

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Merlin MLN-1A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
PPC	RT	10	10 [DE]	3	6	12	18
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
Machine Gun	LT	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 21 (18)

+1	Punch	LA	—	6	—	—	—
+1	Punch	RA	—	6	—	—	—
-2	Kick	—	—	12	—	—	—
Vs	Death From Above	—	—	18	—	—	—
Vs	Charge	—	—	6/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (LRM 5) 24, (MG) 100

Quirks: Easy to Maintain, Rugged (1 Point)

BV: 1217



CRITICAL TABLE

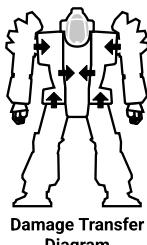
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Medium Laser
	5. Roll Again
	6. Roll Again
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

Left Torso	1. Gyro
1-3	2. Fusion Engine
	3. Fusion Engine
4-6	4. Fusion Engine
4-6	5. Ammo (LRM 5) 24
	6. Ammo (MG) 100

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

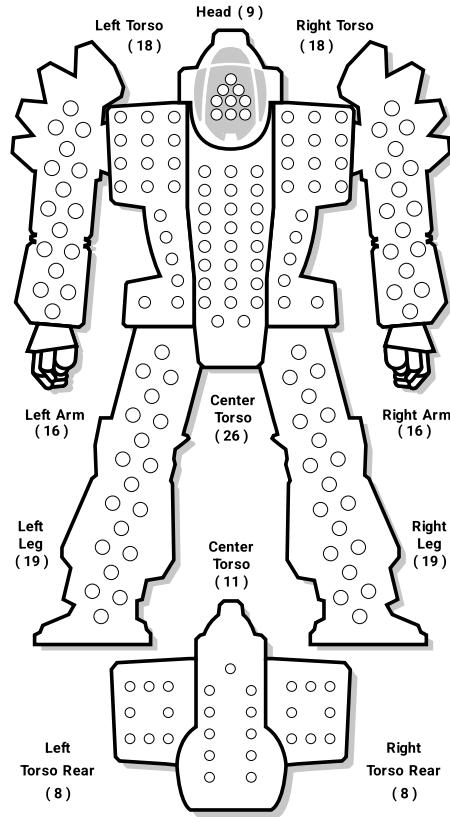
*A result of 2 may inflict a critical hit.

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

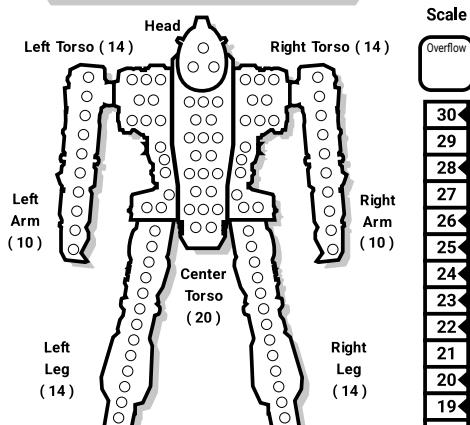
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18
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: Merlin MLN-1A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
PPC	RT	10	10 [DE]	3	6	12	18
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
Machine Gun	LT	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 21 (18)

+1	Punch	LA	—	6	—	—	—
+1	Punch	RA	—	6	—	—	—
-2	Kick	—	—	12	—	—	—
Vs	Death From Above	—	—	18	—	—	—
Vs	Charge	—	—	6/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (LRM 5) 24, (MG) 100

Quirks: Easy to Maintain, Rugged (1 Point)

BV: 1217



CRITICAL TABLE

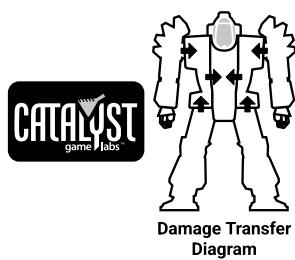
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Medium Laser
	5. Roll Again
	6. Roll Again
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

Left Torso	1. Gyro
1-3	2. Fusion Engine
	3. Fusion Engine
4-6	4. Fusion Engine
4-6	5. Ammo (LRM 5) 24
	6. Ammo (MG) 100

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

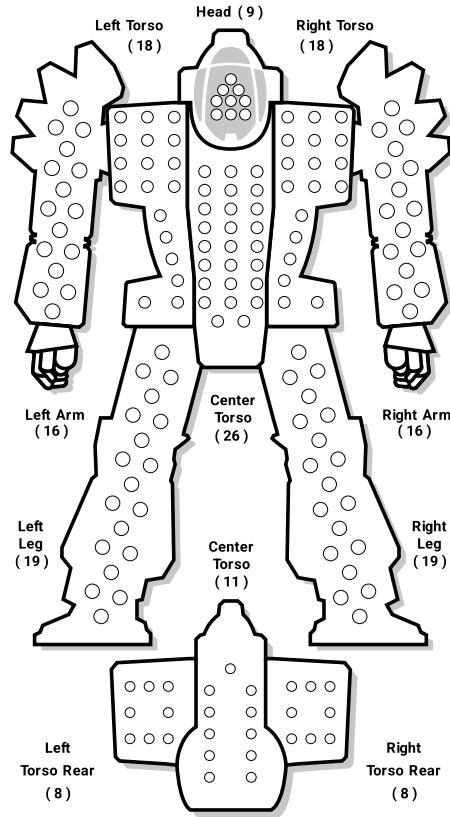
*A result of 2 may inflict a critical hit.

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

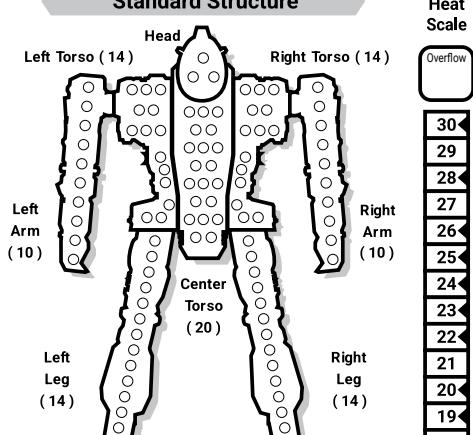
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Sinks: 18

Heat Level*

30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Heat 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

Left Leg

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

Right Leg

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

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

Center Torso	1. Fusion Engine
1-3	2. Fusion Engine
	3. Fusion Engine
4-6	4. Gyro
	5. Gyro
	6. Gyro
1. Roll Again	1. Gyro
2. Roll Again	2. Fusion Engine
3. Roll Again	3. Fusion Engine
4. Roll Again	4. Fusion Engine
5. Roll Again	5. Medium Laser
6. Roll Again	6. Medium Laser

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

- 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

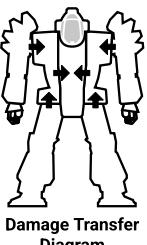
- Right Torso
- 1. Ammo (MG) 100
- 2. Roll Again
- 3. Roll Again
- 1-3
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

RIGHT LEG

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

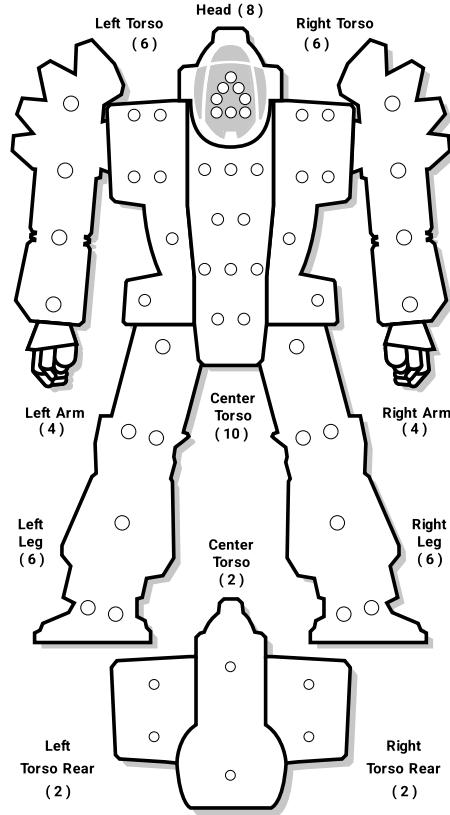
*A result of 2 may inflict a critical hit.

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

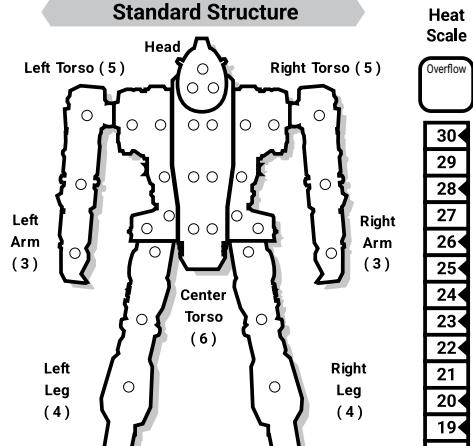
ARMOR DIAGRAM

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	
5		

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Locust LCT-1V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

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

BV: 432

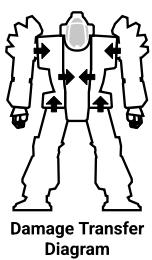
CRITICAL TABLE

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

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

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

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



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

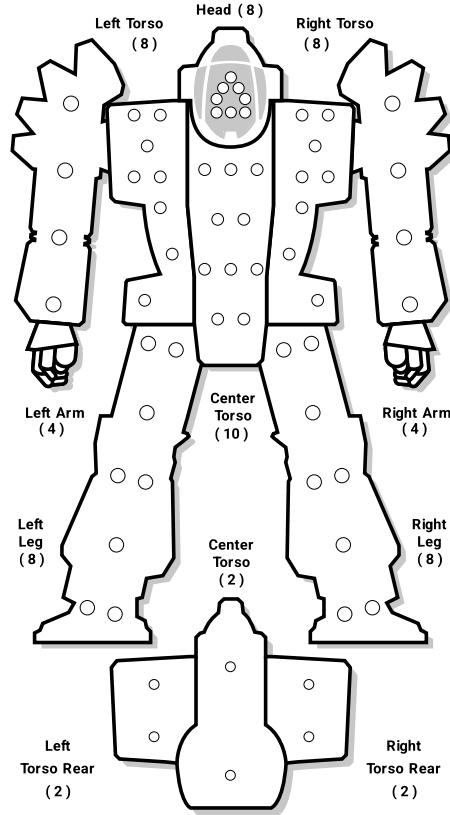
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

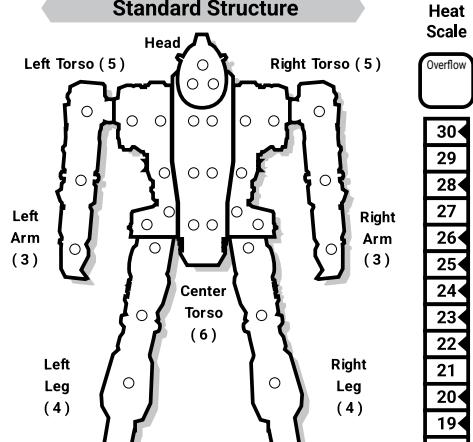
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
12	-2 Movement Points	○
10	+1 Modifier to Fire	○
9	-1 Movement Points	○
8		○
7		○
6		○
5		○
4		○
3		○
2		○
1		○
0		○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stinger STG-3G

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 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	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 6 (10)

Punch	LA	—	2	—	—	—	—
Punch	RA	—	2	—	—	—	—
Kick	—	—	4	—	—	—	—
Club	—	—	4	—	—	—	—
Death From Above	—	—	6	—	—	—	—
Charge	—	—	2/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Quirks: Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 497



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. Medium Laser	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	1. Heat Sink
2. Jump Jet	2. Sensors
3. Jump Jet	3. Fusion Engine
4. Jump Jet	4. Fusion Engine
5. Roll Again	5. Fusion Engine
6. Roll Again	6. Gyro

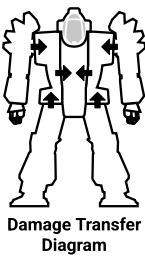
Left Leg	1. Hip
2. Upper Leg Actuator	2. Sensors
3. Lower Leg Actuator	3. Cockpit
4. Foot Actuator	4. Roll Again
5. Heat Sink	5. Roll Again
6. Heat Sink	6. Roll Again

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

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

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

Engine Hits Gyro Hits Sensor Hits Life Support



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

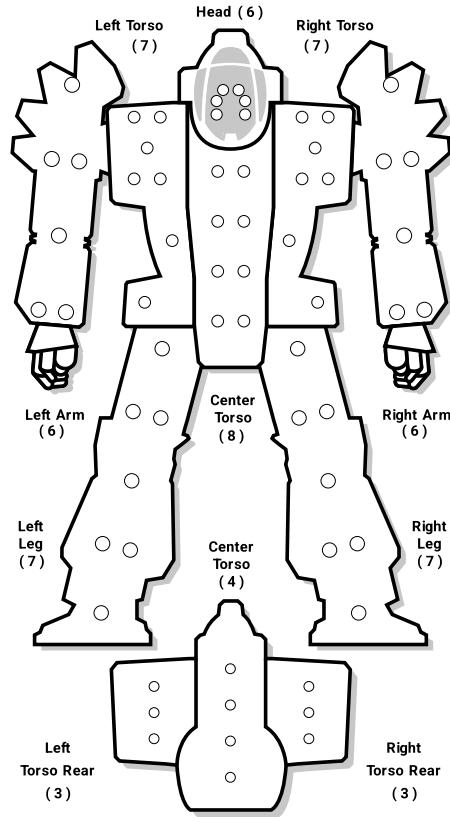
*A result of 2 may inflict a critical hit.

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

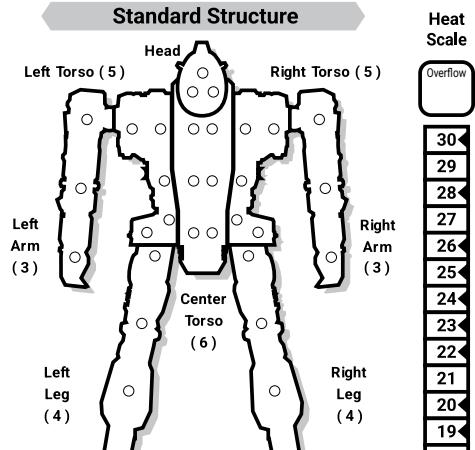
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Effects Heat Sinks: 10

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: Stinger STG-3R

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 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	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): 3 (10)

Punch	LA	—	2	—	—	—	—
Punch	RA	—	2	—	—	—	—
Kick	—	—	4	—	—	—	—
Club	—	—	4	—	—	—	—
Death From Above	—	—	6	—	—	—	—
Charge	—	—	2/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (MG) 200

Quirks: Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 359

CRITICAL TABLE

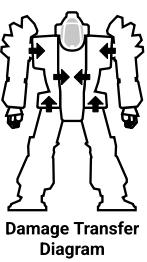
1-3	Left Arm	1. Shoulder
	2. Upper Arm Actuator	2. Sensors
	3. Lower Arm Actuator	3. Cockpit
	4. Hand Actuator	4. Roll Again
	5. Machine Gun	5. Sensors
	6. Roll Again	6. Life Support

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

1-3	Left Torso	1. Heat Sink
	2. Heat Sink	2. Sensors
	3. Heat Sink	3. Fusion Engine
	4. Jump Jet	4. Fusion Engine
	5. Jump Jet	5. Fusion Engine
	6. Jump Jet	6. Sensors

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

1-3	Left Leg	1. Hip
	2. Upper Leg Actuator	2. Sensors
	3. Lower Leg Actuator	3. Fusion Engine
	4. Foot Actuator	4. Fusion Engine
	5. Roll Again	5. Sensors
	6. Roll Again	6. Life Support



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

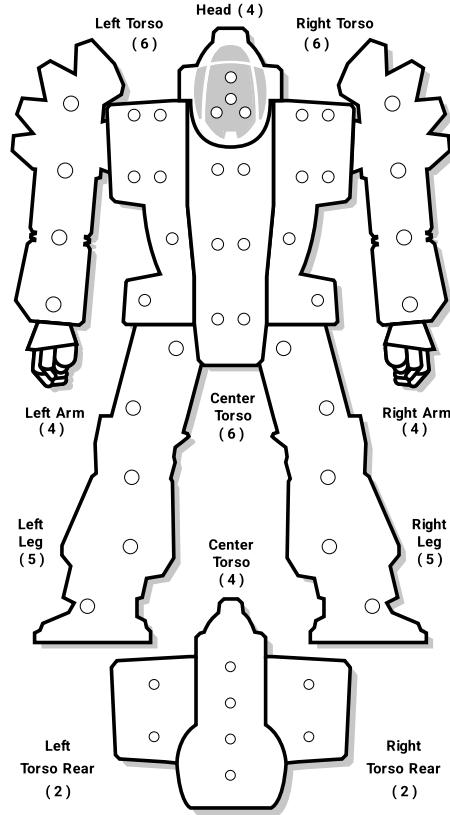
*A result of 2 may inflict a critical hit.

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

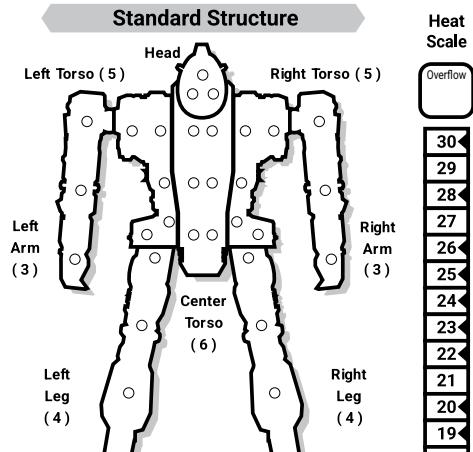
ARMOR DIAGRAM

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: Wasp WSP-1A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 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	RA	3	5 [DE]	—	3	6	9
SRM 2	LL	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 5 (10)

Punch

LA — 2

— — — — —

Punch

RA — 2

— — — — —

Kick

— — 4

— — — — —

Club

— — 4

— — — — —

Death From Above

— — 6

— — — — —

Charge

— — 2/hex

— — — — —

Push

— — —

— — — — —

Ammo: (SRM 2) 50

Quirks: Easy to Maintain, Extended Torso Twist, Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 384

CRITICAL TABLE

Left Arm

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

Right Arm

Head

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

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

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

Center Torso

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

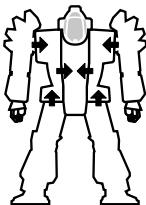
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Jump Jet
- 5. Ammo (SRM 2) 50
- 6. Roll Again

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

Right Arm

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

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

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Jump Jet
- 5. Roll Again
- 6. Roll Again

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

Right Leg

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

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



Damage Transfer Diagram

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	2
2*	LT(C)	CT(C)	RT(C)	1
3	LL	RA	RL	1
4	LA	RA	RA	1
5	LA	RL	RA	1
6	LL	RT	RL	1
7	LT	CT	RT	1
8	CT	LT	CT	2
9	RT	LL	LT	2
10	RA	LA	LA	2
11	RL	LA	LL	2
12	HD	HD	HD	2

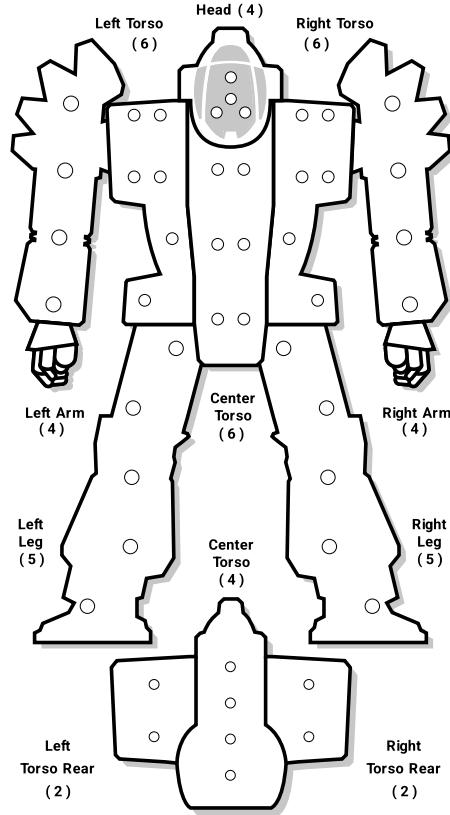
*A result of 2 may inflict a critical hit.

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

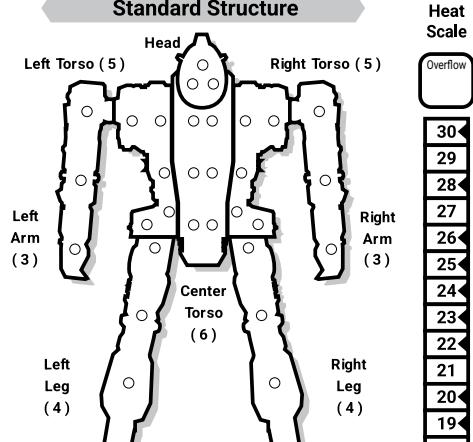
ARMOR DIAGRAM

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: Wasp WSP-1A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 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	RA	3	5 [DE]	—	3	6	9
SRM 2	LL	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 5 (10)

Punch

LA — 2

— — — — —

Punch

RA — 2

— — — — —

Kick

— — 4

— — — — —

Club

— — 4

— — — — —

Death From Above

— — 6

— — — — —

Charge

— — 2/hex

— — — — —

Push

— — —

— — — — —

Ammo: (SRM 2) 50

Quirks: Easy to Maintain, Extended Torso Twist, Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 384

CRITICAL TABLE

Left Arm

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

Right Arm

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink

Right Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine

Left Leg

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again

Right Leg

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again

Head

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

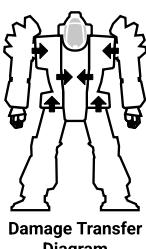
Center Torso

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

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Jump Jet
- 5. Ammo (SRM 2) 50
- 6. Roll Again

Engine Hits
Gyro Hits
Sensor Hits
Life Support



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

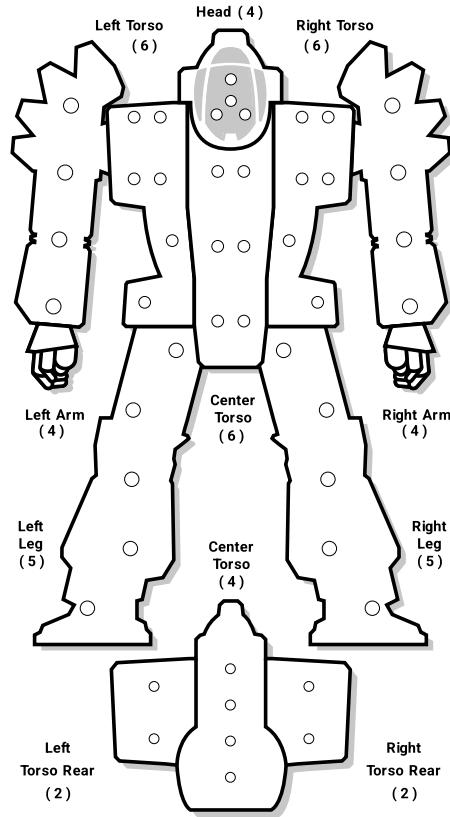
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

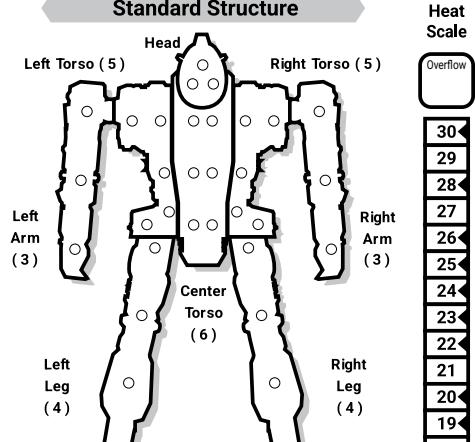
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	
28	Ammo Exp, avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
12	-2 Movement Points	
10	+1 Modifier to Fire	
9	-1 Movement Points	
8		
7		
6		
5		
4		
3		
2		
1		
0		

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shilone SL-17

Thrust: SafeThrust: 6 Tonnage: 65 Tech Base: Inner Sphere
Maximum Thrust: 9 Rules Level: Standard
Engine Type: 260 Fusion Role: Fire Support

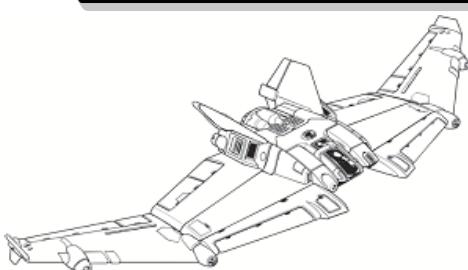
Weapons & Equipment Inventory

Standard Scale		Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
#	Type	SRV	MRV	LRV	ERV		
1	LRM 20 [M,C,S]	NOS	6	12	12	12	-
1	Large Laser [DE]	NOS	8	8	8	-	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
1	SRM 4 [M,C,S]	AFT	3	4	-	-	-

Total Heat (Dissipation): 23 (20)

Ammo: (LRM 20) 12, (SRM 4) 25
Fuel Points: 400

BV: 1230



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear		+5	
Sensors	+1	+2	+5	Life Support		+2	

VELOCITY RECORD

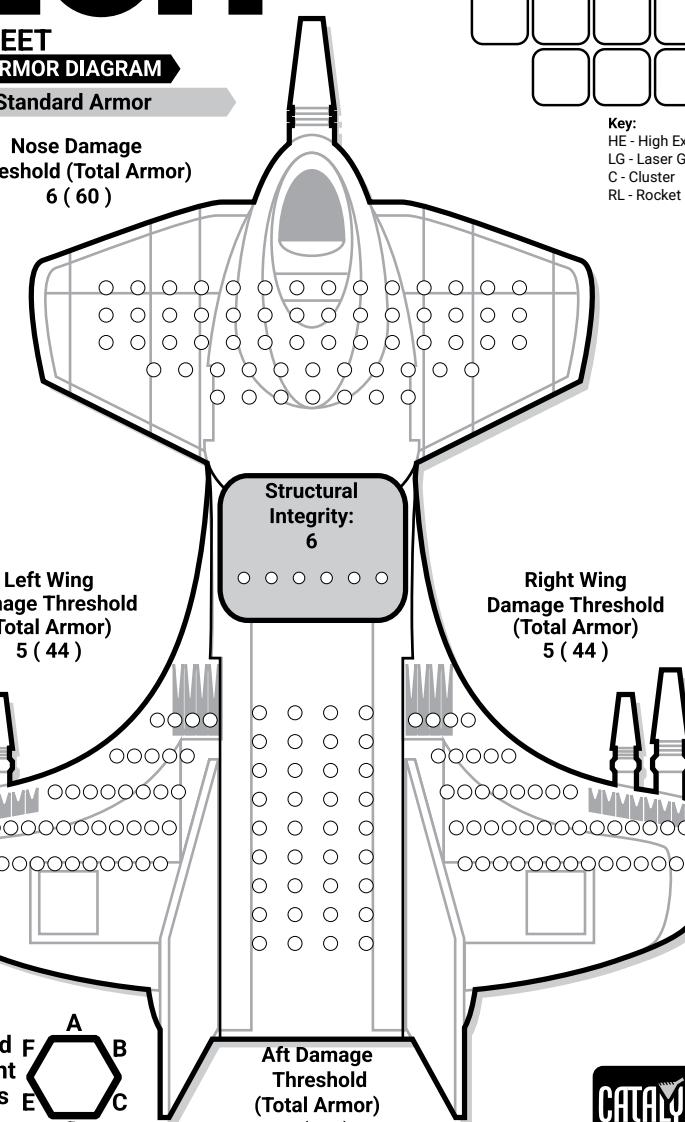
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

ARMOR DIAGRAM

Standard Armor

Nose Damage
Threshold (Total Armor)
6 (60)



PILOT DATA

Name:						
Gunnery Skill:	Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 20

Heat Level* Effects

30	Shutdown	○ ○
28	Ammo Exp avoid on 8+	○ ○
27	Pilot damage, avoid on 9+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	Random Movement, avoid on 10+	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
21	Pilot damage, avoid on 6+	○ ○
20	Random Movement, avoid on 8+	○ ○
19	Ammo Exp avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	Random Movement, avoid on 7+	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	Random Movement, avoid on 6+	○ ○
8	+1 Modifier to Fire	○ ○
5	Random Movement, avoid on 5+	○ ○

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET



FIGHTER DATA

Type: Lightning LTN-G15

Thrust: 6 Tonnage: 50
SafeThrust: 6 Tech Base: Inner Sphere
Maximum Thrust: 9 Rules Level: Standard
Engine Type: 200 Fusion Role: Dogfighter

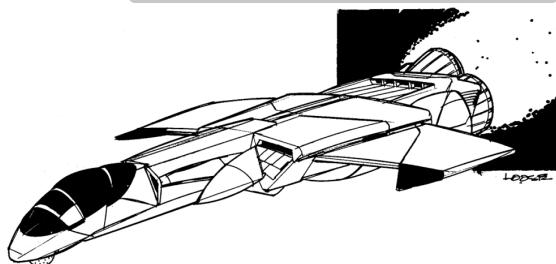
Weapons & Equipment Inventory

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)		
#	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	AC/20 [DB,S]	NOS	7	20	—	—	—
1	Medium Laser [DE]	NOS	3	5	—	—	—
1	Medium Laser [DE]	LWG	3	5	—	—	—
1	Medium Laser [DE]	RWG	3	5	—	—	—
1	Medium Laser [DE]	AFT	3	5	—	—	—

Total Heat (Dissipation): 19 (13)

Ammo: (AC/20) 10
Fuel Points: 400

BV: 1075



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear		+5	
Sensors	+1	+2	+5	Life Support		+2	

VELOCITY RECORD

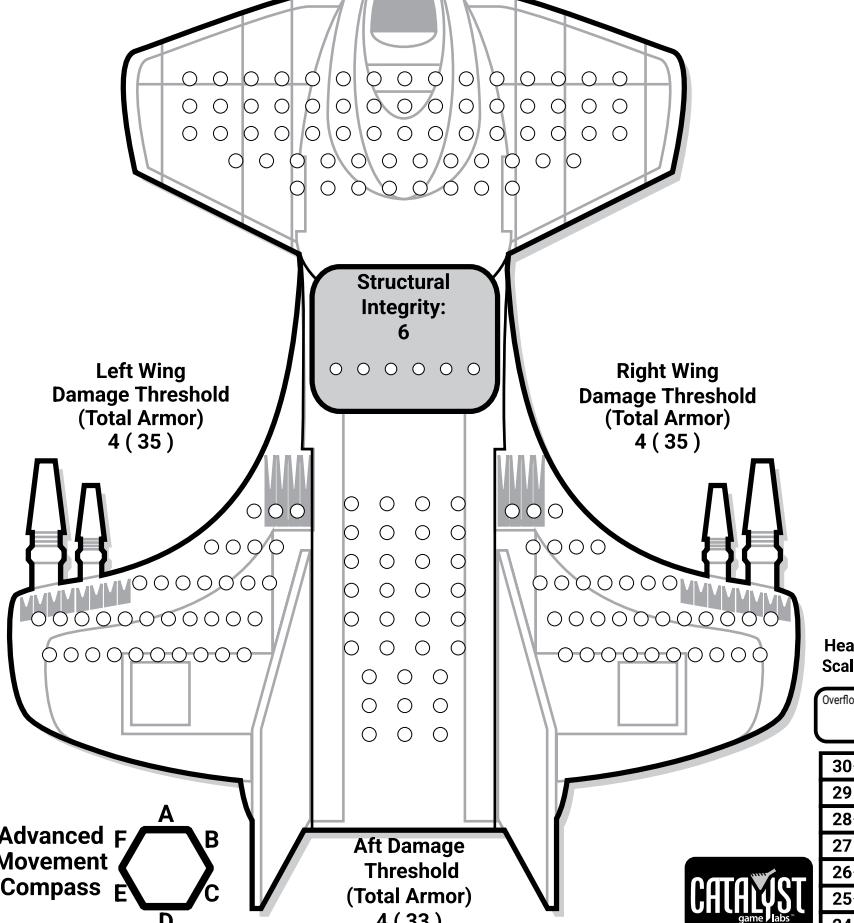
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

ARMOR DIAGRAM

Standard Armor

Nose Damage
Threshold (Total Armor)
7 (65)



PILOT DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Consciousness #: 3 5 7 10 11 Dead
Modifier: +1 +2 +3 +4 +5

HEAT DATA

Heat Sinks:	
Heat Level*	Effects
30	Shutdown
28	Ammo Exp avoid on 8+
27	Pilot damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	Random Movement, avoid on 7+
15	Shutdown, avoid on 4+
14	+2 Modifier to Fire
13	Random Movement, avoid on 6+
12	+1 Modifier to Fire
11	Random Movement, avoid on 5+
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

CATALYST
game labs

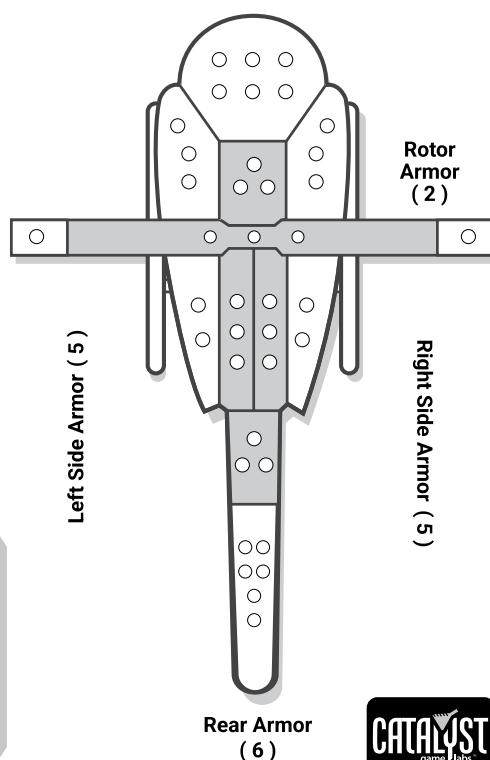
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(6)



CATALYST
game labs

VEHICLE DATA

Type: Warrior Attack Helicopter H-7C

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
SRM 4	FR	2/Msl [M,C,S]	-	3	6	9

Ammo: (LRM 10) 24, (SRM 4) 25

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 446



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit Pilot Hit
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

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

*Move at Cruising speed only

CLUSTER HITS TABLE

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

VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOLS TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

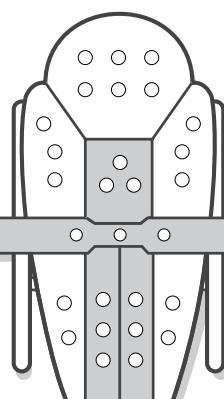
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(6)



Rotor Armor
(2)

Right Side Armor (5)

Rear Armor
(6)



VEHICLE DATA

Type: Warrior Attack Helicopter H-7A

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

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

Ammo: (AC/5) 20, (MG) 100

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 292



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit Pilot Hit
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

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

*Move at Cruising speed only

NOTES

VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOLS TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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

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

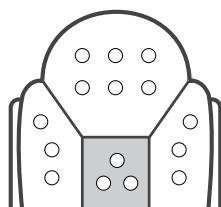
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VTOL RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(6)



Rotor
Armor
(2)

Right Side Armor (5)

Rear Armor
(6)



VEHICLE DATA

Type: Kurnov UR Transport

Movement Points:

Cruising: 11

Flanking: 17

Movement Type: VTOL

Engine Type: 190 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

(hexes)

Type	Loc	Dmg	Min	Shtr	Med	Lng
------	-----	-----	-----	------	-----	-----

Features Infantry Compartment (6 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 125



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer* Engine Hit

Sensor Hits

Stabilizers

Front Left Right

Rear

*Move at Cruising speed only

NOTES

Left Side Armor (5)

Right Side Armor (5)

VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS

- 1 or lower
- 0
- 1-2
- 3
- 4+

TYPES OF PHYSICAL ATTACKS ALLOWED

- None
- All except Punch
- All except Kick
- Club and Physical Weapons Only
- None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

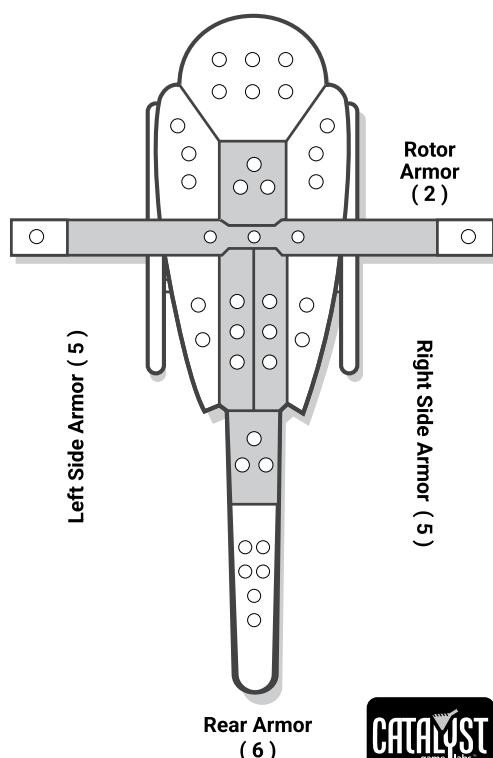
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VTOL RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(6)



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VEHICLE DATA

Type: Kurnov UR Transport

Movement Points:

Cruising: 11

Flanking: 17

Movement Type: VTOL

Engine Type: 190 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

(hexes)

Type	Loc	Dmg	Min	Sht	Med	Lng
------	-----	-----	-----	-----	-----	-----

Features Infantry Compartment (6 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 125



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer* Engine Hit

Sensor Hits

Stabilizers

Front Left Right

Rear

*Move at Cruising speed only

NOTES

VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOLS TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

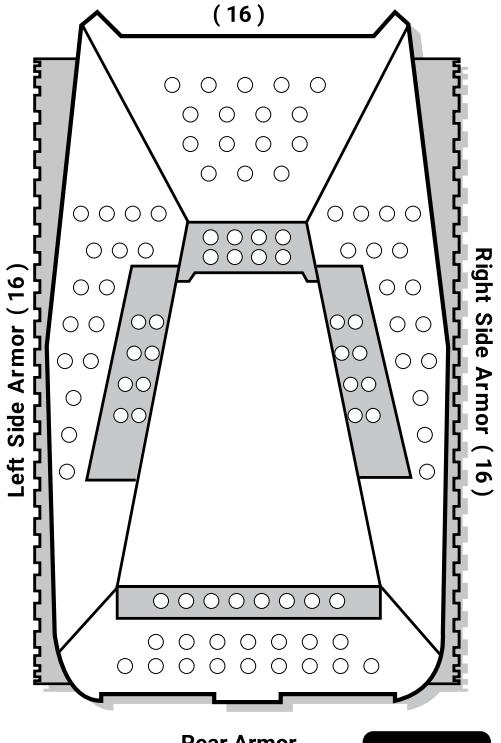
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TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (16)



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VEHICLE DATA

Type: Mobile Long Tom Artillery LT-MOB-25

Movement Points:

Cruising: 3

Flanking: 5

Movement Type: Tracked

Engine Type: 225 ICE

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shtr	Med	Lng
Long Tom	FR	25[AE,S,F]	—	1	2	30
Machine Gun	RS	2 [DB,AI]	—	1	2	3
Machine Gun	RS	2 [DB,AI]	—	1	2	3
Machine Gun	LS	2 [DB,AI]	—	1	2	3
Machine Gun	LS	2 [DB,AI]	—	1	2	3
Trailer Hitch	RR	[E]	—	—	—	—
CommsGear:3t	BD	[E]	—	—	—	—

vs Charge — 7.5/hex — — —

Ammo: (Long Tom) 20, (MG) 100

BV: 835



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

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

NOTES

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 +2

Wheeled +2

Hovercraft, Hydrofoil +3

WiGE +4

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

GROUND COMBAT VEHICLE 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.

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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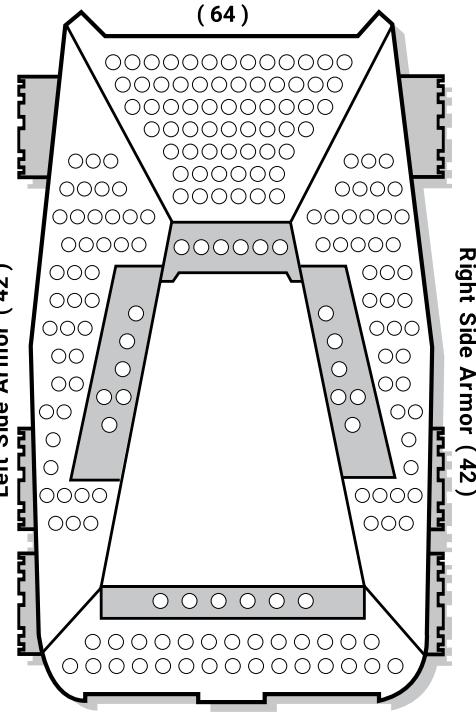
WHEELED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor

(64)



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VEHICLE DATA

Type: Thumper Artillery Vehicle

Movement Points:

Cruising: 4

Flanking: 6

Movement Type: Wheeled

Engine Type: 220 ICE

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Thumper	FR	15[AE,F]	—	1	2	21
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	RR	2 [DB,AI]	—	1	2	3
Machine Gun	RR	2 [DB,AI]	—	1	2	3

vs Charge	—	6/hex	—	—	—	—
Ammo: (MG) 200, (Thumper) 40						
BV: 568						



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

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

NOTES

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

Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

	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™



HALO Paratrooper Lyran Paratrooper Corps

Armor Type: Lyran Alliance/Lyran Commonwealth (3060+) Infantry Kit

Damage Divisor: 2.0

Commander: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Role: Ambusher

Max Weapon Damage*

Notes:

May use Atmospheric Drops rules.

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
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

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

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

BV: 94 (110)

Transport Wt: 3.0 tons

Movement MP: 0*

Type: Ground

CLUSTER HITS TABLE

2D6	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	1	1	1	1	2	2	2	3	3	4	4	4	4	5	5	5	6	6	6	7
3	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	6	7
4	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	7	7	8	8	9
5	1	2	2	3	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

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

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

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

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

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



BATTLETECH™



CONVENTIONAL INFANTRY RECORD SHEET

HALO Paratrooper Lyran Paratrooper Corps

Commander: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Role: Ambusher

Max Weapon Damage*

Notes:

May use Atmospheric Drops rules.

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
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

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

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

BV: 94 (110) Transport Wt: 3.0 tons

Movement MP: 0*

Type: Ground

CLUSTER HITS TABLE

2D6	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	1	1	1	1	2	2	2	3	3	4	4	4	4	5	5	5	6	6	6	7
3	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7
4	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	7	7	8	8	9
5	1	2	2	3	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
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BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

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

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

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

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

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



BATTLETECH™



CONVENTIONAL INFANTRY RECORD SHEET

HALO Paratrooper Lyran Paratrooper Corps

Commander: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Role: Ambusher

Max Weapon Damage*

Notes:

May use Atmospheric Drops rules.

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
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Type: Ground

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6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
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BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
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Machine Gun	1D6
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Flamer	3D6
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Medium Recoilless Rifle	2D6
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