

CLASSIC BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: _____
Tons: _____
Movement Points:
Walk/Run/Jump
//_

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

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

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

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

Gunnery Skill: _____ Consciousness #

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

Cost: _____ C-bills BV: _____

PROTOMECH 2

Type: _____
Tons: _____
Movement Points:
Walk/Run/Jump
//_

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

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

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

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

Gunnery Skill: _____ Consciousness #

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

Cost: _____ C-bills BV: _____

PROTOMECH 3

Type: _____
Tons: _____
Movement Points:
Walk/Run/Jump
//_

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

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

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

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

Gunnery Skill: _____ Consciousness #

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

Cost: _____ C-bills BV: _____

PROTOMECH 4

Type: _____
Tons: _____
Movement Points:
Walk/Run/Jump
//_

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

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

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

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

Gunnery Skill: _____ Consciousness #

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

Cost: _____ C-bills BV: _____

PROTOMECH 5

Type: _____
Tons: _____
Movement Points:
Walk/Run/Jump
//_

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

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

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

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

Gunnery Skill: _____ Consciousness #

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

Cost: _____ C-bills BV: _____

