

BATTLETECH™



GLIDER PROTOMECH RECORD SHEET

PROTOMECH 1		WEAPONS INVENTORY		HIT LOCATIONS AND CRITICAL HITS		ARMOR DIAGRAM																																																																							
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Type: Svartalfa Tons: 14 (Advanced) Role: Brawler Movement Points: Walk: 1 Run: 1 Cruise: 4 Flank: 6		<table border="1"> <thead> <tr> <th>Loc</th> <th>Type</th> <th>Dmg</th> <th>Min</th> <th>Sht</th> <th>Med</th> <th>Lng</th> </tr> </thead> <tbody> <tr> <td>Left Arm</td> <td>Medium Chemical Laser</td> <td>5</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>Torso A</td> <td>Machine Gun</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>Right Arm</td> <td>Medium Chemical Laser</td> <td>5</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>Main Gun</td> <td>Streak SRM 6</td> <td>2/Msl</td> <td>-</td> <td>4</td> <td>8</td> <td>12</td> </tr> </tbody> </table> Ammo: (Streak SRM 6) 10, (Machine Gun) 50, (Medium Chemical Laser) 30		Loc	Type	Dmg	Min	Sht	Med	Lng	Left Arm	Medium Chemical Laser	5	-	3	6	9	Torso A	Machine Gun	2	-	1	2	3	Right Arm	Medium Chemical Laser	5	-	3	6	9	Main Gun	Streak SRM 6	2/Msl	-	4	8	12	<table border="1"> <thead> <tr> <th>2D6</th> <th>Location</th> <th>1st Hit</th> <th>2nd Hit</th> <th>3rd Hit</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>Main Gun</td> <td><input type="checkbox"/> Main Gun Destroyed</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>Right Arm</td> <td><input type="checkbox"/> +1 to Hit <input type="checkbox"/> Right Arm Destroyed</td> <td></td> <td></td> </tr> <tr> <td>5,9</td> <td>Legs</td> <td><input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move</td> <td></td> <td></td> </tr> <tr> <td>6,7,8</td> <td>Torso</td> <td><input type="checkbox"/> -1 Cruise* <input type="checkbox"/> 1/2 Cruise* <input checked="" type="checkbox"/> ProtoMech Destroyed</td> <td></td> <td></td> </tr> <tr> <td>10</td> <td>Left Arm</td> <td><input type="checkbox"/> +1 to Hit <input type="checkbox"/> Left Arm Destroyed</td> <td></td> <td></td> </tr> <tr> <td>12</td> <td>Head</td> <td><input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots</td> <td></td> <td></td> </tr> </tbody> </table> *Roll 1D6 to determine if a torso critical hit destroys a weapon 1-2: Torso A Destroyed, 3-4: No Effect, 5-6: No Effect		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 Cruise* <input type="checkbox"/> 1/2 Cruise* <input checked="" type="checkbox"/> ProtoMech 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				
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