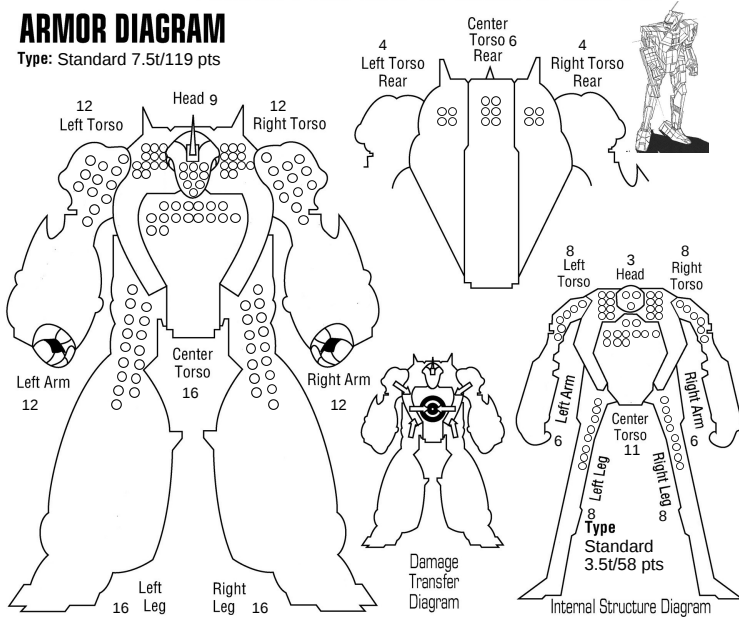


BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

Type: Standard 7.5/119 pts



Left Arm

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

1-3

4-6

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- SRM 4 Ammo(25) Standard
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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
- Sensors
- Life Support
- Single Heat Sink

Center Torso

1-3

4-6

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

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

Battle Value **717**
Cost 2'498'760
Battle Value2 **804**

Right Arm

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

1-3

4-6

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

Right Torso

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

1-3

4-6

Right Leg

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

Mech Data

Panther PNT-8Z-Jinx Tonnage: **35**
Movement Points: Technology Base:
Walking: **5** Inner Sphere / 2739
Running: **8** Biped BattleMech
Jumping: **5** Level 1, Standard design

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 SRM 4	CT	3	2/Msl	3	6	9	
1 Medium Laser	LA	3	5	3	6	9	
1 Medium Laser	RA	3	5	3	6	9	

SRM 4 Standard Ammo: 25

Total Heat Sinks: **14 Single**
7 Singles in engine Weapon heat:9
○○○○○○○○○○○○○○○○

LRM Status ☐ Standard ☐ Hot-Loaded

Auto Eject ☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-8 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

HIT LOCATIONS

	Left	Front (Rear)	Right
2	LT	CT	RT
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

	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

	Left	Front (Rear)	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIER

ALL ATTACKS	
Attacker	Modifier
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Target	Modifier
Movement	
0-2	0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6
Jumped/Airborne	+1
Prone	-2 adj +1 other
Immobile	-4
Skidding	+2
Battle Armor unit	+1
Light Wood	+1/interv. & target
Heavy Wood	+2/interv. & target
Partial Cover	+1
In Depth 1 water (partial)	+1
WEAPON ATTACKS	Modifier
Sensor Hit	+2
Shoulder (no arm act.)	+4 to arm mounted
Arm actuators	+1 to arm mounted
Secondary target	+1(forward) +2(rear)
Large support or landed Small Craft	-1
Indirect LRM Attack	+1
PHYSICAL ATTACKS	Modifier
Attacker	
Charging	+0*
Clubbing	-1
DFA	+0*
Punching	+0
Kicking	-2
Pushing	-1
Target	Modifier
Infantry	+3 (kick & DFA)
Large sup. or landed Small Craft	-2

Round	Move	Hex	Heat
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

CRITICAL HITS

2D6	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit
10-11	Roll 2 Critical Hits
12	Head/Limb Blown Off Roll 3 Critical Hits

FACING AFTER FALL

D6	New Facing	Hit Location
1	Same direction	Front
2	1 Hex Right	Right Side
3	2 Hex Right	Right Side
4	Opposite direction	Rear
5	2 Hex Left	Left Side
6	1 Hex Left	Left Side

CLUSTER HITS

	2	3	4	5	6	8	9	10	12	15	20	30	40
2	1	1	1	1	2	3	3	3	4	5	6	10	12
3	1	1	2	2	2	3	3	3	4	5	6	10	12
4	1	1	2	2	3	4	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	5	5	6	8	9	12	18	24
7	1	2	3	3	4	5	5	6	8	9	12	18	24
8	2	2	3	3	4	5	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	8	9	10	12	15	20	30	40
12	2	3	4	5	6	8	9	10	12	15	20	30	40

PILOTING MODIFIER

DAMAGE TO MECH	
20 damage points	+1
Reactor shuts down	+3
Leg/Foot act. destroyed	+1
Hip Actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Auto.fall
Leg destroyed	Auto.fall/+5
ATTACKS	
Kicked	+0
Pushed	+0
Charged or DFA'd	+2
UNIT ACTIONS	
Missed kick	+0
Enter Depth 1	-1
Enter Depth 2	0
Enter Depth 3+	+1
Enter Rubble	+0