

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-5Mr

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LRM 10 w/Artemis IV	LT	4	1/Msl [M,C,S]	6	7	14	21
-1 ER Medium Laser	LA	5	[5] [DE]	—	4	8	12
-1 ER Medium Laser	RA	5	[5] [DE]	—	4	8	12
-1 Medium Laser (R)	RT	3	[5] [DE]	—	3	6	9
-1 Medium Laser (R)	RT	3	[5] [DE]	—	3	6	9
ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
Targeting Computer	RT	—	[E]	—	—	—	—
Total Heat (Dissipation):	20 (24)						
Punch	LA	—	6	—	—	—	—
Punch	RA	—	6	—	—	—	—
-2 Kick	—	—	12	—	—	—	—
-1 Club	—	—	12	—	—	—	—
Vs Death From Above	—	—	18	—	—	—	—
Vs Charge	—	—	6/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (LRM 10 Artemis) 12

Quirks: Hyper-Extending Actuators, Exposed Actuators

BV: 1471



CRITICAL TABLE

Head	
1.	Shoulder
2.	Upper Arm Actuator
3.	Lower Arm Actuator
4.	Hand Actuator
5.	ER Medium Laser
6.	Ferro-Fibrous

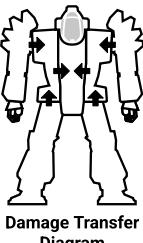
Center Torso	
1.	Fusion Engine
2.	Fusion Engine
3.	Fusion Engine
4.	Gyro
5.	Gyro
6.	Gyro

Left Torso (CASE)	
1.	Jump Jet
2.	Jump Jet
3.	LRM 10
4.	LRM 10
5.	Artemis IV FCS
6.	Ammo (LRM 10 Artemis) 12

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

1-3 4-6

CATALYST
game labs



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	10
2*	LT(C)	CT(C)	RT(C)	3
3	LL	RA	RL	3
4	LA	RA	RA	4
5	LA	RL	RA	6
6	LL	RT	RL	6
7	LT	CT	RT	6
8	CT	LT	CT	6
9	RT	LL	LT	8
10	RA	LA	LA	8
11	RL	LA	LL	10
12	HD	HD	HD	10

*A result of 2 may inflict a critical hit.

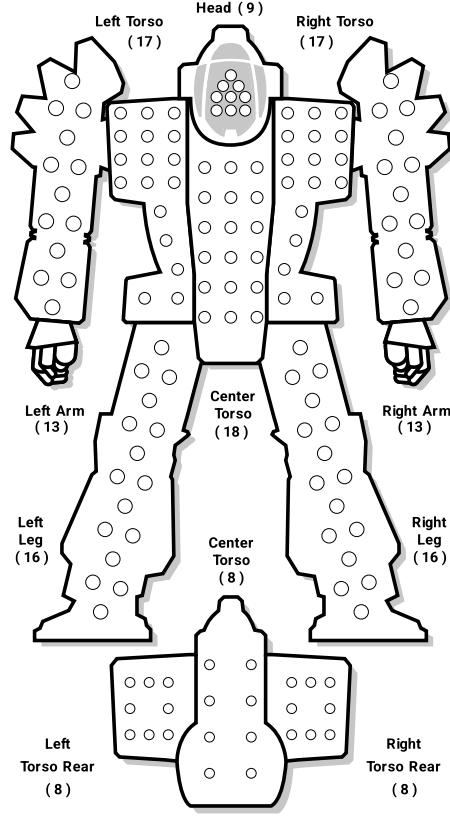
Artemis IV FCS: 2

Die Roll

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

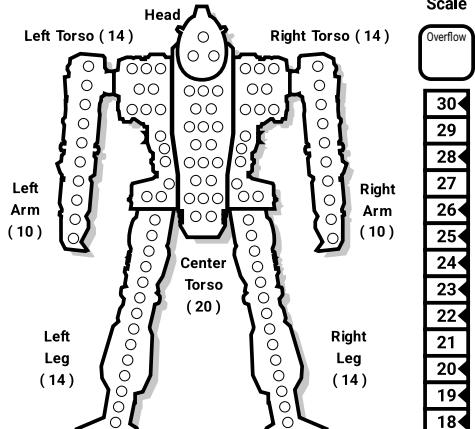
Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure

Heat Scale



HEAT DATA

Double Heat Sinks: 12 (24)

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

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: Griffin GRF-3N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
	ER PPC	RA	15 10 [DE]	-	7	14	23
<i>Jettison-Capable Weapon</i>							
Enhanced LRM 10	RT	4	1/Msl [M,C,S]	3	7	14	21
w/Artemis IV							

Total Heat (Dissipation): 19 (22)

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

Ammo: (NLRM 10 Artemis) 24

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

BV: 1560



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. Endo Steel	5. Sensors
6. Endo Steel	6. Life Support

1-3	1. Endo Steel
4-6	2. Endo Steel
4-6	3. Ferro-Fibrous
4-6	4. Ferro-Fibrous
4-6	5. Ferro-Fibrous
4-6	6. Roll Again

Left Torso (CASE II)	1. Gyro
1-3	2. Fusion Engine
1-3	3. Fusion Engine
1-3	4. Fusion Engine
1-3	5. Jump Jet
1-3	6. Roll Again

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

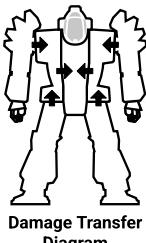
Left Torso (CASE II)

1. Jump Jet
2. Jump Jet
3. Ammo (NLRM 10 Artemis) 12
4. Ammo (NLRM 10 Artemis) 12
5. CASE II
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous



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	10
2*	LT(C)	CT(C)	RT(C)	3
3	LL	RA	RL	3
4	LA	RA	RA	4
5	LA	RL	RA	6
6	LL	RT	RL	6
7	LT	CT	RT	6
8	CT	LT	CT	6
9	RT	LL	LT	8
10	RA	LA	LA	8
11	RL	LA	LL	10
12	HD	HD	HD	10

*A result of 2 may inflict a critical hit.

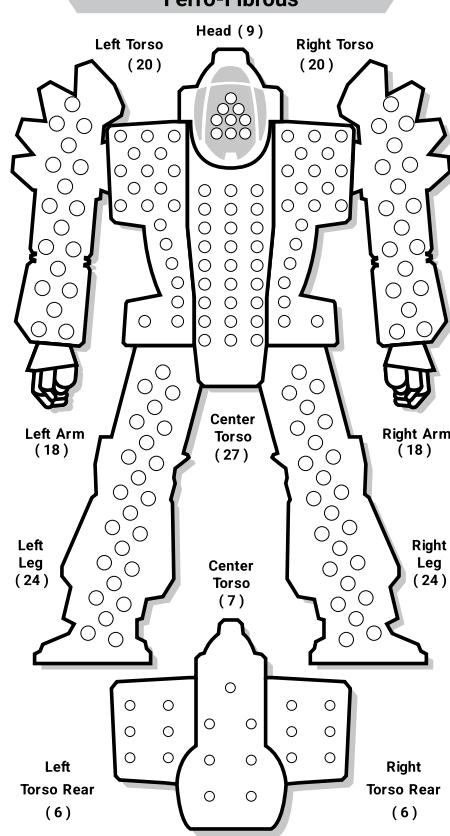
Artemis IV FCS: +2

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

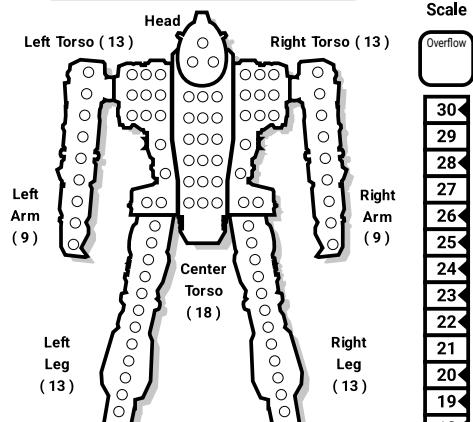
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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: Wolverine WVR-9R

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Ultra AC/10	RA	4	10/Shrt [DB,R/C]	—	6	12	18
Jettison-Capable Weapon							
ER Medium Laser	HD	5	[DE]	—	4	8	12

Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
--------------	----	---	-------------	---	---	---	---

Total Heat (Dissipation): 17 (20)

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

Ammo: (Streak SRM 6) 15, (Ultra AC/10) 20

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

BV: 1481



CRITICAL TABLE

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

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

Left Torso (CASE)	1. XL Fusion Engine
1-3	2. XL Fusion Engine
1-3	3. XL Fusion Engine
1-3	4. Streak SRM 6
1-3	5. Streak SRM 6
1-3	6. Ammo (Streak SRM 6) 15
4-6	1. Ammo (Ultra AC/10) 10
4-6	2. Ammo (Ultra AC/10) 10
4-6	3. CASE
4-6	4. Roll Again
4-6	5. Roll Again
4-6	6. Roll Again

Head

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

Center Torso

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

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

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

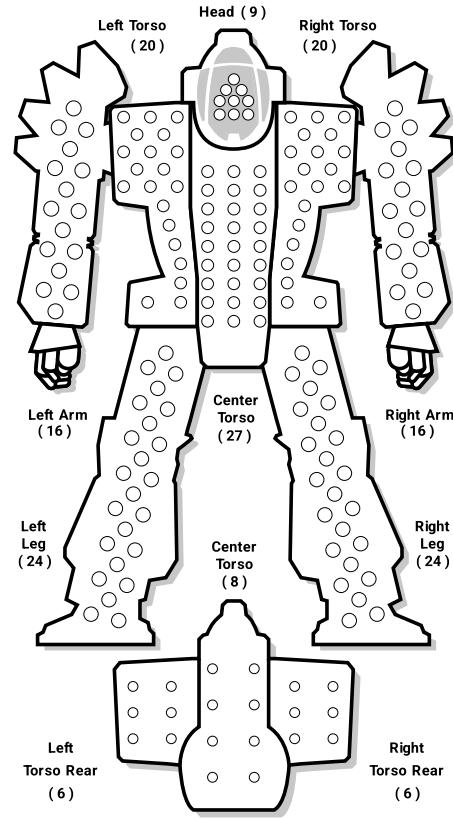
*A result of 2 may inflict a critical hit.

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

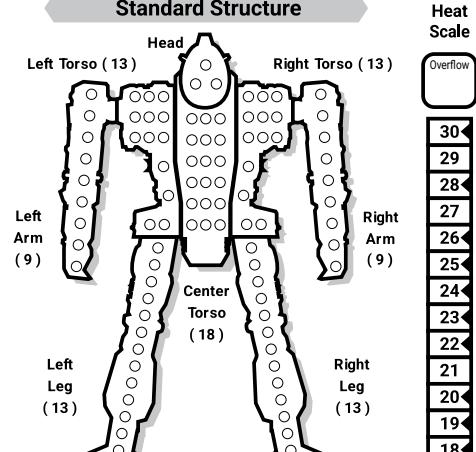
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat 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

HEAT DATA

Double Heat Sinks: 10 (20)

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: Chameleon CLN-8V

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 300 XL

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
ER Large Laser	RA	12	8 [DE]	-	7	14	19
-2 Medium X-Pulse Laser	LT	6	6 [P]	-	3	6	9
-2 Medium X-Pulse Laser	RT	6	6 [P]	-	3	6	9
-2 Medium X-Pulse Laser	RT	6	6 [P]	-	3	6	9
Medium Laser	LA	3	5 [DE]	-	3	6	9
Medium Laser	RA	3	5 [DE]	-	3	6	9
Machine Gun	CT	-2	[DB,AI]	-	1	2	3
Machine Gun	CT	-2	[DB,AI]	-	1	2	3

Total Heat (Dissipation): 36 (24)

Punch LA - 5

Punch RA - 5

Kick - - 10

Club - - 10

Vs Death From Above - - 15

Vs Charge - - 5/hex

-1 Push - - -

Ammo: (MG) 100

Quirks: Distracting, Easy to Pilot

BV: 1426



CRITICAL TABLE

Head

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

1-3 1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Center Torso

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

1-3 1. Gyro

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Machine Gun

6. Machine Gun

4-6 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

BATTLETECH™

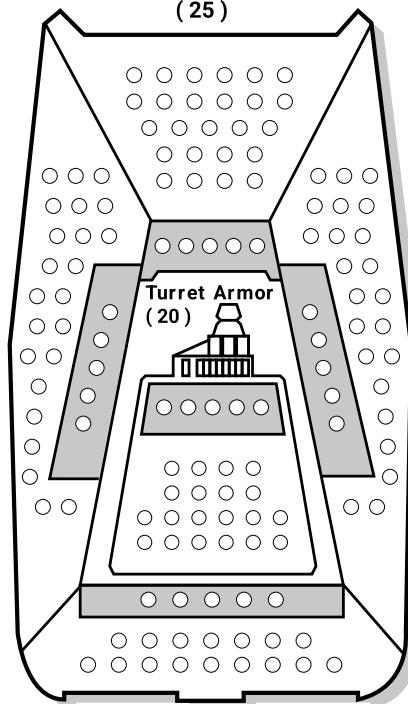
HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)



Right Side Armor (23)

VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 165 ICE

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	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
SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
Streak SRM 2	RS	2/Msl [M,C]	—	3	6	9
Streak SRM 2	LS	2/Msl [M,C]	—	3	6	9
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 6) 15, (Streak SRM 2) 50

Features Infantry Compartment (4 tons)

BV: 794



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	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™

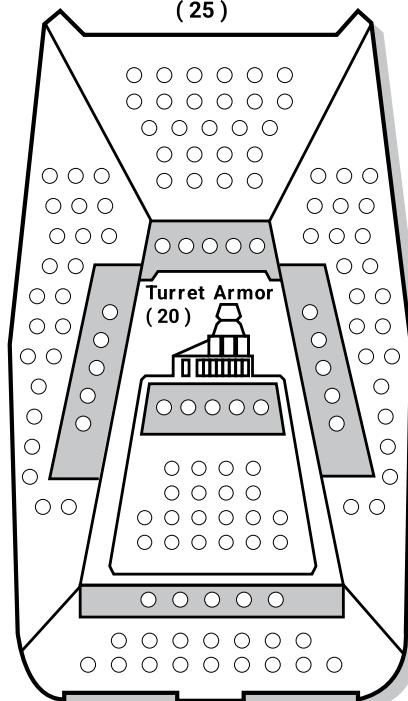
HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)



Right Side Armor (23)

VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 165 ICE

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

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
SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
Streak SRM 2	RS	2/Msl [M,C]	—	3	6	9
Streak SRM 2	LS	2/Msl [M,C]	—	3	6	9
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 6) 15, (Streak SRM 2) 50

Features Infantry Compartment (4 tons)

BV: 794



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	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™

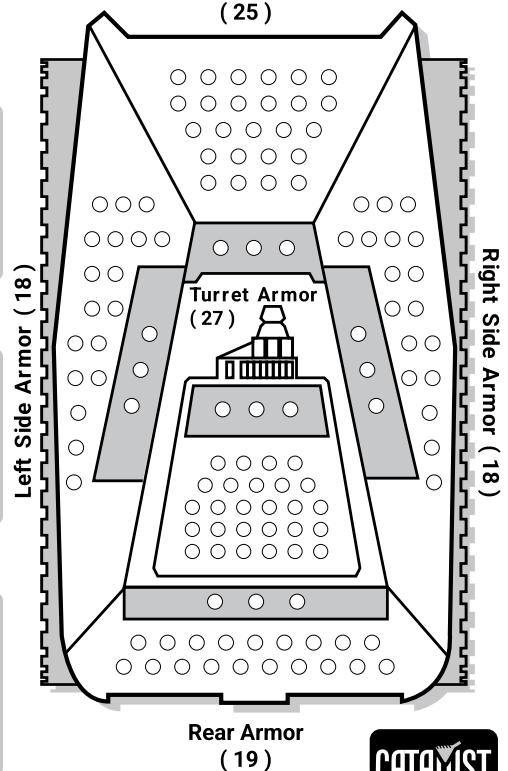
TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)



VEHICLE DATA

Type: Galleon Light Tank GAL-102

Movement Points:

Cruising: 7

Flanking: 11

Movement Type: Tracked

Engine Type: 210 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Medium Laser	RS	5 [DE]	—	3	6	9
Medium Laser	LS	5 [DE]	—	3	6	9
Medium Pulse Laser	TU	6 [P]	—	2	4	6
Active Probe (Beagle)	FR	[E]	—	—	—	4

-2

vs Charge — 3/hex — — —

Quirks: Ubiquitous (Inner Sphere)

BV: 651



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION	FRONT	REAR	SIDES
	Front (critical)	Rear (critical)	Side (critical)
Frontt	Frontt	Reart	Sidet
Frontt	Reart	Sidet	Sidet
Right Sidet	Left Sidet	Frontt	Frontt
Front	Rear	Side	Side
Front	Rear	Side	Side
Left Sidet	Right Sidet	Reart	Side (critical)*
Turret	Turret	Turret	Turret
Turret	Turret	Turret	Turret
Turret (critical)	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

Vehicle Type Modifier:

Tracked, Naval +0

Hit from the sides

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
No Critical Hit				
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**	Weapon Destroyed
Crew Killed	Fuel Tank*	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

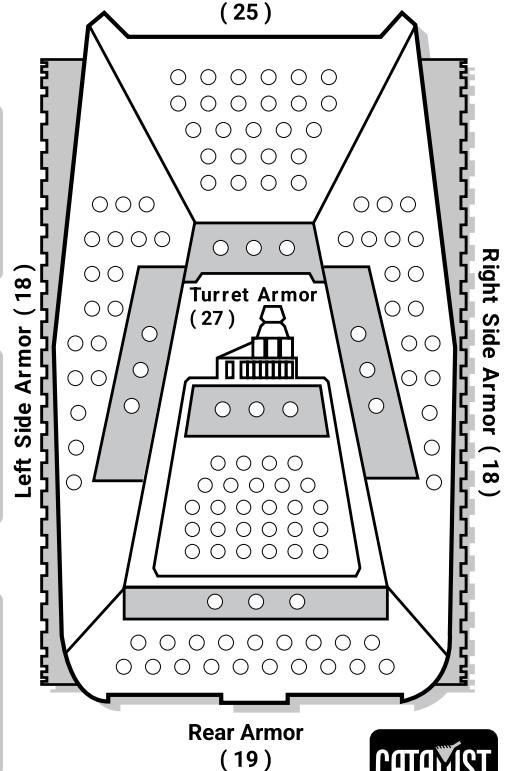
TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)



VEHICLE DATA

Type: Galleon Light Tank GAL-102

Movement Points:

Cruising: 7

Flanking: 11

Movement Type: Tracked

Engine Type: 210 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Medium Laser	RS	5 [DE]	—	3	6	9
Medium Laser	LS	5 [DE]	—	3	6	9
Medium Pulse Laser	TU	6 [P]	—	2	4	6
Active Probe (Beagle)	FR	[E]	—	—	—	4

-2

vs Charge — 3/hex — — —

Quirks: Ubiquitous (Inner Sphere)

BV: 651



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"/>

NOTES

CATALYST
game labs

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 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™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Magnetic](Sqd4)

Gunnery Skill: _____ Anti-'Mech Skill: _____

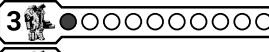
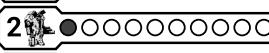
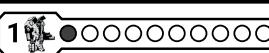
Ground MP: 2 Jump MP: 4

Type Dmg Min Sht Med Lng

1 Machine Gun (Medium) 2 [DB, AI] — 1 2 3

1 Battle Claw — — — —

1 Magnetic Clamps [BA] [E] — — — —



Mechanized:

Swarm:

Leg:

AP:

Armor: Advanced

Role: Ambusher

BV: 205

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT
MODIFIER

4-6 0

3 +2

2 +5

1 +7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT
MODIFIER

4-6 +2

1-3 +5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE
BATTLE ARMOR ARMOR TROOPERS ACTIVE

TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

LARGE SUPPORT VEHICLE LOCATION*

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units.

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Magnetic](Sqd4)

Gunnery Skill: _____ Anti-'Mech Skill: _____

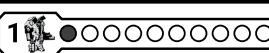
Ground MP: 2 Jump MP: 4

Type Dmg Min Sht Med Lng

1 Machine Gun (Medium) 2 [DB, AI] — 1 2 3

1 Battle Claw — — — —

1 Magnetic Clamps [BA] [E] — — — —



Mechanized:

Swarm:

Leg:

AP:

Armor: Advanced

Role: Ambusher

BV: 205

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
3
2
1

BASE TO-HIT
MODIFIER
0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
1-3

BASE TO-HIT
MODIFIER
+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	Head	Head
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units.



BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Magnetic](Sqd4)

Gunnery Skill: _____ Anti-'Mech Skill: _____

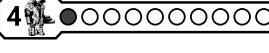
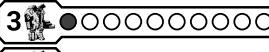
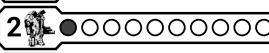
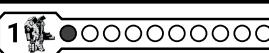
Ground MP: 2 Jump MP: 4

Type Dmg Min Sht Med Lng

1 Machine Gun (Medium) 2 [DB, AI] — 1 2 3

1 Battle Claw — — — —

1 Magnetic Clamps [BA] [E] — — — —



Mechanized:

Swarm:

Leg:

AP:

Armor: Advanced

Role: Ambusher

BV: 205

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
3
2
1

BASE TO-HIT
MODIFIER
0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
1-3

BASE TO-HIT
MODIFIER
+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION		QUAD LOCATION	
	2	Head	3	Front Right Torso
3	Rear Center Torso		4	Rear Right Torso
4	Rear Right Torso		5	Front Right Torso
5	Front Right Torso		6	Right Arm
6	Right Arm		7	Front Center Torso
7	Front Center Torso		8	Left Arm
8	Left Arm		9	Front Left Torso
9	Front Left Torso		10	Rear Left Torso
10	Rear Left Torso		11	Rear Center Torso
11	Rear Center Torso		12	Front Left Torso
	Head			Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units.



BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Magnetic](Sqd4)

Gunnery Skill: _____ Anti-'Mech Skill: _____

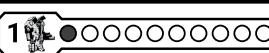
Ground MP: 2 Jump MP: 4

Type Dmg Min Sht Med Lng

1 Machine Gun (Medium) 2 [DB, AI] — 1 2 3

1 Battle Claw — — — —

1 Magnetic Clamps [BA] [E] — — — —



Mechanized:

Swarm:

Leg:

AP:

Armor: Advanced

Role: Ambusher

BV: 205

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
3
2
1

BASE TO-HIT
MODIFIER
0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
1-3

BASE TO-HIT
MODIFIER
+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	Head	Head
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units.

