BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Svartalfa 2
Tons: 14
Role:
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	MG	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 20

PILOT DATA

Name: _____
Gunnery Skill: _____

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

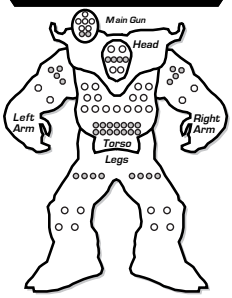
BV: 631 **Armor:** Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ -1 Cruise MP	☐ 1/2 Cruise MP	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 15 3-6: No Effect

ARMOR DIAGRAM



PROTOMECH 2

Type: Svartalfa 2
Tons: 14
Role:
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	MG	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 20

PILOT DATA

Name: _____
Gunnery Skill: _____

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

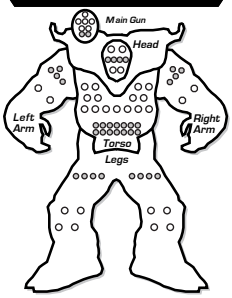
BV: 631 **Armor:** Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ -1 Cruise MP	☐ 1/2 Cruise MP	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 15 3-6: No Effect

ARMOR DIAGRAM



PROTOMECH 3

Type: Svartalfa 2
Tons: 14
Role:
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	MG	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 20

PILOT DATA

Name: _____
Gunnery Skill: _____

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

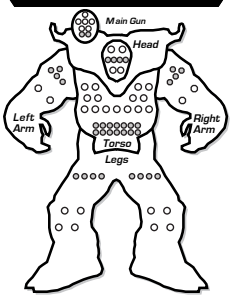
BV: 631 **Armor:** Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ -1 Cruise MP	☐ 1/2 Cruise MP	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 15 3-6: No Effect

ARMOR DIAGRAM



PROTOMECH 4

Type: Svartalfa 2
Tons: 14
Role:
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	MG	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 20

PILOT DATA

Name: _____
Gunnery Skill: _____

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

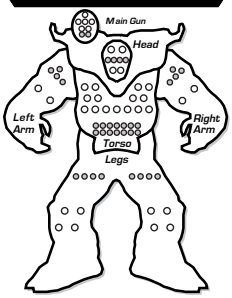
BV: 631 **Armor:** Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ -1 Cruise MP	☐ 1/2 Cruise MP	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 15 3-6: No Effect

ARMOR DIAGRAM



PROTOMECH 5

Type: Svartalfa 2
Tons: 14
Role:
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	MG	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 20

PILOT DATA

Name: _____
Gunnery Skill: _____

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

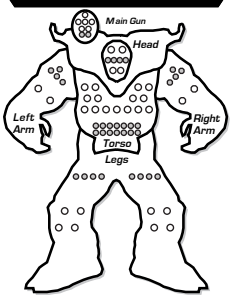
BV: 631 **Armor:** Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ -1 Cruise MP	☐ 1/2 Cruise MP	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 15 3-6: No Effect

ARMOR DIAGRAM



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