

BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas III AS7-D3

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Advanced

Role: Juggernaut

WEAPONS & EQUIPMENT INVENTORY

(hexes)

Type	Loc	Ht	Dmg	Min	Shtr	Med	Lng
Streak LRM 20	RT	6	1/Msl [M,C]	—	7	14	21
Rotary AC/2 (IS)	RA	1	2/Shrt [DB,R,C]	—	6	12	18
<i>Jettison-Capable Weapon</i>							
-2 Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
-2 Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
-2 Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
-2 Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
Streak SRM 6 (IS)	LT	4	2/Msl [M,C]	—	3	6	9
Shield (Small)	LA	—	3	—	—	—	—
Shield (Small)	RA	—	3	—	—	—	—
Radical Heat Sink System	LT	—	[E]	—	—	—	—
Angel ECM Suite	CT	—	[E]	—	—	—	6
Total Heat (Dissipation):	40 (24)						
Punch	LA	—	10	—	—	—	—
Punch	RA	—	10	—	—	—	—
Kick	—	—	20	—	—	—	—
Club	—	—	20	—	—	—	—
Vs Charge	—	—	10/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (Streak LRM 20) 12, (Streak SRM 6) 15, (RAC/2) 90
Quirks: Command Mech, Distracting, Protected Actuators

BV: 2564



CRITICAL TABLE

Head

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

Center Torso

- 1. Shield (Small)
- 2. Shield (Small)
- 3. Shield (Small)
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso (CASE II)

- 1. Streak SRM 6
- 2. Streak SRM 6
- 3. Medium X-Pulse Laser
- 4. Medium X-Pulse Laser
- 5. Ammo (Streak SRM 6) 15
- 6. Radical Heat Sink System

- 1. Radical Heat Sink System
- 2. Radical Heat Sink System
- 3. CASE II

- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

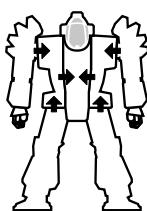
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

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

- 1-3 Left Torso (CASE II)
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Angel ECM Suite
- 6. Angel ECM Suite

- 4-6 Engine Hits
- Gyro Hits
- Sensor Hits
- Life Support



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	3	4	5	6	20
2*	LT(C)CT(C)RT(C)	1	1	1	1	2	2	2	6	
3	LL RA RL	1	1	2	2	2	3	9		
4	LA RA RA	1	1	2	2	3	3	12		
5	LA RL RA	1	2	2	3	3	4	12		
6	LL RT RL	1	2	2	3	4	4	12		
7	LT CT RT	1	2	3	3	4	4	12		
8	CT LT CT	2	2	3	3	4	4	12		
9	RT LL LT	2	2	3	4	5	5	16		
10	RA LA LA	2	3	3	4	5	5	16		
11	RL LA LL	2	3	4	5	6	20			
12	HD HD HD	2	3	4	5	6	20			

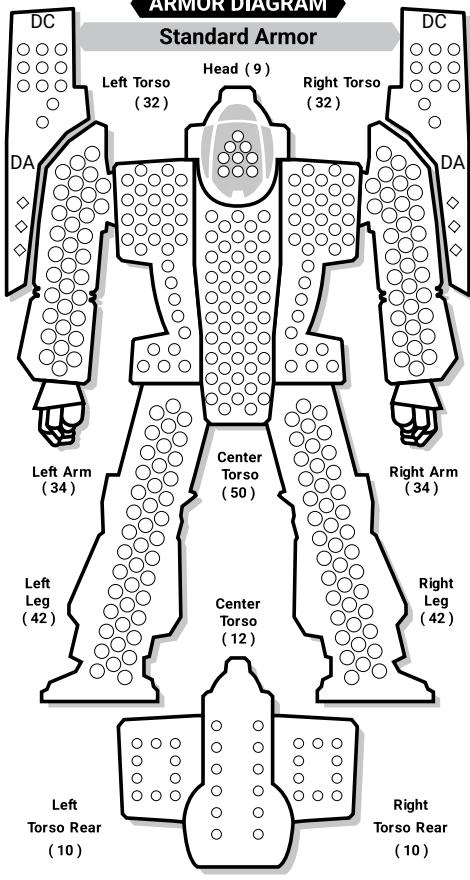
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

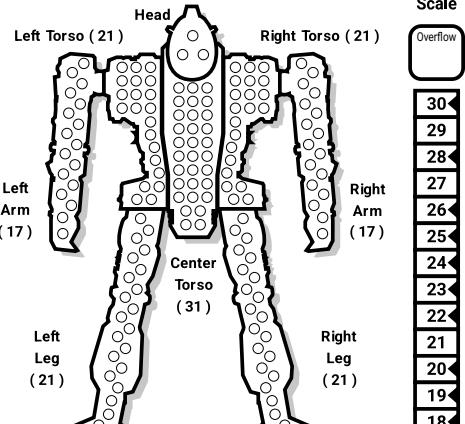
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Double Heat Sinks: 12 (24)

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatchetman HCT-5DD

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 225 XL

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
				-	6	12	18
-1	Rotary AC/2	RT	1	2/Sht	[DB,R/C]		
	<i>Fast Reload</i>						
-1	ER Medium Laser	LT	5	5	[DE]		
-1	Hatchet	RA	-	9			
	Targeting Computer	LT	-	[E]			
	Full Head Eject System	-	-	[E]			
	Total Heat (Dissipation): 11 (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: (RAC/2) 90

Quirks: Anti-Aircraft Targeting

BV: 1112



CRITICAL TABLE

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

Left Torso	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
1-3	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
	1. ER Medium Laser
	2. Targeting Computer
	3. Targeting Computer
4-6	4. Targeting Computer
	5. Roll Again
	6. Roll Again

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

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

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

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

Right Torso	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
1-3	4. XL Fusion Engine
	5. Jump Jet
	6. Roll Again

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



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

*A result of 2 may inflict a critical hit.

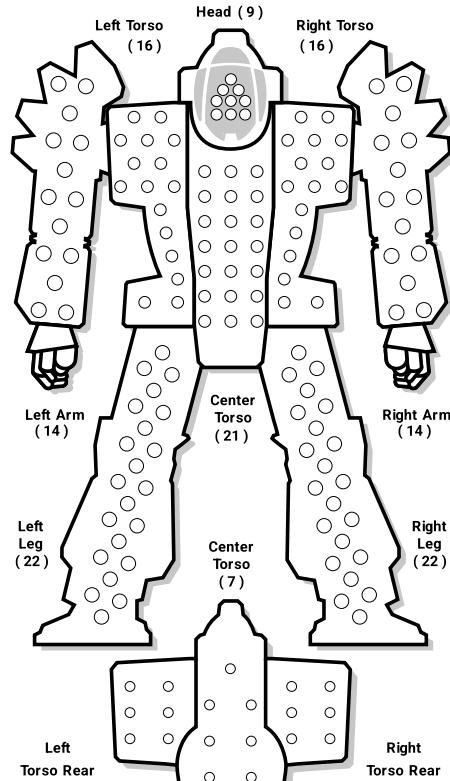
PUNCH/KICK LOCATION TABLE

Die Roll

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

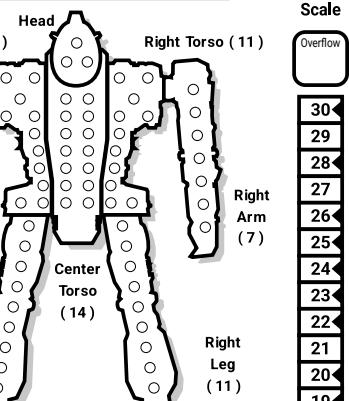
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Heavy Lifter HCL-1M CargoMech MOD

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Large Laser	RT	8	8 [DE]	—	5	10	15
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	LT	3	5 [DE]	—	3	6	9
Searchlight (R)	RLL	—	[E]	—	—	—	—
Searchlight (R)	RRL	—	[E]	—	—	—	—
Searchlight	FLL	—	[E]	—	—	—	—
Searchlight	FRL	—	[E]	—	—	—	—

Total Heat (Dissipation): 14 (11)

-2 Kick	—	—	12 [24]	—	—	—	—
Vs Charge	—	—	6/hex	—	—	—	—

BV: 824 (915)



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Industrial Cockpit (adv. FCS)
4. Environmental Sealing
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. Medium Laser
2. Medium Laser

3. Industrial Triple Strength Myomer
4. Industrial Triple Strength Myomer
5. Industrial Triple Strength Myomer
6. Industrial Triple Strength Myomer
1. Industrial Triple Strength Myomer
2. Industrial Triple Strength Myomer
3. Environmental Sealing

4. Roll Again
5. Roll Again
6. Roll Again

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Searchlight (R)
6. Environmental Sealing

4-6

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Environmental Sealing

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Environmental Sealing

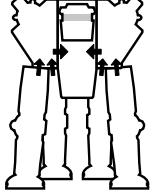
Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

1-3



Damage Transfer
Diagram

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Searchlight
6. Environmental Sealing

Right Torso

1. Heat Sink
2. Large Laser
3. Large Laser
4. Industrial Triple Strength Myomer
5. Industrial Triple Strength Myomer
6. Industrial Triple Strength Myomer

1-3

1. Industrial Triple Strength Myomer
2. Industrial Triple Strength Myomer
3. Industrial Triple Strength Myomer
4. Environmental Sealing
5. Roll Again
6. Roll Again

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Searchlight (R)
6. Environmental Sealing

4-6

1. Industrial Triple Strength Myomer
2. Industrial Triple Strength Myomer
3. Industrial Triple Strength Myomer
4. Environmental Sealing
5. Roll Again
6. Roll Again

1-3

1. Industrial Triple Strength Myomer
2. Industrial Triple Strength Myomer
3. Industrial Triple Strength Myomer
4. Environmental Sealing
5. Roll Again
6. Roll Again

5

1. Industrial Triple Strength Myomer
2. Industrial Triple Strength Myomer
3. Industrial Triple Strength Myomer
4. Environmental Sealing
5. Roll Again
6. Roll Again

6

1. Industrial Triple Strength Myomer
2. Industrial Triple Strength Myomer
3. Industrial Triple Strength Myomer
4. Environmental Sealing
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

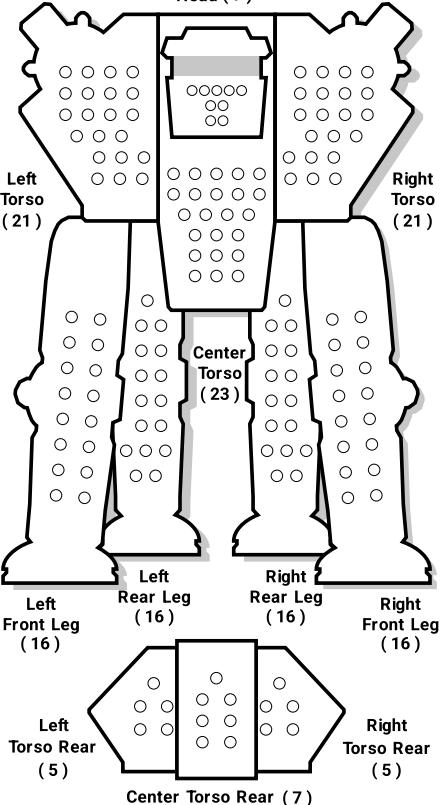
Gunnery Skill: 5 Piloting Skill: 5-2

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

ARMOR DIAGRAM

Industrial

Head (9)



Heat Scale

Overflow

30

29

28

27

26

25

24

23

22

21

20

19

18

17

16

15

14

13

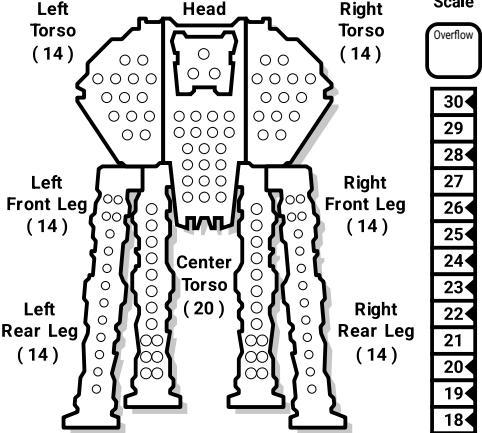
12

11

Industrial

INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat

Level*

Effects

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

Heat Sinks: 11

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Harvester HVR-199M-A AgroMech MOD

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 120 ICE

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Standard

Role: Ambusher

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
Rotary AC/5	RA	1	5/Shrt [DB,R/C]	—	5	10	15
Combine	LA	—	3	—	—	—	—

Total Heat (Dissipation): 6 (1)

+1	Punch	LA	—	4	—	—	—	—
+1	Punch	RA	—	4	—	—	—	—
-2	Kick	—	—	8	—	—	—	—
Vs	Charge	—	—	4/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Ammo: (RAC/5) 20

BV: 545 (605)



CRITICAL TABLE

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

Right Arm	1. Life Support
1-3	2. Sensors
	3. Industrial Cockpit (adv. FCS)
4.	4. Roll Again
5.	5. Sensors
6.	6. Life Support

Center Torso	1. I.C.E. Engine
1-3	2. I.C.E. Engine
	3. I.C.E. Engine
4.	4. Gyro
5.	5. Gyro
6.	6. Gyro

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

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

Head

1. Life Support
2. Sensors
3. Industrial Cockpit (adv. FCS)
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. I.C.E. Engine
2. I.C.E. Engine
3. I.C.E. Engine
- 4.
5. Gyro
6. Gyro

Left Torso

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

Right Torso

- 1-3
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo (RAC/5) 20
5. Roll Again
6. Roll Again

Left Leg

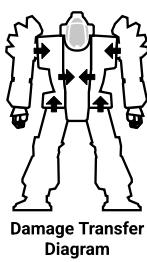
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

Left Leg

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



WARRIOR DATA

Name: _____

Gunnery Skill: 5 Piloting Skill: 5

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

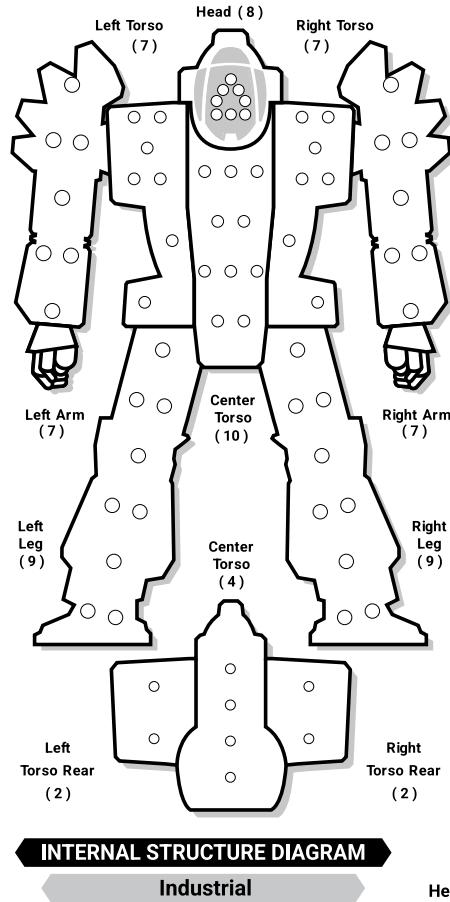
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

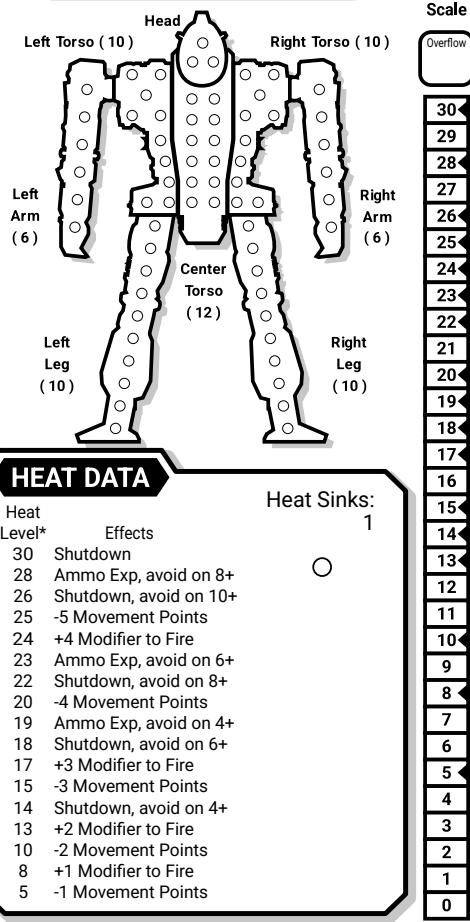
ARMOR DIAGRAM

Heavy Industrial



INTERNAL STRUCTURE DIAGRAM

Industrial



BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Burrower DTM-1M MiningMech MOD

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 195 ICE

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Ambusher

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
MML 9	LT	5	[M,C,S]				
LRM			1/Msl	6	7	14	21
SRM			2/Msl	—	3	6	9
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
Tracks	RL/LL	—	[E]	—	—	—	—
Rock Cutter	RA	—	5	—	—	—	—

Total Heat (Dissipation): 5 (4)

+1	Punch	LA	—	7	—	—	—	—
+1	Punch	RA	—	7	—	—	—	—
-2	Kick	—	—	13	—	—	—	—
Vs	Charge	—	—	6.5/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Ammo: (MML 9/LRM) 13, (MML 9/SRM) 11, (MG) 100

BV: 500 (556)



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Machine Gun
	5. Machine Gun
	6. Ammo (MG) 100
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

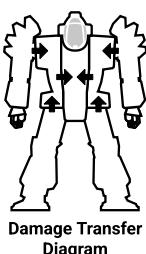
Left Torso	1. MML 9
1-3	2. MML 9
	3. MML 9
1-3	4. MML 9
	5. MML 9
	6. Ammo (MML 9/LRM) 13
1-3	1. Ammo (MML 9/SRM) 11
	2. Roll Again
4-6	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Head	1. Life Support
1-3	2. Sensors
	3. Industrial Cockpit (adv. FCS)
	4. Roll Again
	5. Sensors
	6. Life Support

Center Torso	1. I.C.E. Engine
1-3	2. I.C.E. Engine
	3. I.C.E. Engine
4-6	4. Gyro
	5. Gyro
	6. Gyro

Left Torso	1. Gyro
1-3	2. I.C.E. Engine
	3. I.C.E. Engine
4-6	4. I.C.E. 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. Tracks
6. Roll Again

WARRIOR DATA

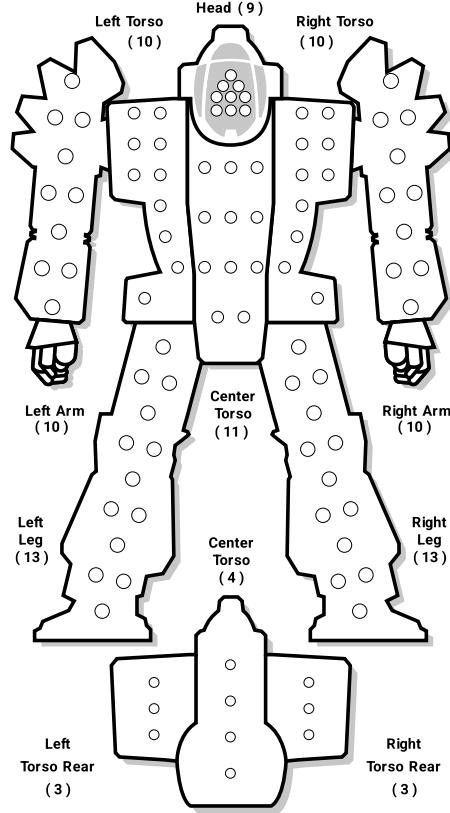
Name: _____

Gunnery Skill: 5 Piloting Skill: 5

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

ARMOR DIAGRAM

Heavy Industrial



HIT LOCATION AND CLUSTER TABLE

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

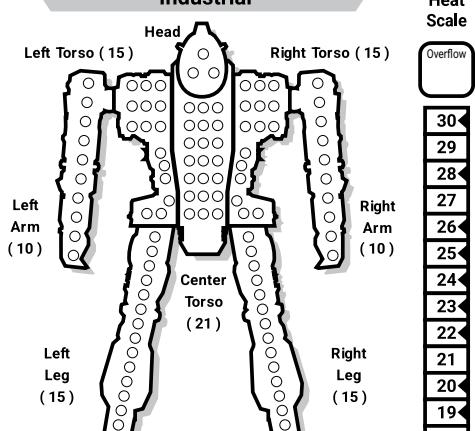
PUNCH/KICK LOCATION TABLE

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

*A result of 2 may inflict a critical hit.

INTERNAL STRUCTURE DIAGRAM

Industrial



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

Heat Level*	Effects	Heat Sinks: 4
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	

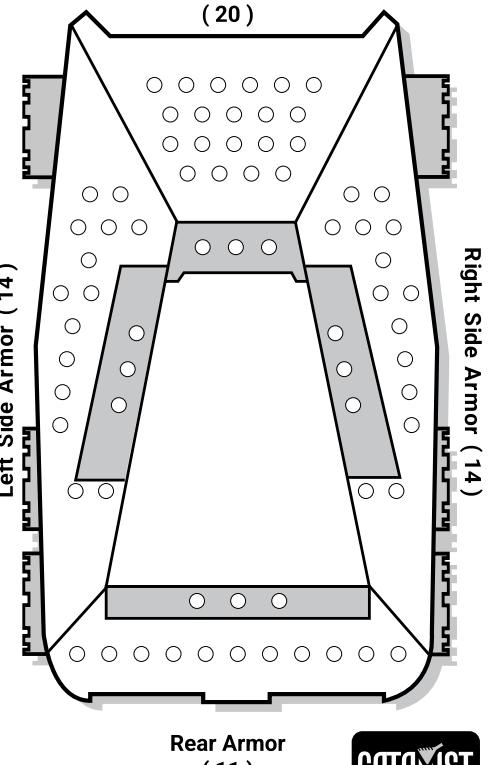
BATTLETECH™

WHEELED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Heavy Ferro-Fibrous

Front Armor
(20)



VEHICLE DATA

Type: Tribune Mobile Tactical Command HQ

Movement Points:

Cruising: 6

Flanking: 9

Movement Type: Wheeled

Engine Type: 160 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
ER Medium Laser	FR	5 [DE]	—	4	8	12
Laser AMS	FR	[PB]	—	1	—	—
Remote Sensors/Dispenser	RR	[E]	—	—	—	—
ECM Suite (Guardian)	BD	[E]	—	—	—	6
Bloodhound Active Probe	BD	[E]	—	—	—	8
CommsGear:5t	BD	[E]	—	—	—	—

vs Charge — 3/hex — — —

Ammo: (Remote Sensors/Dispenser) 30

BV: 382 (424)



CREW DATA

Crew: _____

Gunnery Skill: 5 Driving Skill: 5

Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES



GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

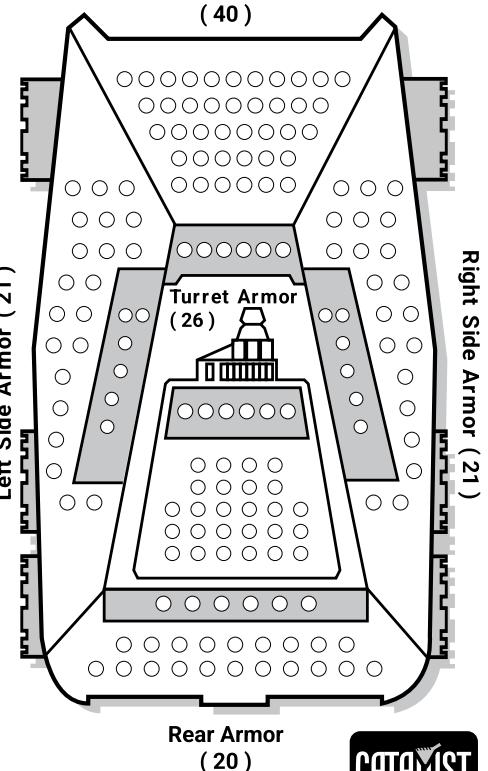
BATTLETECH™

WHEELED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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VEHICLE DATA

Type: JES III Missile Carrier

Movement Points:	Tonnage: 60
Cruising: 3	Tech Base: Inner Sphere
Flanking: 5	Rules Level: Standard
Movement Type: Wheeled	Role: Missile Boat
Engine Type: 160 XL	

Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
LRM 15	TU	1/Msl [M,C,S]	6	7	14	21
LRM 15	TU	1/Msl [M,C,S]	6	7	14	21
LRM 15	TU	1/Msl [M,C,S]	6	7	14	21
LRM 15	TU	1/Msl [M,C,S]	6	7	14	21
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 6/hex — — — —

Ammo: (LRM 15) 48, (MG) 100

Quirks: Easy to Maintain, Improved Targeting (Long)

BV: 1037



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

2D6	15
2	5
3	5
4	6
5	9
6	9
7	9
8	9
9	12
10	12
11	15
12	15

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

	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.

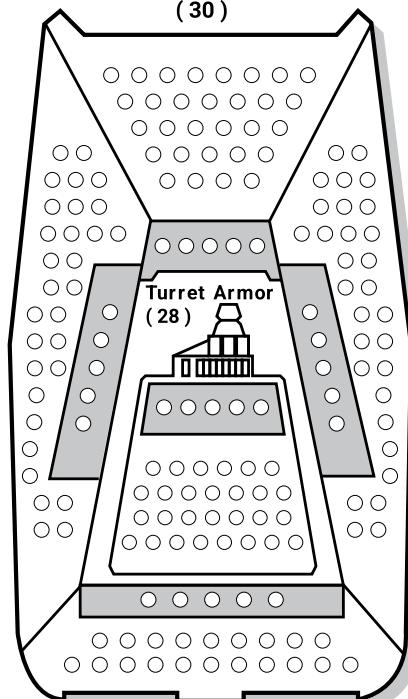
BATTLETECH™

HOVER OMNIVEHICLE RECORD SHEET

ARMOR DIAGRAM

Heavy Ferro-Fibrous

Front Armor
(30)



Right Side Armor (30)

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VEHICLE DATA

Type: Zibler Fast Strike Tank (A)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 165 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
Light AC/2	TU	2 [DB,S]	—	6	12	18
Light AC/2	TU	2 [DB,S]	—	6	12	18
Light AC/2	TU	2 [DB,S]	—	6	12	18
Light AC/2	TU	2 [DB,S]	—	6	12	18

vs Charge — 5/hex — — — —

Ammo (CASE): (LAC/2) 90

Quirks: Fast Reload

BV: 598 (664)

CREW DATA

Crew: _____

Gunnery Skill: 5 Driving Skill: 5

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

CRITICAL DAMAGE

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

NOTES

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

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.

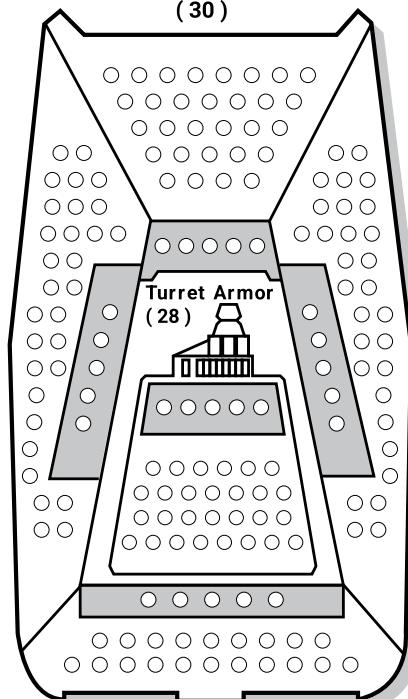
BATTLETECH™

HOVER OMNIVEHICLE RECORD SHEET

ARMOR DIAGRAM

Heavy Ferro-Fibrous

Front Armor
(30)



Right Side Armor (30)

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VEHICLE DATA

Type: Zibler Fast Strike Tank (A)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 165 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
Light AC/2	TU	2 [DB,S]	—	6	12	18
Light AC/2	TU	2 [DB,S]	—	6	12	18
Light AC/2	TU	2 [DB,S]	—	6	12	18
Light AC/2	TU	2 [DB,S]	—	6	12	18

vs Charge — 5/hex — — — —

Ammo (CASE): (LAC/2) 90

Quirks: Fast Reload

BV: 598 (664)

CREW DATA

Crew: _____

Gunnery Skill: 5 Driving Skill: 5

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

CRITICAL DAMAGE

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

NOTES

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:

Vehicle Type Modifier:	
Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

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

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

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

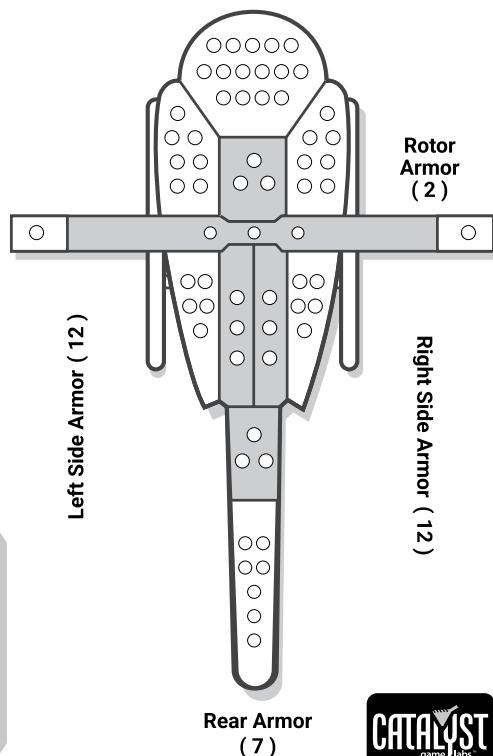
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(15)



Right Side Armor (12)

CATALYST
game labs

VEHICLE DATA

Type: Balac Strike VTOL (Spotter)

Movement Points:

Cruising: 11

Flanking: 17

Movement Type: VTOL

Engine Type: 135 XL

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
ATM 6	FR	[M,C,S]				
Standard		2/Msl	4	5	10	15
Extended Range		1/Msl	4	9	18	27
High Explosive		3/Msl	—	3	6	9
ATM 6	FR	[M,C,S]				
Standard		2/Msl	4	5	10	15
Extended Range		1/Msl	4	9	18	27
High Explosive		3/Msl	—	3	6	9
TAG	FR	[E]	—	5	9	15
ECM Suite	BD	[E]	—	—	—	6
Active Probe	BD	[E]	—	—	—	5

Ammo (CASE): (ATM 6) 20

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 934



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

Artemis IV FCS: +2

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.

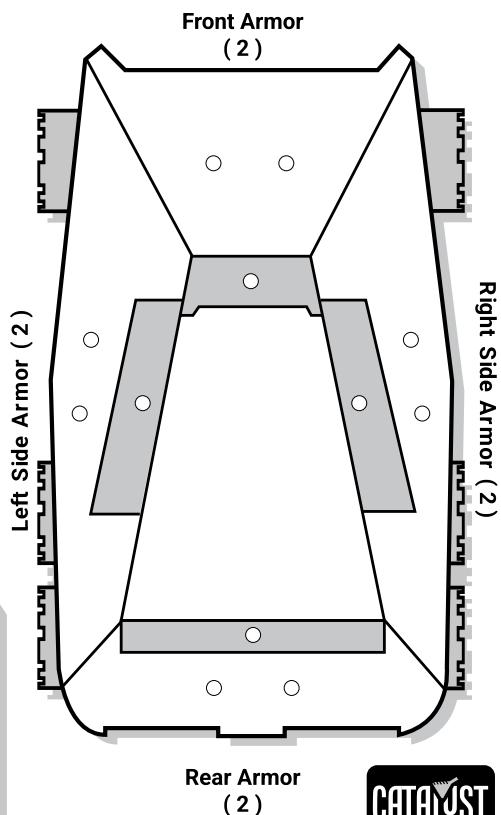
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor



VEHICLE DATA

Type: Flatbed Truck (SRM)

Movement Points:

Cruising: 5

Flanking: 8

Movement Type: Wheeled

Engine Type: 30 ICE

Tonnage: 10

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

Type	Loc	Dmg	Min	Shrt	Med	Lng
SRM 2	FR	2/Msl [M,C,S]	-	3	6	9

vs Charge - 1/hex - - - - -

Ammo: (SRM 2) 50

Features Cargo (4 tons)

BV: 60 (67)



CREW DATA

Crew: _____

Gunnery Skill: 5 Driving Skill: 5

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

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

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



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier II Battle Armor A(Sqd4)

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 2

#	Type	Dmg	Min	Sht	Med	Lng
1	SRM 4 (C) (Body)	2/Msl	[M,C,S]	—	3	6
1	Small Laser (IS)	3 [DE]	—	1	2	3
1	Basic Manipulator	—	—	—	—	—

Ammo: (SRM 4) 8

Quirks: Difficult to Maintain

Mechanized:

Swarm:

Leg:

AP:

Armor: Stealth (Standard)

Role: Ambusher

BV: 377

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	3	Front Right Torso
3	Rear Center Torso	Front Right Torso	4	Rear Right Torso
4	Rear Right Torso	Rear Center Torso	5	Front Right Torso
5	Front Right Torso	Rear Right Torso	6	Right Arm
6	Right Arm	Front Right Torso	7	Front Center Torso
7	Front Center Torso	Front Center Torso	8	Left Arm
8	Left Arm	Front Left Torso	9	Front Left Torso
9	Front Left Torso	Rear Left Torso	10	Rear Left Torso
10	Rear Left Torso	Rear Center Torso	11	Front Center Torso
11	Front 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

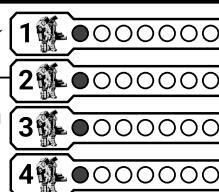
BATTLE ARMOR: SQUAD 1

Type: Purifier Adaptive Battle Armor [Laser](Sqd4)

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 ER Small Laser	3 [DE]	-	2	4	5
1 Battle Claw	-	-	-	-	-



Mechanized:

Swarm:

Leg:

AP:

Armor: Mimetic

Role: Ambusher

BV: 269

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.



BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET



Motorized Platoon (CCAF) (SRM 3055+)

Commander: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Role: Ambusher

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
-	-	10	10	10	9	9	9	8	8	7	7	7	6	6	5	5	4	4	4	3	3	3	2	2	1	1	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:	-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

BV: 80

Transport Wt: 5.5 tons

Movement MP: 2

Type: Motorized

CLUSTER HITS TABLE

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Energy or Ballistic)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 5
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



Motorized Platoon (CCAF) (SRM 3055+)

Commander: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Role: Ambusher

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
-	-	10	10	10	9	9	9	8	8	7	7	7	6	6	5	5	4	4	4	3	3	3	2	2	1	1	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:	-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

BV: 80

Transport Wt: 5.5 tons

Movement MP: 2

Type: Motorized

CLUSTER HITS TABLE

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Energy or Ballistic)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 5
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*).

