

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7Z

Movement Points: _____ Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Rules Level: Standard
 Jumping: 0 Role: Missile Boat
 Engine Type: 300 XL

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|--------|-----|-----|-----|-----|
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Thunderbolt 20 | RA | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Thunderbolt 20 | LT | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | Thunderbolt 20 | RT | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | ER Medium Laser | HD | 5 | 5 [DE] | — | 4 | 8 | 12 |

(hexes)

Ammo: (Thunderbolt 20) 30

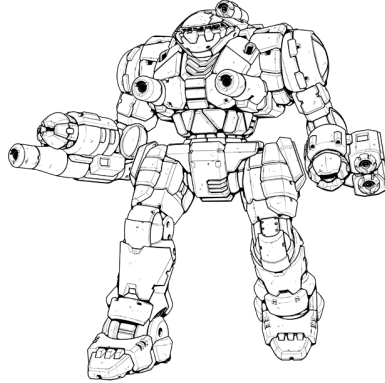
BV: 2,419



WARRIOR DATA

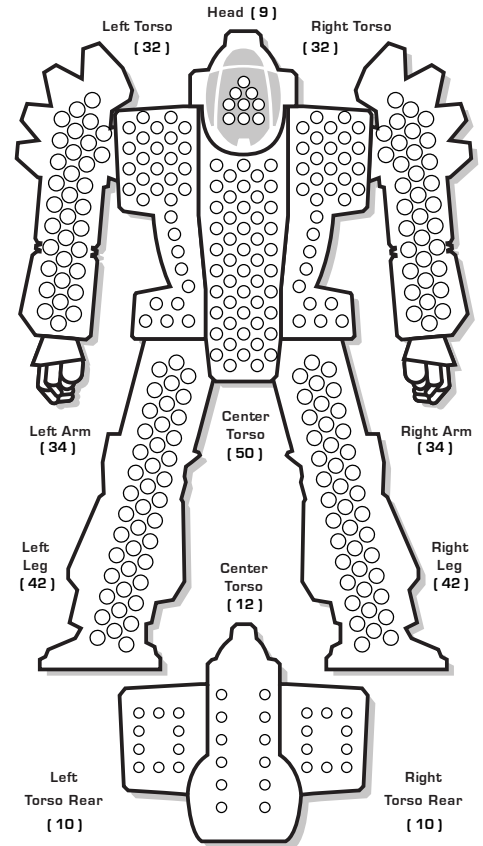
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

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



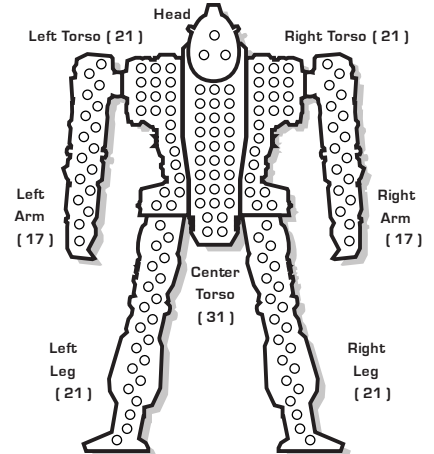
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



Heat Scale

Overflow

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

CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

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

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Thunderbolt 20
 - Thunderbolt 20
 - Thunderbolt 20

- Thunderbolt 20
 - Thunderbolt 20
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Thunderbolt 20
 - Thunderbolt 20

- Thunderbolt 20
 - Thunderbolt 20
 - Thunderbolt 20
 - ER Medium Laser
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
- 4-6

Right Torso

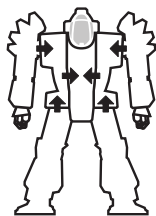
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Thunderbolt 20
 - Thunderbolt 20
 - Thunderbolt 20

- Thunderbolt 20
 - Thunderbolt 20
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
 - Ammo (Thunderbolt 20) 3
- 4-6

Right Leg

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

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7ZEM

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Advanced
 Jumping: 0 **Role:** Missile Boat
 Engine Type: 300 XL

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|--------|-----|-----|-----|-----|
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Thunderbolt 20 | RA | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Thunderbolt 20 | LT | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | Thunderbolt 20 | RT | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | C3 Emergency Master | CT | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | HD | 5 | 5 [DE] | — | 4 | 8 | 12 |

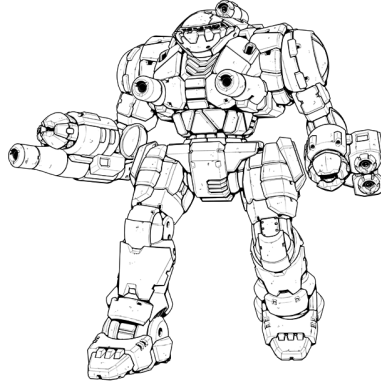
Ammo: [Thunderbolt 20] 24

BV: 2,379



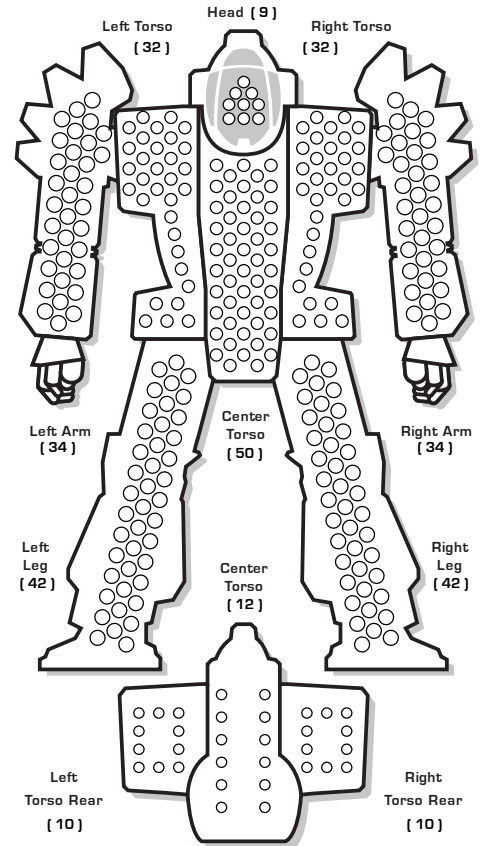
WARRIOR DATA

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



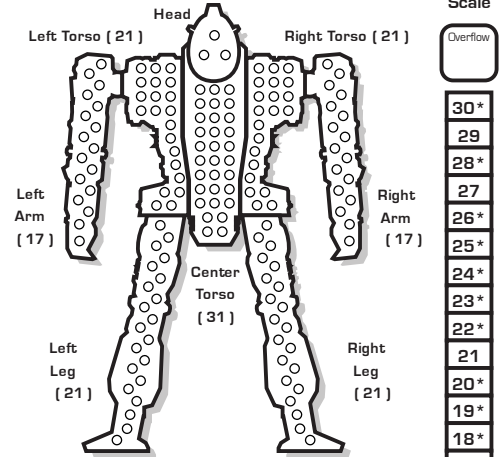
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



Heat Scale

Overflow

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

CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

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

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Thunderbolt 20
 - Thunderbolt 20
 - Thunderbolt 20

- Thunderbolt 20
- Thunderbolt 20
- Ammo [Thunderbolt 20] 3
- Ammo [Thunderbolt 20] 3
- Ammo [Thunderbolt 20] 3
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- C3 Emergency Master
- C3 Emergency Master

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Thunderbolt 20
 - Thunderbolt 20

- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- ER Medium Laser
- Ammo [Thunderbolt 20] 3
- Ammo [Thunderbolt 20] 3

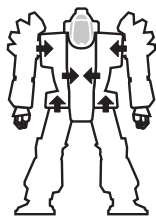
Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Thunderbolt 20
 - Thunderbolt 20
 - Thunderbolt 20

- Thunderbolt 20
- Thunderbolt 20
- Ammo [Thunderbolt 20] 3
- Ammo [Thunderbolt 20] 3
- Ammo [Thunderbolt 20] 3
- Roll Again

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7XEM

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Advanced
 Jumping: 0 **Role:** Sniper
 Engine Type: 300 XL

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|-----------|-----|-----|-----|-----|
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB.X] | 2 | 7 | 15 | 22 |
| 1 | Gauss Rifle | LT | 1 | 15 [DB.X] | 2 | 7 | 15 | 22 |
| 1 | Gauss Rifle | RT | 1 | 15 [DB.X] | 2 | 7 | 15 | 22 |
| 1 | C3 Emergency Master | CT | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | HD | 5 | 5 [DE] | — | 4 | 8 | 12 |

(hexes)

Ammo: [Gauss] 40

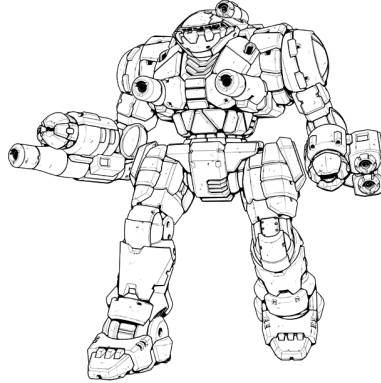
BV: 2,539



WARRIOR DATA

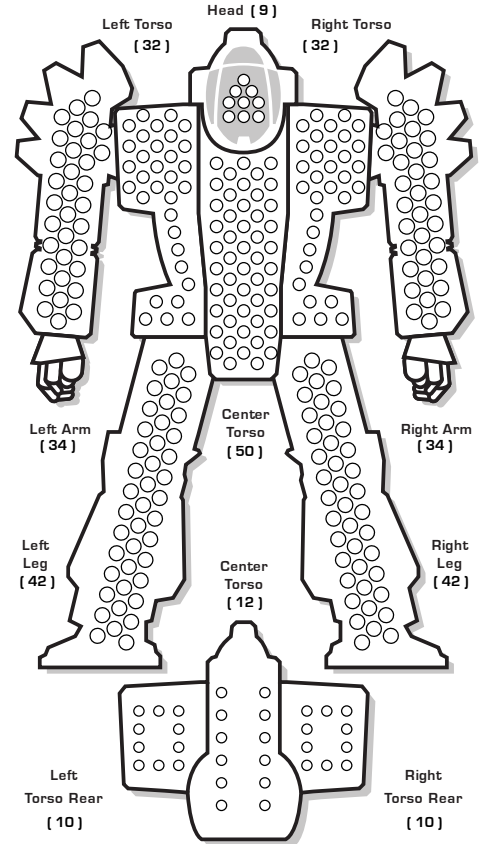
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

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



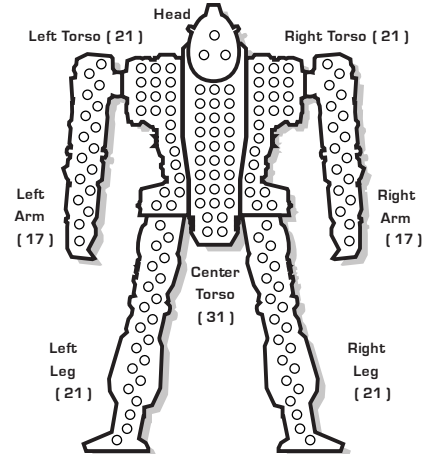
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

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

CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

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

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8

Left Leg

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

Head

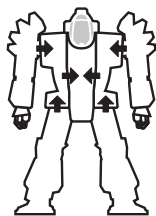
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - C3 Emergency Master
 - C3 Emergency Master
- 4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Gauss Rifle
 - Gauss Rifle

- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
- 4-6

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8

Right Leg

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

HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30 | Shutdown | 10 (20) |
| 28 | Ammo Exp, avoid on 8+ | ○ |
| 26 | Shutdown, avoid on 10+ | ○ |
| 25 | -5 Movement Points | ○ |
| 24 | +4 Modifier to Fire | ○ |
| 23 | Ammo Exp, avoid on 6+ | ○ |
| 22 | Shutdown, avoid on 8+ | ○ |
| 20 | -4 Movement Points | ○ |
| 19 | Ammo Exp, avoid on 4+ | ○ |
| 18 | Shutdown, avoid on 6+ | ○ |
| 17 | +3 Modifier to Fire | ○ |
| 15 | -3 Movement Points | ○ |
| 14 | Shutdown, avoid on 4+ | ○ |
| 13 | +2 Modifier to Fire | ○ |
| 10 | -2 Movement Points | ○ |
| 8 | +1 Modifier to Fire | ○ |
| 5 | -1 Movement Points | ○ |