BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Behemoth Heavy Tank (Standard)

Movement Points: | **Tonnage:** 100
Cruising: 2 | **Tech Base:** Inner Sphere
Flanking: 3 | **Rules Level:** Introductory
Movement Type: Tracked | **Role:** Juggernaut
Engine Type: 200 ICE

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
2	AC/10	TU	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 20, (LRM 5) 48, (Machine Gun) 200, (SRM 2) 50, (SRM 6) 30

BV: 1,173

CREW DATA

Crew: _____

Gunnery Skill: _____   **Driving Skill:** _____

Commander Hit [+1]   Driver Hit   [+2]
Modifier to all skill rolls   Modifier to Driving skill rolls

CRITICAL DAMAGE
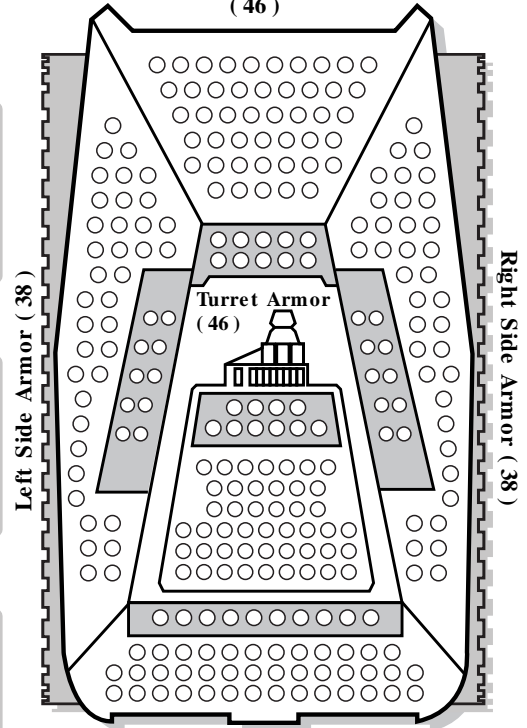
Turret Locked ☐   Engine Hit ☐
Sensor Hits   [+1][+2][+3][D]
Motive System Hits   [+1][+2][+3]

Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐

NOTES

Front Armor (46)

Left Side Armor (38)

Turret Armor (46)

Right Side Armor (38)

Rear Armor (40)

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).
A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).
§ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game Vehicle is immobile.

Attack Direction Modifier:		Vehicle Type Modifier:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Manticore Heavy Tank (Standard)

Movement Points:		**Tonnage:**	60
Cruising:	4	**Tech Base:**	Inner Sphere
Flanking:	6	**Rules Level:**	Introductory
Movement Type:	Tracked	**Role:**	Brawler
Engine Type:	240 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	FR	5 [DE]	—	3	6	9
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
1	PPC	TU	10 [DE]	3	6	12	18

Ammo: (LRM 10) 12, (SRM 6) 15

BV: 993

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Commander Hit [+1]   Driver Hit [+2]
Modifier to all skill rolls   Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked	☐	Engine Hit ☐
Sensor Hits		[+1] [+2] [+3] [D]
Motive System Hits		[+1] [+2] [+3]

Stabilizers

Front ☐	Left ☐	Right ☐
Rear ☐	Turret ☐	

NOTES

Armor Diagram

Front Armor (42)

Left Side Armor (33)

Turret Armor (42)
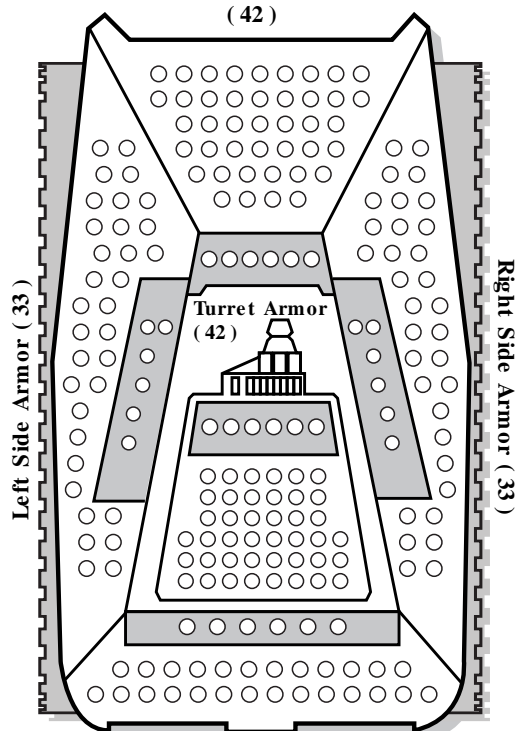
Right Side Armor (33)

Rear Armor (26)

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).

§ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game Vehicle is immobile.

Attack Direction Modifier:		Vehicle Type Modifier:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank (Standard)

Movement Points:		**Tonnage:**	50
Cruising:	5	**Tech Base:**	Inner Sphere
Flanking:	8	**Rules Level:**	Introductory
Movement Type:	Tracked	**Role:**	Brawler
Engine Type:	250 ICE		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18

Ammo: (AC/5) 20, (Machine Gun) 200

BV: 475

CREW DATA

Crew: _____

Gunnery Skill: _____   **Driving Skill:** _____

Commander Hit `+1`   Driver Hit `+2`
Modifier to all skill rolls   Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐
Sensor Hits   `+1` `+2` `+3` `D`
Motive System Hits   `+1` `+2` `+3`
                 Stabilizers
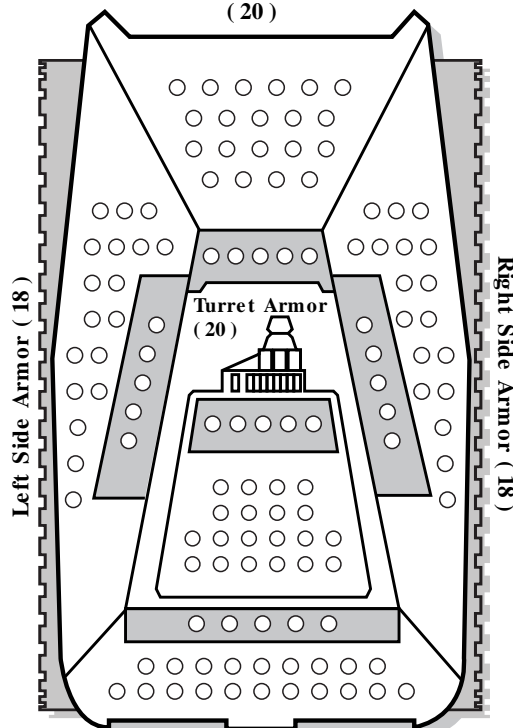Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐

NOTES

Front Armor (20)

Left Side Armor (18)

Turret Armor (20)

Right Side Armor (18)

Rear Armor (20)

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
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* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).

§ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

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12	Major damage; no movement for the rest of the game Vehicle is immobile.

Attack Direction Modifier:		Vehicle Type Modifier:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

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GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

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9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

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