

# BATTLETECH

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-1D

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 Fusion

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
PPC	RA	10	10 [DE]	3	6	12	18
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 22 (24)

Punch	LA	—	9	—	—	—	—
Punch	RA	—	9	—	—	—	—
Kick	—	—	17	—	—	—	—
Club	—	—	17	—	—	—	—
Vs Charge	—	—	8.5/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (MG) 200

Quirks: Command Mech, Weak Head Armor (1)

BV: 1674 (1522)



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
4-6	4. Hand Actuator
	5. Machine Gun
	6. Machine Gun
1. Roll Again	
2. Roll Again	
3. Roll Again	
4. Roll Again	
5. Roll Again	
6. Roll Again	

Center Torso	1. Fusion Engine
1-3	2. Fusion Engine
	3. Fusion Engine
4-6	4. Gyro
	5. Gyro
	6. Gyro
1. Gyro	
2. Fusion Engine	
3. Fusion Engine	
4. Fusion Engine	
5. Heat Sink	
6. Heat Sink	

Left Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Heat Sink
4-6	4. Medium Laser
	5. Medium Laser
	6. Roll Again
1. Roll Again	
2. Roll Again	
3. Roll Again	
4. Roll Again	
5. Roll Again	
6. Roll Again	

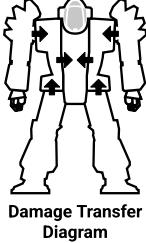
Left Leg	1. Hip
1-3	2. Upper Leg Actuator
	3. Lower Leg Actuator
4-6	4. Foot Actuator
	5. Heat Sink
	6. Heat Sink

Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
4-6	4. Roll Again
	5. Sensors
	6. Life Support

Right Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
4-6	4. Hand Actuator
	5. PPC
	6. PPC
1. PPC	
2. Roll Again	
3. Roll Again	
4. Roll Again	
5. Roll Again	
6. Roll Again	

Right Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Medium Laser
4-6	4. Medium Laser
	5. Ammo (MG) 200
	6. Roll Again
1. Roll Again	
2. Roll Again	
3. Roll Again	
4. Roll Again	
5. Roll Again	
6. Roll Again	

Right Leg	1. Hip
1-3	2. Upper Leg Actuator
	3. Lower Leg Actuator
4-6	4. Foot Actuator
	5. Heat Sink
	6. Heat Sink



### WARRIOR DATA

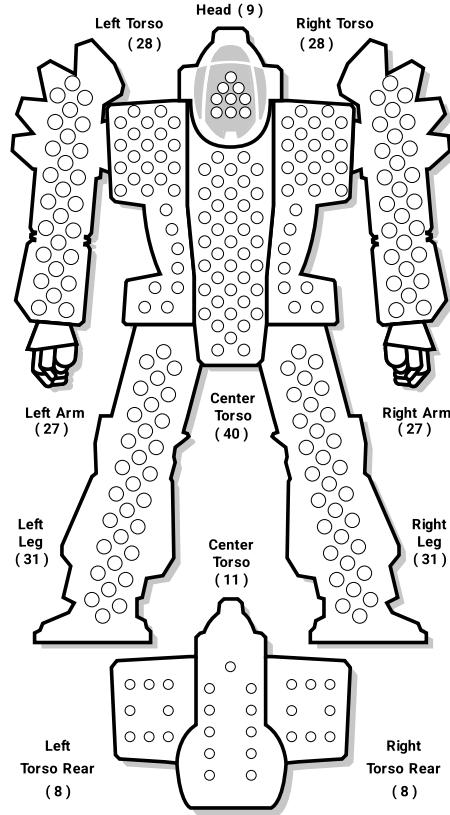
Name: \_\_\_\_\_

Gunnery Skill: 4 Piloting Skill: 4

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

### ARMOR DIAGRAM

#### Standard Armor



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 24
30	Shutdown	○○○○
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	○○○○

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wolverine WVR-6R

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
AC/5	RA	1	5 [DB,S]	3	6	12	18
<i>Jettison-Capable Weapon</i>							
SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
Medium Laser	HD	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 8 (12)

Punch LA — 6 — — — —

Punch RA — 6 — — — —

-2 Kick — — 11 — — — —

-1 Club — — 11 — — — —

Vs Death From Above — — 17 — — — —

Vs Charge — — 5.5/hex — — — —

-1 Push — — — — — — — —

Ammo: (SRM 6) 15, (AC/5) 20

Quirks: Command Mech, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 1101



### CRITICAL TABLE

**Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Roll Again
- 6. Roll Again

**4-6**

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

**Left Torso**

- 1. SRM 6
- 2. SRM 6
- 3. Ammo (SRM 6) 15
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

**4-6**

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

### Head

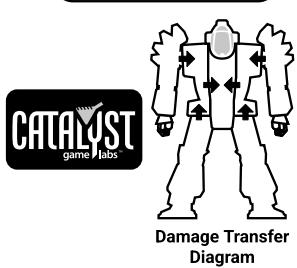
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- 6. Life Support

### Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Roll Again

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



### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet



### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)	2		
3	LL	RA	RL	2		
4	LA	RA	RA	3		
5	LA	RL	RA	3		
6	LL	RT	RL	4		
7	LT	CT	RT	4		
8	CT	LT	CT	4		
9	RT	LL	LT	5		
10	RA	LA	LA	5		
11	RL	LA	LL	6		
12	HD	HD	HD	6		

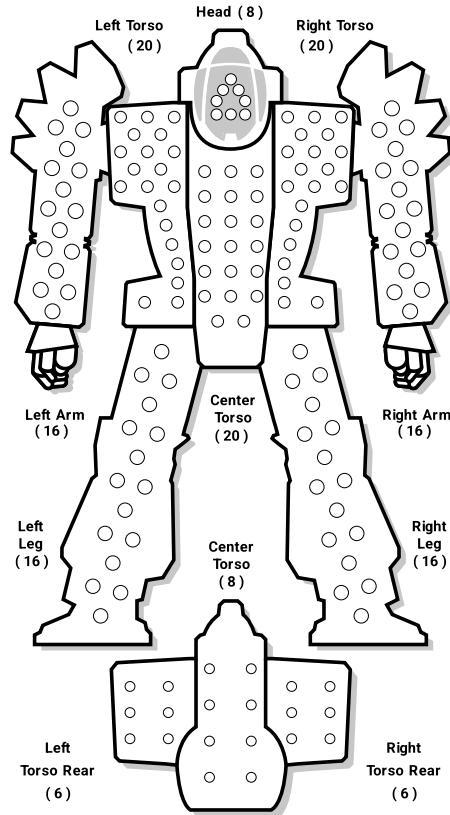
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch LS	Punch F/R	Punch RS	Kick LS	Kick F/R	Kick RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

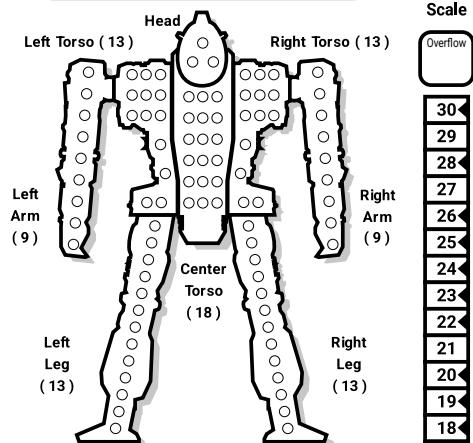
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12
30	Shutdown	○○○○○○○○○○○○
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	○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Enforcer ENF-4R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 200 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Large Laser	LA	8	8 [DE]	—	5	10	15
AC/10	RA	3	10 [DB,S]	—	5	10	15

Fast Reload, Improved Cooling Jacket, Ammo Feed Problems

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Small Laser	LT	1	3 [DE]	—	1	2	3

Total Heat (Dissipation): 12 (12)

+1	Punch	LA	—	5	—	—	—
+1	Punch	RA	—	5	—	—	—
-2	Kick	—	—	10	—	—	—
Vs	Death From Above	—	—	15	—	—	—
Vs	Charge	—	—	5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (AC/10) 10

Quirks: Barrel Fists (LA), Barrel Fists (RA)

BV: 1032



### CRITICAL TABLE

<b>1-3</b>	<b>Left Arm</b>	<b>Head</b>
	1. Shoulder	1. Life Support
	2. Upper Arm Actuator	2. Sensors
	3. Lower Arm Actuator	3. Cockpit
	4. Large Laser	4. Roll Again
	5. Large Laser	5. Sensors

<b>4-6</b>	<b>Left Arm</b>	<b>Center Torso</b>
	1. Roll Again	1. Fusion Engine
	2. Roll Again	2. Fusion Engine
	3. Roll Again	3. Fusion Engine
	4. Roll Again	4. Gyro
	5. Roll Again	5. Gyro

<b>1-3</b>	<b>Left Torso</b>	<b>Right Arm</b>
	1. Heat Sink	1. Shoulder
	2. Heat Sink	2. Upper Arm Actuator
	3. Small Laser	3. Lower Arm Actuator
	4. Roll Again	4. AC/10
	5. Roll Again	5. AC/10

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

<b>1-3</b>	<b>Center Torso</b>	<b>Right Arm</b>
	1. Fusion Engine	1. Shoulder
	2. Fusion Engine	2. Upper Arm Actuator
	3. Fusion Engine	3. Lower Arm Actuator
	4. Gyro	4. AC/10
	5. Gyro	5. AC/10

<b>4-6</b>	<b>Center Torso</b>	<b>Right Arm</b>
	1. Gyro	1. Shoulder
	2. Fusion Engine	2. Upper Arm Actuator
	3. Fusion Engine	3. Lower Arm Actuator
	4. Gyro	4. AC/10
	5. Gyro	5. AC/10

<b>4-6</b>	<b>Right Torso</b>	<b>Right Arm</b>
	1. Heat Sink	1. Shoulder
	2. Heat Sink	2. Upper Arm Actuator
	3. Ammo (AC/10) 10	3. Lower Arm Actuator
	4. Roll Again	4. AC/10
	5. Roll Again	5. AC/10

<b>1-3</b>	<b>Right Torso</b>	<b>Right Arm</b>
	1. Heat Sink	1. Shoulder
	2. Heat Sink	2. Upper Arm Actuator
	3. Ammo (AC/10) 10	3. Lower Arm Actuator
	4. Roll Again	4. AC/10
	5. Roll Again	5. AC/10

<b>4-6</b>	<b>Right Torso</b>	<b>Right Arm</b>
	1. Heat Sink	1. Shoulder
	2. Heat Sink	2. Upper Arm Actuator
	3. Ammo (AC/10) 10	3. Lower Arm Actuator
	4. Roll Again	4. AC/10
	5. Roll Again	5. AC/10

<b>4-6</b>	<b>Right Leg</b>	<b>Right Leg</b>
	1. Hip	1. Hip
	2. Upper Leg Actuator	2. Upper Leg Actuator
	3. Lower Leg Actuator	3. Lower Leg Actuator
	4. Foot Actuator	4. Foot Actuator
	5. Jump Jet	5. Jump Jet

6. Jump Jet



Damage Transfer  
Diagram

### WARRIOR DATA

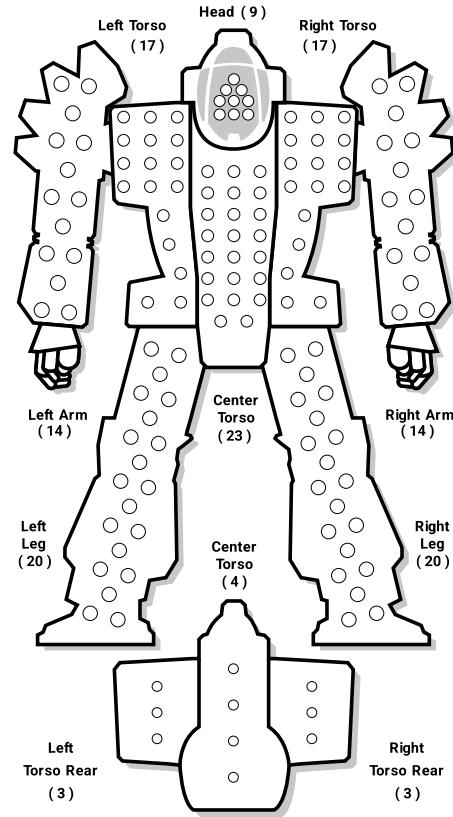
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

#### Standard Armor



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12
30	Shutdown	○○○○
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	○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 180 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 8 (10)

Punch	LA	—	3	—	—	—	—
Punch	RA	—	3	—	—	—	—
Kick	—	—	6	—	—	—	—
Club	—	—	6	—	—	—	—
Death From Above	—	—	9	—	—	—	—
Charge	—	—	3/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (SRM 6) 30

Quirks: Unbalanced

BV: 594



### CRITICAL TABLE

Left Arm	1. Shoulder
2. Upper Arm Actuator	2. Sensors
3. Lower Arm Actuator	3. Cockpit
4. Hand Actuator	4. Roll Again
5. Roll Again	5. Sensors
6. Roll Again	6. Life Support

1-3	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

1-3	1. Heat Sink
2.	2. SRM 6
3.	3. SRM 6
4.	4. Ammo (SRM 6) 15
5.	5. Roll Again
6.	6. Roll Again

4-6	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

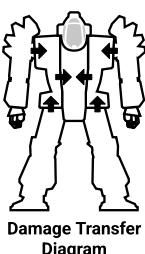
Head	1. Life Support
2. Sensors	2. Sensors
3. Cockpit	3. Roll Again
4. Roll Again	4. Hand Actuator
5. Sensors	5. Roll Again
6. Life Support	6. Roll Again

Center Torso	1. Fusion Engine
2.	2. Fusion Engine
3.	3. Fusion Engine
4.	4. Gyro
5.	5. Gyro
6.	6. Gyro

4-6	1. Gyro
2.	2. Fusion Engine
3.	3. Fusion Engine
4.	4. Fusion Engine
5.	5. Jump Jet
6.	6. Jump Jet

Engine Hits   
 Gyro Hits   
 Sensor Hits   
 Life Support

CATALYST  
game labs



### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)	2		
3	LL	RA	RL	2		
4	LA	RA	RA	3		
5	LA	RL	RA	3		
6	LL	RT	RL	4		
7	LT	CT	RT	4		
8	CT	LT	CT	4		
9	RT	LL	LT	5		
10	RA	LA	LA	5		
11	RL	LA	LL	6		
12	HD	HD	HD	6		

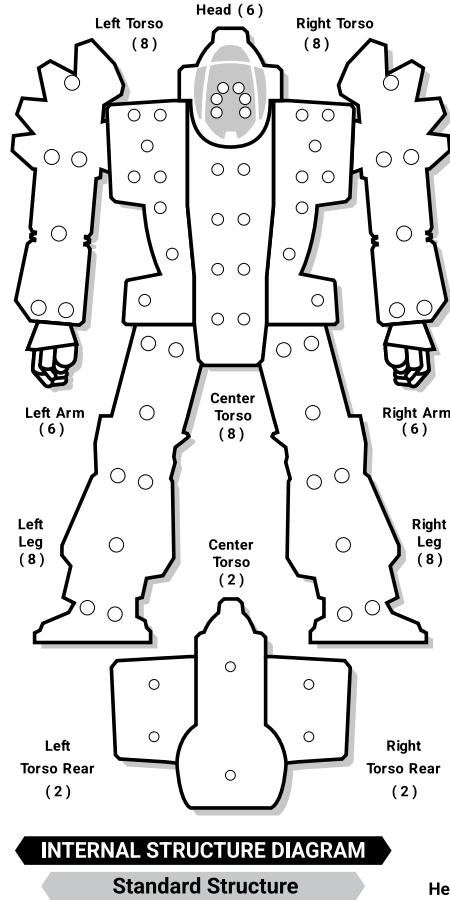
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	LS	Punch F/R	RS	Kick F/R	RS
1	LT	LA	RT	LL	RL
2	LT	LT	RT	LL	RL
3	CT	CT	CT	LL	RL
4	LA	RT	RA	LL	LL
5	LA	RA	RA	LL	RL
6	HD	HD	HD	LL	RL

### ARMOR DIAGRAM

#### Standard Armor



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	
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	



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Dervish DV-6M

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	LA	2	2/Msl [M,C,S]	—	3	6	9
SRM 2	RA	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 18 (10)

+1	Punch	LA	—	6	—	—	—
+1	Punch	RA	—	6	—	—	—
-2	Kick	—	—	11	—	—	—
Vs	Death From Above	—	—	17	—	—	—
Vs	Charge	—	—	5.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (LRM 10) 24, (SRM 2) 100

Quirks: Easy to Maintain, Hyper-Extending Actuators

BV: 1146

### CRITICAL TABLE

<b>1-3</b>	<b>Left Arm</b>	<b>Head</b>
	1. Shoulder	1. Life Support
	2. Upper Arm Actuator	2. Sensors
	3. Lower Arm Actuator	3. Cockpit
	4. Medium Laser	4. Roll Again
	5. SRM 2	5. Sensors
<b>4-6</b>	6. Ammo (SRM 2) 50	6. Life Support
	1. Roll Again	
	2. Roll Again	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	

<b>4-6</b>	<b>Left Torso</b>	<b>Center Torso</b>
	1. LRM 10	1. Fusion Engine
	2. LRM 10	2. Fusion Engine
	3. Ammo (LRM 10) 12	3. Fusion Engine
	4. Roll Again	4. Gyro
	5. Roll Again	5. Gyro

<b>1-3</b>	<b>Left Leg</b>	<b>Right Arm</b>
	1. Hip	1. Shoulder
	2. Upper Leg Actuator	2. Upper Arm Actuator
	3. Lower Leg Actuator	3. Lower Arm Actuator
	4. Foot Actuator	4. Roll Again
	5. Jump Jet	5. Sensors

<b>1-3</b>	<b>Center Torso</b>	<b>Right Arm</b>
	1. Fusion Engine	1. Shoulder
	2. Fusion Engine	2. Upper Arm Actuator
	3. Fusion Engine	3. Lower Arm Actuator
	4. Gyro	4. Medium Laser
	5. Gyro	5. SRM 2

<b>4-6</b>	<b>Left Torso</b>	<b>Right Arm</b>
	1. Roll Again	1. Roll Again
	2. Roll Again	2. Roll Again
	3. Roll Again	3. Roll Again
	4. Roll Again	4. Roll Again
	5. Roll Again	5. Roll Again

<b>1-3</b>	<b>Center Torso</b>	<b>Right Torso</b>
	1. Fusion Engine	1. LRM 10
	2. Fusion Engine	2. LRM 10
	3. Fusion Engine	3. Ammo (LRM 10) 12
	4. Gyro	4. Roll Again
	5. Gyro	5. Roll Again

<b>4-6</b>	<b>Left Torso</b>	<b>Right Torso</b>
	1. Roll Again	1. Roll Again
	2. Roll Again	2. Roll Again
	3. Roll Again	3. Roll Again
	4. Roll Again	4. Roll Again
	5. Roll Again	5. Roll Again

<b>1-3</b>	<b>Left Leg</b>	<b>Right Torso</b>
	1. Hip	1. Shoulder
	2. Upper Leg Actuator	2. Upper Arm Actuator
	3. Lower Leg Actuator	3. Lower Arm Actuator
	4. Foot Actuator	4. Roll Again
	5. Jump Jet	5. Sensors

<b>4-6</b>	<b>Left Leg</b>	<b>Right Leg</b>
	1. Hip	1. Hip
	2. Upper Leg Actuator	2. Upper Leg Actuator
	3. Lower Leg Actuator	3. Lower Leg Actuator
	4. Foot Actuator	4. Foot Actuator
	5. Jump Jet	5. Jump Jet



### WARRIOR DATA

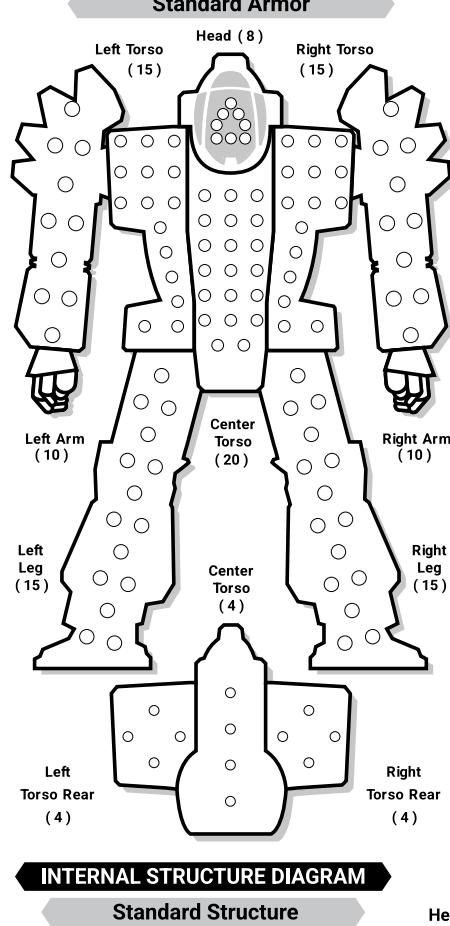
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

#### Standard Armor



### HEAT DATA

Heat Level\*

30 Shutdown

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

Heat Sinks: 10



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Blackjack BJ-1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
AC/2	LA	1	2 [DB,S]	4	8	16	24
AC/2	RA	1	2 [DB,S]	4	8	16	24
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 14 (11)

+3	Punch	LA	—	2	—	—	—	—
+3	Punch	RA	—	2	—	—	—	—
-2	Kick	—	—	9	—	—	—	—
Vs	Death From Above	—	—	14	—	—	—	—
Vs	Charge	—	—	4.5/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Ammo: (AC/2) 45

Quirks: Bad Reputation (Inner Sphere)

BV: 949



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Medium Laser
4	4. AC/2
5	5. Roll Again
6	6. Roll Again
1.	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4-	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

4-6	1. Roll Again
3.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

Left Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Medium Laser
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again
1.	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4-	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

4-6	1. Roll Again
3.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

### Head

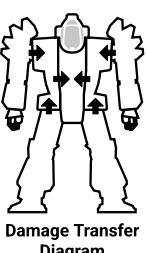
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/2) 45
6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
- 1-3
4. AC/2
5. Roll Again
6. Roll Again

### Right Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
- 1-3
4. Roll Again
5. Roll Again
6. Roll Again

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

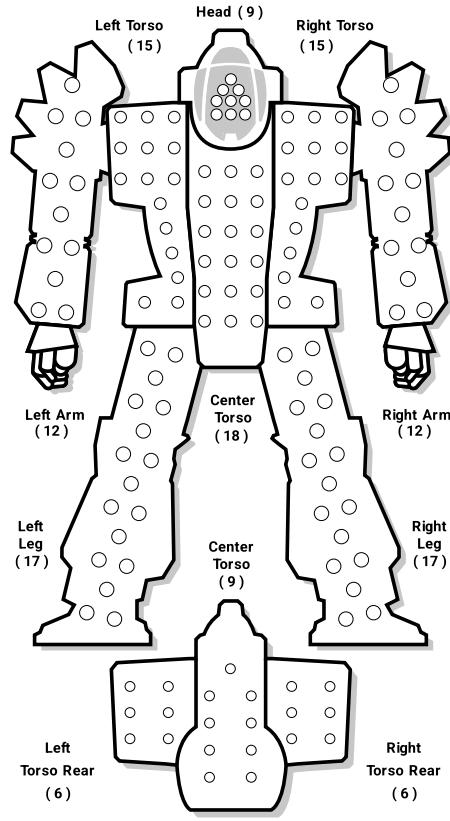
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch LS	Punch F/R	Punch RS	Kick LS	Kick F/R	Kick RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

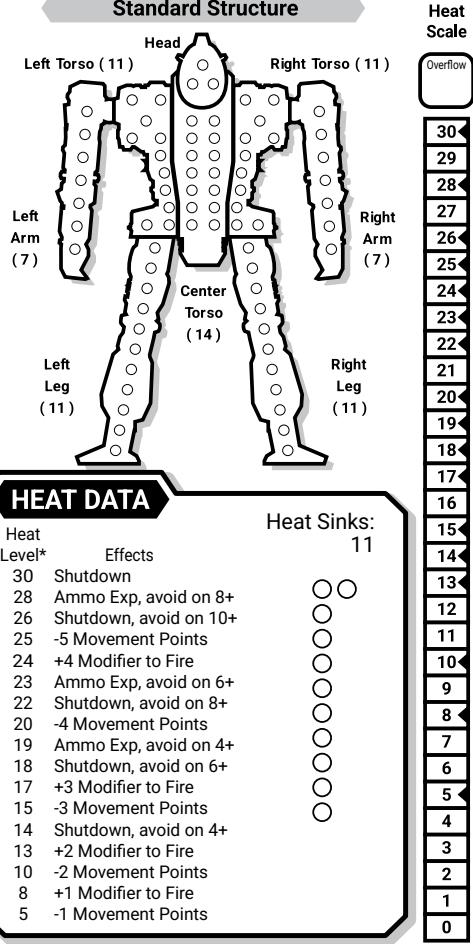
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-1V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	CT	3	5 [DE]	—	3	6	9
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 3 (10)

+3 Punch	LA	—	1	—	—	—	—
+3 Punch	RA	—	1	—	—	—	—
-2 Kick	—	—	4	—	—	—	—
Vs Charge	—	—	2/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (MG) 200

Quirks: Compact Mech, Narrow/Low Profile, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit, No/Minimal Arms, Weak Legs

BV: 432

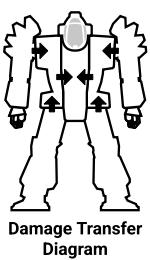
### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Machine Gun
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again
1.	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

Center Torso	1. Fusion Engine
1-3	2. Fusion Engine
	3. Fusion Engine
4.	4. Gyro
5.	5. Gyro
6.	6. Gyro
1.	1. Gyro
2.	2. Fusion Engine
3.	3. Fusion Engine
4.	4. Fusion Engine
5.	5. Medium Laser
6.	6. Ammo (MG) 200

Left Torso	1. Roll Again
1-3	2. Roll Again
	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again
1.	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

Left Leg	1. Hip
1-3	2. Upper Leg Actuator
	3. Lower Leg Actuator
4.	4. Foot Actuator
5.	5. Heat Sink
6.	6. Heat Sink



### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

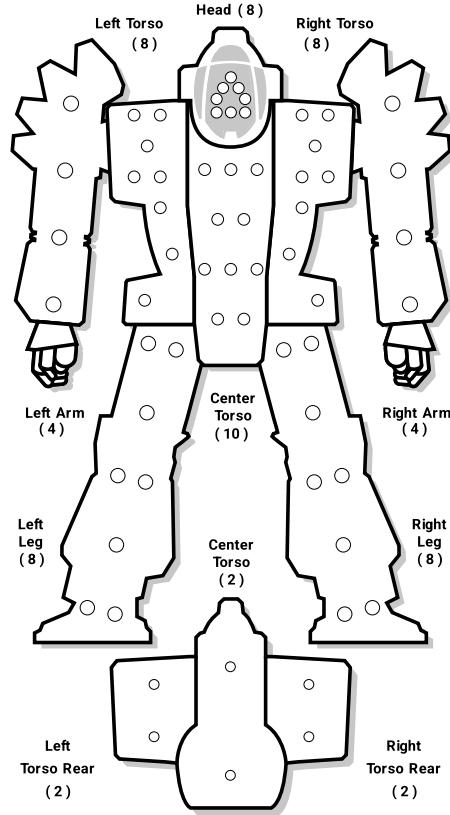
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch LS	Punch F/R	Punch RS	Kick LS	Kick F/R	Kick RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

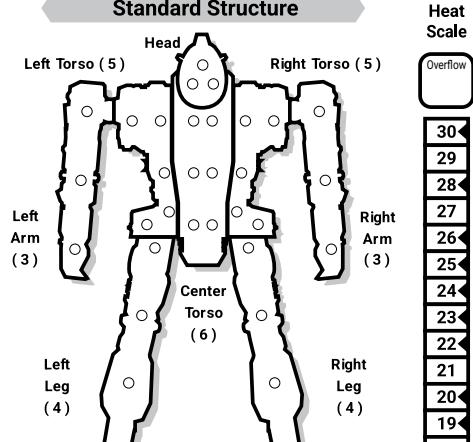
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	○
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	○
12	-2 Movement Points	○
10	+1 Modifier to Fire	○
9	-1 Movement Points	○
8		○
7		○
6		○
5		○
4		○
3		○
2		○
1		○
0		○

# BATTLETECH™

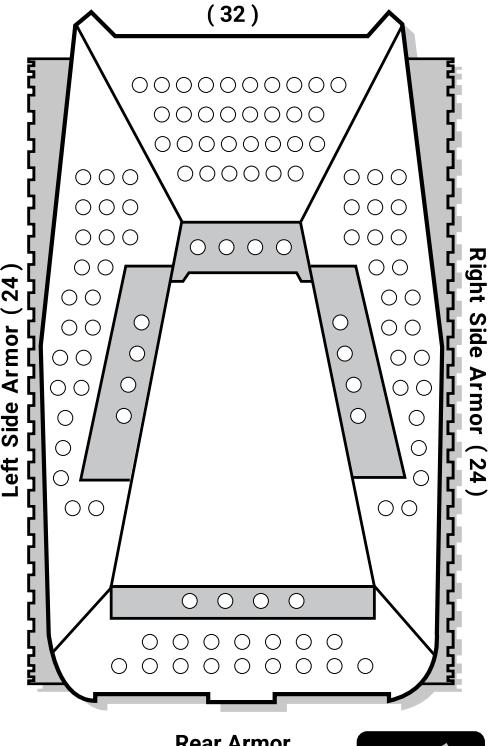
## TRACKED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

( 32 )



### VEHICLE DATA

Type: Hunter Light Support Tank (LRM10)

Movement Points:

Cruising: 5

Flanking: 8

Movement Type: Tracked

Engine Type: 175 Fusion

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
Medium Laser	FR	5 [DE]	—	3	6	9
Medium Laser	FR	5 [DE]	—	3	6	9
Flamer	RR	2 [DE,H,AI]	—	1	2	3
Machine Gun	RS	2 [DB,AI]	—	1	2	3
Machine Gun	RS	2 [DB,AI]	—	1	2	3
Machine Gun	LS	2 [DB,AI]	—	1	2	3
Machine Gun	LS	2 [DB,AI]	—	1	2	3

vs Charge — 3.5/hex — — — —

Ammo: (LRM 10) 24, (MG) 200

BV: 645



### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit  Driver Hit   
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit   
Sensor Hits      
Motive System Hits     
Stabilizers  
Front  Left  Right   
Rear

### CLUSTER HITS TABLE

2D6	10
2	3
3	3
4	4
5	6
6	6
7	6
8	6
9	8
10	8
11	10
12	10

### 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:

Hit from rear

+1

Hit from the sides

+2

#### Vehicle Type Modifier:

Tracked, Naval	+0
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.

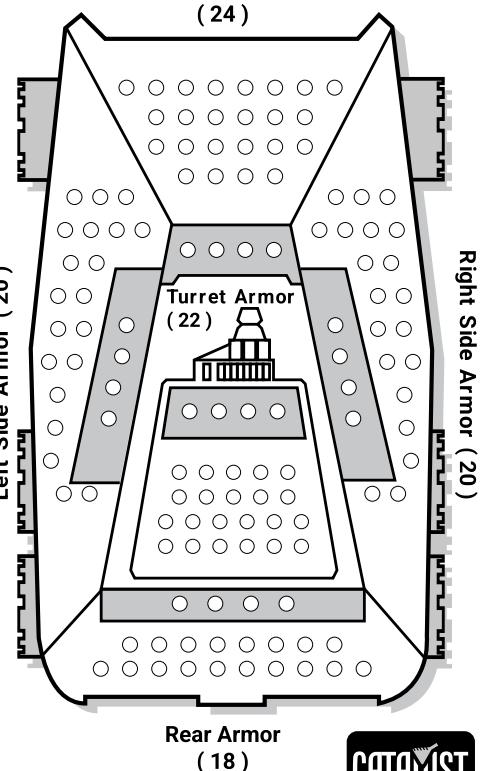
# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### Standard Armor

##### Front Armor (24)



CATALYST  
game labs

### VEHICLE DATA

#### Type: Striker Light Tank

Movement Points:	Tonnage: 35
Cruising: 5	Tech Base: Inner Sphere
Flanking: 8	Rules Level: Introductory
Movement Type: Wheeled	Role: Missile Boat
Engine Type: 155 ICE	

#### Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
SRM 6	TU	2/Msl [M,C,S]	-	3	6	9

vs Charge — 3.5/hex — — —

Ammo: (LRM 10) 12, (SRM 6) 30

BV: 564



### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit  Driver Hit   
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Motive System Hits	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Stabilizers			
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>

### CLUSTER HITS TABLE

2D6	6	10
2	2	3
3	2	3
4	3	4
5	3	6
6	4	6
7	4	6
8	4	6
9	5	8
10	5	8
11	6	10
12	6	10

### 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:

Hit from rear

+1

Hit from the sides

+2

#### Vehicle Type Modifier:

Tracked, Naval	+0
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™

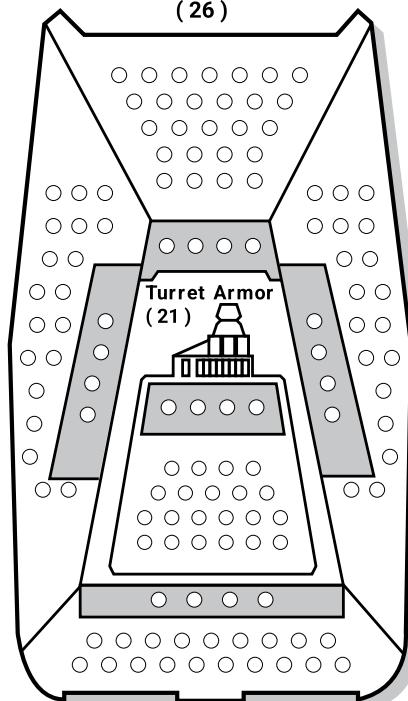
## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

( 26 )



Right Side Armor ( 19 )

CATALYST  
game labs

### VEHICLE DATA

Type: Pegasus Scout Hover Tank (Unarmed)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 105 ICE

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

Type Loc Dmg Min Sht Med Lng (hexes)

vs Charge — 3.5/hex — — —

Features Cargo (12 tons)

BV: 317

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit  Driver Hit

Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked

Engine Hit

Sensor Hits

Motive System Hits

Stabilizers

Front  Left  Right

Rear  Turret

### NOTES

Left Side Armor ( 19 )

Rear Armor ( 19 )

### 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:

Hit from rear

+1

+0

Hit from the sides

+2

+2

#### Vehicle Type Modifier:

Tracked, Naval

+0

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™

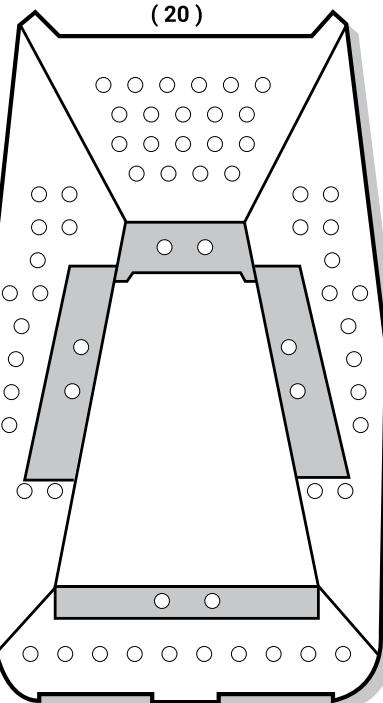
## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

( 20 )



### VEHICLE DATA

Type: Heavy Hover APC

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 75 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shtr	Med	Lng
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — — —

Ammo: (MG) 100

Features Infantry Compartment (6 tons)

BV: 188

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit  Driver Hit   
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit	<input type="checkbox"/>
Sensor Hits	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Motive System Hits	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Stabilizers	Front <input type="checkbox"/> Left <input type="checkbox"/> Right <input type="checkbox"/> Rear <input type="checkbox"/>

### NOTES

Rear Armor  
( 10 )



### GROUND COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side†
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 sides 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:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval +0 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™

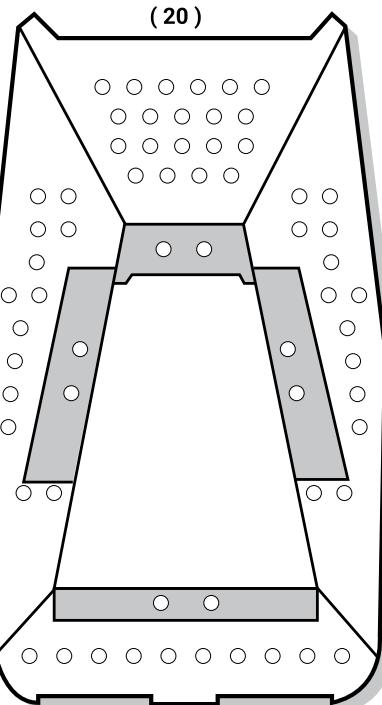
## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

( 20 )



### VEHICLE DATA

Type: Heavy Hover APC

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 75 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shtr	Med	Lng
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — — —

Ammo: (MG) 100

Features Infantry Compartment (6 tons)

BV: 188

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit  Driver Hit   
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit	<input type="checkbox"/>
Sensor Hits	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Motive System Hits	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Stabilizers	Front <input type="checkbox"/> Left <input type="checkbox"/> Right <input type="checkbox"/> Rear <input type="checkbox"/>

### NOTES

Rear Armor  
( 10 )



### GROUND COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side†
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 sides 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:

Hit from rear

+1

Hit from the sides

+2

#### Vehicle Type Modifier:

Tracked, Naval

+0

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.

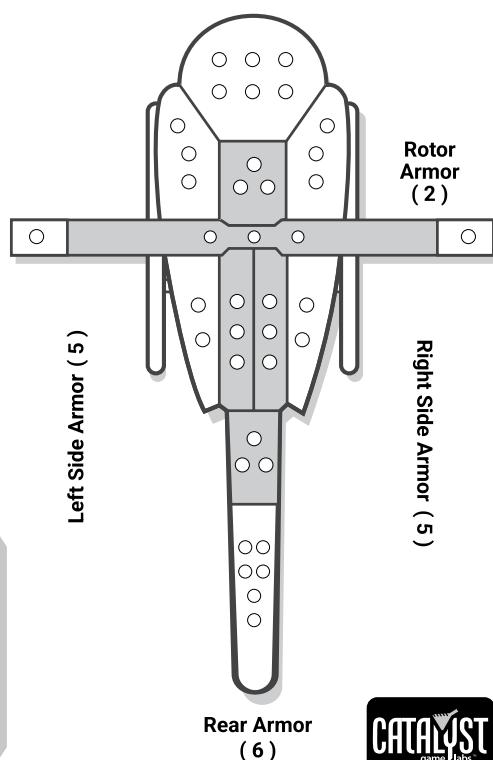
# BATTLETECH™

## VTOL RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor  
(6)



### VEHICLE DATA

Type: Warrior Attack Helicopter H-7

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
AC/2	FR	2 [DB,S]	4	8	16	24
SRM 4	FR	2/Msl [M,C,S]	-	3	6	9

Ammo: (AC/2) 45, (SRM 4) 25

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 295



### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Co-Pilot Hit  Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer*	<input checked="" type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Stabilizers	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Right	<input type="checkbox"/>

\*Move at Cruising speed only

### CLUSTER HITS TABLE

2D6	4
2	1
3	2
4	2
5	2
6	2
7	3
8	3
9	3
10	3
11	4
12	4

### VTOL COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

\* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

† Damage Value / 10 (round up); see Rotor Hits, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotorst.

### VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

### PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACKS ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons Only
4+	None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

	FRONT	SIDE	LOCATION HIT	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Copilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Locks
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	RotorsDestroyed	Ammunition**	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	RotorsDestroyed	Turret Blown Off

\*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

\*\* If the VTOL carries no ammunition, treat this result as Weapon Destroyed.



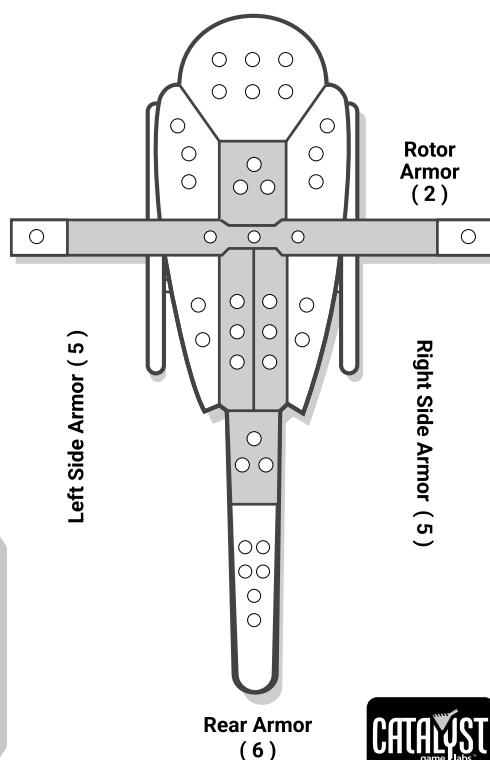
# BATTLETECH™

## VTOL RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor  
(6)



### VEHICLE DATA

Type: Warrior Attack Helicopter H-7

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
AC/2	FR	2 [DB,S]	4	8	16	24
SRM 4	FR	2/Msl [M,C,S]	-	3	6	9

Ammo: (AC/2) 45, (SRM 4) 25

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 295



### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Co-Pilot Hit  Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\*  Engine Hit

Sensor Hits

Stabilizers

Front  Left  Right

Rear

\*Move at Cruising speed only

### CLUSTER HITS TABLE

2D6	4
2	1
3	2
4	2
5	2
6	2
7	3
8	3
9	3
10	3
11	4
12	4

### VTOL COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

\* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

† Damage Value / 10 (round up); see Rotor Hits, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotorst

### VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

### PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACKS ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons Only
4+	None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

	FRONT	SIDE	LOCATION HIT	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Copilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Locks
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	RotorsDestroyed	Ammunition**	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	RotorsDestroyed	Turret Blown Off

\*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

\*\* If the VTOL carries no ammunition, treat this result as Weapon Destroyed.



# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET



### Jump Platoon (SRM)

Commander: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Role: Ambusher

Max Weapon Damage\*

Notes:

None

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
-	-	-	-	-	-	-	-	-	-	-	-	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	1	1

\*Damage is always applied in 2-point Damage Value groupings.

Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

Range Modifier: -1 0 0 +2 +2 +4 +4 +4 - - - - - - - - - - - - - - - - - - - - - - - -

RANGE IN HEXES (TO-HIT MODIFIER)

Movement MP: 2

Movement MP: 1

Type: Jump

Type: Ground

BV: 77

Transport Wt: 3.5 tons

CLUSTER HITS TABLE

2D6	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2	1	1	1	1	2	2	2	3	3	4	4	4	5	5	5	5	6
3	1	1	2	2	2	2	3	3	3	4	4	5	5	5	5	5	6
4	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8
5	1	2	2	3	3	4	4	4	5	6	7	8	8	9	9	10	11
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

### BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

### BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

### NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*
Direct Fire (Energy or Ballistic)
Cluster (Ballistic)
Pulse**
Cluster (Missile)
Area Effect (AE)
Burst-Fire
Heat Effect Weapons

NUMBER OF CONVENTIONAL TROOPERS HIT†
Damage Value / 10
Damage Value / 10 + 1
Damage Value / 5
Damage Value / 5
See Burst-Fire Weapons Table
See Heat-Effect Weapons‡

\*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

\*\*Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).



# BATTLETECH™



## Foot Platoon (Anti-'Mech) (Rifle)

Armor Type: Generic Infantry Kit

Commander: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_

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
-	-	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

Max Weapon Damage\*

Notes:  
None

\*Damage is always applied in 2-point Damage Value groupings.  
Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21  
Range Modifier: -2 0 +2 +4 - - 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

BV: 90

Transport Wt: 3.0 tons

Movement MP: 1

Type: Ground

CLUSTER HITS TABLE

2D6	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
2	1	1	1	1	2	2	2	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	8	8	9	9	9	
3	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	9	9	9
4	1	1	2	2	3	3	3	4	4	4	5	5	5	5	6	6	7	7	8	8	9	9	9	10	10	10	11	11
5	1	2	2	3	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	15	16	16	17	17
6	1	2	2	3	4	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	15	16	16	17	17
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	15	16	16	17	17	17
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	15	16	16	17	17	17
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	19	20	21	21	22	23
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	19	20	21	21	22	23
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	

## BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

### BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

## NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Energy or Ballistic)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area Effect (AE)	Damage Value / 5
Burst-Fire	See Burst-Fire Weapons Table
Heat Effect Weapons	See Heat-Effect Weapons‡

\*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

\*\*Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).



# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET



### Foot Platoon (Anti-'Mech) (MG)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_  
Anti-'Mech Skill: \_\_\_\_\_

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
-	-	16	15	14	14	13	13	12	12	11	11	10	9	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1

Max Weapon Damage\*

Notes:

+1D6 damage vs. conventional infantry.

\*Damage is always applied in 2-point Damage Value groupings.

Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

Range Modifier: -2 0 +2 +4 - - 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

RANGE IN HEXES (TO-HIT MODIFIER)

BV: 84

Transport Wt: 3.0 tons

Movement MP: 0\*

Type: Ground

CLUSTER HITS TABLE

2D6	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
2	1	1	1	1	2	2	2	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	9	9	9
3	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6	7	7	7	8	8	9	9
4	1	1	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	7	7	8	8	9	9	9	10	10	11	11
5	1	2	2	3	3	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17
6	1	2	2	3	4	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
7	1	2	3	3	4	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
8	2	2	3	3	4	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	20	21	21	22	23	
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	20	21	21	22	23	
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	

### BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

### BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

### NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Energy or Ballistic)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area Effect (AE)	Damage Value / 5
Burst-Fire	See Burst-Fire Weapons Table
Heat Effect Weapons	See Heat-Effect Weapons‡

\*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

\*\*Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).

