

BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1D

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 Fusion

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

Weapons & Equipment Inventory

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

Total Heat (Dissipation): 22 (24)

Punch	LA	—	9	—	—	—	—
Punch	RA	—	9	—	—	—	—
Kick	—	—	17	—	—	—	—
Club	—	—	17	—	—	—	—
Vs Charge	—	—	8.5/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (MG) 200

Quirks: Command Mech, Weak Head Armor (1)

BV: 1674 (1522)



CRITICAL TABLE

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

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

Left Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Heat Sink
4-6	4. Medium Laser
	5. Medium Laser
	6. Roll Again
1. Roll Again	
2. Roll Again	
3. Roll Again	
4. Roll Again	
5. Roll Again	
6. Roll Again	

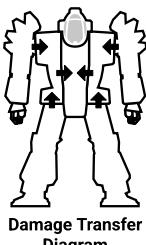
- Head
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

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

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

- Right Torso
- 1. Heat Sink
- 2. Heat Sink
- 3. Medium Laser
- 4-6
- 1. Medium Laser
- 2. Ammo (MG) 200
- 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. Heat Sink
6. Heat Sink

Right Leg

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

WARRIOR DATA

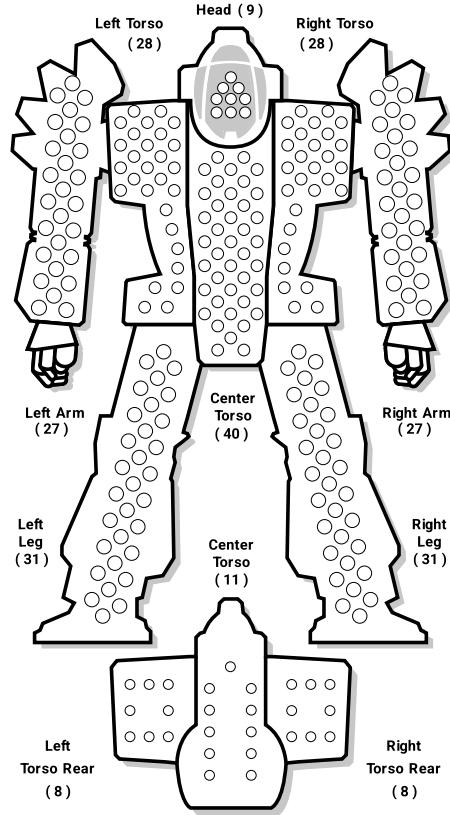
Name: _____

Gunnery Skill: 4 Piloting Skill: 4

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

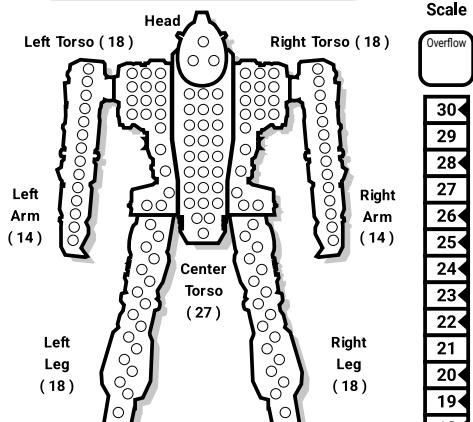
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 24
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-6R

Movement Points:

Walking: 5

Running: 8

Jumping: 5

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
AC/5	RA	1	5 [DB,S]	3	6	12	18
<i>Jettison-Capable Weapon</i>							
SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
Medium Laser	HD	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 8 (12)

Punch LA — 6 — — — —

Punch RA — 6 — — — —

-2 Kick — — 11 — — — —

-1 Club — — 11 — — — —

Vs Death From Above — — 17 — — — —

Vs Charge — — 5.5/hex — — — —

-1 Push — — — — — — — —

Ammo: (SRM 6) 15, (AC/5) 20

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

BV: 1101



CRITICAL TABLE

Left Arm

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

Center Torso

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

Left Torso

- 1. SRM 6
- 2. SRM 6
- 3. Ammo (SRM 6) 15
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Arm

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

Center Torso

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

Left Leg

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

Head

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. AC/5
- 6. AC/5

Center Torso

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

Right Torso

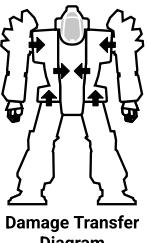
- 1. Heat Sink
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 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. Jump Jet
- 6. Jump Jet



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	LS	F/R	RS
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		

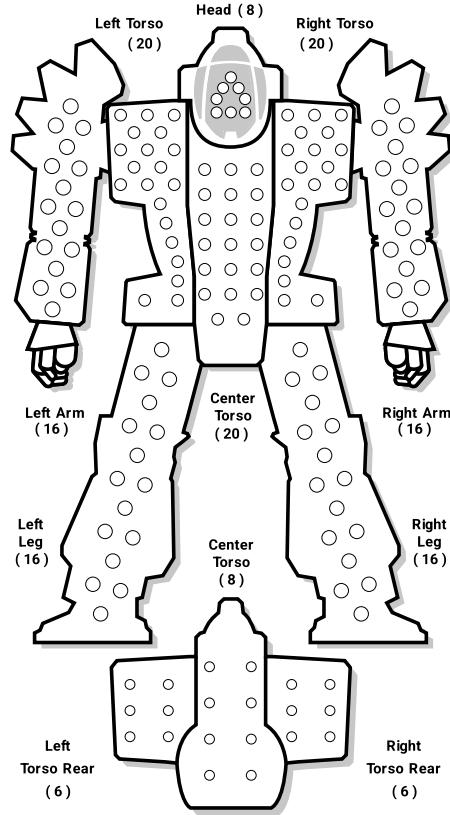
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

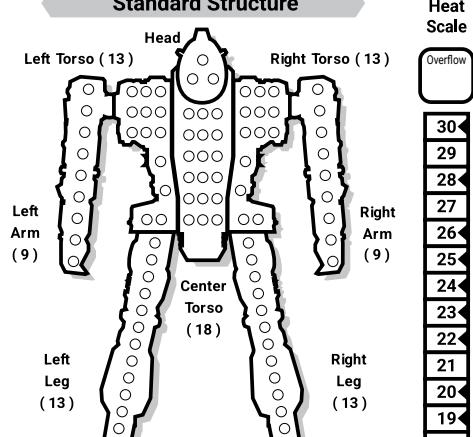
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Effects Heat Sinks: 12

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: Enforcer ENF-4R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 200 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Large Laser	LA	8	8 [DE]	—	5	10	15
AC/10	RA	3	10 [DB,S]	—	5	10	15

Fast Reload, Improved Cooling Jacket, Ammo Feed Problems

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Small Laser	LT	1	3 [DE]	—	1	2	3

Total Heat (Dissipation): 12 (12)

+1	Punch	LA	—	5	—	—	—
+1	Punch	RA	—	5	—	—	—
-2	Kick	—	—	10	—	—	—
Vs	Death From Above	—	—	15	—	—	—
Vs	Charge	—	—	5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (AC/10) 10

Quirks: Barrel Fists (LA), Barrel Fists (RA)

BV: 1032



CRITICAL TABLE

1-3	Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Laser 5. Large Laser 6. Roll Again
	Right Arm	1. Roll Again 2. Roll Again 3. Roll Again
	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine
	Head	1. Sensors 2. Cockpit 3. Roll Again 4. Sensors 5. Sensors 6. Life Support
	Right Arm	1-3 4. AC/10 5. AC/10 6. AC/10
	Left Arm	1. AC/10 2. AC/10 3. AC/10

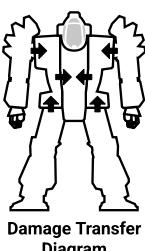
4-6	Left Arm	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Arm	1. Roll Again 2. Roll Again 3. Roll Again
	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine
	Head	1. Sensors 2. Cockpit 3. Roll Again 4. Sensors 5. Sensors 6. Life Support
	Right Arm	4-6 4. AC/10 5. Roll Again 6. Roll Again
	Left Arm	1. AC/10 2. AC/10 3. AC/10

1-3	Left Torso	1. Heat Sink 2. Heat Sink 3. Small Laser 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso	1. Roll Again 2. Roll Again 3. Roll Again
	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine
	Head	1. Sensors 2. Cockpit 3. Roll Again 4. Sensors 5. Sensors 6. Life Support
	Right Torso	1-3 3. Ammo (AC/10) 10 4. Roll Again 5. Roll Again 6. Roll Again
	Left Arm	1. AC/10 2. AC/10 3. AC/10

4-6	Left Torso	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
	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine
	Head	1. Sensors 2. Cockpit 3. Roll Again 4. Sensors 5. Sensors 6. Life Support
	Right Torso	4-6 3. Ammo (AC/10) 10 4. Roll Again 5. Roll Again 6. Roll Again
	Left Arm	1. AC/10 2. AC/10 3. AC/10

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

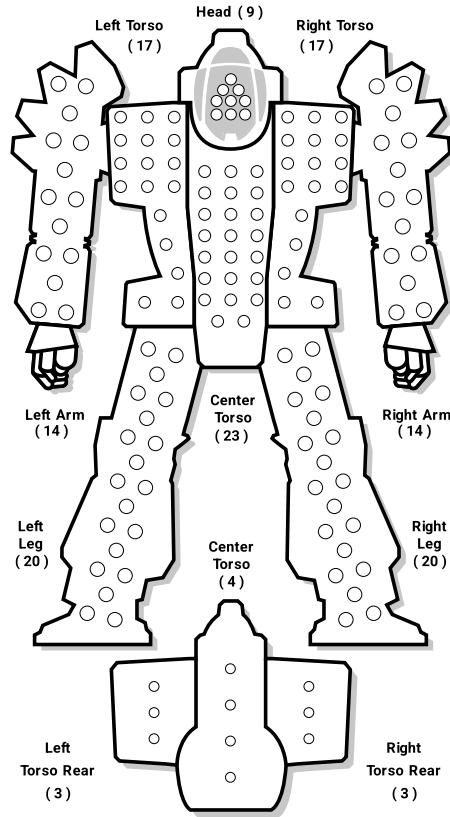
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

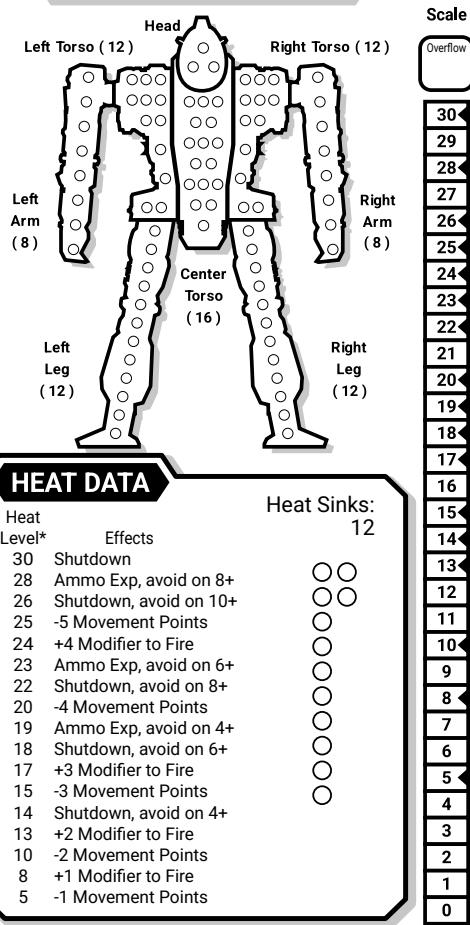
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 180 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 8 (10)

Punch	LA	—	3	—	—	—	—
Punch	RA	—	3	—	—	—	—
Kick	—	—	6	—	—	—	—
Club	—	—	6	—	—	—	—
Death From Above	—	—	9	—	—	—	—
Charge	—	—	3/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Ammo: (SRM 6) 30

Quirks: Unbalanced

BV: 594



CRITICAL TABLE

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

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

Left Torso	1. Heat Sink
2. SRM 6	2. Sensors
3. SRM 6	3. Fusion Engine
4. Ammo (SRM 6) 15	4. Fusion Engine
5. Roll Again	5. Fusion Engine
6. Roll Again	6. Roll Again

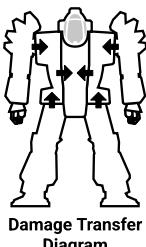
4-6	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

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

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

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

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support



CATALYST
game labs

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

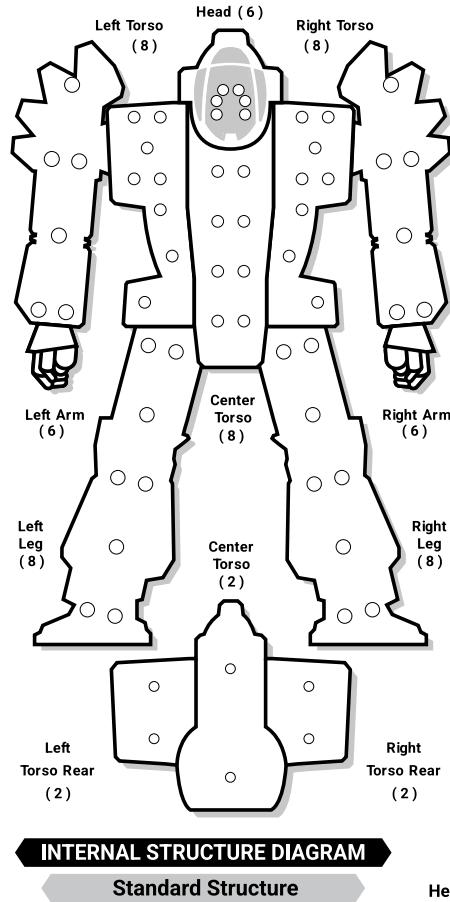
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

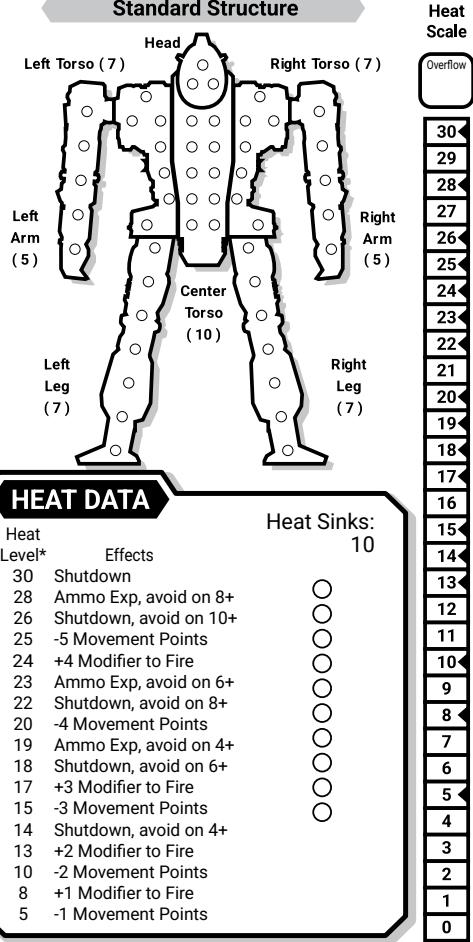
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dervish DV-6M

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	LA	2	2/Msl [M,C,S]	—	3	6	9
SRM 2	RA	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 18 (10)

+1	Punch	LA	—	6	—	—	—
+1	Punch	RA	—	6	—	—	—
-2	Kick	—	—	11	—	—	—
Vs	Death From Above	—	—	17	—	—	—
Vs	Charge	—	—	5.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (LRM 10) 24, (SRM 2) 100

Quirks: Easy to Maintain, Hyper-Extending Actuators

BV: 1146

CRITICAL TABLE

Head

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Medium Laser
	5. SRM 2
	6. Ammo (SRM 2) 50
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

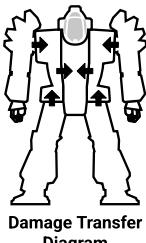
Center Torso

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

Left Torso

1-3	1. LRM 10
	2. LRM 10
	3. Ammo (LRM 10) 12
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

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



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

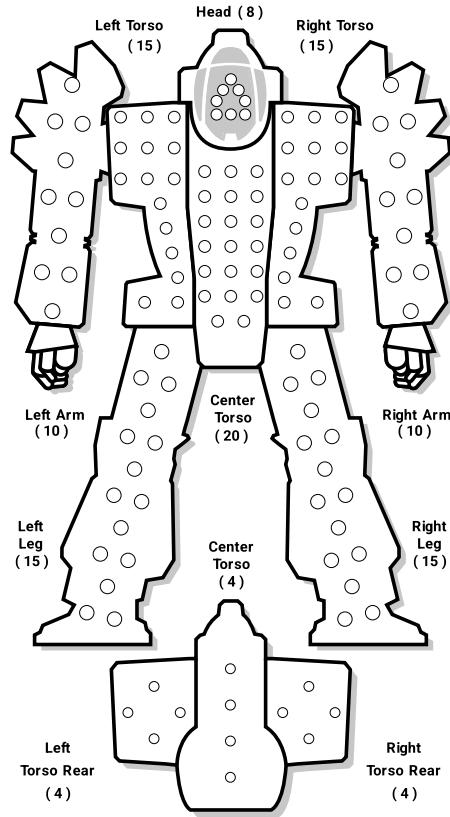
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

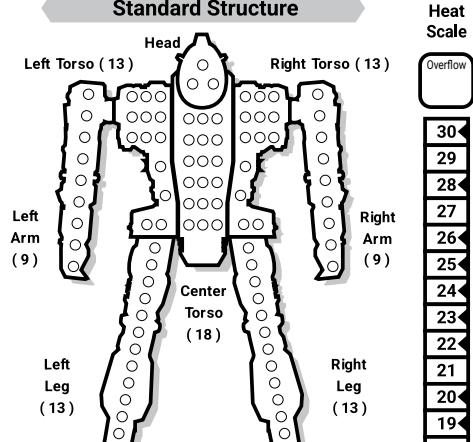
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Effects
Level* 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: Blackjack BJ-1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
AC/2	LA	1	2 [DB,S]	4	8	16	24
AC/2	RA	1	2 [DB,S]	4	8	16	24
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 14 (11)

+3	Punch	LA	—	2	—	—	—	—
+3	Punch	RA	—	2	—	—	—	—
-2	Kick	—	—	9	—	—	—	—
Vs	Death From Above	—	—	14	—	—	—	—
Vs	Charge	—	—	4.5/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Ammo: (AC/2) 45

Quirks: Bad Reputation (Inner Sphere)

BV: 949



CRITICAL TABLE

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

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

Left Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Medium Laser
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

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

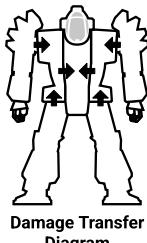
Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
4.	4. Roll Again
5.	5. Sensors
6.	6. Life Support

Right Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Medium Laser
4.	4. AC/2
5.	5. Roll Again
6.	6. Roll Again

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

Right Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Medium Laser
4.	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

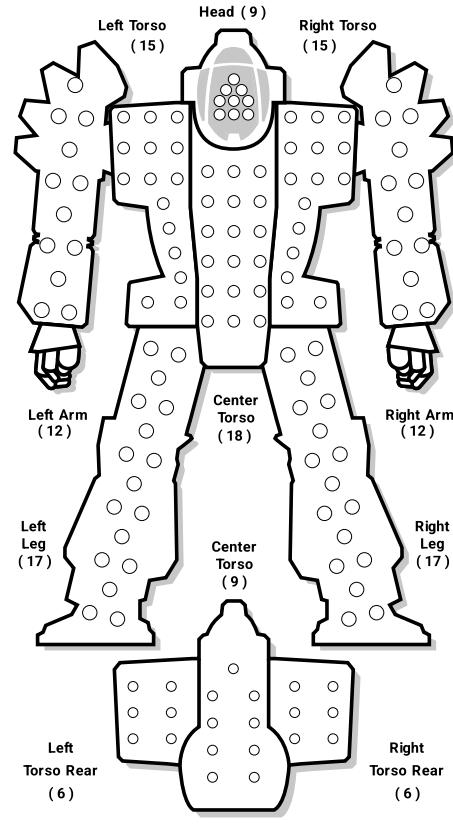
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

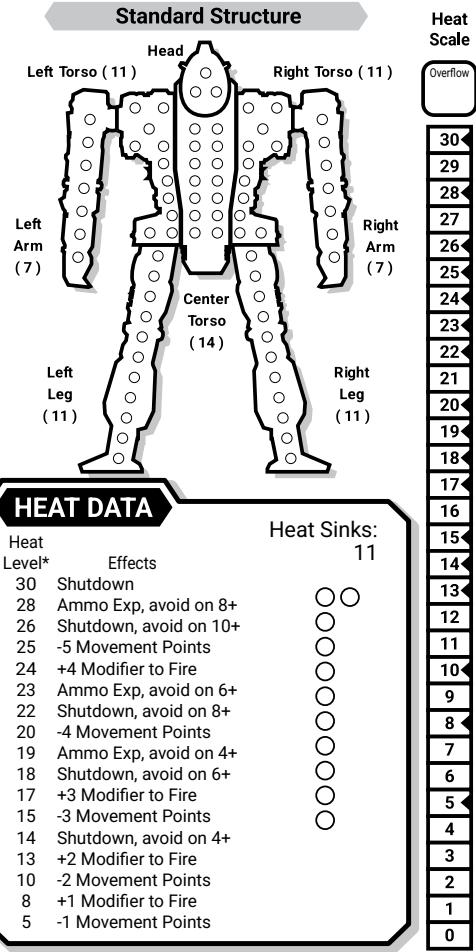
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Locust LCT-1V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

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

BV: 432

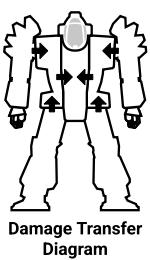
CRITICAL TABLE

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

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

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

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



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

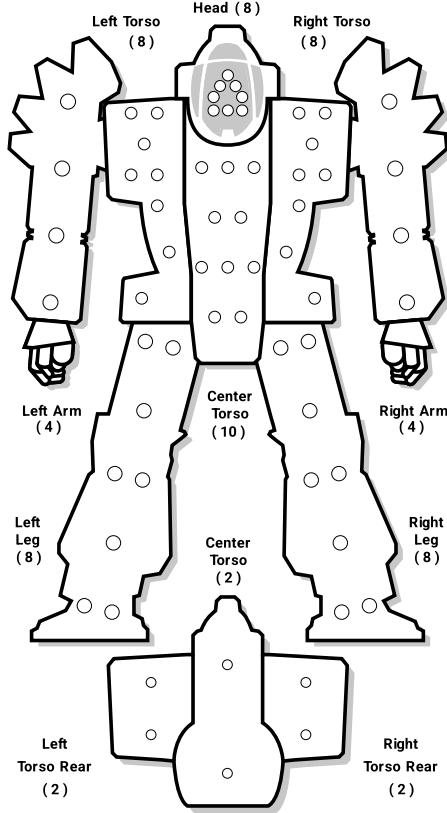
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

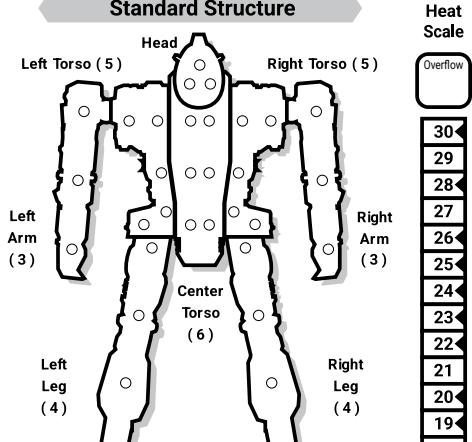
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

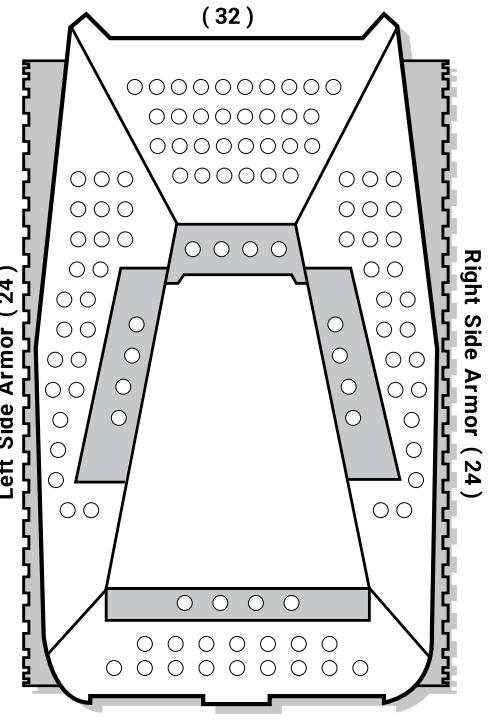
BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (32)



VEHICLE DATA

Type: Hunter Light Support Tank (LRM10)

Movement Points:

Cruising: 5

Flanking: 8

Movement Type: Tracked

Engine Type: 175 Fusion

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shtr	Med	Lng
LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
Medium Laser	FR	5 [DE]	—	3	6	9
Medium Laser	FR	5 [DE]	—	3	6	9
Flamer	RR	2 [DE,H,AI]	—	1	2	3
Machine Gun	RS	2 [DB,AI]	—	1	2	3
Machine Gun	RS	2 [DB,AI]	—	1	2	3
Machine Gun	LS	2 [DB,AI]	—	1	2	3
Machine Gun	LS	2 [DB,AI]	—	1	2	3

vs Charge — 3.5/hex — — —

Ammo: (LRM 10) 24, (MG) 200

BV: 645



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"/>
Rear	<input type="checkbox"/>
Left	<input type="checkbox"/>
Right	<input type="checkbox"/>

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
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.

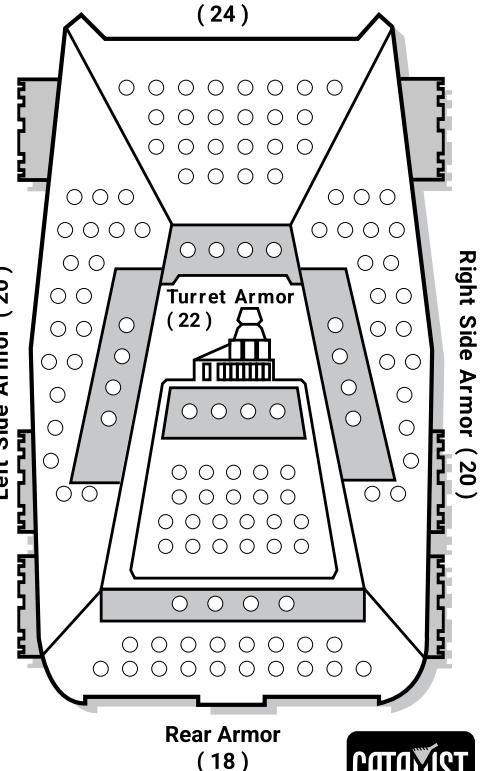
BATTLETECH™

WHEELED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (24)



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VEHICLE DATA

Type: Striker Light Tank

Movement Points:	Tonnage: 35
Cruising: 5	Tech Base: Inner Sphere
Flanking: 8	Rules Level: Introductory
Movement Type: Wheeled	Role: Missile Boat
Engine Type: 155 ICE	

Weapons & Equipment Inventory

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

vs Charge — 3.5/hex — — —

Ammo: (LRM 10) 12, (SRM 6) 30

BV: 564



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval +0
		Wheeled +2
		Hovercraft, Hydrofoil +3
		WiGE +4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

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

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

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

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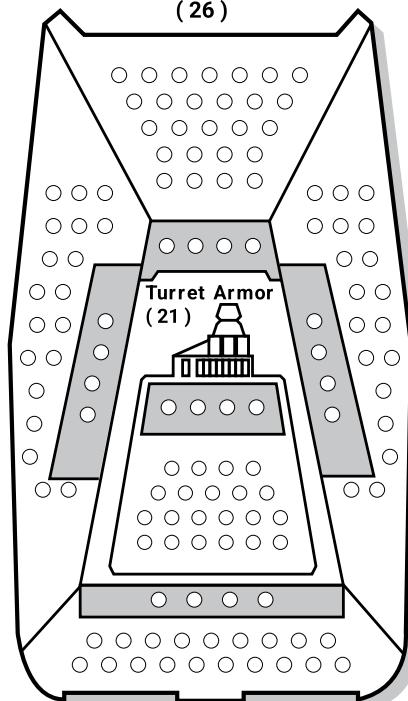
HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor

(26)



Right Side Armor (19)

VEHICLE DATA

Type: Pegasus Scout Hover Tank (Unarmed)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 105 ICE

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

(hexes)

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

vs Charge — 3.5/hex — — —

Features Cargo (12 tons)

BV: 317



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

NOTES

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GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1	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
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
8	Stabilizer	Crew Stunned	Stabilizer
9	Sensors	Stabilizer	Weapon Destroyed
10	Commander Hit	Weapon Destroyed	Engine Hit
11	Weapon Destroyed	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*
			Turret Blown Off

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

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

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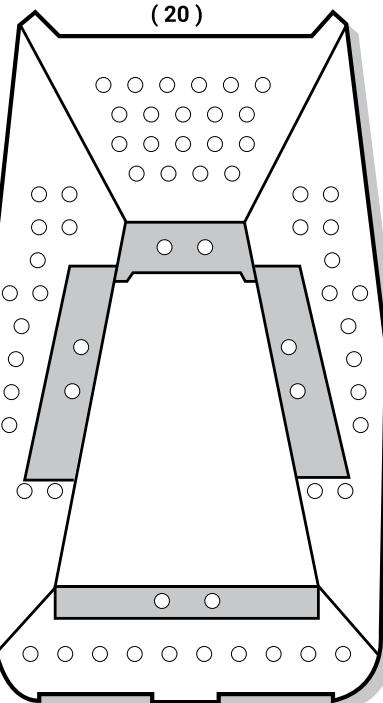
HOVER VEHICLE RECORD SHEET

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
	Front (critical)	Rear (critical)	Side†
Front	Front	Rear	Side†
Right Side†	Left Side†	Front†	
Front	Rear	Side	Side
Front	Rear	Side	Side
Left Side†	Right Side†	Rear†	
Turret	Turret	Turret	Turret
Turret	Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

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

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

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

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

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

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

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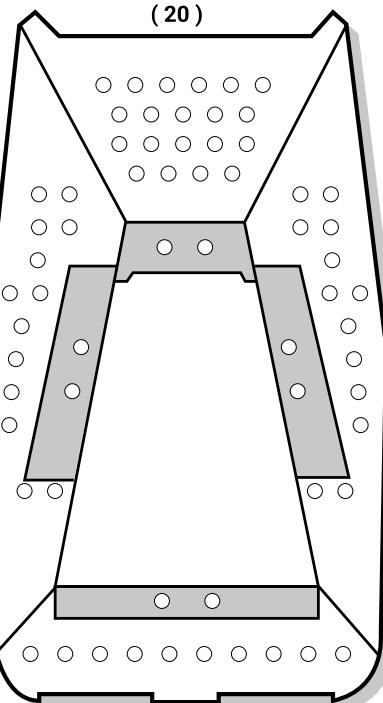
HOVER VEHICLE RECORD SHEET

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	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.

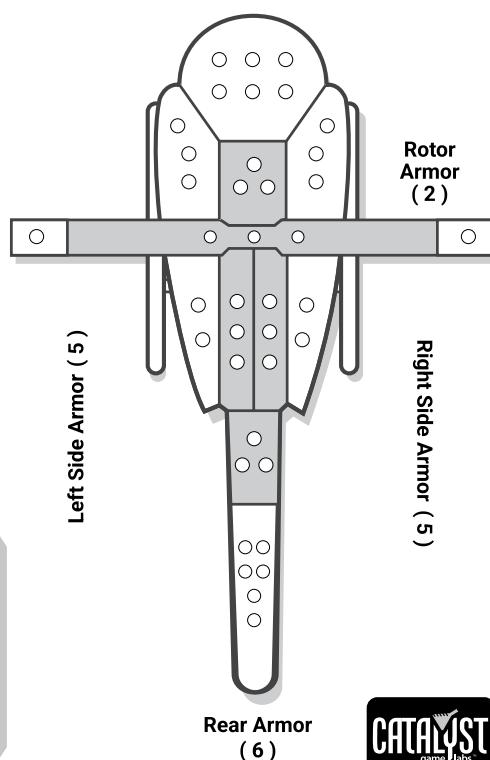
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(6)



VEHICLE DATA

Type: Warrior Attack Helicopter H-7

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
AC/2	FR	2 [DB,S]	4	8	16	24
SRM 4	FR	2/Msl [M,C,S]	-	3	6	9

Ammo: (AC/2) 45, (SRM 4) 25

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 295



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

Front

Rear

Left

Right

Front

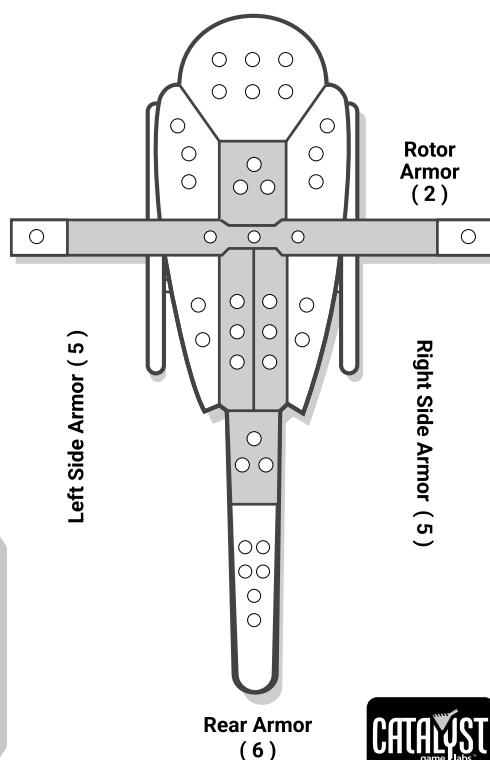
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(6)



VEHICLE DATA

Type: Warrior Attack Helicopter H-7

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
AC/2	FR	2 [DB,S]	4	8	16	24
SRM 4	FR	2/Msl [M,C,S]	-	3	6	9

Ammo: (AC/2) 45, (SRM 4) 25

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 295



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

*Move at Cruising speed only

CLUSTER HITS TABLE

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

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™

CONVENTIONAL INFANTRY RECORD SHEET



Jump Platoon (SRM)

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
-	-	-	-	-	-	-	-	-	-	-	-	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	1	1

*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 +4 -

RANGE IN HEXES (TO-HIT MODIFIER)

Movement MP: 2

Movement MP: 1

Type: Jump

Type: Ground

BV: 77

Transport Wt: 3.5 tons

CLUSTER HITS TABLE

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

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*
Direct Fire (Energy or Ballistic)
Cluster (Ballistic)
Pulse**
Cluster (Missile)
Area Effect (AE)
Burst-Fire
Heat Effect Weapons

NUMBER OF CONVENTIONAL TROOPERS HIT†
Damage Value / 10
Damage Value / 10 + 1
Damage Value / 5
Damage Value / 5
See Burst-Fire Weapons Table
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

Foot Platoon (Anti-'Mech) (Rifle)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____

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

— 1 —

CLUSTER HITS TABLE

Cluster Two 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	19	20	21	21	22	23
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	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 / 10 + 2
Cluster (Missile)	Damage Value / 5
Area Effect (AE)	Damage Value / 5
Burst-Fire	See Burst-Fire Weapons Table
Heat Effect Weapons	See Heat-Effect Weapons‡

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

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

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

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

The Catalyst Game Labs logo is located in the bottom right corner. It features the word "CATALYST" in a bold, black, sans-serif font. Below it, "game labs" is written in a smaller, italicized, black, sans-serif font. A small, stylized graphic of a sword or pickaxe is positioned above the letter "Y".

BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET



Foot Platoon (Anti-'Mech) (MG)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____

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
-	-	16	15	14	14	13	13	12	12	11	11	10	9	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1

Max Weapon Damage*

Notes:

+1D6 damage vs. conventional infantry.

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

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

Range Modifier: -2 0 +2 +4 - - 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

BV: 84

Transport Wt: 3.0 tons

Movement MP: 0*

Type: Ground

CLUSTER HITS TABLE

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

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