

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

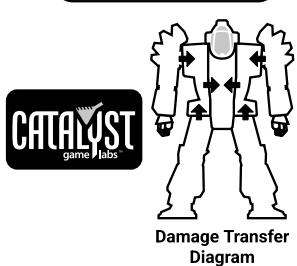
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- 6. Life Support

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		

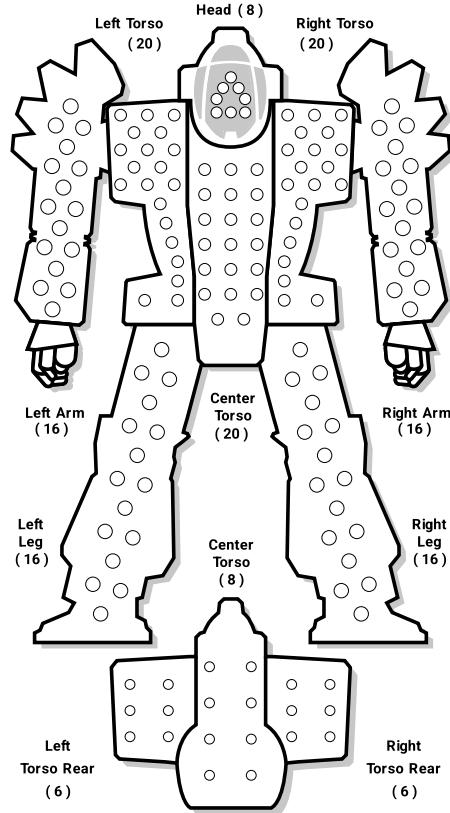
*A result of 2 may inflict a critical hit.

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

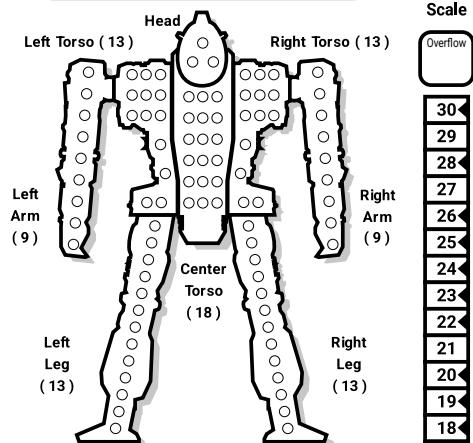
ARMOR DIAGRAM

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: Phoenix Hawk PXH-1

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 270 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Large Laser	RA	8	8 [DE]	—	5	10	15
<i>Jettison-Capable Weapon</i>							
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	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):	14	(10)					
Punch	LA	—	5	—	—	—	—
Punch	RA	—	5	—	—	—	—
Kick	—	—	9	—	—	—	—
Club	—	—	9	—	—	—	—
Death From Above	—	—	14	—	—	—	—
Charge	—	—	4.5/hex	—	—	—	—
Push	—	—	—	—	—	—	—
Ammo: (MG) 200							
Quirks: Command Mech, Improved Communications, Ubiquitous (Inner Sphere), Ubiquitous (Clans)							

BV: 1041

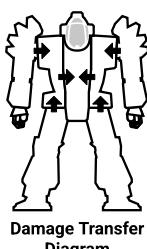
CRITICAL TABLE

1-3	Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Machine Gun
	Right Arm	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
	Right Arm	1-3 4. Roll Again 5. Roll Again 6. Roll Again
	Center Torso	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo (MG) 200 6. Roll Again
	Right Torso	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo (MG) 200 6. Roll Again

4-6	Left Arm	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Arm	1. Medium Laser 2. Machine Gun
	Center Torso	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Arm	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Center Torso	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo (MG) 200 6. Roll Again
	Right Torso	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo (MG) 200 6. Roll Again

1-3	Left Torso	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Left Leg	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Leg	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. Roll Again 5. Sensors 6. Life Support
	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine

4-6	Left Torso	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Left Leg	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Leg	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. Roll Again 5. Sensors 6. Life Support
	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine



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

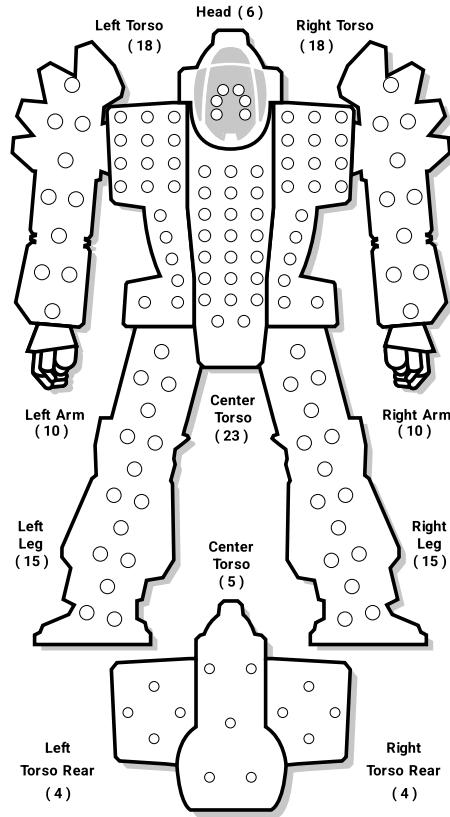
*A result of 2 may inflict a critical hit.

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

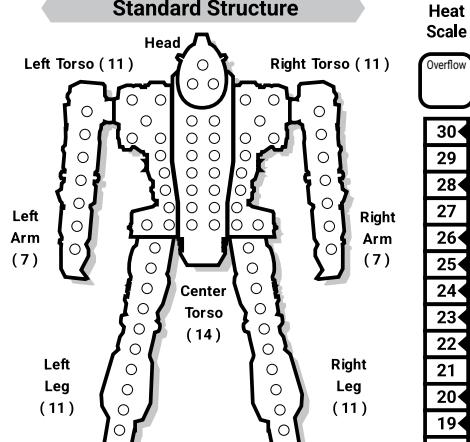
ARMOR DIAGRAM

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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9
Medium Laser	CT	3	5 [DE]	—	3	6	9
Medium Laser	CT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 22 (15)

+3	Punch	LA	—	3	—	—	—
+3	Punch	RA	—	3	—	—	—
-2	Kick	—	—	13	—	—	—
Vs	Death From Above	—	—	20	—	—	—
Vs	Charge	—	—	6.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (LRM 15) 16

Quirks: No/Minimal Arms, Weak Head Armor (1)

BV: 1399

CRITICAL TABLE

Head

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
3.	LRM 15
4.	LRM 15
5.	LRM 15
6.	Roll Again
1.	Roll Again
2.	Roll Again
3.	Roll Again
4.	Roll Again
5.	Roll Again
6.	Roll Again

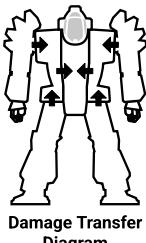
Center Torso

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

Left Torso

1-3	1. Jump Jet
4-6	2. Jump Jet
1-3	3. Medium Laser
4-6	4. Ammo (LRM 15) 8
1-3	5. Roll Again
4-6	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.	Heat Sink
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	15
2*	LT(C)	CT(C)	RT(C)	5
3	LL	RA	RL	5
4	LA	RA	RA	6
5	LA	RL	RA	9
6	LL	RT	RL	9
7	LT	CT	RT	9
8	CT	LT	CT	9
9	RT	LL	LT	12
10	RA	LA	LA	12
11	RL	LA	LL	15
12	HD	HD	HD	15

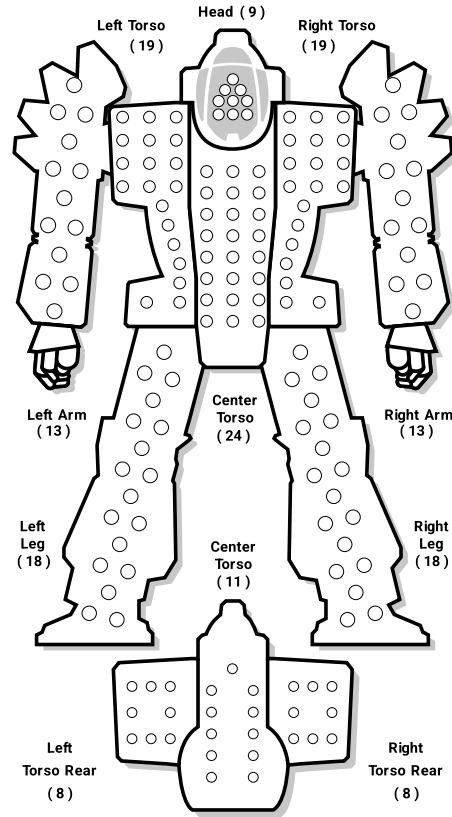
*A result of 2 may inflict a critical hit.

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

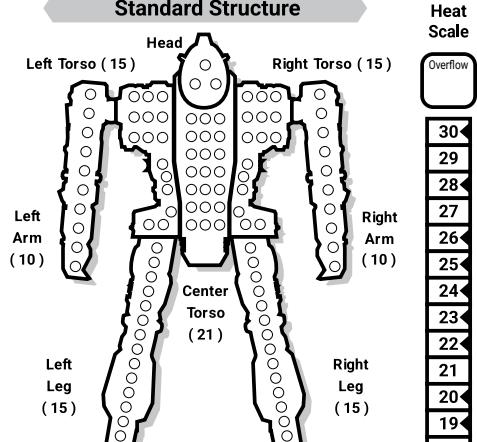
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level* Effects Heat Sinks: 15

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: Shadow Hawk SHD-2H

Movement Points:

Walking: 5

Running: 8

Jumping: 3

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
LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
AC/5	LT	1	5 [DB,S]	3	6	12	18
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	HD	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 8 (12)

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

Ammo: (SRM 2) 50, (LRM 5) 24, (AC/5) 20

Quirks: Battle Fists (LA), Battle Fists (RA), Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1064

CRITICAL TABLE

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

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

Left Torso	
1.	Jump Jet
2.	AC/5
3.	AC/5
4.	AC/5
5.	AC/5
6.	Ammo (AC/5) 20

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

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

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

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

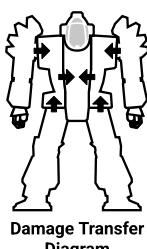
- 4-6 Right Arm
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

- Left Leg
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Ammo (SRM 2) 50

- 4-6 Right Torso
- 1. Heat Sink
- 2. Jump Jet
- 3. LRM 5
- 4. Ammo (LRM 5) 24
- 5. Roll Again
- 6. Roll Again

- Engine Hits
- Gyro Hits
- Sensor Hits
- Life Support

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

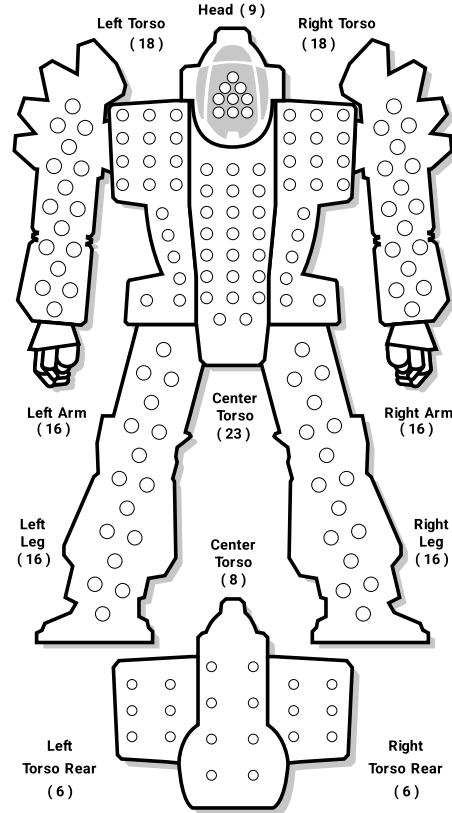


- Left Leg
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

- Right Leg
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

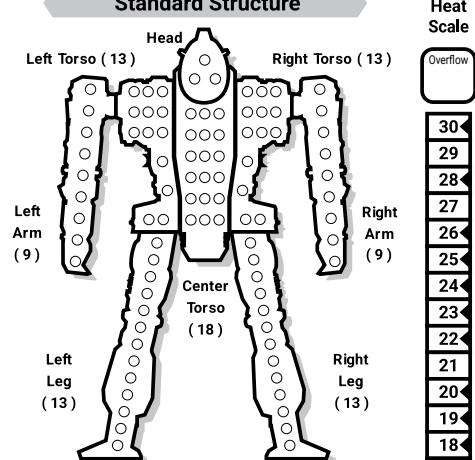
ARMOR DIAGRAM

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	
12	-2 Movement Points	
10	+1 Modifier to Fire	
9	-1 Movement Points	
8		
7		
6		
5		
4		
3		
2		
1		
0		

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Commando COM-2D

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 150 Fusion

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
Medium Laser	LA	3	5 [DE]	—	3	6	9
SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 10 (10)

Punch LA — 3 — — — —

Punch RA — 3 — — — —

Kick — — 5 — — — —

Club — — 5 — — — —

Charge — — 2.5/hex — — — —

Push — — — — — — —

Ammo: (SRM 4) 25, (SRM 6) 15

Quirks: Narrow/Low Profile, Exposed Actuators

BV: 541

CRITICAL TABLE

Left Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Lower Arm Actuator
4.	Hand Actuator
5.	Medium Laser
6.	Roll Again

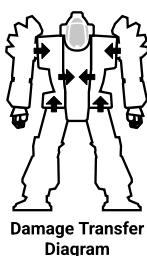
Right Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Lower Arm Actuator
4.	Hand Actuator
5.	SRM 4
6.	Roll Again

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

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

Right Torso	
1.	Heat Sink
2.	Heat Sink
3.	Ammo (SRM 4) 25
4.	Roll Again
5.	Roll Again
6.	Roll Again

Left Leg	
1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Roll Again
6.	Roll Again



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	LS	F/R	RS	4	6
2*	LT(C)	CT(C)	RT(C)	1	2
3	LL	RA	RL	2	2
4	LA	RA	RA	2	3
5	LA	RL	RA	2	3
6	LL	RT	RL	2	4
7	LT	CT	RT	3	4
8	CT	LT	CT	3	4
9	RT	LL	LT	3	5
10	RA	LA	LA	3	5
11	RL	LA	LL	4	6
12	HD	HD	HD	4	6

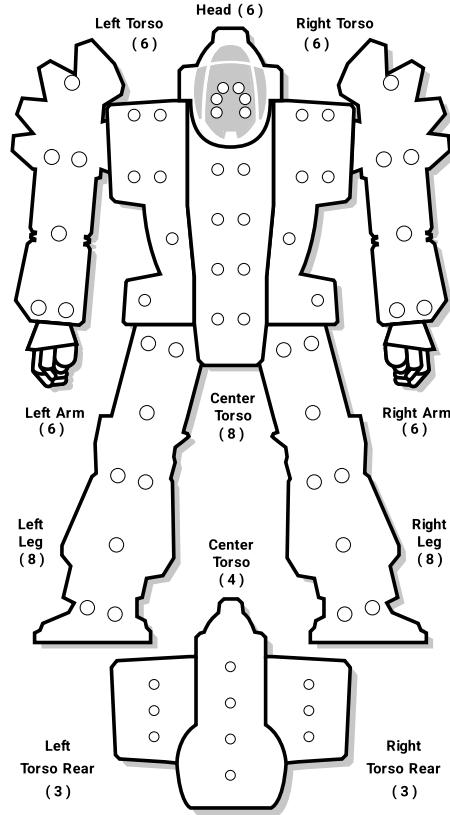
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

Die Roll	Punch	Kick				
(1D6)	LS	F/R	RS	LS	F/R	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

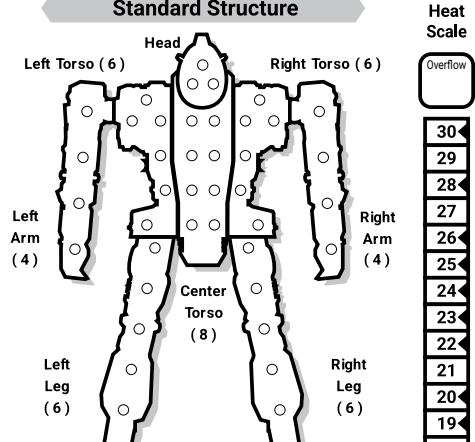
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Effects Heat Sinks: 10

Heat Level*	Effects
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: Locust LCT-3V

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
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): 6 (10)

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

Ammo: (MG) 100

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

BV: 490



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Machine Gun
4-6	4. Roll Again
	5. Roll Again
	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
4-6	4. Gyro
	5. Gyro
	6. Gyro
1.	1. Gyro
2.	2. Fusion Engine
3.	3. Fusion Engine
4.	4. Fusion Engine
5.	5. Medium Laser
6.	6. Medium Laser

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

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

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

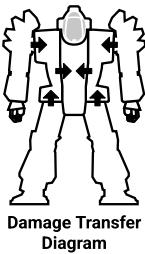
- Center Torso**
1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 - 1-3
 4. Gyro
 5. Gyro
 6. Gyro

- Right Torso**
1. Ammo (MG) 100
 2. Roll Again
 3. Roll Again
 - 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

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

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

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
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

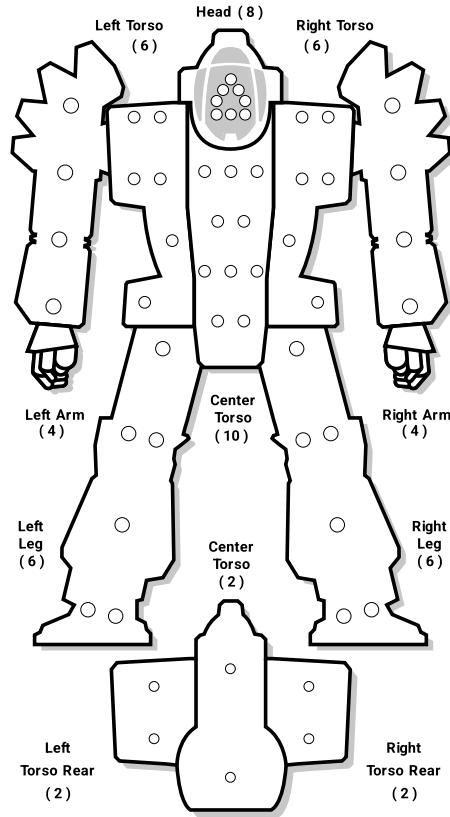
*A result of 2 may inflict a critical hit.

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

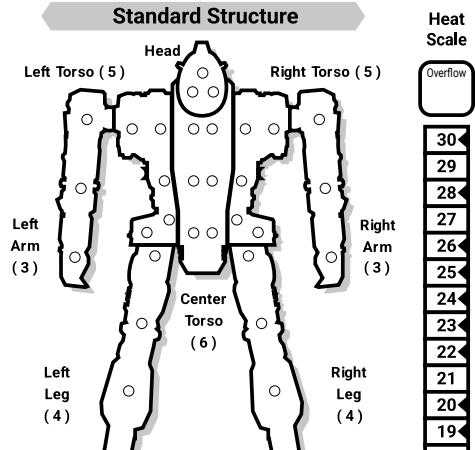
ARMOR DIAGRAM

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	
10	-2 Movement Points	
9	+1 Modifier to Fire	
8	-1 Movement Points	
7		
6		
5		
4		
3		
2		
1		
0		

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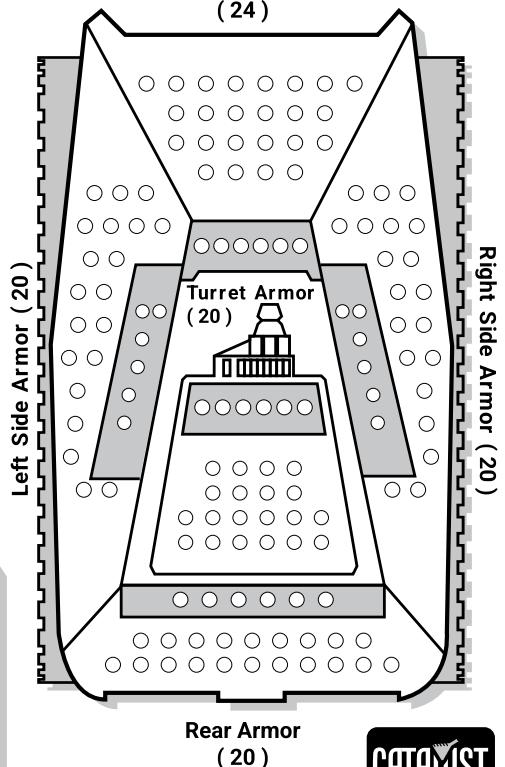
TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor

(24)



CATALYST
game labs

VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points:

Cruising: 4

Flanking: 6

Movement Type: Tracked

Engine Type: 240 ICE

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Large Laser	TU	8 [DE]	—	5	10	15
SRM 4	TU	2/Msl [M,C,S]	—	3	6	9
SRM 4	TU	2/Msl [M,C,S]	—	3	6	9
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 6/hex — — — —

Ammo: (MG) 100, (SRM 4) 50

BV: 605



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

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.

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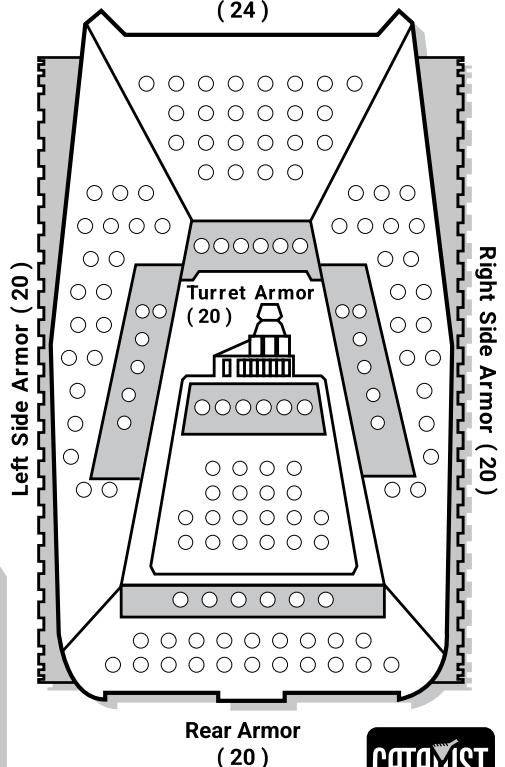
TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor

(24)



CATALYST
game labs

VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points:

Cruising: 4

Flanking: 6

Movement Type: Tracked

Engine Type: 240 ICE

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Large Laser	TU	8 [DE]	—	5	10	15
SRM 4	TU	2/Msl [M,C,S]	—	3	6	9
SRM 4	TU	2/Msl [M,C,S]	—	3	6	9
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 6/hex — — — —

Ammo: (MG) 100, (SRM 4) 50

BV: 605



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

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.

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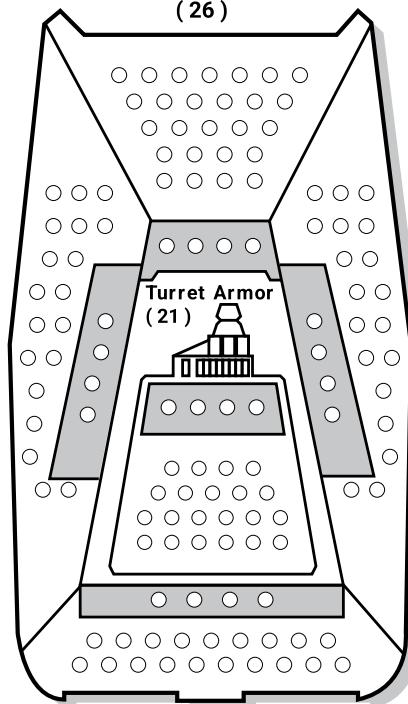
HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor

(26)



Right Side Armor (19)

Left Side Armor (19)

Rear Armor



VEHICLE DATA

Type: Pegasus Scout Hover Tank

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 105 ICE

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
Medium Laser	FR	5 [DE]	—	3	6	9

vs Charge — 3.5/hex — — — —

Ammo: (SRM 6) 15

BV: 640



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

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.

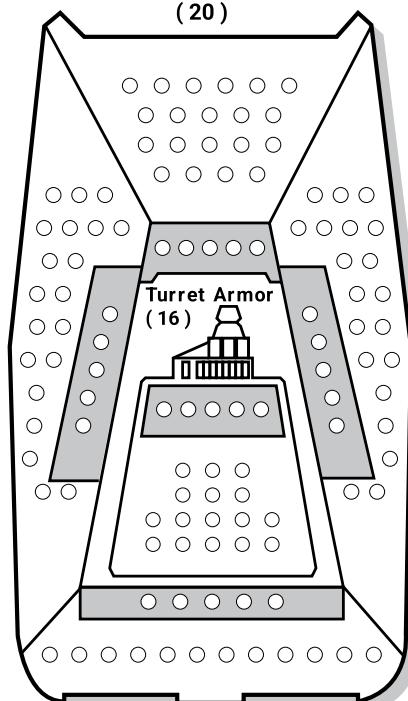
BATTLETECH™

HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (20)



Right Side Armor (20)

Left Side Armor (20)

VEHICLE DATA

Type: Maxim Heavy Hover Transport

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 165 ICE

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

Weapons & Equipment Inventory

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

vs Charge — 5/hex — — — —

Ammo: (LRM 5) 24, (MG) 200, (SRM 2) 50, (SRM 6) 15

Features Infantry Compartment (3 tons)

BV: 764



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	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	+1	+2	+3
Motive System Hits	+1	+2	+3
Stabilizers			
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>

CLUSTER HITS TABLE

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

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



CONVENTIONAL INFANTRY RECORD SHEET

Foot Platoon (Anti-'Mech) (Rifle)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

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

Range: 0 1 2 3 4 5

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

RANGE IN HEXES (TO-HIT MODIFIER)

PV-26

Transcript MW 8.8.1

Macmillan LMR 1

THERMOPOLIS

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

*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*).

The Catalyst Game Labs logo features the word "CATALYST" in a large, white, sans-serif font. A stylized, upward-pointing arrow or brush stroke is positioned above the letter "A". Below "CATALYST", the words "game labs" are written in a smaller, white, lowercase sans-serif font, with a trademark symbol (™) at the end.

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 -

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

BV: 77

Transport Wt: 3.5 tons

Movement MP: 2

Movement MP: 1

Type: Jump

Type: Ground

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	4	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*).

