

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer WHM-6Rk

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 350 XL

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
PPC	LA	10	10 [DE]	3	6	12	18
PPC	RA	10	10 [DE]	3	6	12	18
SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9
Small Laser	LT	1	3 [DE]	—	1	2	3
Small Laser	RT	1	3 [DE]	—	1	2	3
Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 32 (30)

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

Ammo: (MG) 200, (SRM 6) 15

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

BV: 2140 (1621)



### CRITICAL TABLE

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

### Left Torso

1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Medium Laser 5. Small Laser 6. Machine Gun
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink

### Left Leg

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

### Head

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

### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (MG) 200
6. Roll Again

- Engine Hits   
Gyro Hits   
Sensor Hits   
Life Support



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### WARRIOR DATA

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

Gunnery Skill: 3 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	

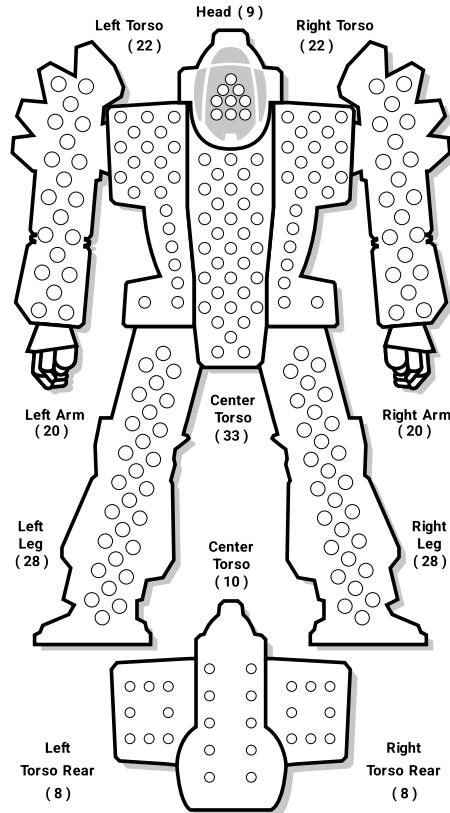
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

### ARMOR DIAGRAM

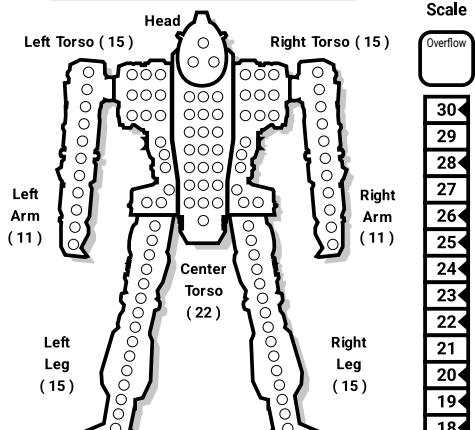
#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure

Heat Scale



Overflow

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

### HEAT DATA

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wolverine WVR-6K

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Large Laser	RA	8	8 [DE]	—	5	10	15
<i>Jettison-Capable Weapon</i>							
SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser	HD	3	5 [DE]	—	3	6	9
Small Laser	RA	1	3 [DE]	—	1	2	3
Total Heat (Dissipation): 19 (14)							
Punch	LA	—	6	—	—	—	—
Punch	RA	—	6	—	—	—	—
Kick	—	—	11	—	—	—	—
Club	—	—	11	—	—	—	—
Charge	—	—	5.5/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (SRM 6) 30  
Quirks: Command Mech, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 1248



### CRITICAL TABLE

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

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

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

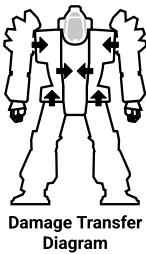
Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
	4. Medium Laser
	5. Sensors
	6. Life Support

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

Left Torso	1. Gyro
1-3	2. Fusion Engine
	3. Fusion Engine
4-6	4. Fusion Engine
	5. Heat Sink
	6. Roll Again

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

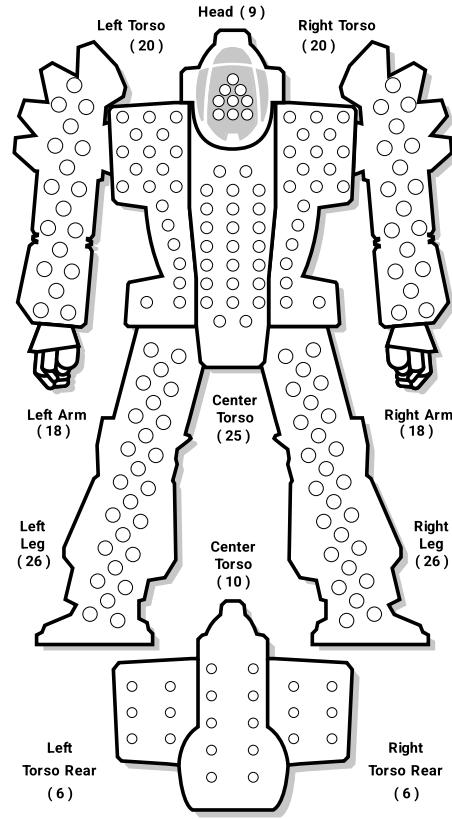
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

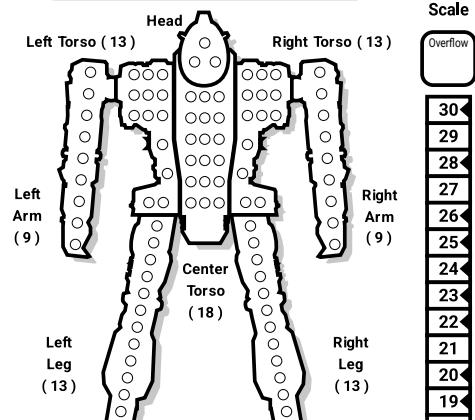
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14
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: Kintaro KTO-19

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Narc	CT	—	[M]	—	3	6	9
Total Heat (Dissipation):		16	(10)				
Punch	LA	—	6	—	—	—	—
Punch	RA	—	6	—	—	—	—
-2 Kick	—	—	11	—	—	—	—
-1 Club	—	—	11	—	—	—	—
Vs Charge	—	—	5.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (SRM 6 Narc) 30, (Narc) 12, (LRM 5 Narc) 24

Quirks: Rugged (1 Point)

BV: 1160



### CRITICAL TABLE

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

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

1-3	Left Torso	1. Ammo (LRM 5 Narc) 24 2. Ammo (SRM 6 Narc) 15
4-6	Right Torso	1. SRM 6 2. SRM 6 3. Ammo (SRM 6 Narc) 15

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

1-3	Left Leg	1. Gyro 2. Gyro 3. Gyro 4. Gyro
4-6	Right Leg	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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

1-3	Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator
4-6	Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator

1-3	Left Leg	1. Ferro-Fibrous 2. Ferro-Fibrous
4-6	Right Leg	1. Ferro-Fibrous 2. Ferro-Fibrous



### WARRIOR DATA

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

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HIT LOCATION AND CLUSTER TABLE

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

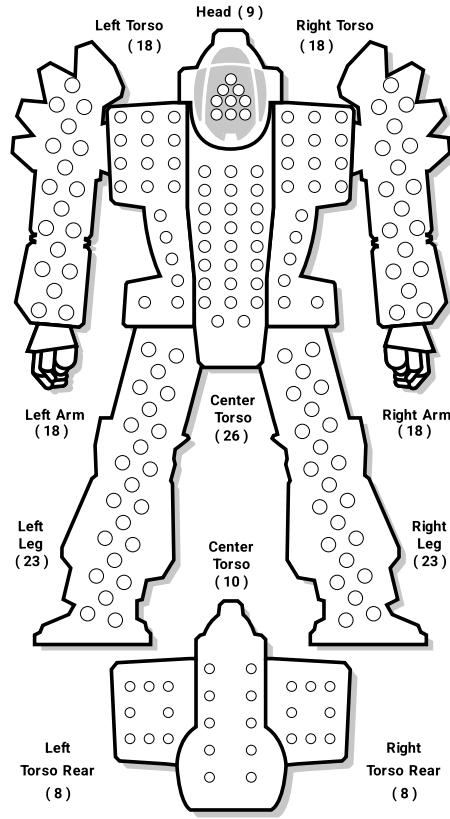
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

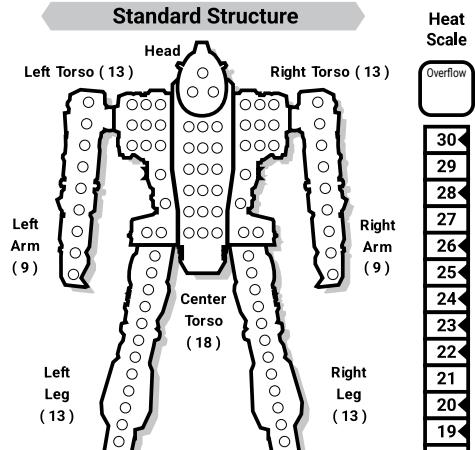
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



Heat Scale

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Dragon DRG-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
AC/5	RA	1	5 [DBS]	3	6	12	18
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser (R)	LT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 11 (10)

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

Ammo: (AC/5) 40, (LRM 10) 24

Quirks: Narrow/Low Profile, Stable

BV: 1125



### CRITICAL TABLE

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

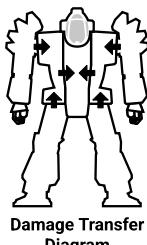
Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
	4. Roll Again
	5. Sensors
	6. Life Support

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

Left Torso	1. Medium Laser (R)
1-3	2. Ammo (LRM 10) 12
	3. Ammo (LRM 10) 12
	4. Roll Again
	5. Roll Again
	6. Roll Again

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

Engine Hits Gyro Hits Sensor Hits Life Support



### Left Leg

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



### WARRIOR DATA

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

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HIT LOCATION AND CLUSTER TABLE

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

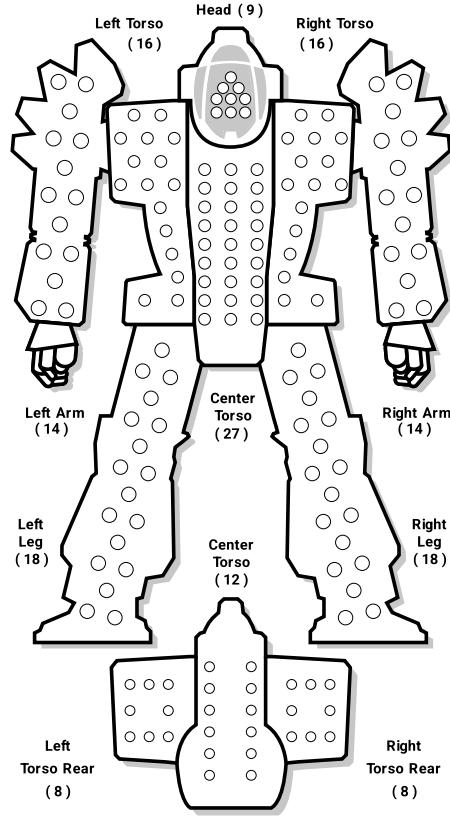
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

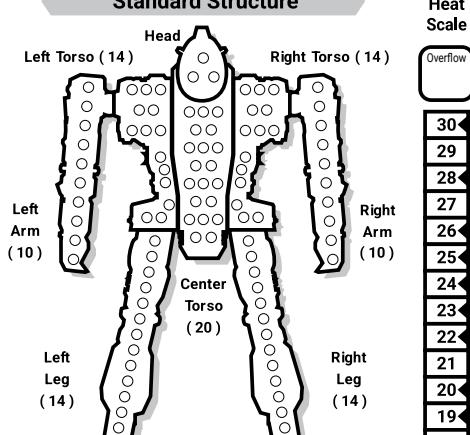
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level\* Effects Heat Sinks: 10

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stinger STG-3Gb

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 140 XL

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser	CT	3	5 [DE]	—	3	6	9
Small Laser	HD	1	3 [DE]	—	1	2	3

Total Heat (Dissipation): 10 (20)

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

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

BV: 607 (674)



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Double Heat Sink
	6. Double Heat Sink
1-3	1. Double Heat Sink
	2. Medium Laser
4-6	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

Left Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink

4-6	1. Jump Jet
	2. Jump Jet
	3. Jump Jet
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

### Left Leg

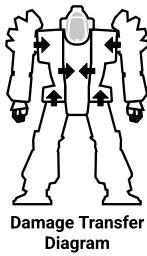
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
	4. Small Laser
	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. Medium Laser

Engine Hits Gyro Hits Sensor Hits Life Support



### 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*	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

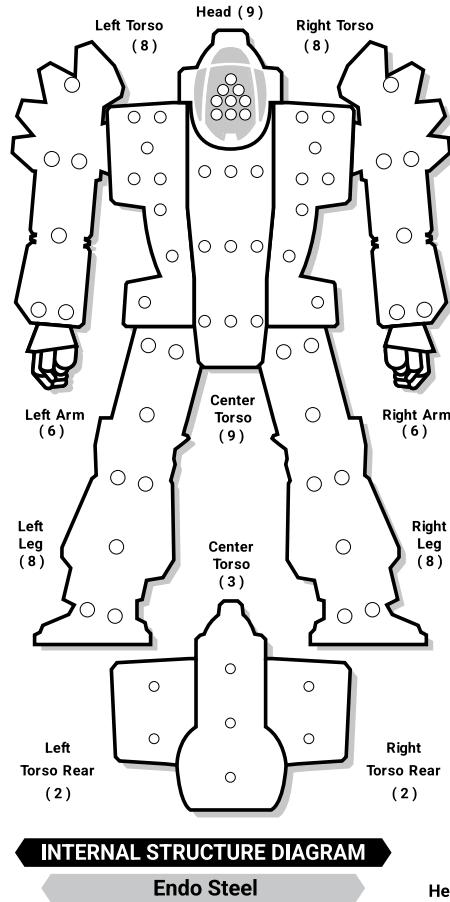
\*A result of 2 may inflict a critical hit.

### 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

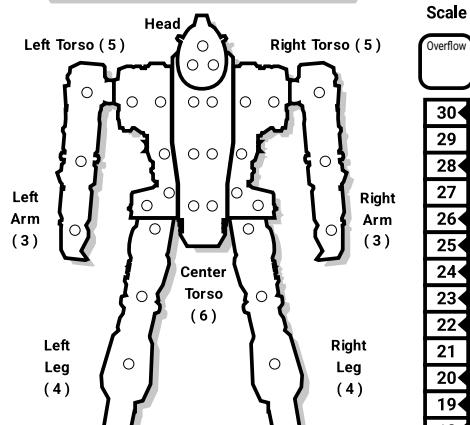
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Heat Effects Double Heat Sinks: 10 (20)

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-1Vb

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 XL

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	CT	3	5 [DE]	—	3	6	9
-2 Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
-2 Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
-2 Small Pulse Laser	LA	2	3 [PAI]	—	1	2	3
-2 Small Pulse Laser	RA	2	3 [PAI]	—	1	2	3

Total Heat (Dissipation): 15 (20)

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

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

BV: 578 (642)



### CRITICAL TABLE

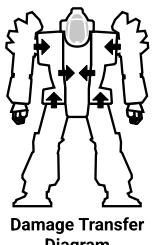
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Medium Pulse Laser
1-3	4. Small Pulse Laser
	5. Endo Steel
	6. Endo Steel
1-3	1. Ferro-Fibrous
	2. Ferro-Fibrous
4-6	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

Head	1. Life Support
	2. Sensors
	3. Cockpit
	4. Endo Steel
	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. Medium Pulse Laser
	6. Endo Steel

Left Torso	1. Gyro
	2. XL Fusion Engine
1-3	3. XL Fusion Engine
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink

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



CATALYST  
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### 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*	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

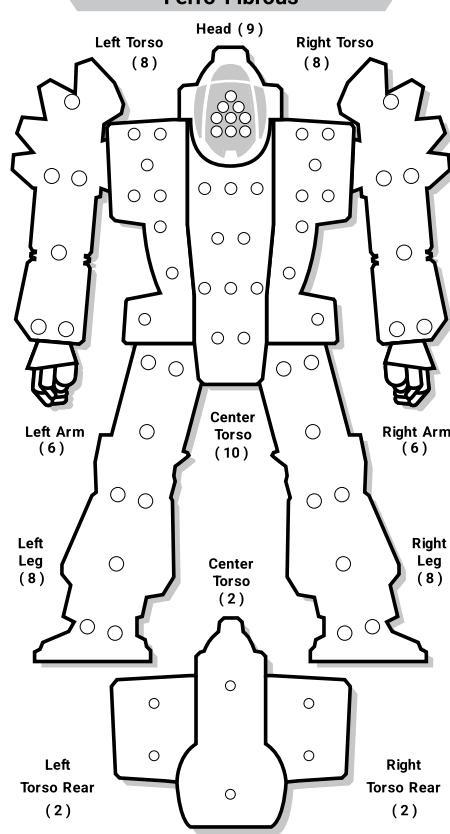
\*A result of 2 may inflict a critical hit.

### 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

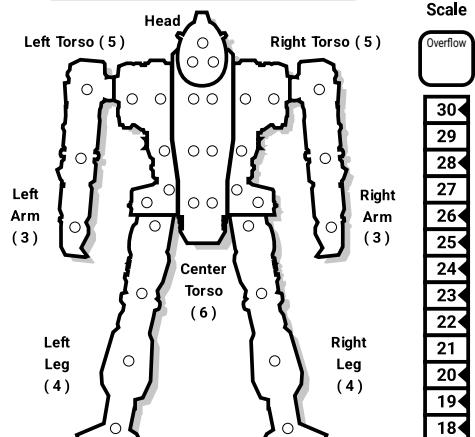
Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale



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

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



Key:  
HE - High Explosive  
LG - Laser Guided  
C - Cluster  
RL - Rocket Launcher

### FIGHTER DATA

Type: Trident TRN-3T

Thrust: 20  
SafeThrust: 12  
Maximum Thrust: 18  
Engine Type: 200 Fusion  
Tonnage: Inner Sphere  
Tech Base: Standard  
Rules Level: Role: Interceptor

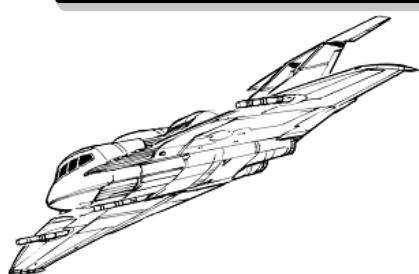
### Weapons & Equipment Inventory

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

Total Heat (Dissipation): 10 (10)

Fuel Points: 240

BV: 521



### CRITICAL DAMAGE

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

### VELOCITY RECORD

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

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

### ARMOR DIAGRAM

Ferro-Aluminum

Nose Damage Threshold (Total Armor)

1 (10)

Left Wing  
Damage Threshold  
(Total Armor)  
1 (10)

Right Wing  
Damage Threshold  
(Total Armor)  
1 (10)

Structural Integrity:  
12

Advanced Movement Compass  
A      F      B  
E      C      D

Aft Damage Threshold  
(Total Armor)  
1 (5)

CATALYST  
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### PILOT DATA

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

### HEAT DATA

Heat Sinks:

10

Heat

Level\*

Effects

30 Shutdown



28 Ammo Exp avoid on 8+



27 Pilot damage, avoid on 9+



26 Shutdown, avoid on 10+



25 Random Movement, avoid on 10+



24 +4 Modifier to Fire



23 Ammo Exp avoid on 6+



22 Shutdown, avoid on 8+



21 Pilot damage, avoid on 6+



20 Random Movement, avoid on 8+



19 Ammo Exp avoid on 4+



18 Shutdown, avoid on 6+



17 +3 Modifier to Fire



15 Random Movement, avoid on 7+



14 Shutdown, avoid on 4+



13 +2 Modifier to Fire



10 Random Movement, avoid on 6+



8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



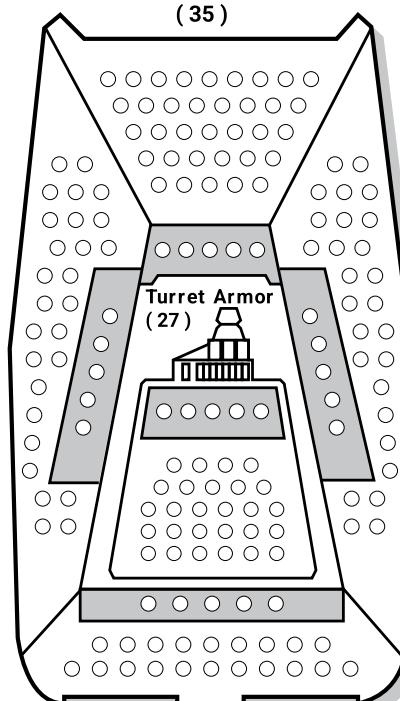
# BATTLETECH™

## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### Standard Armor

##### Front Armor (35)



### VEHICLE DATA

Type: Sabaku Kaze Heavy Scout Hover Tank

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: Hover

Engine Type: 215 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
SRM 4	RR	2/Msl [M,C,S]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Small Laser	TU	3 [DE]	—	1	2	3
Small Laser	TU	3 [DE]	—	1	2	3

vs Charge	—	5/hex	—	—	—	—
Ammo: (SRM 4) 25						
BV: 1097 (997)						

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: 4 Driving Skill: 4

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

### CRITICAL DAMAGE

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

### CLUSTER HITS TABLE

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

### GROUND COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear

+1

Hit from the sides

+2

#### Vehicle Type Modifier:

Tracked, Naval

+0

Wheeled

+2

Hovercraft, Hydrofoil

+3

WiGE

+4

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

### GROUND COMBAT VEHICLE CRITICALS TABLE

#### LOCATION HIT

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

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

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



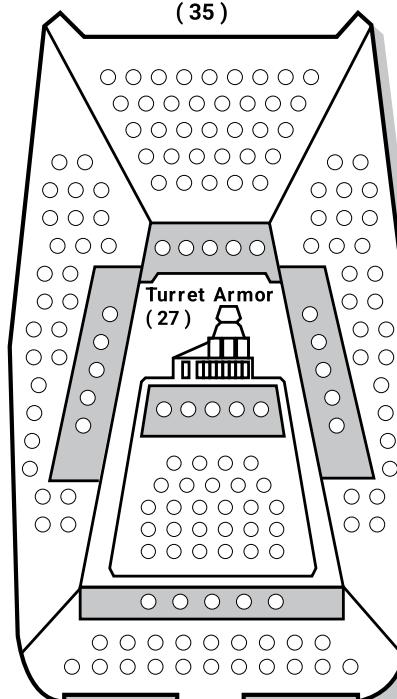
# BATTLETECH™

## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### Standard Armor

##### Front Armor (35)



Right Side Armor (27)

Left Side Armor (27)

##### Rear Armor (20)



### VEHICLE DATA

Type: Sabaku Kaze Heavy Scout Hover Tank

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: Hover

Engine Type: 215 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
SRM 4	RR	2/Msl [M,C,S]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Medium Laser	TU	5 [DE]	—	3	6	9
Small Laser	TU	3 [DE]	—	1	2	3
Small Laser	TU	3 [DE]	—	1	2	3

vs Charge	—	5/hex	—	—	—	—
Ammo: (SRM 4) 25						
BV: 1097 (997)						

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: 4 Driving Skill: 4

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

### CRITICAL DAMAGE

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

### CLUSTER HITS TABLE

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

### GROUND COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1	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™

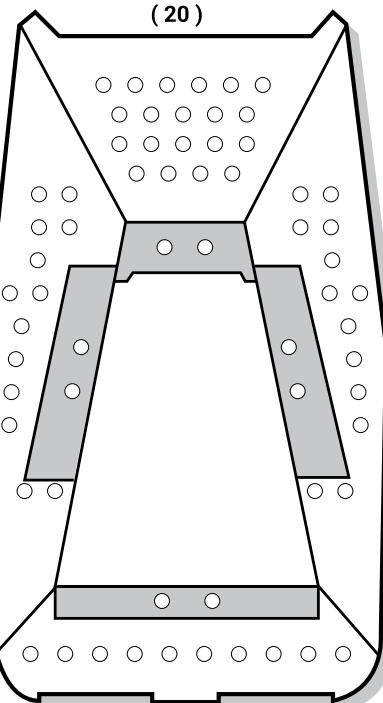
## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

( 20 )



### VEHICLE DATA

Type: Heavy Hover APC

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 75 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shtr	Med	Lng
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — — —

Ammo: (MG) 100

Features Infantry Compartment (6 tons)

BV: 188

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

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

### NOTES

Rear Armor  
( 10 )



### GROUND COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear

+1

Hit from the sides

+2

#### Vehicle Type Modifier:

Tracked, Naval

+0

Wheeled

+2

Hovercraft, Hydrofoil

+3

WiGE

+4

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

### GROUND COMBAT VEHICLE CRITICALS TABLE

#### LOCATION HIT

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

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

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

# BATTLETECH™



# **CONVENTIONAL INFANTRY RECORD SHEET**

## **Foot Platoon (Anti-'Mech) (Rifle)**

**Armor Type:** Generic Infantry Kit

**Damage Divisor:** 1.0

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

		RANGE IN HEXES (TO-HIT MODIFIER)																											
		*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																											
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
-	-																												
-	-	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	6	5	5	4	4	3	3	2	1	1

### **Max Weapon Damage\***

**Notes:**

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

Range: 0 1 2 3 4 5

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

**RANGE IN HEXES (TO-HIT MODIFIER)**

1

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— 1 —

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

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

## **NON-INFANTRY WEAPON AGAINST INFANTRY**

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

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

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

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

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

The Catalyst Game Labs logo is located in the top right corner. It features the word "CATALYST" in a large, bold, white sans-serif font. Above the letter "Y", there is a stylized graphic element resembling a game controller or a set of stairs. Below "CATALYST", the words "game labs" are written in a smaller, white, lowercase sans-serif font, with a trademark symbol (TM) at the end.

