / 707**

Cost, C-Bills: **10,691,625**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 10

- LRM 10
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer

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	

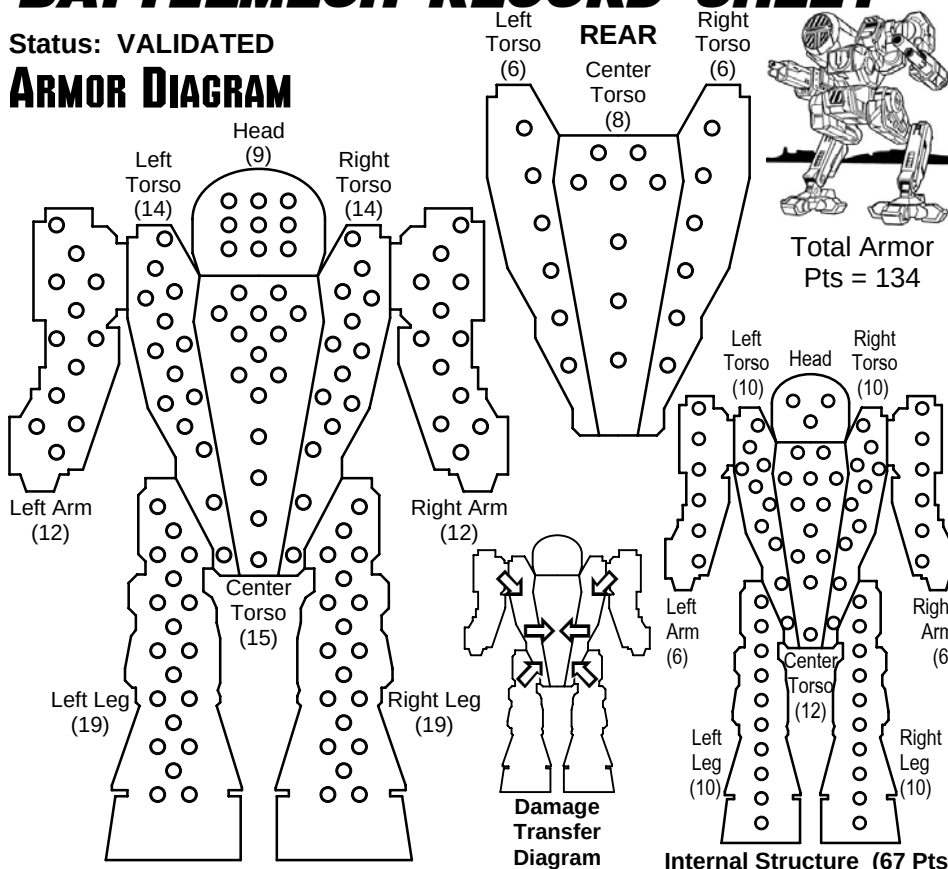
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
6. Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso

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

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

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

Battle Value: **1,013**
Add for C³: **& 95**
Weapon Value: **868 / 868**
Cost, C-Bills: **8,785,000**

Right Arm

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

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

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

Right Leg

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

'MECH DATA

Type: Chimera CMA-20D (Human Sphere)

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
2	ER Medium Laser	LA	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

LB 10-X AC

Rounds:

20

BV:

86

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

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Auto Eject:

☐ Operational

Weapon Heat:

☐ 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	

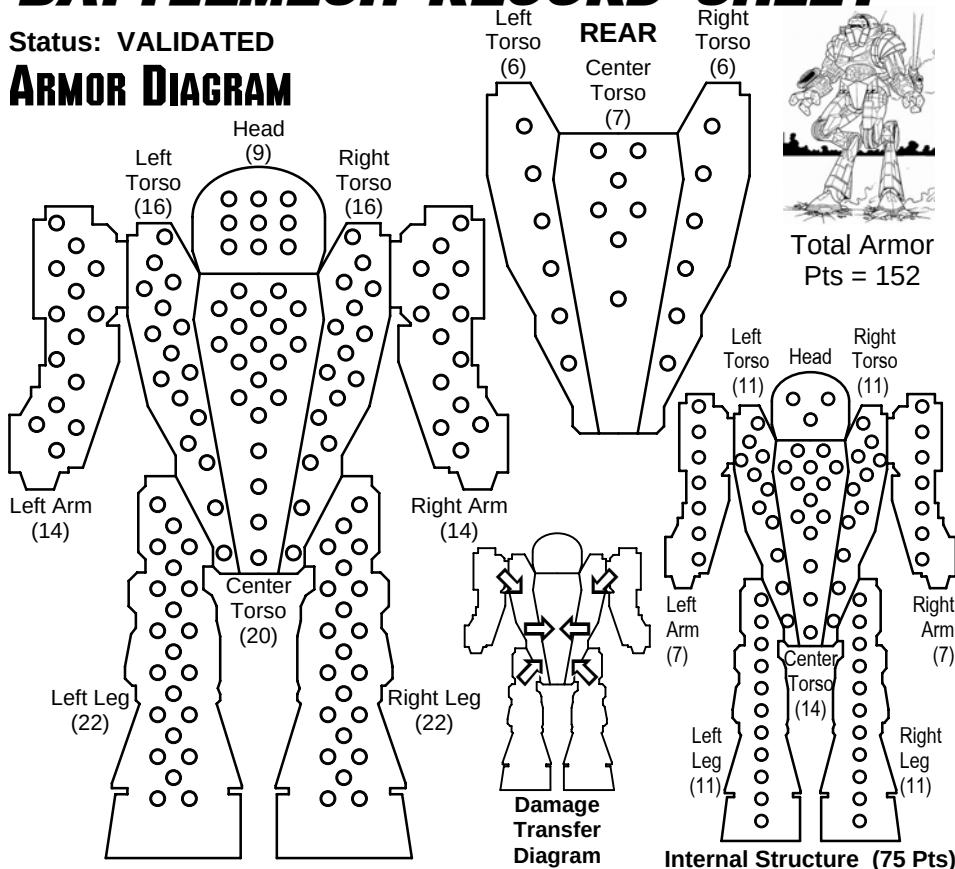
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Triple Strength (IS)
5. Triple Strength (IS)
6. Triple Strength (IS)

Left Torso

1. XL Engine (C)
2. XL Engine (C)
3. Improved C³ CPU (IS)
4. Improved C³ CPU (IS)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Ferro-Fibrous (C)
5. Ferro-Fibrous (C)
6. Ferro-Fibrous (C)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Ferro-Fibrous (C)

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine (C)
 2. XL Engine (C)
 3. XL Engine (C)
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine (C)
 3. XL Engine (C)
 4. XL Engine (C)
 5. ER Small Laser (C)
 6. Roll Again

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

Battle Value: **842**

Add for C³: **& 11**

Weapon Value: **136 / 136**

Cost, C-Bills: **11,341,627**

Right Arm

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Triple Strength (IS)
5. Triple Strength (IS)
6. Triple Strength (IS)

Right Torso

1. XL Engine (C)
2. XL Engine (C)
3. Double Heat Sink (C)
4. Double Heat Sink (C)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Ferro-Fibrous (C)
6. Ferro-Fibrous (C)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Ferro-Fibrous (C)

'MECH DATA

Type: Beowulf BEO-Base (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Mixed (Clan Base)

Running: **9 [11]** Biped OmniMech

Jumping: **0** Level 3 / 3079

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Small Laser(C) CT 2 5 - 2 4 6

1 Improved C³ CPU (IS) LT 0 - - - - -

Total Heat Sinks: **11 Double (22)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(2)

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 (-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	

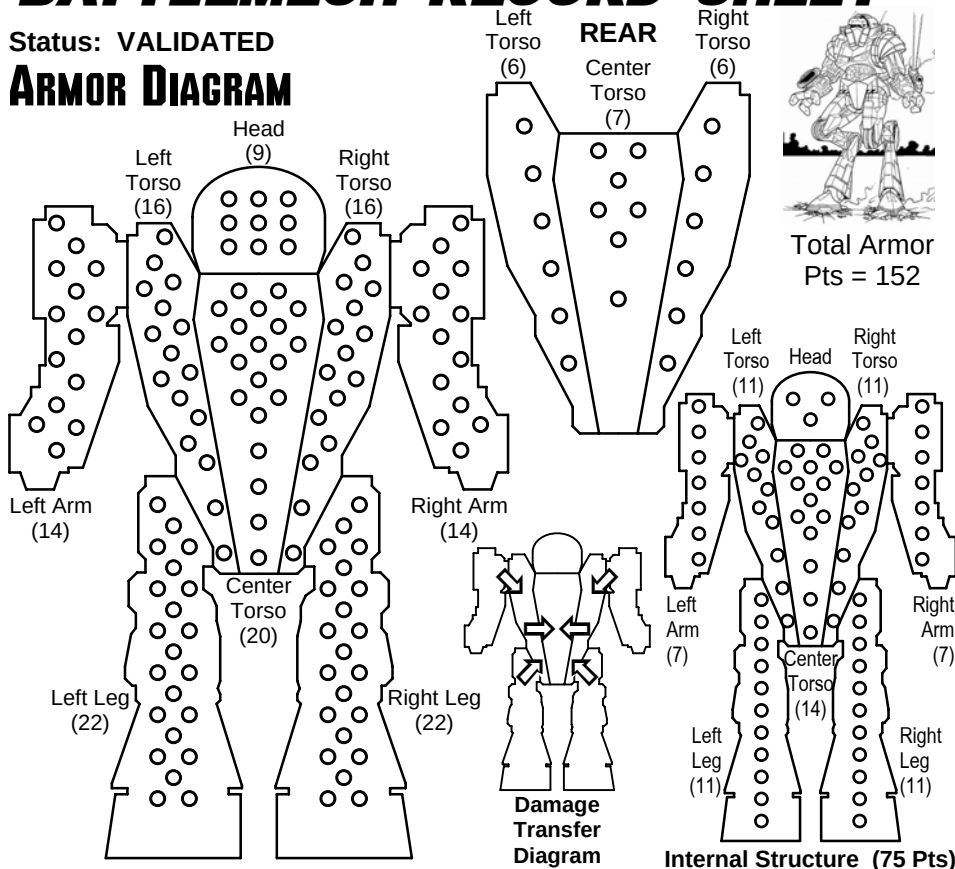
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser(C)
6. Medium Pulse Laser(C)

1. Roll Again
2. Roll Again
3. Roll Again
4. Triple Strength (IS)
5. Triple Strength (IS)
6. Triple Strength (IS)

Left Torso

1. XL Engine (C)
2. XL Engine (C)
3. Improved C³ CPU (IS)
4. Improved C³ CPU (IS)
5. Jump Jet
6. Jump Jet

1. Roll Again
2. Roll Again
3. Roll Again
4. Ferro-Fibrous (C)
5. Ferro-Fibrous (C)
6. Ferro-Fibrous (C)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous (C)

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. TAG (C)
5. Sensors
6. Life Support

Center Torso

1. XL Engine (C)
 2. XL Engine (C)
 3. XL Engine (C)
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine (C)
 3. XL Engine (C)
 4. XL Engine (C)
 5. ER Small Laser (C)
 6. Active Probe (C)

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

Battle Value: **1,881**

Add for C³: **& 181**

Weapon Value: **1,644 / 1,644**

Cost, C-Bills: **12,916,690**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser (C)
6. Large Pulse Laser (C)

1. Roll Again
2. Roll Again
3. Roll Again
4. Triple Strength (IS)
5. Triple Strength (IS)
6. Triple Strength (IS)

Right Torso

1. XL Engine (C)
2. XL Engine (C)
3. Double Heat Sink (C)
4. Double Heat Sink (C)
5. Jump Jet
6. Jump Jet

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Ferro-Fibrous (C)
6. Ferro-Fibrous (C)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous (C)

'MECH DATA

Type: **Beowulf BEO-O (Human Sphere)**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Mixed (Clan Base)

Running: **9 [11]** Biped OmniMech

Jumping: **6** Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser(C)	RA	10	10	-	6	14	20
2	Medium Pulse Laser(C)	LA	4	7	-	4	8	12
1	ER Small Laser(C)	CT	2	5	-	2	4	6
1	TAG(C)	HD	0	*	-	5	9	15
1	Active Probe(C)	CT	0	-	-	-	-	5
1	Improved C³ CPU (IS)	LT	0	-	-	-	-	-

Total Heat Sinks: **11 Double (22)**

○○○○○○○○○○○○○ ○

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

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	

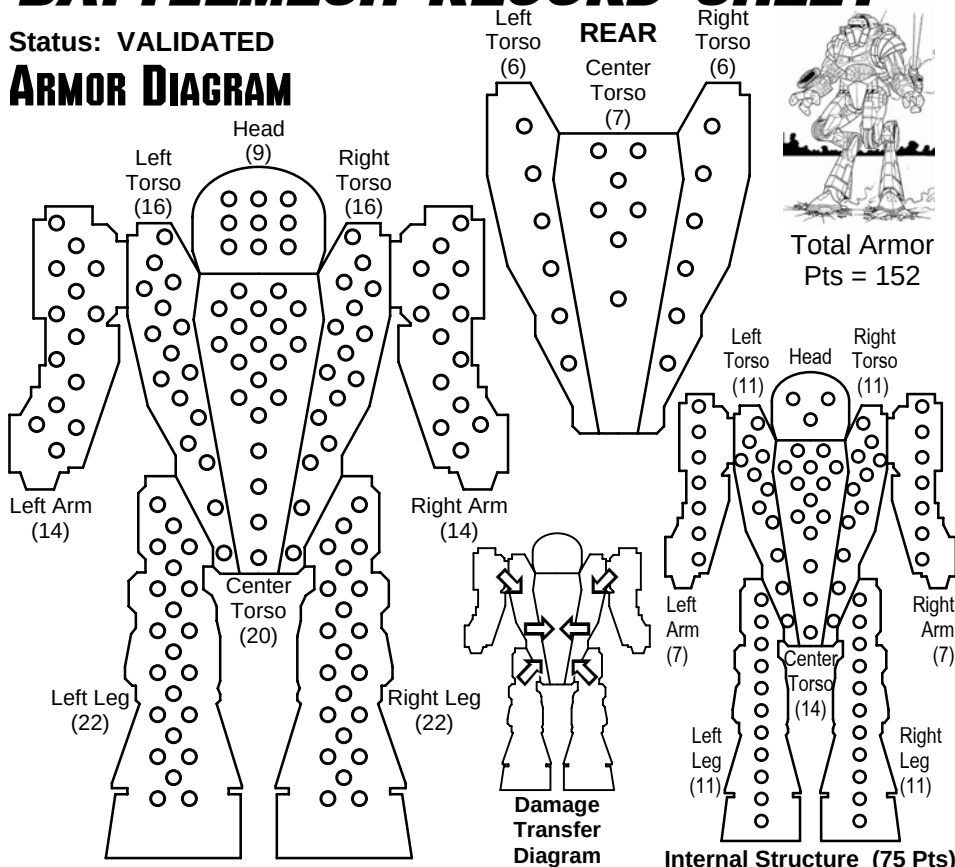
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Beowulf BEO-OA (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Mixed (Clan Base)

Running: **9 [11]** Biped OmniMech

Jumping: **6** Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser(C)	RA	10	10	-	6	14	20
1	Large Pulse Laser(C)	LA	10	10	-	6	14	20
1	ER Small Laser(C)	CT	2	5	-	2	4	6
1	Improved C³ CPU (IS)	LT	0	-	-	-	-	-

Total Heat Sinks: **11 Double (22)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Pulse Laser (C)
 - Large Pulse Laser (C)
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Triple Strength (IS)
 - Triple Strength (IS)
 - Triple Strength (IS)

Head

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

Center Torso

- XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - ER Small Laser (C)
 - Roll Again
- 4-6

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

Battle Value: **1,951**

Add for C³: **& 196**

Weapon Value: **1,469 / 1,469**

Cost, C-Bills: **12,563,252**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Pulse Laser (C)
 - Large Pulse Laser (C)
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Triple Strength (IS)
 - Triple Strength (IS)
 - Triple Strength (IS)

Right Torso

- XL Engine (C)
 - XL Engine (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
 - Jump Jet
 - Jump Jet
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous (C)

Left Torso

- XL Engine (C)
 - XL Engine (C)
 - Improved C³ CPU (IS)
 - Improved C³ CPU (IS)
 - Jump Jet
 - Jump Jet
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)

Left Leg

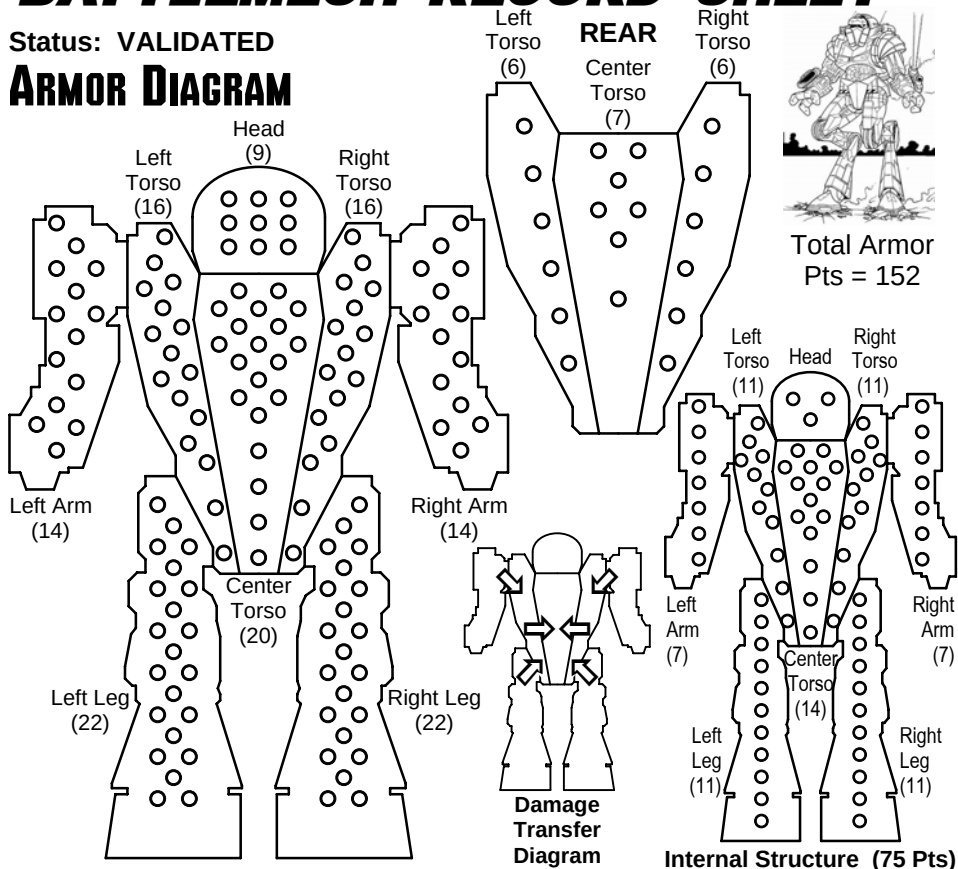
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous (C)

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 152

Internal Structure (75 Pts)

Left Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 9 (C)
 6. Adv. Tact. Msl. 9 (C)
- 1-3
1. Adv. Tact. Msl. 9 (C)
 2. Adv. Tact. Msl. 9 (C)
 3. Ammo (ATM 9) 7
 4. Triple Strength (IS)
 5. Triple Strength (IS)
 6. Triple Strength (IS)
- 4-6

Left Torso (CASE)

1. XL Engine (C)
 2. XL Engine (C)
 3. Improved C³ CPU (IS)
 4. Improved C³ CPU (IS)
 5. Ammo (ATM 9) 7
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Ferro-Fibrous (C)
 5. Ferro-Fibrous (C)
 6. Ferro-Fibrous (C)
- 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Ferro-Fibrous (C)

CRITICAL HIT TABLE

Head

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

Center Torso (CASE)

1. XL Engine (C)
 2. XL Engine (C)
 3. XL Engine (C)
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine (C)
 3. XL Engine (C)
 4. XL Engine (C)
 5. ER Small Laser (C)
 6. Ammo (ATM 9) 7
- 4-6

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

Battle Value: **1,594**

Add for C³: & **114**

Weapon Value: **1,084 / 1,084**

Cost, C-Bills: **13,290,065**

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 9 (C)
 6. Adv. Tact. Msl. 9 (C)
- 1-3
1. Adv. Tact. Msl. 9 (C)
 2. Adv. Tact. Msl. 9 (C)
 3. Ammo (ATM 9) 7
 4. Triple Strength (IS)
 5. Triple Strength (IS)
 6. Triple Strength (IS)
- 4-6

Right Torso (CASE)

1. XL Engine (C)
 2. XL Engine (C)
 3. Double Heat Sink (C)
 4. Double Heat Sink (C)
 5. Ammo (ATM 9) 7
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Ferro-Fibrous (C)
 6. Ferro-Fibrous (C)
- 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Ferro-Fibrous (C)

'MECH DATA

Type: **Beowulf BEO-OB (Human Sphere)**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Mixed (Clan Base)

Running: **9 [11]** Biped OmniMech

Jumping: **0** Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9(C)	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9(C)	LA	6	2/hit	4	5	10	15
1	ER Small Laser(C)	CT	2	5	-	2	4	6
1	Improved C³ CPU (IS)	LT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Adv. Tact. Msl. 9 35 478

Total Heat Sinks: **11 Double (22)**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled

(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 (-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	

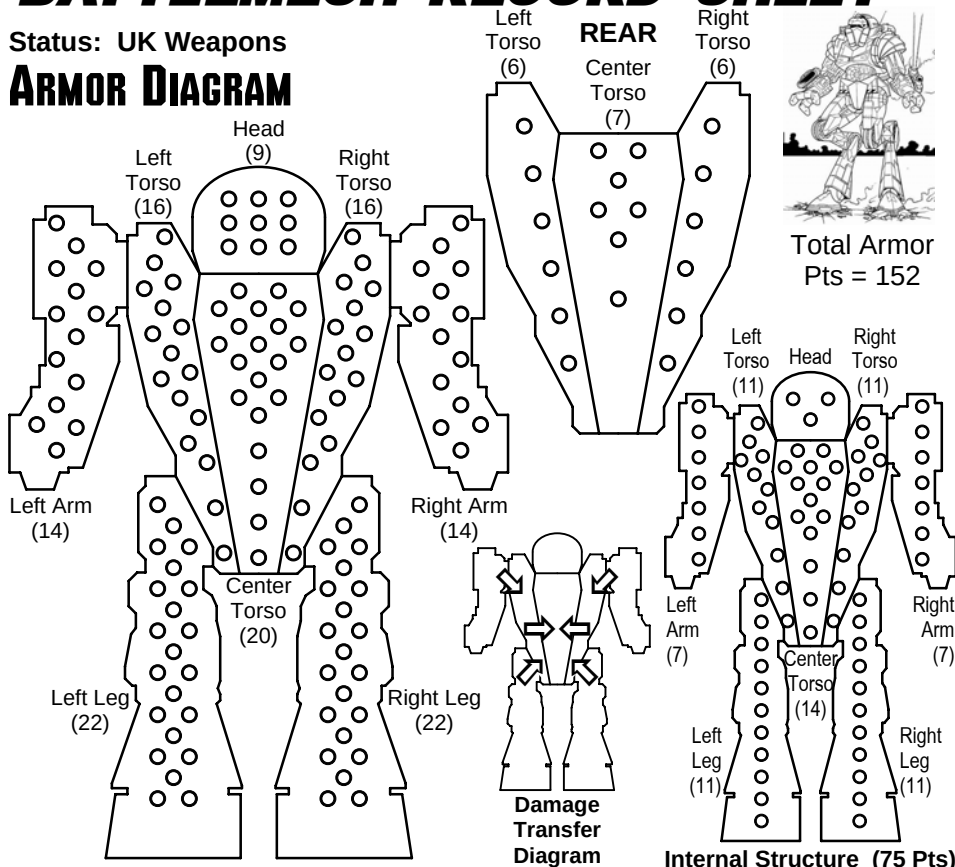
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: UK Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Beowulf BEO-OC (Human Sphere)

Mass: 45 tons

Movement Points: Tech, Config. & Level:

Walking: 6 [7] Mixed (Clan Base)

Running: 9 [11] Biped OmniMech

Jumping: 0 Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5 (UK)(C)	RT	1	5	-	7	14	21
1	ER Medium Laser(C)	RA	5	7	-	5	10	15
1	ER Medium Laser(C)	LA	5	7	-	5	10	15
1	ER Small Laser(C)	CT	2	5	-	2	4	6
1	Improved C³ CPU (IS)	LT	0	-	-	-	-	-

Ammo Type: Rotary AC/5 (UK) Rounds: 60 BV: 343

Total Heat Sinks: 11 Double (22)

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 (-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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser (C)
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Triple Strength (IS)
- Triple Strength (IS)
- Triple Strength (IS)

Left Torso (CASE)

- XL Engine (C)
- XL Engine (C)
- Improved C³ CPU (IS)
- Improved C³ CPU (IS)
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

- Ammo (RAC/5) 20
- Roll Again
- Roll Again
- Ferro-Fibrous (C)
- Ferro-Fibrous (C)
- Ferro-Fibrous (C)

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Ferro-Fibrous (C)

Head

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

Center Torso

- XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - ER Small Laser (C)
 - Roll Again

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

Battle Value: 1,991

Add for C³: & 212

Weapon Value: 1,865 / 1,865

Cost, C-Bills: 12,517,940

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser (C)
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Triple Strength (IS)
- Triple Strength (IS)
- Triple Strength (IS)

Right Torso

- XL Engine (C)
- XL Engine (C)
- Double Heat Sink (C)
- Double Heat Sink (C)
- Rotary AC/5 (UK)(C)
- Rotary AC/5 (UK)(C)

- Rotary AC/5 (UK)(C)
- Rotary AC/5 (UK)(C)
- Rotary AC/5 (UK)(C)
- Roll Again
- Ferro-Fibrous (C)
- Ferro-Fibrous (C)

Right Leg

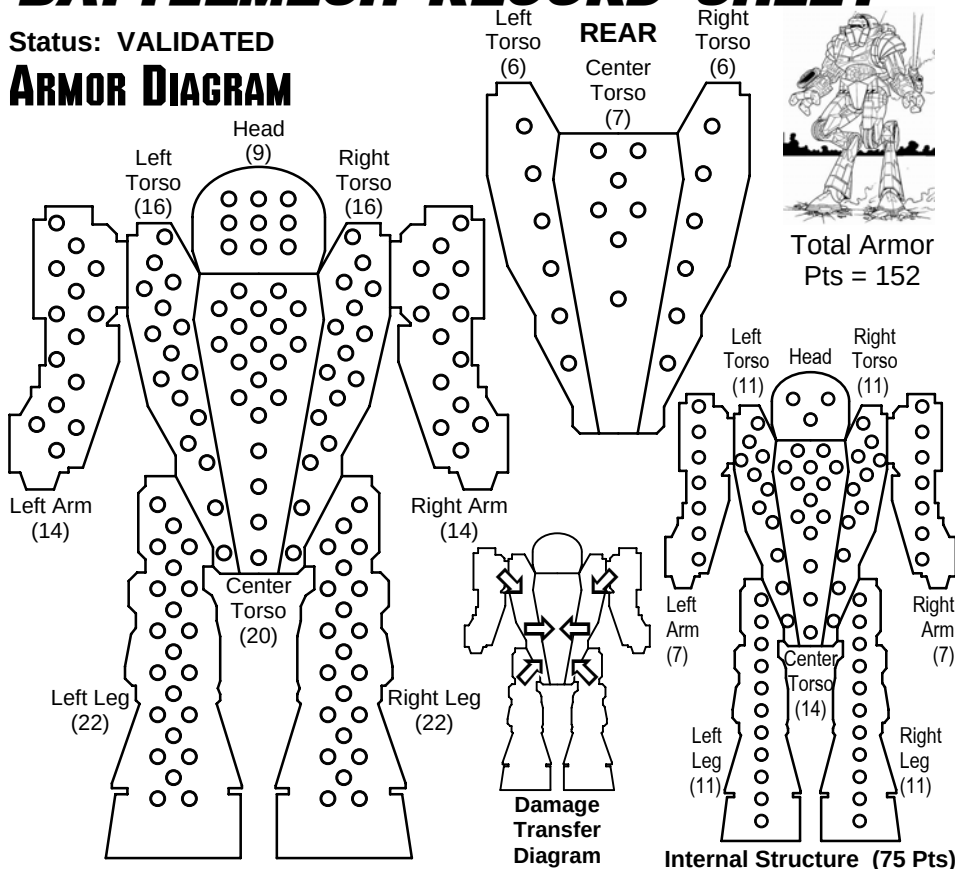
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Ferro-Fibrous (C)

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Beowulf BEO-OD (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Mixed (Clan Base)

Running: **9 [11]** Biped OmniMech

Jumping: **6** Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser(C)	RT	12	10	-	8	15	25
2	ER Medium Laser(C)	LT	5	7	-	5	10	15
2	ER Small Laser(C)	CT	2	5	-	2	4	6
1	ER Micro Laser(C)	RT	1	2	-	1	2	4
1	ER Micro Laser(C)	LT	1	2	-	1	2	4
1	Improved C³ CPU (IS)	LT	0	-	-	-	-	-
2	Swords	LA/RA	0	6				

Total Heat Sinks: **11 Double (22)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	



Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Sword
 - Sword
- 1-3
- Sword
 - Roll Again
 - Roll Again
 - Triple Strength (IS)
 - Triple Strength (IS)
 - Triple Strength (IS)
- 4-6

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine (C)
 - XL Engine (C)
 - XL Engine (C)
 - ER Small Laser (C)
 - ER Small Laser (C)
- 4-6

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

Battle Value: **1,874**

Add for C³: **& 189**

Weapon Value: **1,496 / 1,496**

Cost, C-Bills: **12,728,644**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Sword
 - Sword
- 1-3
- Sword
 - Roll Again
 - Roll Again
 - Triple Strength (IS)
 - Triple Strength (IS)
 - Triple Strength (IS)
- 4-6

Right Torso

- XL Engine (C)
 - XL Engine (C)
 - Double Heat Sink (C)
 - Double Heat Sink (C)
 - ER Large Laser (C)
 - ER Micro Laser (C)
- 1-3
- Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous (C)

Left Torso

- XL Engine (C)
 - XL Engine (C)
 - Improved C³ CPU (IS)
 - Improved C³ CPU (IS)
 - ER Medium Laser (C)
 - ER Medium Laser (C)
- 1-3
- ER Micro Laser (C)
 - Jump Jet
 - Jump Jet
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
 - Ferro-Fibrous (C)
- 4-6

Left Leg

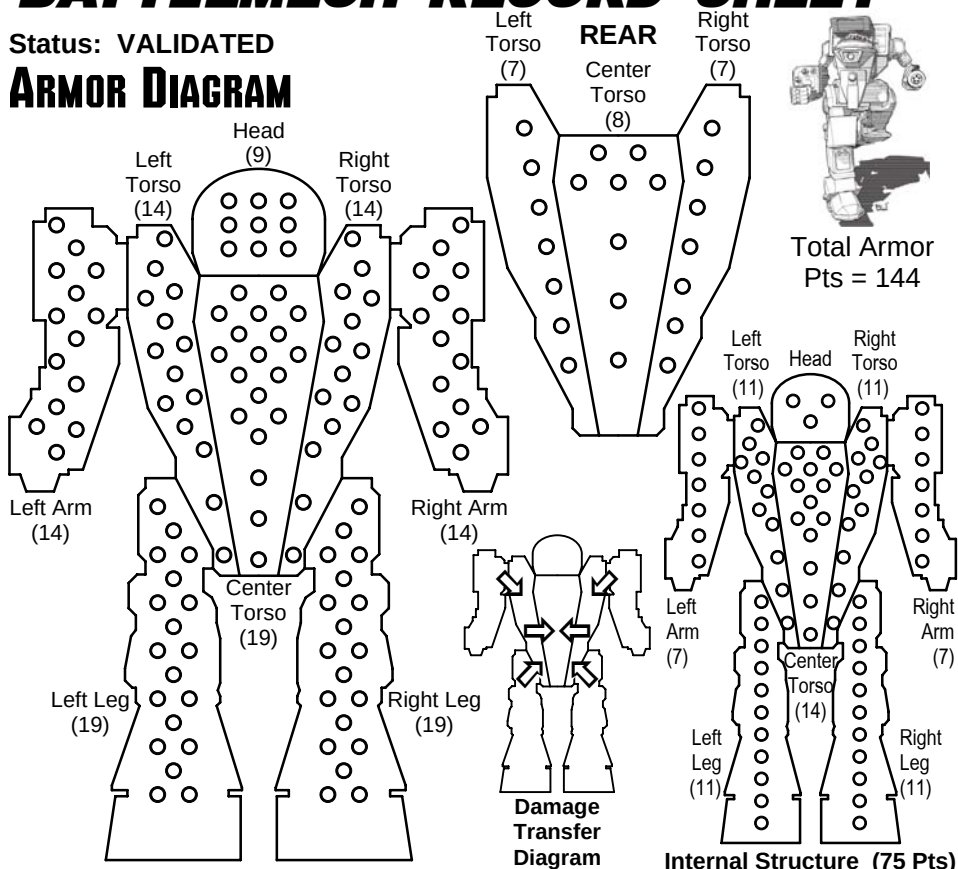
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous (C)

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

'MECH DATA

Type: Ice Ferret (Fenris) Base (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 2948

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

Total Heat Sinks: 12 Double (24)

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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
- Ferro-Fibrous
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

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

Battle Value: **739**
Weapon Value: **0 / 0**
Cost, C-Bills: **11,411,862**

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Right Leg

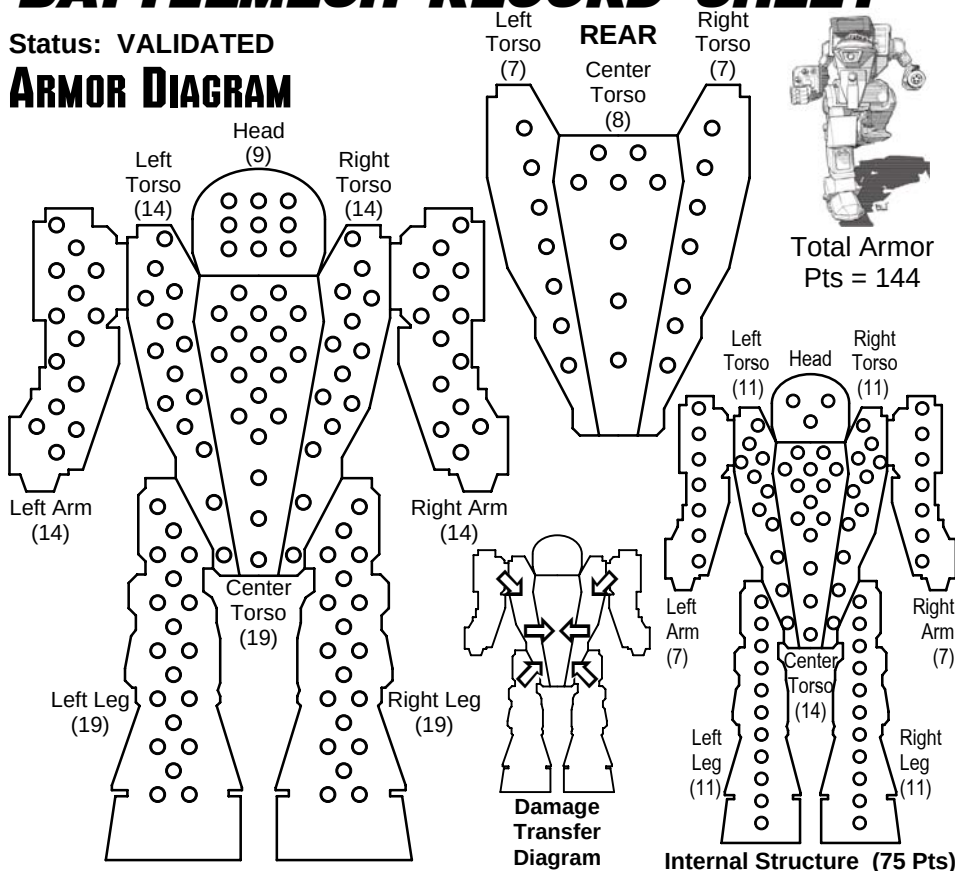
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) Prime (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 2948

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 2	RA	2	2/hit	-	4	8	12
1	ER Small Laser	LA	2	5	-	2	4	6
1	Active Probe	CT	0	-	-	-	-	5

Ammo Type: Streak SRM 2

Rounds: 50

BV: 18

Total Heat Sinks: 12 Double (24)

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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

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Active Probe
6. Endo Steel

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

Battle Value: **1,678**
Weapon Value: **1,289 / 1,249**
Cost, C-Bills: **12,543,588**

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. Ammo (Streak 2) 50

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

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
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

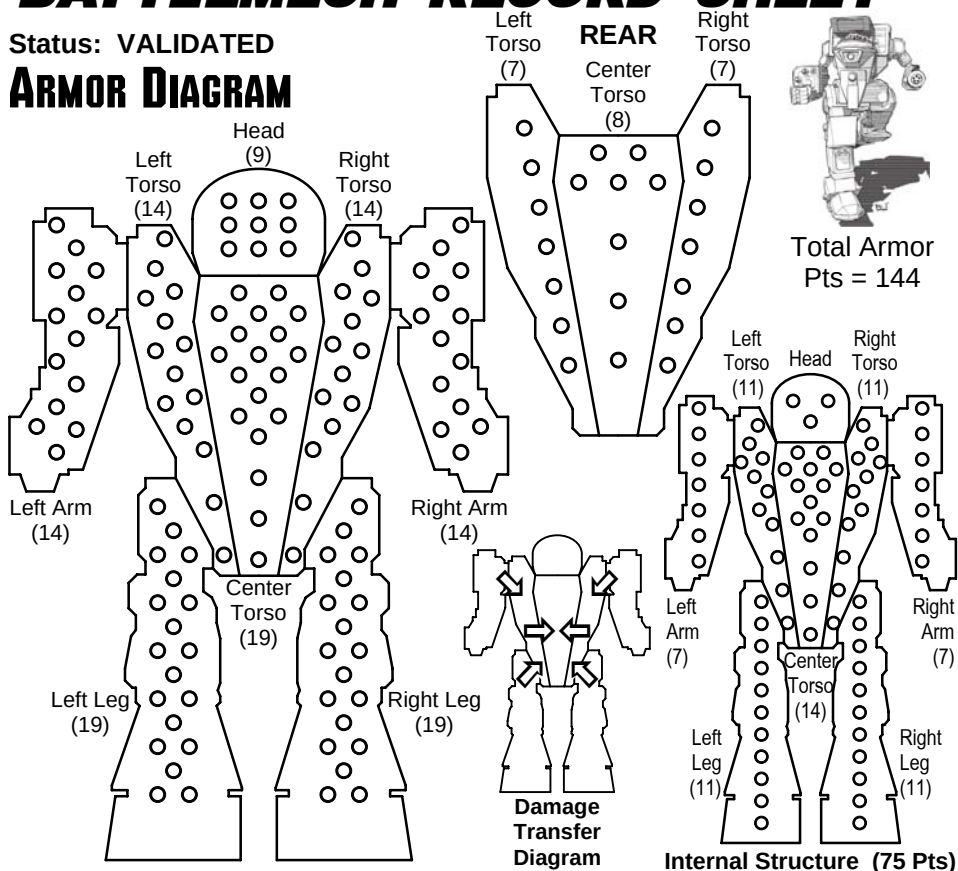
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) A (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 2948

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	LA	1	2	4	10	20	30
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	CT	5	7	-	5	10	15
1	Anti-Missile System	RA	1	*	-	-	-	-

Ammo Type: Rounds: BV:

LB 2-X AC	45	21
Anti-Missile System	24	31

Total Heat Sinks: **12 Double (24)**

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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	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LB 2-X) 45
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

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

Battle Value: **1,323**
Weapon Value: **933 / 933**
Cost, C-Bills: **12,332,885**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Anti-Missile System
- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

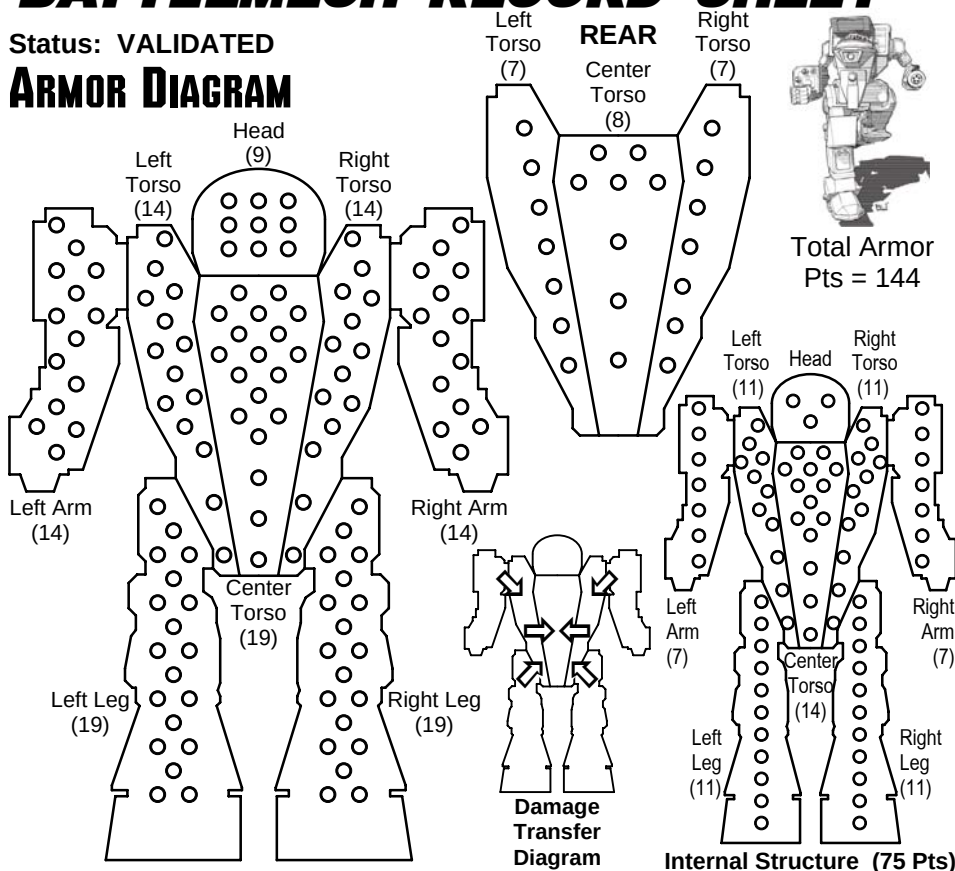
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) B (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 2948

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	Small Pulse Laser	CT	2	3	-	2	4	6

Ammo Type:

Rounds:

BV:

SRM 6

15

25

SRM 4

25

18

Total Heat Sinks: **12 Double (24)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

WZK GAMES

Left Arm (CASE)

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

1. Ammo (SRM 4) 25
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,461**
Weapon Value: **1,270 / 1,270**
Cost, C-Bills: **12,336,238**

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Ammo (SRM 6) 15

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

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
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

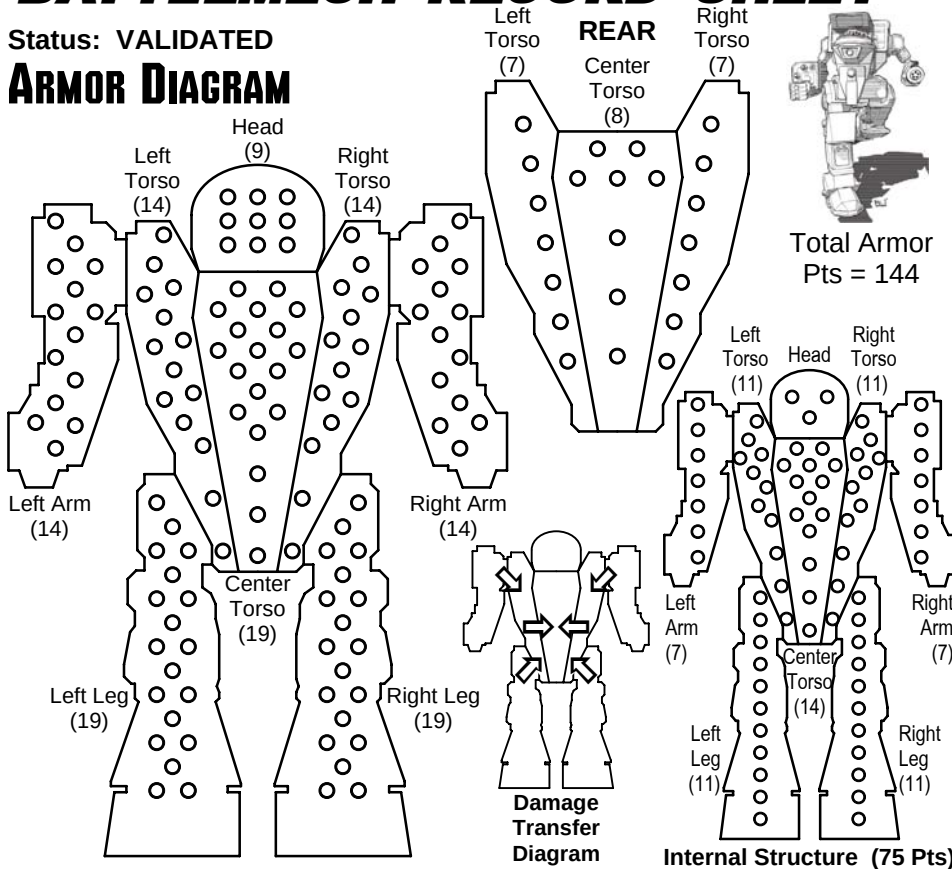
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) C (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 2948

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5 w/ Artemis IV LA	2	1/hit	-	7	14	21	
1	LRM 5 w/ Artemis IV LT	2	1/hit	-	7	14	21	
1	LRM 5 w/ Artemis IV RA	2	1/hit	-	7	14	21	
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

Rounds:

BV:

LRM 5

72

75

Total Heat Sinks: **12 Double (24)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(8)

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	



Left Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 - 1-3 3. Lower Arm Actuator
 4. Hand Actuator
 5. LRM 5
 6. Artemis IV FCS
1. Ammo (LRM 5) 24
 2. Ferro-Fibrous
 - 4-6 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 - 1-3 3. LRM 5
 4. Artemis IV FCS
 5. Ammo (LRM 5) 24
 6. Endo Steel
1. Ferro-Fibrous
 2. Ferro-Fibrous
 - 4-6 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,211**
Weapon Value: **773 / 664**
Cost, C-Bills: **12,737,252**

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 - 1-3 3. Lower Arm Actuator
 4. Hand Actuator
 5. LRM 5
 6. Artemis IV FCS
1. Ammo (LRM 5) 24
 2. Ferro-Fibrous
 - 4-6 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

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

Right Leg

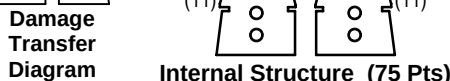
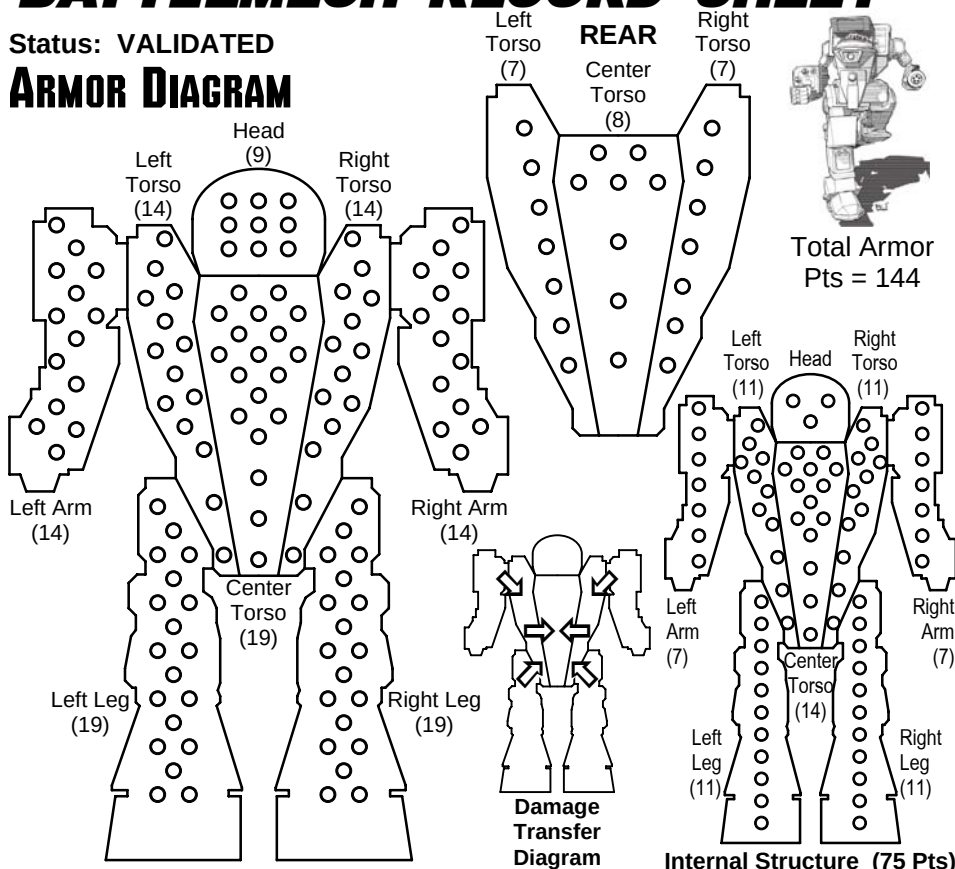
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) D (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 2948

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	Anti-Missile System	LA	1	*	-	-	-	-

Ammo Type: Anti-Missile System Rounds: 24 BV: 31

Total Heat Sinks: 12 Double (24)

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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	



Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Medium Pulse Laser

- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Endo Steel

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

Battle Value: 1,653
Weapon Value: 1,568 / 1,568
Cost, C-Bills: 12,122,362

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Right Leg

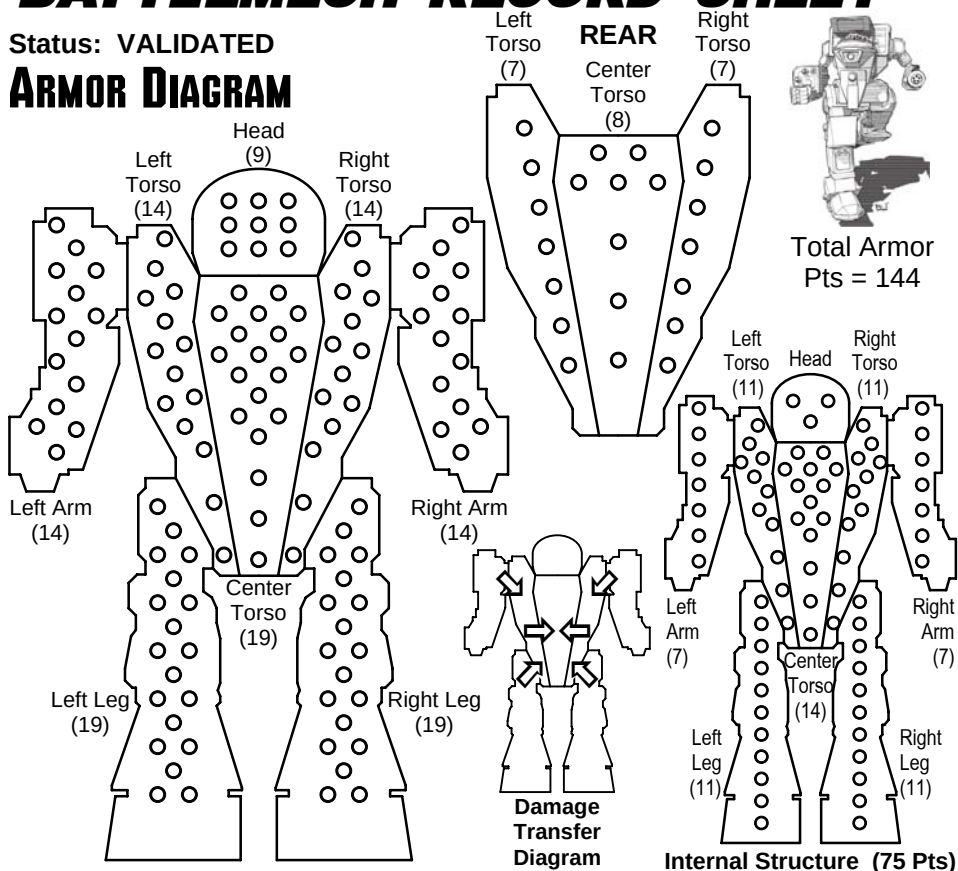
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 144

'MECH DATA

Type: Ice Ferret (Fenris) E (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV:

Adv. Tact. Msl. 9 21 386

Total Heat Sinks: 12 Double (24)

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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	

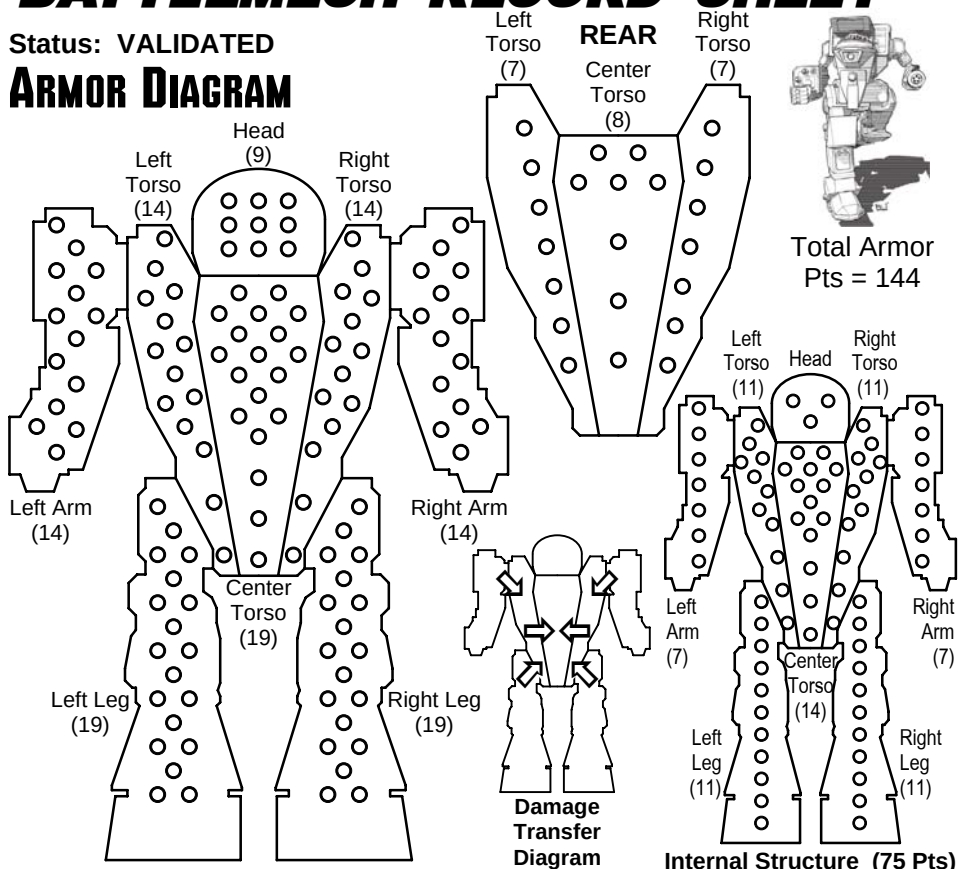


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) H (Human Sphere)

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 6

15

25

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- SRM 6

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

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

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

Battle Value: **1,619**

Weapon Value: **1,536 / 1,536**

Cost, C-Bills: **12,432,300**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

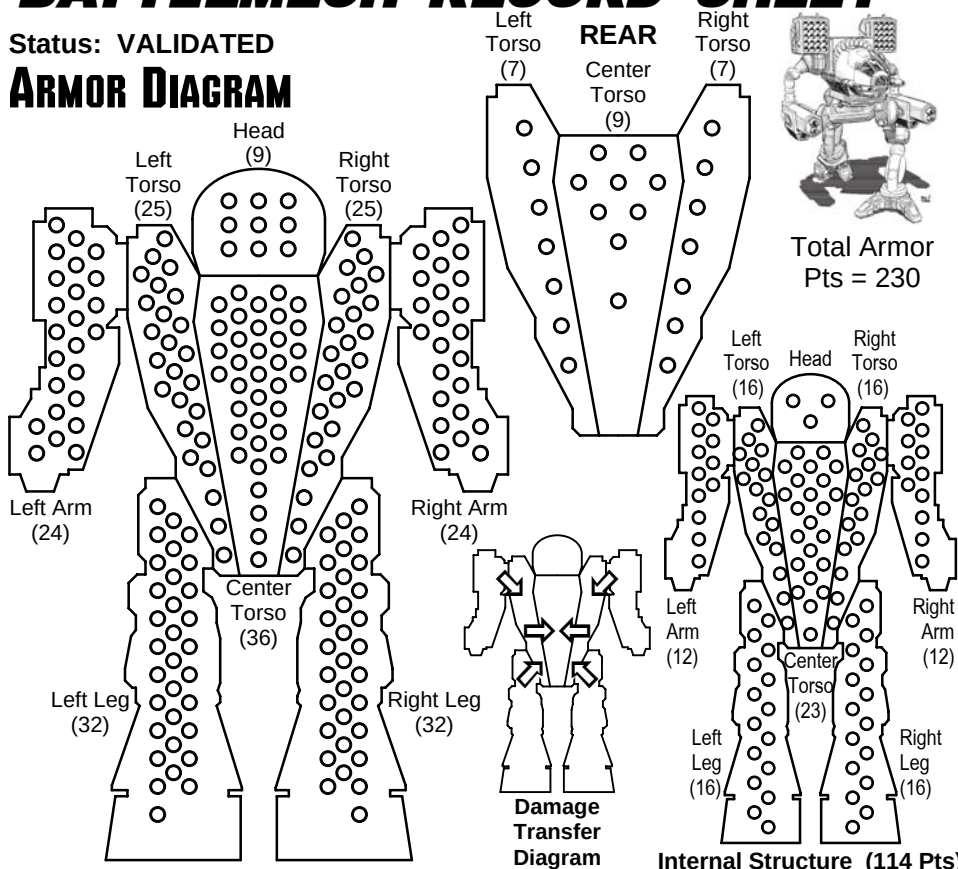


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage
Transfer
Diagram

Internal Structure (114 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Roll Again

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

Battle Value: 1,066
Weapon Value: 0 / 0
Cost, C-Bills: 21,382,812

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Timber Wolf (Mad Cat) Base (Human Sphere)

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 2945

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	

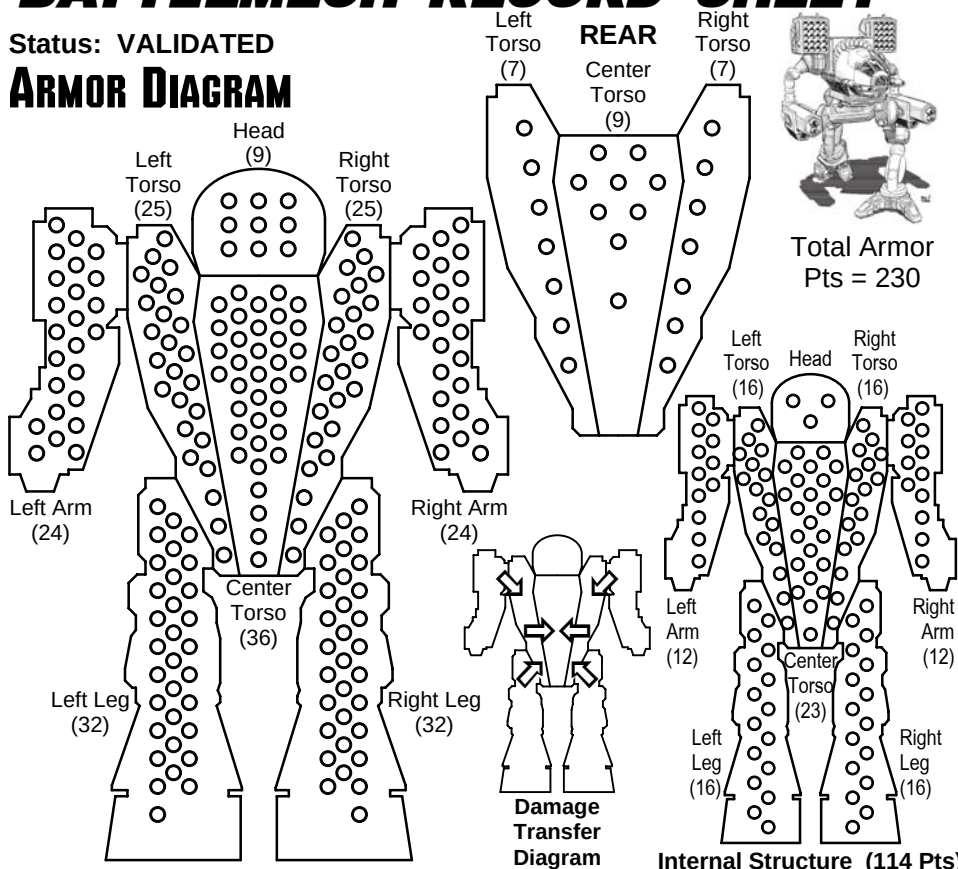
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

'MECH DATA

Type: Timber Wolf (Mad Cat) C (Human Sphere)

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 2945

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 15	RT	5	1/hit	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Ultra AC/5	RA	1	5	-	7	14	21
1	ER Medium Laser	CT	5	7	-	5	10	15
1	Anti-Missile System	LT	1	*	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 15	16	79
Ultra AC/5	20	28
Anti-Missile System	24	29

Total Heat Sinks: **15 Double (30)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

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

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Anti-Missile System
- Ammo (LRM 15) 8

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

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

Battle Value: **2,500**
Weapon Value: **3,216 / 3,216**
Cost, C-Bills: **24,329,921**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (AMS) 24

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

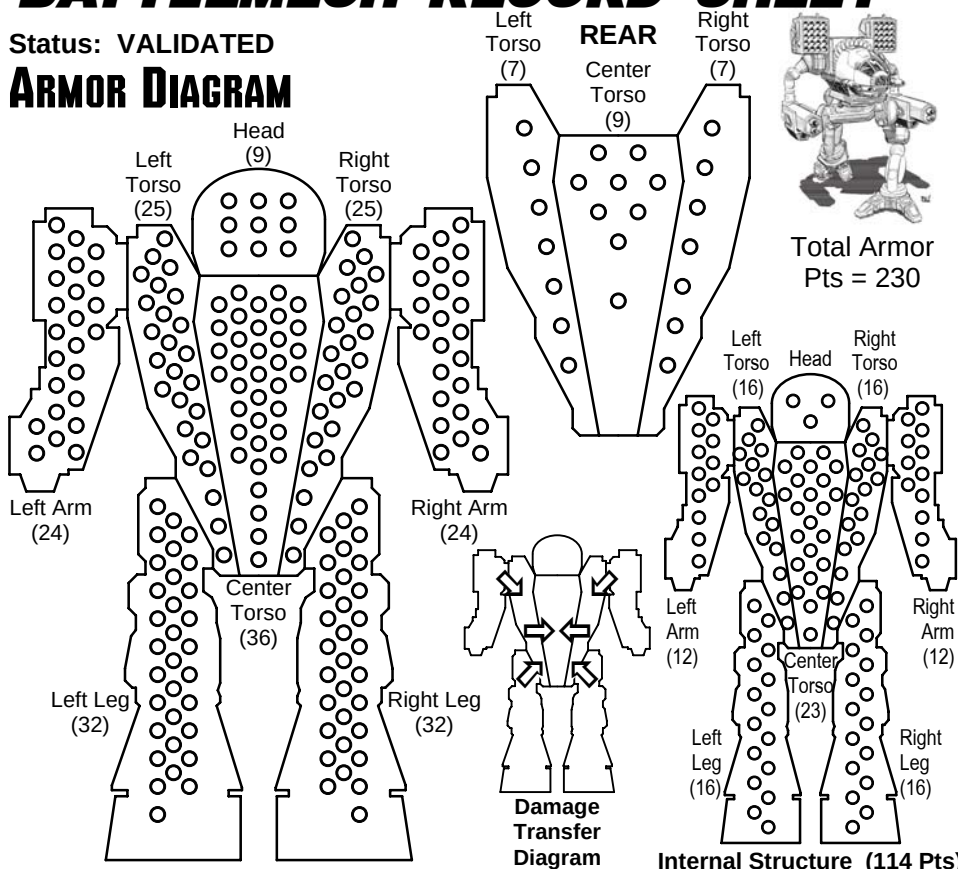
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Timber Wolf (Mad Cat) D (Human Sphere)

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 2945

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6
1	Streak SRM 6	RT(R)	4	2/hit	-	4	8	12
1	Streak SRM 6	LT(R)	4	2/hit	-	4	8	12

Ammo Type: Streak SRM 6
Rounds: 45
BV: 84

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○○○○○○○○○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	-2 Movement Point
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 MP
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [ER PPC
- 1-3 [ER PPC
- Ferro-Fibrous
- Roll Again

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [ER PPC
- 1-3 [ER PPC
- Ferro-Fibrous
- Roll Again

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

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 [Streak SRM 6
- 1-3 [Streak SRM 6
- 1-3 [Streak SRM 6 (R)
- 1-3 [Streak SRM 6 (R)
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 [Streak SRM 6
- 1-3 [Streak SRM 6
- 1-3 [Streak SRM 6 (R)
- 1-3 [Streak SRM 6 (R)
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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

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

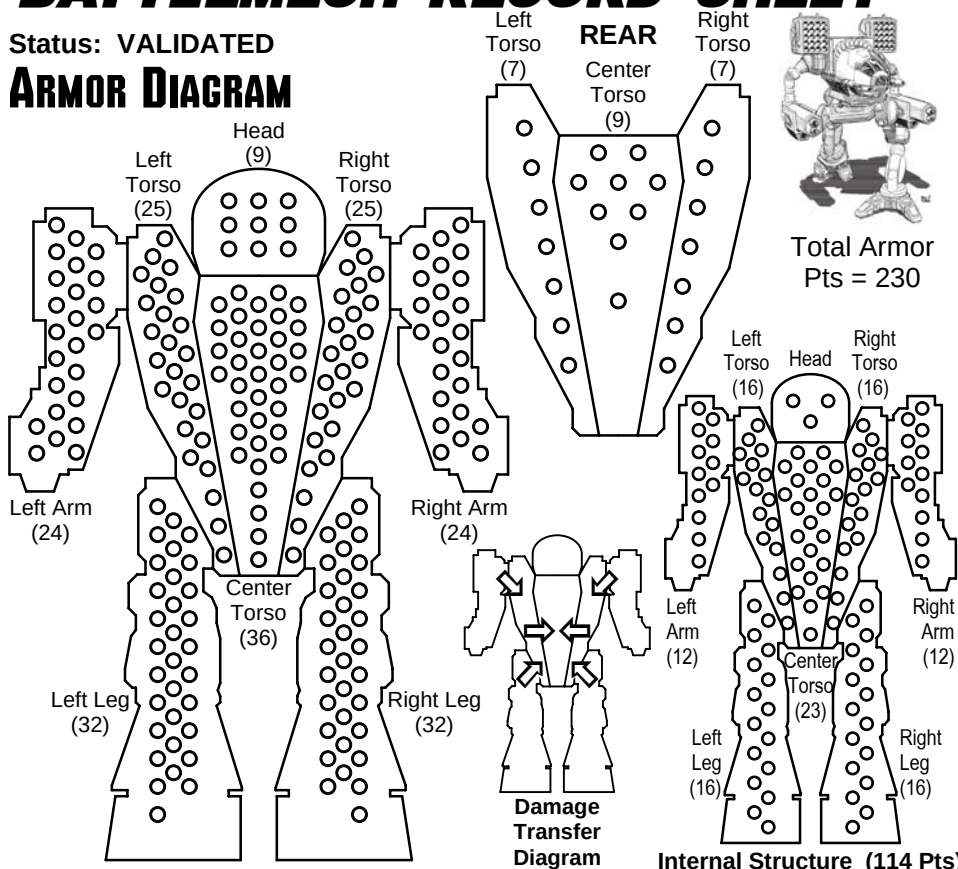
Battle Value: **2,682**
Weapon Value: **3,538 / 2,978**
Cost, C-Bills: **24,326,642**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (114 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

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

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Adv. Tact. Msl. 9
4. Adv. Tact. Msl. 9
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9

1. Ammo (ATM 9) 7
2. Ammo (ATM 9) 7
3. Ammo (ATM 9) 7
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Light TAG
6. Endo Steel

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

Battle Value: **2,444**
Weapon Value: **3,031 / 3,031**
Cost, C-Bills: **24,572,188**

Right Arm

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

1. Double Heat Sink
2. ER Large Laser
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Adv. Tact. Msl. 9
4. Adv. Tact. Msl. 9
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9

1. Ammo (ATM 9) 7
2. Ammo (ATM 9) 7
3. Ammo (ATM 9) 7
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Timber Wolf (Mad Cat) E (Human Sphere)

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3060

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	Adv. Tact. Msl. 9	RT	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9	LT	6	2/hit	4	5	10	15
1	Light TAG	CT	0	-	-	3	6	9

Ammo Type: Rounds: BV:

Adv. Tact. Msl. 9 42 405

Total Heat Sinks: **18 Double (36)**

○○○○○○○○○○ ○○○○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

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	

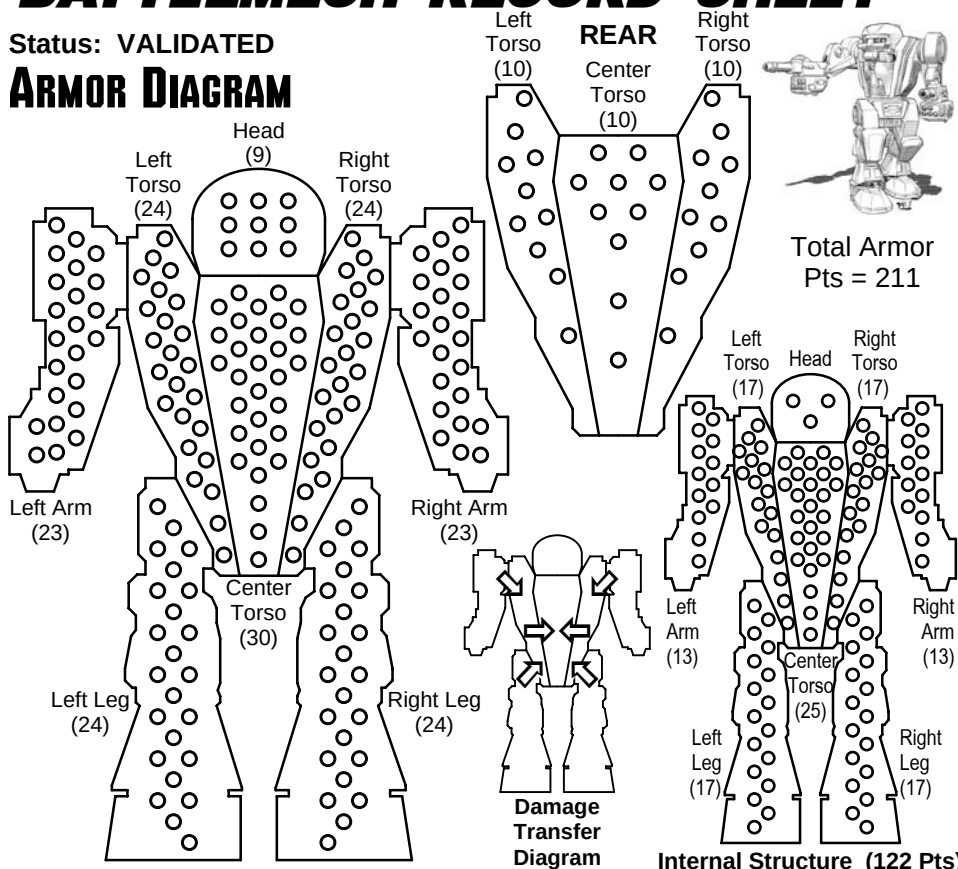
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Gargoyle (Man O' War) Base (Human Sphere)

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 2945

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

Total Heat Sinks: **16 Double (32)**

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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
- Ferro-Fibrous
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

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

Battle Value: **1,026**
Weapon Value: **0 / 0**
Cost, C-Bills: **24,174,299**

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Right Leg

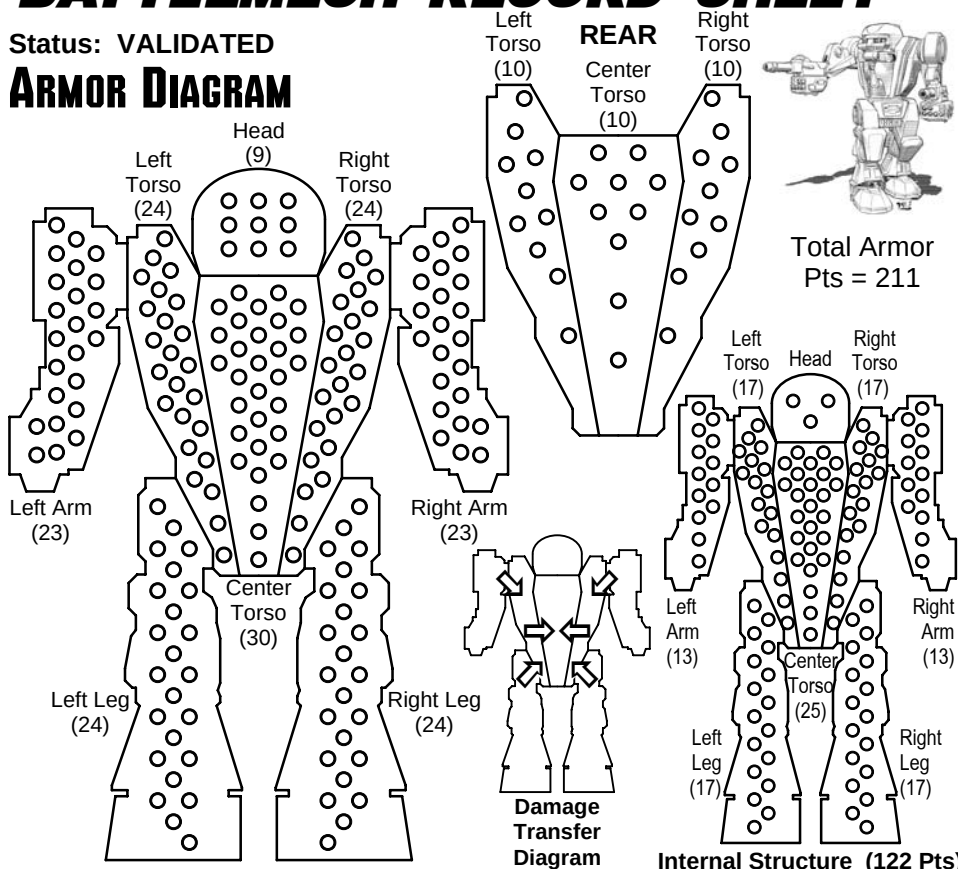
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (122 Pts)

Left Arm

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

1. Medium Pulse Laser
2. ER Medium Laser
3. ER Small Laser
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Battle Value: 2,689

Weapon Value: 3,090 / 3,090

Cost, C-Bills: 26,234,962

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Gargoyle (Man O' War) A (Human Sphere)

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 2945

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

Total Heat Sinks: 16 Double (32)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(51)

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	

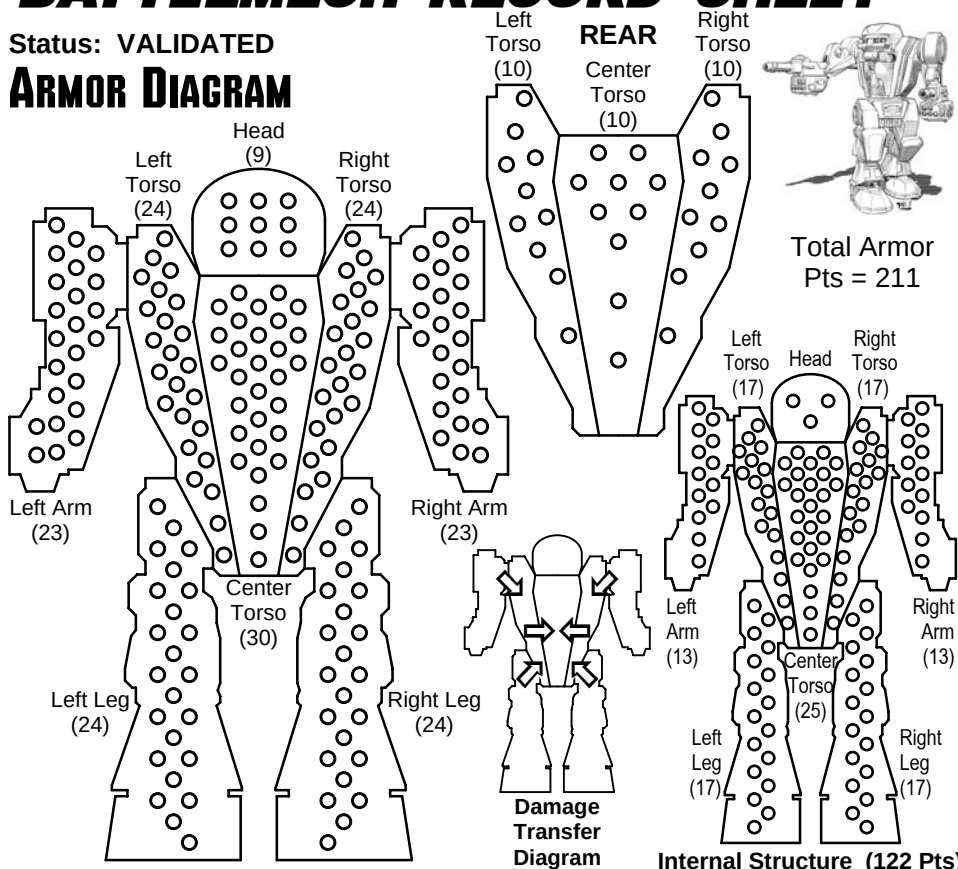
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Gargoyle (Man O' War) B (Human Sphere)

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 2945

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV:

Gauss Rifle	16	150
LRM 10	12	26
SRM 4	25	9

Total Heat Sinks: 16 Double (32)

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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

** Avoid Inferno explosion on.. Shutdown

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Artemis IV FCS

- SRM 4
- Artemis IV FCS
- Ammo (LRM 10) 12
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

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

Battle Value: **1,843**
Weapon Value: **1,670 / 1,540**
Cost, C-Bills: **26,207,399**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Right Leg

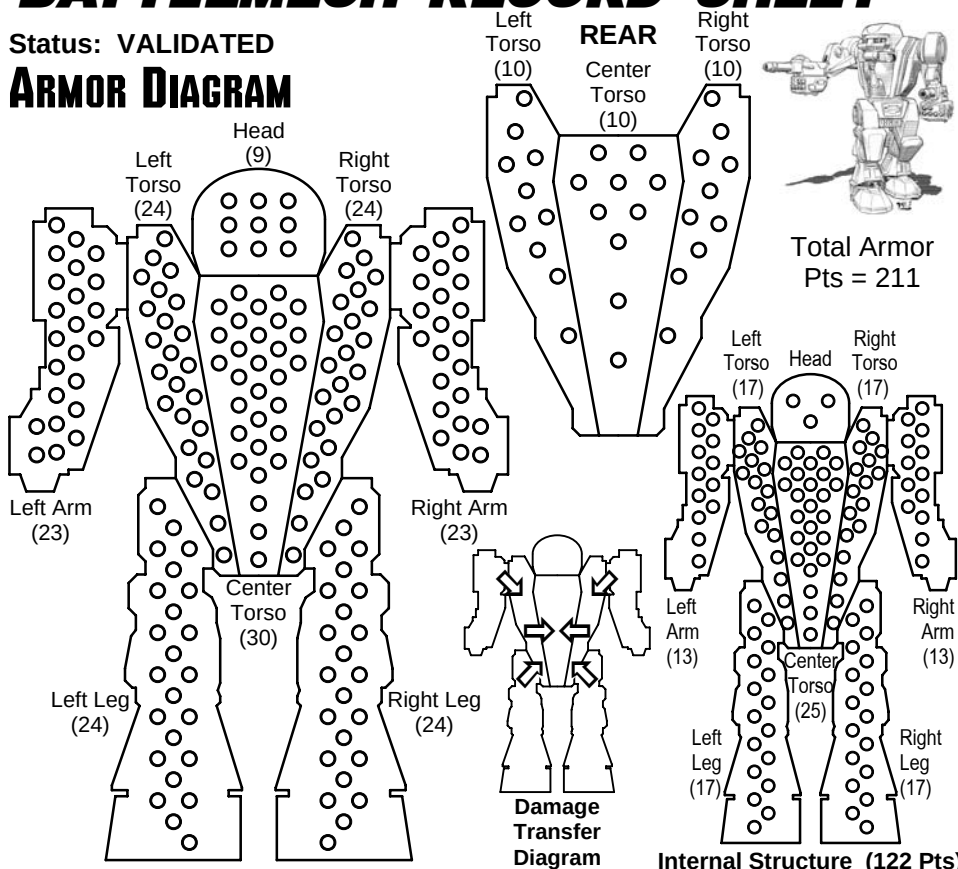
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (122 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20
1. Ultra AC/20
2. Ultra AC/20
- 4-6 3. Ultra AC/20
4. Ultra AC/20
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. Ammo (Ult AC/20) 5
4. Ammo (Ult AC/20) 5
5. Ferro-Fibrous
6. Ferro-Fibrous
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. Anti-Personnel Pod
6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **2,417**

Weapon Value: **3,009 / 3,009**

Cost, C-Bills: **26,523,524**

Right Arm

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

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Ferro-Fibrous
4. Ferro-Fibrous
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. Anti-Personnel Pod
6. Anti-Personnel Pod

'MECH DATA

Type: Gargoyle (Man O' War) C (Human Sphere)

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 2945

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/20	LA	7	20	-	4	8	12
2	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Anti-Personnel Pod	LL	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Ultra AC/20 10 158

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○○○ ○○○○○○

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

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	

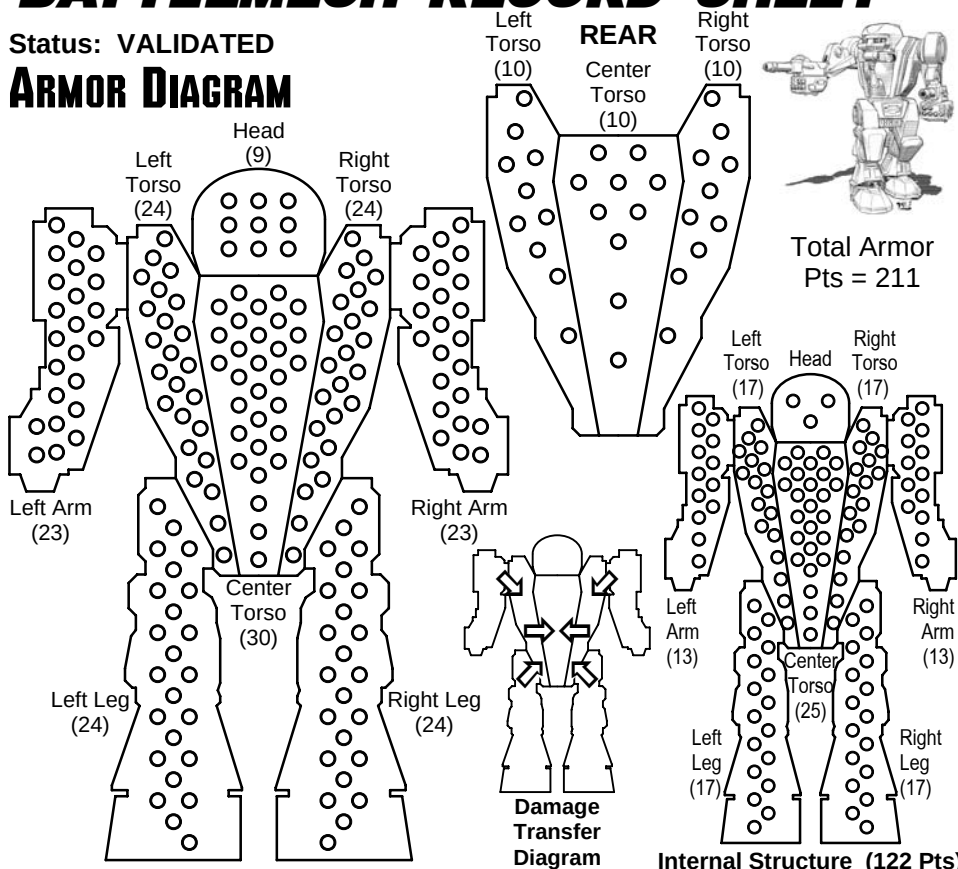
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (122 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Medium Pulse Laser

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Medium Pulse Laser
 6. ER Small Laser

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

Battle Value: **2,499**
Weapon Value: **4,330 / 4,330**
Cost, C-Bills: **25,626,112**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Medium Pulse Laser

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Gargoyle (Man O' War) D (Human Sphere)

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3060

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	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6
1	Targeting Computer							

Total Heat Sinks: 20 Double (40)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	

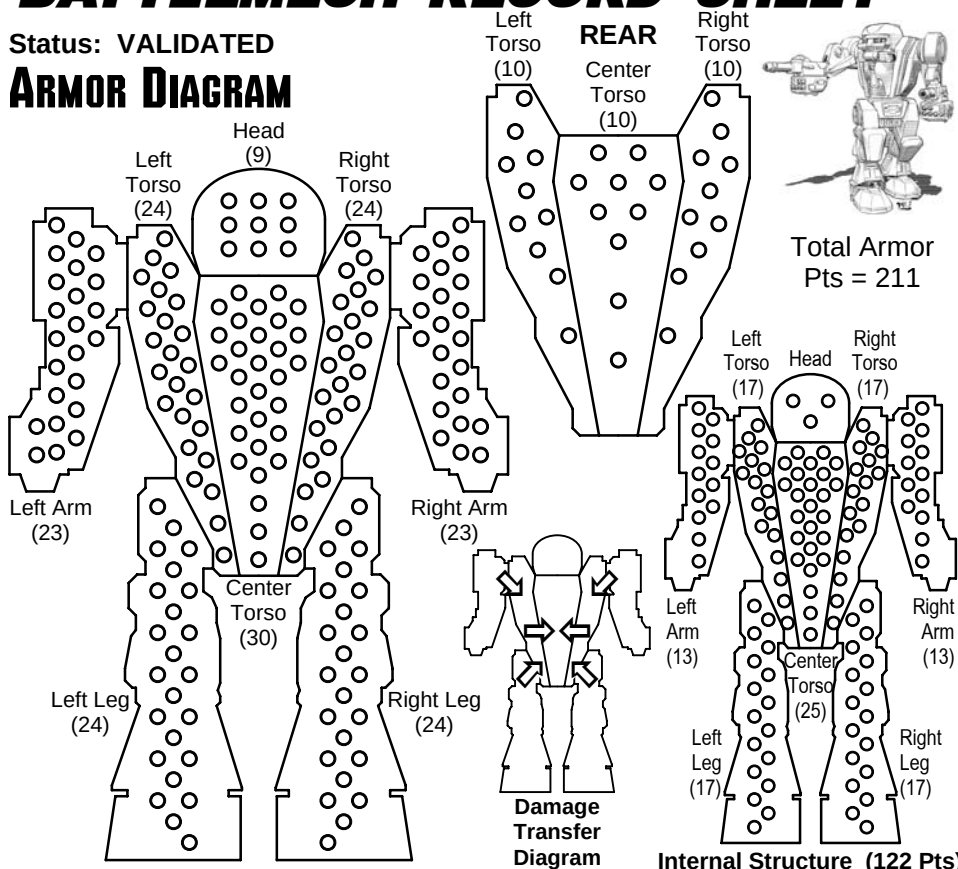
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (122 Pts)

Left Arm

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

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 3. Heavy Medium Laser
 4. Heavy Medium Laser
 5. Heavy Medium Laser
 6. Heavy Medium Laser
- 1-3
1. Streak SRM 6
 2. Streak SRM 6
 3. Ammo (Streak 6) 15
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **2,257**
Weapon Value: **2,782 / 2,604**
Cost, C-Bills: **27,191,549**

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Adv. Tact. Msl. 12
 6. Adv. Tact. Msl. 12
- 1-3
1. Adv. Tact. Msl. 12
 2. Adv. Tact. Msl. 12
 3. Adv. Tact. Msl. 12
 4. Ammo (ATM 12) 5
 5. Ammo (ATM 12) 5
 6. Ferro-Fibrous
- 4-6

Right Torso (CASE)

1. XL Engine
 2. XL Engine
 3. ER Micro Laser
 4. ER Micro Laser
 5. Ammo (ATM 12) 5
 6. Ferro-Fibrous
- 1-3
1. Ferro-Fibrous
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: Gargoyle (Man O' War) E (Human Sphere)

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 12	RA	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
2	Heavy Medium Laser	LA	7	10	-	3	6	9
2	Heavy Medium Laser	LT	7	10	-	3	6	9
2	ER Micro Laser	RT	1	2	-	1	2	4
1	Targeting Computer							

Ammo Type:	Rounds:	BV:
Adv. Tact. Msl. 12	15	293
Streak SRM 6	15	28

Total Heat Sinks: **18 Double (36)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	

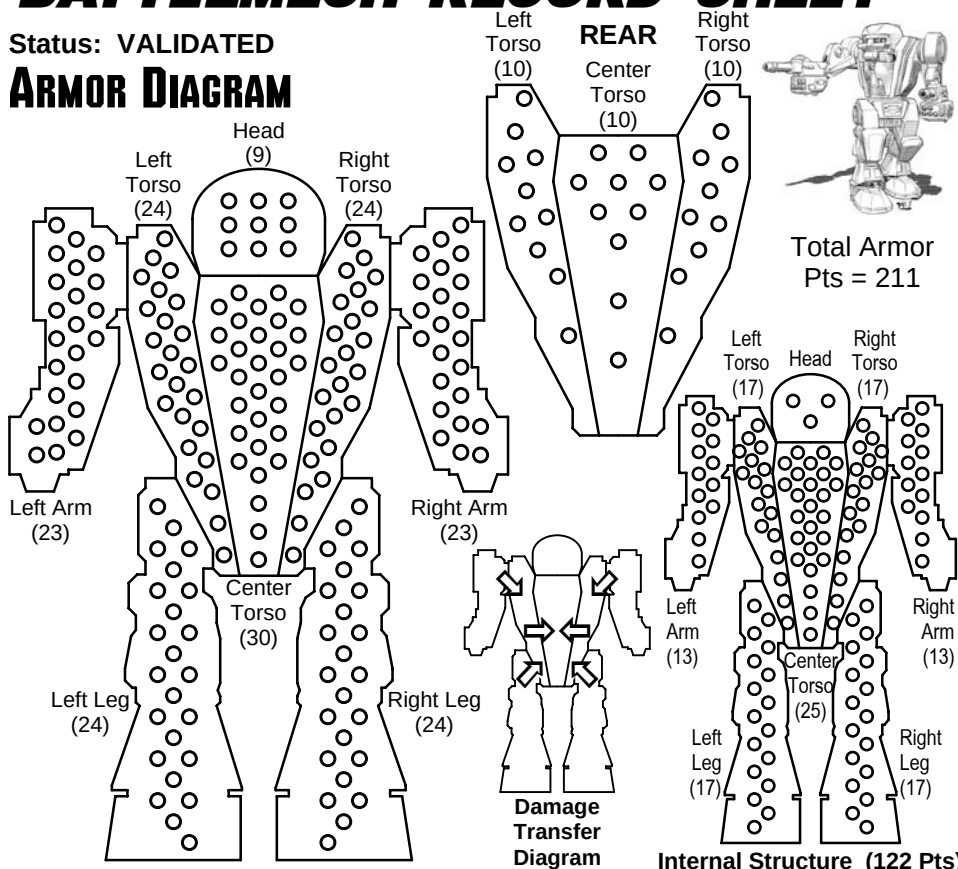
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Gargoyle (Man O' War) H (Human Sphere)

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	-	7	14	21
1	Ultra AC/10	RA	3	10	-	6	12	18
1	Heavy Large Laser	LA	18	16	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

LRM 10

12

26

Ultra AC/10

20

98

Total Heat Sinks: **16 Double (32)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Large Laser
 - Heavy Large Laser
- 1-3
- Heavy Large Laser
 - ER Medium Laser
 - ER Medium Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - LRM 10
 - Ammo (LRM 10) 12
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 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: **2,183**

Weapon Value: **2,656 / 2,656**

Cost, C-Bills: **26,364,899**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

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	

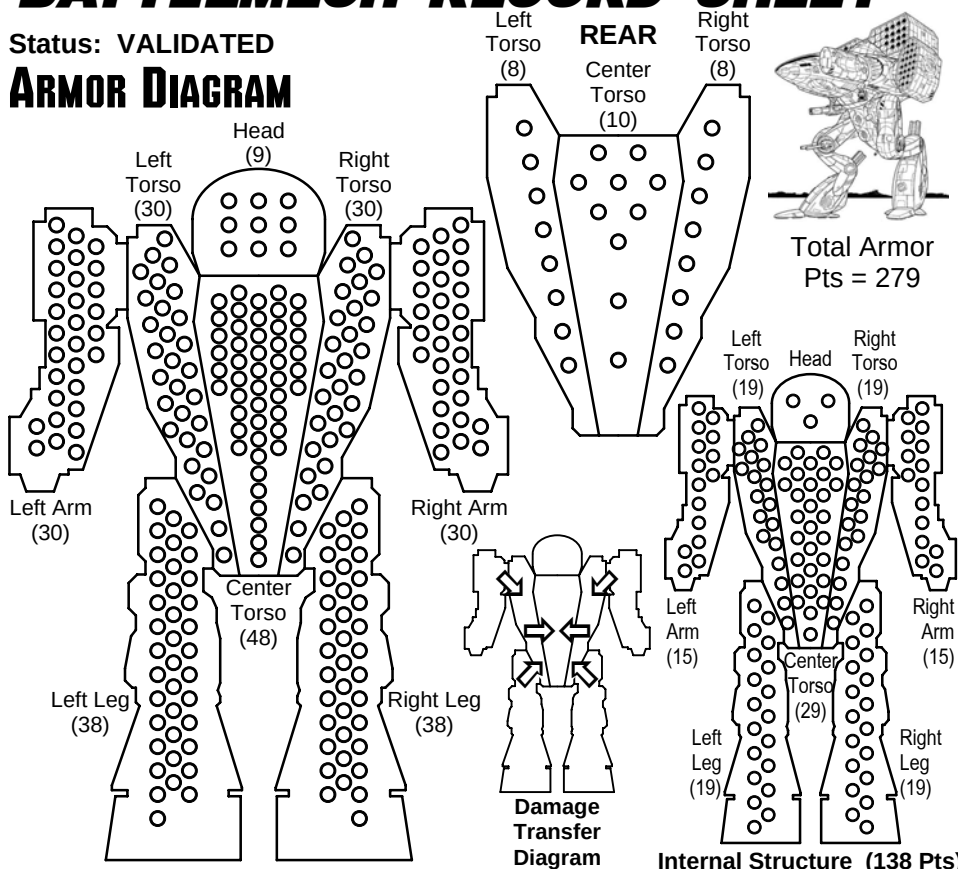
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Viking VKG-Base (Human Sphere)

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Mixed (Clan Base)

Running: **5**

Biped OmniMech

Jumping: **0**

Level 3 / 3079

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Improved C³ CPU (IS) CT 0 - - - - -

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

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

- Roll Again
- Double Heat Sink (C)
- Double Heat Sink (C)
- Endo Steel (C)
- Endo Steel (C)
- Endo Steel (C)

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

- Fusion Engine (C)
- Fusion Engine (C)
- Fusion Engine (C)
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine (C)
- Fusion Engine (C)
- Fusion Engine (C)
- Improved C³ CPU (IS)
- Improved C³ CPU (IS)

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

Battle Value: **1,229**

Add for C³: **& 0**

Weapon Value: **0 / 0**

Cost, C-Bills: **10,350,250**

Right Arm

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

- Double Heat Sink (C)
- Double Heat Sink (C)
- Endo Steel (C)
- Endo Steel (C)
- Endo Steel (C)
- Endo Steel (C)

Right Torso

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

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Double Heat Sink (C)
- Double Heat Sink (C)

Right Leg

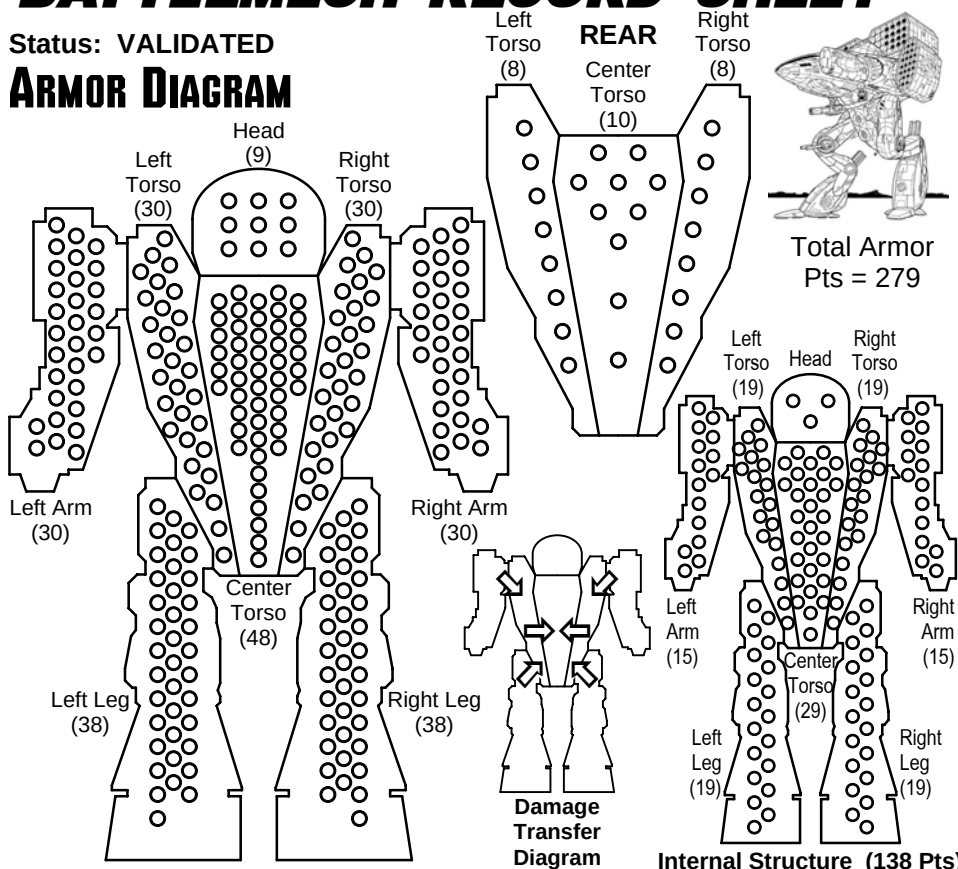
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Adv. Tact. Msl. 9 (C)
4. Adv. Tact. Msl. 9 (C)
5. Adv. Tact. Msl. 9 (C)
6. Adv. Tact. Msl. 9 (C)
1. Roll Again
2. Double Heat Sink (C)
- 4-6 3. Double Heat Sink (C)
4. Endo Steel (C)
5. Endo Steel (C)
6. Endo Steel (C)

Left Torso (CASE)

1. ER Large Laser (C)
2. Adv. Tact. Msl. 9 (C)
- 1-3 3. Adv. Tact. Msl. 9 (C)
4. Adv. Tact. Msl. 9 (C)
5. Adv. Tact. Msl. 9 (C)
6. Ammo (MG) 200
1. Ammo (ATM 9) 7
2. Ammo (ATM 9) 7
3. Ammo (ATM 9) 7
- 4-6 4. Ammo (ATM 9) 7
5. Ammo (ATM 9) 7
6. Ammo (ATM 9) 7

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun (C)
6. Machine Gun (C)

CRITICAL HIT TABLE

Head (CASE)

1. Life Support
2. Sensors
3. Cockpit
4. Ammo (ATM 9) 7
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine (C)
2. Fusion Engine (C)
3. Fusion Engine (C)
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine (C)
3. Fusion Engine (C)
- 4-6 4. Fusion Engine (C)
5. Improved C³ CPU (IS)
6. Improved C³ CPU (IS)

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

Battle Value: **2,528**

Add for C³: **& 386**

Weapon Value: **2,438 / 2,438**

Cost, C-Bills: **15,981,375**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Adv. Tact. Msl. 9 (C)
4. Adv. Tact. Msl. 9 (C)
5. Adv. Tact. Msl. 9 (C)
6. Adv. Tact. Msl. 9 (C)
1. Double Heat Sink (C)
2. Double Heat Sink (C)
- 4-6 3. Endo Steel (C)
4. Endo Steel (C)
5. Endo Steel (C)
6. Endo Steel (C)

Right Torso (CASE)

1. ER Large Laser (C)
2. Adv. Tact. Msl. 9 (C)
- 1-3 3. Adv. Tact. Msl. 9 (C)
4. Adv. Tact. Msl. 9 (C)
5. Adv. Tact. Msl. 9 (C)
6. Ammo (ATM 9) 7
1. Ammo (ATM 9) 7
2. Ammo (ATM 9) 7
3. Ammo (ATM 9) 7
- 4-6 4. Ammo (ATM 9) 7
5. Double Heat Sink (C)
6. Double Heat Sink (C)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun (C)
6. Machine Gun (C)

'MECH DATA

Type: **Viking VKG-O (Human Sphere)**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Mixed (Clan Base)

Running: **5**

Biped OmniMech

Jumping: **0**

Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9(C)	RA	6	2/hit	4	5	10	15
1	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9(C)	LA	6	2/hit	4	5	10	15
1	Adv. Tact. Msl. 9(C)	RT	6	2/hit	4	5	10	15
1	Adv. Tact. Msl. 9(C)	LT	6	2/hit	4	5	10	15
1	ER Large Laser(C)	RT	12	10	-	8	15	25
1	ER Large Laser(C)	LT	12	10	-	8	15	25
2	Machine Gun(C)	RL	0	2	-	1	2	3
2	Machine Gun(C)	LL	0	2	-	1	2	3
1	Improved C³ CPU (IS)	CT	0	-	-	-	-	-

Ammo Type: Adv. Tact. Msl. 9 Rounds: 84 BV: 432
Machine Gun 200 1

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	

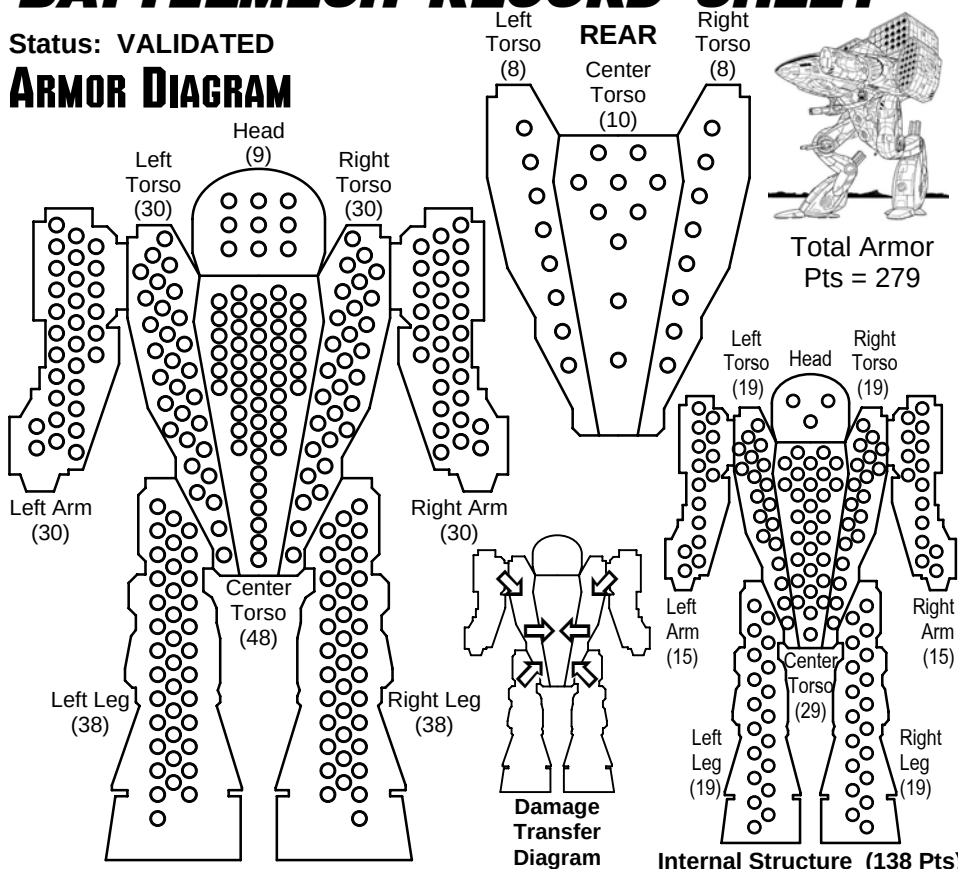
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser(C)
4. Medium Pulse Laser(C)
5. Medium Pulse Laser(C)
6. Roll Again

1. Roll Again
2. Double Heat Sink (C)
3. Double Heat Sink (C)
4. Endo Steel (C)
5. Endo Steel (C)
6. Endo Steel (C)

Left Torso (CASE)

1. LB 10-X AC (C)
2. LB 10-X AC (C)
3. LB 10-X AC (C)
4. LB 10-X AC (C)
5. LB 10-X AC (C)
6. Ammo (LB 10-X) 10

1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite (C)
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine (C)
3. Fusion Engine (C)
4. Fusion Engine (C)
5. Improved C³ CPU (IS)
6. Improved C³ CPU (IS)

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

Battle Value: **2,586**

Add for C³: **& 373**

Weapon Value: **4,663 / 4,663**

Cost, C-Bills: **13,843,875**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser (C)
4. Large Pulse Laser (C)
5. Roll Again
6. Roll Again

1. Double Heat Sink (C)
2. Double Heat Sink (C)
3. Endo Steel (C)
4. Endo Steel (C)
5. Endo Steel (C)
6. Endo Steel (C)

Right Torso (CASE)

1. Gauss Rifle (C)
2. Gauss Rifle (C)
3. Gauss Rifle (C)
4. Gauss Rifle (C)
5. Gauss Rifle (C)
6. Gauss Rifle (C)

1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Double Heat Sink (C)
6. Double Heat Sink (C)

Right Leg

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

'MECH DATA

Type: Viking VKG-OA (Human Sphere)

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Mixed (Clan Base)

Running: **5** Biped OmniMech

Jumping: **0** Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle(C)	RT	1	15	2	7	15	22
1	Large Pulse Laser(C)	RA	10	10	-	6	14	20
1	LB 10-X AC(C)	LT	2	10	-	6	12	18
3	Medium Pulse Laser(C)	LA	4	7	-	4	8	12
1	Improved C³ CPU (IS)	CT	0	-	-	-	-	-
1	ECM Suite(C)	HD	0	-	-	-	-	6

Ammo Type: Rounds: BV:

Gauss Rifle	32	160
LB 10-X AC	30	57

Total Heat Sinks: **13 Double (26)**

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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	

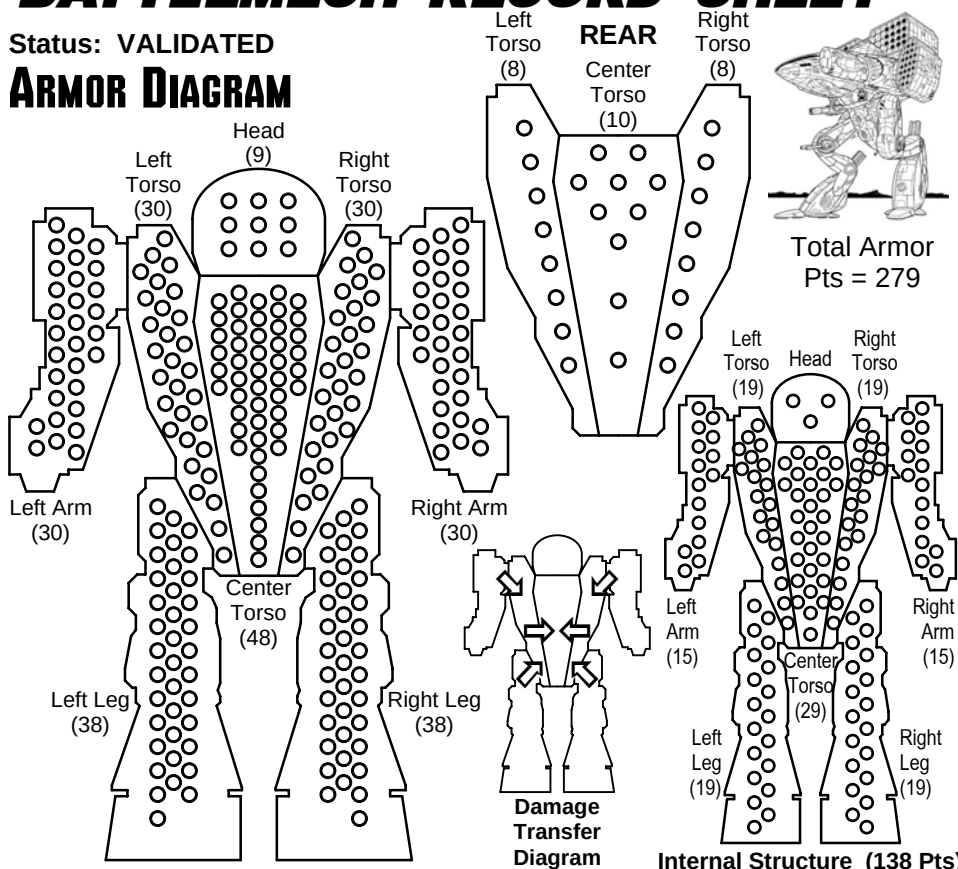
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 279

Internal Structure (138 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. [ER PPC (C)]
4. [ER PPC (C)]
5. Roll Again
6. [Double Heat Sink (C)]
1. [Double Heat Sink (C)]
2. [Double Heat Sink (C)]
- 4-6 3. [Double Heat Sink (C)]
4. Endo Steel (C)
5. Endo Steel (C)
6. Endo Steel (C)

Left Torso

1. [Large Pulse Laser (C)]
2. [Large Pulse Laser (C)]
- 1-3 3. Targeting Computer (C)
4. Targeting Computer (C)
5. Targeting Computer (C)
6. Targeting Computer (C)
1. Targeting Computer (C)
2. Targeting Computer (C)
- 4-6 3. [Double Heat Sink (C)]
4. [Double Heat Sink (C)]
5. [Double Heat Sink (C)]
6. [Double Heat Sink (C)]

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink (C)]
6. [Double Heat Sink (C)]

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser(C)
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine (C)
2. Fusion Engine (C)
3. Fusion Engine (C)
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine (C)
3. Fusion Engine (C)
4. Fusion Engine (C)
5. [Improved C³ CPU (IS)]
6. [Improved C³ CPU (IS)]

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

Battle Value: **2,991**
Add for C³: & **615**
Weapon Value: **5,962 / 5,962**
Cost, C-Bills: **13,034,000**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. [ER PPC (C)]
4. [ER PPC (C)]
5. [Double Heat Sink (C)]
6. [Double Heat Sink (C)]
1. [Double Heat Sink (C)]
2. [Double Heat Sink (C)]
- 4-6 3. Endo Steel (C)
4. Endo Steel (C)
5. Endo Steel (C)
6. Endo Steel (C)

Right Torso

1. [Large Pulse Laser (C)]
2. [Large Pulse Laser (C)]
- 1-3 3. [Double Heat Sink (C)]
4. [Double Heat Sink (C)]
5. [Double Heat Sink (C)]
6. [Double Heat Sink (C)]
1. [Double Heat Sink (C)]
2. [Double Heat Sink (C)]
3. [Double Heat Sink (C)]
4. [Double Heat Sink (C)]
5. [Double Heat Sink (C)]
6. [Double Heat Sink (C)]

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink (C)]
6. [Double Heat Sink (C)]

'MECH DATA

Type: Viking VKG-OB (Human Sphere)

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Mixed (Clan Base)

Running: **5** Biped OmniMech

Jumping: **0** Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC(C)	RA	15	15	-	7	14	23
1	ER PPC(C)	LA	15	15	-	7	14	23
1	Large Pulse Laser(C)	RT	10	10	-	6	14	20
1	Large Pulse Laser(C)	LT	10	10	-	6	14	20
1	Medium Pulse Laser(C)	HD	4	7	-	4	8	12
1	Improved C³ CPU (IS)	CT	0	-	-	-	-	-
1	Targeting Computer							

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
○○○

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(54)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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	

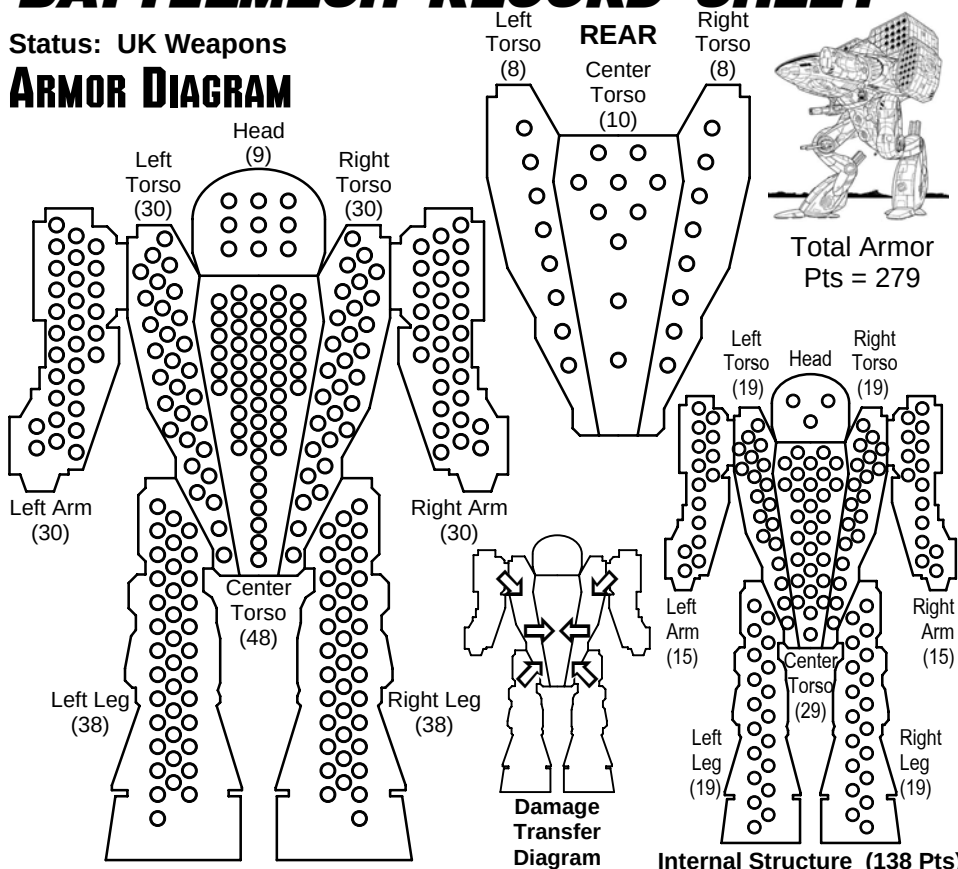
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: UK Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Viking VKG-OC (Human Sphere)

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Mixed (Clan Base)

Running: 5 Biped OmniMech

Jumping: 0 Level 3 / 3079

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/10 (UK)(C) RT	3	10	-	6	12	18	
1	Rotary AC/10 (UK)(C) LT	3	10	-	6	12	18	
1	ER Medium Laser(C) RA	5	7	-	5	10	15	
1	ER Medium Laser(C) LA	5	7	-	5	10	15	
1	Improved C³ CPU (IS) CT	0	-	-	-	-	-	

Ammo Type: Rotary AC/10 (UK) Rounds: 120 BV: 888

Total Heat Sinks: 13 Double (26)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (46)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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 (CASE)

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (C)
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10

- Roll Again
- Double Heat Sink (C)
- Double Heat Sink (C)
- Endo Steel (C)
- Endo Steel (C)
- Endo Steel (C)

Left Torso (CASE)

- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)

- Rotary AC/10 (UK)(C)
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10
- 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

- Fusion Engine (C)
- Fusion Engine (C)
- Fusion Engine (C)
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine (C)
- Fusion Engine (C)
- Fusion Engine (C)
- Improved C³ CPU (IS)
- Improved C³ CPU (IS)

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

Battle Value: 3,459
Add for C³: & 508
Weapon Value: 3,002 / 3,002
Cost, C-Bills: 14,701,250

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (C)
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10

- Double Heat Sink (C)
- Double Heat Sink (C)
- Endo Steel (C)
- Endo Steel (C)
- Endo Steel (C)
- Endo Steel (C)

Right Torso (CASE)

- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)
- Rotary AC/10 (UK)(C)

- Rotary AC/10 (UK)(C)
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10
- Ammo (RAC/10) 10
- Double Heat Sink (C)
- Double Heat Sink (C)

Right Leg

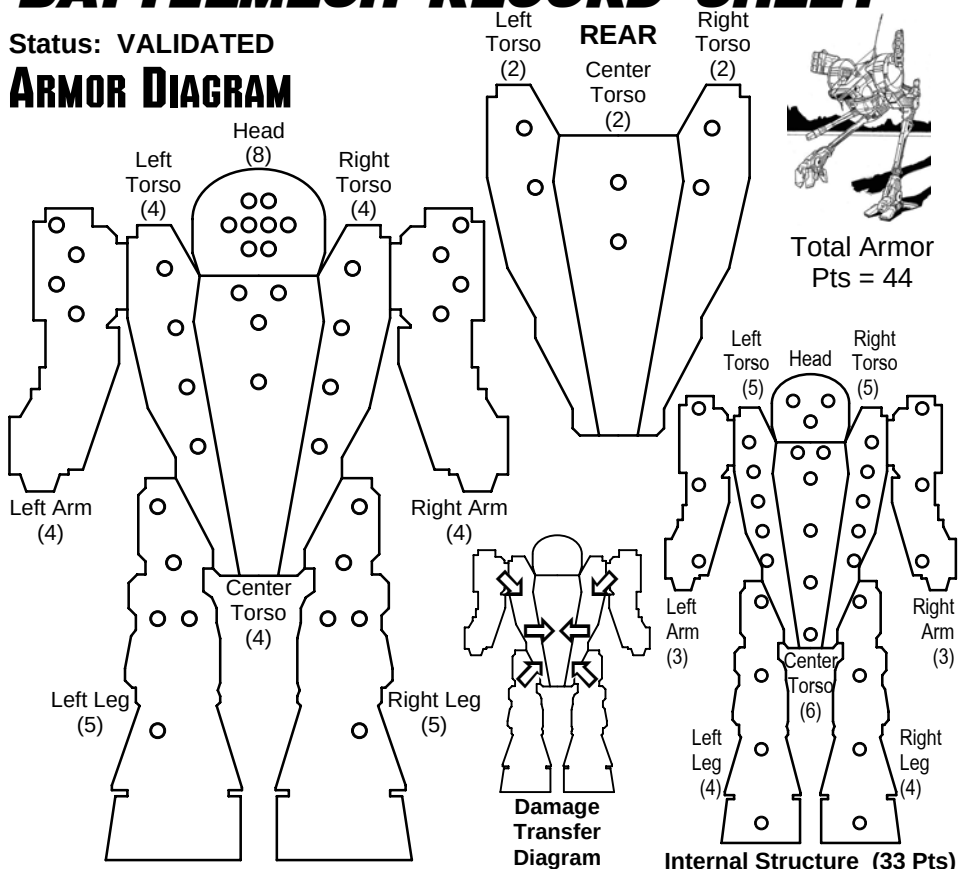
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Locust LCT-3S (Human Sphere)**

Mass: **20 tons**

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

Walking: **8**

Inner Sphere

Running: **12**

Biped 'Mech

Jumping: **0**

Level 2 / 3050

Weapons Inventory: (hexes)

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

Ammo Type: **Streak SRM 2** Rounds: **50** BV: **14**

Total Heat Sinks: **10 Single**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
- Streak SRM 2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- CASE
- Roll Again
- Roll Again
- 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
- Fusion Engine
- Medium Laser
- Roll Again

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

Battle Value: **483**
Weapon Value: **143 / 121**
Cost, C-Bills: **1,700,800**

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

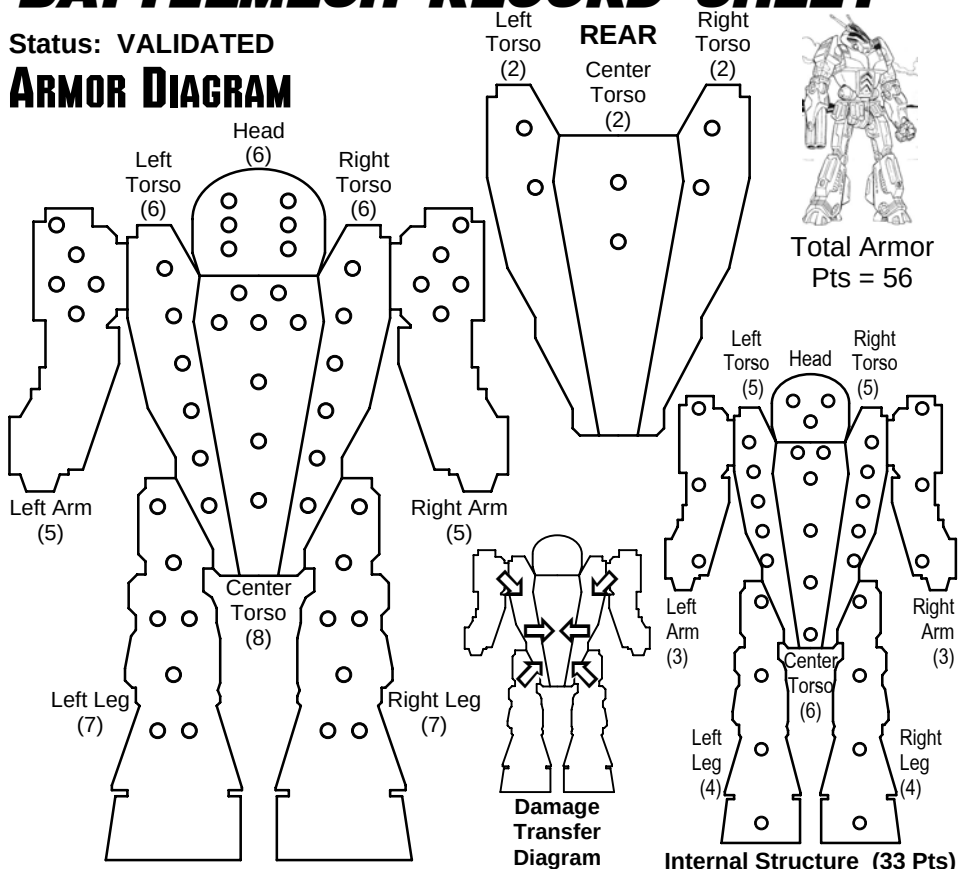
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Wasp WSP-3S (Human Sphere)

Mass: 20 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Biped 'Mech

Jumping: 6

Level 2 / 3067

Weapons Inventory: (hexes)

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

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(10)

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	



Left Arm

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

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Guardian ECM
 - Guardian ECM
- 4-6

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

Battle Value: 595
Weapon Value: 186 / 186
Cost, C-Bills: 2,535,120

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
- 4-6

Right Leg

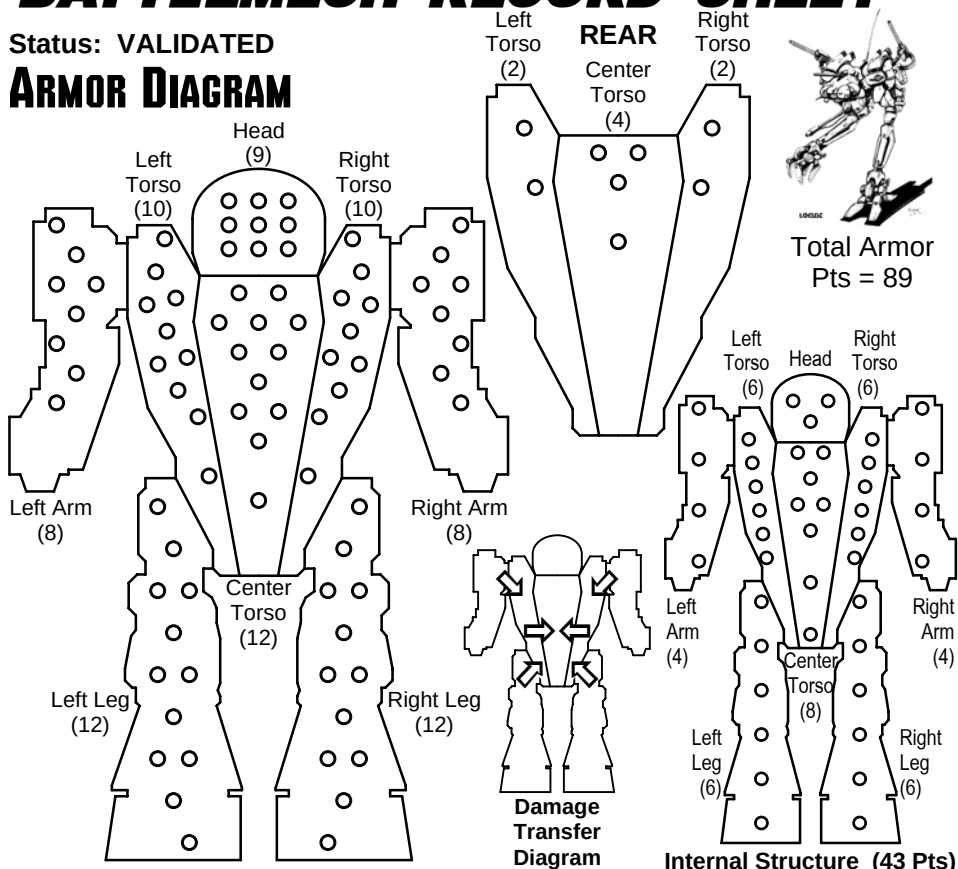
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (43 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 - 1-3 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 - 4-6 4. XL Engine
 5. Large Pulse Laser
 6. Large Pulse Laser

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

Battle Value: **1,398**
Weapon Value: **959 / 959**
Cost, C-Bills: **3,571,041**

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Koto KTO-4S (Human Sphere)

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped 'Mech

Jumping: **0**

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10	-	6	14	20
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Small Pulse Laser	HD	2	3	-	2	4	6

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

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	

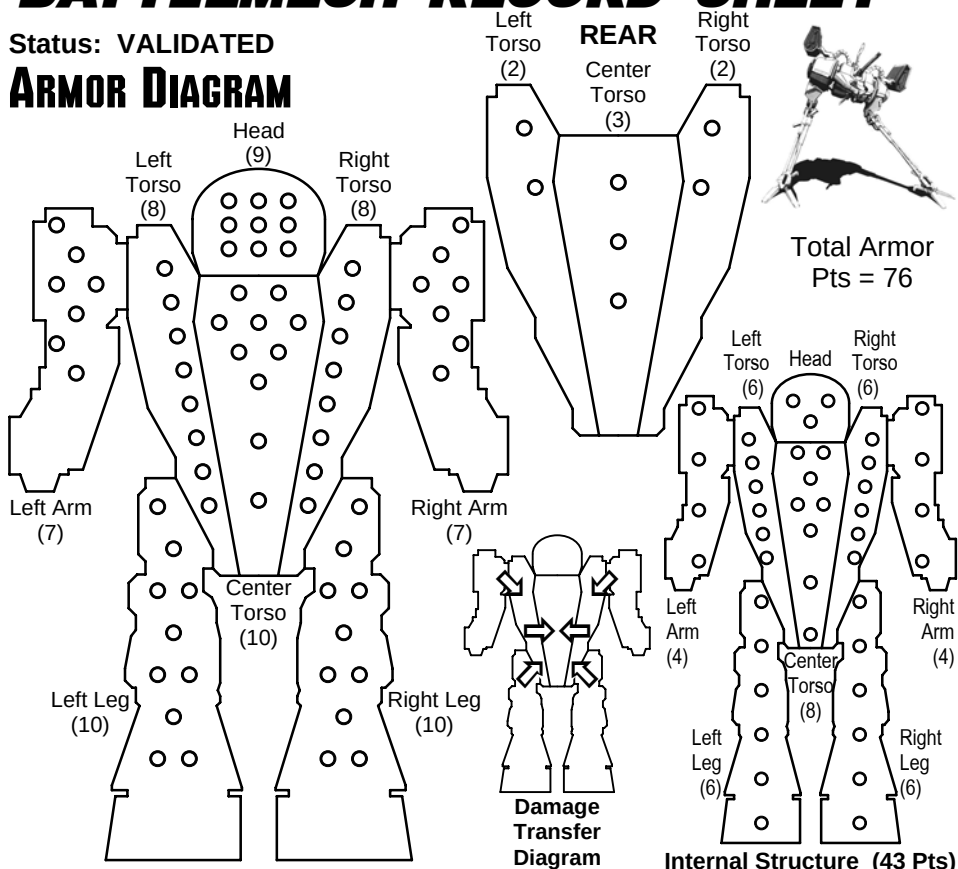
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (43 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,100**
Weapon Value: **772 / 772**
Cost, C-Bills: **2,044,791**

Right Arm

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

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

Right Torso

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

1. 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. Endo Steel
6. Ferro-Fibrous

'MECH DATA

Type: **Locust IIC 1 (Human Sphere)**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped 'Mech

Jumping: **0**

Level 2 / 2832

Weapons Inventory: (hexes)

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

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(20)

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	

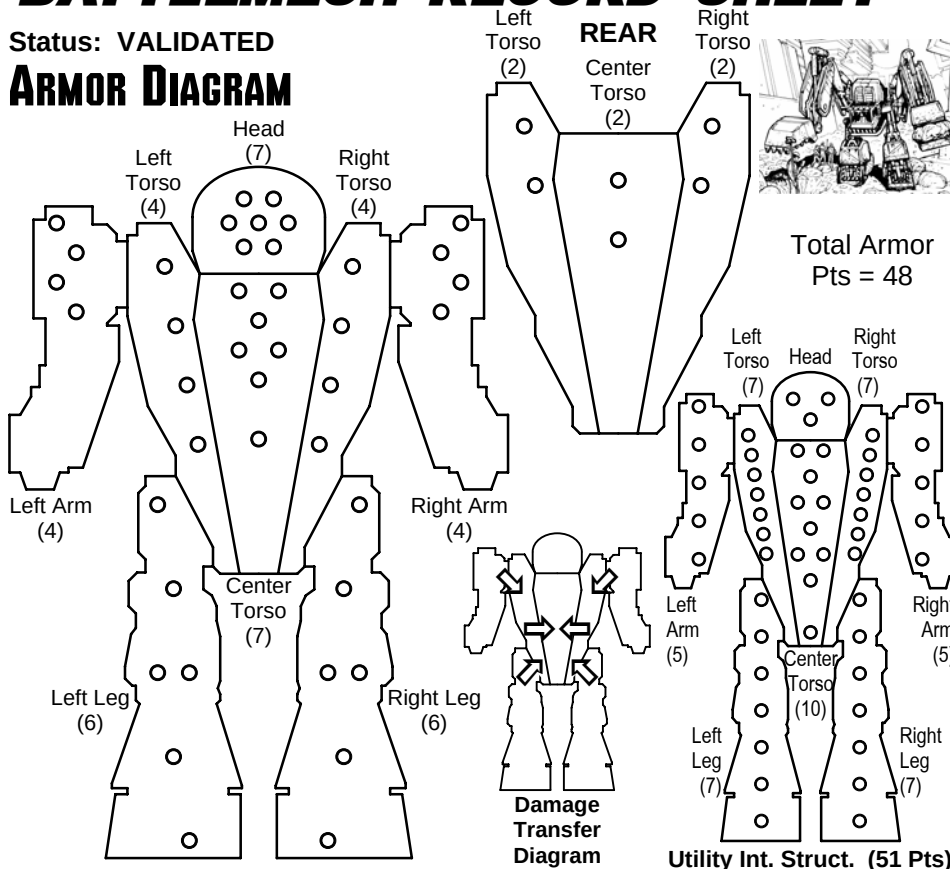
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Carbine Con-7 ConstructionMech (Human Sphere)

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 3 / 3028

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Backhoe	RA	0	6	-	-	-	-
1	Lift Hoist	LA	0	-	-	-	-	-

Total Heat Sinks: **0 Single**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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
- Lift Hoist
- Lift Hoist
- Lift Hoist

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Roll Again
- Roll Again

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

Battle Value: **296**
Weapon Value: **1 / 1**
Cost, C-Bills: **1,562,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Backhoe
- Backhoe
- Backhoe

- Backhoe
- Backhoe
- Backhoe
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

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

Right Leg

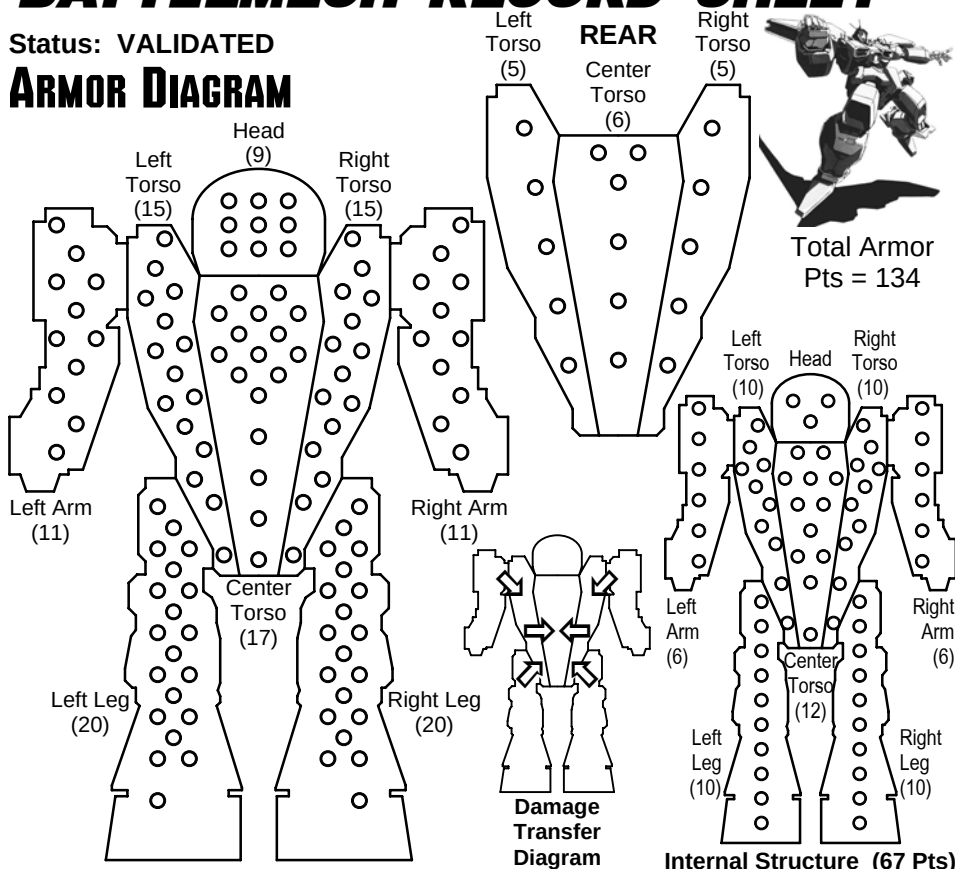
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm

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

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

Left Torso (CASE)

1. Jump Jet
2. Jump Jet
- 1-3 3. Jump Jet
4. LRM 5
5. LRM 5
6. Ammo (LRM 5) 24

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. Fusion Engine
 2. Fusion Engine
 - 1-3 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Fusion Engine
 - 4-6 3. Fusion Engine
 4. Fusion Engine
 5. ER Large Laser
 6. Roll Again

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

Battle Value: 1,608
Weapon Value: 1,112 / 1,112
Cost, C-Bills: 4,255,510

Right Arm

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

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

Right Torso (CASE)

1. Jump Jet
2. Jump Jet
- 1-3 3. Jump Jet
4. LRM 5
5. LRM 5
6. Ammo (LRM 5) 24

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

Right Leg

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

'MECH DATA

Type: Griffin IIC 1 (Human Sphere)

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped 'Mech

Jumping: 6

Level 2 / 2850

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10	-	8	15	25
1	ER Small Laser	HD	2	5	-	2	4	6
2	LRM 5	LT	2	1/hit	-	7	14	21
2	LRM 5	RT	2	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LRM 5

48

61

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

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	

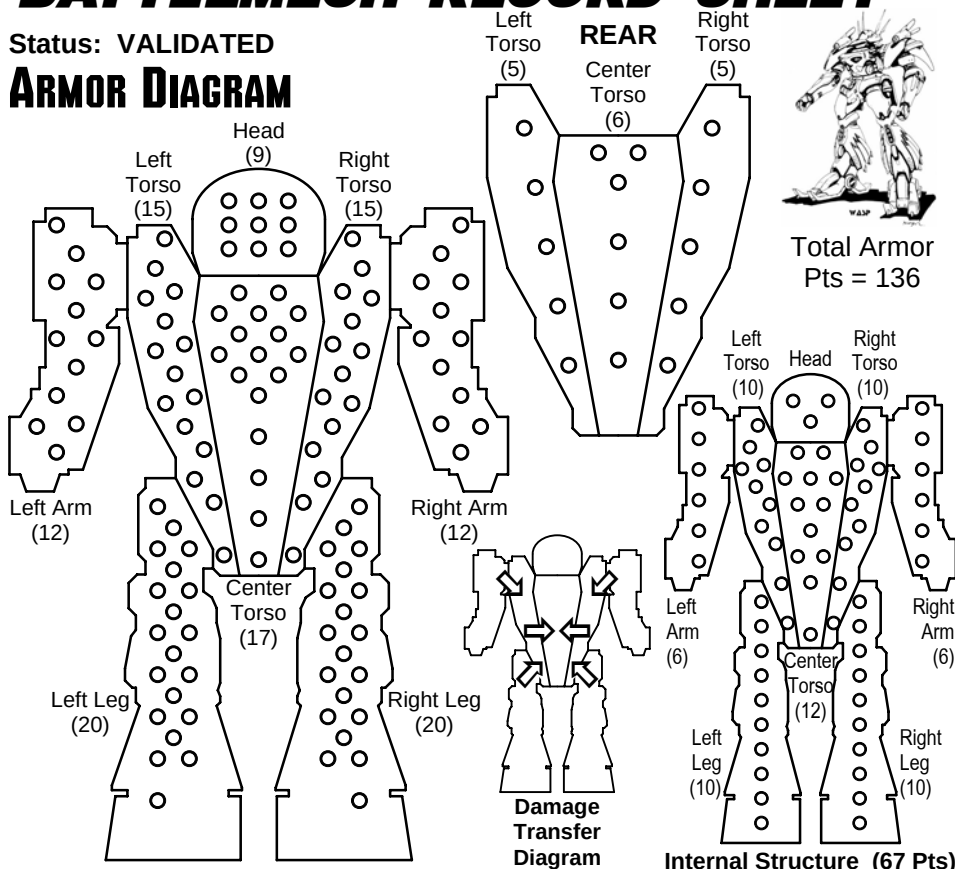
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Tsunami TS-P3S (Human Sphere)**

Mass: **40 tons**

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

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **6**

Level 2 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12
1	Streak SRM 2	CT	2	2/hit	-	4	8	12
3	Machine Gun	RT	0	2	-	1	2	3
3	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Streak SRM 2	50	22
Machine Gun	200	4

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

oooooooooooo

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
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Medium Pulse Laser
- Machine Gun
- Machine Gun
- Machine Gun

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

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Streak SRM 2

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

Battle Value: **1,624**

Weapon Value: **1,546 / 1,511**

Cost, C-Bills: **6,727,560**

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Medium Pulse Laser
- Machine Gun
- Machine Gun
- Machine Gun

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

Right Leg

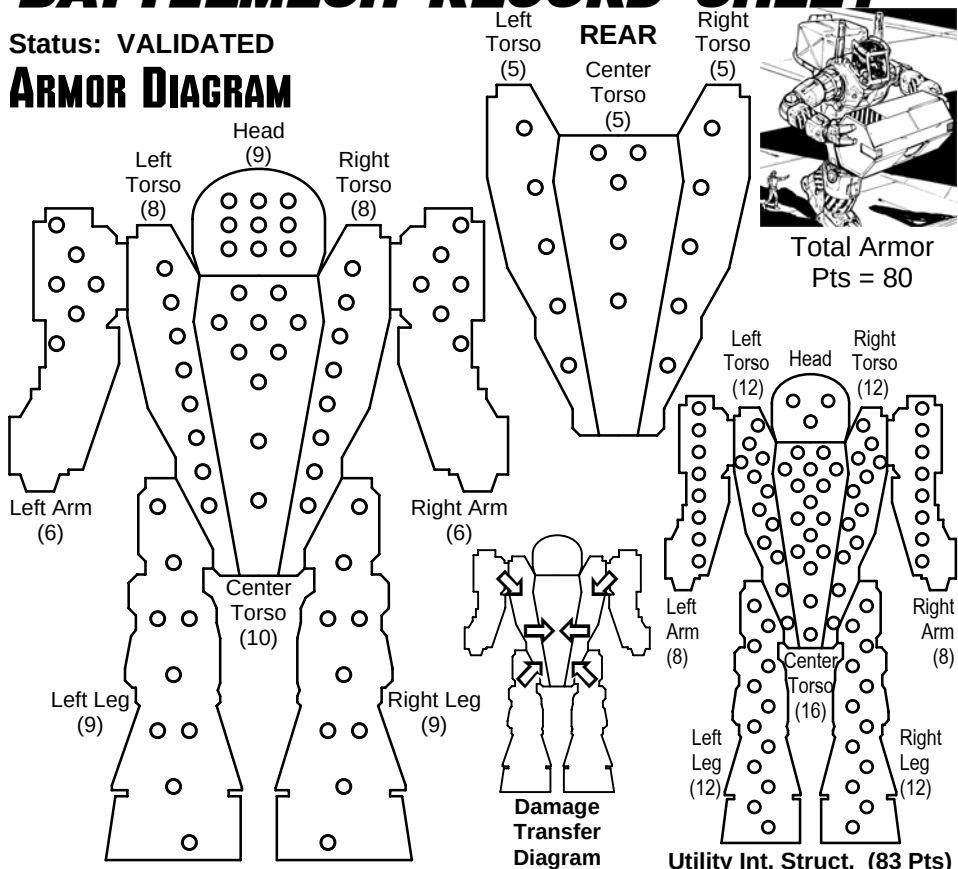
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Buster Class XXX HaulerMech (Human Sphere)

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **3 [4]** Inner Sphere

Running: **5 [6]** Biped 'Mech

Jumping: **0** Level 3 / 3028

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist	RA	0	-	-	-	-	-
1	Lift Hoist	LA	0	-	-	-	-	-
6	Cargo Bay	RT	0	-	-	-	-	-
6	Cargo Bay	LT	0	-	-	-	-	-
1	Cargo Bay	CT	0	-	-	-	-	-

Total Heat Sinks: **0 Single**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Lift Hoist
 - Lift Hoist
- 1-3
- Lift Hoist
 - Triple Strength
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Cargo Bay
 - Cargo Bay
 - Cargo Bay
 - Cargo Bay
 - Cargo Bay
 - Cargo Bay
- 1-3
- Triple Strength
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

- I.C.E. Engine
 - I.C.E. Engine
 - I.C.E. Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - I.C.E. Engine
 - I.C.E. Engine
 - I.C.E. Engine
 - Cargo Bay
 - Roll Again
- 4-6

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

Battle Value: **503**
Weapon Value: **0 / 0**
Cost, C-Bills: **3,154,500**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Lift Hoist
 - Lift Hoist
- 1-3
- Lift Hoist
 - Triple Strength
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Cargo Bay
 - Cargo Bay
 - Cargo Bay
 - Cargo Bay
 - Cargo Bay
 - Cargo Bay
- 1-3
- Triple Strength
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again

Right Leg

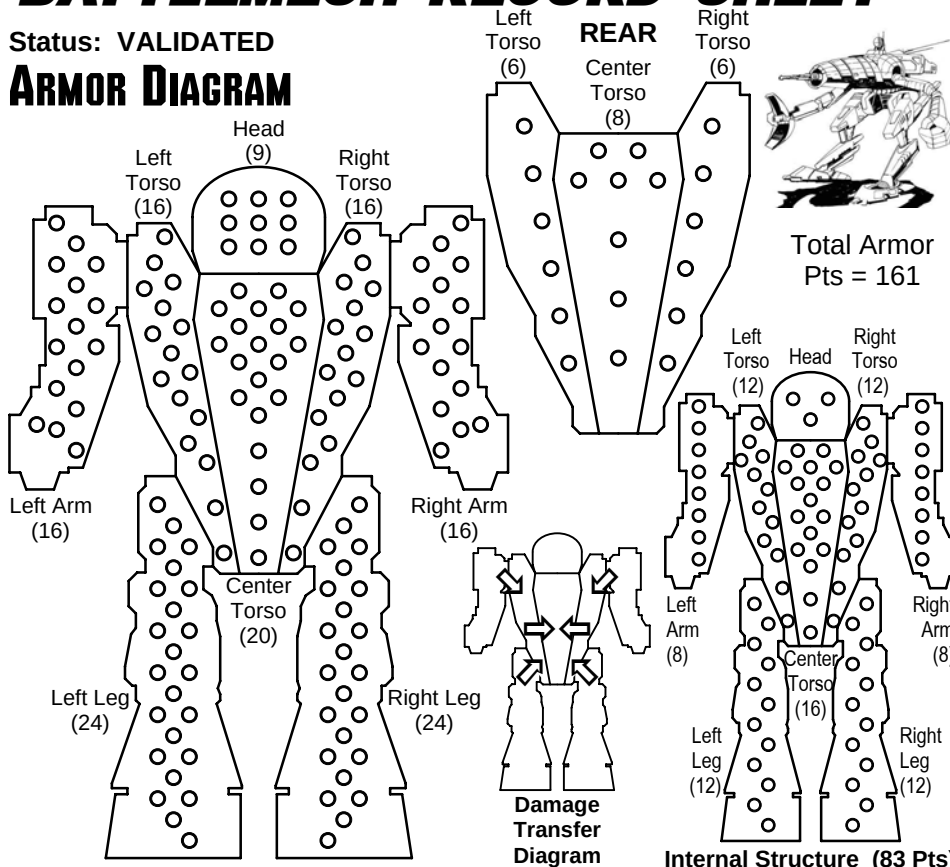
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (83 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,341**
Weapon Value: **1,264 / 1,264**
Cost, C-Bills: **4,542,874**

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Crab CRB-27H (Human Sphere)

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Small Laser	HD	2	3	-	2	4	5

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

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	

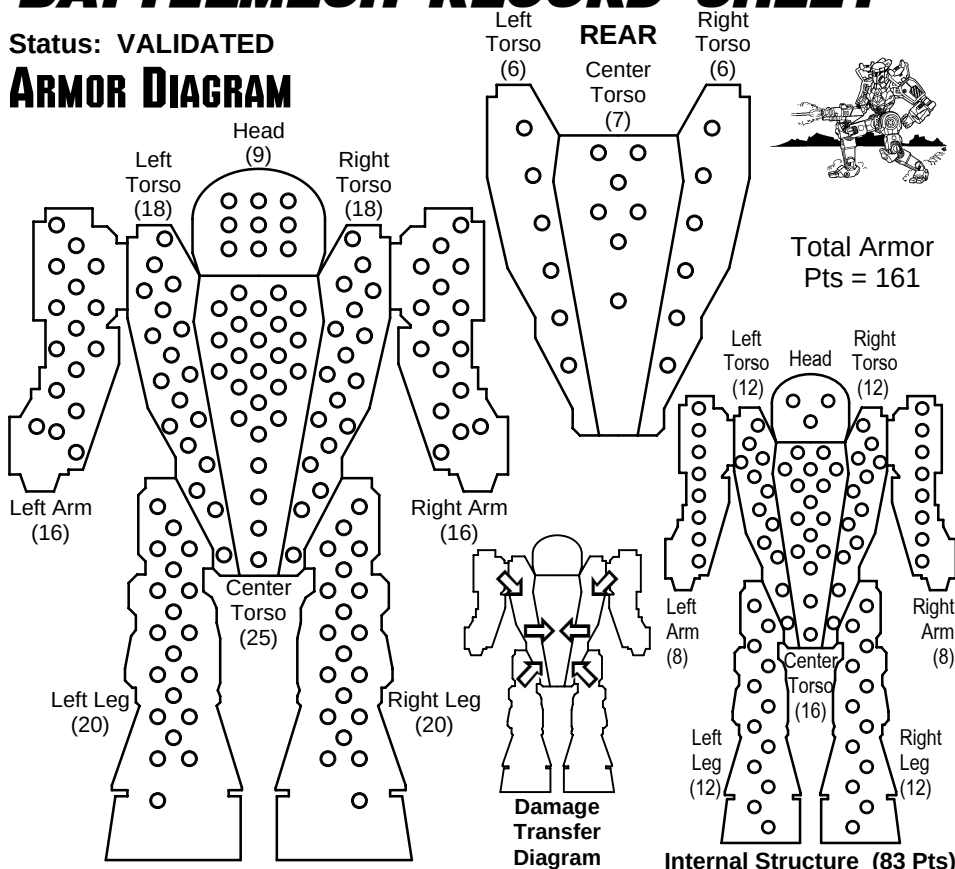
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 161

Internal Structure (83 Pts)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Improved Narc
 5. Improved Narc
 6. Improved Narc
- 1-3
1. Ammo (iNarc) 4
 2. Ammo (iNarc) 4
 3. Ammo (iNarc) 4
 4. Ammo (iNarc) 4
 5. Endo Steel
 6. Endo Steel
- 4-6

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. C³ Slave Unit
 6. Roll Again
- 4-6

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

Battle Value: **1,402**

Add for C³: **& 140**

Weapon Value: **1,049 / 1,049**

Cost, C-Bills: **10,089,000**

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. ER PPC
 5. ER PPC
 6. ER PPC
- 1-3
1. Medium Pulse Laser
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Endo Steel
 6. Endo Steel
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 1-3
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6

Right Leg

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

'MECH DATA

Type: Tessen TSN-C3 (Human Sphere)

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped 'Mech

Jumping: **0**

Level 2 / 3061

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Improved Narc	LA	0	*	-	4	9	15
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	TAG	HD	0	*	-	5	9	15

Ammo Type: Improved Narc
Rounds: 16
BV: 135

Total Heat Sinks: **11 Double (22)**

○○○○○○○○○○○○○ ○

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	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	

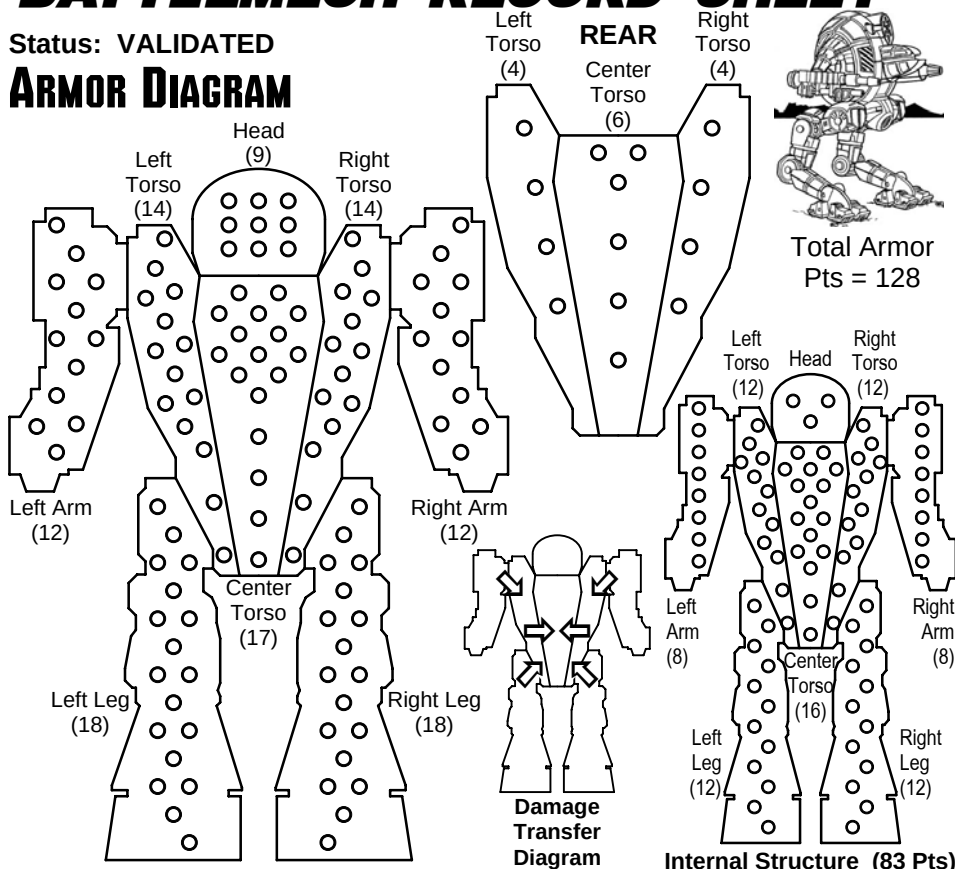
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. PPC
4. PPC
5. PPC
6. Endo Steel

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

Left Torso

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

1. Machine Gun
2. Ammo (SRM 6) 15
- 4-6 3. Ammo (MG) 100
4. Beagle Active Probe
5. Beagle Active Probe
6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Battle Value: 1,352
Weapon Value: 977 / 977
Cost, C-Bills: 10,038,750

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. PPC
4. PPC
5. PPC
6. Endo Steel

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

Right Torso

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

1. Machine Gun
2. Endo Steel
- 4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

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

'MECH DATA

Type: Uziel UZL-2S (Human Sphere)

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Biped 'Mech

Jumping: 6

Level 2 / 3060

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
1	SRM 6	CT	4	2/hit	-	3	6	9
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Beagle Active Probe	LT	0	-	-	-	-	4

Ammo Type:

Rounds:

BV:

SRM 6

15

30

Machine Gun

100

2

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

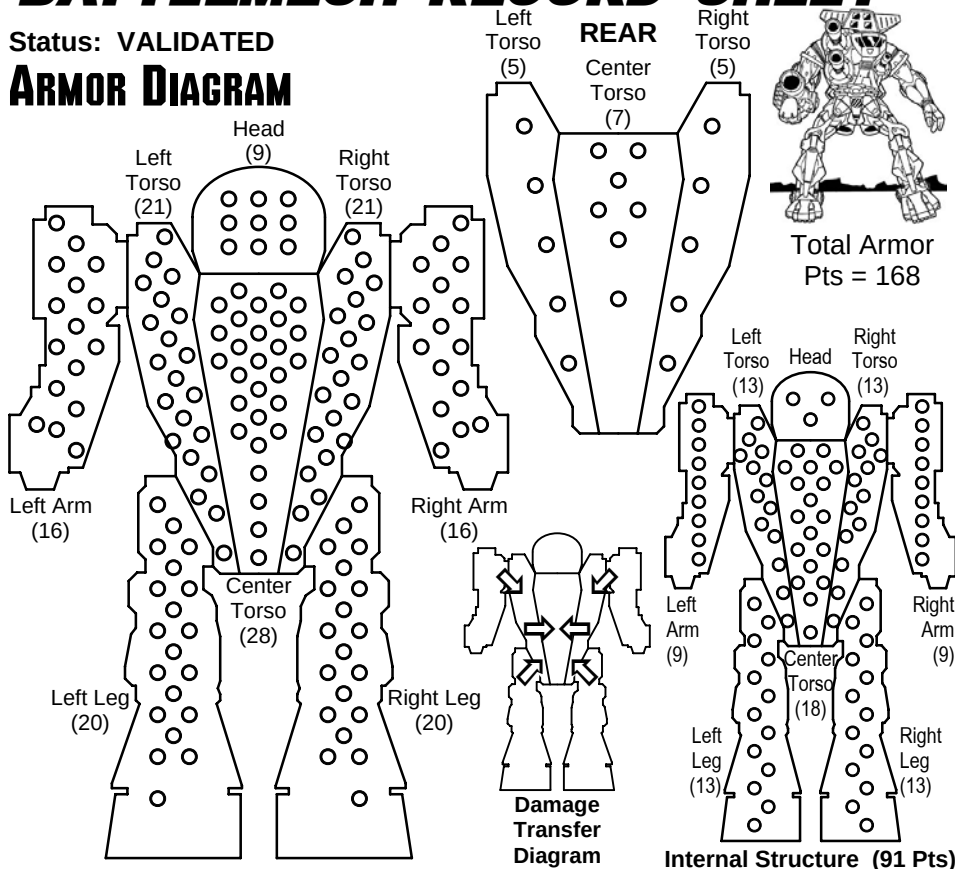


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (91 Pts)

Left Arm

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

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

Left Torso

1. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Medium Laser
5. Ammo (SRM 4) 25
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,339**
Weapon Value: **761 / 761**
Cost, C-Bills: **4,896,656**

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Cronus CNS-3M (Human Sphere)

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **5**

Level 1 / 3040

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
2	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

Ammo Type:

Rounds:

BV:

SRM 4

25

18

Total Heat Sinks: 14 Single

○○○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

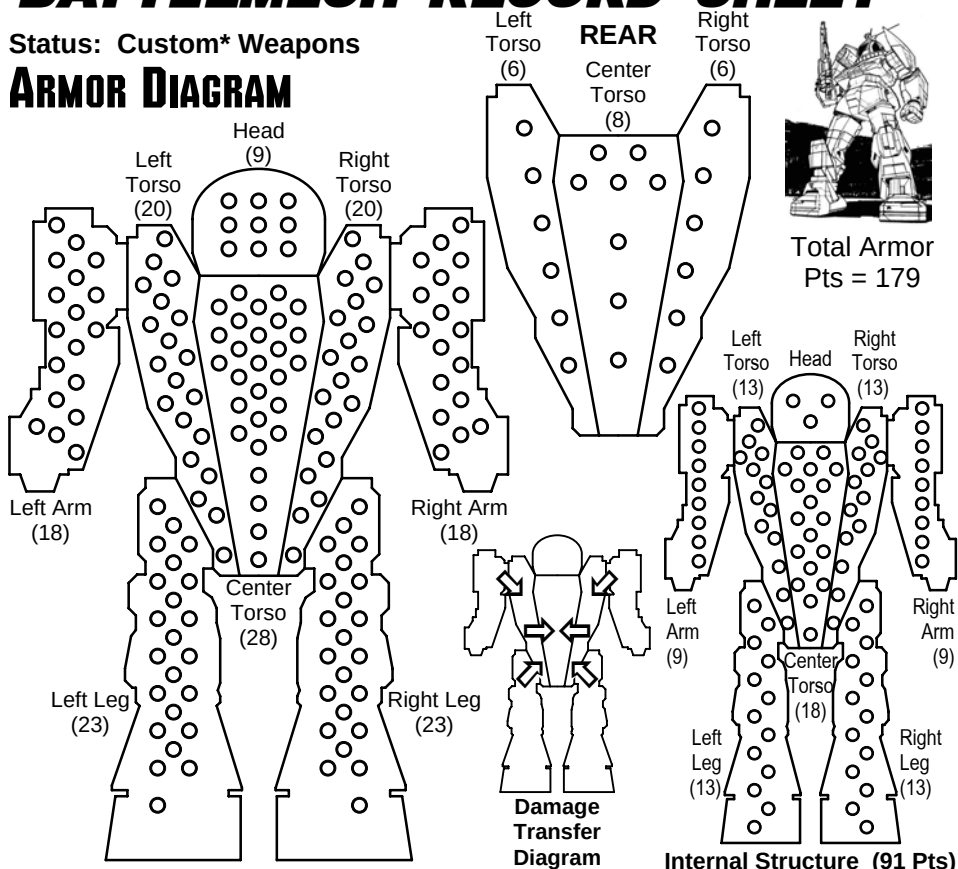
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Griffin GRF-7M (Human Sphere)

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 5 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	MML 9*	RT	5	1/hit	6	7	14	21
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type: Rounds: BV:
MML 9 39 117

Total Heat Sinks: 11 Double (22)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat:
(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Ammo (MML 9) 13

1. Ammo (MML 9) 13
2. Ammo (MML 9) 13
3. CASE
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Jump Jet
 6. ER Medium Laser

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

Battle Value: 1,691
Weapon Value: 1,110 / 1,110
Cost, C-Bills: 10,410,394

Right Arm

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

1. Heavy PPC
2. Heavy PPC
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. MML 9

1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. ER Medium Laser
6. Ferro-Fibrous

Right Leg

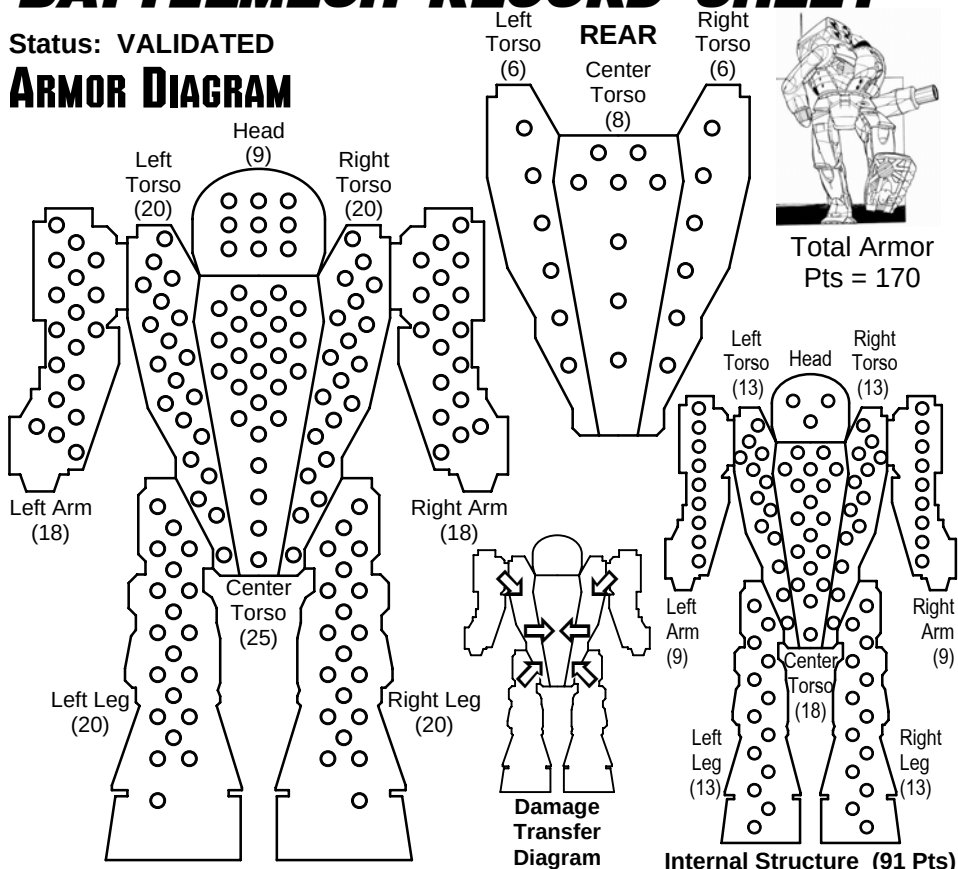
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Lineholder KW1-LH2F (Human Sphere)

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3064

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

BV:

LRM 5

24

11

Total Heat Sinks: 14 Single

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Medium Laser

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

Battle Value: **1,332**
Weapon Value: **941 / 941**
Cost, C-Bills: **4,732,666**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- LRM 5
- LRM 5
3. Medium Laser
- 1-3 Ammo (LRM 5) 24
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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	

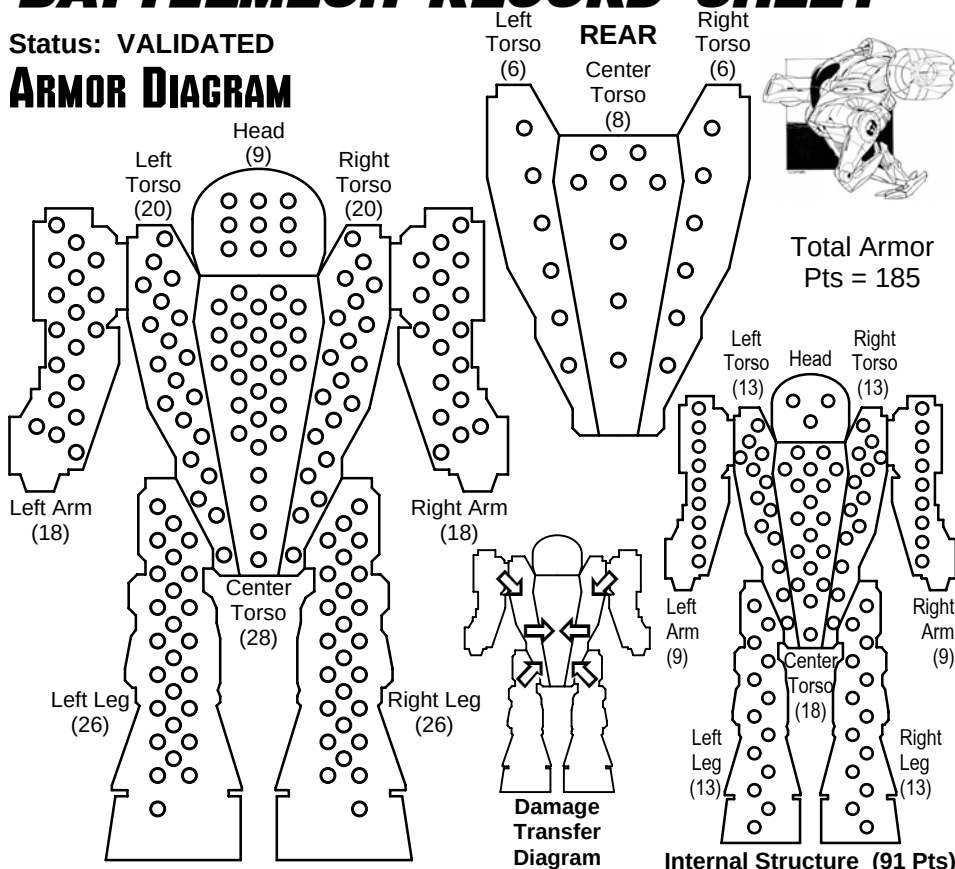
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lynx LNX-9R (Human Sphere)**

Mass: **55 tons**

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

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 2703

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	LA	12	8	-	7	14	19
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **15 Double (30)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(39)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
 - Medium Laser
 - Medium Laser
 - ER Large Laser
 - ER Large Laser
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - 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
- 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
 - Jump Jet
 - Medium Laser
- 4-6

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

Battle Value: **1,755**
Weapon Value: **1,518 / 1,518**
Cost, C-Bills: **10,260,741**

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

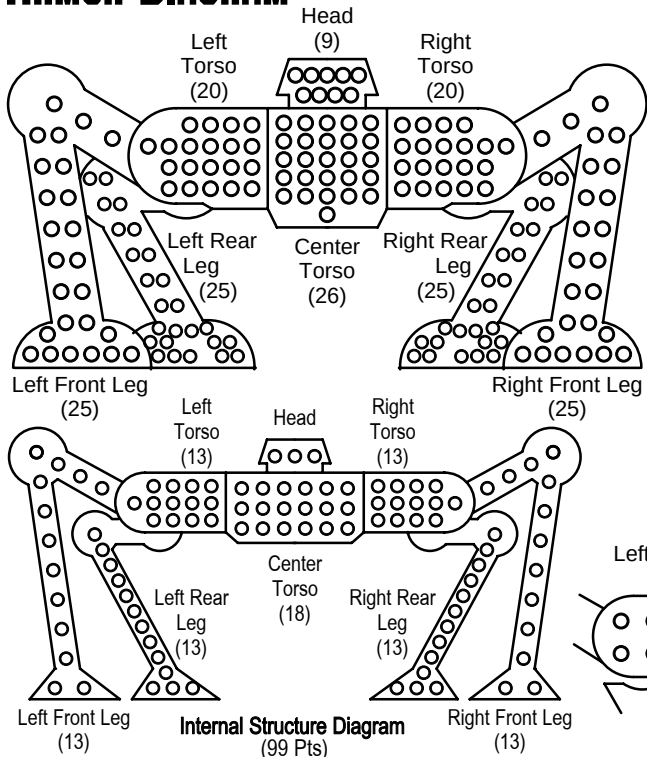
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

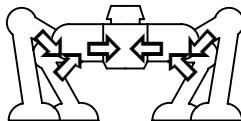
QUAD BATTLEMECH RECORD SHEET

Status: Custom* Weapons

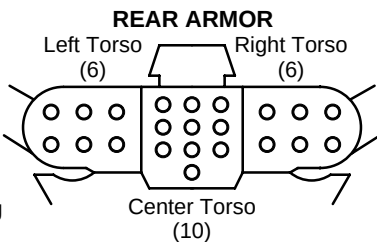
ARMOR DIAGRAM



Total Armor
Pts = 197



Damage
Transfer
Diagram



'MECH DATA

Type: Scorpion SCP-13M (Human Sphere)

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Quad 'Mech

Jumping: 0

Level 2 / 3069

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC*	RT	15	15	3	6	12	18
1	MML 7*	RT	4	1/hit	6	7	14	21
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type:

Rounds:

BV:

MML 7

34

36

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

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 Front Leg

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

Head

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

Right Front Leg

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

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Ammo (MML 7) 17
 5. Ammo (MML 7) 17
 6. CASE
- 1-3
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6

Center Torso

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

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Heavy PPC
 5. Heavy PPC
 6. Heavy PPC
- 1-3
1. Heavy PPC
 2. MML 7
 3. MML 7
 4. MML 7
 5. MML 7
 6. Roll Again
- 4-6

Left Rear Leg

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

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

Right Rear Leg

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

Battle Value: 1,556
Weapon Value: 1,463 / 1,463
Cost, C-Bills: 11,646,700

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	

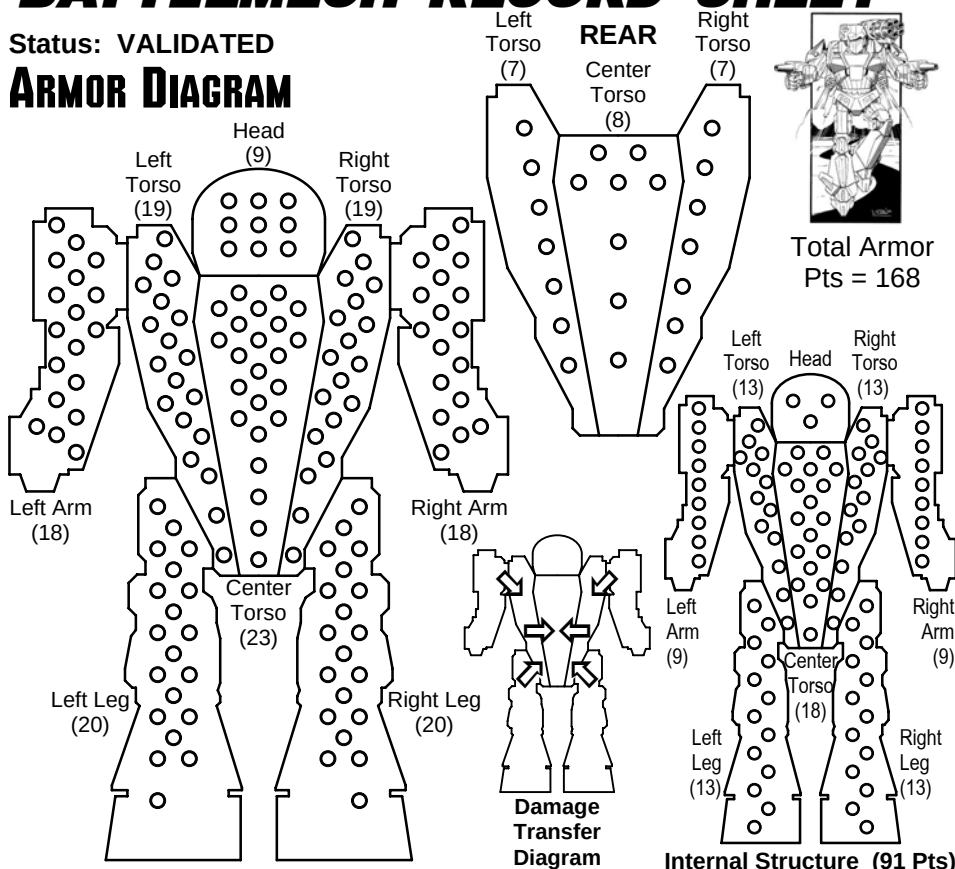


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Shadow Hawk SHD-5D (Human Sphere)

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LT	1	5	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Streak SRM 4	HD	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Rotary AC/5 40 220

Streak SRM 4 25 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled

(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
 - Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Torso

- Jump Jet
 - Jump Jet
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3
- Rotary AC/5
 - Rotary AC/5
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (Streak 4) 25
 - CASE
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 4
- Sensors
- Life Support

Center Torso

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

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

Battle Value: **1,678**
Weapon Value: **1,272 / 1,187**
Cost, C-Bills: **5,623,606**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

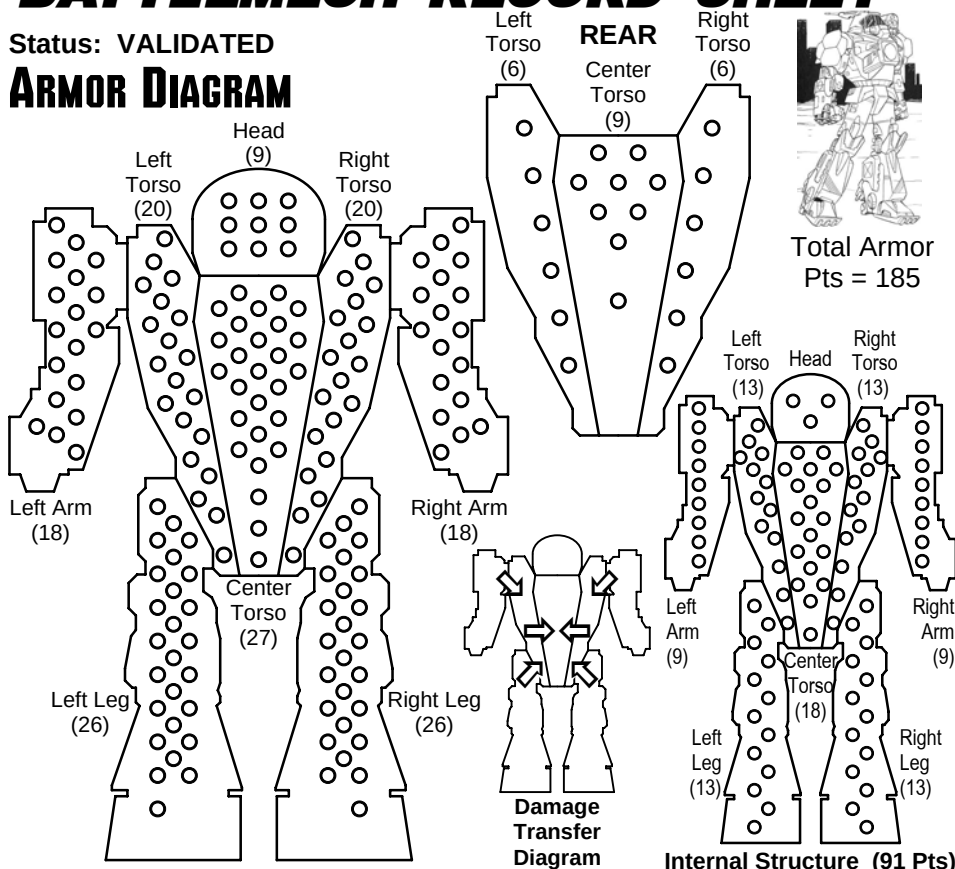
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 185

'MECH DATA

Type: Wolverine WVR-8D (Human Sphere)

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8 [10]**

Biped 'Mech

Jumping: **5**

Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	RA	1	2	-	6	12	18
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	ER Medium Laser	HD	5	5	-	4	8	12
1	Targeting Computer							

Ammo Type:

Rounds:

BV:

Rotary AC/2

90

122

Streak SRM 6

15

45

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
- 1-3
- CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Endo Steel
- 4-6

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

Battle Value: **1,493**
Weapon Value: **1,212 / 1,056**
Cost, C-Bills: **11,470,206**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Rotary AC/2
 - Rotary AC/2
- 1-3
- Rotary AC/2
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
- 1-3
- Ammo (RAC/2) 45
 - Ammo (RAC/2) 45
 - MASC
 - MASC
 - MASC
 - CASE
- 4-6

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	

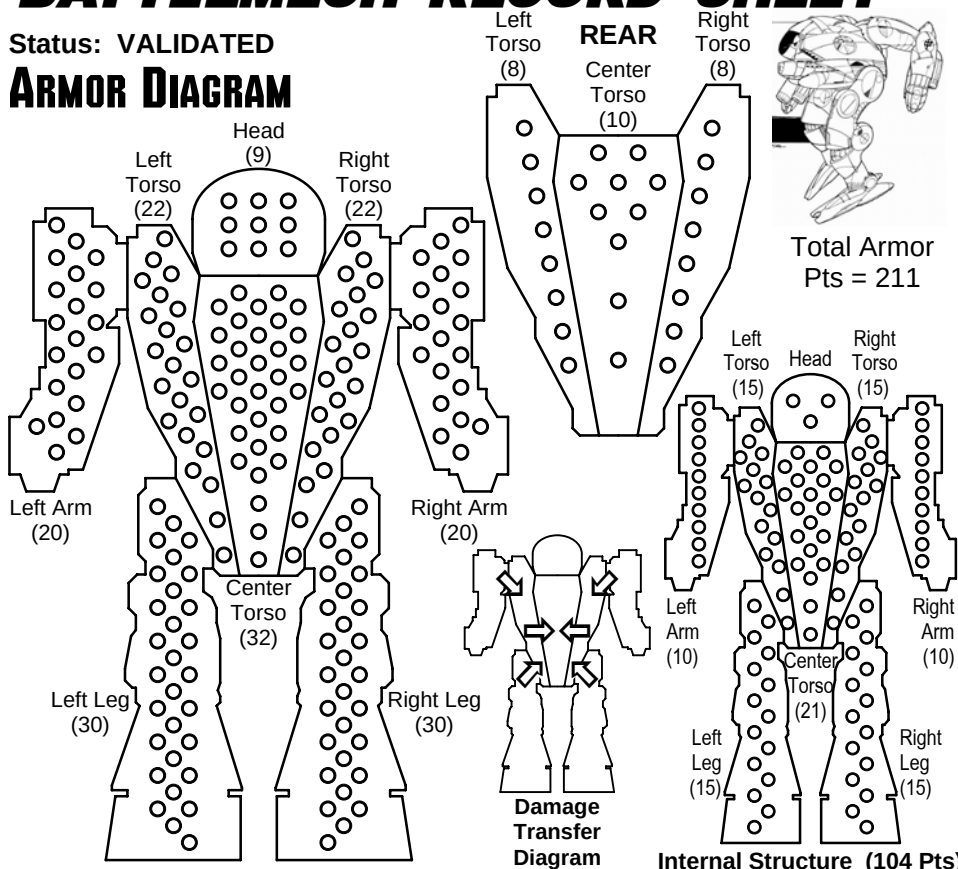


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

'MECH DATA

Type: Cestus CTS-6Z (Human Sphere)

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3058

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
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

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

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
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: **1,560**
Weapon Value: **2,276 / 2,276**
Cost, C-Bills: **11,432,961**

Right Arm

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

Right Torso

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

Right Leg

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

Left Torso

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

Left 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	

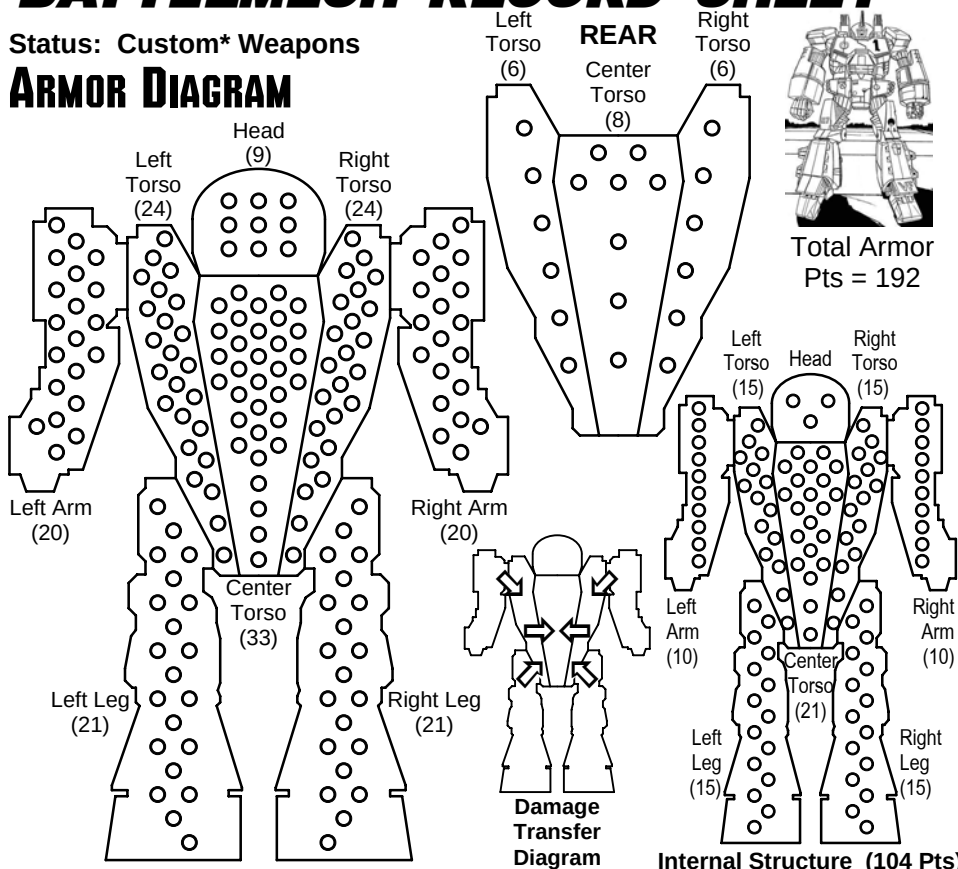
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. MML 5
 6. MML 5
- 1-3
1. MML 5
 2. Artemis IV FCS
 3. ER Medium Laser
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Jump Jet
 5. MML 5
 6. MML 5
- 1-3
1. MML 5
 2. Artemis IV FCS
 3. Ammo (MML 5) 24
 4. Ammo (MML 5) 24
 5. Ammo (MML 5) 24
 6. CASE
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso

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

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

Battle Value: 1,265
Weapon Value: 1,038 / 942
Cost, C-Bills: 12,861,861

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. MML 5
 6. MML 5
- 1-3
1. MML 5
 2. Artemis IV FCS
 3. ER Medium Laser
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Jump Jet
 5. MML 5
 6. MML 5
- 1-3
1. MML 5
 2. Artemis IV FCS
 3. Ammo (MML 5) 24
 4. Ammo (MML 5) 24
 5. Ammo (AMS) 12
 6. CASE
- 4-6

Right Leg

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

'MECH DATA

Type: Crusader CRD-9M (Human Sphere)

Mass: 65 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	MML 5* w/ Artemis IV	RA	3	1/hit	6	7	14	21
1	MML 5* w/ Artemis IV	LA	3	1/hit	6	7	14	21
1	MML 5* w/ Artemis IV	RT	3	1/hit	6	7	14	21
1	MML 5* w/ Artemis IV	LT	3	1/hit	6	7	14	21
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Flamer	CT	3	2	-	1	2	3
1	Anti-Missile System	HD	1	*	-	-	-	-

Ammo Type:	Rounds:	BV:
MML 5	120	67
Anti-Missile System	12	13

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

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	

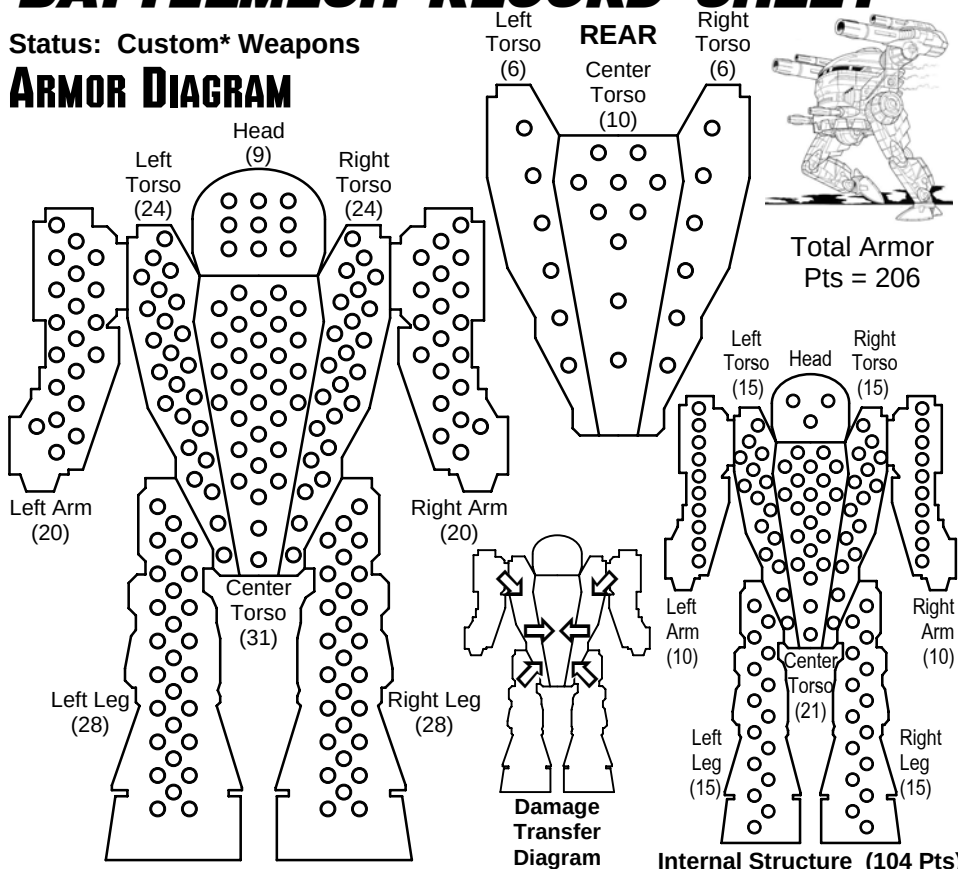
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: JagerMech III JM6-K (Human Sphere)

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Inner Sphere

Running: 8

Biped 'Mech

Jumping: 0

Level 2 / 3068

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
1	Light AC/2*	RA	1	2	-	6	12	18
1	Light AC/2*	LA	1	2	-	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds: BV:
Light AC/2 45 8

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
 - Light AC/2
 - PPC
 - PPC
 - PPC
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Laser
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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
 - C³ Slave Unit
 - Ammo (LAC/2) 45
- 4-6

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

Battle Value: 1,579
Add for C³: & 176
Weapon Value: 1,820 / 1,820
Cost, C-Bills: 14,290,374

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Light AC/2
 - PPC
 - PPC
 - PPC
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Laser
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

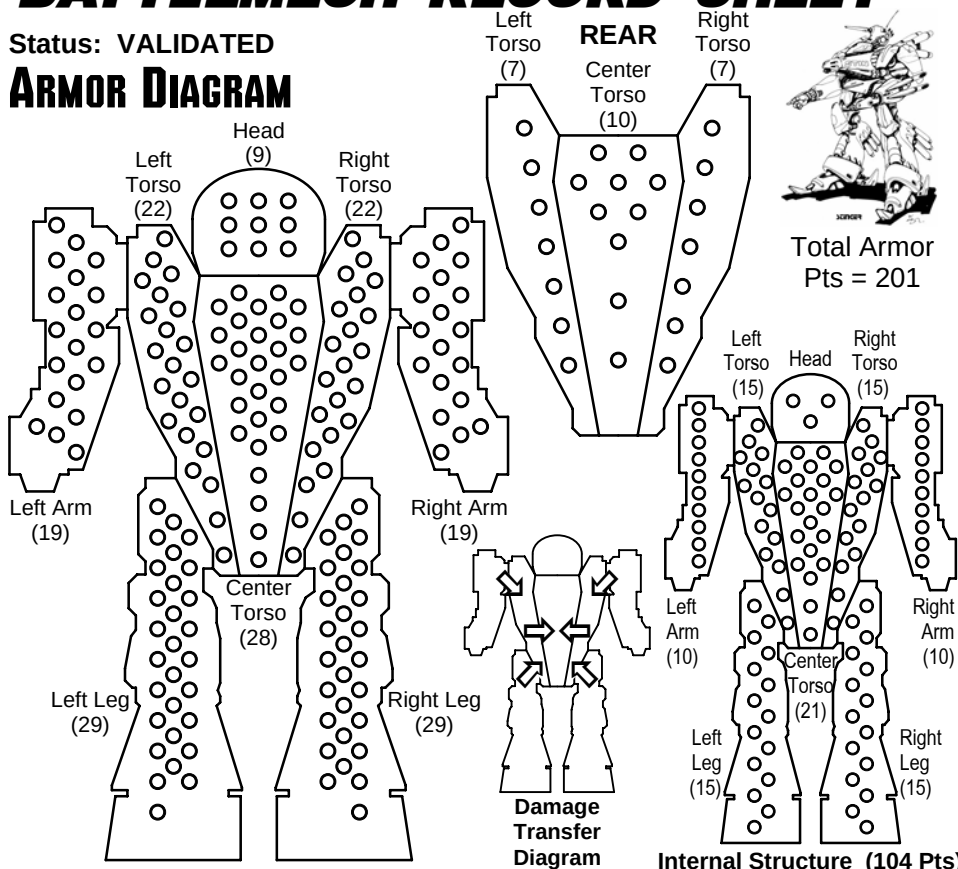
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Morpheus MRP-5S (Human Sphere)

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **6**

Level 3 / 3086

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10	-	6	14	20
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Micro Laser	RT	1	2	-	1	2	4
1	ER Micro Laser	LT	1	2	-	1	2	4
1	Micro Pulse Laser	RT	1	3	-	1	2	3
1	Micro Pulse Laser	LT	1	3	-	1	2	3
1	Laser AMS	HD	5	*	-	-	-	-
1	Active Probe	RT	0	-	-	-	-	5
1	ECM Suite	LT	0	-	-	-	-	6

Total Heat Sinks: 10 Laser (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(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	



CRITICAL HIT TABLE

Left Arm

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

- Roll Again
- Roll Again
- Roll Again

- Ferro-Fibrous
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- ER Micro Laser
- Micro Pulse Laser
- Jump Jet
- ECM Suite

- Roll Again
- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Large Pulse Laser
 - Large Pulse Laser

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

Battle Value: **2,103**
Weapon Value: **1,534 / 1,534**
Cost, C-Bills: **17,097,960**

Right Arm

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

- Roll Again
- Roll Again
- Roll Again

- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- ER Micro Laser
- Micro Pulse Laser
- Jump Jet
- Active Probe

- Roll Again
- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

Right Leg

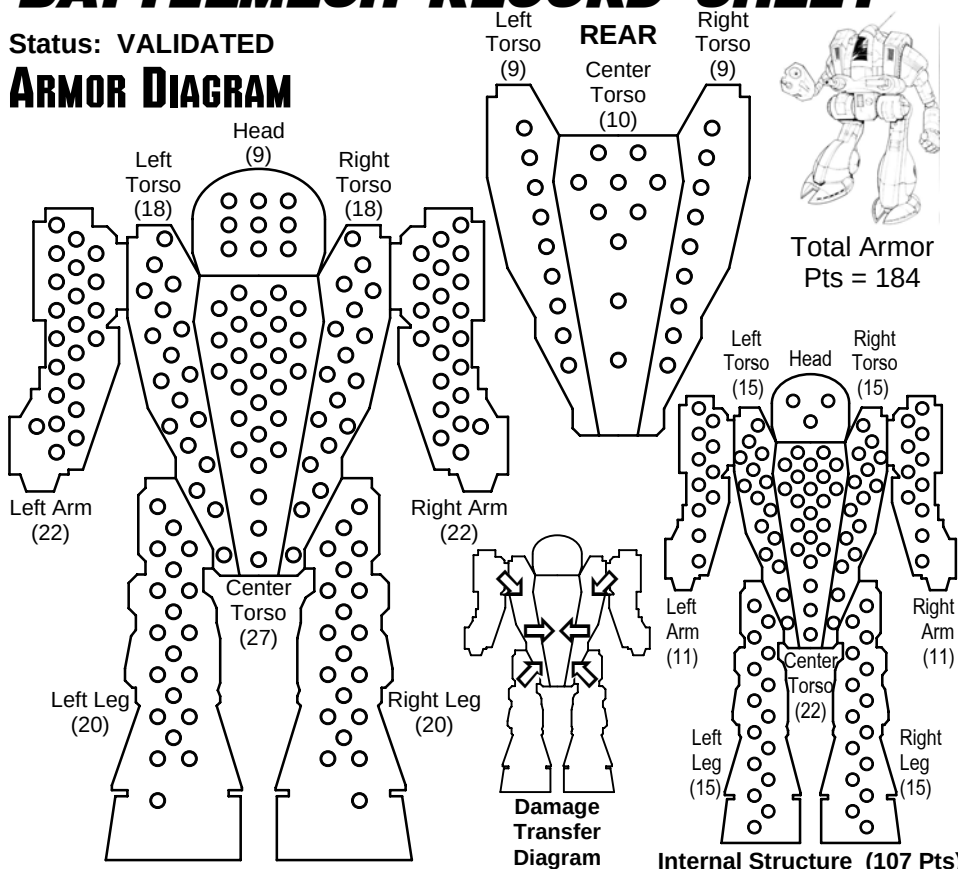
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Cataphract CTF-4TFR (Human Sphere)

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **4**

Level 2 / 3087

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	LT(R)	3	5	-	3	6	9
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

179

Ultra AC/5

20

31

Total Heat Sinks: 11 Single

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(15)

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	

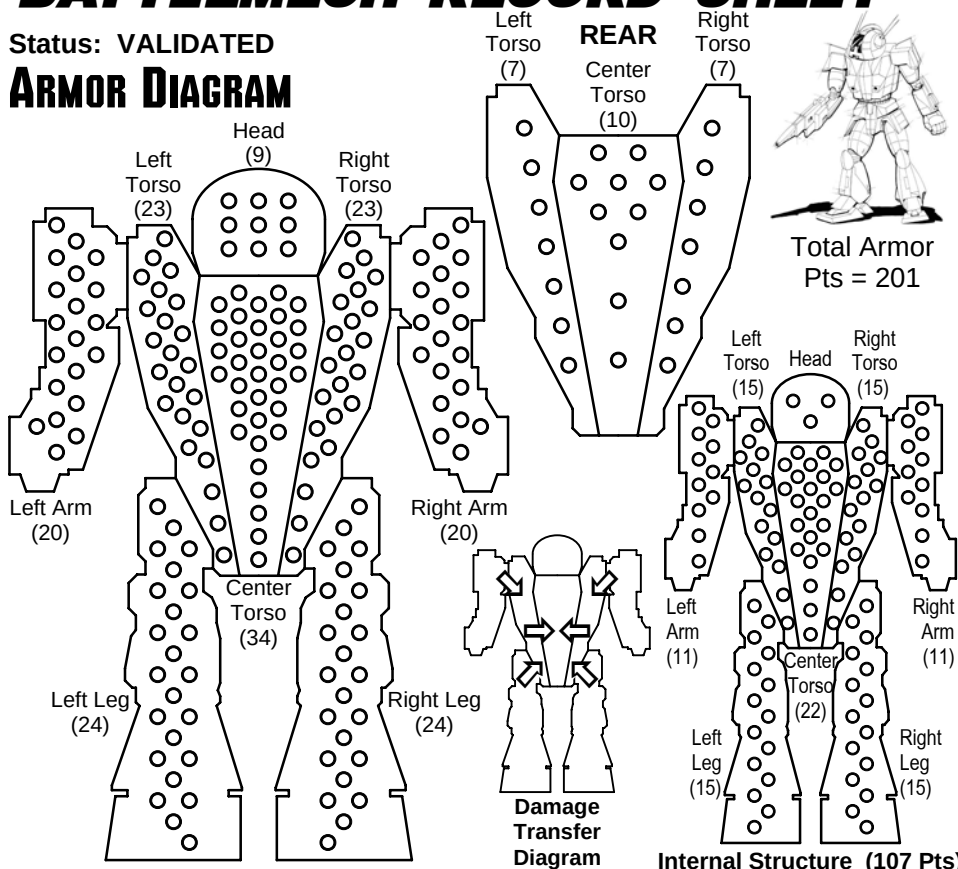
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Gallowglas C (Human Sphere)

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **4**

Level 2 / 3052

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
2	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Small Laser	HD	2	5	-	2	4	6
2	Small Pulse Laser	LA	2	3	-	2	4	6

Total Heat Sinks: **15 Double (30)**

oooooooooooo ooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(31)

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

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Pulse Laser
6. Small Pulse Laser

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

- 1-3. Gyro
- 4-6. Fusion Engine
- 4-6. Fusion Engine
- 4-6. Fusion Engine
- 4-6. Endo Steel
- 4-6. Roll Again

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

Battle Value: **2,174**

Weapon Value: **2,328 / 2,328**

Cost, C-Bills: **7,782,911**

Right Arm

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

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

Right Torso

1. Jump Jet
2. ER Medium Laser
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

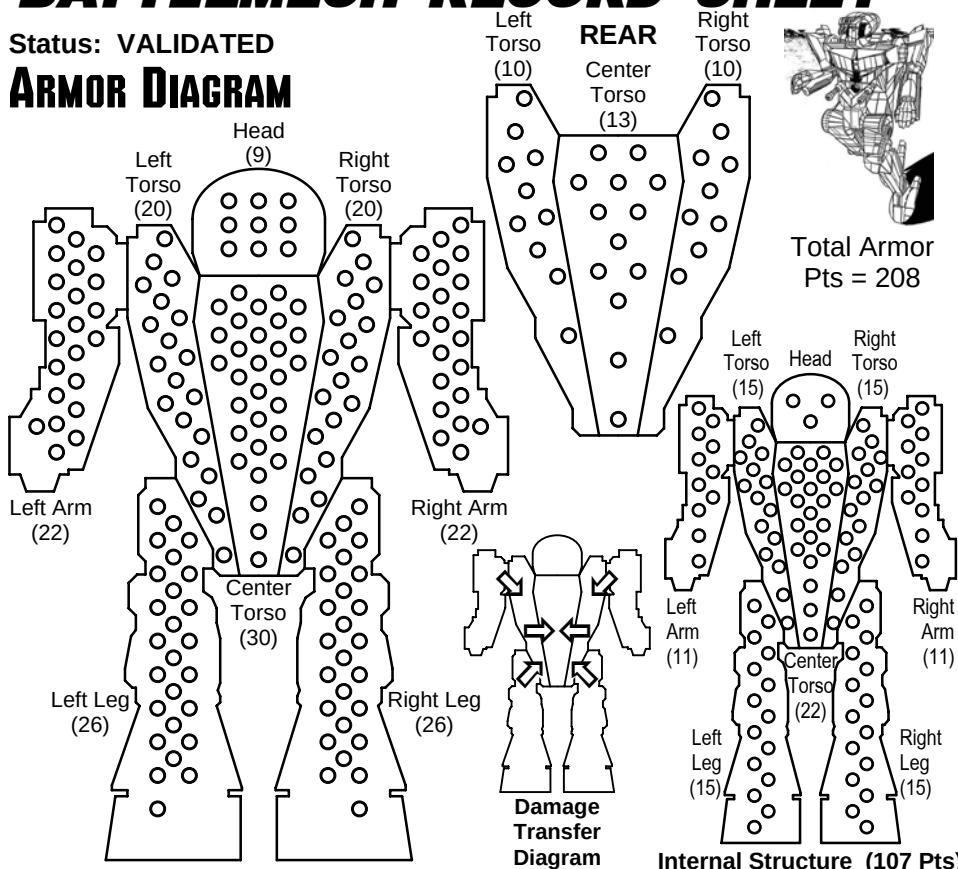
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Grasshopper GHR-5H (Human Sphere)

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **4**

Level 1 / 2780

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	HD	2	1/hit	6	7	14	21
1	Large Laser	CT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type:

Rounds:

BV:

LRM 5

24

13

Total Heat Sinks: 22 Single

○○○○○○○○○○ ○○○○○○○○○
○○

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

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

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Medium Laser

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

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

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

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

Battle Value: **1,427**
Weapon Value: **1,519 / 1,519**
Cost, C-Bills: **6,024,574**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Medium Laser
- Ammo (LRM 5) 24

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

Right Leg

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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	

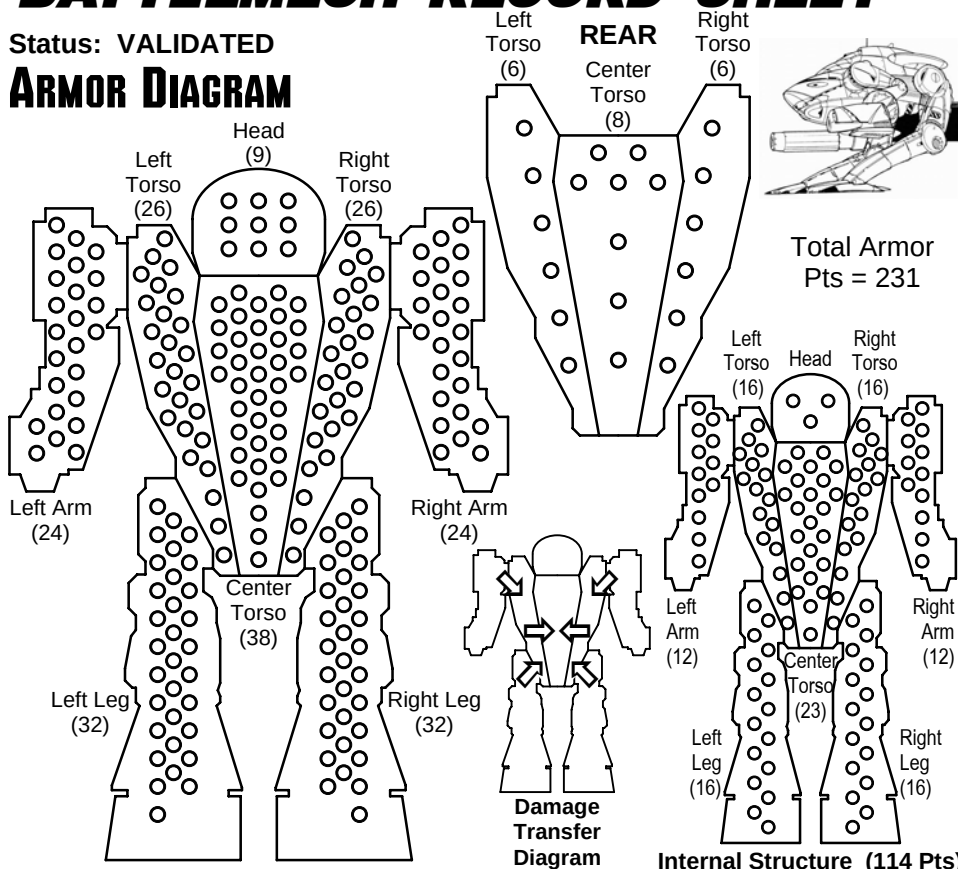
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (114 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Small Laser

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

Battle Value: 1,694
Weapon Value: 2,085 / 2,085
Cost, C-Bills: 18,016,688

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- TAG
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: Maelstrom MTR-5K (Human Sphere)

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 0 Level 2 / 3056

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	LA	12	8	-	7	14	19
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	CT	1	3	-	1	2	3
1	TAG	RT	0	*	-	5	9	15

Total Heat Sinks: 19 Double (38)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

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	

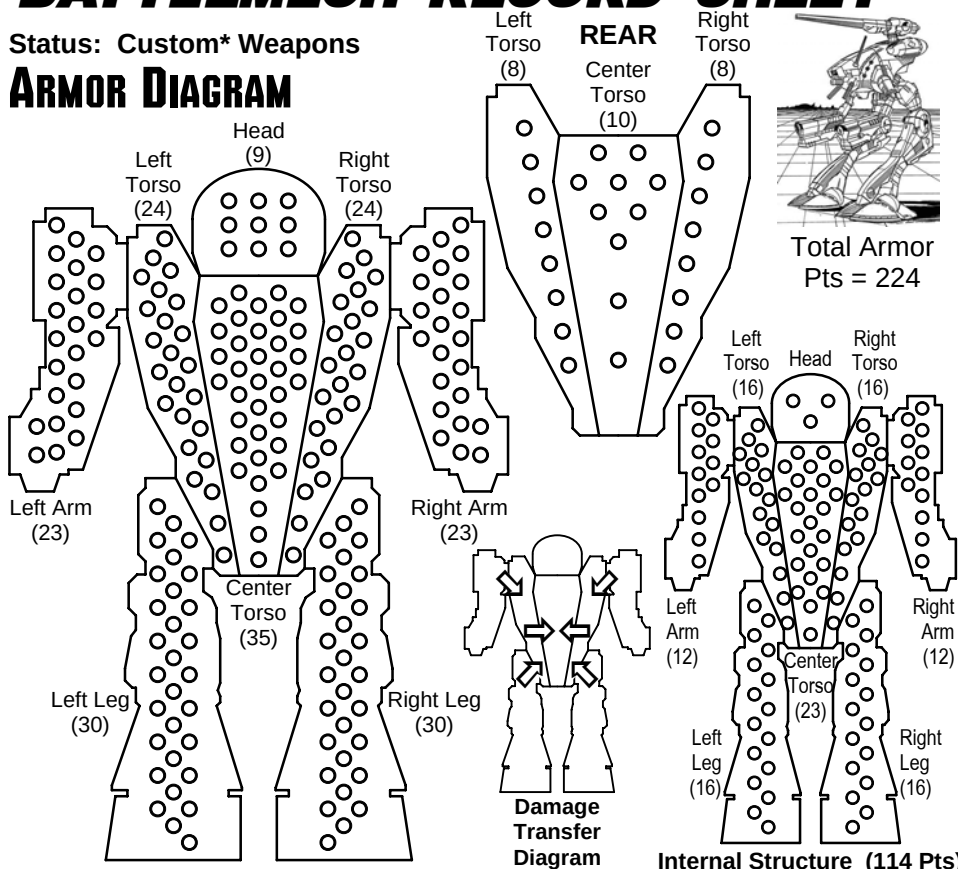
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Marauder MAD-9K (Human Sphere)

Mass: 75 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*	RT	15	15	3	6	12	18
1	Light PPC*	CT	5	5	3	6	12	18
1	Light PPC*	RA	5	5	3	6	12	18
1	Light PPC*	LA	5	5	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
3	Medium Laser	RT	3	5	-	3	6	9
3	Medium Laser	LT	3	5	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

Total Heat Sinks: 16 Double (32)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(54)

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
 - Light PPC
 - Light PPC
 - Medium Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Laser
 - Medium Laser
 - Medium Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Left Leg

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

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
 - Light PPC
 - Light PPC
- 4-6

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

Battle Value: 2,033

Add for C³: & 332

Weapon Value: 2,503 / 2,503

Cost, C-Bills: 16,276,750

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Light PPC
 - Light PPC
 - Medium Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Laser
 - Medium Laser
 - Medium Laser
- 1-3
- Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Roll Again
 - Roll Again
- 4-6

Right Leg

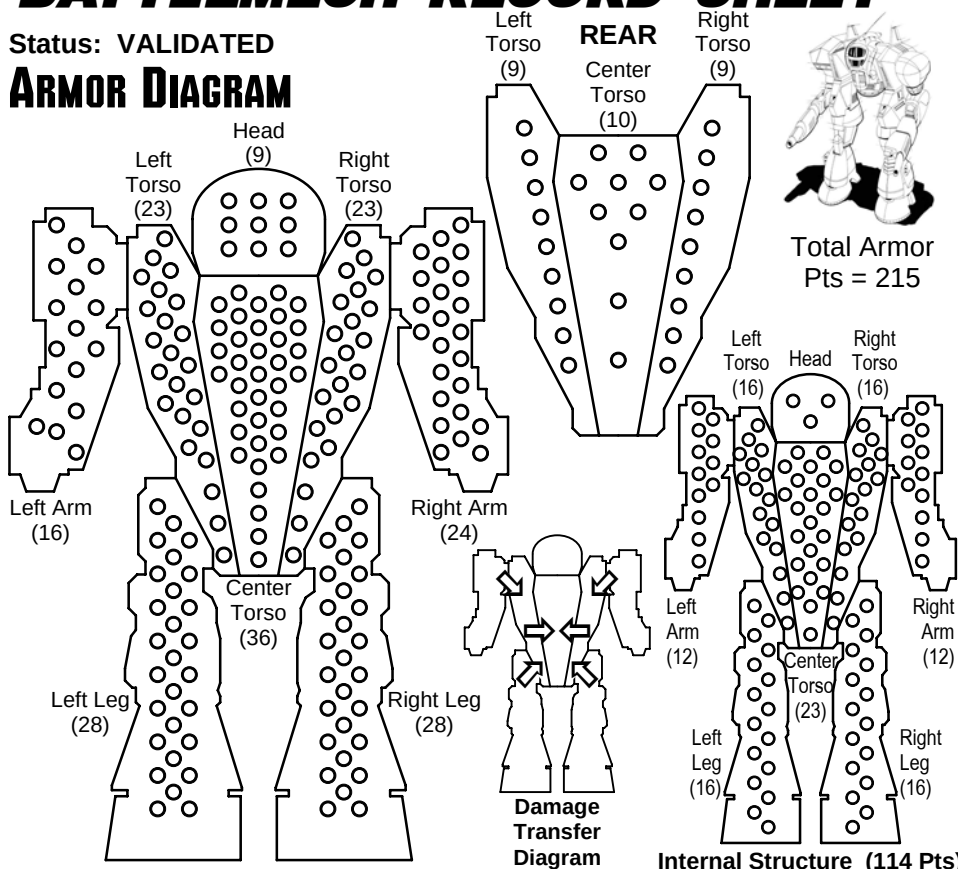
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **War Dog C (Human Sphere)**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Streak SRM 6	RL	4	2/hit	-	4	8	12
1	Streak SRM 6	LL	4	2/hit	-	4	8	12
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Small Pulse Laser	HD(R)	2	3	-	2	4	6
1	Anti-Missile System	RT	1	*	-	-	-	-
1	ECM Suite	CT	0	-	-	-	-	6

Ammo Type:	Rounds:	BV:
Gauss Rifle	40	251
Streak SRM 6	30	38
Anti-Missile System	24	26

Total Heat Sinks: **12 Double (24)**

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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

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	

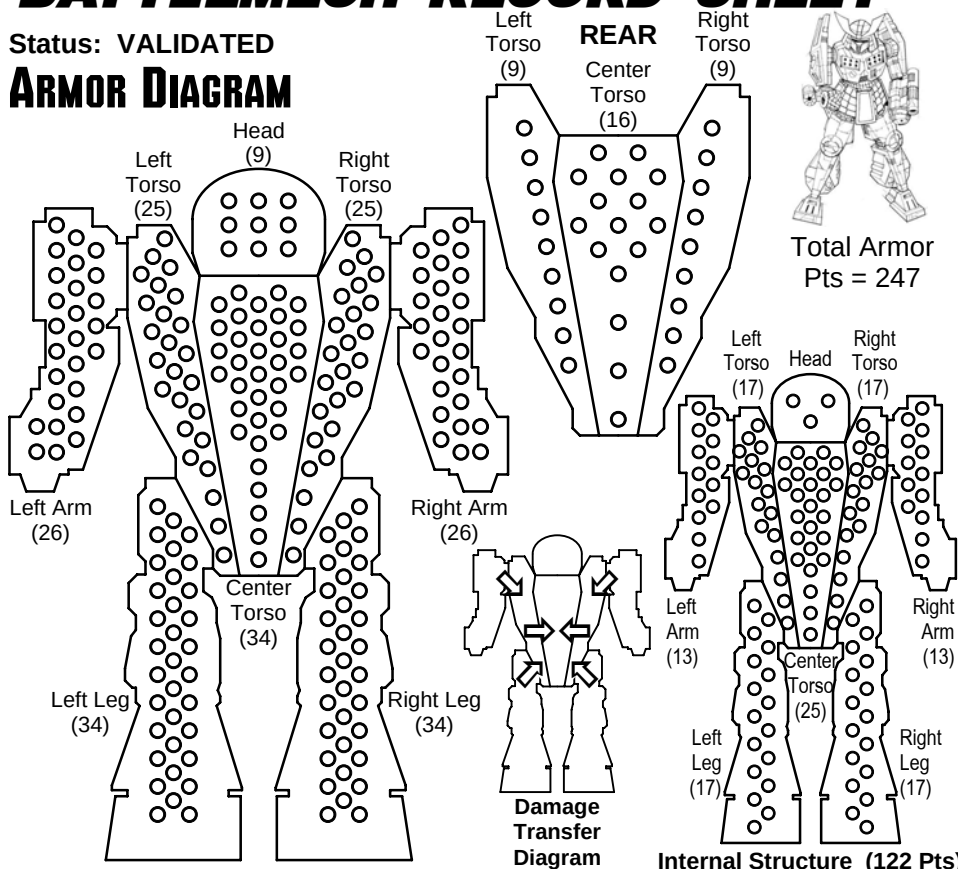


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (122 Pts)

'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)**

oooooooooooo oooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(69)

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	

WZK GAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- 1-3 Medium Laser
- Medium Laser
- Medium Laser

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Anti-Personnel Pod

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- 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 C³ Slave Unit
- Jump Jet

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**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Torso

- Medium Laser
- Medium Laser
- Medium Laser
- 1-3 Medium Laser
- Medium Laser
- Medium Laser

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Leg

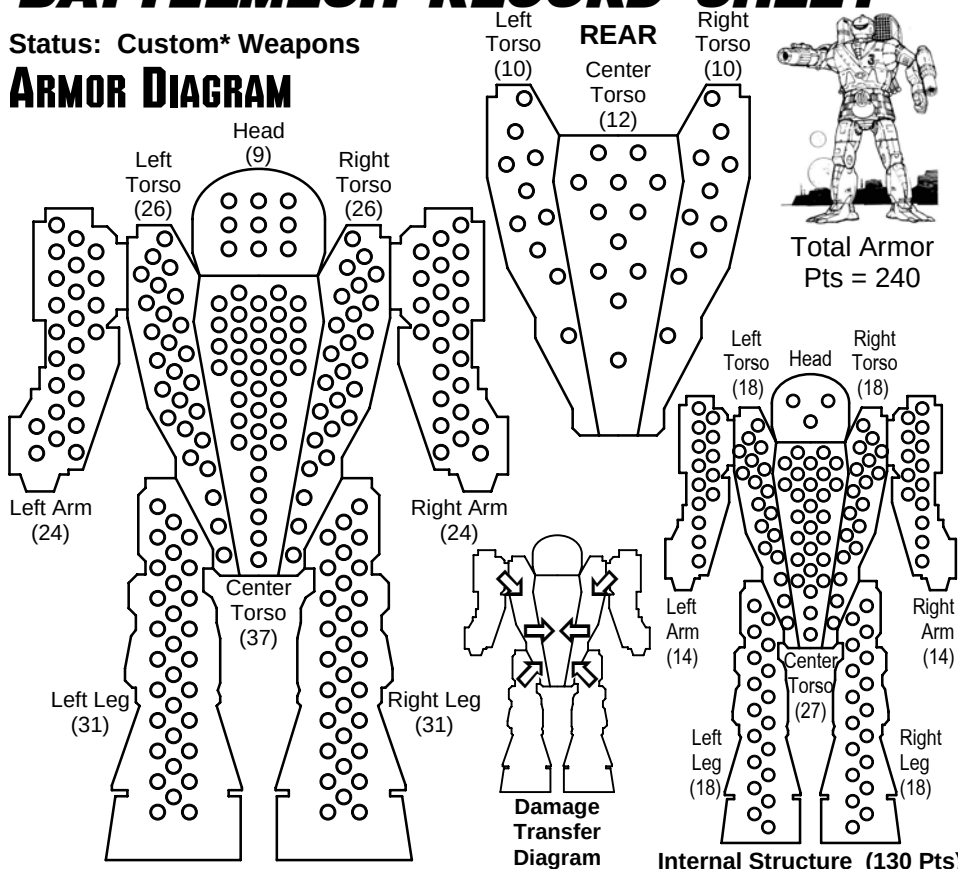
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Anti-Personnel Pod

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Black Watch BKW-9H (Human Sphere)

Mass: 85 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	Gauss Rifle	LA	1	15	2	7	15	22
1	Ultra AC/10	RA	4	10	-	6	12	18
2	MML 7*	LT	4	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

Gauss Rifle	16	136
Ultra AC/10	20	88
MML 7	34	27

Total Heat Sinks: 10 Double (20)

oooooooooooo

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
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
- 4-6

Left Torso

- Jump Jet
 - MML 7
 - MML 7
 - MML 7
 - MML 7
 - MML 7
- 1-3
- MML 7
 - MML 7
 - MML 7
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

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

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Ammo (Gauss) 8
- 4-6

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

Battle Value: 2,109
Weapon Value: 1,806 / 1,806
Cost, C-Bills: 8,372,268

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Jump Jet
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Ammo (MML 7) 17
 - Ammo (MML 7) 17
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

Right Leg

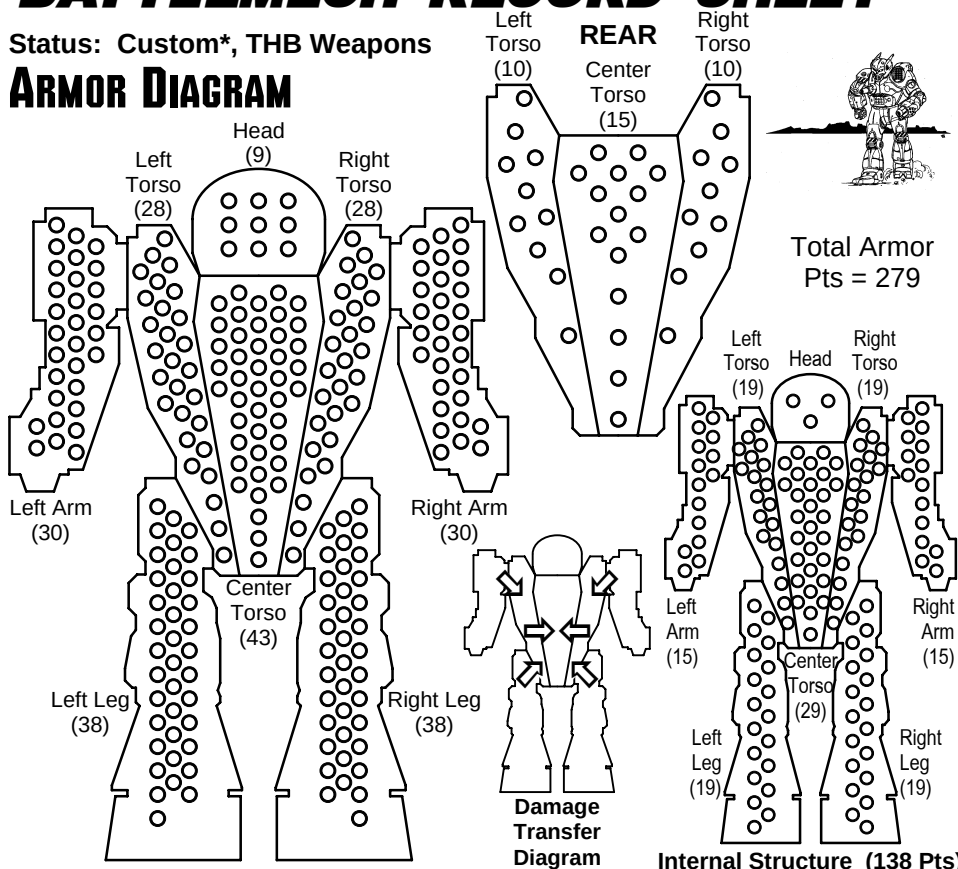
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom*, THB Weapons

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (138 Pts)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Heavy PPC
 5. Heavy PPC
 6. Heavy PPC
- 1-3
1. Heavy PPC
 2. Medium Pulse Laser
 3. Streak SRM 4
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 4-6

Left Torso

1. MML 9
 2. MML 9
 3. MML 9
 4. MML 9
 5. MML 9
 6. Double Heat Sink
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Endo Steel
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. C³ Slave Unit
 6. Endo Steel
- 4-6

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

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

Right Torso

1. HV AC/10 (THB)
 2. HV AC/10 (THB)
 3. HV AC/10 (THB)
 4. HV AC/10 (THB)
 5. HV AC/10 (THB)
 6. HV AC/10 (THB)
- 1-3
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
- 4-6

Right Leg

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

'MECH DATA

Type: Akuma AKU-2K (Human Sphere)

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Running: 5

Jumping: 0

Inner Sphere

Biped 'Mech

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
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	

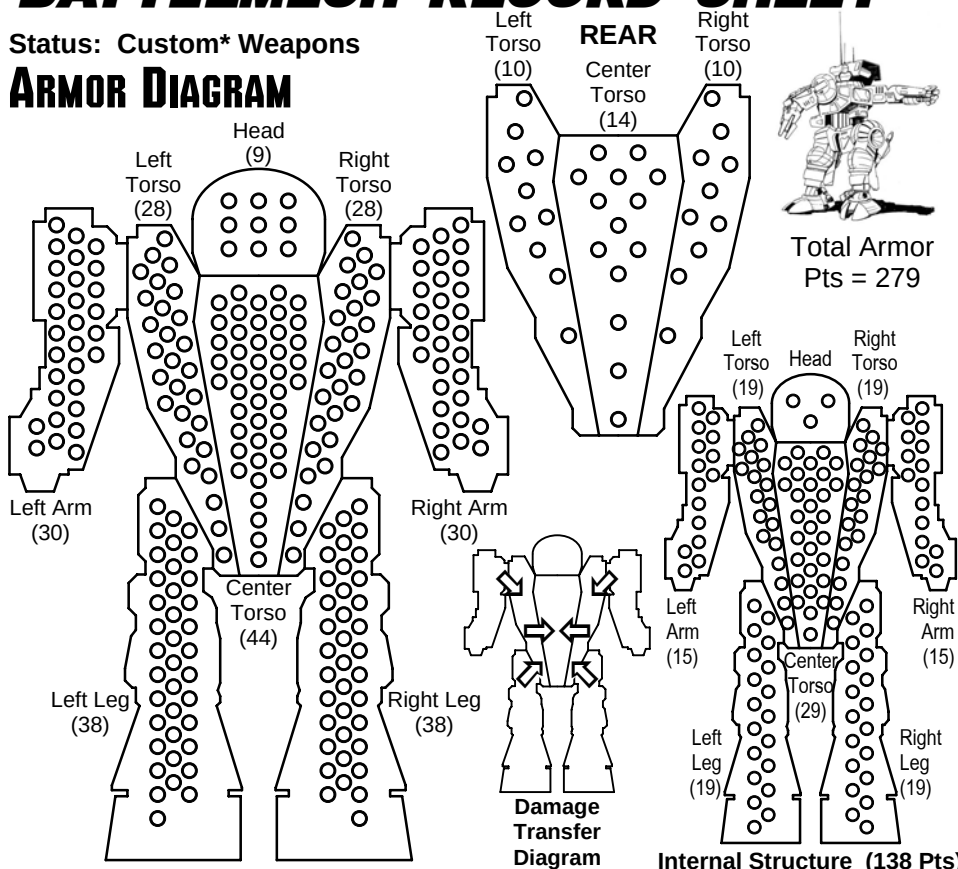
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Highlander HGN-738 (Human Sphere)

Mass: 90 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	Gauss Rifle	RA	1	15	2	7	15	22
1	MML 9* w/ Artemis IV	LA	5	1/hit	6	7	14	21
1	MML 9* w/ Artemis IV	LT	5	1/hit	6	7	14	21
3	Medium Laser	RT	3	5	-	3	6	9
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

136

MML 9

39

56

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - MML 9
 - MML 9
- 1-3
- MML 9
 - MML 9
 - MML 9
 - Artemis IV FCS
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- Jump Jet
 - MML 9
 - MML 9
 - MML 9
 - MML 9
 - MML 9
- 1-3
- Artemis IV FCS
 - Ammo (MML 9) 13
 - Ammo (MML 9) 13
 - Ammo (MML 9) 13
 - CASE
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER 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
 - Jump Jet
 - Ferro-Fibrous
- 4-6

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

Battle Value: 2,236
Weapon Value: 2,183 / 2,081
Cost, C-Bills: 9,512,255

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- Jump Jet
 - Medium Laser
 - Medium Laser
 - Medium Laser
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 1-3
- CASE
 - Roll Again
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 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	

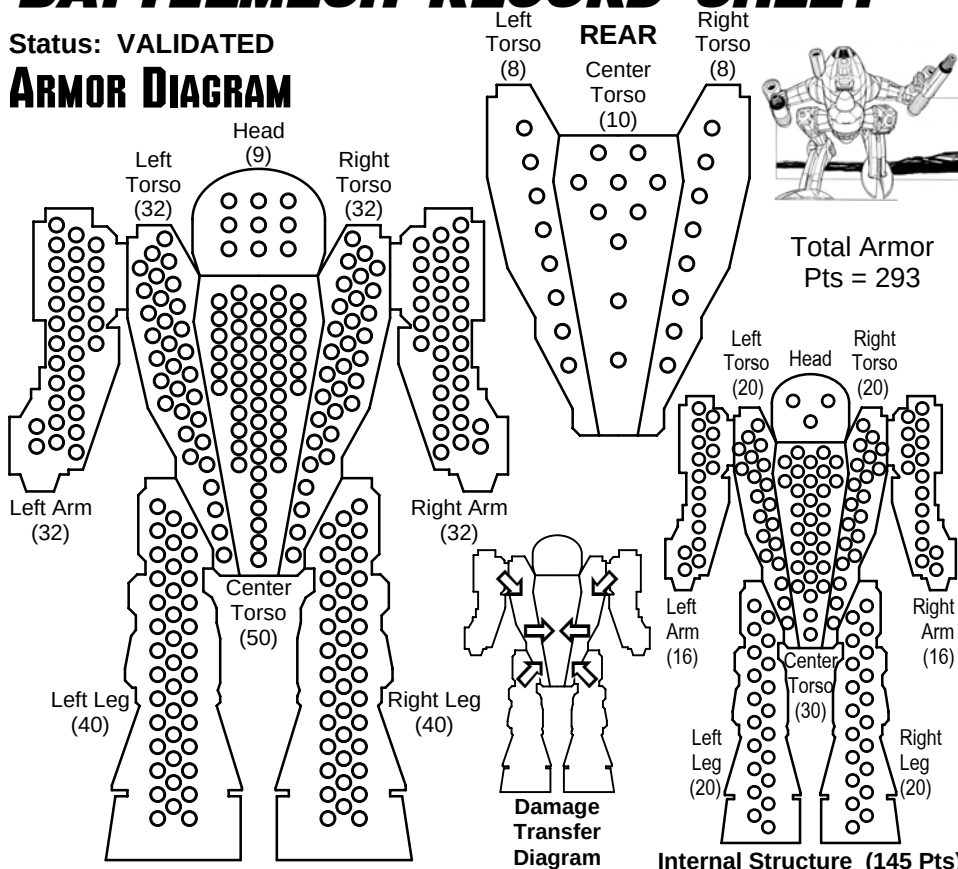
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Nightstar NSR-9J (Human Sphere)

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **0**

Level 2 / 3057

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER PPC	RT	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds: BV:

Gauss Rifle 56 280

Total Heat Sinks: **14 Double (28)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	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	

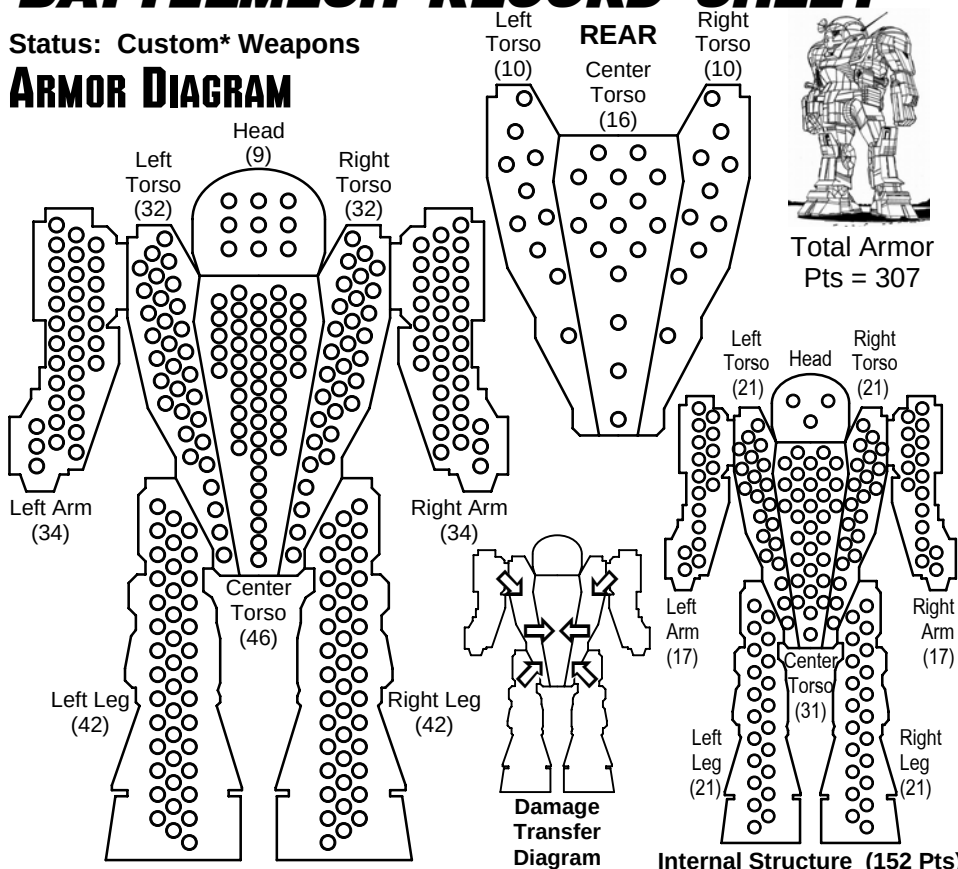


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'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)

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(21)

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	



Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC
- 1-3
- Light PPC
 - Light PPC
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - MML 9
 - MML 9
 - MML 9
- 1-3
- MML 9
 - MML 9
 - Ammo (MML 9) 13
 - Ammo (MML 9) 13
 - Ammo (Gauss) 8
 - CASE
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

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

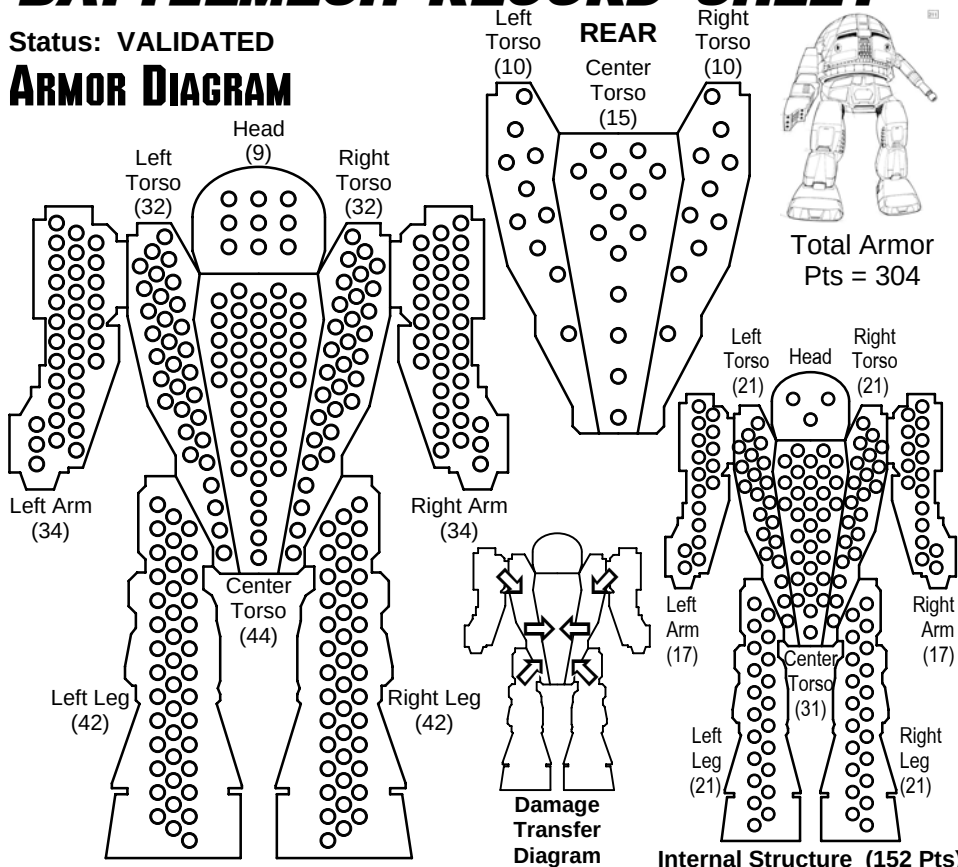
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (152 Pts)

'MECH DATA

Type: **Imp C (Human Sphere)**

Mass: **100 tons**

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

Walking: **3**

Clan

Running: **5**

Biped 'Mech

Jumping: **0**

Level 2 / 2790

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
1	ER PPC	LT	15	15	-	7	14	23
1	LRM 20 w/ Artemis IV	RA	6	1/hit	-	7	14	21
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
2	Medium Pulse Laser	CT	4	7	-	4	8	12

Ammo Type: **LRM 20** Rounds: **18** BV: **81**

Total Heat Sinks: **25 Double (50)**

○○○○○○○○○○ ○○○○○○○○○
○○○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(56)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 [ER PPC
- [ER PPC
- 4-6 Medium Pulse Laser
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Left Leg

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

CRITICAL HIT TABLE

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
- 4-6 Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

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

Battle Value: **3,070**
Weapon Value: **6,855 / 6,674**
Cost, C-Bills: **11,010,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- LRM 20
- 1-3 LRM 20
- LRM 20
- 4-6 Artemis IV FCS
- Roll Again
- Roll Again

Right Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- ER PPC
- ER PPC
- Medium Pulse Laser
- Roll Again

Right Leg

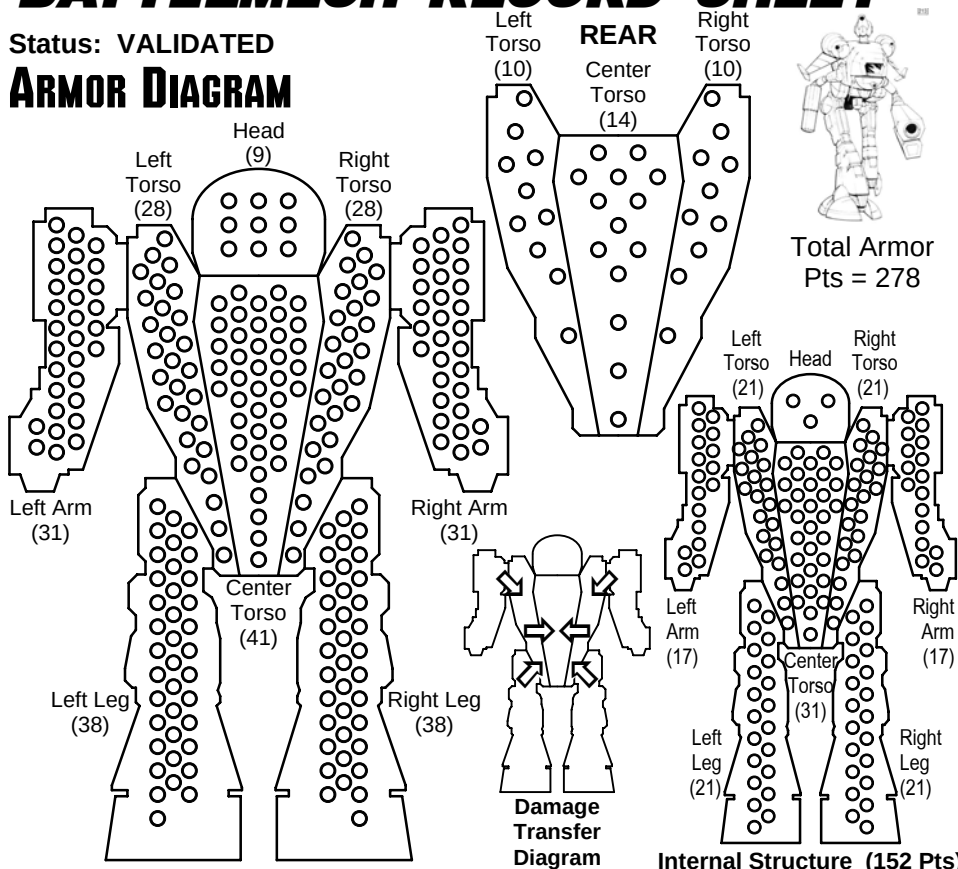
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder II C (Human Sphere)**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **4**

Level 2 / 3012

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	LB 10-X AC	RT	2	10	-	6	12	18
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

LB 10-X AC

20

85

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
○○○

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

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	

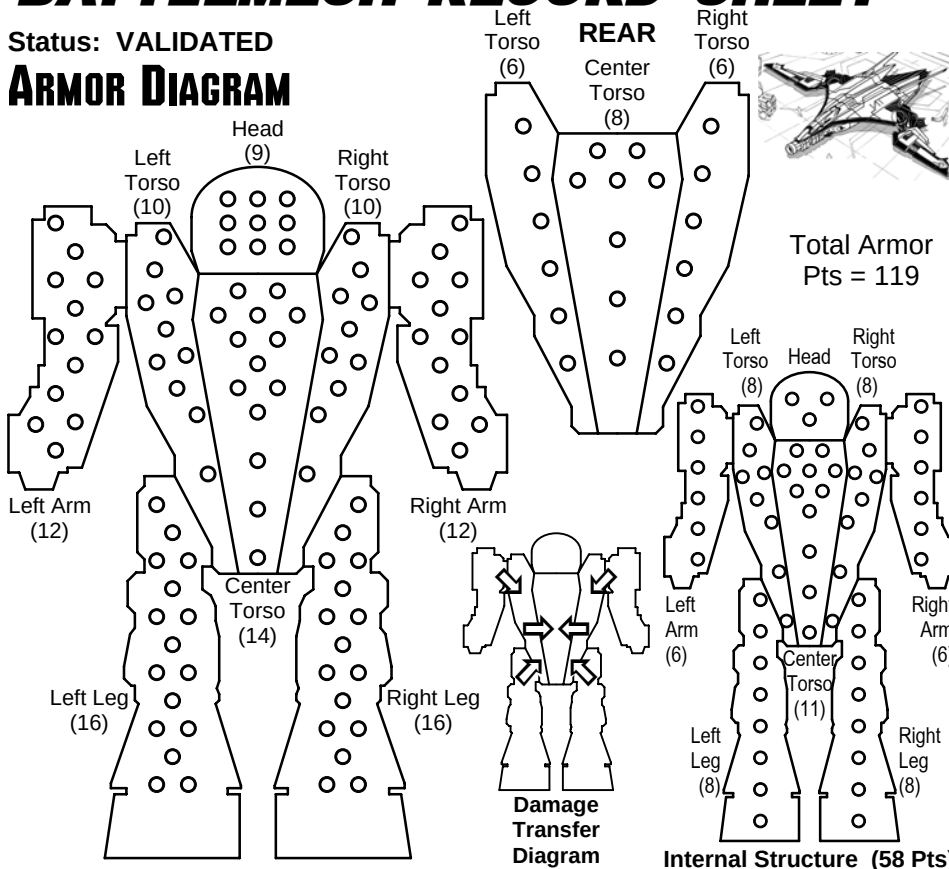
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Serraphim LAM SRP-1 (Human Sphere)

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Land-Air- 'Mech

Jumping: **7 [21]**

Level 3 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10	-	6	14	20
1	Micro Pulse Laser	RA	1	3	-	1	2	3
1	Micro Pulse Laser	LA	1	3	-	1	2	3
1	Micro Pulse Laser	HD	1	3	-	1	2	3

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

oooooooooooo

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Large Pulse Laser
 6. Large Pulse Laser

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

Battle Value: **1,428**
Weapon Value: **660 / 660**
Cost, C-Bills: **10,439,337**

Right Arm

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

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

Right Torso

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

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

Right Leg

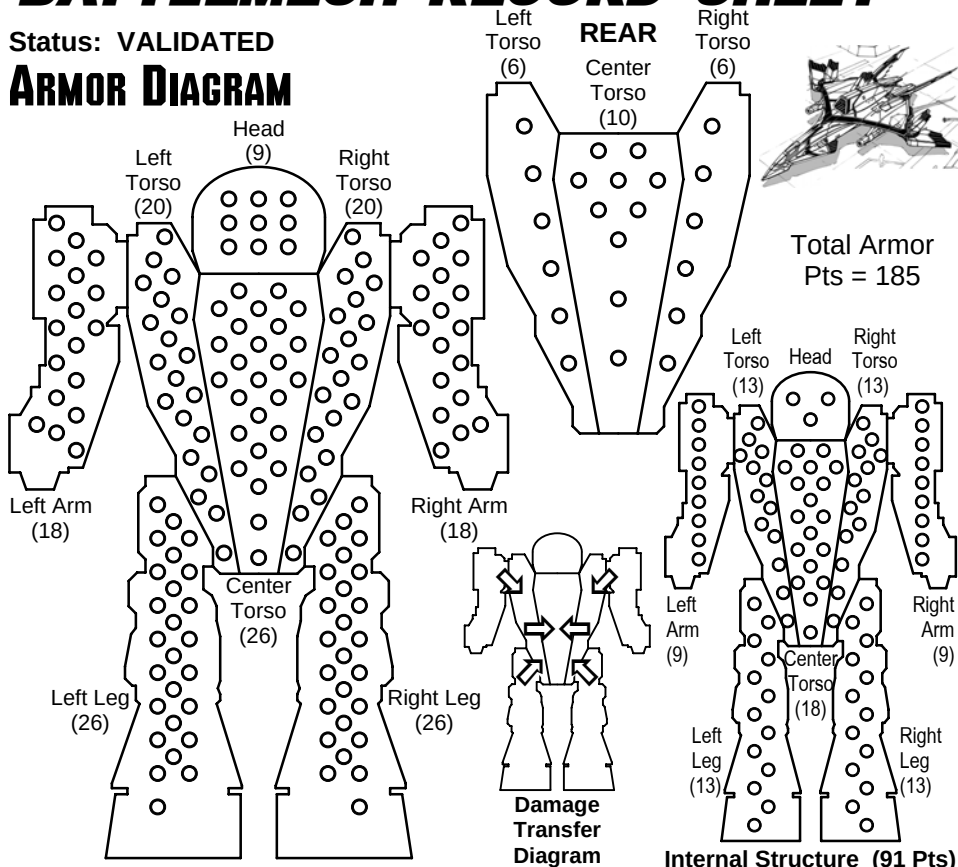
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (91 Pts)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. [ER PPC
 6. [ER PPC
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. Jump Jet
 4. Jump Jet
 5. Roll Again
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Ferro-Fibrous
 5. Endo Steel
 6. Endo Steel
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 2,846

Weapon Value: 1,791 / 1,791

Cost, C-Bills: 21,509,582

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. [ER PPC
 6. [ER PPC
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. Jump Jet
 4. Jump Jet
 5. Roll Again
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Endo Steel
- 4-6

Right Leg

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

'MECH DATA

Type: Archangel LAM ARL-1S (Human Sphere)

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Land-Air- 'Mech

Jumping: 6 [18]

Level 3 / 3081

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

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

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	

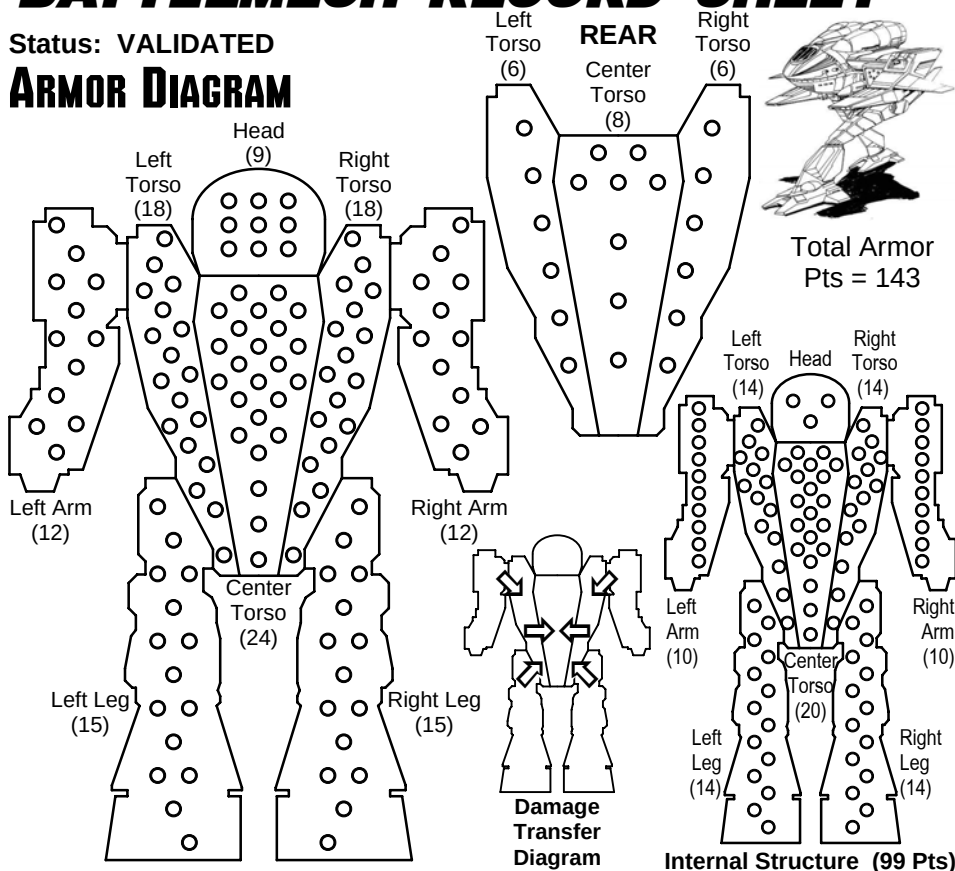
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Champion CHP-1LAM (Human Sphere)**

Mass: **60 tons**

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

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **5**

Level 2 / 2750

Weapons Inventory: (hexes)

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

Ammo Type:

Rounds:

BV:

LB 10-X AC

20

135

Streak SRM 2

50

14

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(13)

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. XL Engine
4. Jump Jet
5. Jump Jet
6. Medium Laser

1. Medium Laser
2. Streak SRM 2
3. Streak SRM 2
- 4-6 4. Ammo (Streak 2) 50
5. Ammo (LB 10-X) 10
6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,265**
Weapon Value: **709 / 670**
Cost, C-Bills: **11,723,600**

Right Arm

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

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

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. XL Engine
4. Jump Jet
5. Jump Jet
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
- 4-6 4. LB 10-X AC
5. LB 10-X AC
6. Ammo (LB 10-X) 10

Right Leg

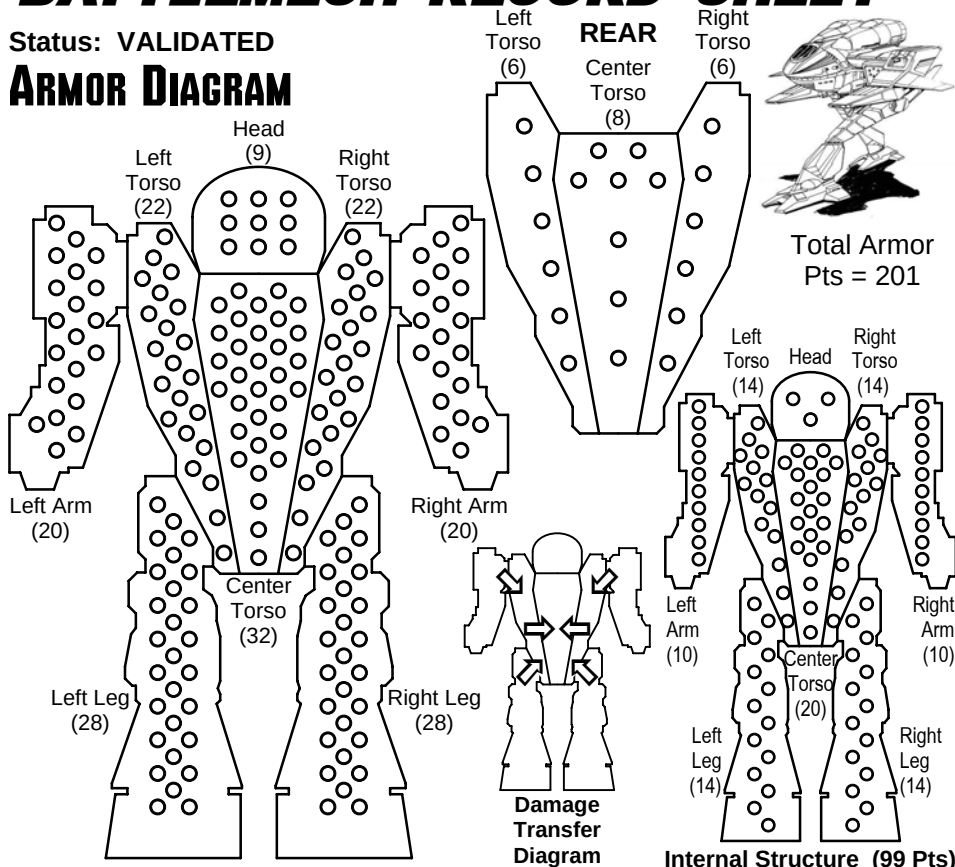
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (99 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous (C)
- 4 Ferro-Fibrous (C)
- 5 Endo Steel (C)
- 6 Endo Steel (C)

- 1 Endo Steel (C)
- 2 Roll Again
- 4-6 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso (CASE)

- 1 XL Engine (C)
- 2 XL Engine (C)
- 1-3 3 Jump Jet
- 4 Jump Jet
- 5 ER Medium Laser (C)
- 6 ER Medium Laser (C)

- 1 Streak SRM 2 (C)
- 2 Streak SRM 2 (C)
- 4-6 3 Improved C³ CPU (IS)
- 4 Improved C³ CPU (IS)
- 5 Ammo (Streak 2) 50
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous (C)
- Ferro-Fibrous (C)

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

Center Torso

- 1 XL Engine (C)
- 2 XL Engine (C)
- 3 XL Engine (C)
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine (C)
- 3 XL Engine (C)
- 4 XL Engine (C)
- 5 Jump Jet
- 6 ER Small Laser (C)

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

Battle Value: **1,854**

Add for C³: **& 166**

Weapon Value: **1,959 / 1,869**

Cost, C-Bills: **13,502,800**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 3 Ferro-Fibrous (C)
- 4 Endo Steel (C)
- 5 Endo Steel (C)
- 6 Endo Steel (C)

- 1 Endo Steel (C)
- 2 Roll Again
- 4-6 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso (CASE)

- 1 XL Engine (C)
- 2 XL Engine (C)
- 1-3 3 Jump Jet
- 4 Jump Jet
- 5 LB 10-X AC (C)
- 6 LB 10-X AC (C)

- 1 LB 10-X AC (C)
- 2 LB 10-X AC (C)
- 4-6 3 LB 10-X AC (C)
- 4 Ammo (LB 10-X) 10
- 5 Ammo (LB 10-X) 10
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous (C)
- Ferro-Fibrous (C)

'MECH DATA

Type: **Champion CHP-5LAM (Human Sphere)**

Mass: **60 tons**

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

Walking: **5**

Mixed (Clan Base)

Running: **8**

Biped 'Mech

Jumping: **5**

Level 3 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC(C)	RT	2	10	-	6	12	18
2	ER Medium Laser(C)	LT	5	7	-	5	10	15
2	Streak SRM 2(C)	LT	2	2/hit	-	4	8	12
1	ER Small Laser(C)	CT	2	5	-	2	4	6
1	Improved C³ CPU (IS)	LT	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

LB 10-X AC

20

135

Streak SRM 2

50

18

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

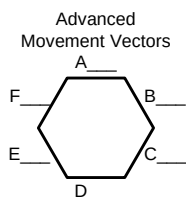
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Point
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Point
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Point
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	

WZK GAMES

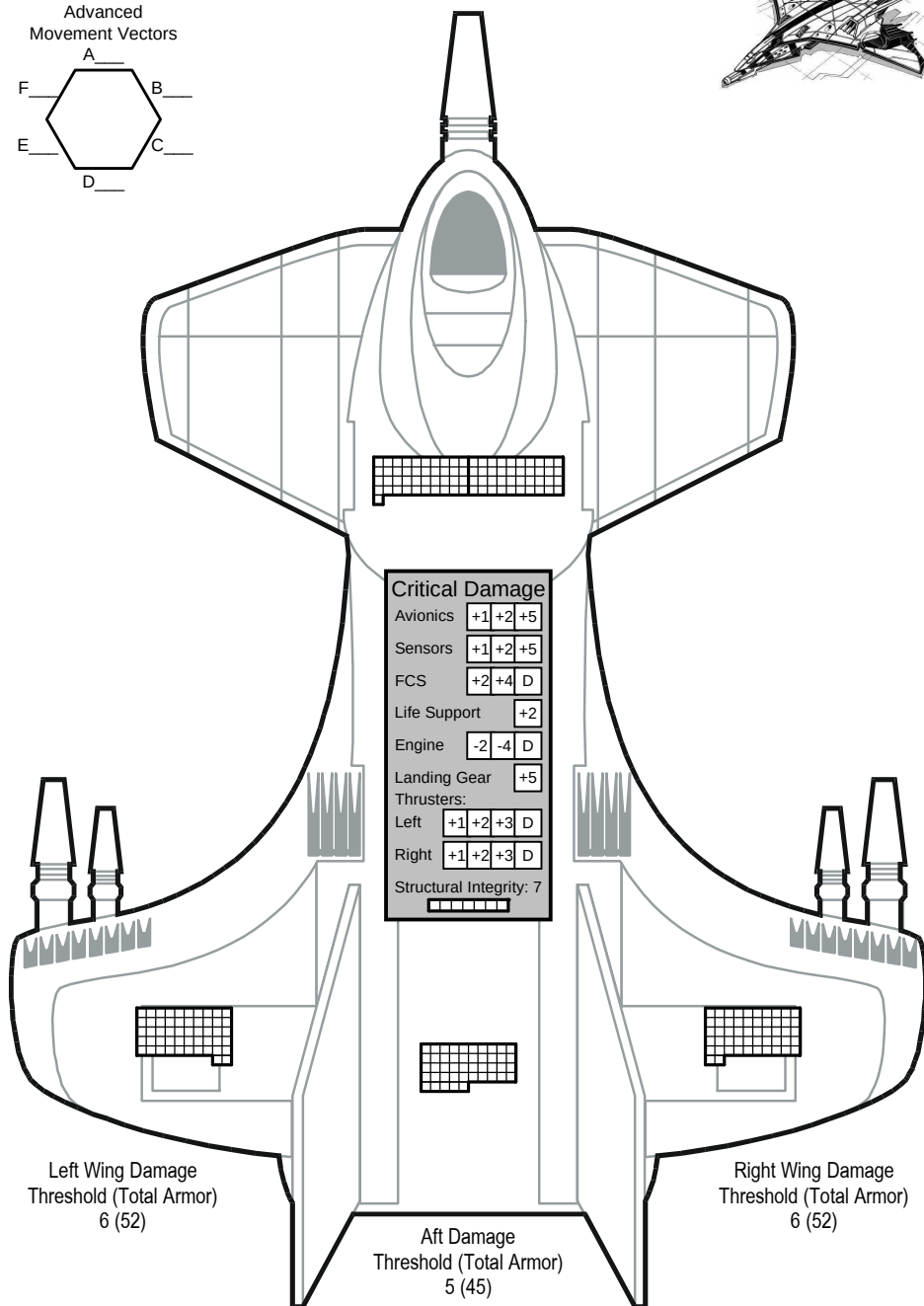
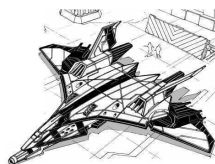
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (81) - Standard Scale



Optional: Thrust at current 33 tons = 11/17. Drop 0.5 Pod tons for 12/18 thrust

Battle Value: 685

Cost: 11,173,035

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: Nephilim NPL-10 Base (Human Sphere)
Type: Aerospace OmniFighter
Mass: 65 tons (now 33 tons)
Thrust: Safe Thrust: 7 Max Thrust: 11
Tech: Clan / Level 2 / 3082

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)

Heat Sink Icon

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

HEAT SCALE

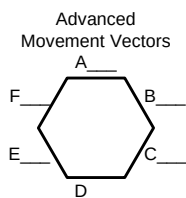
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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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WIZKIDS

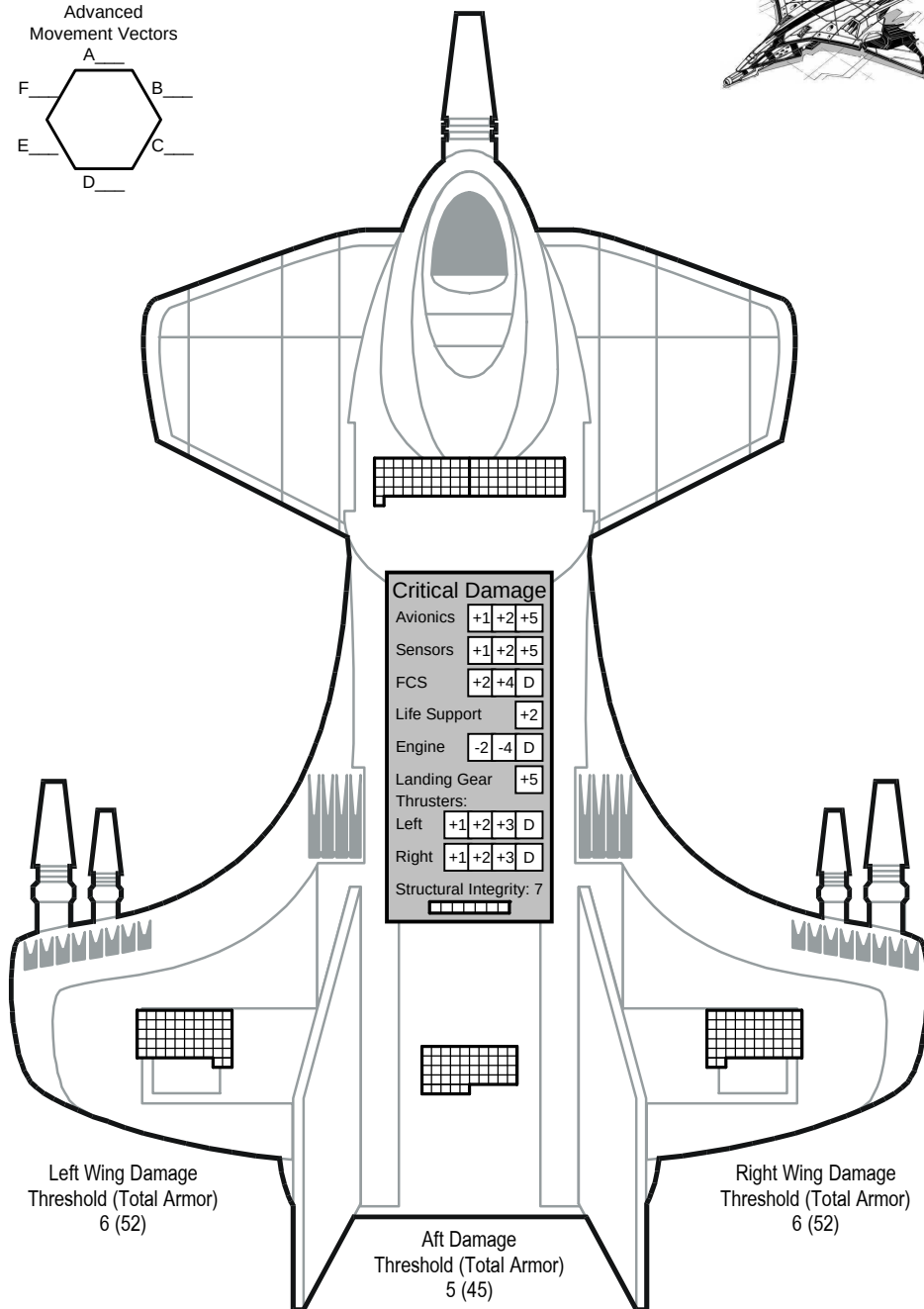
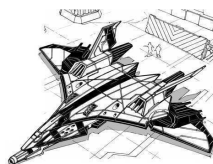
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (81) - Standard Scale



Optional: Drop 11 Pod tons for 8/12 thrust, 18.75 for 9/14, 24.5 for 10/15, 29 for 11/17

Battle Value: 2,785

Cost: 13,393,238

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: Nephilim NPL-10 Primary (Human Sphere)

Type: Aerospace OmniFighter

Mass: 65 tons

Thrust: Safe Thrust: 7 Max Thrust: 11

Tech: Clan / Level 2 / 3082

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	15	15	15	--
1 LRM 20+Artemis IV	Nose	6	16	16	16	--
2 ER Medium Laser	LW	5	7	7	--	--
2 ER Medium Laser	RW	5	7	7	--	--
1 Medium Pulse Laser	LW	4	7	7	--	--
1 Medium Pulse Laser	RW	4	7	7	--	--
2 ER Small Laser	Aft	2	5	--	--	--

Ammo (CASE): LRM 20 (18)

Total Heat Sinks: 19 Double (38)

Total Weapon Heat: 53

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

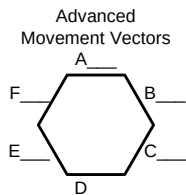
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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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WIZKIDS

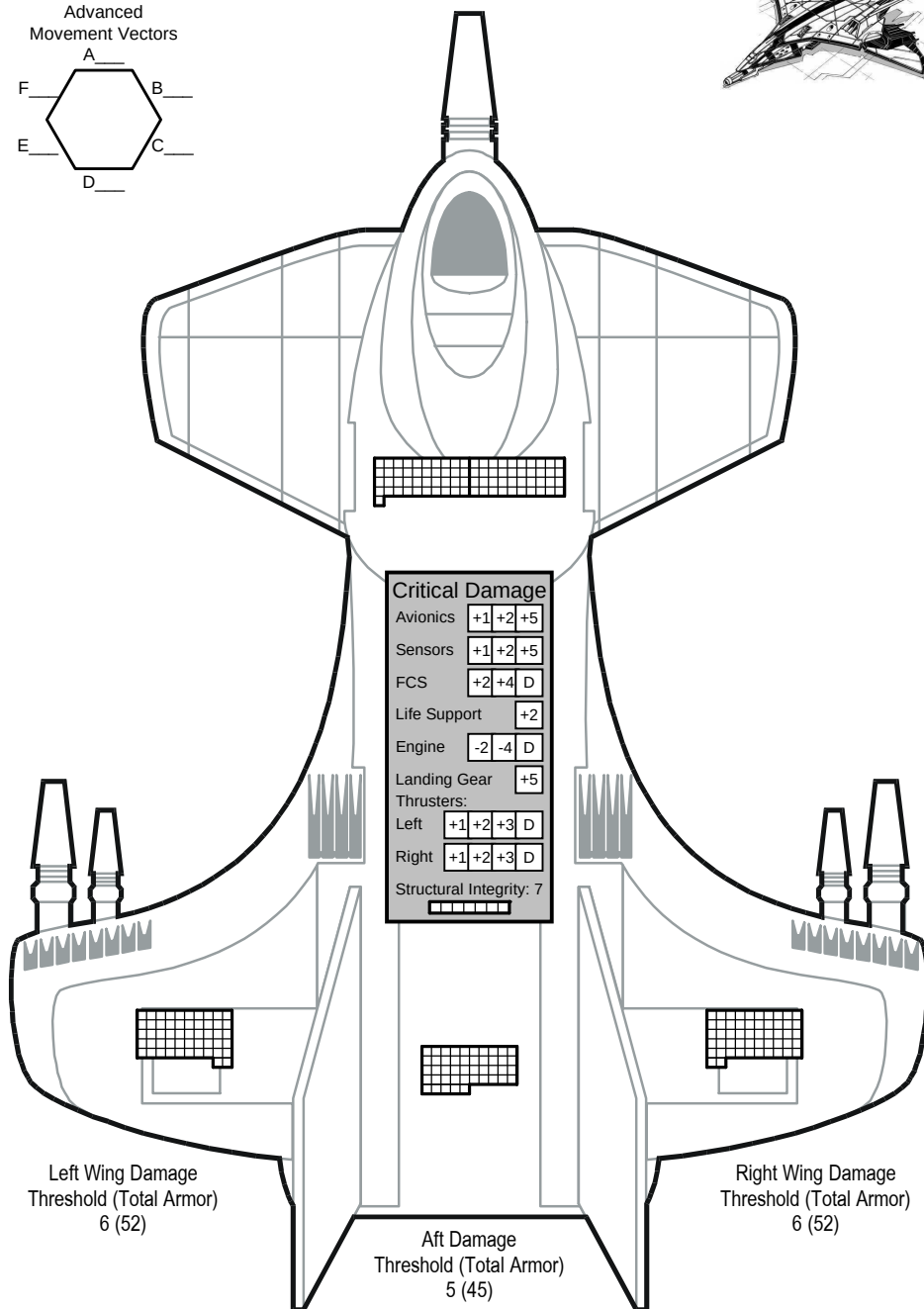
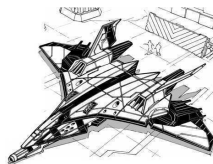
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
9 (81) - Standard Scale



Optional: Drop 11 Pod tons for 8/12 thrust, 18.75 for 9/14, 24.5 for 10/15, 29 for 11/17, 32.5 for 12/18

Battle Value: 2,410

Cost: 13,514,144

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: **Nephilim NPL-10A (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 2 / 3082**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Pulse Laser	Nose	10	10	10	10	--
2 Medium Pulse Laser	Nose	4	7	7	--	--
2 ER Small Laser	Nose	2	5	--	--	--
1 ATM 9	LW	6	21	14	7	7
1 ATM 9	RW	6	21	14	7	7
2 ER Medium Laser	Aft	5	7	7	--	--

Ammo (CASE): ATM 9 (21)

Total Heat Sinks: **17 Double (34)**

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 SCALE

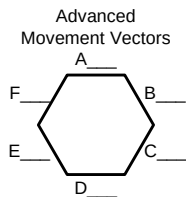
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, 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	

WIZKIDS

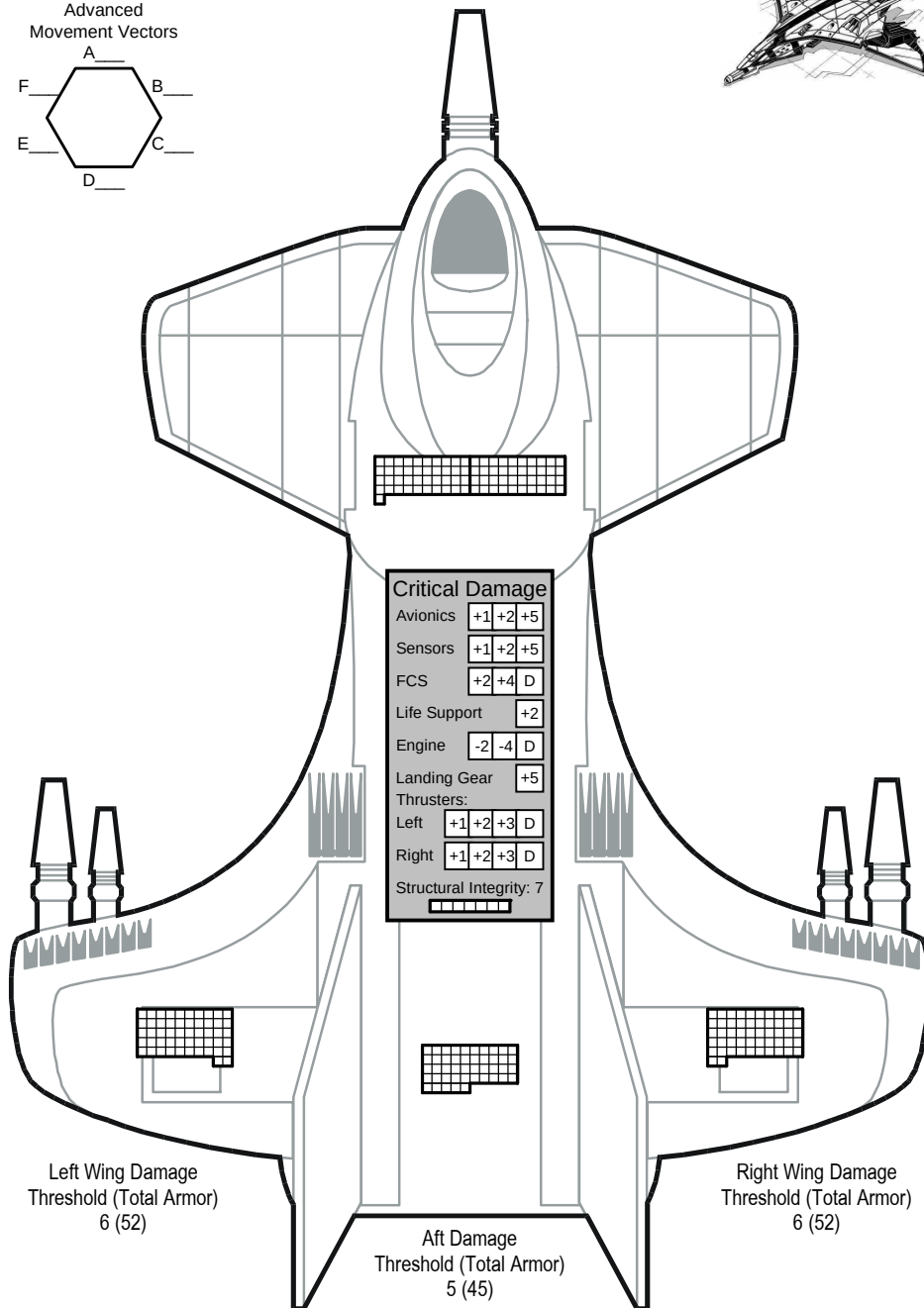
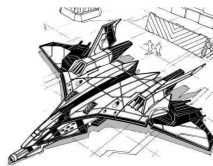
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (81) - Standard Scale



Optional: Drop 11 Pod tons for 8/12 thrust, 18.75 for 9/14, 24.5 for 10/15, 29 for 11/17

Battle Value: 2,510

Cost: 13,561,347

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: **Nephilim NPL-10C (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 2 / 3082**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)						
Type	Loc	Heat	SRV	MRV	LRV	ERV
2 LRM 20+Artemis IV	Nose	6	16	16	16	--
2 Medium Pulse Laser	Nose	4	7	7	--	--
2 Medium Pulse Laser	LW	4	7	7	--	--
2 Medium Pulse Laser	RW	4	7	7	--	--
1 Small Pulse Laser	Aft	2	3	--	--	--

Ammo (CASE): LRM 20 (36)

Total Heat Sinks: **12 Double (24)**

Total Weapon Heat: **38**

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

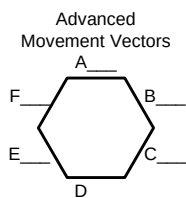
HEAT SCALE

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	

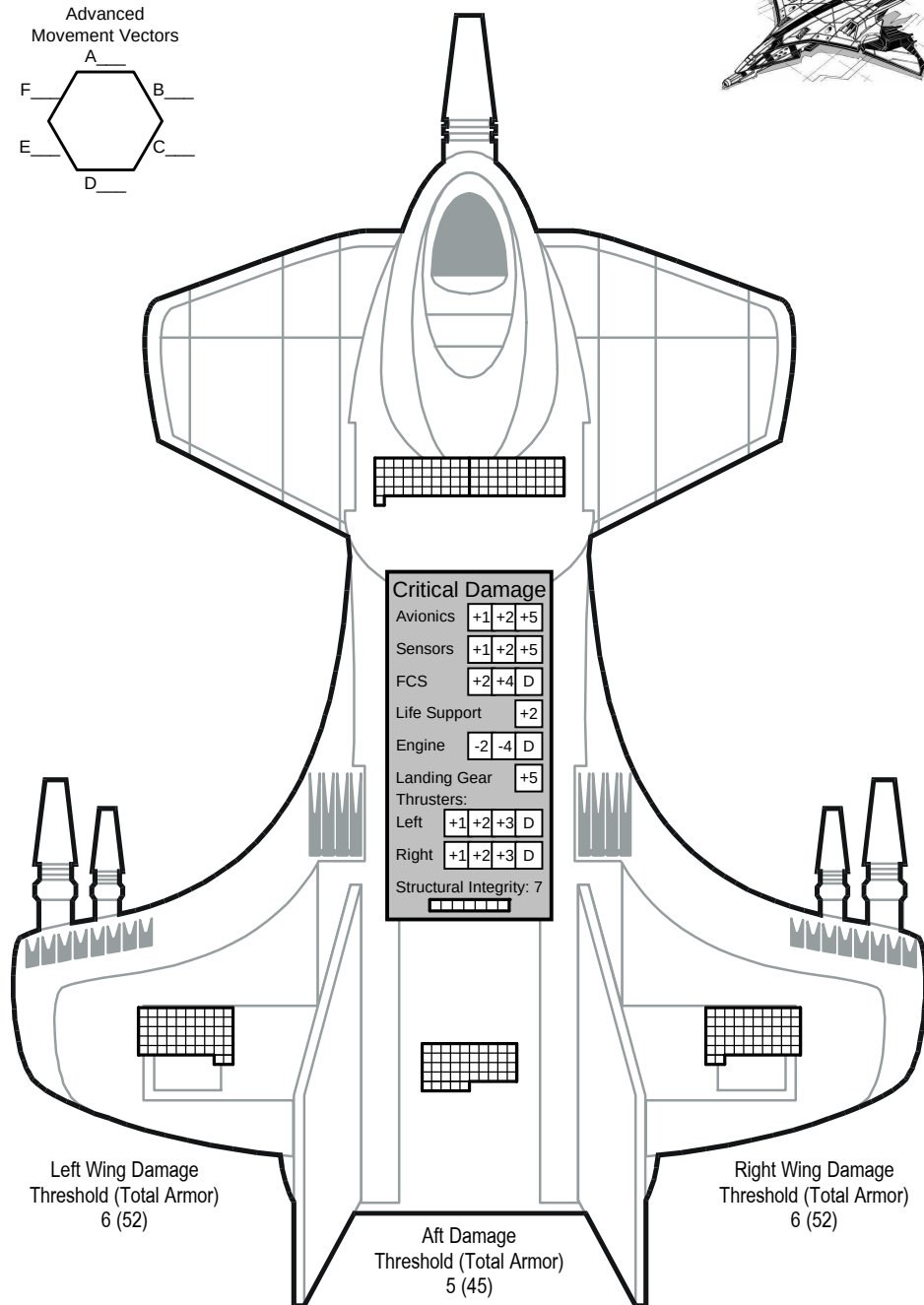
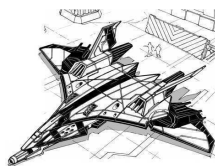
WIZKIDS

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (81) - Standard Scale



Optional: Drop 11 Pod tons for 8/12 thrust, 18.75 for 9/14, 24.5 for 10/15, 29 for 11/17

Battle Value: 2,696

Cost: 12,624,241

Velocity Record

[illegible]

VESSEL DATA

Name: **Nephilim NPL-10D (Human Sphere)**

Type: **Aerospace OmniFighter**

Mass: **65 tons**

Thrust: Safe Thrust: **7** Max Thrust: **11**

Tech: **Clan / Level 2 / 3082**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	LRV	ERV
1 ER PPC	Nose	15	15	15	--
2 ER Medium Laser	Nose	5	7	7	--
1 Large Pulse Laser	LW	10	10	10	--
1 Large Pulse Laser	RW	10	10	10	--

Total Heat Sinks: 22 Double (44)

[illegible]

Total Weapon Heat: 45

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

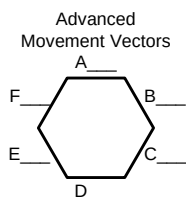
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	
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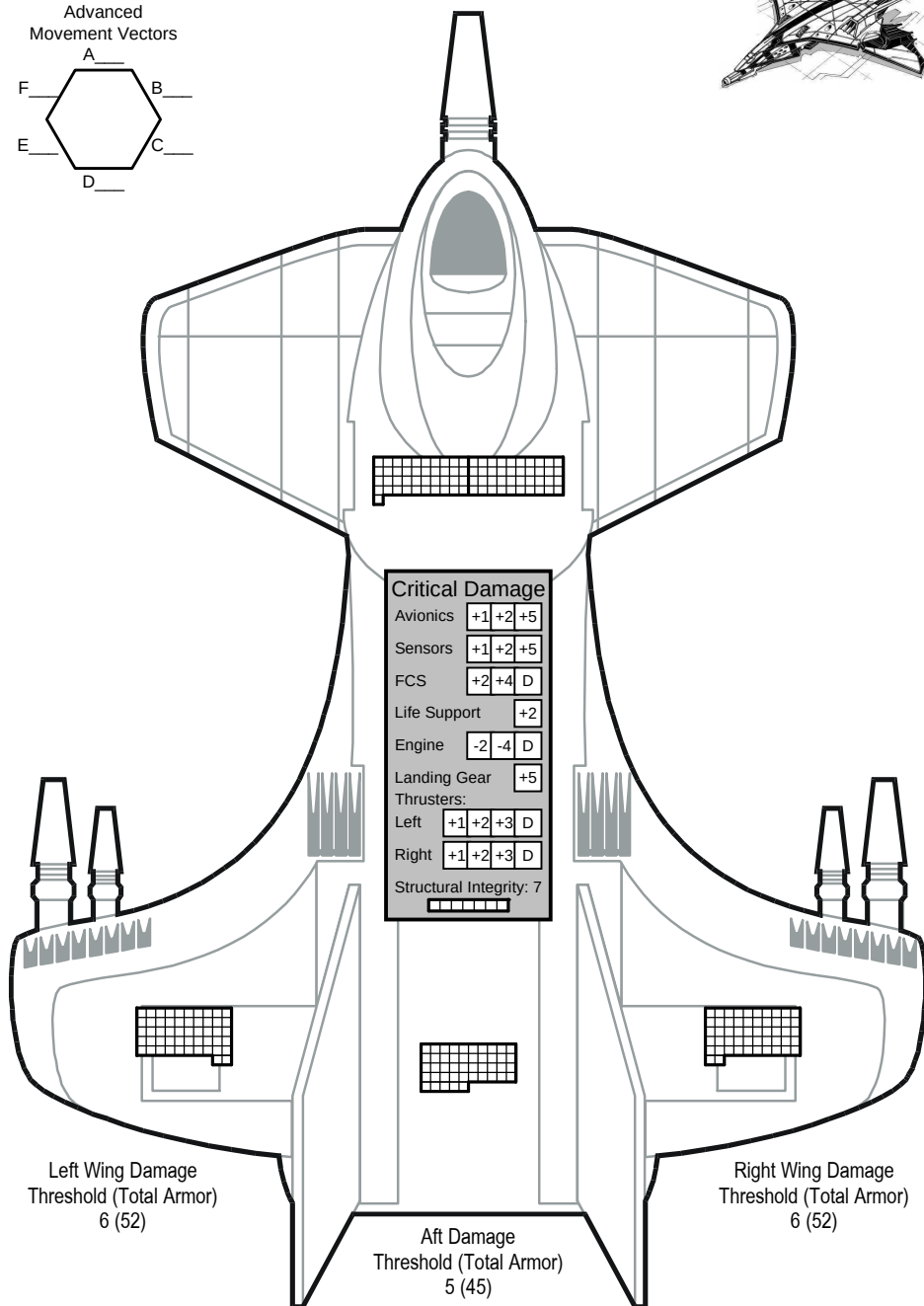
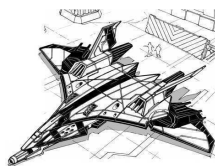
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (81) - Standard Scale



Optional: Drop 11 Pod tons for 8/12 thrust, 18.75 for 9/14, 24.5 for 10/15, 29 for 11/17, 32.5 for 12/18

Battle Value: 2,564

Cost: 12,816,863

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: **Nephilim NPL-10E (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **65 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Clan / Level 2 / 3082**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Gauss Rifle	Nose	1	15	15	15	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10
1 ER Medium Laser	LW	5	7	7	--	--
1 ER Medium Laser	RW	5	7	7	--	--
2 ER Small Laser	Aft	2	5	--	--	--

Ammo (CASE): Gauss (32)

Total Heat Sinks: **16 Double (32)**

Total Weapon Heat: **39**

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

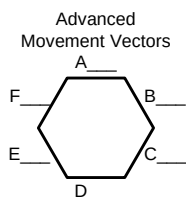
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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

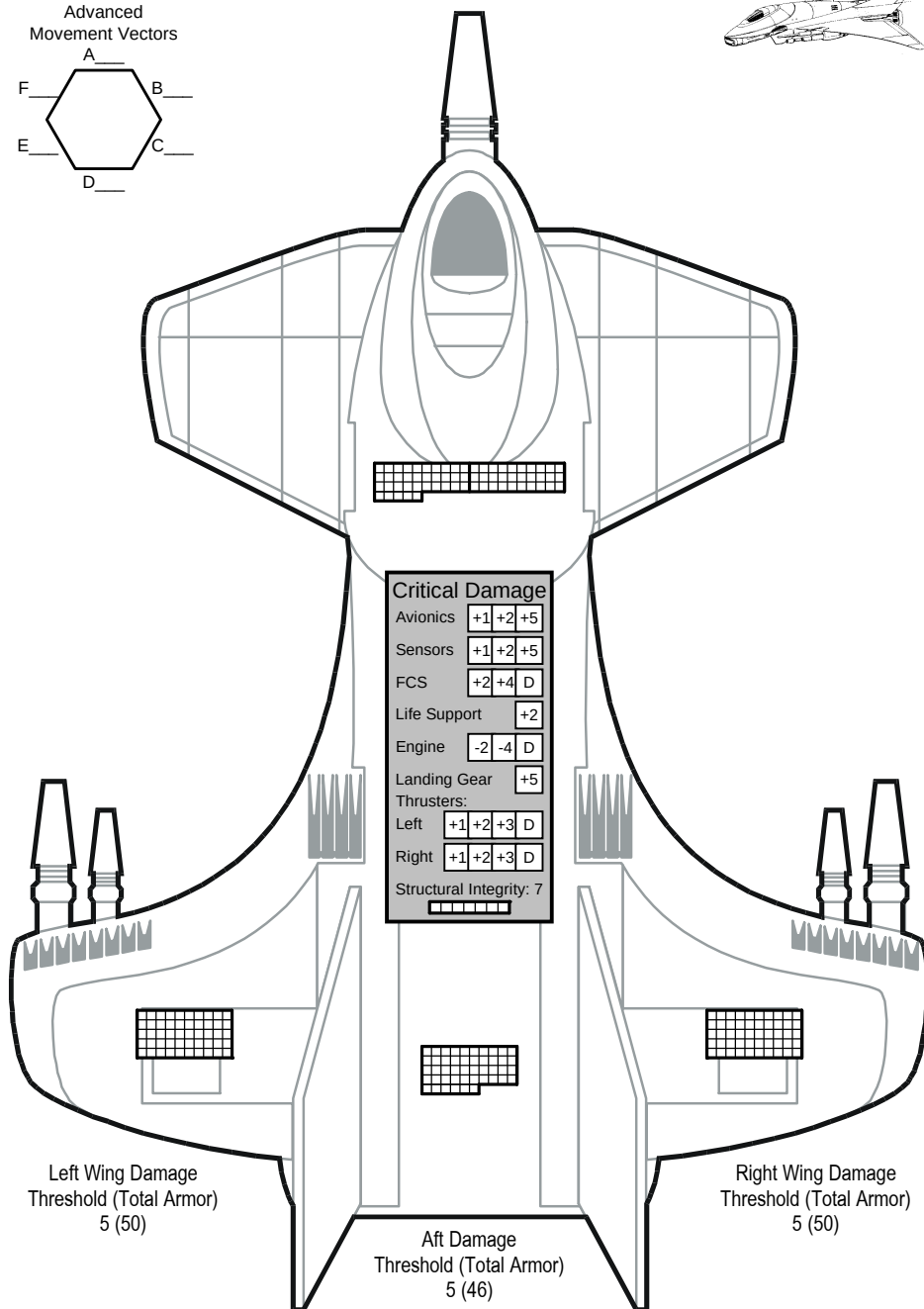
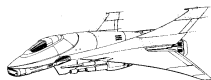
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (65) - Standard Scale



Optional: Thrust at current 33 tons = 10/15. Drop 2 Pod tons for 11/17 thrust, 5 for 12/18

Battle Value: 629

Cost: 10,741,219

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: Jagatai Base (Human Sphere)
Type: Aerospace OmniFighter
Mass: 70 tons (now 33 tons)
Thrust: Safe Thrust: 6 Max Thrust: 9
Tech: Clan / Level 2 / 3016

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: 17 Double (34)

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

HEAT SCALE

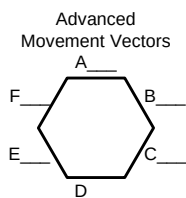
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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

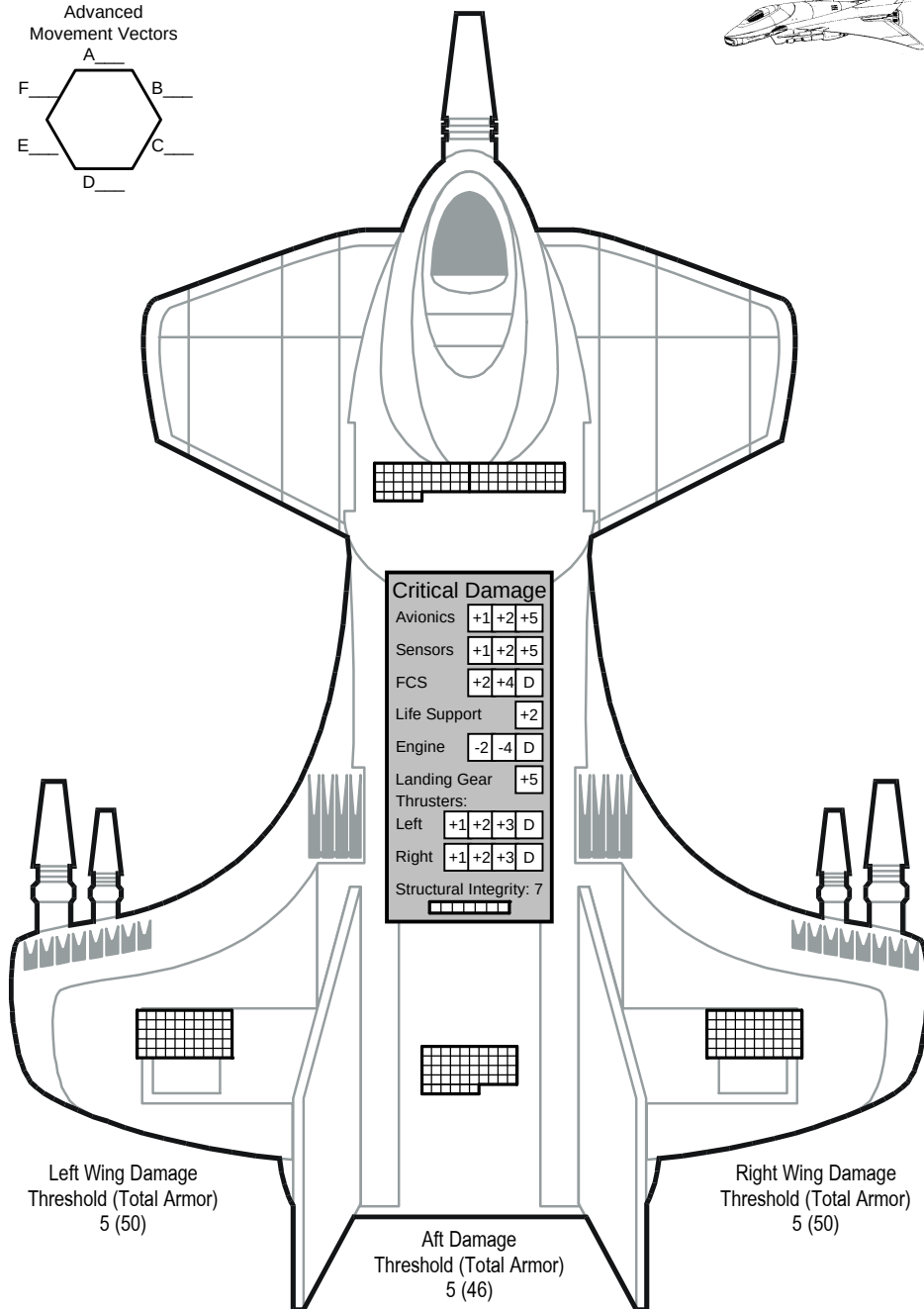
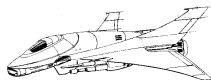
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (65) - Standard Scale



Optional: Drop 14 Pod tons for 7/11 thrust, 23.5 for 8/12, 30 for 9/14, 35 for 10/15, 39 for 11/17, 42 for 12/18

Battle Value: 2,564

Cost: 13,162,781

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: **Jagatai Prime (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Clan / Level 2 / 3016**

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 ER PPC	LW	15	15	15	15	--
1 ER PPC	RW	15	15	15	15	--
1 Large Pulse Laser	LW	10	10	10	10	--
1 Large Pulse Laser	RW	10	10	10	10	--
1 Large Pulse Laser	Aft	10	10	10	10	--

Ammo (CASE): LRM 20 (12)

Total Heat Sinks: **17 Double (34)**

Total Weapon Heat: **66**

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

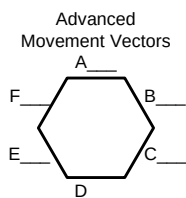
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, 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	

WIZKIDS

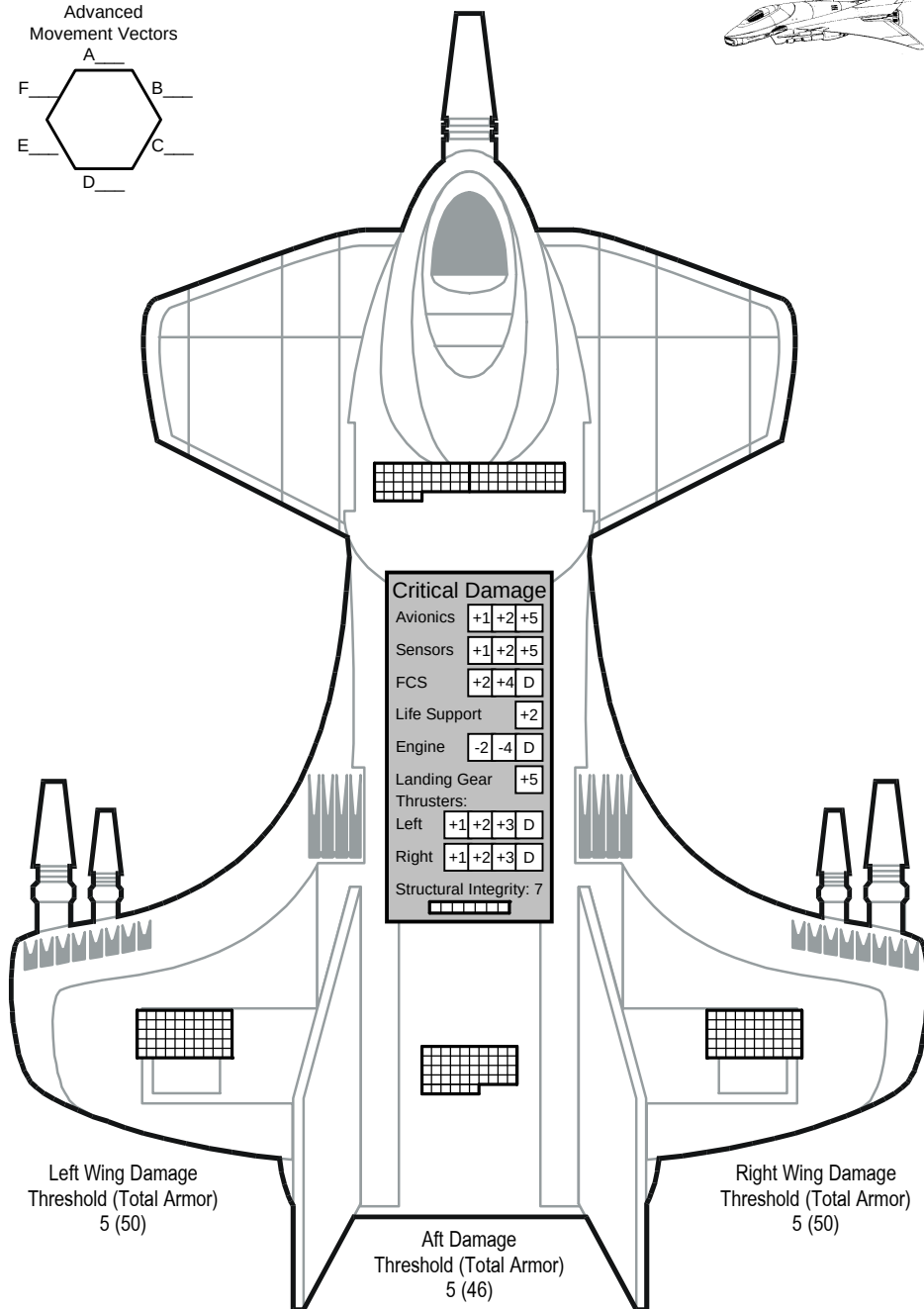
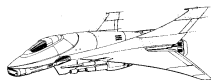
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (65) - Standard Scale



Optional: Drop 14 Pod tons for 7/11 thrust, 23.5 for 8/12, 30 for 9/14, 35 for 10/15, 39 for 11/17, 42 for 12/18

Battle Value: 2,519

Cost: 13,329,844

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: **Jagatai A (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **70 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Clan / Level 2 / 3016**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	15	15	15	--
1 Ultra AC/20	Nose	14	30	30	--	--
1 Streak SRM 6	LW	4	12	12	--	--
1 Streak SRM 6	RW	4	12	12	--	--
1 ER Large Laser	Aft	12	10	10	10	10

Ammo (CASE): Streak 6 (30) Ult AC/20 (20/2)

Total Heat Sinks: 20 Double (40)

Total Weapon Heat: 49

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

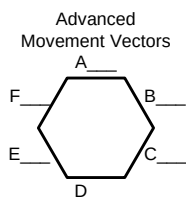
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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

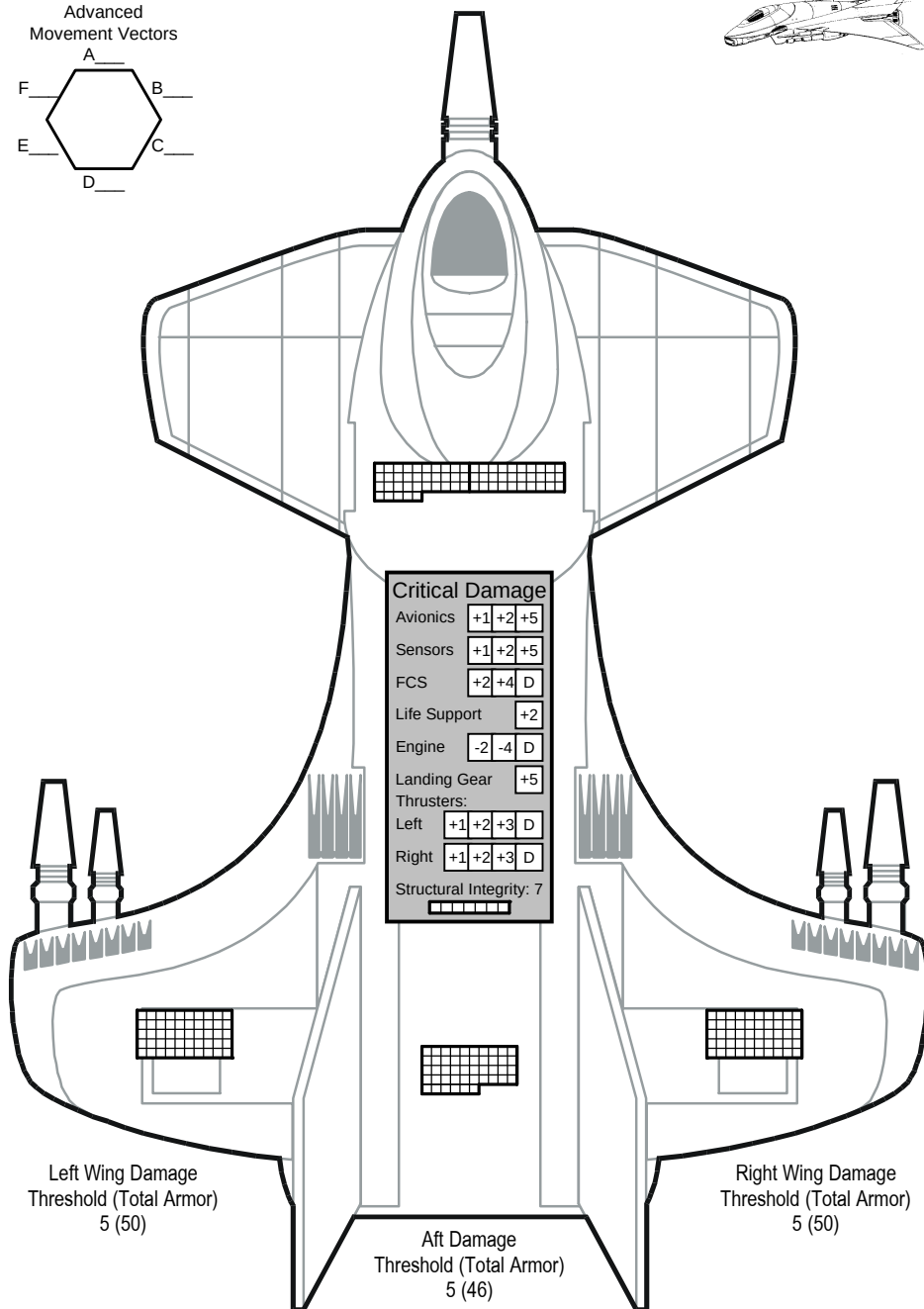
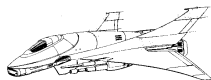
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (65) - 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	

Left Wing Damage
Threshold (Total Armor)
5 (50)

Aft Damage
Threshold (Total Armor)
5 (46)

Right Wing Damage
Threshold (Total Armor)
5 (50)

Optional: Drop 14 Pod tons for 7/11 thrust, 23.5 for 8/12, 30 for 9/14, 35 for 10/15, 39 for 11/17, 42 for 12/18

Battle Value: 2,628

Cost: 12,779,719

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: **Jagatai B (Human Sphere)**
Type: **Aerospace OmniFighter**
Mass: **70 tons**
Thrust: Safe Thrust: **6** Max Thrust: **9**
Tech: **Clan / Level 2 / 3016**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 Gauss Rifle	Nose	1	15	15	15	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10
1 ER Medium Laser	Aft	5	7	7	--	--
1 Medium Pulse Laser	Aft	4	7	7	--	--

Ammo (CASE): Gauss (32)

Total Heat Sinks: **15 Double (30)**

Total Weapon Heat: **35**

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



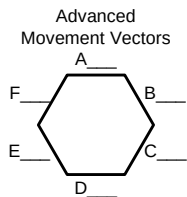
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	

WIZKIDS

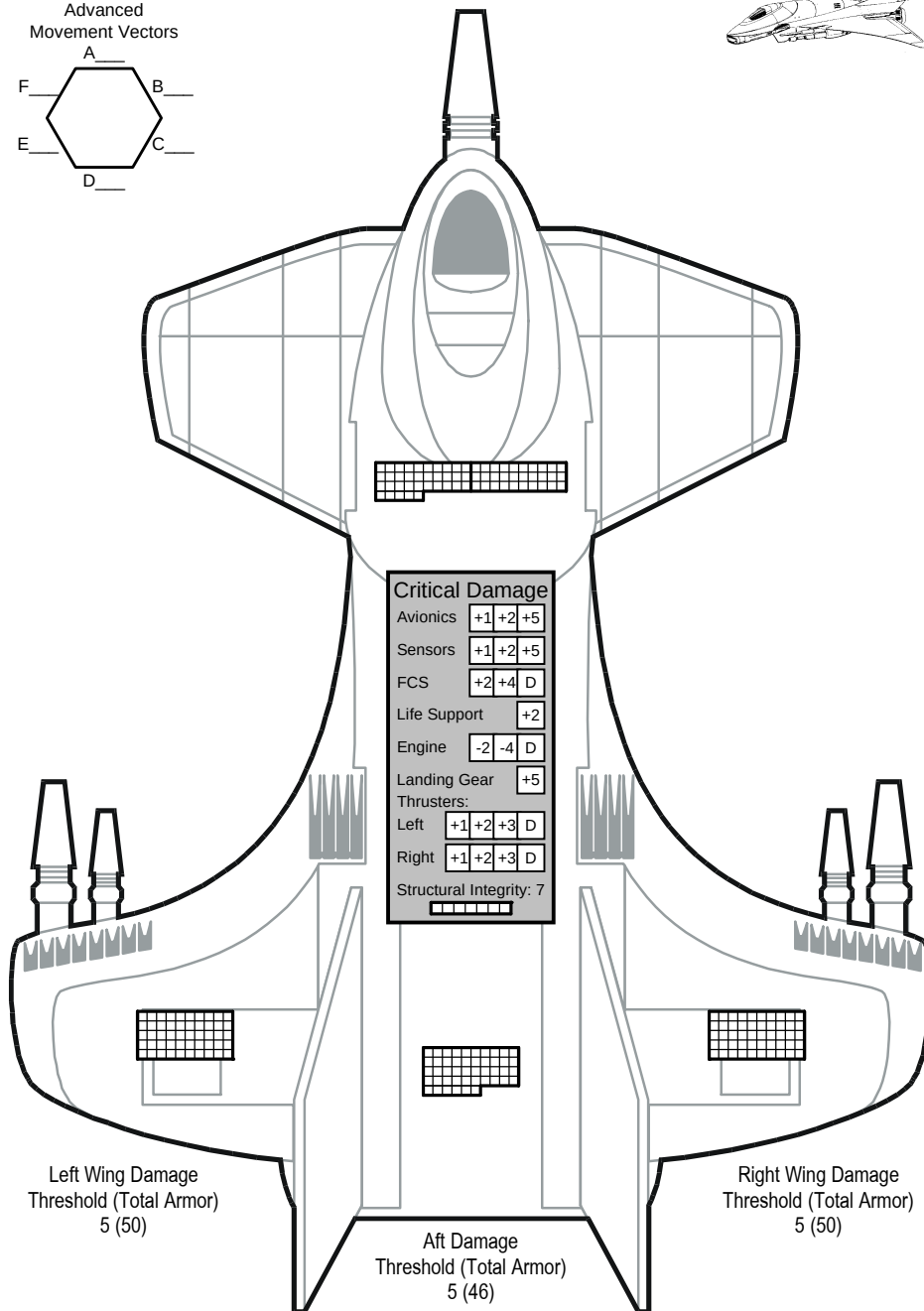
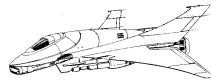
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (65) - Standard Scale



Optional: Drop 14 Pod tons for 7/11 thrust, 23.5 for 8/12, 30 for 9/14, 35 for 10/15, 39 for 11/17, 42 for 12/18

Battle Value: 2,157

Cost: 13,648,781

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: **Jagatai C (Human Sphere)**
Type: **Aerospace OmniFighter**
Mass: **70 tons**
Thrust: Safe Thrust: **6** Max Thrust: **9**
Tech: **Clan / Level 2 / 3016**

Weapons & Equipment Inventory:

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 ER Large Laser	Nose	12	10	10	10	10
1 LB 20-X AC	Nose	6	12	12	--	--
1 LRM 10	LW	4	6	6	6	--
1 LRM 10	RW	4	6	6	6	--
1 ER Large Laser	Aft	12	10	10	10	10
1 Large Pulse Laser	Aft	10	10	10	10	--

Ammo (CASE): LRM 10 (24) LB 20-X (10)

Total Heat Sinks: **15 Double (30)**

Total Weapon Heat: **60**

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



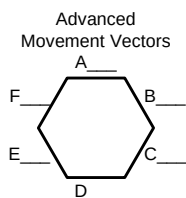
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	

WIZKIDS

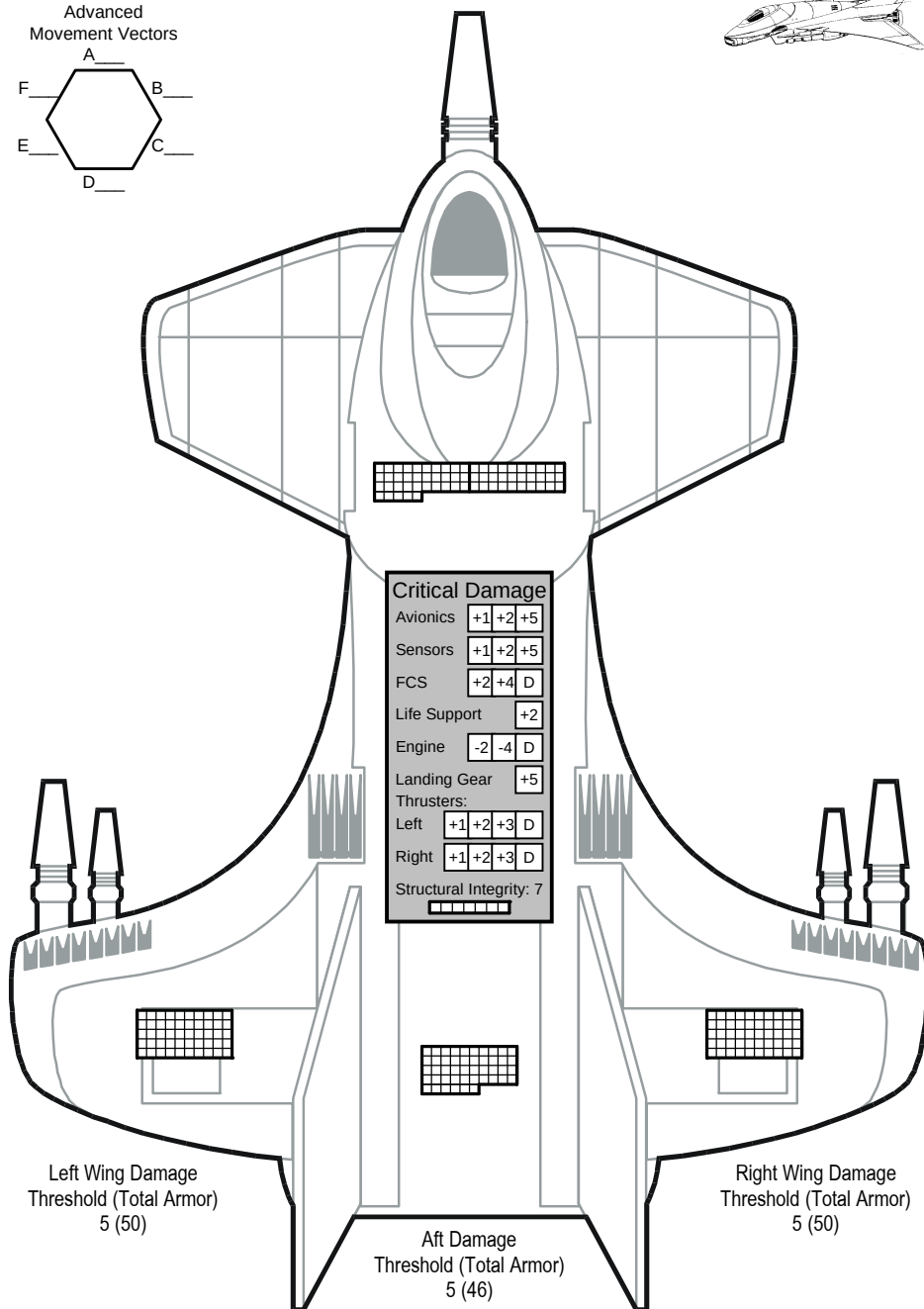
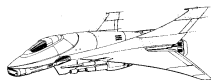
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (65) - 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
[Progress Bar]

VESSEL DATA

Name: **Jagatai D (Human Sphere)**
Type: **Aerospace OmniFighter**
Mass: **70 tons**
Thrust: Safe Thrust: **6** Max Thrust: **9**
Tech: **Clan / Level 2 / 3065**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 ATM 12	Nose	8	30	20	10	10
1 Gauss Rifle	Nose	1	15	15	15	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10

Ammo (CASE): Gauss (16) ATM 12 (15)

Total Heat Sinks: **15 Double (30)**

Total Weapon Heat: **41**

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	

WIZKIDS

Optional: Drop 14 Pod tons for 7/11 thrust, 23.5 for 8/12, 30 for 9/14, 35 for 10/15, 39 for 11/17, 42 for 12/18

Battle Value: 2,413

Cost: 13,530,656

Velocity Record

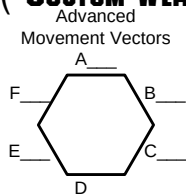
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	320																			

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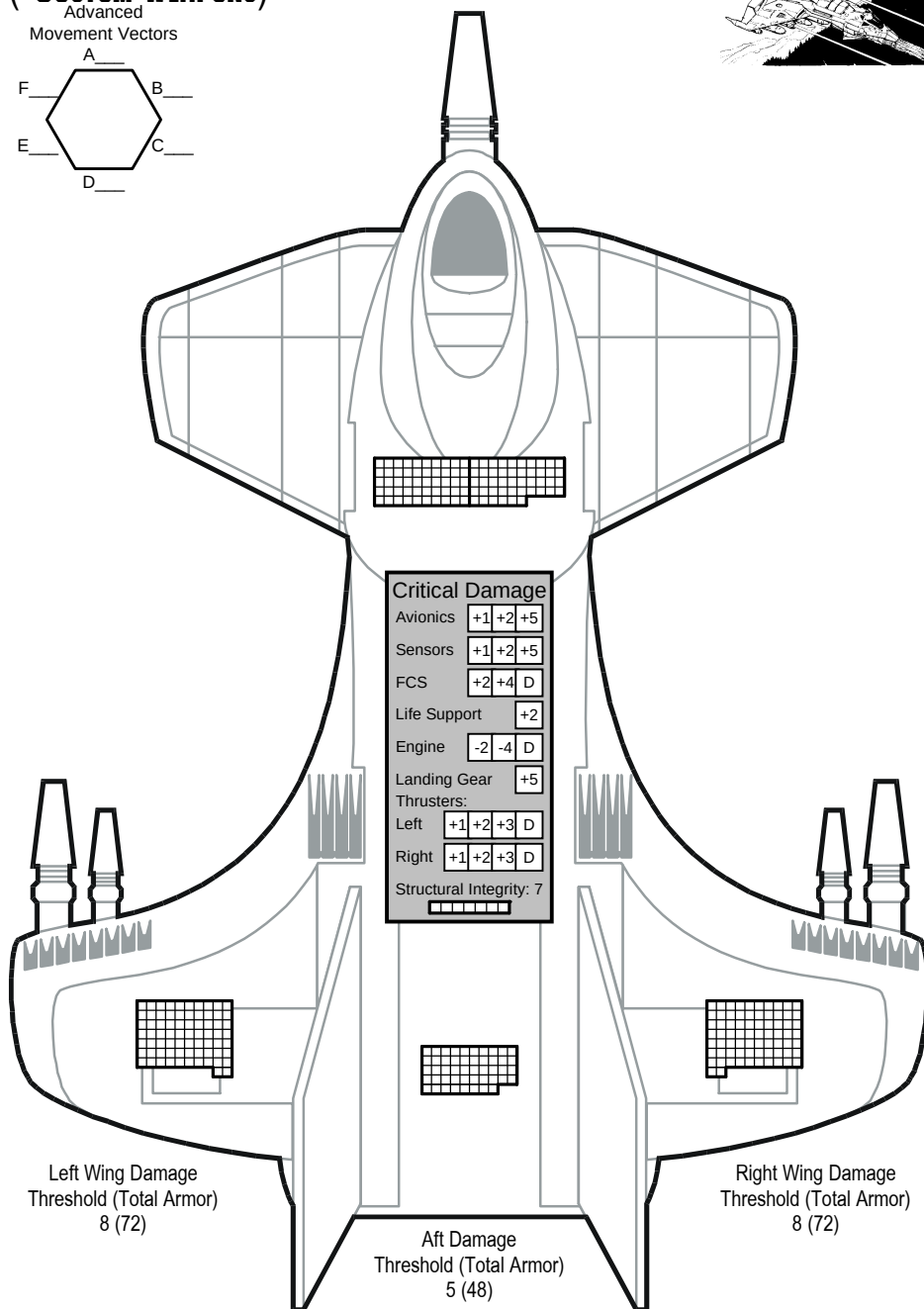
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
10 (96) - Standard Scale



Optional: Thrust at current 34.5 tons = 8/12. Drop 2.5 Pod tons for 9/14 thrust, 6.5 for 10/15

Battle Value: 826

Cost: 11,104,414

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: Huscarl HSCL-2-Base (Human Sphere)
Type: Aerospace OmniFighter
Mass: 75 tons (now 34.5 tons)
Thrust: Safe Thrust: 5 Max Thrust: 8
Tech: Clan / Level 2 / 3079

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Improved C3*	Aft	0	--			Point Defense

Total Heat Sinks: 14 Double (28)

Heat Sink Capacity: 14

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

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	

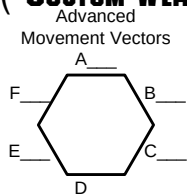
WIZKIDS

AEROTECH 2™

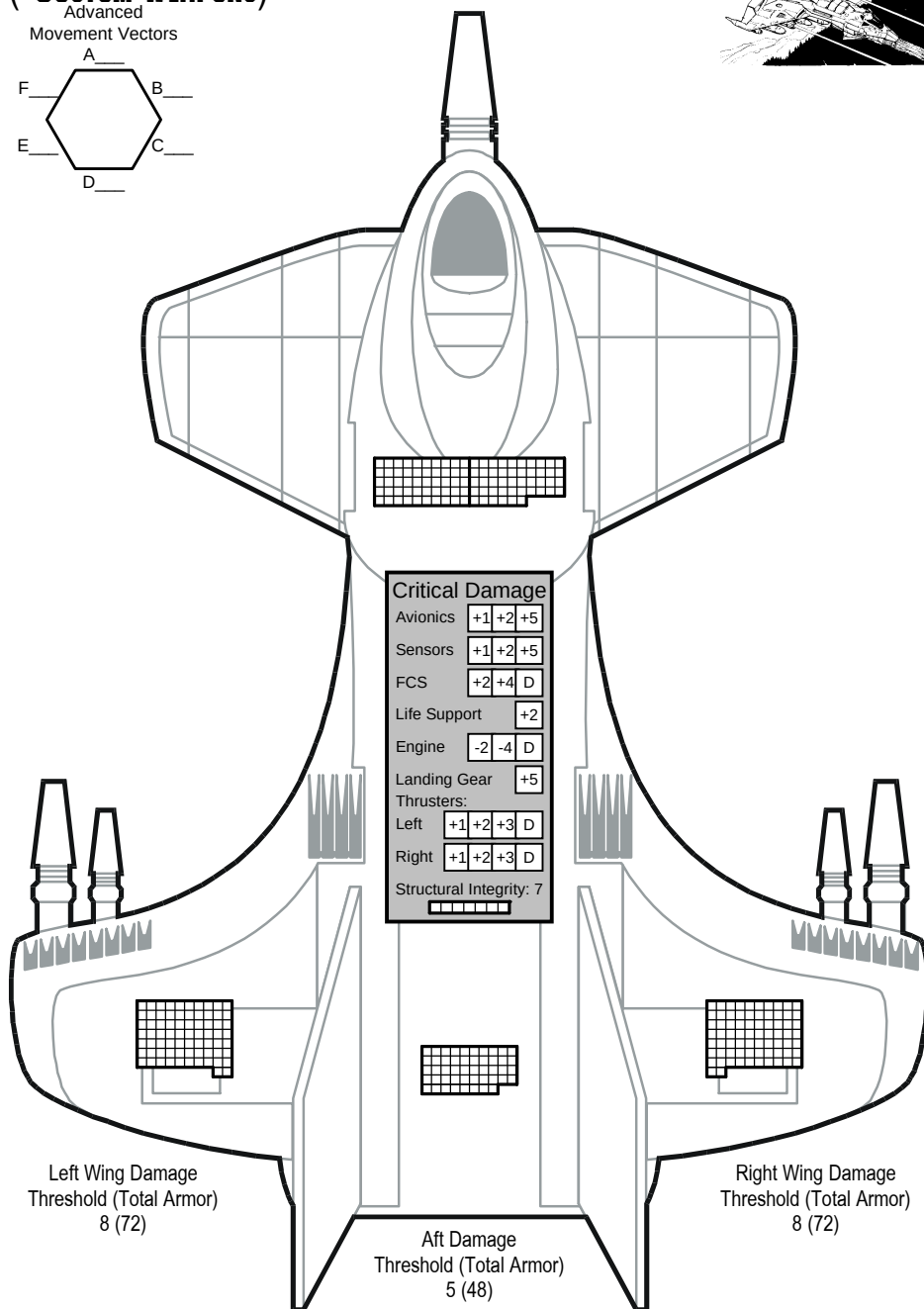
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
10 (96) - Standard Scale



Optional: Drop 18.75 Pod tons for 6/9 thrust, 30 for 7/11, 37.5 for 8/12, 43 for 9/14

Battle Value: 2,201

Cost: 14,124,258

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: **Huscarl HSCL-2-O (Human Sphere)**

Type: **Aerospace OmniFighter**

Mass: **75 tons**

Thrust: Safe Thrust: **5** Max Thrust: **8**

Tech: **Clan / Level 2 / 3079**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 15+Artemis IV	Nose	5	12	12	12	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10
1 LB 10-X AC	LW	2	6	6	--	--
1 LB 10-X AC	RW	2	6	6	--	--
1 Improved C3*	Aft	0	--	Point Defense		

Ammo (CASE): LB 10-X (40) LRM 15 (24)

Total Heat Sinks: **15 Double (30)**

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

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	

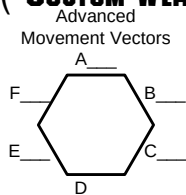
WIZKIDS

AEROTECH 2™

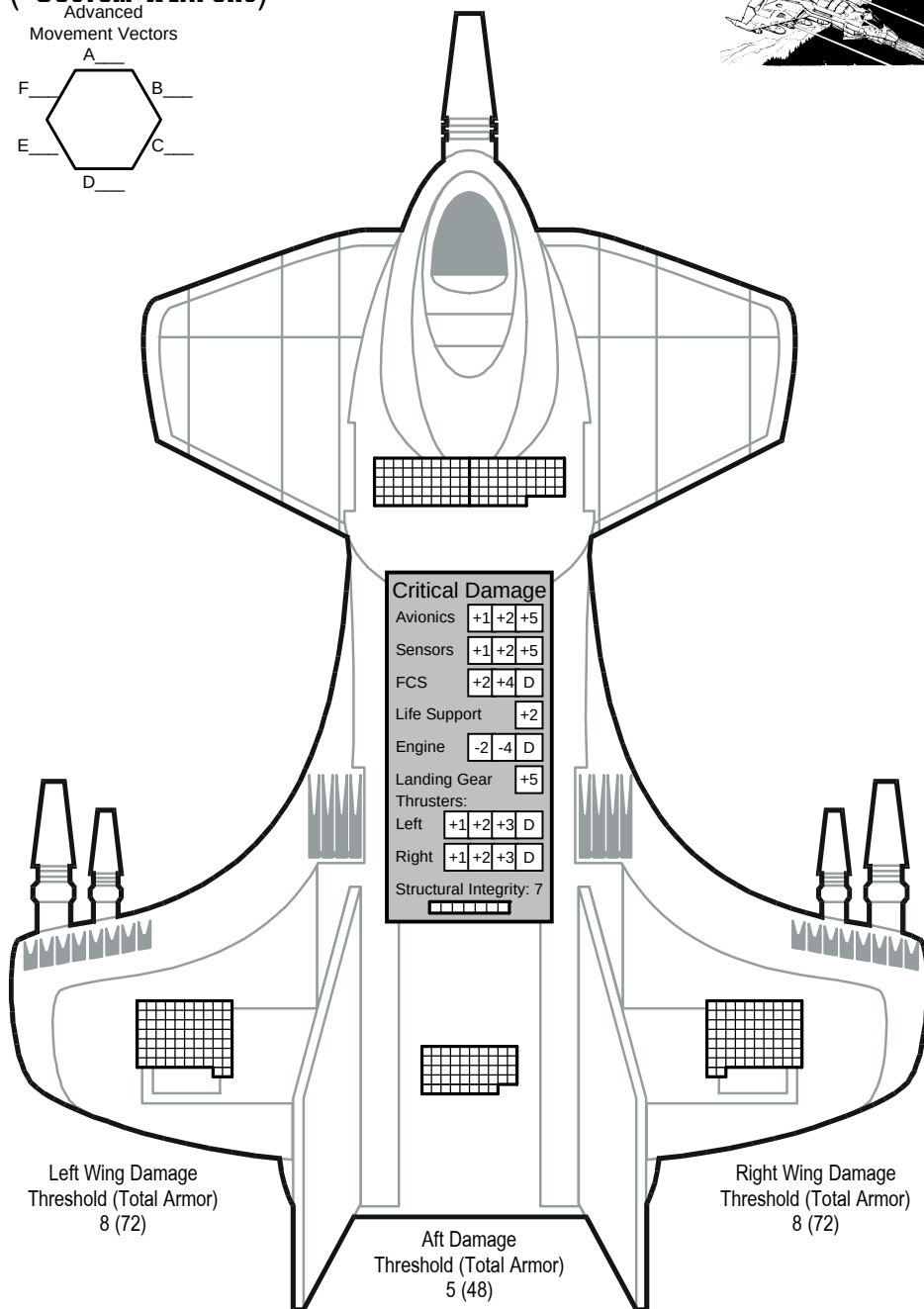
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
10 (96) - Standard Scale



Optional: Drop 18.75 Pod tons for 6/9 thrust, 30 for 7/11, 37.5 for 8/12, 43 for 9/14

Battle Value: 2,323

Cost: 14,700,469

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: **Huscarl HSCL-2-OA (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 2 / 3079**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 Ultra AC/5	Nose	2	7	7	7	--
2 Streak SRM 4	Nose	3	8	8	--	--
1 ER Small Laser	Nose	2	5	--	--	--
1 LRM 20+Artemis IV	LW	6	16	16	16	--
1 LRM 20+Artemis IV	RW	6	16	16	16	--
1 Improved C3*	Aft	0	--	Point Defense		

Ammo (CASE):

LRM 20 (36) Streak 4 (25) Ult AC/5 (60/2)

Total Heat Sinks: **14 Double (28)**

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

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

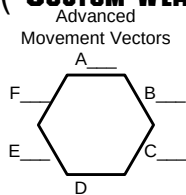
WIZKIDS

AEROTECH 2™

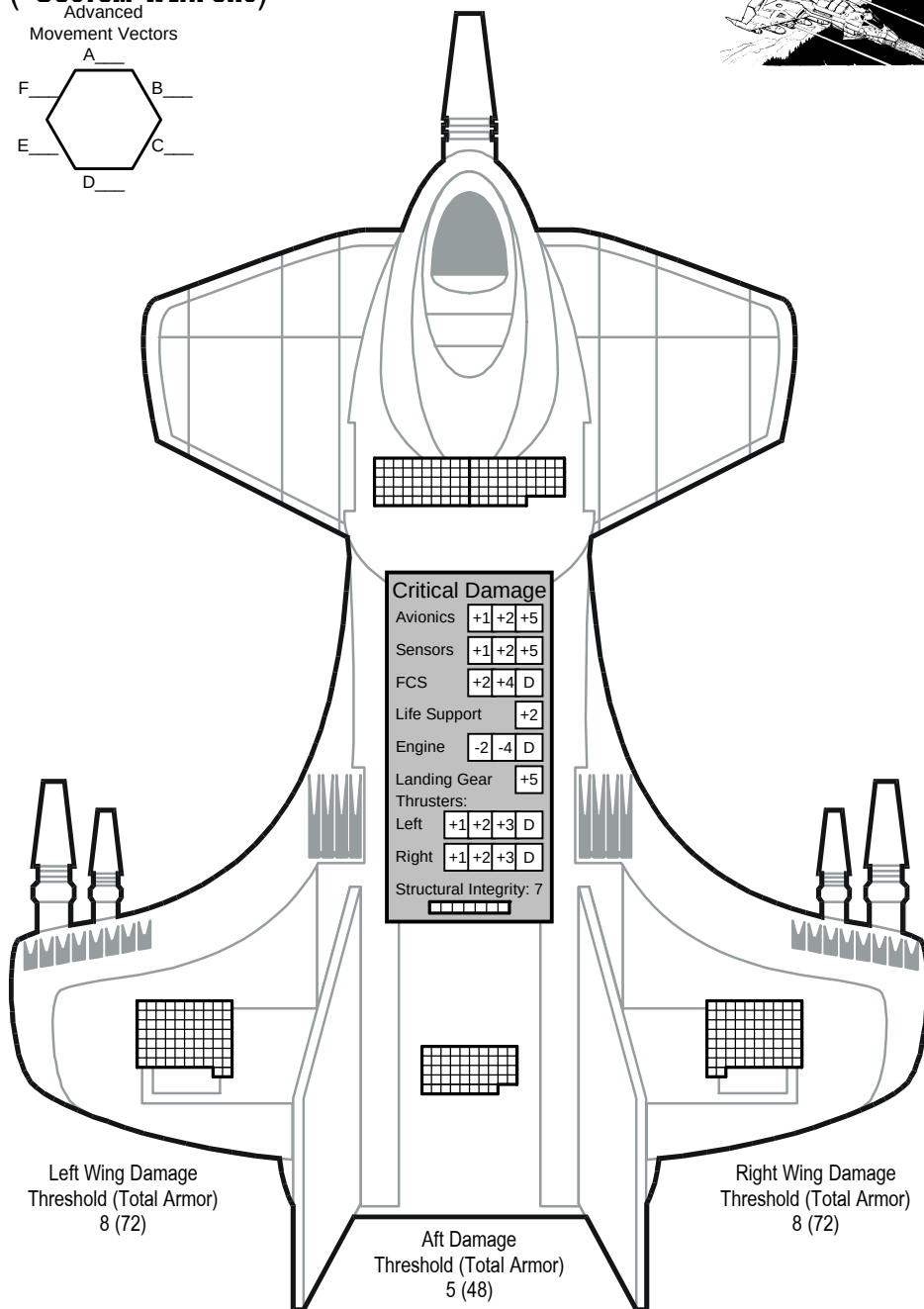
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
10 (96) - Standard Scale



Optional: Drop 18.75 Pod tons for 6/9 thrust, 30 for 7/11, 37.5 for 8/12, 43 for 9/14

Battle Value: 2,823

Cost: 15,054,531

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: **Huscarl HSCL-2-OB (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 3 / 3079**

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 Streak SRM 6	Nose	4	12	12	--	--
1 ER Medium Laser	Nose	5	7	7	--	--
1 ER Small Laser	Nose	2	5	--	--	--
1 LRM 20+Artemis IV	LW	6	16	16	16	--
1 LRM 20+Artemis IV	RW	6	16	16	16	--
1 Improved C3*	Aft	0	--	Point Defense		

Ammo (CASE):

LRM 20 (36) Streak 6 (30) RAC/5 (60/6)

Total Heat Sinks: 14 Double (28)

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+
04	
03	
02	
01	
00	

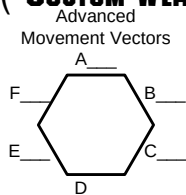
WIZKIDS

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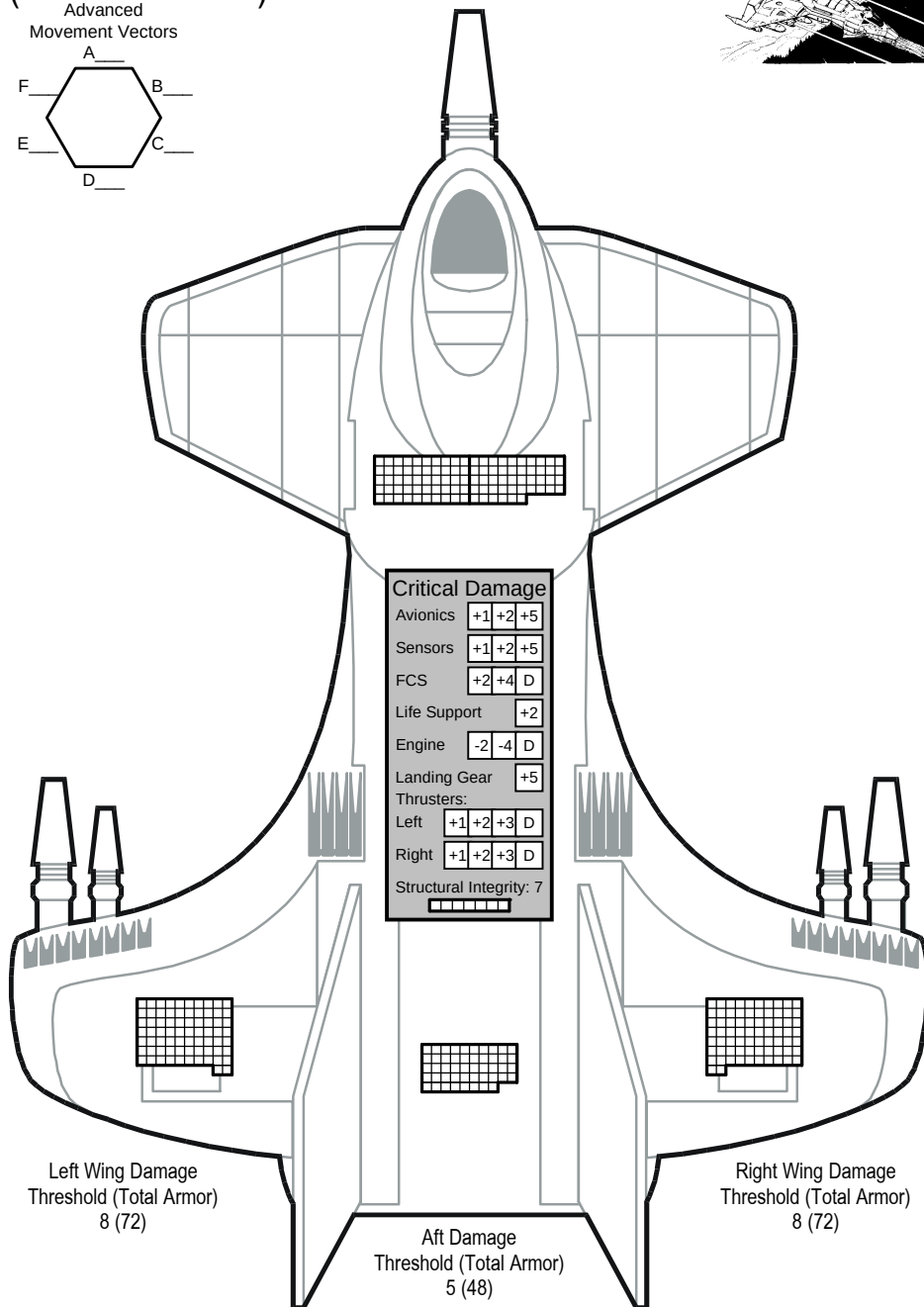
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
10 (96) - Standard Scale



Optional: Drop 18.75 Pod tons for 6/9 thrust, 30 for 7/11, 37.5 for 8/12, 43 for 9/14, 47 for 10/15

Battle Value: 2,330

Cost: 13,573,398

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: **Huscarl HSCL-2-OC (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 2 / 3079**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 Medium Pulse Laser	Nose	4	7	7	--	--
1 Micro Pulse Laser	Nose	1	3	Point Defense		
1 Ultra AC/20	LW	14	30	30	--	--
1 Ultra AC/20	RW	14	30	30	--	--
1 Improved C3*	Aft	0	--	Point Defense		

Ammo (CASE): Ult AC/20 (40/2)

Total Heat Sinks: **18 Double (36)**

Total Weapon Heat: **37**

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



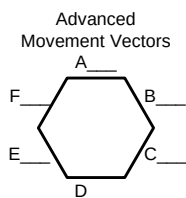
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	
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WIZKIDS

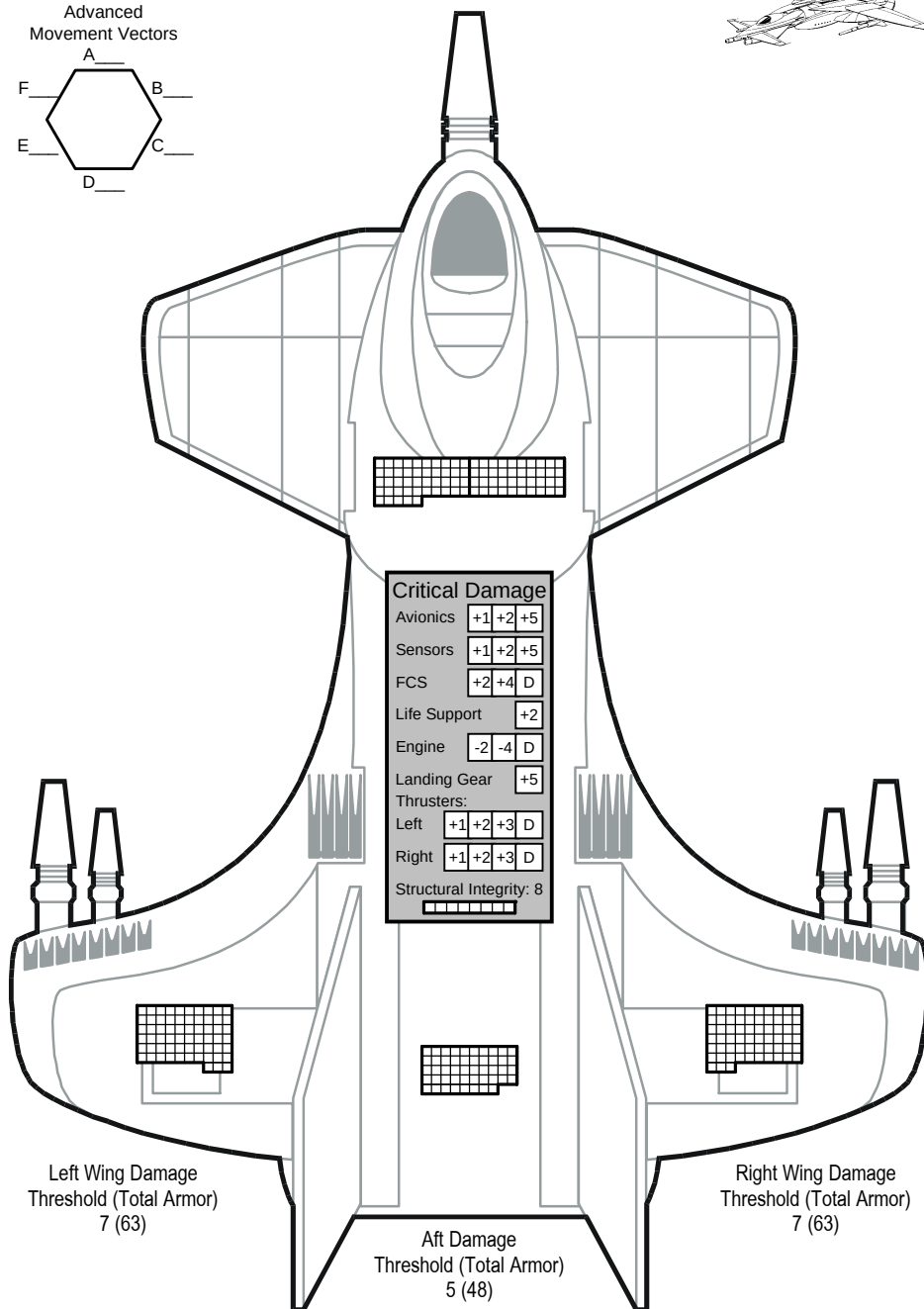
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (85) - Standard Scale



Optional: Thrust at current 36.5 tons = 8/12. Drop 2.25 Pod tons for 9/14 thrust, 6.5 for 10/15, 10 for 11/17

Battle Value: 750

Cost: 11,194,050

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: **Jengiz Base (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **80 tons (now 36.5 tons)**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 2 / 3032**

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: **20 Double (40)**

Heat Sink Array: []

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

HEAT SCALE

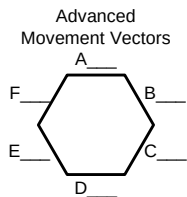
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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

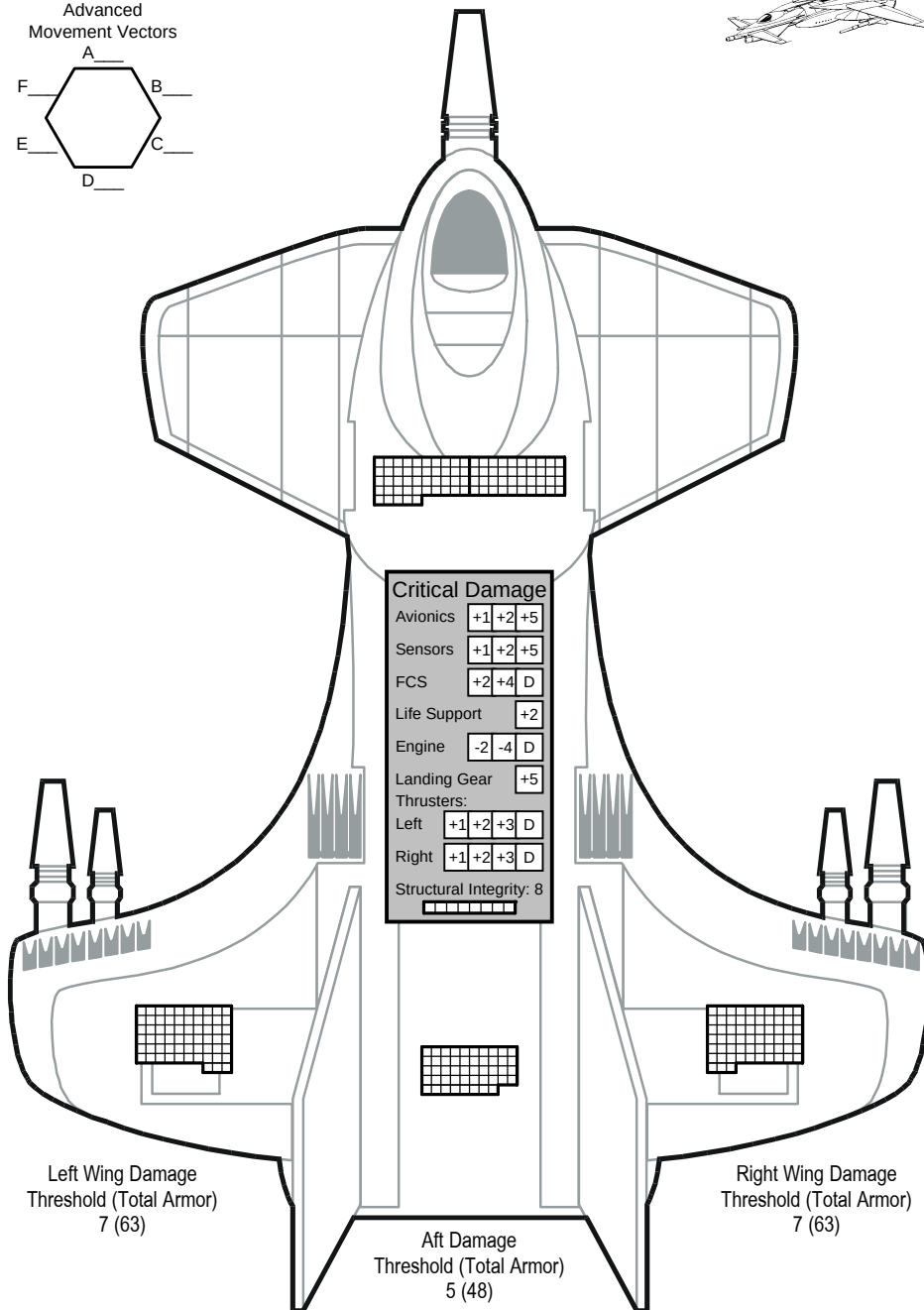
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (85) - Standard Scale



Optional: Drop 20 Pod tons for 6/9 thrust, 32 for 7/11, 40 for 8/12, 45.75 for 9/14, 50 for 10/15, 53.5 for 11/17

Battle Value: 2,571

Cost: 14,311,238

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: **Jengiz Prime (Human Sphere)**
Type: **Aerospace OmniFighter**
Mass: **80 tons**
Thrust: Safe Thrust: **5** Max Thrust: **8**
Tech: **Clan / Level 2 / 3032**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)						
Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	15	15	15	--
1 Medium Pulse Laser	Nose	4	7	7	--	--
1 LB 10-X AC	Nose	2	6	6	--	--
1 ER Small Laser	Nose	2	5	--	--	--
1 Large Pulse Laser	LW	10	10	10	10	--
1 Large Pulse Laser	RW	10	10	10	10	--
1 Medium Pulse Laser	LW	4	7	7	--	--
1 Medium Pulse Laser	RW	4	7	7	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Pulse Laser	Aft	4	7	7	--	--
1 ECM Suite	Aft	0	--	--	--	Point Defense

Ammo (CASE): SRM 6 (30) LB 10-X (10)

Total Heat Sinks: 20 Double (40)

Total Weapon Heat: 63

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

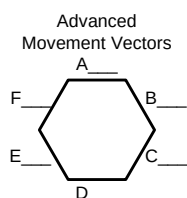
Heat Overflow



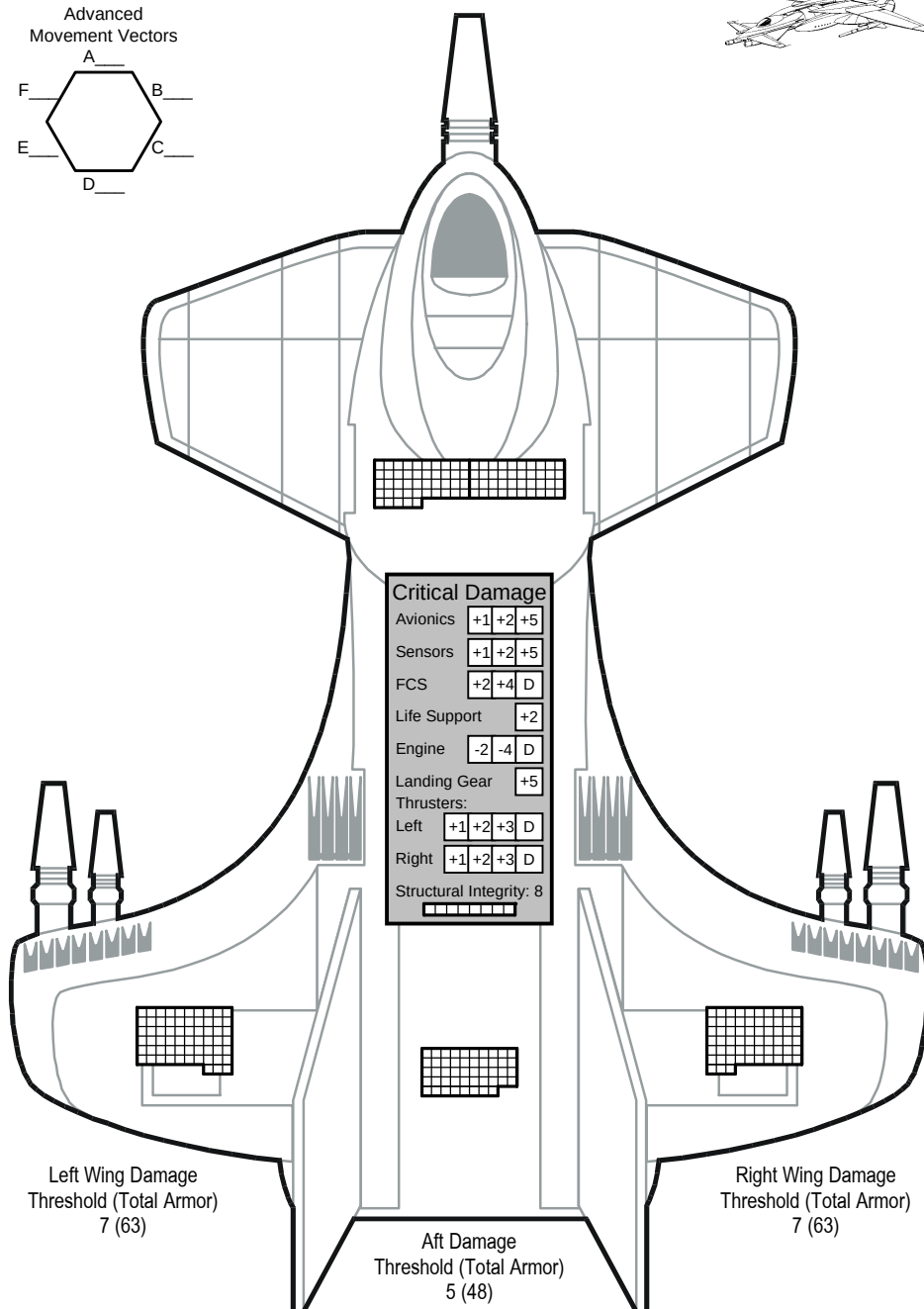
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	

WIZKIDS

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (85) - Standard Scale



Optional: Drop 20 Pod tons for 6/9 thrust, 32 for 7/11, 40 for 8/12, 45.75 for 9/14, 50 for 10/15, 53.5 for 11/17

Battle Value: 2,938

Cost: 13,474,738

Velocity Record

[illegible]

VESSEL DATA

Name: **Jengiz A (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **80 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 2 / 3032**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 ER PPC	Nose	15	15	15	15	--
2 Large Pulse Laser	LW	10	10	10	10	--
2 Large Pulse Laser	RW	10	10	10	10	--
1 ER Small Laser	Aft	2	5	--	--	--

Total Heat Sinks: 27 Double (54)

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

Total Weapon Heat: 72

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

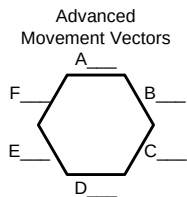
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	



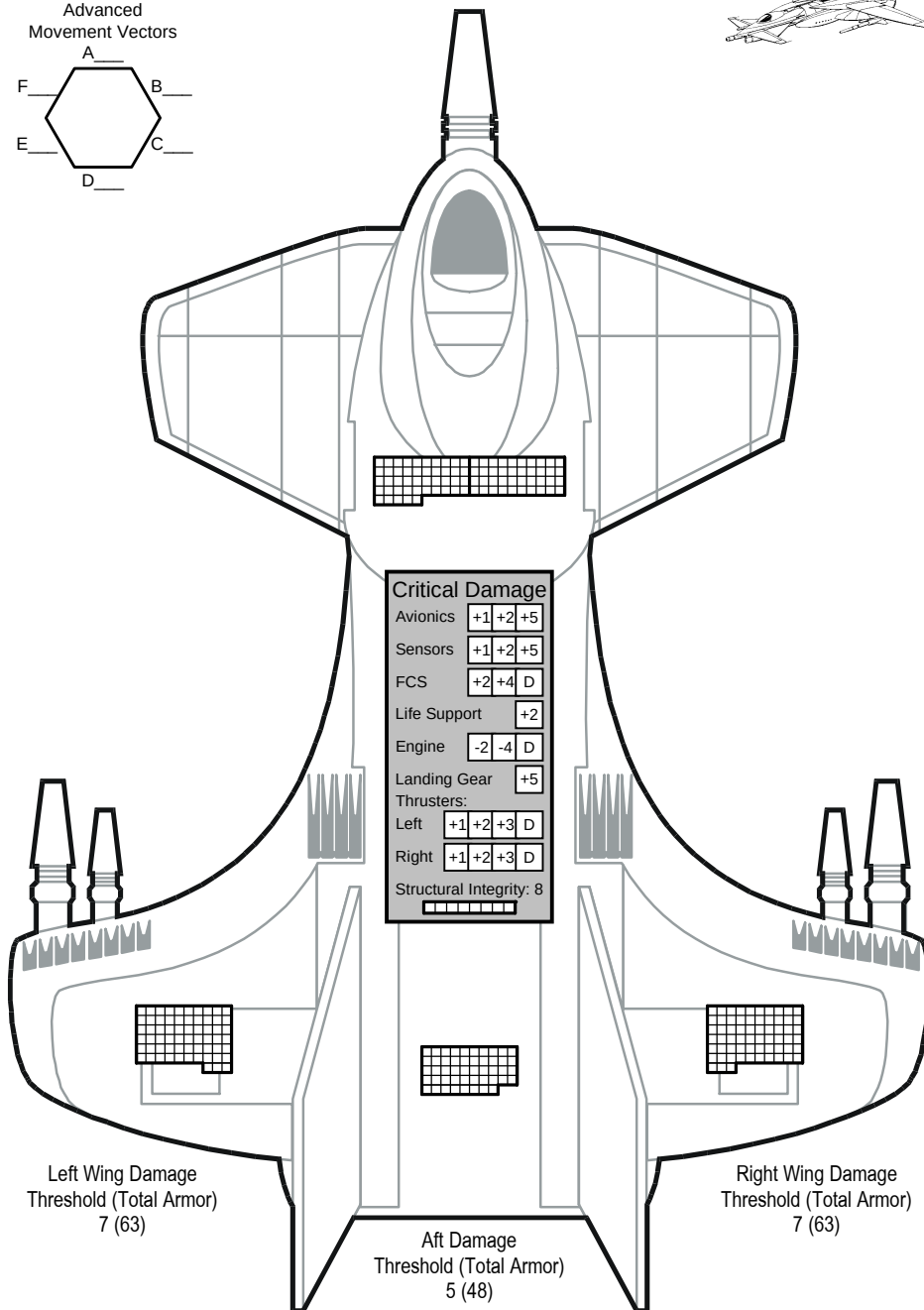
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (85) - Standard Scale



Optional: Drop 20 Pod tons for 6/9 thrust, 32 for 7/11, 40 for 8/12, 45.75 for 9/14, 50 for 10/15

Battle Value: 3,053

Cost: 14,818,738

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: **Jengiz B (Human Sphere)**
Type: **Aerospace OmniFighter**
Mass: **80 tons**
Thrust: Safe Thrust: **5** Max Thrust: **8**
Tech: **Clan / Level 2 / 3032**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)						
Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Gauss Rifle	Nose	1	15	15	15	--
2 ER Medium Laser	Nose	5	7	7	--	--
1 ER PPC	LW	15	15	15	15	--
1 ER PPC	RW	15	15	15	15	--
1 LRM 20+Artemis IV	LW	6	16	16	16	--
1 LRM 20+Artemis IV	RW	6	16	16	16	--
1 ER Small Laser	Aft	2	5	--	--	--

Ammo (CASE): LRM 20 (12) Gauss (24)

Total Heat Sinks: **20 Double (40)**

Total Weapon Heat: **55**

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	

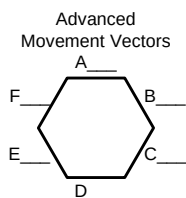
Heat
Overflow

HEAT SCALE

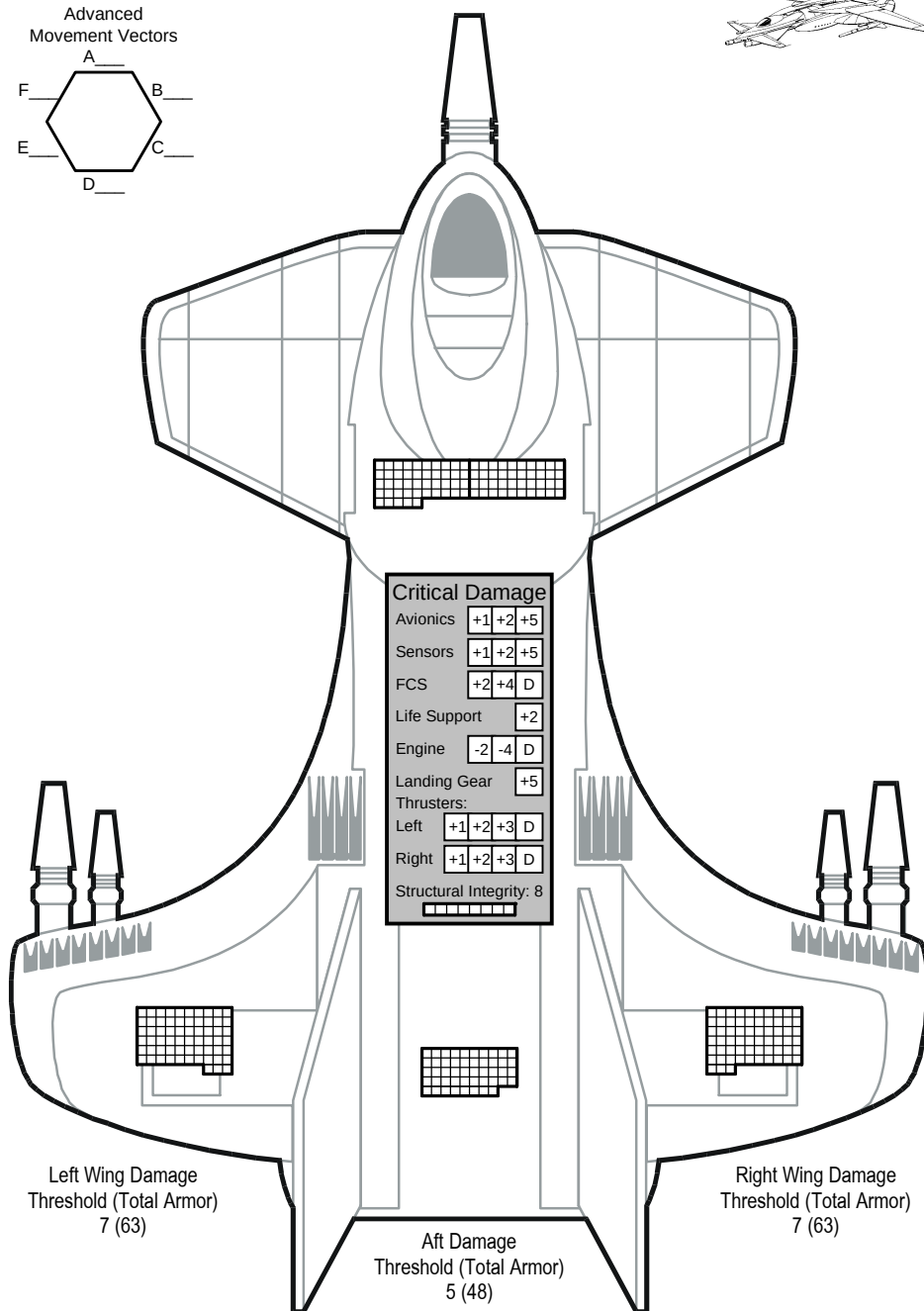
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	

WIZKIDS

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (85) - Standard Scale



Optional: Drop 20 Pod tons for 6/9 thrust, 32 for 7/11, 40 for 8/12, 45.75 for 9/14, 50 for 10/15, 53.5 for 11/17

Battle Value: 2,200

Cost: 14,759,238

Velocity Record

[illegible]

VESSEL DATA

Name: **Jengiz C (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **80 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 2 / 3032**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
3 Streak SRM 6	Nose	4	12	12	--	--
1 LB 20-X AC	LW	6	12	12	--	--
1 LB 20-X AC	RW	6	12	12	--	--
1 Streak SRM 4	Aft	3	8	8	--	--
1 ER Small Laser	Aft	2	5	--	--	--

Ammo (CASE):

Streak 4 (25) LB 20-X (20) Streak 6 (45)

Total Heat Sinks: 20 Double (40)

Total Weapon Heat: 29

Total Weapon Heat: 29

Total Weapon Heat: 29

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

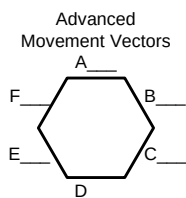
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, 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	
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TWKGAMES

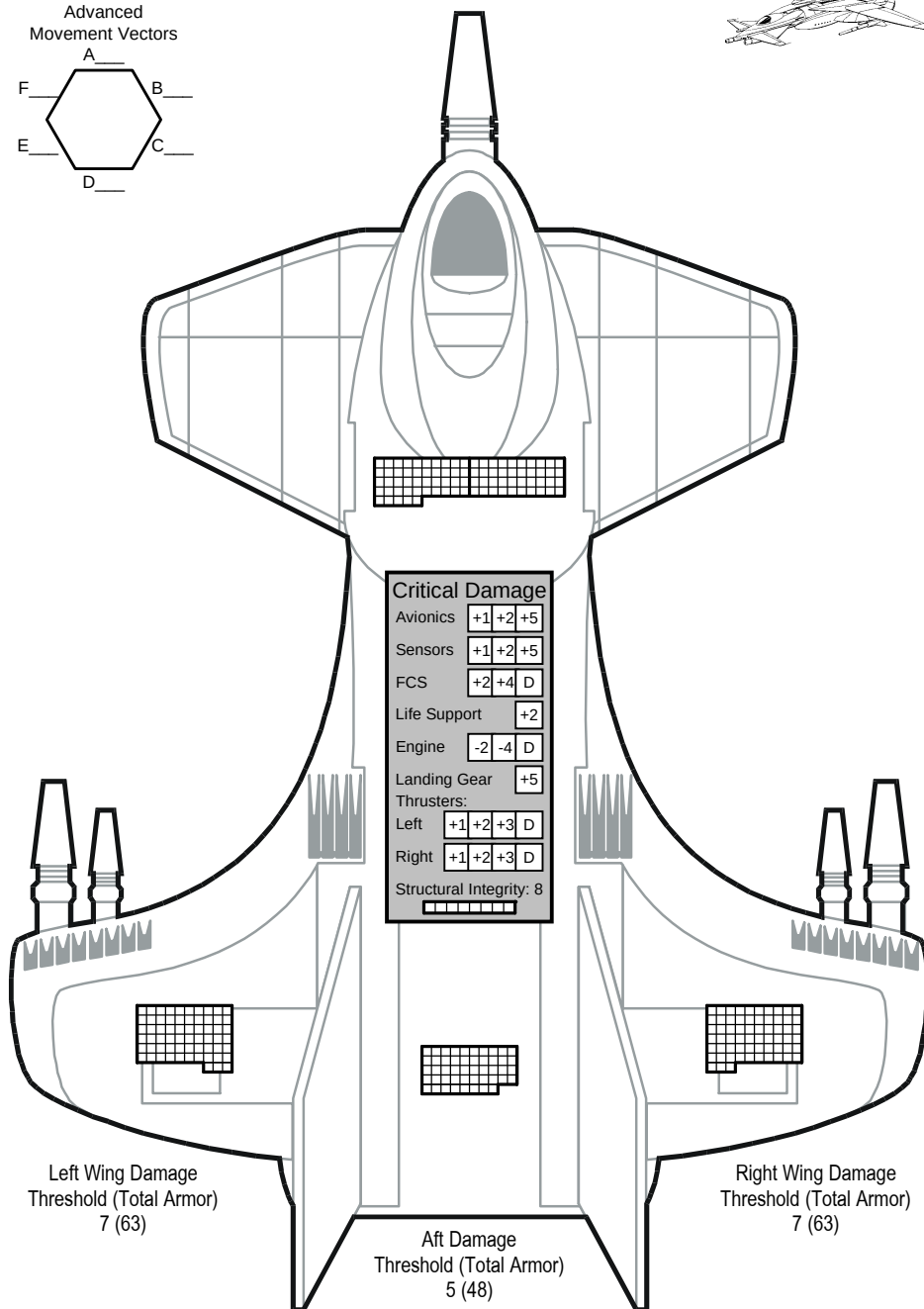
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
9 (85) - Standard Scale



Optional: Drop 20 Pod tons for 6/9 thrust, 32 for 7/11, 40 for 8/12, 45.75 for 9/14, 50 for 10/15

Battle Value: 2,683

Cost: 14,783,738

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: **Jengiz D (Human Sphere)**
 Type: **Aerospace OmniFighter**
 Mass: **80 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 2 / 3065**

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+Artemis IV	Nose	6	16	16	16	--
2 Heavy Large Laser	Nose	18	16	16	--	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10
1 Streak SRM 6	LW	4	12	12	--	--
1 Streak SRM 6	RW	4	12	12	--	--
1 ER Medium Laser	LW	5	7	7	--	--
1 ER Medium Laser	RW	5	7	7	--	--
1 ER Small Laser	Aft	2	5	--	--	--

Ammo (CASE): Streak 6 (30) LRM 20 (12)

Total Heat Sinks: 29 Double (58)

Total Weapon Heat: 86

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



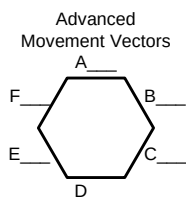
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	
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WIZKIDS

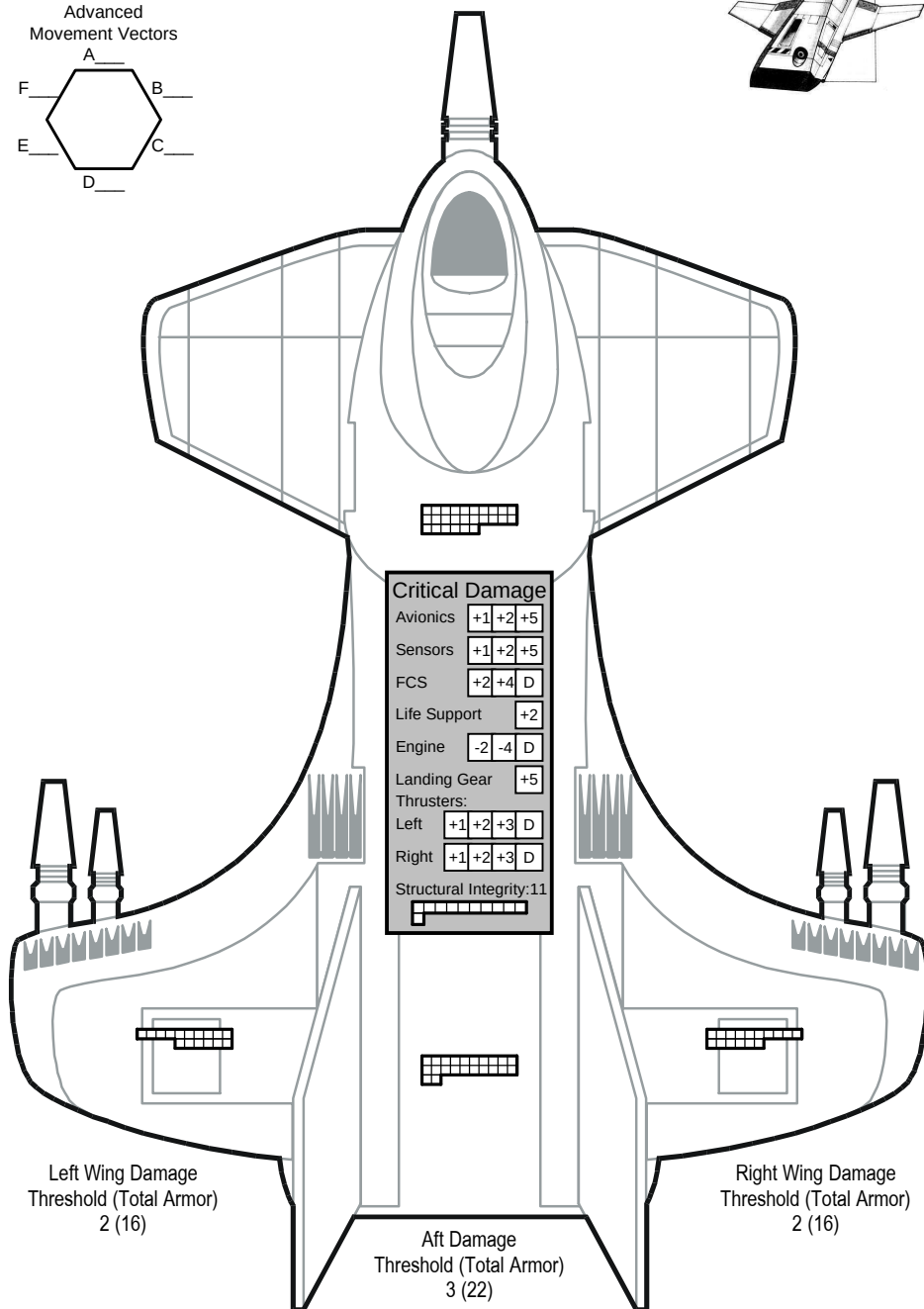
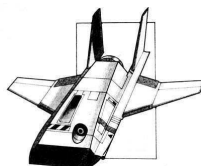
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
3 (26) - Standard Scale



Battle Value: 909

Cost: 2,525,820

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: Seydlitz SYD-Z2B (Human Sphere)
Type: Aerospace Fighter
Mass: 20 tons
Thrust: Safe Thrust: 11 Max Thrust: 17
Tech: Inner Sphere / Level 2 / 3067

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 ER Medium Laser	Nose	5	5	5	--	--
1 ER Medium Laser	LW	5	5	5	--	--
1 ER Medium Laser	RW	5	5	5	--	--

Total Heat Sinks: 10 Double (20)

Total Weapon Heat: 20

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

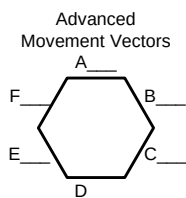
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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

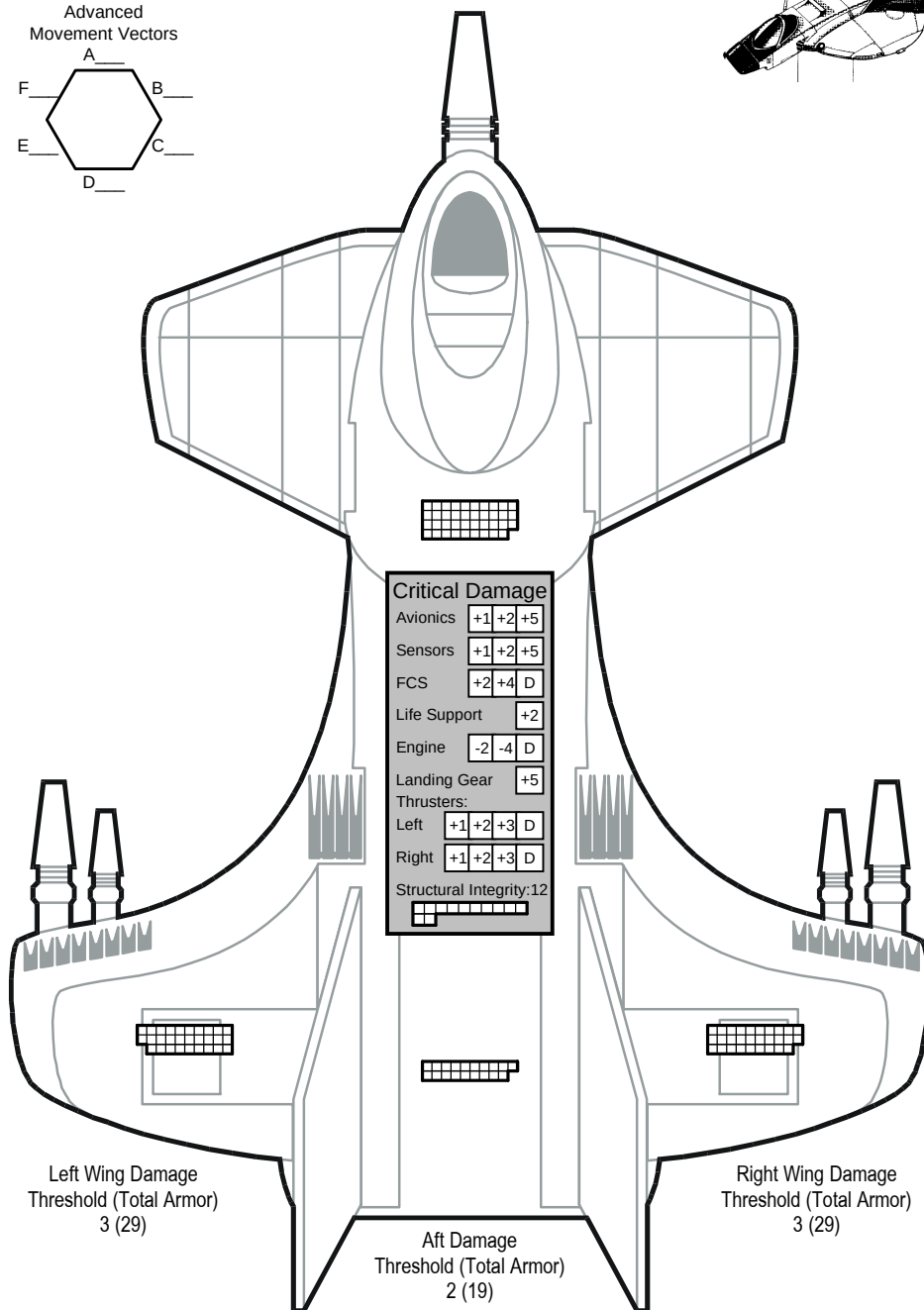
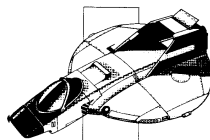
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
4 (39) - Standard Scale



Battle Value: 1,049

Cost: 3,490,781

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: **Thrush TR-8D (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **25 tons**
 Thrust: Safe Thrust: **12** Max Thrust: **18**
 Tech: **Inner Sphere / Level 2 / 3060**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
2 ER Medium Laser	Nose	5	5	5	--	--
1 ER Medium Laser	LW	5	5	5	--	--
1 ER Medium Laser	RW	5	5	5	--	--

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

Total Weapon Heat: **20**

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



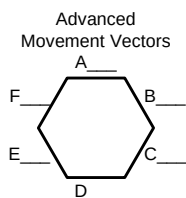
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	

WIZKIDS

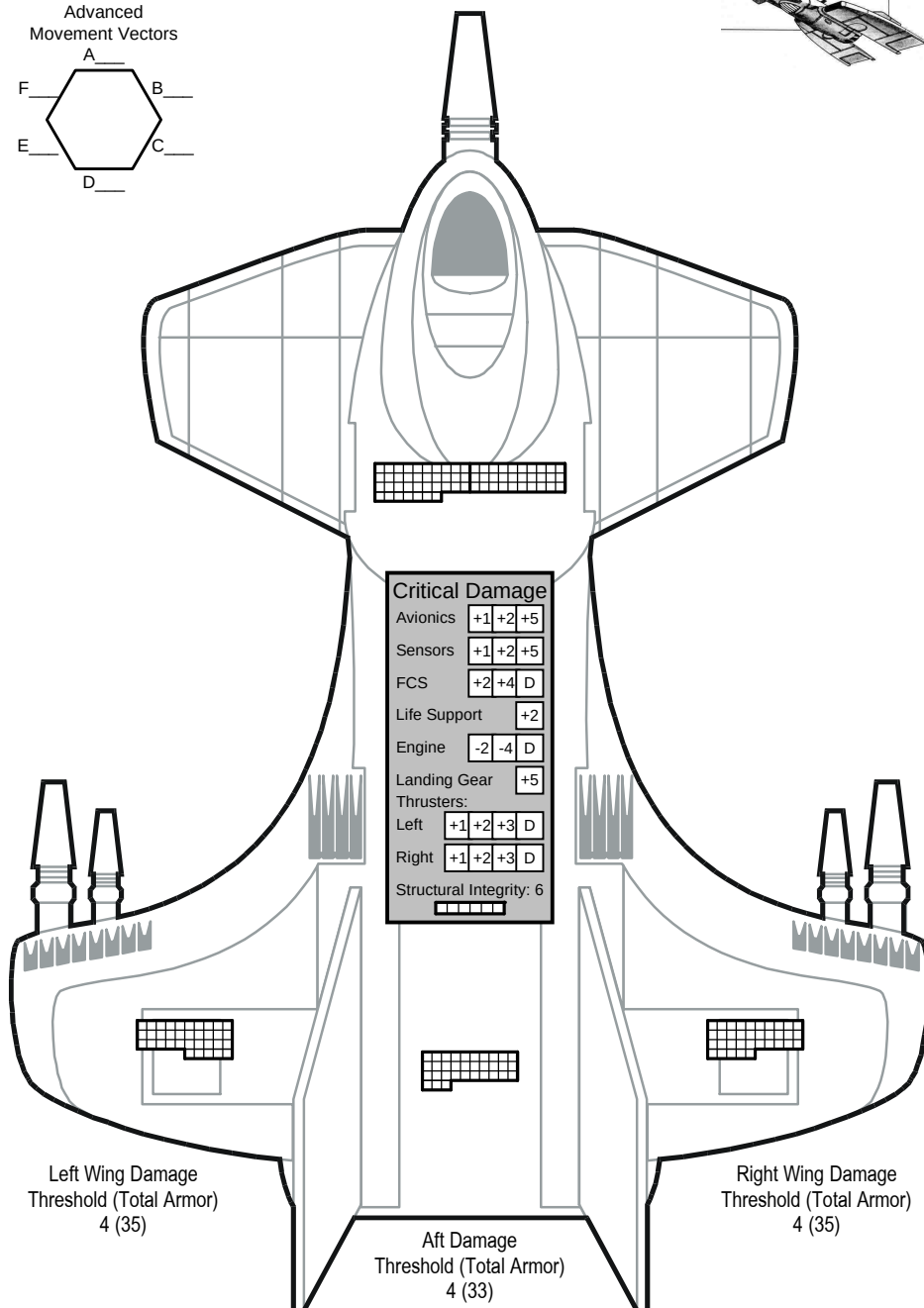
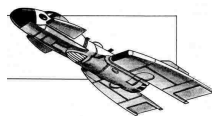
AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
7 (67) - Standard Scale



Battle Value: 1,273

Cost: 5,628,958

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: **Transit TR-12D (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **50 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3060**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Ultra AC/20	Nose	16	30	30	--	--
2 ER Medium Laser	Nose	5	5	5	--	--
1 ER Medium Laser	LW	5	5	5	--	--
1 ER Medium Laser	RW	5	5	5	--	--

Ammo: Ult AC/20 (20/2)

Total Heat Sinks: **15 Double (30)**

Total Weapon Heat: **36**

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	

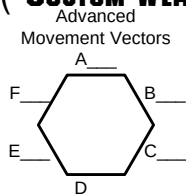
WIZKIDS

AEROTECH 2™

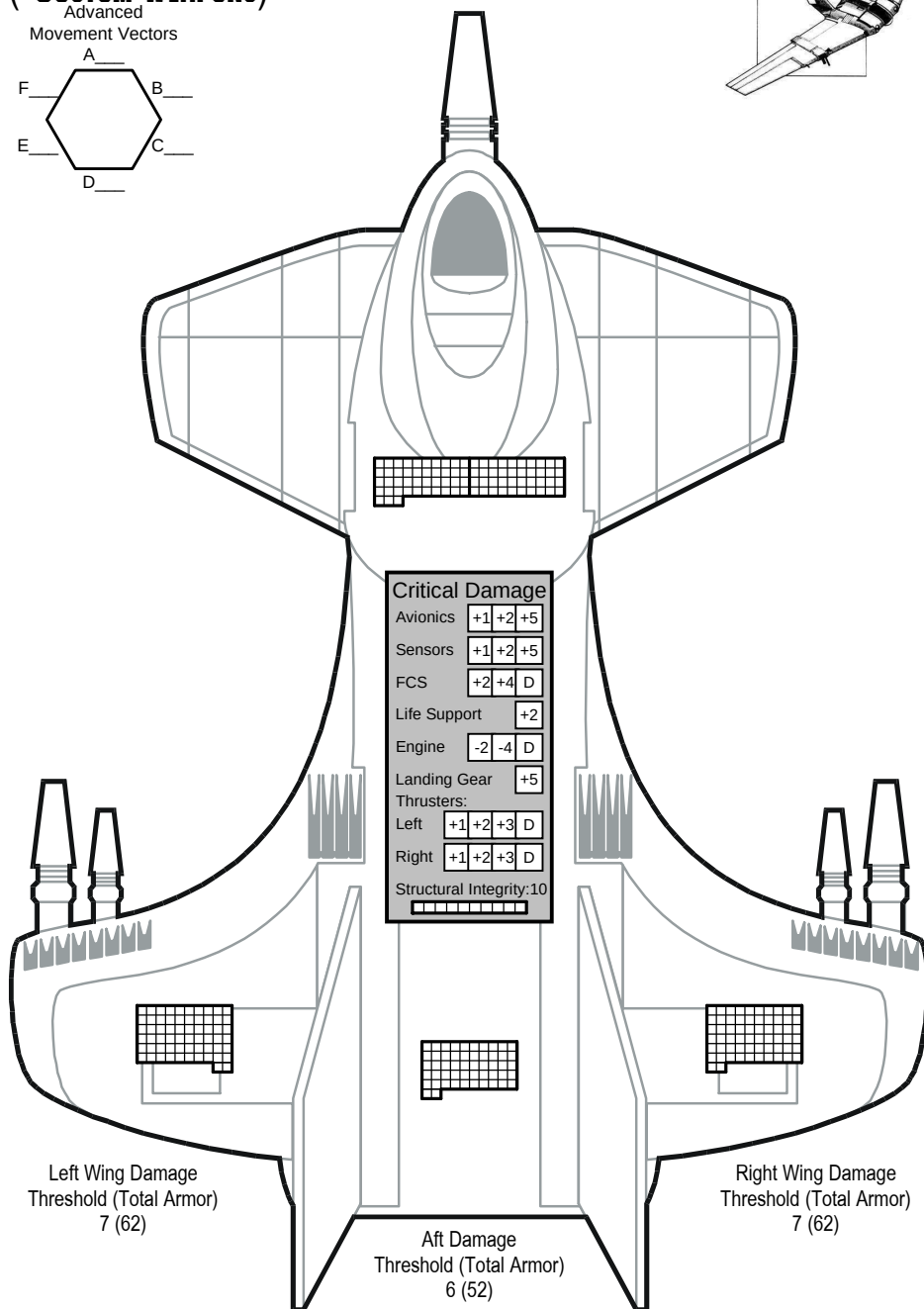
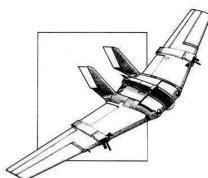
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
9 (83) - 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:10	

Left Wing Damage
Threshold (Total Armor)
7 (62)

Right Wing Damage
Threshold (Total Armor)
7 (62)

Aft Damage
Threshold (Total Armor)
6 (52)

Battle Value: 1,657

Cost: 19,616,500

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	400																			

VESSEL DATA

Name: **Riever F-700K (Human Sphere)**
 Type: **Aerospace Fighter**
 Mass: **100 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 2 / 3068**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Ultra AC/20	Nose	16	30	30	--	--
2 MML 7+Arty IV*	LW	4	6	6	6	--
2 MML 7+Arty IV*	RW	4	6	6	6	--

Ammo: MML 7+Arty IV (51)Ult AC/20 (20/2)

Total Heat Sinks: **17 Double (34)**

Total Weapon Heat: **32**

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

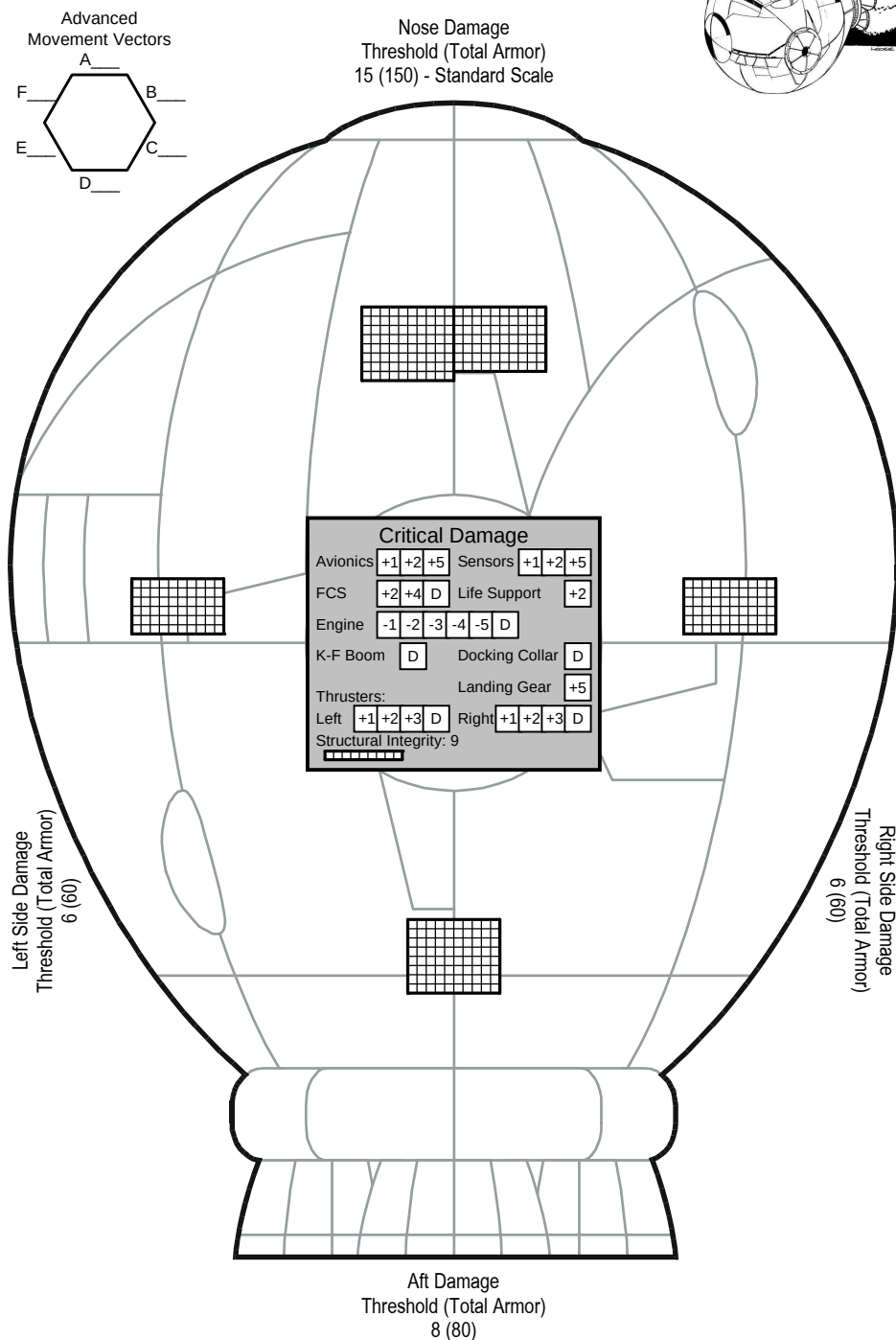
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 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	

WIZKIDS

AEROTECH 2™

SPHEROID SMALL CRAFT RECORD SHEET

ARMOR DIAGRAM



Battle Value: 1,299

Cost: 12,855,100

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: **NL-42 'Battle Taxi' (Human Sphere)**
 Type: **Spheroid Small Craft**
 Mass: **200 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 3 / 2743**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Large Laser	LW	12	8	8	8	--
1 ER Large Laser	RW	12	8	8	8	--
2 Medium Pulse Laser	LW	4	6	--	--	--
2 Medium Pulse Laser	RW	4	6	--	--	--

Cargo: Bay 1: Battle Armor Points/Squads (1)
 Bay 2: Battle Armor Points/Squads (1)
 Bay 3: Cargo (49 Tons)

Total Heat Sinks: **23 Single**

Heat Sink Capacity: 23

Total Weapon Heat: **40**

Crew Data

Gunnery Skill:						
Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

HEAT SCALE

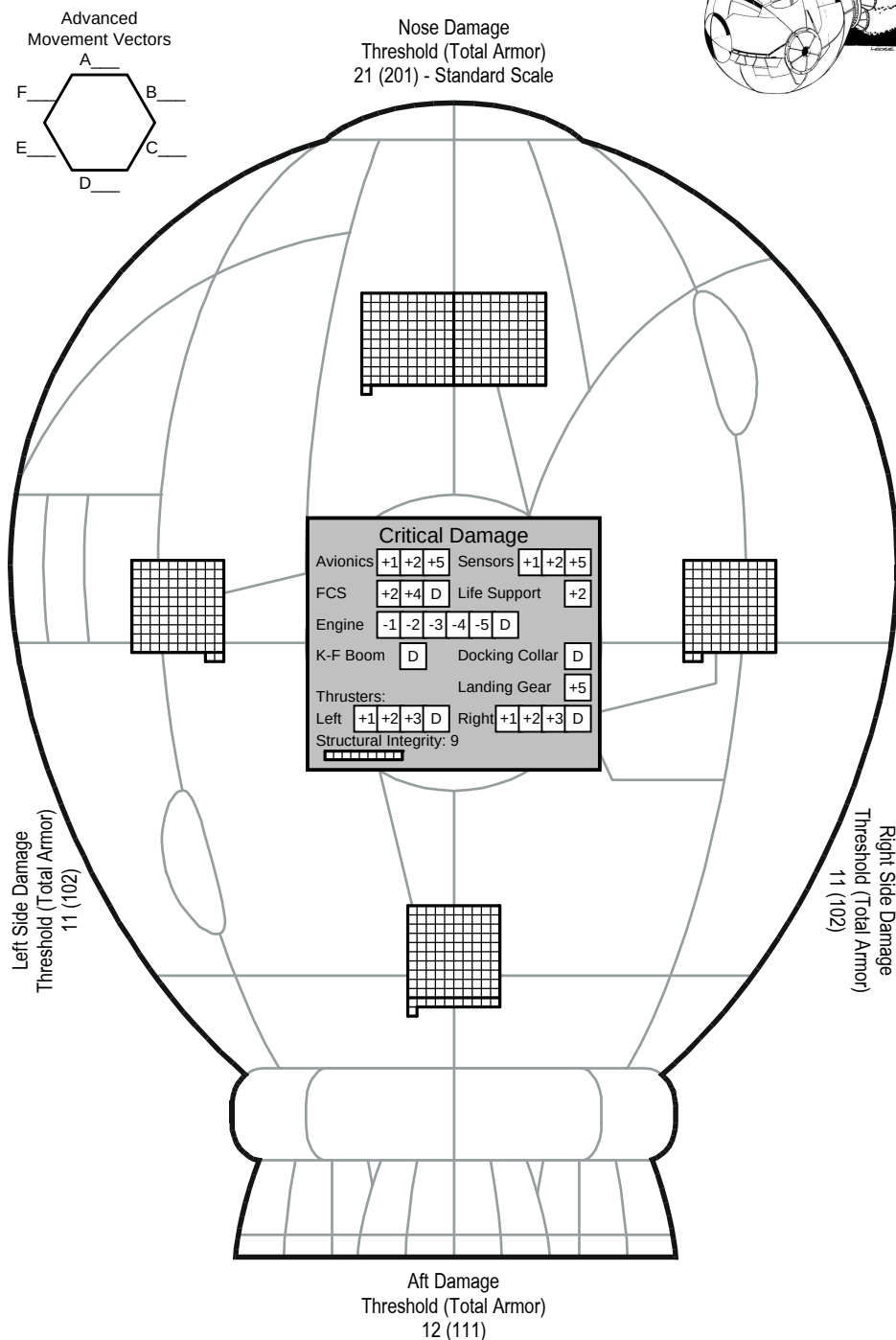
Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, 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	

WIZKIDS

AEROTECH 2™

SPHEROID SMALL CRAFT RECORD SHEET

ARMOR DIAGRAM



Battle Value: 2,324

Cost: 14,292,600

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	400																			

VESSEL DATA

Name: **NL-42C 'Lupus' (Human Sphere)**
 Type: **Spheroid Small Craft**
 Mass: **200 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Clan / Level 3 / 3053**

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10
2 Medium Pulse Laser	LW	4	7	7	--	--
2 Medium Pulse Laser	RW	4	7	7	--	--

Cargo: Bay 1: Battle Armor Points/Squads (1)
 Bay 2: Battle Armor Points/Squads (1)
 Bay 3: Cargo (49 Tons)

Total Heat Sinks: 23 Double (46)

Total Weapon Heat: 40

Crew Data

Gunnery Skill:						
Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

HEAT SCALE

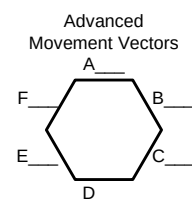
Heat Overflow	
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29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	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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WIZKIDS

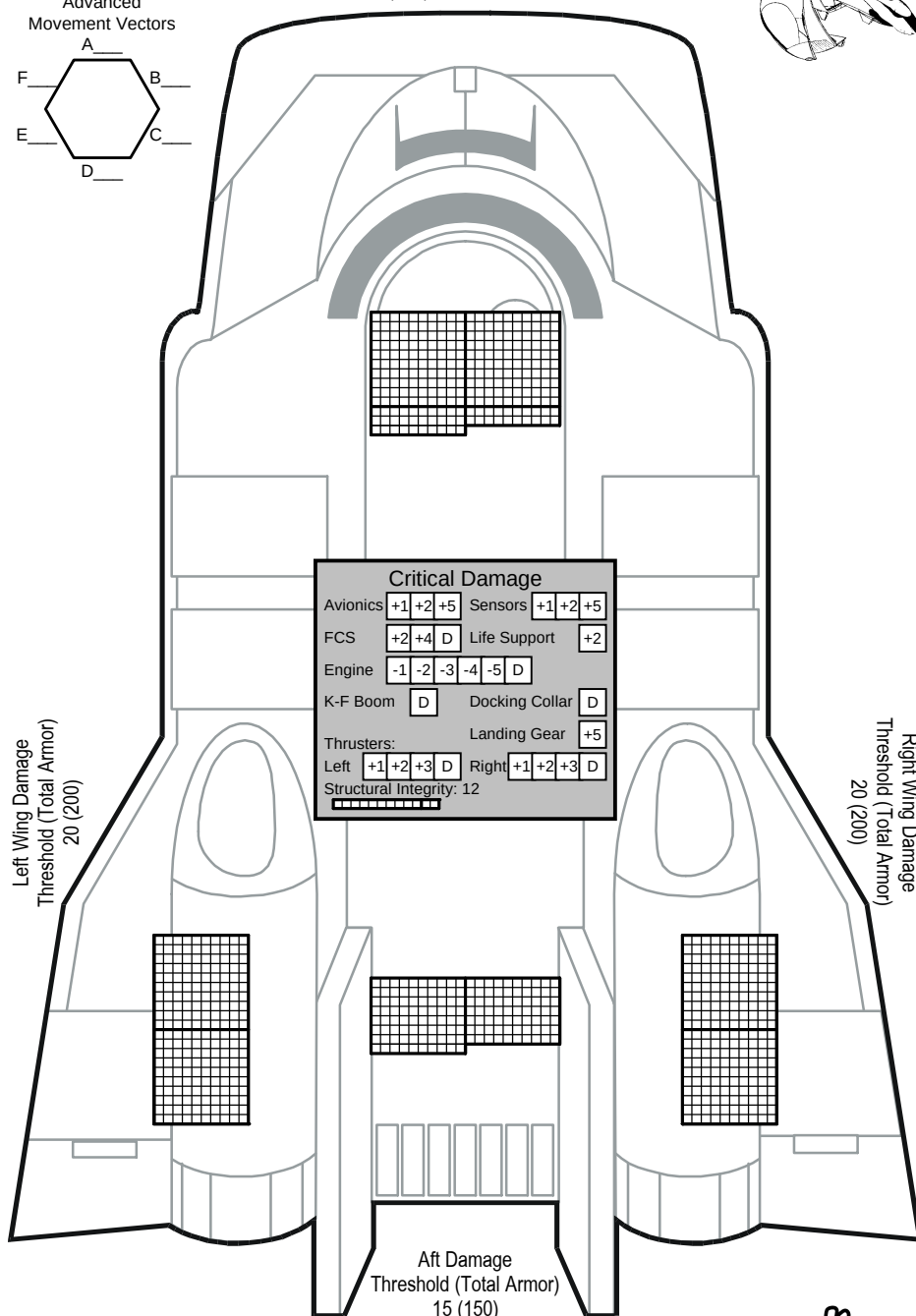
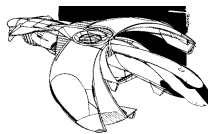
AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
25 (250) - Standard Scale



Battle Value: 3,989

Cost: 285,995,520

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	4,000																			

VESSEL DATA

Name: **Claymore (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **1,400 tons**
 Thrust: Safe Thrust: **6** Max Thrust: **9**
 Tech: **Inner Sphere / Level 3 / 3054**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escapes Pods: 2 / 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)	--	
1 ER PPC	Nose	15	1(10)	1(10)	1(10)	--	
1 ER Large Laser	Nose	18	2(18)	1(8)	1(8)	--	
2 Medium Laser							
1 Large Pulse Laser	Nose	18	2(21)	1(9)	--	--	
2 Medium Pulse Laser							
1 Streak SRM 2	Nose	2	0(4)	--	--	--	
1 LB 10-X AC	Nose	2	1(6)	1(6)	--	--	
1 LRM 10	LW/RW	4	1(6)	1(6)	1(6)	--	
1 Large Laser	LW/RW	8	1(8)	1(8)	--	--	
1 LB 10-X AC	LW/RW	2	1(6)	1(6)	--	--	
1 Large Laser	L/RW(A)	11	1(13)	1(8)	--	--	
1 Medium Laser							
1 Streak SRM 2	L/RW(A)	2	0(4)	--	--	--	
1 LRM 20	Aft	6	1(12)	1(12)	1(12)	--	
1 ER PPC	Aft	15	1(10)	1(10)	1(10)	--	
1 Large Pulse Laser	Aft	10	1(9)	1(9)	--	--	
1 LB 10-X AC	Aft	2	1(6)	1(6)	--	--	
2 Small Pulse Laser	Aft	4	1(6)	Point Defense			

Cargo: Bay 1: Cargo (328 Tons, 2 doors)

Ammo: LRM 10 (24) LB 10-X (40)
 Streak 2 (150) LRM 20 (24)

Total Heat Sinks: 47 (94)
 Heat Generation per Arc: (152 Total)

Nose: 61 Left/Right Wing: 14 x 2
 Left/Right Wing (Aft): 13 x 2 Aft: 37

Crew Data

Gunnery Skill: Piloting Skill:
 Hits Taken
 Modifier

1	2	3	4	5	6
+1	+2	+3	+4	+5	Incap

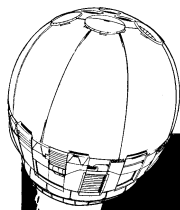
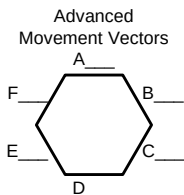
Crew: 15 Passengers: 0 Other: 0

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
2 (14) - Capital Scale

ARMOR DIAGRAM



Fore-Left Damage
Threshold (Total Armor)
2 (12)

Fore-Right Damage
Threshold (Total Armor)
2 (12)

Aft-Left Damage
Threshold (Total Armor)
2 (12)

Aft-Right Damage
Threshold (Total Armor)
2 (12)

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				
K-F Drive Integrity:	2				
Structural Integrity:	85				

Aft Damage Threshold (Total Armor)
2 (11)

Cost: 4,123,230,248

Battle Value: 7,906

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	1,060																			

VESSEL DATA

Name: **Titan Scout (Human Sphere)**
 Type: **WarShip**
 Mass: **5,500 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 3 / 3090**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escapes Pods: 0 / 8 DropShips: 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
2 ER PPC		FL/FR	30	3(30)	3(30)	3(30)	--
2 ER Large Laser		L/RBS	44	5(48)	5(48)	2(20)	2(20)
4 ER Medium Laser							
1 LRM 20+Artemis IV		L/RBS	6	2(16)	2(16)	2(16)	--
2 ER Large Laser		Aft	44	5(48)	5(48)	2(20)	2(20)
4 ER Medium Laser							
1 Lithium Fusion Battery							

Grav Decks: Grav Deck #1: (90-meter diameter)

Cargo: Bay 1: Cargo (27 Tons, 1 door)

Bay 2: Cargo (26 Tons, 1 door)

Bay 3: Cargo (26 Tons, 1 door)

Misc: 1 Naval C3 System (55 Tons)

Ammo: LRM 20 (36)

Total Heat Sinks: 102 (204)

Heat Generation per Arc: (204 Total)

Nose: 0 Fore Left/Right: 30 x 2

Left/Right Broadside: 50 x 2

Aft Left/Right: 0 x 2

Aft: 44

Crew Data

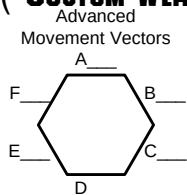
Gunnery Skill: _____		Piloting Skill: _____				
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap
Crew: 24	Passengers: 0			Other: 0		
Marines: 0	Battle Armor: 30					

AEROTECH 2™

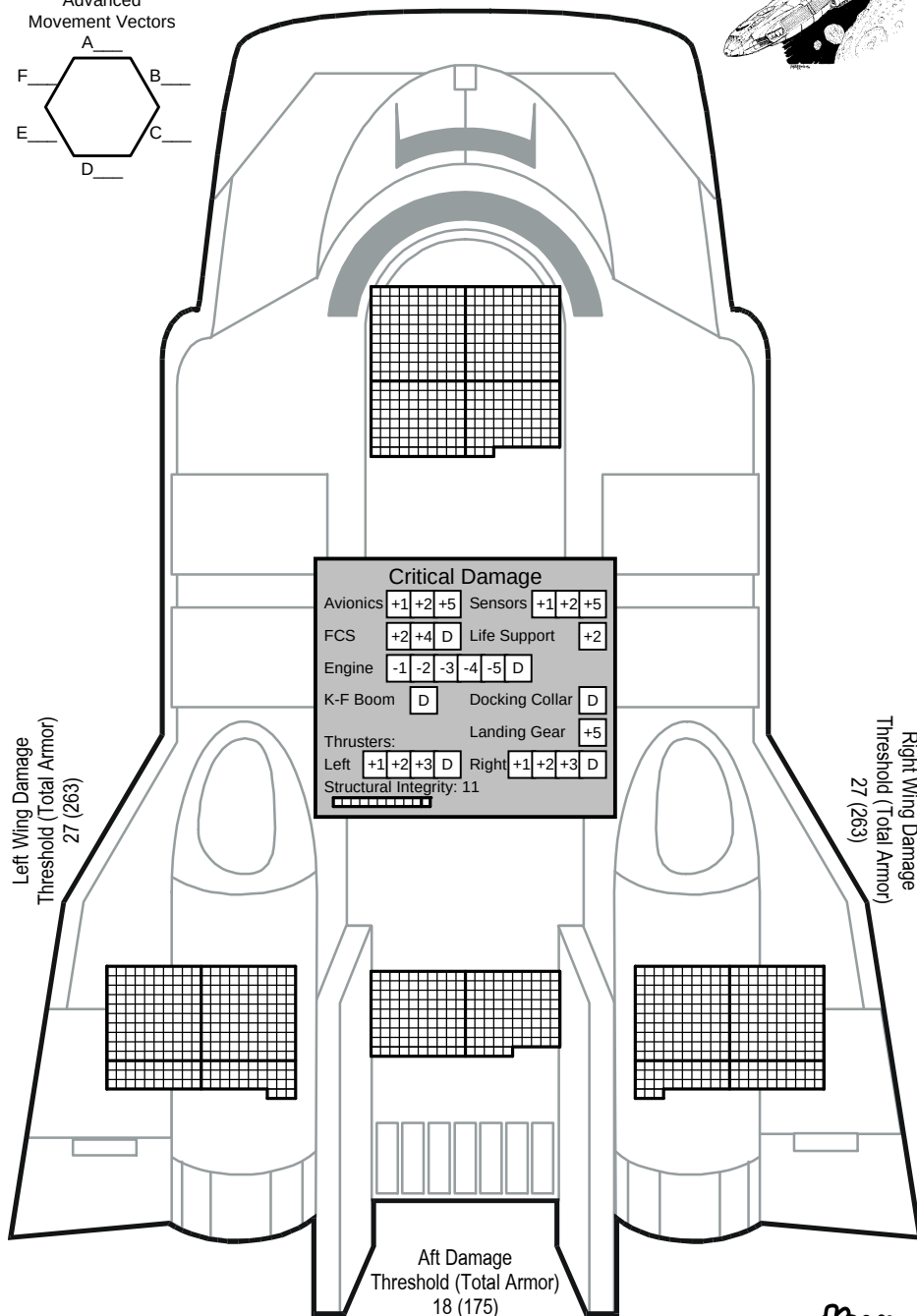
AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
36 (353) - Standard Scale



Battle Value: 18,842

Cost: 1,224,079,560

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																			

VESSEL DATA

Name: **Hirsch Assault (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **8,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Clan / Level 3 / 3092**
 Fighters/Small Craft: 6 / 0 Launch Rate: 12 / turn
 Life Boats/Escapes Pods: 3 / 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 Heavy NPPC*	Nose	225	15	15	15	15

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
7 ER PPC	Nose	105	11(105)	11(105)	11(105)	--
1 Rotary AC/5 (UK)	Nose	6	2(20)	2(20)	2(20)	--
6 ATM 12	Nose	48	12(120)	12(120)	--	--
4 ER Large Laser	LW/RW	48	4(40)	4(40)	4(40)	4(40)
2 Rotary AC/20 (UK)	LW/RW	84	16(160)	16(160)	--	--
2 Small Pulse Laser	LW/RW	4	1(6)	--	--	--
3 ATM 12	L/RW(A)	24	6(60)	6(60)	--	--
4 Medium Pulse Laser	L/RW(A)	16	3(28)	3(28)	--	--
3 ATM 12	Aft	24	6(60)	6(60)	--	--
4 Medium Pulse Laser	Aft	16	3(28)	3(28)	--	--

Cargo: Bay 1: Fighters (6) (6 doors)
 Bay 2: Battle Armor Points/Squads (12) (1 door)
 Bay 3: Cargo (505 Tons, 1 door)

Ammo: RAC/20 (240/6) ATM 12 (150)
 RAC/5 (60/6) HNPPC (10)

Total Heat Sinks: 388 (776)
Heat Generation per Arc: (776 Total)

Nose: 384 Left/Right Wing: 136 x 2
 Left/Right Wing (Aft): 40 x 2 Aft: 40

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

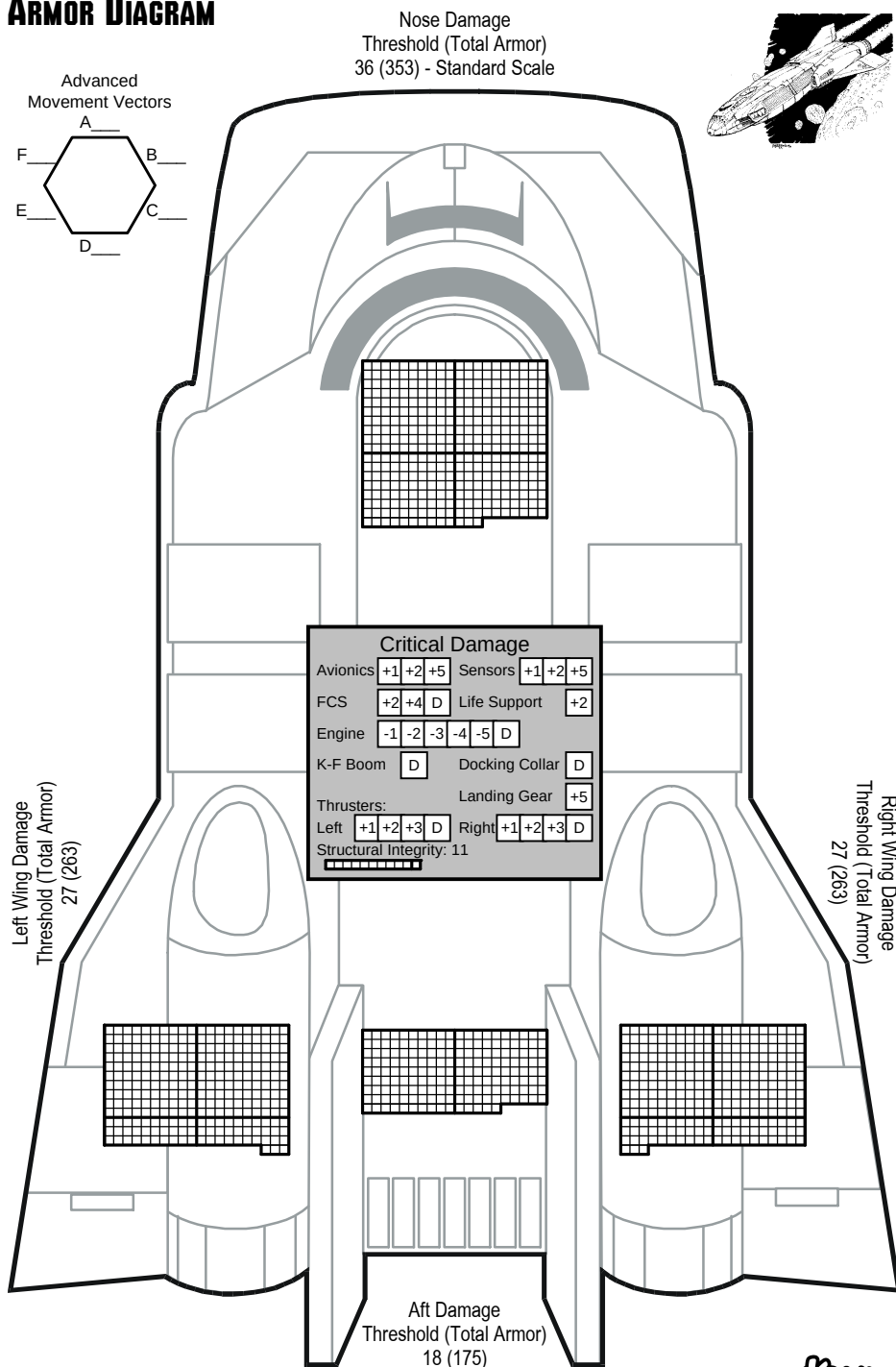
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 11 Passengers: 0 Other: 84

AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Hirsch Civilian (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **8,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Clan / Level 3 / 3095**
 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
7 ER PPC	Nose	105	11(105)	11(105)	11(105)	--
4 ER Large Laser	LW/RW	48	4(40)	4(40)	4(40)	4(40)
2 Small Pulse Laser	LW/RW	4	1(6)	--	--	--
4 Medium Pulse Laser	L/RW(A)	16	3(28)	3(28)	--	--
4 Medium Pulse Laser	Aft	16	3(28)	3(28)	--	--

Cargo: Bay 1: Cargo (5,420 Tons, 8 doors)

Battle Value: 5,363

Cost: 345,283,200

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																			

Total Heat Sinks: 73 (146)

Heat Generation per Arc: (257 Total)

Nose: 105 Left/Right Wing: 52 x 2
 Left/Right Wing (Aft): 16 x 2 Aft: 16

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

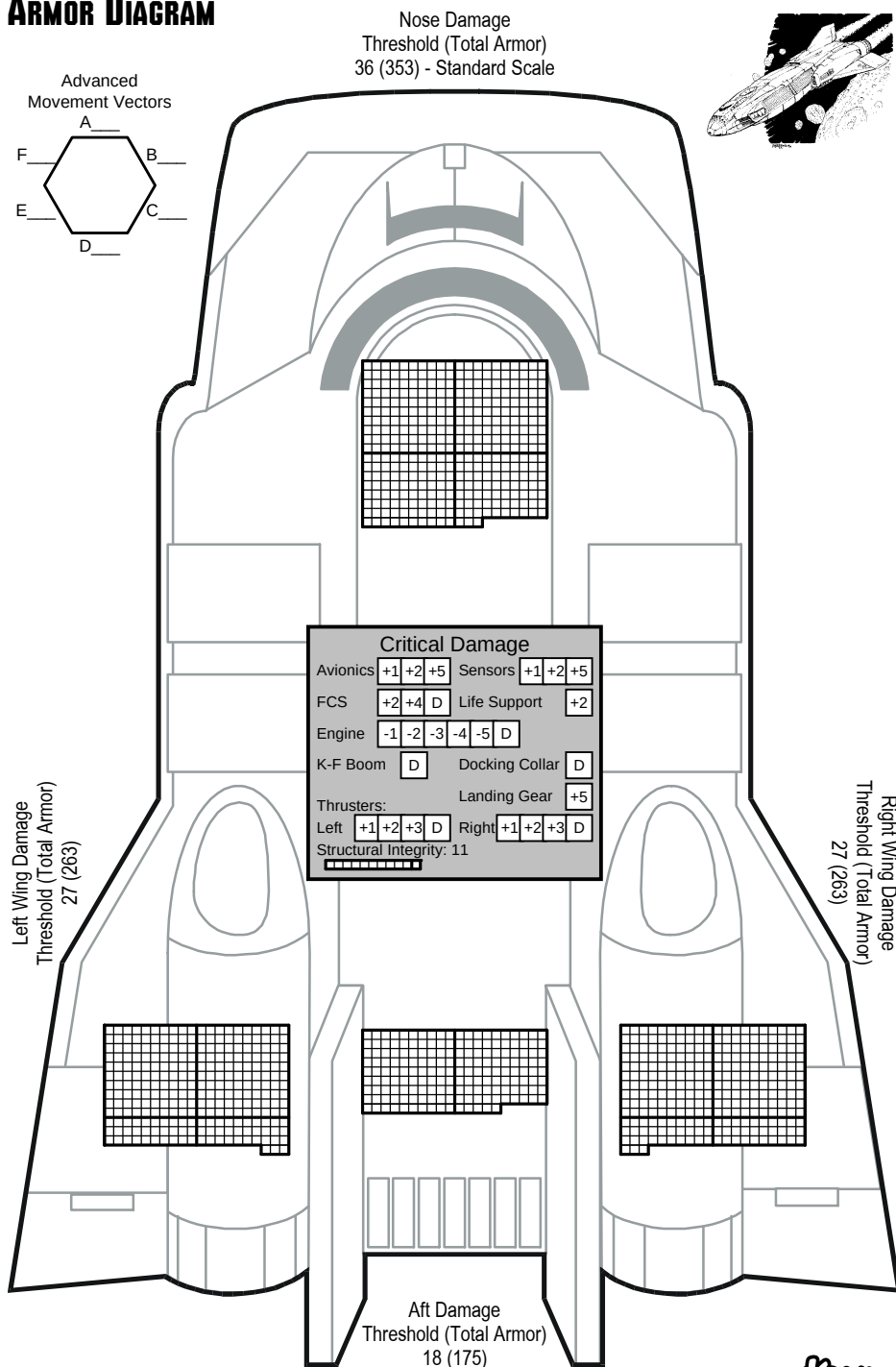
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 11 Passengers: 0 Other: 0

AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Hirsch Transport (Human Sphere)**
 Type: **Aerodyne DropShip**
 Mass: **8,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Clan / Level 3 / 3082**
 Fighters/Small Craft: 6 / 0 Launch Rate: 4 / turn
 Life Boats/Escapes 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
7 ER PPC	Nose	105	11(105)	11(105)	11(105)	--	--
1 Rotary AC/5 (UK)	Nose	6	2(20)	2(20)	2(20)	--	--
6 ATM 12	Nose	48	12(120)	12(120)	--	--	--
4 ER Large Laser	LW/RW	48	4(40)	4(40)	4(40)	4(40)	--
2 Rotary AC/20 (UK)	LW/RW	84	16(160)	16(160)	--	--	--
2 Small Pulse Laser	LW/RW	4	1(6)	--	--	--	--
3 ATM 12	L/RW(A)	24	6(60)	6(60)	--	--	--
4 Medium Pulse Laser	L/RW(A)	16	3(28)	3(28)	--	--	--
3 ATM 12	Aft	24	6(60)	6(60)	--	--	--
4 Medium Pulse Laser	Aft	16	3(28)	3(28)	--	--	--

Cargo: Bay 1: Fighters (6) (2 doors)
 Bay 2: BattleMechs (12) (4 doors)
 Bay 3: Battle Armor Points/Squads (12) (1 door)
 Bay 4: Cargo (1,047 Tons, 1 door)

Battle Value: 16,156

Cost: 906,487,200

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:

RAC/20 (240/6) ATM 12 (150) RAC/5 (60/6)

Total Heat Sinks: 276 (552)

Heat Generation per Arc: (551 Total)

Nose: 159 Left/Right Wing: 136 x 2
 Left/Right Wing (Aft): 40 x 2 Aft: 40

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

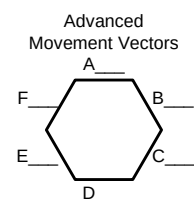
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 11 Passengers: 108 Other: 108

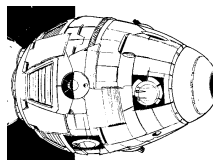
AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



Nose Damage
Threshold (Total Armor)
22 (220) - Standard Scale



Left Side Damage
Threshold (Total Armor)
21 (210)

Right Side Damage
Threshold (Total Armor)
21 (210)

Critical Damage									
Avionics	+1	+2	+5	Sensors	+1	+2	+5		
FCS	+2	+4	D	Life Support	+2				
Engine	-1	-2	-3	-4	-5	D			
K-F Boom	D						Docking Collar	D	
Thrusters:							Landing Gear	+5	
Left	+1	+2	+3	D	Right	+1	+2	+3	D
Structural Integrity: 20									

Aft Damage
Threshold (Total Armor)
17 (170)



Battle Value: 4,892

Cost: 395,175,872

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	9,180																			

VESSEL DATA

Name: Overlord Upgraded (Human Sphere)
Type: Spheroid DropShip
Mass: 9,700 tons
Thrust: Safe Thrust: 3 Max Thrust: 5
Tech: Inner Sphere / Level 3 / 3056
Fighters/Small Craft: 6 / 0 Launch Rate: 6 / turn
Life Boats/Escapes 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	
2 ER PPC	Nose	30	2(20)	2(20)	2(20)	--	
3 Gauss Rifle	Nose	3	5(45)	5(45)	5(45)	--	
1 Gauss Rifle	FL/FR	1	2(15)	2(15)	2(15)	--	
1 LRM 20+Artemis IV	FL/FR	6	2(16)	2(16)	2(16)	--	
1 ER Large Laser	FL/FR	18	2(18)	1(8)	1(8)	--	
2 Medium Laser							
1 ER PPC	AL/AR	15	1(10)	1(10)	1(10)	--	
1 ER Large Laser	AL/AR	12	1(8)	1(8)	1(8)	--	
2 Medium Pulse Laser	AL/AR	8	1(12)	--	--	--	
1 Gauss Rifle	Aft	1	2(15)	2(15)	2(15)	--	
1 LRM 20+Artemis IV	Aft	6	2(16)	2(16)	2(16)	--	
2 ER Large Laser	Aft	30	3(26)	2(16)	2(16)	--	
2 Medium Laser							

Cargo: Bay 1: BattleMechs (18) (3 doors)
Bay 2: BattleMechs (18) (3 doors)
Bay 3: Cargo (92 Tons)
Fighters (6) (3 doors)

Ammo: LRM 20 (96) Gauss (96)

Total Heat Sinks: 120 Single
Heat Generation per Arc: (190 Total)

Nose: 33 Fore Left/Right: 25 x 2
Aft Left/Right: 35 x 2 Aft: 37

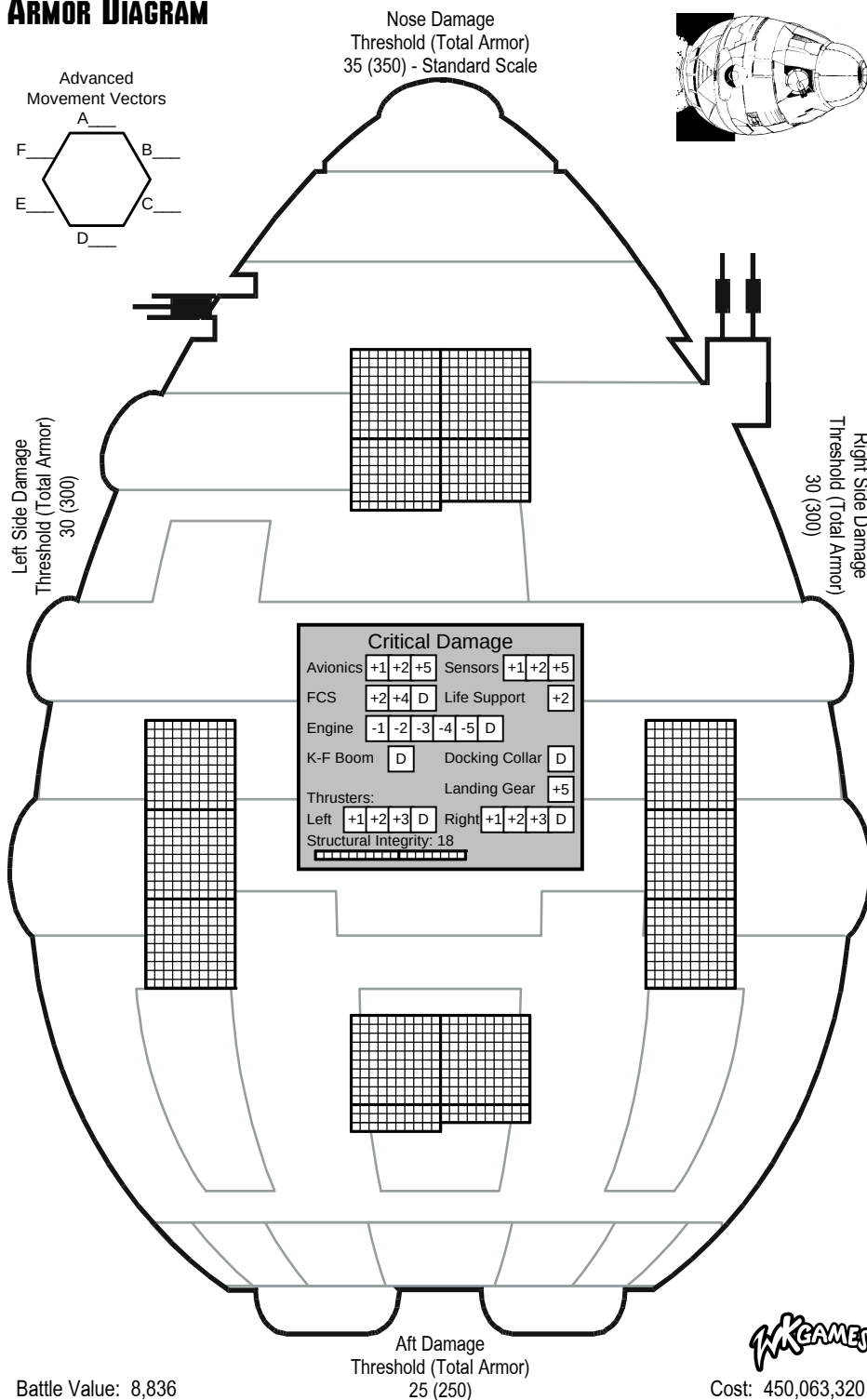
Crew Data

Gunnery Skill: Piloting Skill:
Hits Taken
Modifier
Crew: 43 Passengers: 0 Other: 84

AEROTECH 2™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM



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																			

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 Ultra AC/5	Nose	2	1(7)	1(7)	1(7)	--	
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/20	FL/FR	16	4(37)	4(37)	1(7)	--	
1 Ultra AC/5							
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/5	AL/AR	2	1(7)	1(7)	1(7)	--	
2 Medium Pulse Laser	AL/AR	8	1(14)	1(14)	--	--	
1 Ultra AC/5	Aft	2	1(7)	1(7)	1(7)	--	
1 LRM 20+Artemis IV	Aft	6	2(16)	2(16)	2(16)	--	
2 ER PPC	Aft	30	3(30)	3(30)	3(30)	--	

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) LRM 20 (96) Ult AC/5 (200/2)

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
 Modifier

1	2	3	4	5	6
+1	+2	+3	+4	+5	Incap

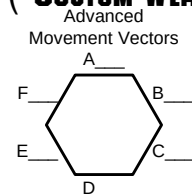
Crew: 43 Passengers: 0 Other: 90

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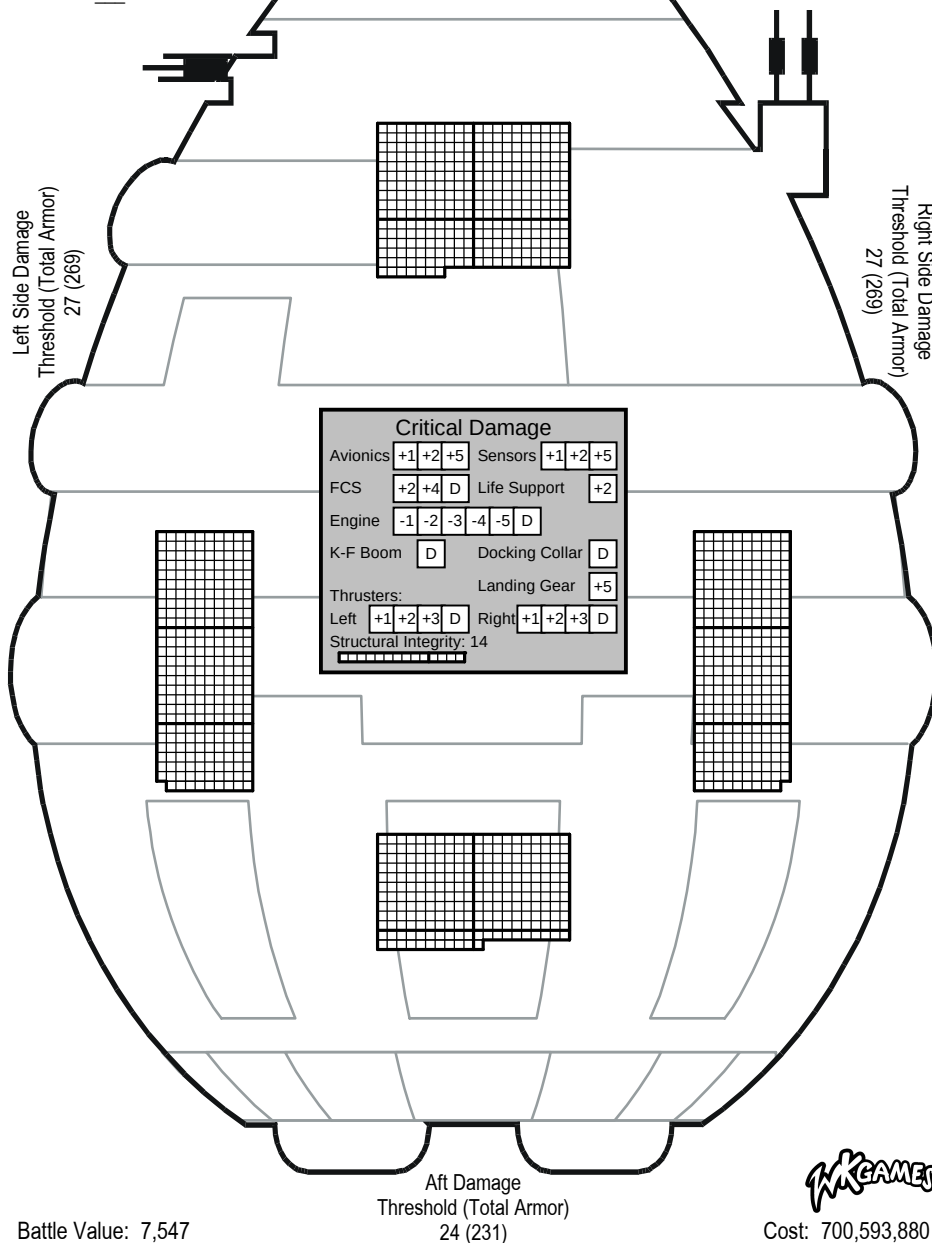
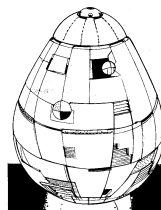
SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Nose Damage
Threshold (Total Armor)
31 (307) - Standard Scale



Battle Value: 7,547

Cost: 700,593,880

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																			

VESSEL DATA

Name: **Excalibur DSI (Human Sphere)**
 Type: **Spheroid DropShip**
 Mass: **16,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Clan / Level 3 / 3080**
 Fighters/Small Craft: 8 / 0 Launch Rate: 8 / turn
 Life Boats/Escapes Pods: 4 / 25

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 Heavy NPPC* Nose 225 15 15 15 15

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay Loc Heat SRV MRV LRV ERV

1 Rotary AC/5 (UK) Nose 6 2(20) 2(20) 2(20) --

1 ATM 12 Nose 8 2(20) 2(20) -- --

1 Medium Pulse Laser Nose 4 1(7) 1(7) -- --

1 ER PPC FL/FR 15 2(15) 2(15) 2(15) --

2 ATM 9 FL/FR 12 3(28) 3(28) -- --

2 Medium Pulse Laser FL/FR 8 1(14) 1(14) -- --

1 ER Large Laser AL/AR 12 1(10) 1(10) 1(10) 1(10)

2 Medium Pulse Laser AL/AR 8 1(14) 1(14) -- --

1 ER Large Laser Aft 12 1(10) 1(10) 1(10) 1(10)

2 Medium Pulse Laser Aft 8 1(14) 1(14) -- --

Cargo: Bay 1: Heavy Vehicles (51-100T) (4) (1 door)

Bay 2: BattleMechs (36) (8 doors)

Bay 3: Fighters (8) (4 doors)

Bay 4: Cargo (567 Tons)

Infantry (foot) Platoons (9) (1 door)

Ammo: ATM 9 (84) ATM 12 (15)
 RAC/5 (80/6) HNPPC (10)

Total Heat Sinks: 145 (290)

Heat Generation per Arc: (373 Total)

Nose: 243 Fore Left/Right: 35 x 2

Aft Left/Right: 20 x 2 Aft: 20

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

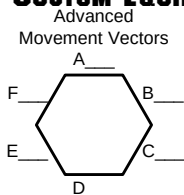
Crew: 50 Passengers: 120 Other: 372

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JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

*CUSTOM EQUIPMENT



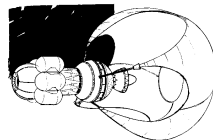
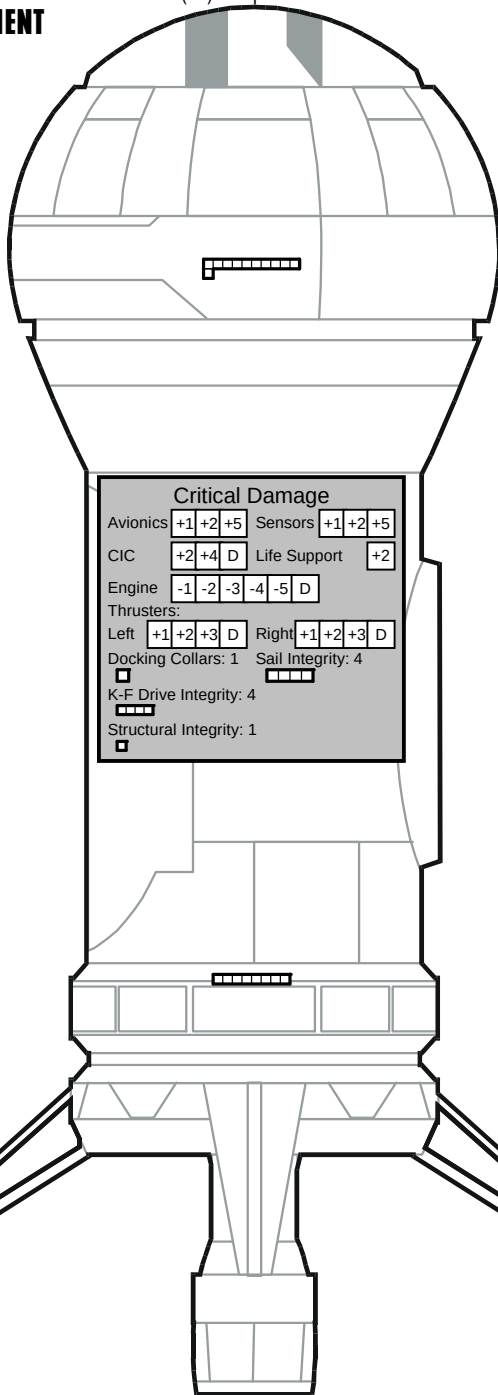
Fore-Left Damage
Threshold (Total Armor)
1 (9)



Aft-Left Damage
Threshold (Total Armor)
1 (8)



Nose Damage
Threshold (Total Armor)
2 (11) - Capital Scale



Fore-Right Damage
Threshold (Total Armor)
1 (9)



Aft-Right Damage
Threshold (Total Armor)
1 (8)



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: 1			Sail Integrity: 4		
K-F Drive Integrity: 4			Structural Integrity: 1		

Battle Value: 10,716

Aft Damage
Threshold (Total Armor)
1 (8)

Cost: 3,703,510,000

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	50,000																			

VESSEL DATA

Name: **Magellan (Human Sphere)**
 Type: **JumpShip**
 Mass: **175,000 tons**
 Thrust: Safe Thrust: **0** Max Thrust: **0**
 Tech: **Clan / Level 3 / 3079**
 Fighters/Small Craft: 0 / 1 Launch Rate: 2 / turn
 Life Boats/Escapes Pods: 8 / 0 DropShips: 1

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+Artemis IV	Nose	6	2(16)	2(16)	2(16)	--	
2 AMS	Nose	2	--			Point Defense	
1 ER Large Laser	FL/FR	12	1(10)	1(10)	1(10)	1(10)	
1 Large Pulse Laser	FL/FR	10	1(10)	1(10)	1(10)	--	
2 AMS	FL/FR	2	--			Point Defense	
1 ER Large Laser	AL/AR	12	1(10)	1(10)	1(10)	1(10)	
1 Large Pulse Laser	AL/AR	10	1(10)	1(10)	1(10)	--	
2 AMS	AL/AR	2	--			Point Defense	
1 LRM 20+Artemis IV	Aft	6	2(16)	2(16)	2(16)	--	
2 AMS	Aft	2	--			Point Defense	
1 Hyperpulse Generator							
1 Lithium Fusion Battery							

*Custom Equip:

K-F Drive: Custom K-F Drive (75%)

Cargo: Bay 1: Small Craft (1) (1 door)

Bay 2: Cargo (1) (1 door)

Bay 3: Cargo (1) (1 door)

Bay 4: 1 Gee Transit Drive (1)

Ammo: AMS (288) LRM 20 (24)

Total Heat Sinks: **110 Single**
 Heat Generation per Arc: **(112 Total)**

Nose: 8 Fore Left/Right: 24 x 2
 Aft Left/Right: 24 x 2 Aft: 8

Crew Data

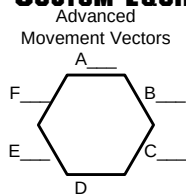
Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap
Crew: 20	Passengers: 0			Other: 5		

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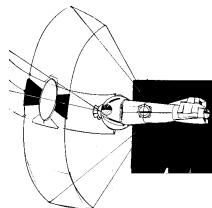
JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

*CUSTOM EQUIPMENT



Nose Damage
Threshold (Total Armor)
2 (16) - Capital Scale



Fore-Left Damage
Threshold (Total Armor)
2 (13)

Fore-Right Damage
Threshold (Total Armor)
2 (13)

Aft-Left 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)

WIZKIDS

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/Escapes 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
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Crew: 30

Passengers: 0

Other: 20

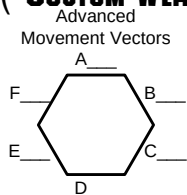
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (27) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
3 (24)

Aft-Left Damage
Threshold (Total Armor)
3 (24)

Fore-Right Damage
Threshold (Total Armor)
3 (24)

Aft-Right Damage
Threshold (Total Armor)
3 (24)

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:	2								
Structural Integrity:	111								

Aft Damage Threshold (Total Armor)
3 (22)

Battle Value: 10,270

Cost: 4,189,839,200

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	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/Escapes 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 Broadside: 15 x 2
 Aft Left/Right: 41 x 2 Aft: 21

Crew Data

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Modifier

1	2	3	4	5	6
+1	+2	+3	+4	+5	Incap

Crew: 80 Passengers: 0 Other: 0
 Marines: 0 Battle Armor: 28

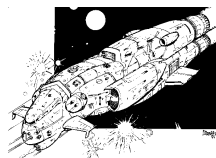
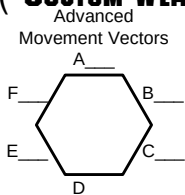
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
6 (52) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
5 (42)

Fore-Right Damage
Threshold (Total Armor)
5 (42)

Aft-Left Damage
Threshold (Total Armor)
4 (33)

Aft-Right Damage
Threshold (Total Armor)
4 (33)

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:	1	Sail Integrity: 3			
K-F Drive Integrity:	3				
Structural Integrity:	108				

Aft Damage Threshold (Total Armor)
4 (32)

Battle Value: 39,678

Cost: 6,674,244,000

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	5,000																			

VESSEL DATA

Name: **Nelson Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **43,400 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Clan / Level 3 / 3083**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 10 / 10 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 10*	Nose	48	2	2	2	--
1 Piranha*	Nose	9	3	3	3	--
1 NL 10*	FL/FR	24	1	1	1	--
1 NL 10*	AL/AR	24	1	1	1	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
6 ER Large Laser	Nose	72	6(60)	6(60)	6(60)	6(60)
4 Large Pulse Laser	Nose	56	7(68)	7(68)	4(40)	--
4 Medium Pulse Laser						
4 AMS	Nose	4	--		Point Defense	
8 ER Large Laser	FL/FR	96	8(80)	8(80)	8(80)	8(80)
10 Large Pulse Laser	FL/FR	140	17(170)	17(170)	10(100)	--
10 Medium Pulse Laser						
4 AMS	FL/FR	4	--		Point Defense	
4 ER Large Laser	L/RBS	48	4(40)	4(40)	4(40)	4(40)
8 Large Pulse Laser	L/RBS	112	14(136)	14(136)	8(80)	--
8 Medium Pulse Laser						
8 Small Pulse Laser	L/RBS	16	2(24)	--	--	--
4 AMS	L/RBS	4	--		Point Defense	
4 ER Large Laser	AL/AR	48	4(40)	4(40)	4(40)	4(40)
8 Large Pulse Laser	AL/AR	112	14(136)	14(136)	8(80)	--
8 Medium Pulse Laser						
8 Small Pulse Laser	AL/AR	16	2(24)	--	--	--
4 AMS	AL/AR	4	--		Point Defense	
2 ER Large Laser	Aft	24	2(20)	2(20)	2(20)	2(20)
4 Large Pulse Laser	Aft	56	7(68)	7(68)	4(40)	--
4 Medium Pulse Laser						
4 Small Pulse Laser	Aft	8	1(12)	--	--	--
4 AMS	Aft	4	--		Point Defense	
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (80-meter diameter)

Cargo: Bay 1: Cargo (3,074 Tons, 5 doors)

Ammo: AMS (2,400) Piranha (10)

Total Heat Sinks: **755 (1,510)**

Heat Generation per Arc: **(1,577 Total)**

Nose: 189 Fore Left/Right: 264 x 2

Left/Right Broadside: 180 x 2

Aft Left/Right: 204 x 2 Aft: 92

Crew Data

Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap
Crew: 72	Passengers: 0			Other: 0		

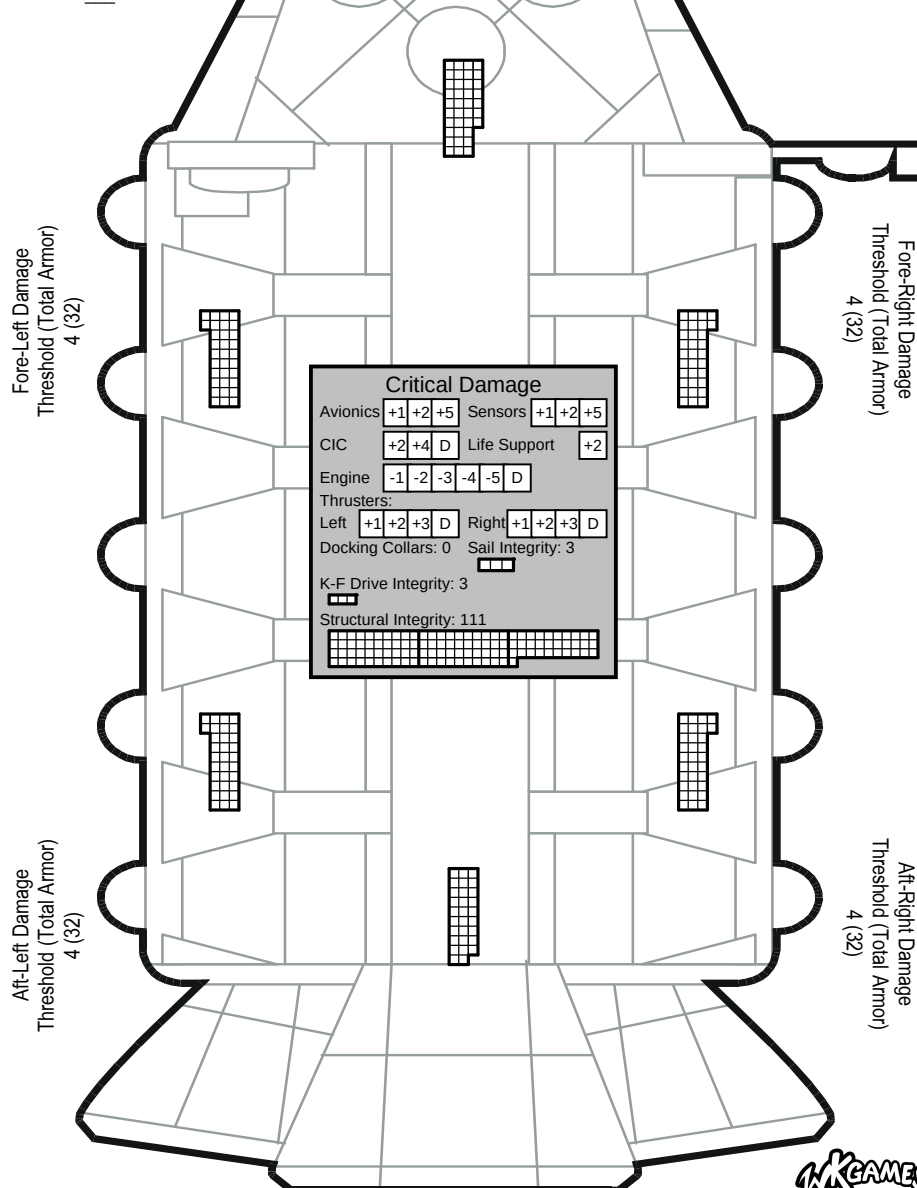
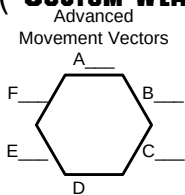
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (37) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
4 (32)

Fore-Right Damage
Threshold (Total Armor)
4 (32)

Aft-Left Damage
Threshold (Total Armor)
4 (32)

Aft-Right Damage
Threshold (Total Armor)
4 (32)

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				

Aft Damage Threshold (Total Armor)
3 (29)

Cost: 4,255,882,000

Battle Value: 23,633

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: **Primus Frigate (Human Sphere)**
Type: **WarShip**
Mass: **48,300 tons**
Thrust: Safe Thrust: **4** Max Thrust: **6**
Tech: **Inner Sphere / Level 3 / 3095**
Fighters/Small Craft: 6 / 2 Launch Rate: 8 / turn
Life Boats/Escape Pods: 25 / 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
10 NAC/2*	Nose	120	20	20	20	--
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 AMS	Nose	2	--	Point Defense		
3 LRM 20+Artemis IV	Nose	18	5(48)	5(48)	5(48)	--
3 Ultra AC/20	Nose	48	9(90)	9(90)	--	--
5 Large Pulse Laser	Nose	62	6(63)	5(45)	--	--
3 Medium Pulse Laser						

2 AMS	FL/FR	2	--	Point Defense		
2 LRM 20+Artemis IV	FL/FR	12	3(32)	3(32)	3(32)	--
2 Ultra AC/20	FL/FR	32	6(60)	6(60)	--	--
4 Large Pulse Laser	FL/FR	48	5(48)	4(36)	--	--
2 Medium Pulse Laser						
4 Streak SRM 6	FL/FR	16	5(48)	--	--	--
2 Gauss Rifle	L/RBS	2	3(30)	3(30)	3(30)	--
2 LRM 20+Artemis IV	L/RBS	12	3(32)	3(32)	3(32)	--
2 AMS	AL/AR	2	--	Point Defense		
4 Streak SRM 6	AL/AR	16	5(48)	--	--	--
2 AMS	Aft	2	--	Point Defense		
2 LRM 20+Artemis IV	Aft	12	3(32)	3(32)	3(32)	--
2 Ultra AC/20	Aft	32	6(60)	6(60)	--	--
4 Large Pulse Laser	Aft	48	5(48)	4(36)	--	--
2 Medium Pulse Laser						
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 (1,632 Tons, 2 doors)

Ammo: Gauss (192) Streak 6 (420)
Ult AC/20 (450/2) LRM 20 (660) AMS (432)
Piranha (11) NAC/2 (100)

Total Heat Sinks: 235 (470)

Heat Generation per Arc: (637 Total)

Nose: 259 Fore Left/Right: 110 x 2
Left/Right Broadside: 14 x 2
Aft Left/Right: 18 x 2 Aft: 94

Crew Data

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Modifier

1	2	3	4	5	6
+1	+2	+3	+4	+5	Incap

Crew: 113 Passengers: 22 Other: 22
Marines: 0 Battle Armor: 28

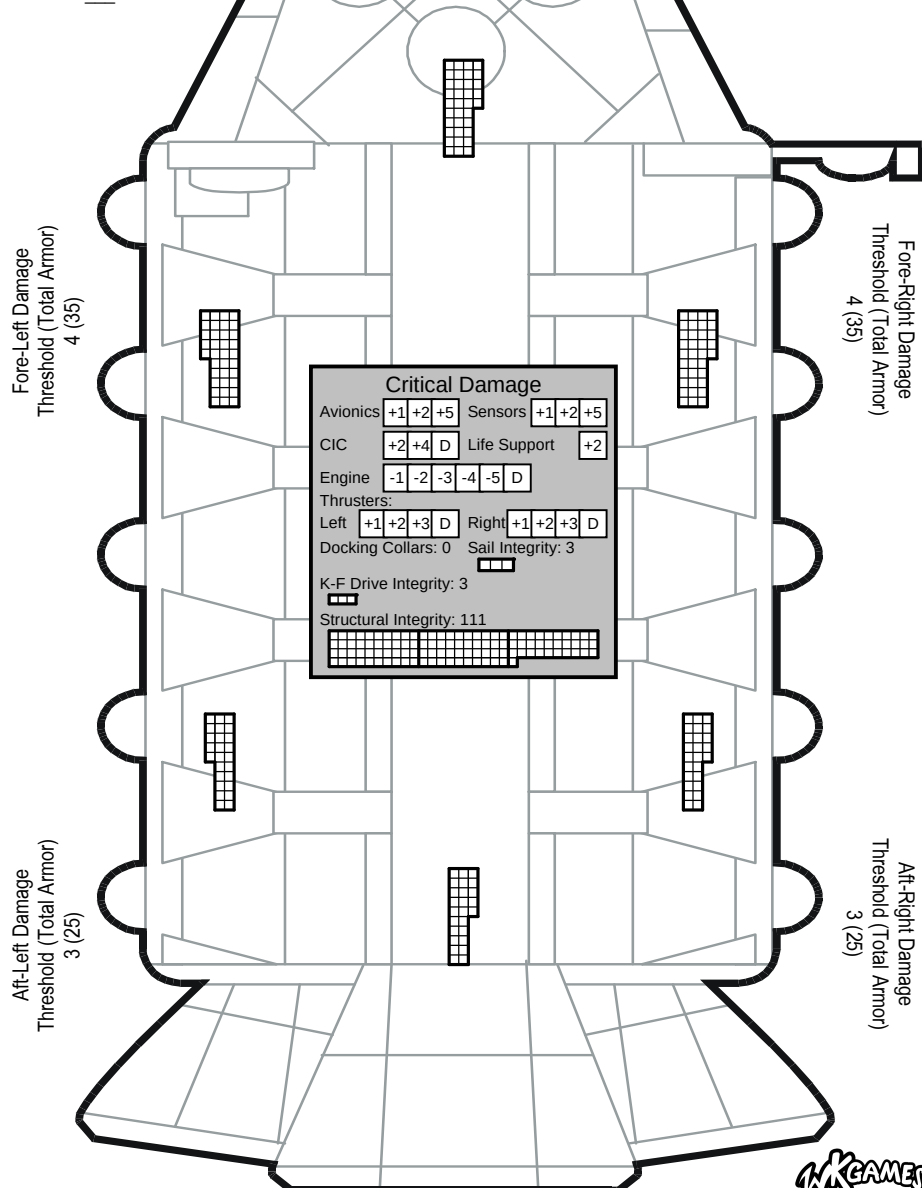
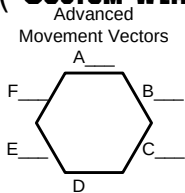
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WARSHIP RECORD SHEET

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				

Battle Value: 16,835

Cost: 4,232,150,000

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: **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/Escapes 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

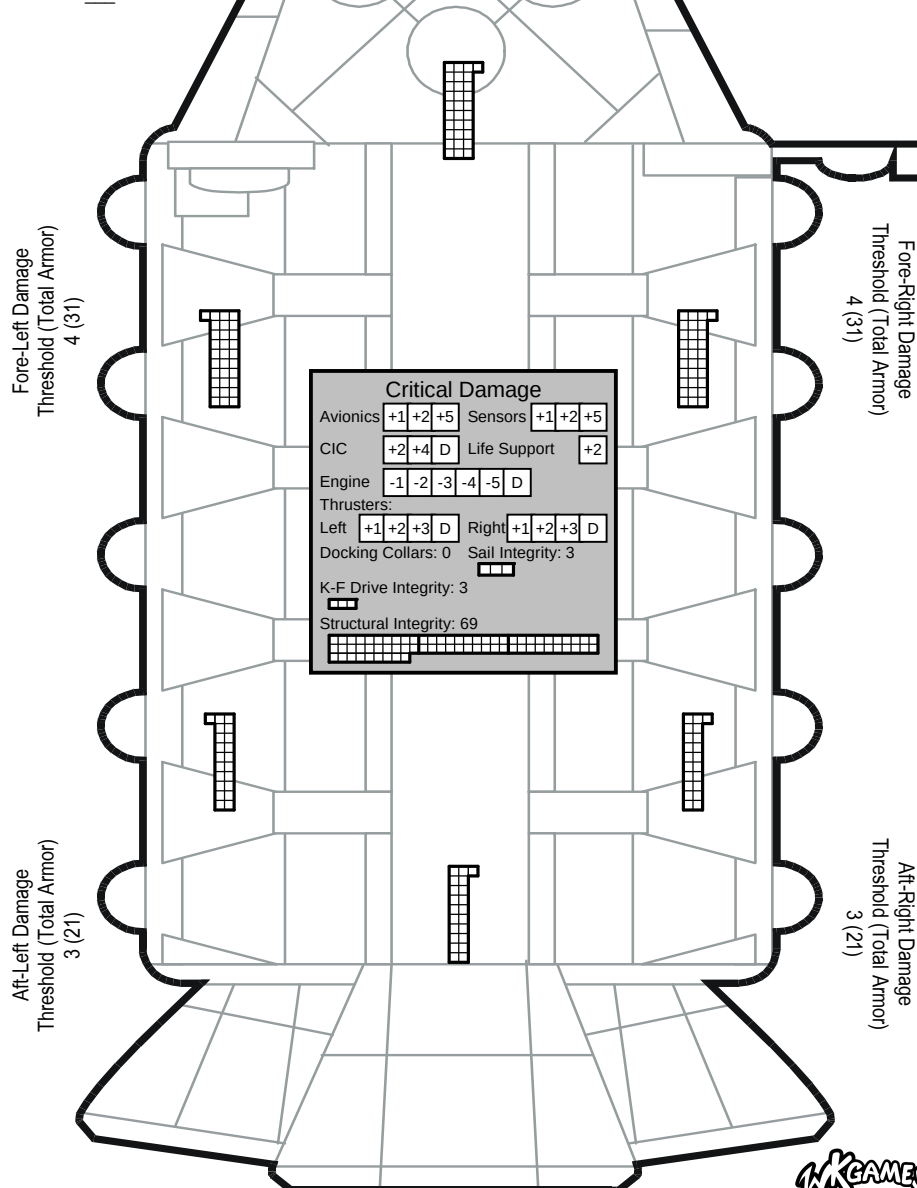
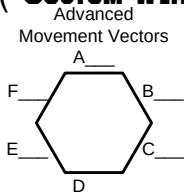
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (31) - 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:	69								

Battle Value: 36,519

Cost: 4,363,605,000

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: **Terra Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **52,100 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 3 / 3083**
 Fighters/Small Craft: 6 / 0 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 0 / 24 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 Medium NPPC	Nose	135	9	9	9	9	
2 Piranha*	Nose	18	6	6	6	--	
2 NL 30*	Nose	64	6	6	--	--	

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)							
Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV	

4 LRM 20	Nose	24	5(48)	5(48)	5(48)	--	
4 Large Pulse Laser	Nose	40	4(40)	4(40)	4(40)	--	
4 Small Pulse Laser	Nose	8	1(12)	--	--	--	
3 AMS	Nose	3	--	--	Point Defense		
2 ER Large Laser	FL/FR	24	2(20)	2(20)	2(20)	2(20)	
4 LRM 20	FL/FR	24	5(48)	5(48)	5(48)	--	
4 Large Pulse Laser	FL/FR	40	4(40)	4(40)	4(40)	--	
6 Small Pulse Laser	FL/FR	12	2(18)	--	--	--	
3 AMS	FL/FR	3	--	--	Point Defense		
2 ER Large Laser	L/RBS	24	2(20)	2(20)	2(20)	2(20)	
4 LRM 20	L/RBS	24	5(48)	5(48)	5(48)	--	
4 Large Pulse Laser	L/RBS	40	4(40)	4(40)	4(40)	--	
6 Small Pulse Laser	L/RBS	12	2(18)	--	--	--	
3 AMS	L/RBS	3	--	--	Point Defense		
2 ER Large Laser	AL/AR	24	2(20)	2(20)	2(20)	2(20)	
4 LRM 20	AL/AR	24	5(48)	5(48)	5(48)	--	
4 Large Pulse Laser	AL/AR	40	4(40)	4(40)	4(40)	--	
6 Small Pulse Laser	AL/AR	12	2(18)	--	--	--	
3 AMS	AL/AR	3	--	--	Point Defense		
2 ER Large Laser	Aft	24	2(20)	2(20)	2(20)	2(20)	
4 LRM 20	Aft	24	5(48)	5(48)	5(48)	--	
4 Large Pulse Laser	Aft	40	4(40)	4(40)	4(40)	--	
6 Small Pulse Laser	Aft	12	2(18)	--	--	--	
3 AMS	Aft	3	--	--	Point Defense		
1 Lithium Fusion Battery							

Grav Decks: Grav Deck #1: (50-meter diameter)

Cargo: Bay 1: Fighters (6) (4 doors)
 Bay 2: Cargo (791 Tons, 2 doors)
 Bay 3: Cargo (791 Tons, 2 doors)

Misc: 1 Naval C3 System (521 Tons)

Ammo:

AMS (1,920) LRM 20 (960) Piranha (30)

Total Heat Sinks: 500 (1,000)

Heat Generation per Arc: (1,013 Total)

Nose: 292 Fore Left/Right: 103 x 2

Left/Right Broadside: 103 x 2

Aft Left/Right: 103 x 2 Aft: 103

Crew Data

Gunnery Skill:		Piloting Skill:				
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap
Crew: 37	Passengers: 24	Other: 12				

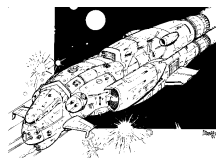
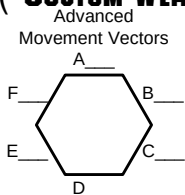
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
6 (57) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
7 (61)

Aft-Left Damage
Threshold (Total Armor)
7 (61)

Fore-Right Damage
Threshold (Total Armor)
7 (61)

Aft-Right Damage
Threshold (Total Armor)
7 (61)

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
Docking Collars:	2				Sail Integrity:	3	
K-F Drive Integrity:	4						
Structural Integrity:	108						

Aft Damage Threshold (Total Armor)
6 (53)

Cost: 9,154,754,000

Battle Value: 43,872

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: **Athena Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **83,500 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Clan / Level 3 / 3075**
 Fighters/Small Craft: 6 / 0 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 15 / 15 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 NL 10*	Nose	48	2	2	2	--
2 NAC/2*	Nose	24	4	4	4	--
1 Piranha*	Nose	9	3	3	3	--
2 NL 10*	FL/FR	48	2	2	2	--
1 NAC/2*	FL/FR	12	2	2	2	--
2 NL 10*	L/RBS	48	2	2	2	--
4 NAC/2*	L/RBS	48	8	8	8	--
2 NL 10*	AL/AR	48	2	2	2	--
1 NAC/2*	AL/AR	12	2	2	2	--
2 NAC/2*	Aft	24	4	4	4	--

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	Nose	24	2(20)	2(20)	2(20)	2(20)
4 Large Pulse Laser	Nose	56	7(68)	7(68)	4(40)	--
4 Medium Pulse Laser						
4 Small Pulse Laser	Nose	8	1(12)	--	--	--
4 AMS	Nose	4	--	Point Defense		
4 ER Large Laser	FL/FR	48	4(40)	4(40)	4(40)	4(40)
8 Large Pulse Laser	FL/FR	112	14(136)	14(136)	8(80)	--
8 Medium Pulse Laser						
8 Small Pulse Laser	FL/FR	16	2(24)	--	--	--
4 AMS	FL/FR	4	--	Point Defense		
4 ER Large Laser	L/RBS	48	4(40)	4(40)	4(40)	4(40)
8 Large Pulse Laser	L/RBS	112	14(136)	14(136)	8(80)	--
8 Medium Pulse Laser						
8 Small Pulse Laser	L/RBS	16	2(24)	--	--	--
4 AMS	L/RBS	4	--	Point Defense		
4 ER Large Laser	AL/AR	48	4(40)	4(40)	4(40)	4(40)
8 Large Pulse Laser	AL/AR	112	14(136)	14(136)	8(80)	--
8 Medium Pulse Laser						
8 Small Pulse Laser	AL/AR	16	2(24)	--	--	--
4 AMS	AL/AR	4	--	Point Defense		
2 ER Large Laser	Aft	24	2(20)	2(20)	2(20)	2(20)
4 Large Pulse Laser	Aft	56	7(68)	7(68)	4(40)	--
4 Medium Pulse Laser						
4 Small Pulse Laser	Aft	8	1(12)	--	--	--
4 AMS	Aft	4	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (110-meter diameter)

Cargo: Bay 1: Fighters (6) (2 doors)

Bay 2: Cargo (2,570 Tons, 5 doors)

Ammo:

AMS (2,400) Piranha (10) NAC/2 (160)

Total Heat Sinks: 734 (1,468)

Heat Generation per Arc: (1,801 Total)

Nose: 173 Fore Left/Right: 240 x 2

Left/Right Broadside: 276 x 2

Aft Left/Right: 240 x 2 Aft: 116

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

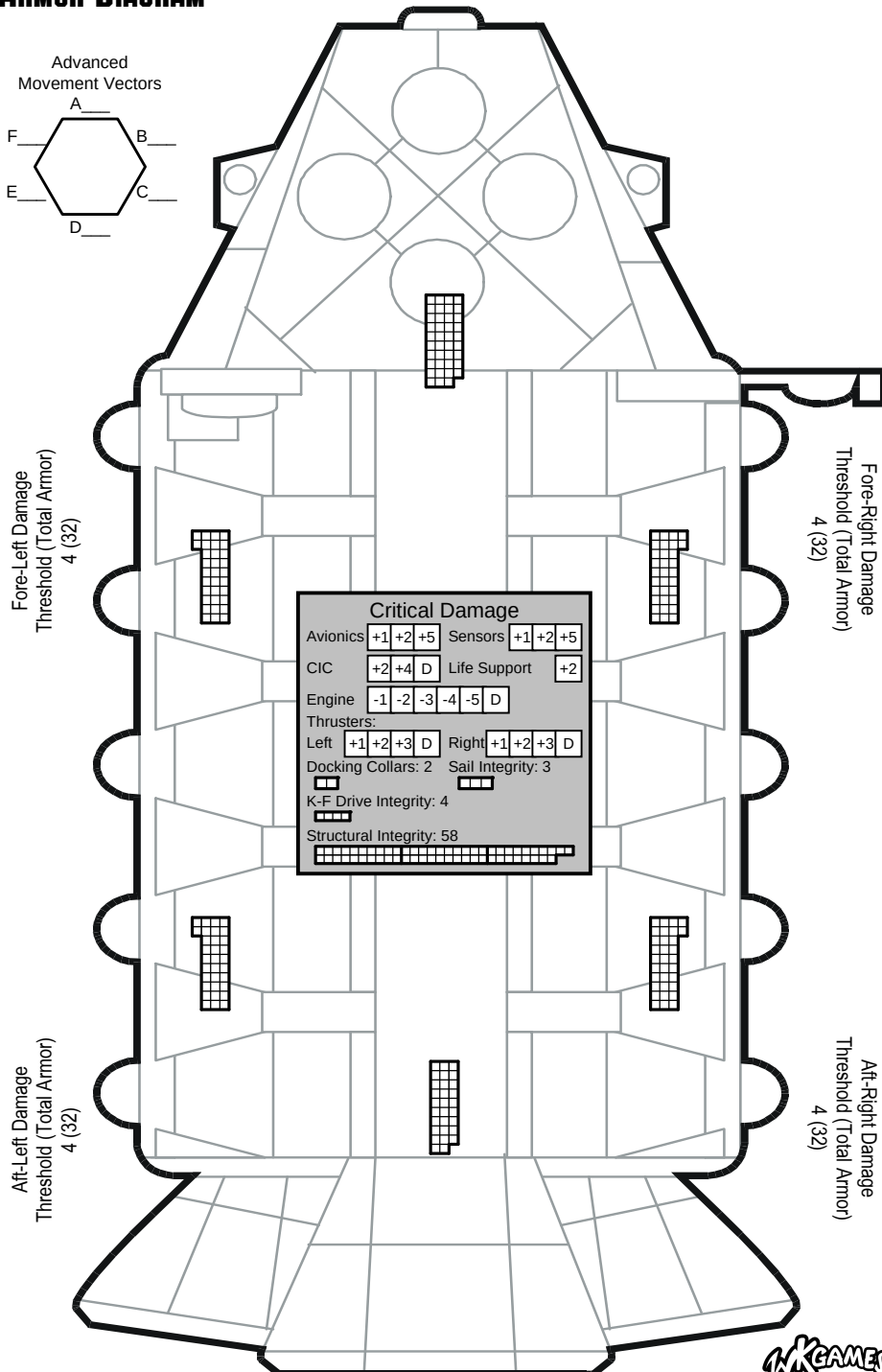
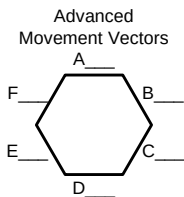
Crew: 152 Passengers: 0 Other: 12

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (39) - Capital Scale

ARMOR DIAGRAM



Battle Value: 35,638

Cost: 9,296,790,000

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: **Venus Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **86,400 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 3 / 3082**
 Fighters/Small Craft: 12 / 0 Launch Rate: 8 / turn
 Life Boats/Escapes: 0 / 24 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
1 Heavy NPPC	Nose	225	15	15	15	15
2 White Shark	Nose	30	6	6	6	6
2 NL35	Nose	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
4 LRM 20	Nose	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	Nose	40	4(40)	4(40)	4(40)	--
4 Small Pulse Laser	Nose	8	1(12)	--	--	--
3 AMS	Nose	3	--	Point Defense		
2 ER Large Laser	FL/FR	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	FL/FR	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	FL/FR	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser	FL/FR	12	2(18)	--	--	--
3 AMS	FL/FR	3	--	Point Defense		
2 ER Large Laser	L/RBS	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	L/RBS	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	L/RBS	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser	L/RBS	12	2(18)	--	--	--
3 AMS	L/RBS	3	--	Point Defense		
2 ER Large Laser	AL/AR	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	AL/AR	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	AL/AR	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser	AL/AR	12	2(18)	--	--	--
3 AMS	AL/AR	3	--	Point Defense		
2 ER Large Laser	Aft	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	Aft	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	Aft	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser	Aft	12	2(18)	--	--	--
3 AMS	Aft	3	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (135-meter diameter)

Cargo: Bay 1: Fighters (12) (4 doors)

Bay 2: Cargo (847 Tons, 2 doors)

Bay 3: Cargo (847 Tons, 2 doors)

Misc: 1 Naval C3 System (864 Tons)

Ammo:

AMS (1,824) LRM 20 (960) White Shark (30)

Total Heat Sinks: 500 (1,000)

Heat Generation per Arc: (1,155 Total)

Nose: 434 Fore Left/Right: 103 x 2

Left/Right Broadside: 103 x 2

Aft Left/Right: 103 x 2 Aft: 103

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 67

Passengers: 24

Other: 24

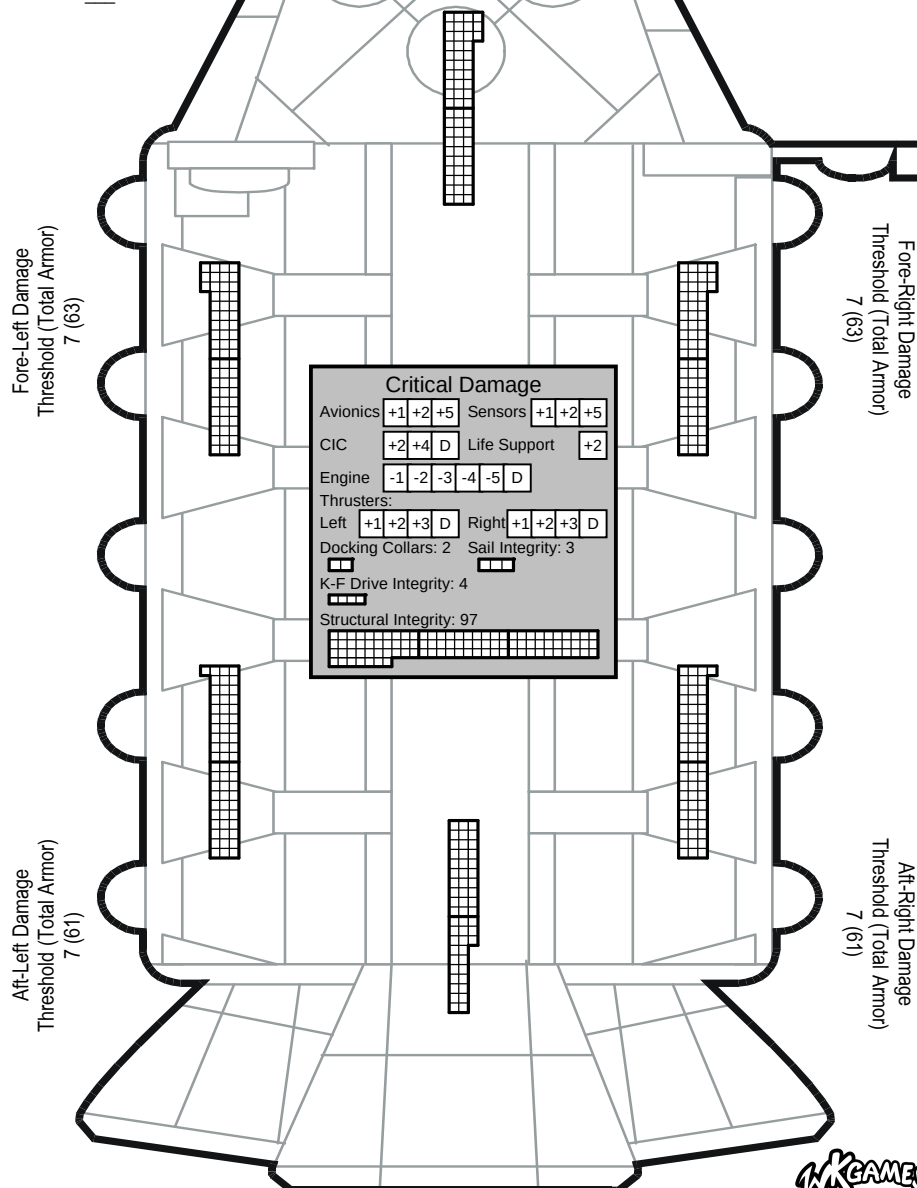
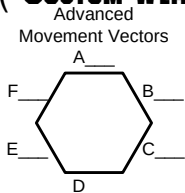
AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
7 (63) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Battle Value: 36,094

Cost: 9,166,006,000

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: **Noton Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **98,200 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Clan / Level 3 / 3089**
 Fighters/Small Craft: 24 / 4 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 0 / 50 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
1 Heavy NPPC	Nose	225	15	15	15	15
2 Piranha*	Nose	18	6	6	6	--
4 NL 30*	Nose	128	12	12	--	--
2 NL 30*	L/RBS	64	6	6	--	--
2 Piranha*	Aft	18	6	6	6	--
2 NL 30*	Aft	64	6	6	--	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
3 AMS	Nose	3	--	Point Defense		
2 ER Large Laser	FL/FR	43	5(51)	4(41)	2(20)	2(20)
3 ER Medium Laser						
2 ER Small Laser						
2 Large Pulse Laser	FL/FR	28	3(34)	3(34)	2(20)	--
2 Medium Pulse Laser						
3 LRM 20+Artemis IV	FL/FR	18	5(48)	5(48)	5(48)	--
3 AMS	FL/FR	3	--	Point Defense		
2 ER Large Laser	L/RBS	43	5(51)	4(41)	2(20)	2(20)
3 ER Medium Laser						
2 ER Small Laser						
2 Large Pulse Laser	L/RBS	24	3(27)	3(27)	2(20)	--
1 Medium Pulse Laser						
3 LRM 20+Artemis IV	L/RBS	18	5(48)	5(48)	5(48)	--
3 AMS	L/RBS	3	--	Point Defense		
2 ER Large Laser	AL/AR	43	5(51)	4(41)	2(20)	2(20)
3 ER Medium Laser						
2 ER Small Laser						
2 Large Pulse Laser	AL/AR	28	3(34)	3(34)	2(20)	--
2 Medium Pulse Laser						
3 LRM 20+Artemis IV	AL/AR	18	5(48)	5(48)	5(48)	--
3 AMS	AL/AR	3	--	Point Defense		
3 AMS	Aft	3	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (100-meter diameter)

Cargo: Bay 1: Fighters (24) (4 doors)
 Bay 2: Small Craft (4) (2 doors)
 Bay 3: Cargo (2,563 Tons, 1 door)

Ammo:

LRM 20 (288) AMS (384) Piranha (40)

Total Heat Sinks: 650 (1,300)

Heat Generation per Arc: (1,131 Total)

Nose: 374 Fore Left/Right: 92 x 2
 Left/Right Broadside: 152 x 2
 Aft Left/Right: 92 x 2 Aft: 85

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 73 Passengers: 68 Other: 68
 Marines: 0 Battle Armor: 90

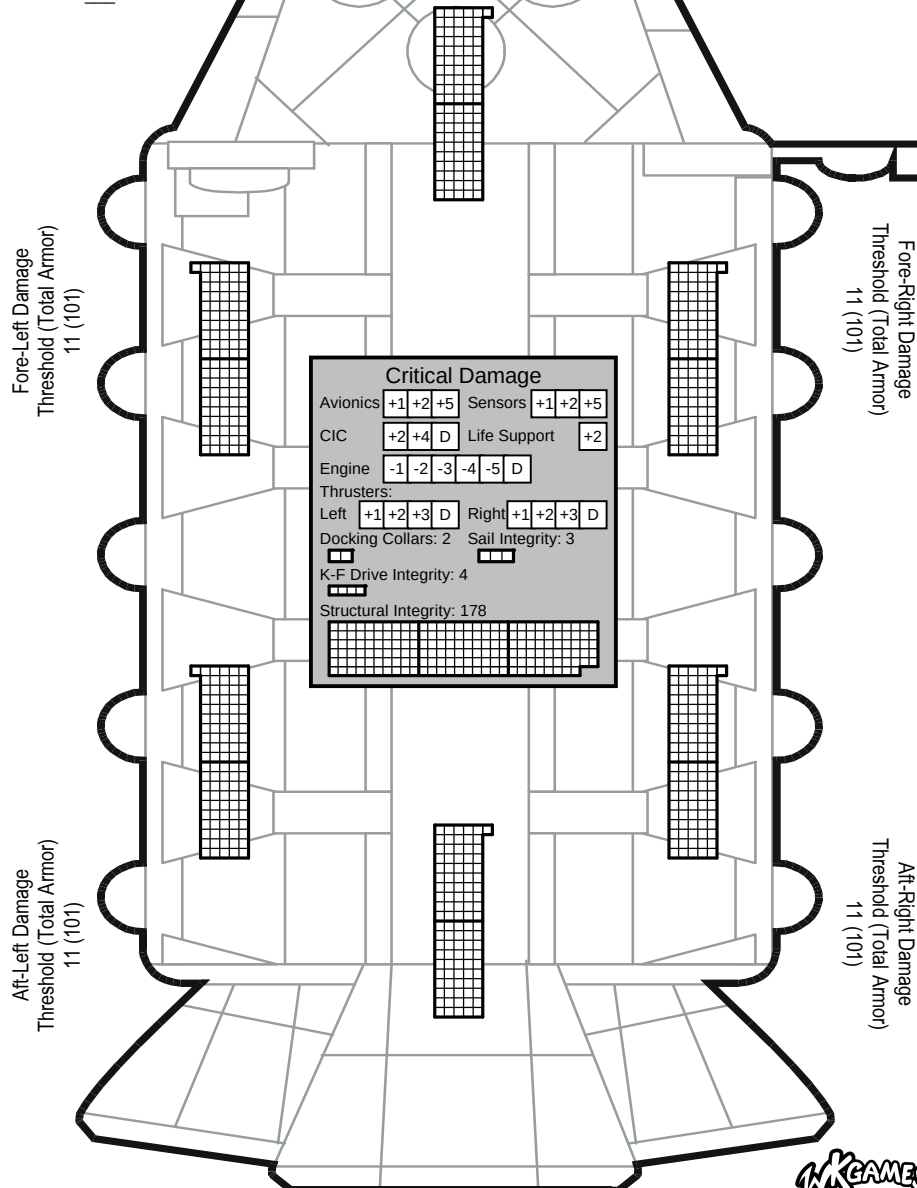
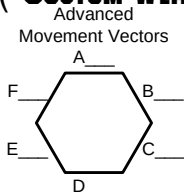
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
11 (101) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Aft Damage Threshold (Total Armor)
11 (101)

Battle Value: 30,774

Cost: 9,161,871,000

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	5,000																			

VESSEL DATA

Name: **Doune Frigate (Human Sphere)**
 Type: **WarShip**
 Mass: **99,900 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 3074**
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 0 / 60 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
1 Piranha*	Nose	9	3	3	3	--
2 NL 10*	Nose	48	2	2	2	--
1 Piranha*	FL/FR	9	3	3	3	--
2 NL 10*	FL/FR	48	2	2	2	--
1 Piranha*	AL/AR	9	3	3	3	--
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
2 ER Large Laser	Nose	40	4(35)	3(26)	2(16)	--
2 ER Medium Laser						
3 ER Small Laser						
5 Large Pulse Laser	Nose	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
2 AMS	Nose	2	--			Point Defense
2 ER Large Laser	FL/FR	40	4(35)	3(26)	2(16)	--
2 ER Medium Laser						
3 ER Small Laser						
5 Large Pulse Laser	FL/FR	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
2 AMS	FL/FR	2	--			Point Defense
2 ER Large Laser	AL/AR	40	4(35)	3(26)	2(16)	--
2 ER Medium Laser						
3 ER Small Laser						
5 Large Pulse Laser	AL/AR	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
2 AMS	AL/AR	2	--			Point Defense
2 ER Large Laser	Aft	40	4(35)	3(26)	2(16)	--
2 ER Medium Laser						
3 ER Small Laser						
5 Large Pulse Laser	Aft	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
2 AMS	Aft	2	--			Point Defense
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (96-meter diameter)

Cargo: Bay 1: Cargo (1,119 Tons)

Ammo: AMS (144) Piranha (120)

Total Heat Sinks: **513 (1,026)**

Heat Generation per Arc: **(1,014 Total)**

Nose: 169 Fore Left/Right: 169 x 2

Left/Right Broadside: 0 x 2

Aft Left/Right: 169 x 2

Aft: 169

Crew Data

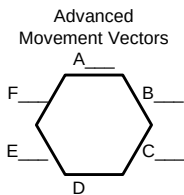
Gunnery Skill:		Piloting Skill:				
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap
Crew: 294	Passengers: 0			Other: 0		
Marines: 0	Battle Armor: 64					

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (28) - Capital Scale

ARMOR DIAGRAM



Fore-Left Damage
Threshold (Total Armor)
3 (30)

Fore-Right Damage
Threshold (Total Armor)
3 (30)

Aft-Left Damage
Threshold (Total Armor)
3 (30)

Aft-Right Damage
Threshold (Total Armor)
3 (30)

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: 3		Sail Integrity: 3	
K-F Drive Integrity: 6			
Structural Integrity: 46			

Aft Damage Threshold (Total Armor)
3 (25)

Battle Value: 44,372

Cost: 11,672,646,000

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	25,000																			

VESSEL DATA

Name: Mouhnr (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

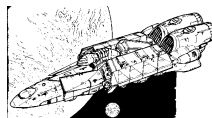
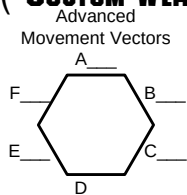
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
7 (62) - Capital Scale

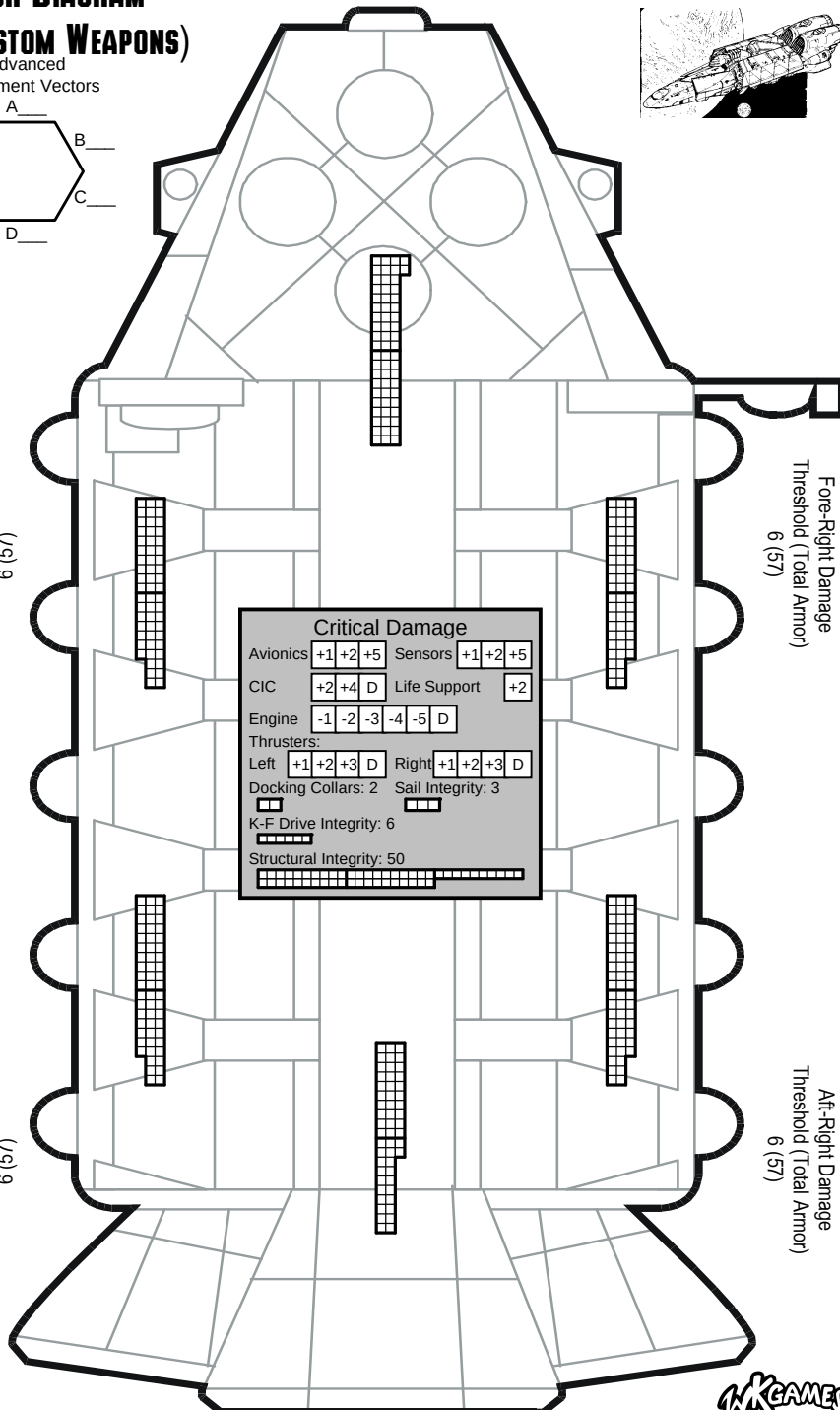
ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
6 (57)

Aft-Left Damage
Threshold (Total Armor)
6 (57)



Aft Damage Threshold (Total Armor)
6 (52)

Cost: 9,785,660,000

Battle Value: 67,875

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																			

VESSEL DATA

Name: Mars Destroyer (Human Sphere)

Type: WarShip

Mass: 240,000 tons

Thrust: Safe Thrust: 5 Max Thrust: 8

Tech: Clan / Level 3 / 3081

Fighters/Small Craft: 12 / 0 Launch Rate: 8 / turn

Life Boats/Escapes: 0 / 24 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
1 NAC/10	Nose	30	10	10	10	--
1 Stingray*	Nose	12	4	4	--	--
2 NAC/10	FL/FR	60	20	20	20	--
2 NAC/10	L/RBS	60	20	20	20	--
1 Stingray*	L/RBS	12	4	4	--	--
2 NAC/10	AL/AR	60	20	20	20	--
1 Stingray*	Aft	12	4	4	--	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 LRM 20	Nose	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	Nose	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser	Nose	12	2(18)	--	--	--
3 AMS	Nose	3	--	Point Defense	--	--
2 ER Large Laser	FL/FR	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	FL/FR	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	FL/FR	40	4(40)	4(40)	4(40)	--
5 Small Pulse Laser	FL/FR	10	2(15)	--	--	--
3 AMS	FL/FR	3	--	Point Defense	--	--
2 ER Large Laser	L/RBS	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	L/RBS	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	L/RBS	40	4(40)	4(40)	4(40)	--
5 Small Pulse Laser	L/RBS	10	2(15)	--	--	--
3 AMS	L/RBS	3	--	Point Defense	--	--
2 ER Large Laser	AL/AR	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	AL/AR	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	AL/AR	40	4(40)	4(40)	4(40)	--
5 Small Pulse Laser	AL/AR	10	2(15)	--	--	--
3 AMS	AL/AR	3	--	Point Defense	--	--
2 ER Large Laser	Aft	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20	Aft	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser	Aft	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser	Aft	12	2(18)	--	--	--
3 AMS	Aft	3	--	Point Defense	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (135-meter diameter)

Cargo: Bay 1: Fighters (12) (4 doors)

Bay 2: Cargo (2,225 Tons, 2 doors)

Bay 3: Cargo (2,225 Tons, 2 doors)

Misc: 1 Naval C3 System (2,400 Tons)

Ammo: AMS (1,824) LRM 20 (960)

Stingray (40) NAC/10 (130)

Total Heat Sinks: 650 (1,300)

Heat Generation per Arc: (1,226 Total)

Nose: 121 Fore Left/Right: 161 x 2

Left/Right Broadside: 173 x 2

Aft Left/Right: 161 x 2 Aft: 115

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

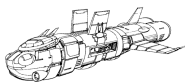
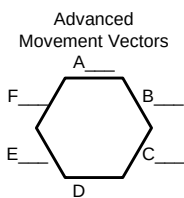
Crew: 124 Passengers: 24 Other: 24

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
6 (53) - Capital Scale

ARMOR DIAGRAM



Fore-Left Damage
Threshold (Total Armor)
5 (48)

Fore-Right Damage
Threshold (Total Armor)
5 (48)

Aft-Left Damage
Threshold (Total Armor)
5 (48)

Aft-Right Damage
Threshold (Total Armor)
5 (48)

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: 4	
K-F Drive Integrity: 9			
Structural Integrity: 40			

Aft Damage Threshold (Total Armor)
5 (43)

Battle Value: 99,987

Cost: 4,847,591,000

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	5,000																			

VESSEL DATA

Name: Vincent Mk 43 Destroyer (Human Sphere) Mars

Type: WarShip

Mass: 412,000 tons

Thrust: Safe Thrust: 4 Max Thrust: 6

Tech: Inner Sphere / Level 3 / 2432

Fighters/Small Craft: 6 / 4 Launch Rate: 6 / turn

Life Boats/Escape Pods: 0 / 8 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 Kraken-T	Nose	100	20	20	20	20
3 Heavy NPPC	FL/FR	675	45	45	45	45
1 NAC/30	FL/FR	100	30	30	30	--
3 Heavy NPPC	L/RBS	675	45	45	45	45
1 NAC/30	L/RBS	100	30	30	30	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 Light Gauss Rifle	Nose	4	3(32)	3(32)	3(32)	3(32)
3 MRM 40	Nose	36	7(72)	7(72)	--	--
5 LRM 20+Artemis IV	FL/FR	30	8(80)	8(80)	8(80)	--
10 Large Laser	FL/FR	80	8(80)	8(80)	--	--
4 Light Gauss Rifle	L/RBS	4	3(32)	3(32)	3(32)	3(32)
10 Large Laser	L/RBS	80	8(80)	8(80)	--	--
3 MRM 40	L/RBS	36	7(72)	7(72)	--	--
5 LRM 20+Artemis IV	AL/AR	30	8(80)	8(80)	8(80)	--
10 Large Laser	AL/AR	80	8(80)	8(80)	--	--
4 Light Gauss Rifle	Aft	4	3(32)	3(32)	3(32)	3(32)
3 MRM 40	Aft	36	7(72)	7(72)	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (60-meter diameter)

Cargo: Bay 1: Fighters (6) (2 doors)

Bay 2: Small Craft (4) (1 door)

Bay 3: Cargo (40,140 Tons, 1 door)

Ammo: LRM 20 (216) NAC/30 (200)
MRM 40 (120) Lt Gauss (192) Kraken-T (20)

Total Heat Sinks: 3,960 Single

Heat Generation per Arc: (3,960 Total)

Nose: 140 Fore Left/Right: 885 x 2

Left/Right Broadside: 895 x 2

Aft Left/Right: 110 x 2

Aft: 40

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 113

Passengers: 32

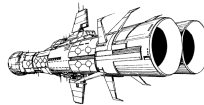
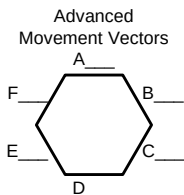
Other: 32

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
17 (166) - Capital Scale

ARMOR DIAGRAM



Fore-Left Damage
Threshold (Total Armor)
21 (202)

Fore-Right Damage
Threshold (Total Armor)
21 (202)

Aft-Left Damage
Threshold (Total Armor)
21 (202)

Aft-Right Damage
Threshold (Total Armor)
21 (202)

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:	8	Sail Integrity:	4
K-F Drive Integrity:	10		
Structural Integrity:	108		

Aft Damage Threshold (Total Armor)
17 (165)

Cost: 24,113,478,000

Battle Value: 107,101

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	12,500																			

VESSEL DATA

Name: **Alexander Cruiser (Human Sphere)**

Type: **WarShip**

Mass: **451,800 tons**

Thrust: Safe Thrust: **4** Max Thrust: **6**

Tech: **Clan / Level 3 / 3087**

Fighters/Small Craft: 12 / 4 Launch Rate: 16 / turn

Life Boats/Escape Pods: 24 / 24 DropShips: 8

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
5 NL55	FL/FR	425	28	28	28	28
8 NL55	L/RBS	680	44	44	44	44
5 NL55	AL/AR	425	28	28	28	28

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	Nose	24	2(20)	2(20)	2(20)	2(20)
4 Large Pulse Laser	Nose	56	7(68)	7(68)	4(40)	--
4 Medium Pulse Laser						
4 Small Pulse Laser	Nose	8	1(12)	--	--	--
4 AMS	Nose	4	--	Point Defense		
8 ER Large Laser	FL/FR	96	8(80)	8(80)	8(80)	8(80)
16 Large Pulse Laser	FL/FR	224	27(272)	27(272)	16(160)	--
16 Medium Pulse Laser						
8 ER Large Laser	L/RBS	96	8(80)	8(80)	8(80)	8(80)
16 Large Pulse Laser	L/RBS	224	27(272)	27(272)	16(160)	--
16 Medium Pulse Laser						
16 Small Pulse Laser	L/RBS	32	5(48)	--	--	--
4 AMS	L/RBS	4	--	Point Defense		
8 ER Large Laser	AL/AR	96	8(80)	8(80)	8(80)	8(80)
16 Large Pulse Laser	AL/AR	224	27(272)	27(272)	16(160)	--
16 Medium Pulse Laser						
2 ER Large Laser	Aft	24	2(20)	2(20)	2(20)	2(20)
4 Large Pulse Laser	Aft	56	7(68)	7(68)	4(40)	--
4 Medium Pulse Laser						
4 Small Pulse Laser	Aft	8	1(12)	--	--	--
4 AMS	Aft	4	--	Point Defense		
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (110-meter diameter)

Cargo: Bay 1: Fighters (12) (6 doors)

Bay 2: Small Craft (4) (2 doors)

Bay 3: Cargo (12,401 Tons, 5 doors)

Ammo: AMS (1,200)

Total Heat Sinks: 2,634 (5,268)

Heat Generation per Arc: (5,236 Total)

Nose: 92 Fore Left/Right: 745 x 2

Left/Right BroadSides: 1,036 x 2

Aft Left/Right: 745 x 2

Aft: 92

Crew Data

Gunnery Skill:		Piloting Skill:	
Hits Taken	1 2 3 4 5 6		
Modifier	+1 +2 +3 +4 +5 Incap		

Crew: 244

Passengers: 0

Other: 44

Marines: 0

Battle Armor: 30

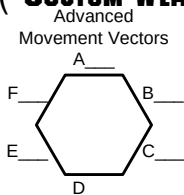
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
8 (80) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
7 (63)

Fore-Right Damage
Threshold (Total Armor)
7 (63)

Aft-Left Damage
Threshold (Total Armor)
6 (60)

Aft-Right Damage
Threshold (Total Armor)
6 (60)

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: 4		Sail Integrity: 4	
K-F Drive Integrity: 12			
Structural Integrity: 60			

Aft Damage Threshold (Total Armor)
7 (70)

Battle Value: 50,770

Cost: 14,590,510,000

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: Suffren Cruiser (Human Sphere) Anastasius Focht

Type: WarShip

Mass: 540,000 tons

Thrust: Safe Thrust: 3 Max Thrust: 5

Tech: Clan / Level 3 / 3062

Fighters/Small Craft: 0 / 8 Launch Rate: 2 / turn

Life Boats/Escape Pods: 150 / 100 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
3 Heavy NPPC (C)	Nose	675	45	45	45	45
1 NAC/40 (C)	Nose	135	40	40	--	--
1 NAC/40 (C)	Nose	135	40	40	--	--
3 Piranha (C)*	Nose	27	9	9	9	--
2 Swordfish (C)*	Nose	30	8	--	--	--
3 NL45 (C)	FL/FR	210	14	14	14	14
3 Piranha (C)*	FL/FR	27	9	9	9	--
1 Medium NPPC (C)	L/RBS	135	9	9	9	9
1 Piranha (C)*	L/RBS	9	3	3	3	--
2 NAC/20 (C)	L/RBS	120	40	40	40	--
2 Swordfish (C)*	L/RBS	30	8	--	--	--
3 NL45 (C)	AL/AR	210	14	14	14	14
3 Piranha (C)*	AL/AR	27	9	9	9	--
1 NAC/40 (C)	Aft	135	40	40	--	--
1 NAC/40 (C)	Aft	135	40	40	--	--
2 Swordfish (C)*	Aft	30	8	--	--	--

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 (C)	Nose	48	4(40)	4(40)	4(40)	4(40)
2 Gauss Rifle (C)	Nose	2	3(30)	3(30)	3(30)	--
2 LRM 20 (C)+Artemis IV	Nose	12	3(32)	3(32)	3(32)	--
3 Small Pulse Laser (C)	Nose	6	1(9)	--	--	--
4 ER Large Laser (C)	FL/FR	48	4(40)	4(40)	4(40)	4(40)
2 LRM 20 (C)+Artemis IV	L/RBS	12	3(32)	3(32)	3(32)	--
3 Small Pulse Laser (C)	L/RBS	6	1(9)	--	--	--
4 ER Large Laser (C)	AL/AR	48	4(40)	4(40)	4(40)	4(40)
4 ER Large Laser (C)	Aft	48	4(40)	4(40)	4(40)	4(40)
2 Gauss Rifle (C)	Aft	2	3(30)	3(30)	3(30)	--
2 LRM 20 (C)+Artemis IV	Aft	12	3(32)	3(32)	3(32)	--
3 Small Pulse Laser (C)	Aft	6	1(9)	--	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (125-meter diameter)

Grav Deck #2: (115-meter diameter)

Cargo: Bay 1: Small Craft (8) (1 door)

Bay 2: Cargo (78,099 Tons, 1 door)

Bay 3: Marines (1) (252) (3 doors)

Misc: 1 Naval C3 System (5,400 Tons)

Ammo:

NAC/20 (400)	LRM 20 (192)	Gauss (128)
Swordfish (80)	Piranha (170)	NAC/40 (400)

Total Heat Sinks: 486 (972)

Heat Generation per Arc: (3,202 Total)

Nose: 1,070 Fore Left/Right: 285 x 2

Left/Right Broadside: 312 x 2

Aft Left/Right: 285 x 2 Aft: 368

Crew Data

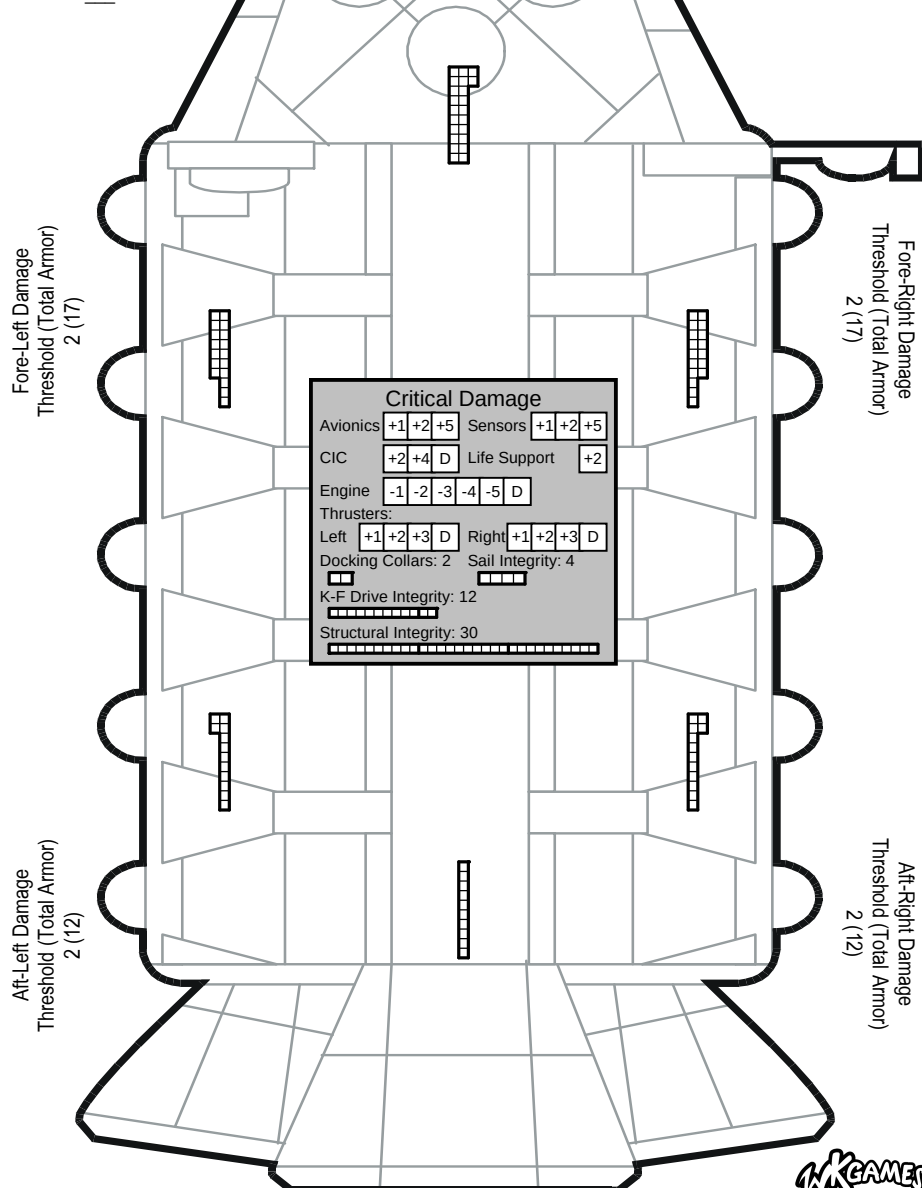
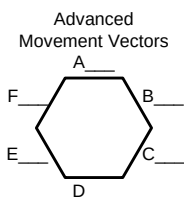
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Modifier	+1 +2 +3 +4 +5 Incap
Crew: 250	Passengers: 0 Other: 292

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
3 (22) - Capital Scale

ARMOR DIAGRAM



Battle Value: 20,867

Aft Damage Threshold (Total Armor)
1 (10)

Cost: 30,417,123,000

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																			

VESSEL DATA

Name: Faslane YardShip (Human Sphere)

Type: WarShip

Mass: 550,000 tons

Thrust: Safe Thrust: 2 Max Thrust: 3

Tech: Clan / Level 3 / 2882

Fighters/Small Craft: 0 / 2 Launch Rate: 4 / turn

Life Boats/Escapes: 10 / 10 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
1 Medium NPPC	Nose	135	9	9	9	9
1 NAC/10	Nose	30	10	10	10	--
1 Medium NPPC	FL/FR	135	9	9	9	9
1 Medium NPPC	L/RBS	135	9	9	9	9
1 NAC/20	L/RBS	60	20	20	20	--
1 Medium NPPC	AL/AR	135	9	9	9	9
1 Medium NPPC	Aft	135	9	9	9	9
1 NAC/10	Aft	30	10	10	10	--

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	4(40)	4(40)	4(40)	4(40)
2 LRM 20+Artemis IV	Nose	12	3(32)	3(32)	3(32)	--
4 ER Large Laser	FL/FR	48	4(40)	4(40)	4(40)	4(40)
2 LRM 20+Artemis IV	FL/FR	12	3(32)	3(32)	3(32)	--
4 ER Large Laser	L/RBS	48	4(40)	4(40)	4(40)	4(40)
2 LRM 20+Artemis IV	L/RBS	12	3(32)	3(32)	3(32)	--
4 ER Large Laser	AL/AR	48	4(40)	4(40)	4(40)	4(40)
2 LRM 20+Artemis IV	AL/AR	12	3(32)	3(32)	3(32)	--
4 ER Large Laser	Aft	48	4(40)	4(40)	4(40)	4(40)
2 LRM 20+Artemis IV	Aft	12	3(32)	3(32)	3(32)	--
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (110-meter diameter)

Cargo: Bay 1: Small Craft (2) (2 doors)

Bay 2: Cargo (126,518 Tons, 2 doors)

Bay 3: 2,000,000 T Unpress. Rep. Facil., 1 door

Misc: 1 Naval C3 System (5,500 Tons)

Ammo:

NAC/20 (100) LRM 20 (192) NAC/10 (200)

Total Heat Sinks: 817 Single

Heat Generation per Arc: (1,740 Total)

Nose: 225 Fore Left/Right: 195 x 2

Left/Right Broadside: 255 x 2

Aft Left/Right: 195 x 2

Aft: 225

Crew Data

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 132

Passengers: 100

Other: 10

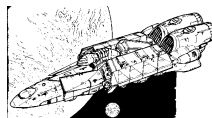
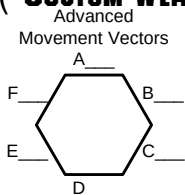
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
14 (131) - Capital Scale

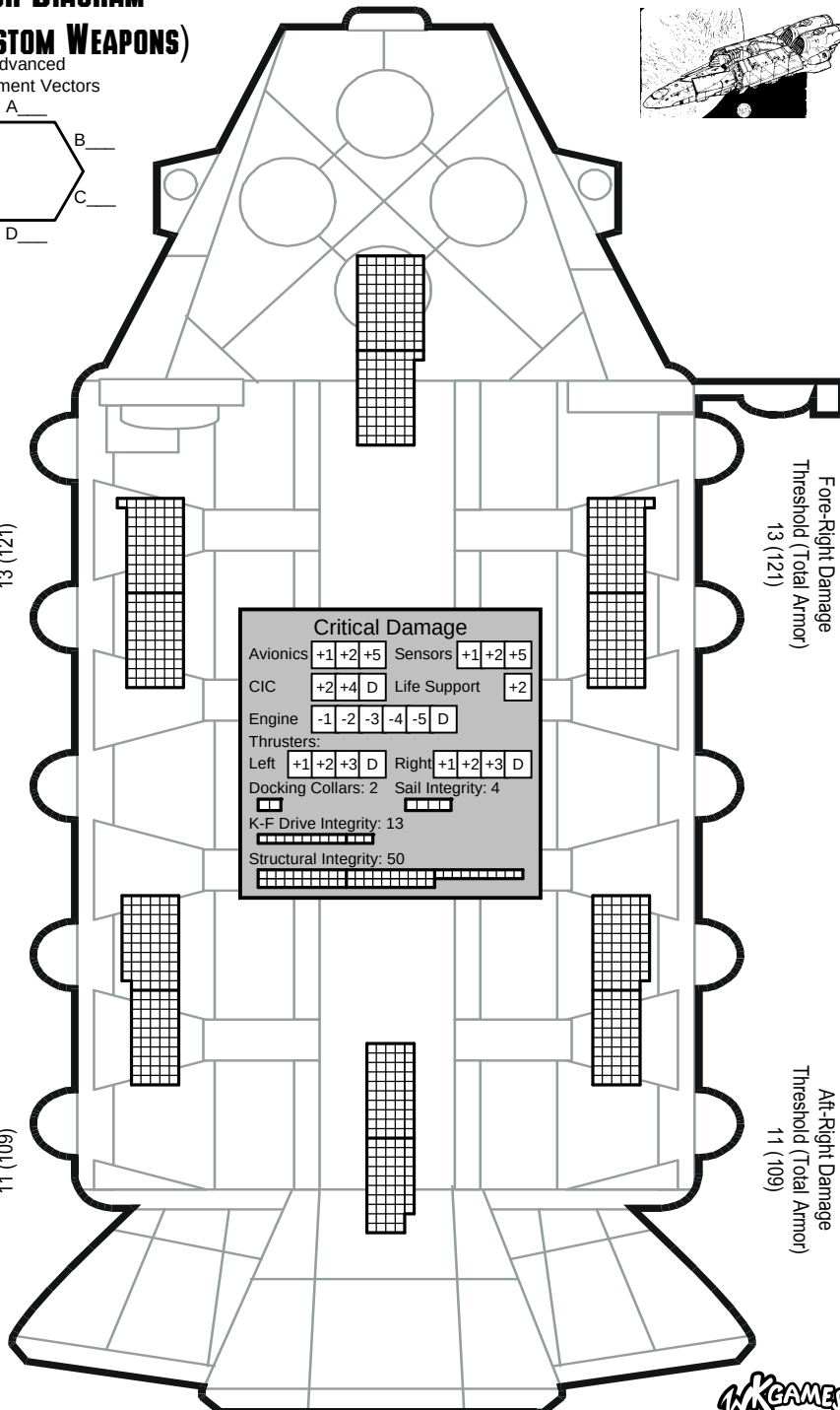
ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
13 (121)

Aft-Left Damage
Threshold (Total Armor)
11 (109)



Aft Damage Threshold (Total Armor)
10 (98)

Fore-Right Damage
Threshold (Total Armor)
13 (121)

Aft-Right Damage
Threshold (Total Armor)
11 (109)

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:	2				
Sail Integrity:	4				
K-F Drive Integrity:	13				
Structural Integrity:	50				

Battle Value: 127,336

Cost: 11,283,872,000

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																			

VESSEL DATA

Name: **Dante Cruiser (Human Sphere)**
 Type: **WarShip**
 Mass: **610,000 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Clan / Level 3 / 3080**
 Fighters/Small Craft: 12 / 0 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 0 / 24 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 NAC/30 (C)	Nose	200	60	60	60	--
1 Piranha (C)*	Nose	9	3	3	3	--
2 NAC/30 (C)	FL/FR	200	60	60	60	--
2 Piranha (C)*	FL/FR	18	6	6	6	--
2 NAC/30 (C)	L/RBS	200	60	60	60	--
2 NAC/35 (C)	L/RBS	240	70	70	--	--
2 Piranha (C)*	L/RBS	18	6	6	6	--
2 Stingray (C)*	L/RBS	24	7	7	--	--
2 NAC/30 (C)	AL/AR	200	60	60	60	--
2 Piranha (C)*	AL/AR	18	6	6	6	--
1 Piranha (C)*	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 LRM 20 (C)	Nose	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser (C)	Nose	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser (C)	Nose	12	2(18)	--	--	--
3 AMS (C)	Nose	3	--	Point Defense	--	--
2 ER Large Laser (C)	FL/FR	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20 (C)	FL/FR	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser (C)	FL/FR	40	4(40)	4(40)	4(40)	--
5 Small Pulse Laser (C)	FL/FR	10	2(15)	--	--	--
3 AMS (C)	FL/FR	3	--	Point Defense	--	--
2 ER Large Laser (C)	L/RBS	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20 (C)	L/RBS	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser (C)	L/RBS	40	4(40)	4(40)	4(40)	--
3 Small Pulse Laser (C)	L/RBS	6	1(9)	--	--	--
3 AMS (C)	L/RBS	3	--	Point Defense	--	--
2 ER Large Laser (C)	AL/AR	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20 (C)	AL/AR	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser (C)	AL/AR	40	4(40)	4(40)	4(40)	--
5 Small Pulse Laser (C)	AL/AR	10	2(15)	--	--	--
3 AMS (C)	AL/AR	3	--	Point Defense	--	--
2 ER Large Laser (C)	Aft	24	2(20)	2(20)	2(20)	2(20)
4 LRM 20 (C)	Aft	24	5(48)	5(48)	5(48)	--
4 Large Pulse Laser (C)	Aft	40	4(40)	4(40)	4(40)	--
6 Small Pulse Laser (C)	Aft	12	2(18)	--	--	--
3 AMS (C)	Aft	3	--	Point Defense	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (135-meter diameter)

Cargo: Bay 1: Fighters (12) (4 doors)

Bay 2: Cargo (10,610 Tons, 2 doors)

Bay 3: Cargo (10,610 Tons, 2 doors)

Misc: 1 Naval C3 System (6,100 Tons)

Ammo:

Stingray (40)	NAC/35 (100)	AMS (1,824)
LRM 20 (960)	Piranha (160)	NAC/30 (140)

Total Heat Sinks: 650 (1,300)

Heat Generation per Arc: (2,834 Total)

Nose: 288 Fore Left/Right: 319 x 2

Left/Right BroadSides: 579 x 2

Aft Left/Right: 319 x 2 Aft: 112

Crew Data

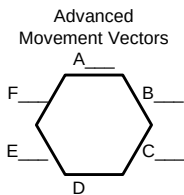
Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap
Crew: 188	Passengers: 24			Other: 24		

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (37) - Capital Scale

ARMOR DIAGRAM



Fore-Left Damage
Threshold (Total Armor)
4 (37)

Fore-Right Damage
Threshold (Total Armor)
4 (37)

Aft-Left Damage
Threshold (Total Armor)
4 (37)

Aft-Right Damage
Threshold (Total Armor)
4 (37)

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: 4	
K-F Drive Integrity: 13			
Structural Integrity: 60			

Aft Damage Threshold (Total Armor)
4 (35)

Cost: 5,922,643,600

Battle Value: 60,647

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	3,000																			

VESSEL DATA

Name: **Essex Cruiser (Human Sphere) Hammerstrike**
 Type: **WarShip**
 Mass: **612,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Clan / Level 3 / 2711**
 Fighters/Small Craft: 0 / 4 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 6 / 6 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 NAC/20 (C)	Nose	120	40	40	40	--
3 NAC/20 (C)	FL/FR	180	60	60	60	--
1 Barracuda (C)	FL/FR	10	2	2	2	2
2 Medium NPPC (C)	L/RBS	270	18	18	18	18
2 NL35 (C)	L/RBS	104	7	7	7	--
2 Medium NPPC (C)	AL/AR	270	18	18	18	18
2 NL35 (C)	AL/AR	104	7	7	7	--
2 NAC/20 (C)	Aft	120	40	40	40	--
2 NAC/20 (C)	Aft	120	40	40	40	--
1 Barracuda (C)	Aft	10	2	2	2	2

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
--------------------	-----	------	-----	-----	-----	-----

5 ER Large Laser (C)	Nose	60	5(50)	5(50)	5(50)	5(50)
3 AMS (C)	Nose	3	--		Point Defense	
3 Large Pulse Laser (C)	FL/FR	30	3(30)	3(30)	3(30)	--
5 ER Large Laser (C)	L/RBS	60	5(50)	5(50)	5(50)	5(50)
3 AMS (C)	L/RBS	3	--		Point Defense	
3 Large Pulse Laser (C)	AL/AR	30	3(30)	3(30)	3(30)	--
5 ER Large Laser (C)	Aft	60	5(50)	5(50)	5(50)	5(50)
3 AMS (C)	Aft	3	--		Point Defense	
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (55-meter diameter)

Cargo: Bay 1: BattleMechs (6) (2 doors)

Bay 2: Small Craft (4) (2 doors)

Bay 3: Cargo (117,753 Tons, 1 door)

Misc: 1 Naval C3 System (6,120 Tons)

Ammo:

Barracuda (30) AMS (960) NAC/20 (200)

Total Heat Sinks: 746 (1,492)

Heat Generation per Arc: (2,618 Total)

Nose: 183 Fore Left/Right: 220 x 2

Left/Right Broadside: 437 x 2

Aft Left/Right: 404 x 2 Aft: 313

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 208

Passengers: 0

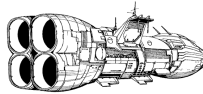
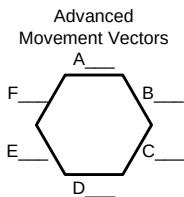
Other: 32

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
5 (48) - Capital Scale

ARMOR DIAGRAM



Fore-Left Damage
Threshold (Total Armor)
5 (48)

Fore-Right Damage
Threshold (Total Armor)
5 (48)

Aft-Left Damage
Threshold (Total Armor)
5 (48)

Aft-Right Damage
Threshold (Total Armor)
5 (48)

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: 4	
K-F Drive Integrity: 14			
Structural Integrity: 50			

Aft Damage Threshold (Total Armor)
5 (48)

Battle Value: 57,408

Cost: 4,747,901,600

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	3,000																			

VESSEL DATA

Name: Lola III Cruiser (Human Sphere) Darius

Type: WarShip

Mass: 678,000 tons

Thrust: Safe Thrust: 4 Max Thrust: 6

Tech: Inner Sphere / Level 3 / 2662

Fighters/Small Craft: 6 / 4 Launch Rate: 4 / turn

Life Boats/Escape Pods: 0 / 8 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 NL55 (IS)	Nose	170	11	11	11	11
3 NL55 (IS)	FL/FR	255	17	17	17	17
1 White Shark (IS)	FL/FR	15	3	3	3	3
4 NAC/10 (IS)	L/RBS	120	40	40	40	--
1 NL45 (IS)	L/RBS	70	5	5	5	5
2 Barracuda (IS)	L/RBS	20	4	4	4	4
4 NAC/10 (IS)	AL/AR	120	40	40	40	--
1 NL45 (IS)	AL/AR	70	5	5	5	5
4 NL55 (IS)	Aft	340	22	22	22	22
1 Barracuda (IS)	Aft	10	2	2	2	2

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	38	4(44)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 ER Small Laser (C)						
4 Large Pulse Laser (C)	FL/FR	40	4(40)	4(40)	4(40)	--
3 ER Large Laser (C)	L/RBS	36	3(30)	3(30)	3(30)	3(30)
4 Ultra AC/20 (C)	L/RBS	56	12(120)	12(120)	--	--
5 Large Pulse Laser (C)	AL/AR	50	5(50)	5(50)	5(50)	--
2 ER Large Laser (C)	Aft	38	4(44)	3(34)	2(20)	2(20)
2 ER Medium Laser (C)						
2 ER Small Laser (C)						
1 Lithium Fusion Battery						

Cargo: Bay 1: Fighters (6) (1 door)

Bay 2: Small Craft (4) (1 door)

Bay 3: Cargo (108,047 Tons, 1 door)

Ammo: Ult AC/20 (160/2) Barracuda (50)

NAC/10 (400) White Shark (20)

Total Heat Sinks: 742 (1,484)

Heat Generation per Arc: (2,300 Total)

Nose: 208 Fore Left/Right: 310 x 2

Left/Right Broadside: 302 x 2

Aft Left/Right: 240 x 2 Aft: 388

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 154

Passengers: 0

Other: 32

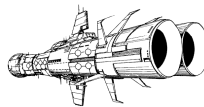
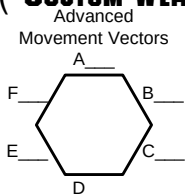
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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
10 (91) - Capital Scale

ARMOR DIAGRAM

(*CUSTOM WEAPONS)



Fore-Left Damage
Threshold (Total Armor)
11 (101)

Aft-Left Damage
Threshold (Total Armor)
11 (101)

Fore-Right Damage
Threshold (Total Armor)
11 (101)

Aft-Right Damage
Threshold (Total Armor)
11 (101)

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: 15					
Structural Integrity: 75					

Aft Damage Threshold (Total Armor)
10 (91)

Cost: 16,552,326,000

Battle Value: 160,459

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: Aegis Battleship (Human Sphere) Manassas

Type: WarShip

Mass: 745,000 tons

Thrust: Safe Thrust: 2 Max Thrust: 3

Tech: Clan / Level 3 / 2372

Fighters/Small Craft: 18 / 10 Launch Rate: 12 / turn

Life Boats/Escape Pods: 20 / 0 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
2 NAC/35 (C)	Nose	240	70	70	--	--
2 NAC/35 (C)	FL/FR	240	70	70	--	--
3 White Shark (C)	FL/FR	45	9	9	9	9
5 Manta Ray (C)*	FL/FR	105	25	--	--	--
3 NAC/20 (C)	L/RBS	180	60	60	60	--
3 NAC/20 (C)	L/RBS	180	60	60	60	--
2 NAC/35 (C)	L/RBS	240	70	70	--	--
2 NAC/35 (C)	L/RBS	240	70	70	--	--
3 NL55 (C)	L/RBS	255	17	17	17	17
1 Barracuda (C)	L/RBS	10	2	2	2	2
1 Manta Ray (C)*	L/RBS	21	5	--	--	--
3 NAC/20 (C)	AL/AR	180	60	60	60	--
3 NAC/20 (C)	AL/AR	180	60	60	60	--
3 NL55 (C)	AL/AR	255	17	17	17	17
1 Barracuda (C)	AL/AR	10	2	2	2	2
5 Manta Ray (C)*	AL/AR	105	25	--	--	--
2 NAC/35 (C)	Aft	240	70	70	--	--
2 NAC/35 (C)	Aft	240	70	70	--	--
4 NL45 (C)	Aft	280	18	18	18	18
2 White Shark (C)	Aft	30	6	6	6	6

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
5 ER Large Laser (C)	Nose	60	5(50)	5(50)	5(50)	5(50)
5 Large Pulse Laser (C)	FL/FR	50	5(50)	5(50)	5(50)	--
5 ER Large Laser (C)	L/RBS	60	5(50)	5(50)	5(50)	5(50)
5 Large Pulse Laser (C)	AL/AR	50	5(50)	5(50)	5(50)	--
5 ER Large Laser (C)	Aft	60	5(50)	5(50)	5(50)	5(50)
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (90-meter diameter)

Cargo: Bay 1: Fighters (18) (4 doors)

Bay 2: Small Craft (10) (2 doors)

Bay 3: Cargo (65,545 Tons, 1 door)

Misc: 1 Naval C3 System (7,450 Tons)

Ammo: Barracuda (40) NAC/20 (240)

Manta Ray (220) White Shark (80) NAC/35 (200)

Total Heat Sinks: 2,046 (4,092)

Heat Generation per Arc: (5,962 Total)

Nose: 300 Fore Left/Right: 440 x 2

Left/Right Broadside: 1,186 x 2

Aft Left/Right: 780 x 2 Aft: 850

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

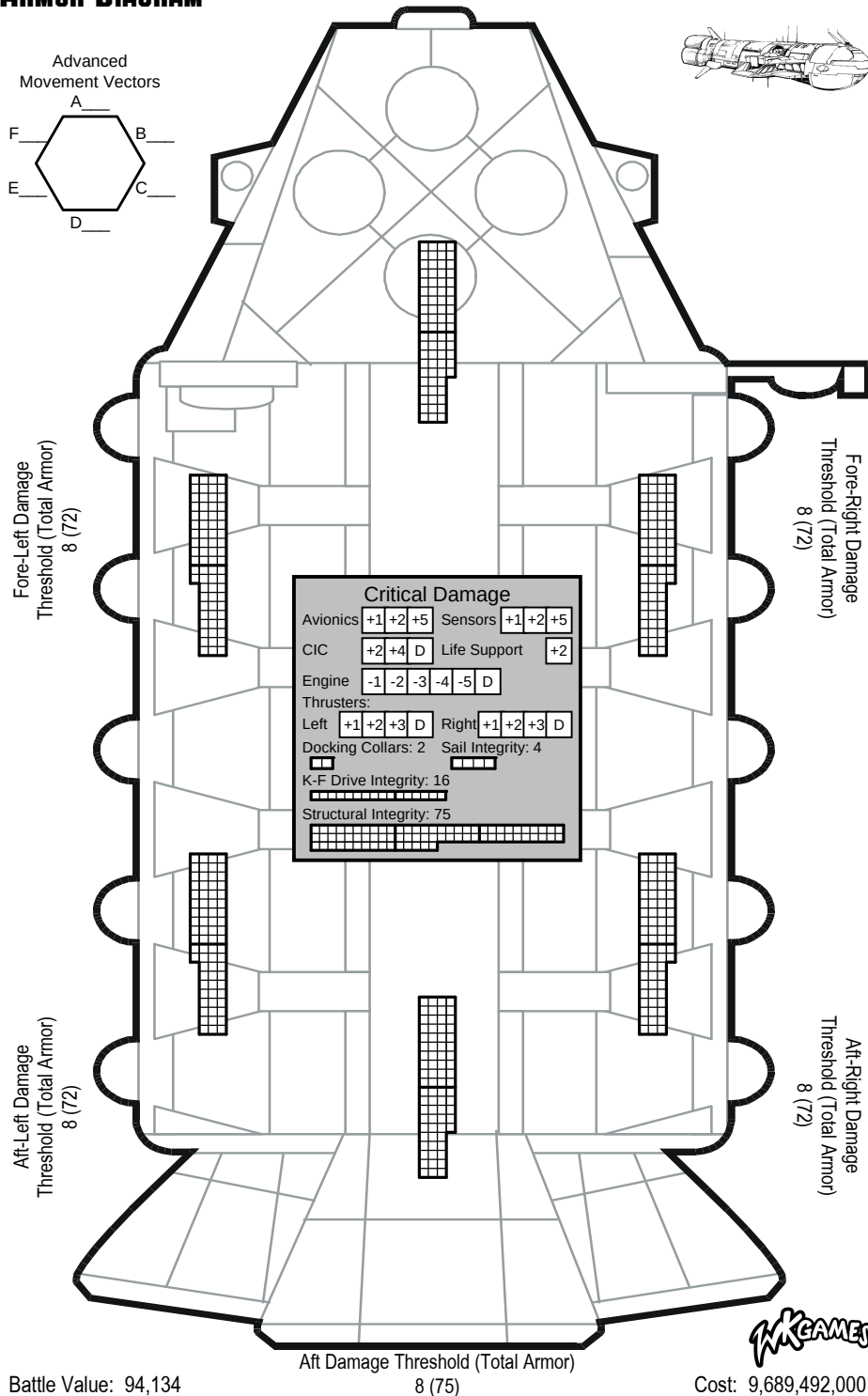
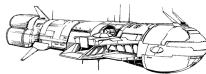
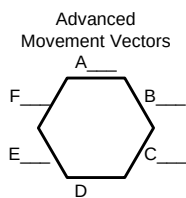
Crew: 180 Passengers: 0 Other: 86

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WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
8 (75) - Capital Scale

ARMOR DIAGRAM



Battle Value: 94,134

Cost: 9,689,492,000

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	5,000																			

VESSEL DATA

Name: Congress Battleship (Human Sphere) Beowulf
Type: WarShip
Mass: 760,000 tons
Thrust: Safe Thrust: 3 Max Thrust: 5
Tech: Inner Sphere / Level 3 / 2542
Fighters/Small Craft: 6 / 4 Launch Rate: 4 / turn
Life Boats/Escape Pods: 8 / 8 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	
1 Killer Whale (IS)	Nose	20	4	4	4	4	
2 NAC/30 (IS)	FL/FR	200	60	60	60	--	
2 NAC/10 (IS)	L/RBS	60	20	20	20	--	
1 White Shark (IS)	L/RBS	15	3	3	3	3	
1 NAC/30 (IS)	AL/AR	100	30	30	30	--	
2 NAC/10 (IS)	AL/AR	60	20	20	20	--	
2 NAC/30 (IS)	Aft	200	60	60	60	--	

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV	
1 LRM 20 (C)+Artemis IV	Nose	6	2(16)	2(16)	2(16)	--	
2 Ultra AC/20 (C)	FL/FR	28	6(60)	6(60)	--	--	
2 ER Large Laser (C)	L/RBS	24	2(20)	2(20)	2(20)	2(20)	
1 LRM 20 (C)+Artemis IV	L/RBS	6	2(16)	2(16)	2(16)	--	
2 Ultra AC/20 (C)	L/RBS	28	6(60)	6(60)	--	--	
2 ER Large Laser (C)	AL/AR	24	2(20)	2(20)	2(20)	2(20)	
3 Ultra AC/20 (C)	AL/AR	42	9(90)	9(90)	--	--	
2 Ultra AC/20 (C)	Aft	28	6(60)	6(60)	--	--	
1 Lithium Fusion Battery							

Grav Decks: Grav Deck #1: (90-meter diameter)

Cargo: Bay 1: Fighters (6) (1 door)

Bay 2: Small Craft (4) (1 door)

Bay 3: Cargo (158,027 Tons, 1 door)

Ammo:

White Shark (20) NAC/10 (300) Ult AC/20 (1,000/2)
NAC/30 (200) LRM 20 (36) Killer Whale (10)

Total Heat Sinks: 604 (1,208)

Heat Generation per Arc: (1,428 Total)

Nose: 26 Fore Left/Right: 228 x 2

Left/Right Broadside: 133 x 2

Aft Left/Right: 226 x 2

Aft: 228

Crew Data

Gunnery Skill:

Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 256

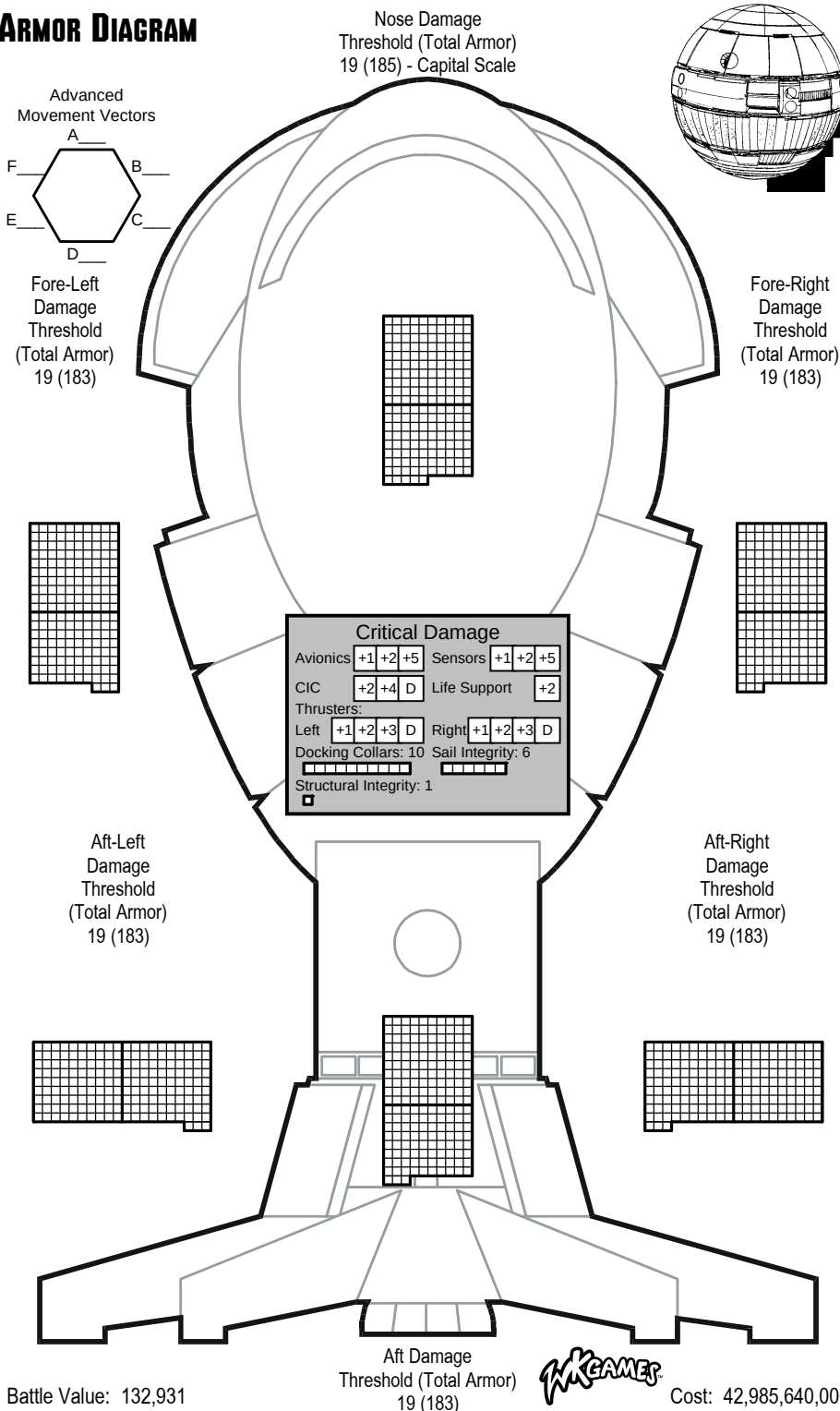
Passengers: 0

Other: 32

AEROTECH 2™

SPACE STATION RECORD SHEET

ARMOR DIAGRAM



Battle Value: 132,931

Cost: 42,985,640,000

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	50,000																			

VESSEL DATA

Name: White Mantle Recharge Station (Human Sphere)

Type: Space Station

Mass: 1,500,000 tons

Thrust: Safe Thrust: 0 Max Thrust: 0

Tech: Clan / Level 3 / 3092

Fighters/Small Craft: 36 / 12 Launch Rate: 8 / turn

Life Boats/Escapes: 100 / 100 DropShips: 10

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 Heavy N-Gauss	Nose	36	60	60	60	60
10 White Shark	Nose	150	30	30	30	30
10 Barracuda	Nose	100	20	20	20	20
2 Heavy N-Gauss	FL/FR	36	60	60	60	60
10 White Shark	FL/FR	150	30	30	30	30
10 Barracuda	FL/FR	100	20	20	20	20
2 Heavy N-Gauss	AL/AR	36	60	60	60	60
10 White Shark	AL/AR	150	30	30	30	30
10 Barracuda	AL/AR	100	20	20	20	20
2 Heavy N-Gauss	Aft	36	60	60	60	60
10 White Shark	Aft	150	30	30	30	30
10 Barracuda	Aft	100	20	20	20	20

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
6 ER PPC	Nose	90	9(90)	9(90)	9(90)	--
2 Streak SRM 6	Nose	8	2(24)	2(24)	--	--
5 ER Medium Laser	Nose	25	4(35)	4(35)	--	--
10 AMS	Nose	10	--	Point Defense	--	--
6 ER PPC	FL/FR	90	9(90)	9(90)	9(90)	--
2 Streak SRM 6	FL/FR	8	2(24)	2(24)	--	--
5 ER Medium Laser	FL/FR	25	4(35)	4(35)	--	--
10 AMS	FL/FR	10	--	Point Defense	--	--
6 ER PPC	AL/AR	90	9(90)	9(90)	9(90)	--
2 Streak SRM 6	AL/AR	8	2(24)	2(24)	--	--
5 ER Medium Laser	AL/AR	25	4(35)	4(35)	--	--
10 AMS	AL/AR	10	--	Point Defense	--	--
6 ER PPC	Aft	90	9(90)	9(90)	9(90)	--
2 Streak SRM 6	Aft	8	2(24)	2(24)	--	--
5 ER Medium Laser	Aft	25	4(35)	4(35)	--	--
10 AMS	Aft	10	--	Point Defense	--	--

Grav Decks: Grav Deck #1: (2000-meter diameter)

Grav Deck #2: (250-meter diameter)

Cargo: Bay 1: Small Craft (12) (2 doors)

Bay 2: Fighters (36) (2 doors)

Bay 3: Cargo (174,993 Tons, 10 doors)

Bay 4: 120,000 T Press. Rep. Facil.)

Bay 5: 120,000 T Press. Rep. Facil.)

Bay 6: 380,000 T Press. Rep. Facil.)

Misc: 1 Naval C3 System (15,000 Tons)

1 C3 Targeting Gear (19,386 Tons)

Ammo: AMS (720) Streak 6 (180)

Barracuda (600) White Shark (600) Hvy N-Gauss (120)

Total Heat Sinks: 1,500 (3,000)

Heat Generation per Arc: (2,514 Total)

Nose: 419 Fore Left/Right: 419 x 2

Aft Left/Right: 419 x 2 Aft: 419

Crew Data

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 480 Passengers: 550 Other: 132