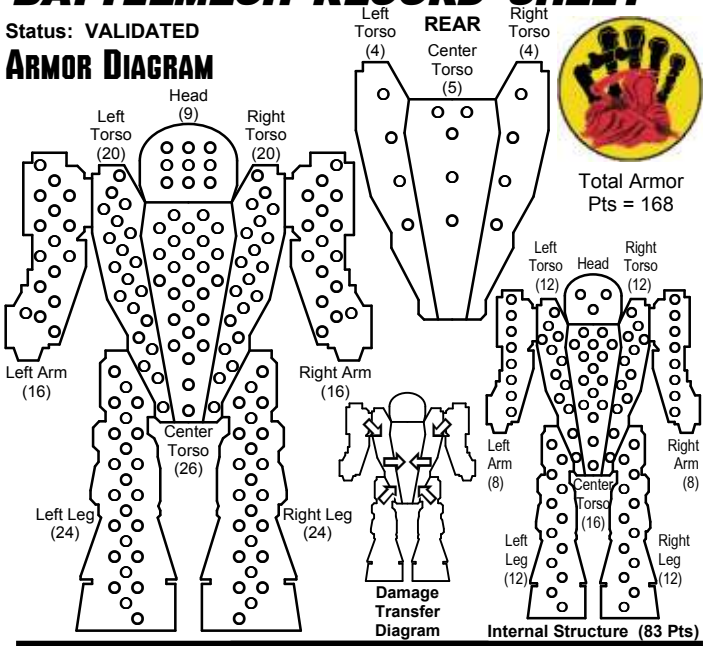
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Wild Crab WC-1
Mass: 50 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	Level 3 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Large Laser	RT	8	8	- 5	10	15	
1	Medium Laser	RT	3	5	- 3	6	9	
1	Large Laser	LT	8	8	- 5	10	15	
1	Medium Laser	LT	3	5	- 3	6	9	
1	Medium Laser	CT	3	5	- 3	6	9	
2	Claw (THB)s	LA & RA	0	10				

Total Heat Sinks: 11 Double (22)
OOOOOOOOOO O

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Left Arm
1-3:
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Hand Actuator
5, Claw (THB)
6, Claw (THB)

4-6:
1, Claw (THB)
2, Claw (THB)
3, *Endo Steel*
4, *Endo Steel*
5, *Roll Again*
6, *Roll Again*

Left Torso
1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, Large Laser
5, Large Laser
6, Medium Laser

4-6:
1, Double Heat Sink
2, Double Heat Sink
3, Double Heat Sink
4, *Endo Steel*
5, *Endo Steel*
6, *Endo Steel*

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

Head
1, Life Support
2, Sensors
3, Cockpit
4, *Endo Steel*
5, Sensors
6, Life Support

Center Torso
1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, Gyro
5, Gyro
6, Gyro

4-6:
1, Gyro
2, XL Engine
3, XL Engine
4, XL Engine
5, Medium Laser
6, Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1.259**
Weapon Value: **1.201 / 1.201**
Cost, C-Bills: **8.403.500**

Right Arm
1-3:
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Hand Actuator
5, Claw (THB)
6, Claw (THB)

4-6:
1, Claw (THB)
2, Claw (THB)
3, *Endo Steel*
4, *Endo Steel*
5, *Roll Again*
6, *Roll Again*

Right Torso
1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, Large Laser
5, Large Laser
6, Medium Laser

4-6:
1, *Endo Steel*
2, *Endo Steel*
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, Jump Jet
6, Jump Jet

HEAT SCALE

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

WK GAMES

LEVEL 3 HEAT SCALE

50	SHUTDOWN
49	-9 MP
48	+7 Modifier to Fire
47	Pilot Damage, avoid on 12
46	Shutdown, avoid on 20+
45	AMMO EXPLOSION
44	System Failure, avoid on 10+
43	-8 MP
42	Shutdown, avoid on 18+
41	+6 Modifier to Fire
40	Ammo Explosion, avoid on 12
39	Pilot Damage, avoid on 10+
38	Shutdown, avoid on 16+
37	-7 MP
36	System Failure, avoid on 8+
35	Ammo Explosion, avoid on 10+
34	Shutdown, avoid on 14+
33	+5 Modifier to Fire
32	Pilot Damage, avoid on 8+
31	-6 MP

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

Roll	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