

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer WHM-8D

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
ER PPC	LA	15	10 [DE]	—	7	14	23
ER PPC	RA	15	10 [DE]	—	7	14	23
ER Medium Laser	LT	5	5 [DE]	—	4	8	12
ER Medium Laser	RT	5	5 [DE]	—	4	8	12
Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
ER Small Laser	LT	2	3 [DE]	—	2	4	5
ER Small Laser	RT	2	3 [DE]	—	2	4	5
C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Total Heat (Dissipation): 48 (34)

+1	Punch	LA	—	7	—	—	—
+1	Punch	RA	—	7	—	—	—
-2	Kick	—	—	14	—	—	—
Vs	Charge	—	—	7/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (Streak SRM 6) 15

Quirks: Rugged (2 Point), Searchlight, Stable, Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1918 (1744)



### CRITICAL TABLE

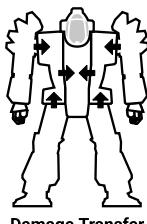
#### Head

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
4-6	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
1-3	1. ER PPC
	2. ER PPC
	3. ER PPC
4-6	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

#### Center Torso

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

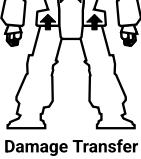
Engine Hits Gyro Hits Sensor Hits Life Support



#### Left Leg

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

**CATALYST**  
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### WARRIOR DATA

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

Gunnery Skill: 4 Piloting Skill: 4

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

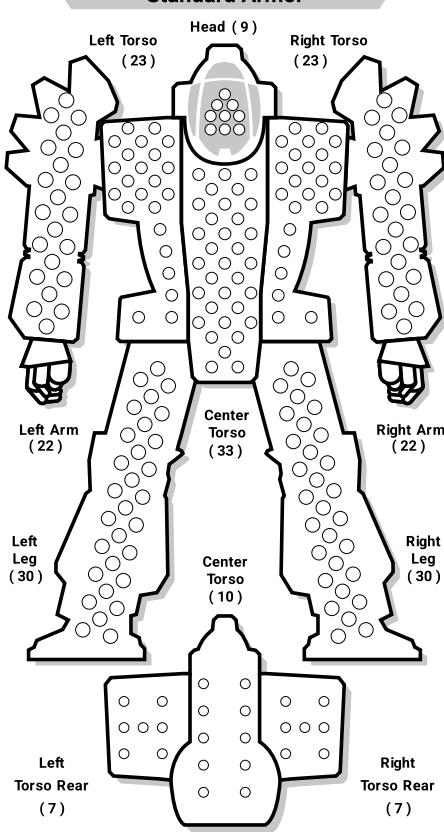
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

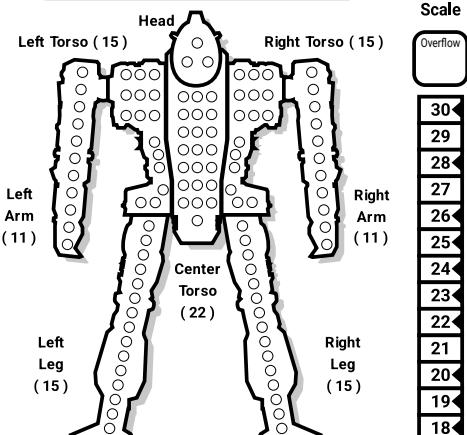
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
30	Shutdown	
28	Ammo Exp, avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
9	+1 Modifier to Fire	
8	-1 Movement Points	
7		
6		
5		
4		
3		
2		
1		
0		

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wraith TR2

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 385 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER PPC	RA	15	10 [DE]	—	7	14	23
-2 Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
-2 Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Total Heat (Dissipation): 23 (20)

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

Quirks: Ubiquitous (Inner Sphere), Difficult to Maintain

BV: 1485



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Medium Pulse Laser
	6. Medium Pulse Laser
1-3	1. Endo Steel
	2. Endo Steel
	3. Endo Steel

4-6	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Roll Again

Left Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Jump Jet
	5. Jump Jet
	6. Jump Jet
1-3	1. Endo Steel
	2. Endo Steel
	3. Ferro-Fibrous

4-6	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

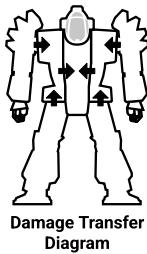
Left Leg	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Endo Steel
	6. Endo Steel

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

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

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

Engine Hits Gyro Hits Sensor Hits Life Support



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### 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

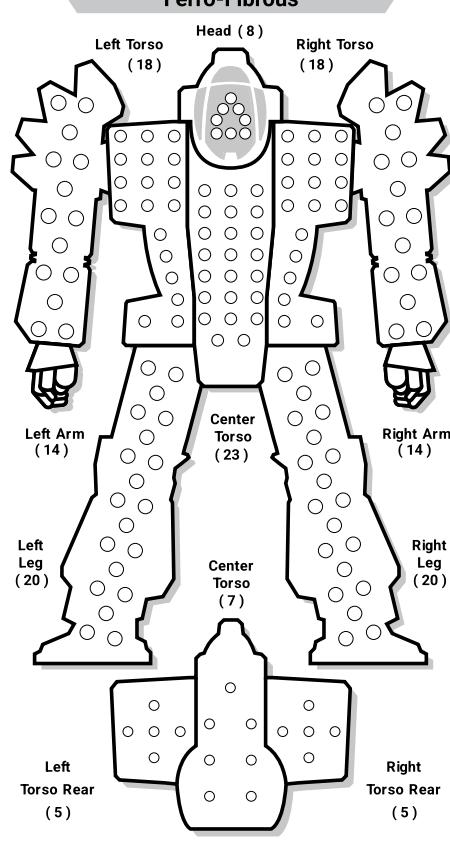
\*A result of 2 may inflict a critical hit.

### 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

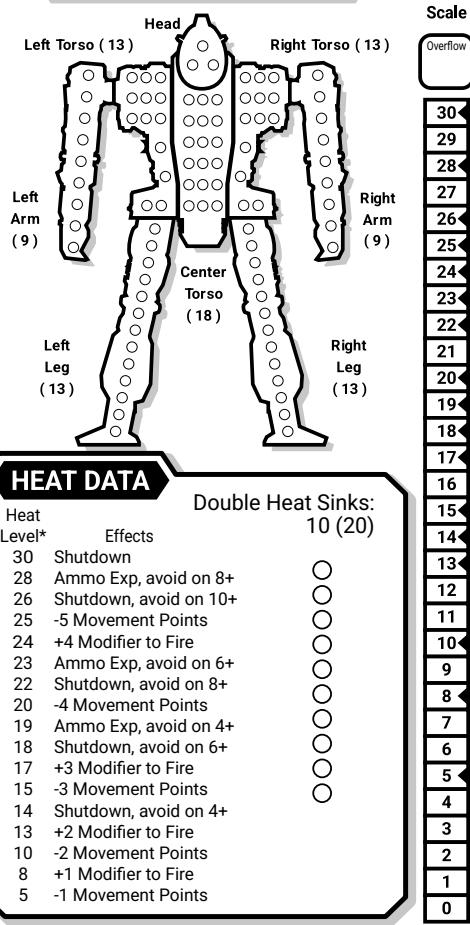
### ARMOR DIAGRAM

Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel



### HEAT DATA

Double Heat Sinks: 10 (20)

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PXH-3M

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 270 XL

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Large Laser	LA	12	8 [DE]	—	7	14	19
Jettison-Capable Weapon							
ER Large Laser	RA	12	8 [DE]	—	7	14	19
-2 Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
-2 Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
Anti-Missile System	RA	1	[PB]	—	1	—	—
Total Heat (Dissipation):		33	(20)				
Punch	LA	—	5	—	—	—	—
Punch	RA	—	5	—	—	—	—
-2 Kick	—	—	9	—	—	—	—
-1 Club	—	—	9	—	—	—	—
Vs Death From Above	—	—	14	—	—	—	—
Vs Charge	—	—	4.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (AMS) 24, (MG) 200

Quirks: Command Mech, Improved Communications, Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1307



### CRITICAL TABLE

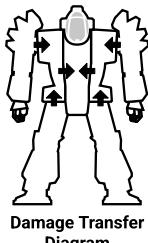
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
1-3	5. ER Large Laser
	6. ER Large Laser
4-6	1. Medium Pulse Laser
	2. Machine Gun
4-6	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

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

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

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

Engine Hits Gyro Hits Sensor Hits Life Support



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

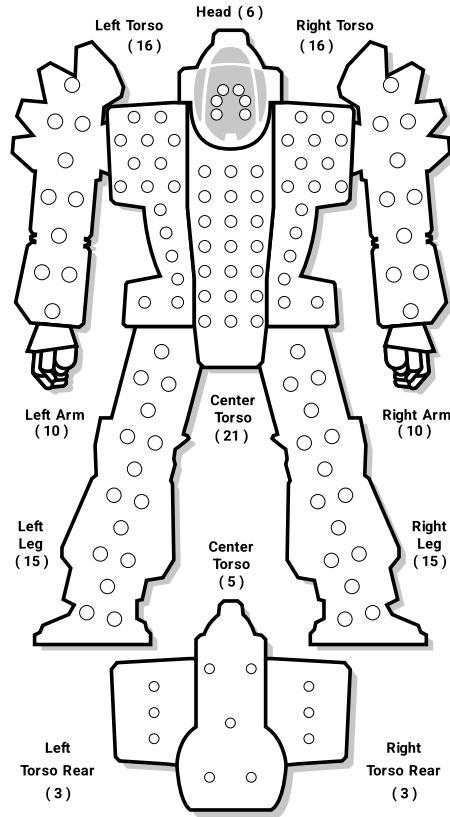
\*A result of 2 may inflict a critical hit.

### 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

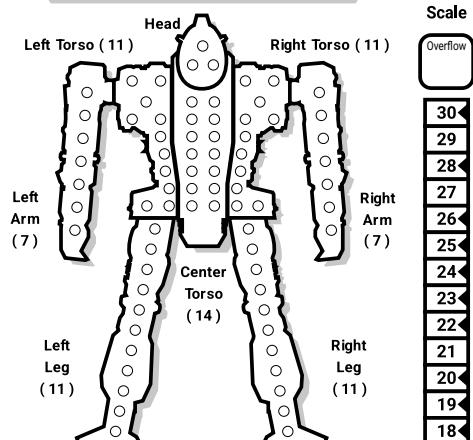
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Heat Effects 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: Wasp WSP-3M

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

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

Total Heat (Dissipation): 6 (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: 394



### CRITICAL TABLE

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

Left Torso (CASE)	1. Heat Sink
1-3	2. Heat Sink
	3. Heat Sink
1-3	4. Ammo (SRM 2) 50
	5. CASE
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
4-6	3. Endo Steel
	4. Endo Steel
4-6	5. Endo Steel
	6. Endo Steel

Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
	4. Ferro-Fibrous
	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

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

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

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

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

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

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

Damage Transfer Diagram	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
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

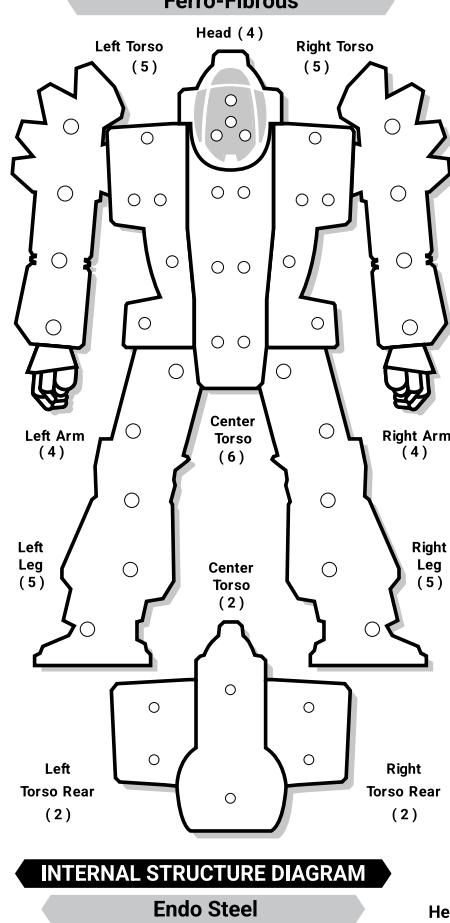
\*A result of 2 may inflict a critical hit.

### 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

#### Ferro-Fibrous



### 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™

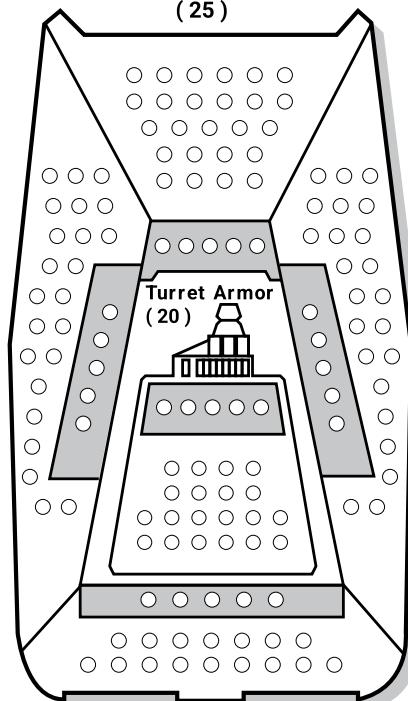
## HOVER VEHICLE RECORD SHEET

### 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™

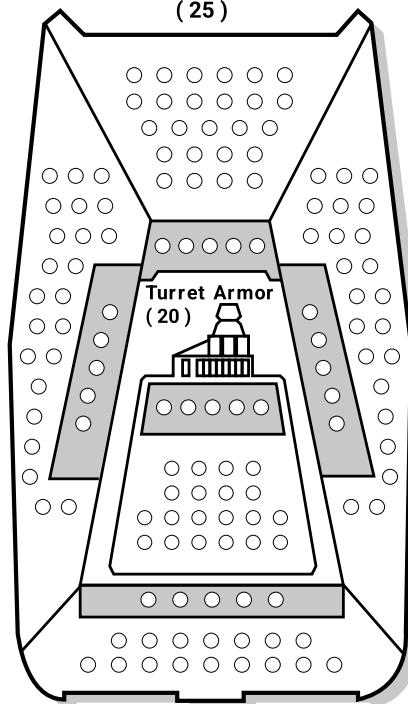
## HOVER VEHICLE RECORD SHEET

### 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	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™

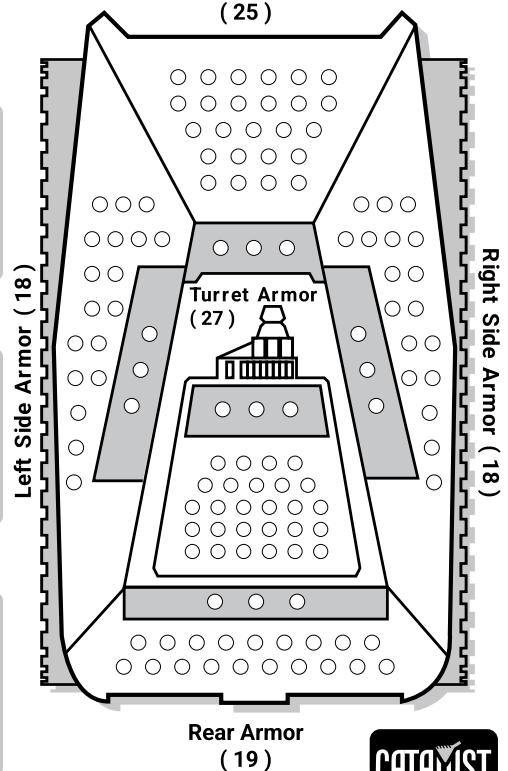
## TRACKED VEHICLE RECORD SHEET

### 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

+1

#### 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
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam	Weapon Malfunction
Stabilizer	Crew Stunned	Stabilizer	Stabilizer	Turret Locks
Sensors	Stabilizer	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed
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™

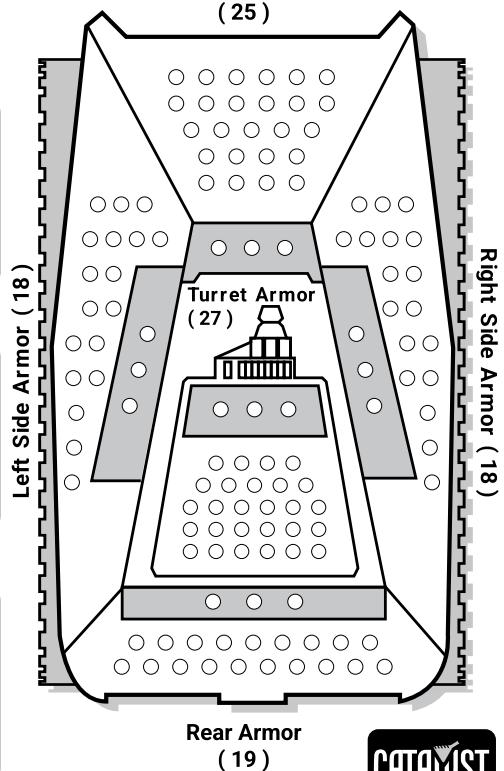
## TRACKED VEHICLE RECORD SHEET

### 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



### 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.

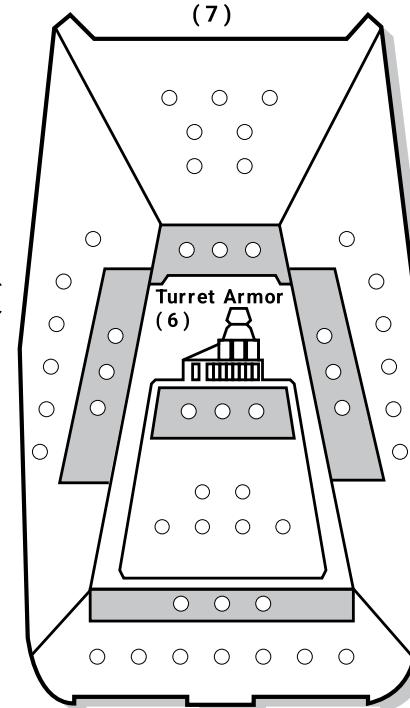
# BATTLETECH™

## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### Standard Armor

##### Front Armor (7)



Right Side Armor (6)

#### VEHICLE DATA

Type: Harasser Missile Platform (LRM)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: Hover

Engine Type: 120 ICE

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

#### Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shd	Med	Lng	(hexes)
LRM 10	TU	1/Msl [M,C,S]	6	7	14	21	

vs Charge — 2.5/hex — — — —

Ammo: (LRM 10) 36

BV: 412



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

#### GROUND COMBAT VEHICLE HIT LOCATION

##### ATTACK DIRECTION

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

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

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

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

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

#### MOTIVE SYSTEM DAMAGE TABLE

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

##### Attack Direction Modifier:

Hit from rear

##### Vehicle Type Modifier:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

#### GROUND COMBAT VEHICLE CRITICALS TABLE

##### LOCATION HIT

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

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

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

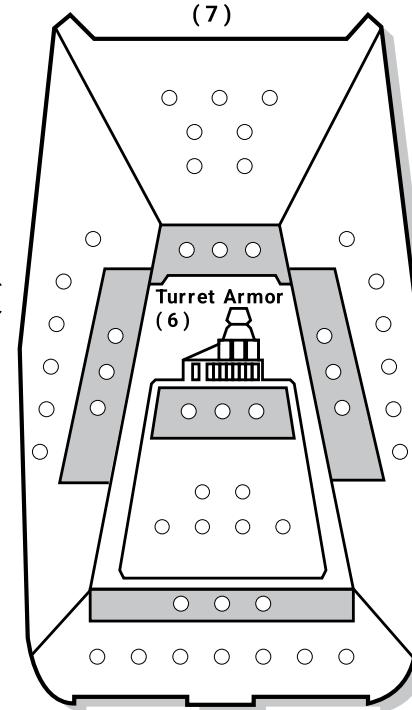
# BATTLETECH™

## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### Standard Armor

##### Front Armor (7)



Right Side Armor (6)

#### VEHICLE DATA

Type: Harasser Missile Platform (LRM)

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Flanking: 15

Movement Type: Hover

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Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

#### Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shd	Med	Lng	(hexes)
LRM 10	TU	1/Msl [M,C,S]	6	7	14	21	

vs Charge	-	2.5/hex	-	-	-	-
Ammo: (LRM 10) 36						

BV: 412



#### 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"/>
		Right	<input type="checkbox"/>

#### CLUSTER HITS TABLE

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

#### GROUND COMBAT VEHICLE HIT LOCATION

##### ATTACK DIRECTION

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

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

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

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

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

#### MOTIVE SYSTEM DAMAGE TABLE

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

##### Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval
		Wheeled
		Hovercraft, Hydrofoil
		WiGE

\*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: Phalanx Battle Armor (A)(Sqd4)

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

Ground MP: 2

#	Type	Dmg	Min	Sht	Med	Lng
1	SRM 4 (Body)	2/Msl [M,C,S]	-	3	6	9
1	Gauss Rifle [King David]	1 [DB]	-	3	6	9
1	Battle Claw	-	-	-	-	-
1	Armored Glove	-	-	-	-	-

Ammo: (SRM 4) 2

Mechanized:

Swarm:

Leg:  AP:

Armor: Stealth (Improved)

Role: Ambusher

BV: 292

### CLUSTER HITS TABLE

2D6	2	3	4	8	12	16
2	1	1	1	2	4	5
3	1	1	2	3	4	5
4	1	1	2	3	5	7
5	1	2	2	4	8	10
6	1	2	2	4	8	10
7	1	2	3	5	8	10
8	2	2	3	5	8	10
9	2	2	3	6	10	13
10	2	3	3	7	10	13
11	2	3	4	8	12	16
12	2	3	4	8	12	16

### 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 ROLL	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

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: Longinus Battle Armor [Laser](Sqd4)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

#	Type	Dmg	Min	Sht	Med	Lng
1	SRM 2 (OS) (Body)	2/Msl	-	3	6	9
					[M,C,S]	
1	Small Laser	3 [DE]	-	1	2	3
1	Battle Claw		-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

Armor: Advanced

Role: Ambusher

BV: 247

### CLUSTER HITS TABLE

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

### 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 ROLL	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: Longinus Battle Armor [Laser](Sqd4)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

#	Type	Dmg	Min	Sht	Med	Lng
1	SRM 2 (OS) (Body)	2/Msl	-	3	6	9
					[M,C,S]	
1	Small Laser	3 [DE]	-	1	2	3
1	Battle Claw		-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

Armor: Advanced

Role: Ambusher

BV: 247

### CLUSTER HITS TABLE

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

### 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 ROLL	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: Achileus Light Battle Armor [Laser](Sqd4)

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

Ground MP: 1

Jump MP: 3

# Type

1 Small Laser

Dmg Min Sht Med Lng

3 [DE] — 1 2 3

2 Basic Manipulator



**1** 1 ● ○○○○○

**2** 1 ● ○○○○○

**3** 1 ● ○○○○○

**4** 1 ● ○○○○○

Mechanized:

Swarm:

Leg:

AP:

Armor: Stealth (Improved)

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
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.