

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Merlin MLN-1A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### WEAPONS & EQUIPMENT INVENTORY

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

Total Heat (Dissipation): 21 (18)

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

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

Quirks: Easy to Maintain, Rugged (1 Point)

BV: 1217



### CRITICAL TABLE

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

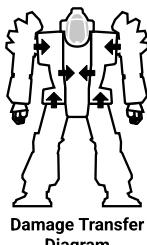
Left Torso	1. Heat Sink
1-3	2. Heat Sink
	3. Heat Sink
1-3	4. Heat Sink
	5. Heat Sink
	6. Flamer
1-3	1. Machine Gun
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

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

Engine Hits Gyro Hits Sensor Hits Life Support



### Left Leg

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



Damage Transfer Diagram

### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

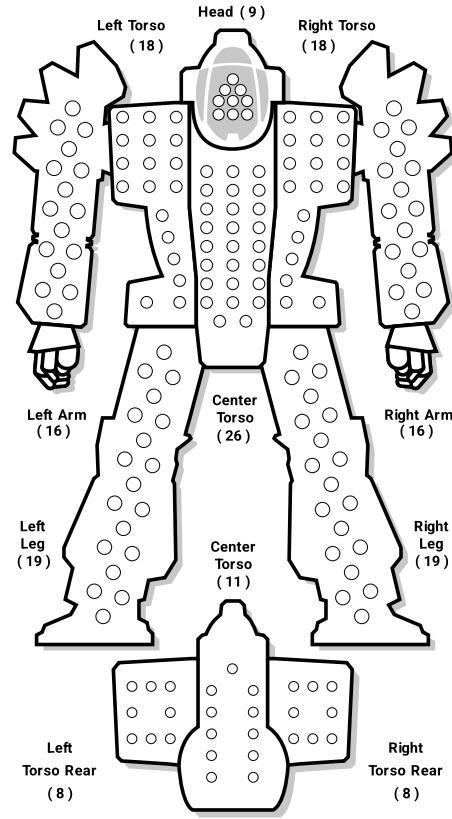
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	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	RL
5	LA	RA	RA	LL	RL
6	HD	HD	HD	LL	RL

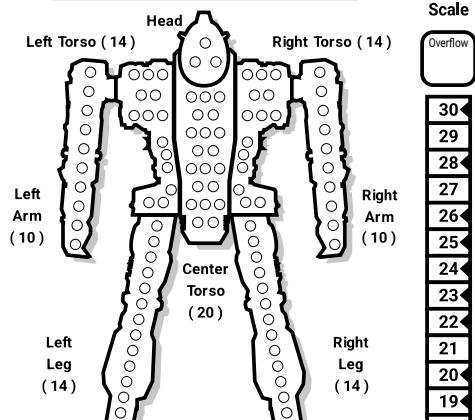
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Merlin MLN-1A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### WEAPONS & EQUIPMENT INVENTORY

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

Total Heat (Dissipation): 21 (18)

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

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

Quirks: Easy to Maintain, Rugged (1 Point)

BV: 1217



### CRITICAL TABLE

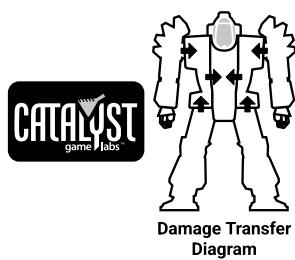
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Medium Laser
	5. Roll Again
	6. Roll Again
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

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

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



CATALYST  
game labs

### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

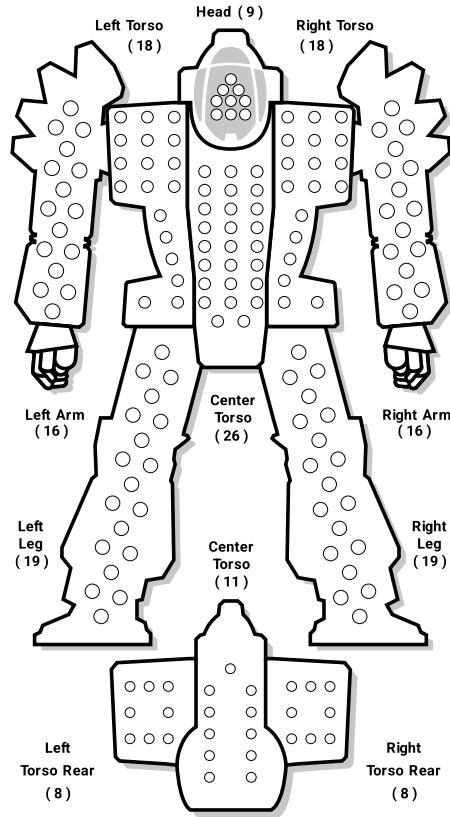
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

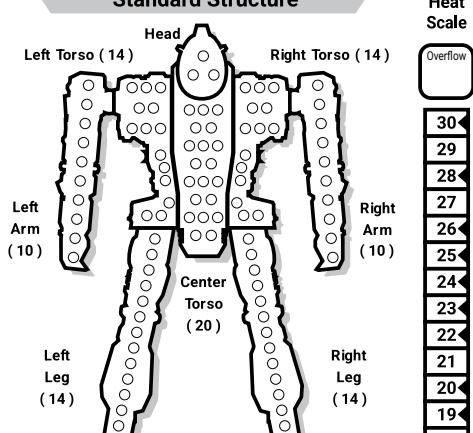
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



Heat Sinks: 18

Heat Level\*

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

Heat Scale

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

### HEAT DATA

#### Left Leg

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

#### Right Leg

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-3V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 6 (10)

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

Ammo: (MG) 100

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

BV: 490



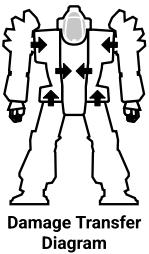
### CRITICAL TABLE

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

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

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

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

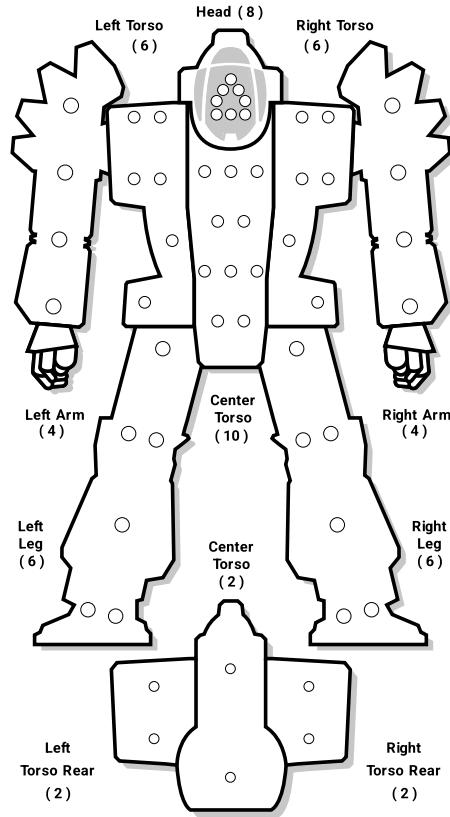
\*A result of 2 may inflict a critical hit.

### 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

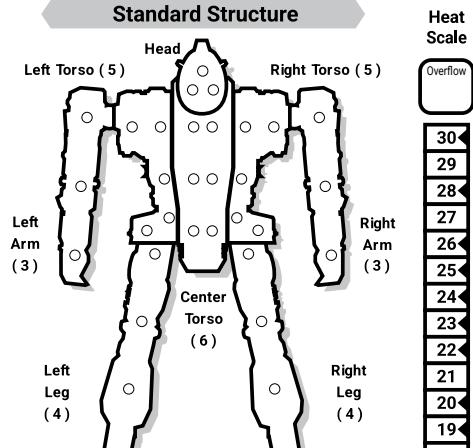
### ARMOR DIAGRAM

#### 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-1V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

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

BV: 432

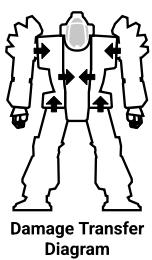
### CRITICAL TABLE

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

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

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

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



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

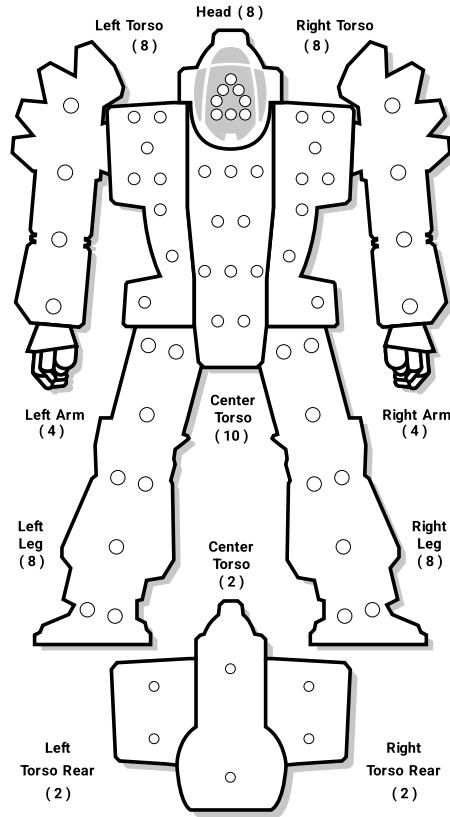
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

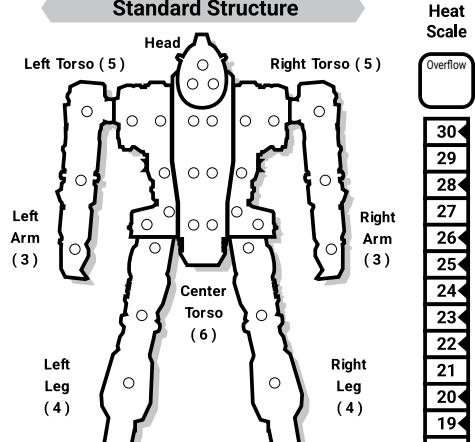
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stinger STG-3G

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 6 (10)

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

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

BV: 497



### CRITICAL TABLE

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

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

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

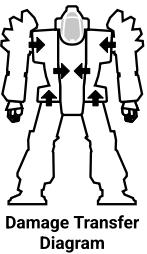
Left Leg	1. Hip
2. Upper Leg Actuator	2. Sensors
3. Lower Leg Actuator	3. Cockpit
4. Foot Actuator	4. Roll Again
5. Heat Sink	5. Roll Again
6. Heat Sink	6. Roll Again

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

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

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

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



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

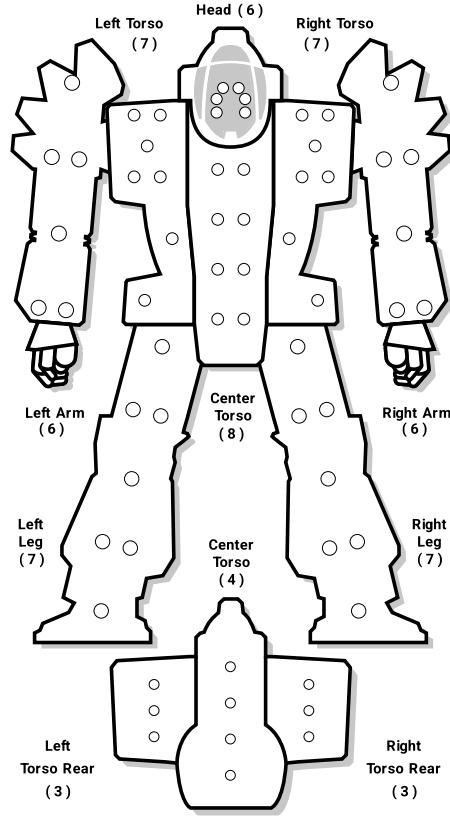
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

### ARMOR DIAGRAM

#### Standard Armor



### 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	○
7		○
6		○
5		○
4		○
3		○
2		○
1		○
0		○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stinger STG-3R

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

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

BV: 359

### CRITICAL TABLE

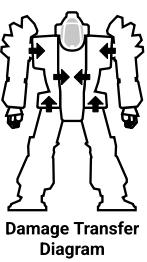
<b>1-3</b>	Left Arm	1. Shoulder
	2. Upper Arm Actuator	2. Sensors
	3. Lower Arm Actuator	3. Cockpit
	4. Hand Actuator	4. Roll Again
	5. Machine Gun	5. Sensors
	6. Roll Again	6. Life Support

<b>4-6</b>	1. Roll Again	1. Roll Again
	2. Roll Again	2. Roll Again
	3. Roll Again	3. Roll Again
	4. Roll Again	4. Roll Again
	5. Roll Again	5. Roll Again
	6. Roll Again	6. Roll Again

<b>1-3</b>	Left Torso	1. Heat Sink
	2. Heat Sink	2. Heat Sink
	3. Heat Sink	3. Heat Sink
	4. Jump Jet	4. Fusion Engine
	5. Jump Jet	5. Fusion Engine
	6. Jump Jet	6. Fusion Engine

<b>4-6</b>	1. Roll Again	1. Roll Again
	2. Roll Again	2. Roll Again
	3. Roll Again	3. Roll Again
	4. Roll Again	4. Roll Again
	5. Roll Again	5. Roll Again
	6. Roll Again	6. Roll Again

<b>Left Leg</b>	1. Hip	1. Life Support
	2. Upper Leg Actuator	2. Sensors
	3. Lower Leg Actuator	3. Cockpit
	4. Foot Actuator	4. Roll Again
	5. Roll Again	5. Sensors
	6. Roll Again	6. Life Support



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

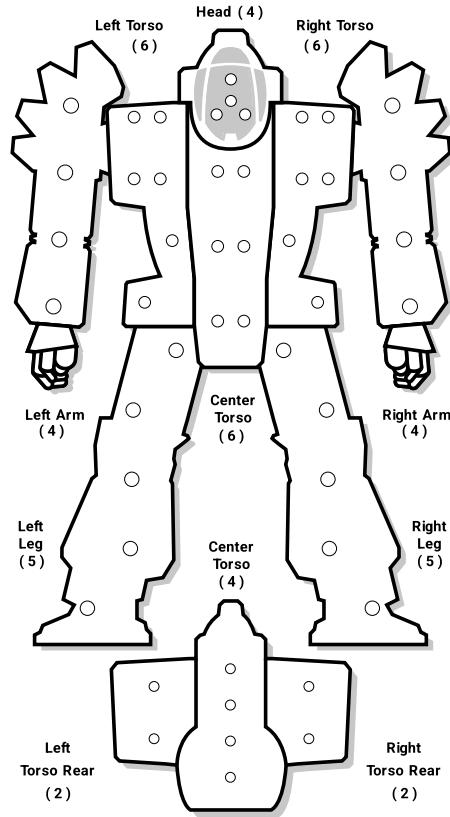
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

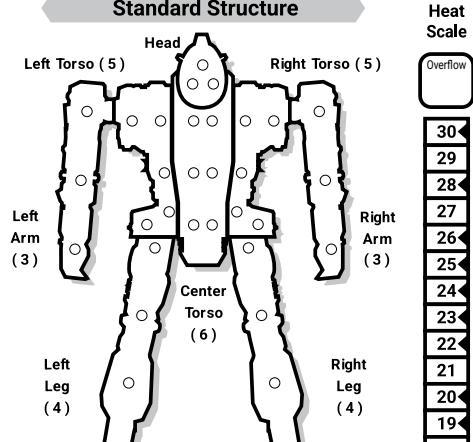
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wasp WSP-1A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	LL	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 5 (10)

Punch

LA — 2

— — — — —

Punch

RA — 2

— — — — —

Kick

— — 4

— — — — —

Club

— — 4

— — — — —

Death From Above

— — 6

— — — — —

Charge

— — 2/hex

— — — — —

Push

— — —

— — — — —

Ammo: (SRM 2) 50

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

BV: 384

### CRITICAL TABLE

#### Left Arm

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

#### Right Arm

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

#### Center Torso

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

#### Left Torso

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

#### Right Torso

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

#### Left Leg

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

#### Right Leg

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

#### Head

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

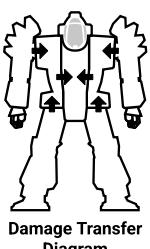
#### Center Torso

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

#### Left Torso

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

Engine Hits Gyro Hits Sensor Hits Life Support



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

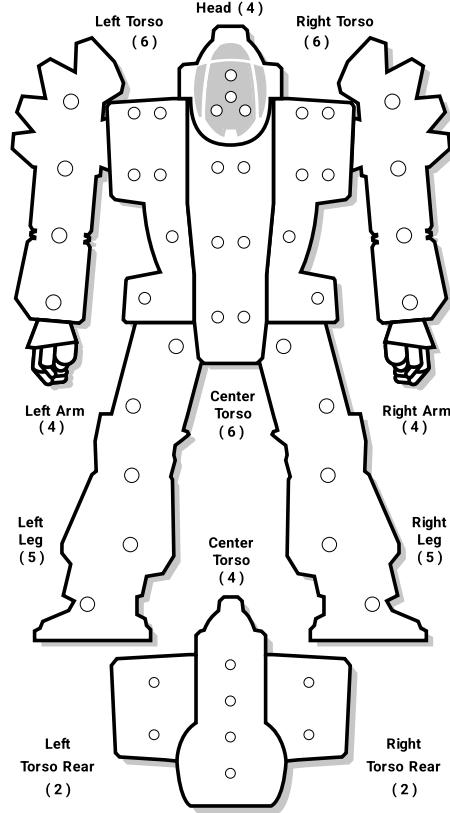
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

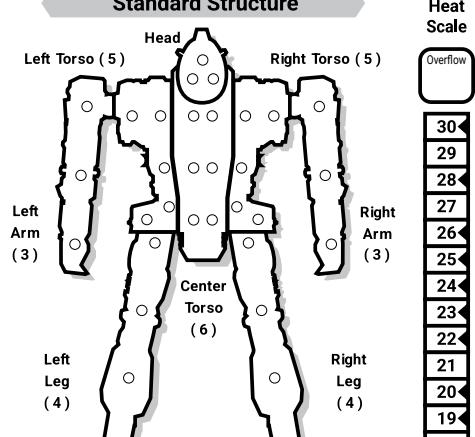
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat 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: Wasp WSP-1A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	LL	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 5 (10)

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

Ammo: (SRM 2) 50

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

BV: 384

### CRITICAL TABLE

Left Arm	1. Shoulder
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

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

### Head

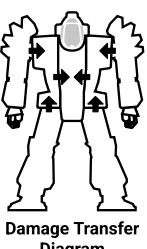
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

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

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

Engine Hits Gyro Hits Sensor Hits Life Support



### Left Leg

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

### Right Arm

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

### Center Torso

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

### Right Torso

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

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

### Right Leg

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

### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

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

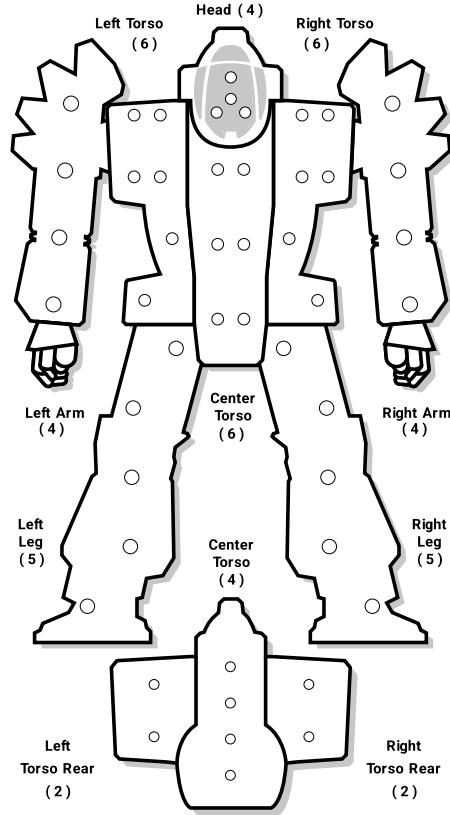
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

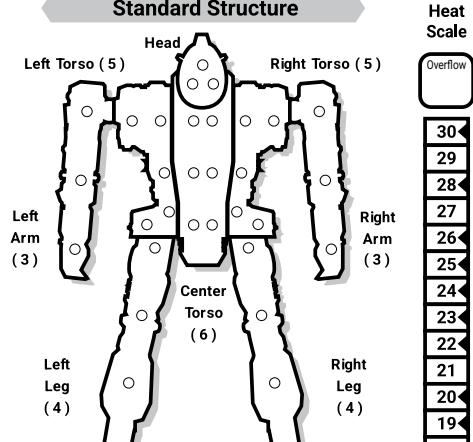
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat 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™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Shilone SL-17

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

### Weapons & Equipment Inventory

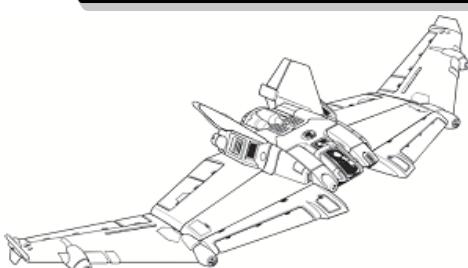
Standard Scale		Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
#	Type	SRV	MRV	LRV	ERV		
1	LRM 20 [M,C,S]	NOS	6	12	12	12	-
1	Large Laser [DE]	NOS	8	8	8	-	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
1	SRM 4 [M,C,S]	AFT	3	4	-	-	-

Total Heat (Dissipation): 23 (20)

Ammo: (LRM 20) 12, (SRM 4) 25

Fuel Points: 400

BV: 1230



### CRITICAL DAMAGE

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

### VELOCITY RECORD

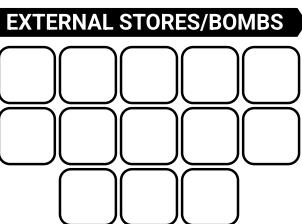
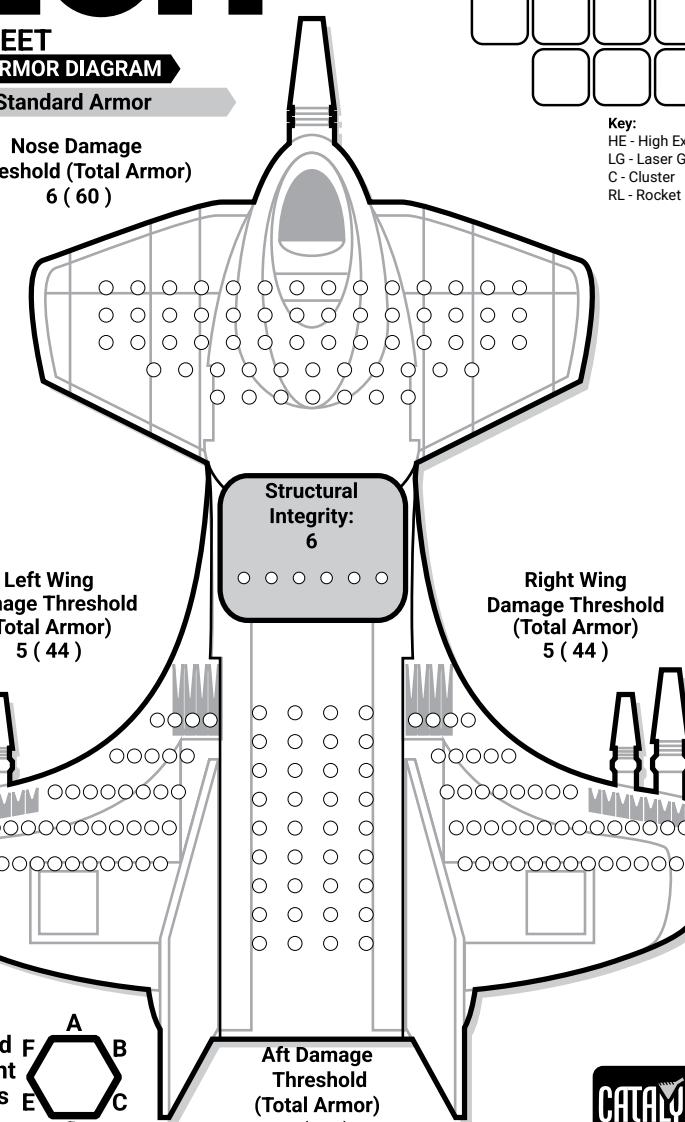
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

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

### ARMOR DIAGRAM

Standard Armor

Nose Damage  
Threshold (Total Armor)  
6 (60)



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

### PILOT DATA

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

### HEAT DATA

Heat Sinks: 20

Heat Level\* Effects

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

Heat Scale

Overflow

CATALYST  
game labs

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET



### FIGHTER DATA

Type: Lightning LTN-G15

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

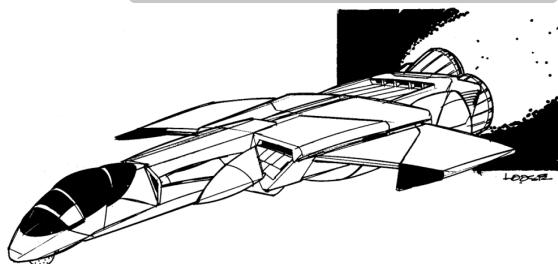
### Weapons & Equipment Inventory

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

Total Heat (Dissipation): 19 (13)

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

**BV:** 1075



### CRITICAL DAMAGE

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

### VELOCITY RECORD

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

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

### ARMOR DIAGRAM

#### Standard Armor

##### Nose Damage

Threshold (Total Armor)

7 (65)

Left Wing  
Damage Threshold  
(Total Armor)  
4 (35)

Right Wing  
Damage Threshold  
(Total Armor)  
4 (35)

Structural  
Integrity:  
6

Advanced Movement Compass  
A      F      B  
E      C      D

Aft Damage Threshold  
(Total Armor)  
4 (33)

CATALYST  
game labs

### PILOT DATA

Name:						
Gunnery 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:

13

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+



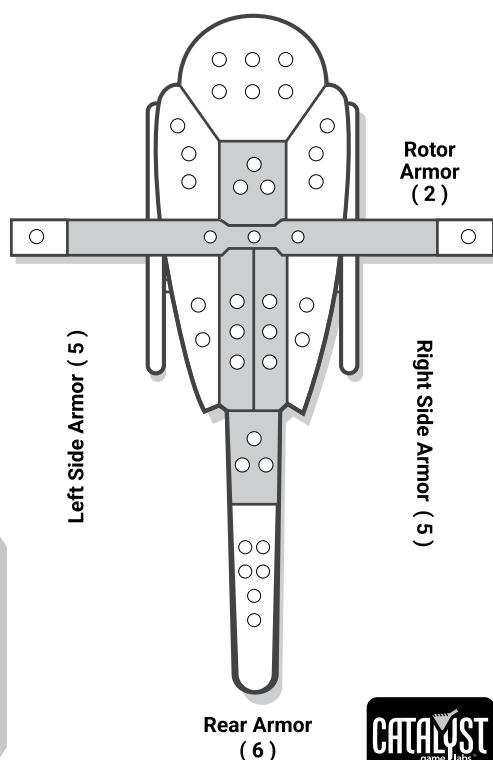
# BATTLETECH™

## VTOL RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor  
(6)



CATALYST  
game labs

### VEHICLE DATA

Type: Warrior Attack Helicopter H-7C

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### WEAPONS & EQUIPMENT INVENTORY

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

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

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 446



### CREW DATA

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

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

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

### CRITICAL DAMAGE

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

\*Move at Cruising speed only

### CLUSTER HITS TABLE

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

### VTOL COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOLS TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

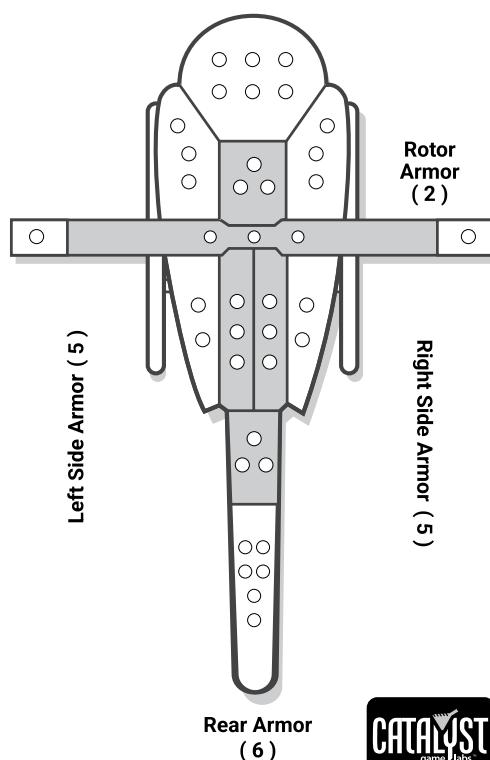
# BATTLETECH™

## VTOL RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor  
(6)



### VEHICLE DATA

Type: Warrior Attack Helicopter H-7A

Movement Points:

Cruising: 9

Flanking: 14

Movement Type: VTOL

Engine Type: 50 ICE

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

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

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

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 292



### CREW DATA

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

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

Co-Pilot Hit  Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\*  Engine Hit

Sensor Hits

Stabilizers

Front  Left  Right

Rear

\*Move at Cruising speed only

### NOTES

Right Side Armor (5)



### VTOL COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOLS TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

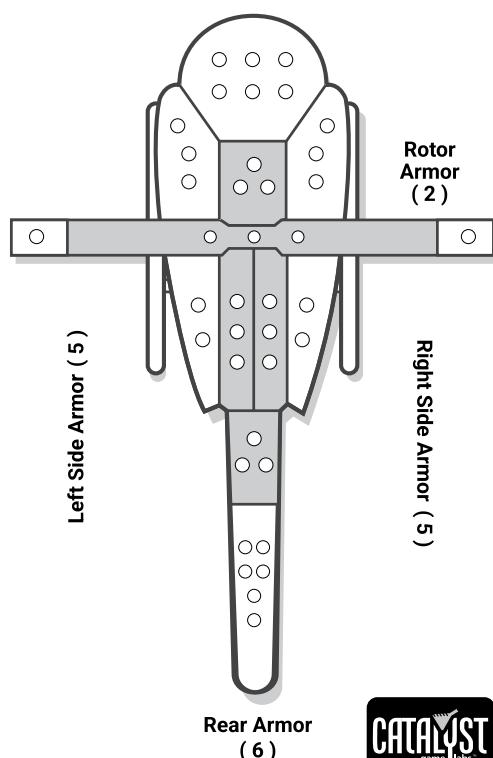
# BATTLETECH™

## VTOL RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor  
(6)



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### VEHICLE DATA

Type: Kurnov UR Transport

Movement Points:

Cruising: 11

Flanking: 17

Movement Type: VTOL

Engine Type: 190 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

(hexes)

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

Features Infantry Compartment (6 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 125



### CREW DATA

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

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

Co-Pilot Hit  Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\*  Engine Hit

Sensor Hits

Stabilizers

Front  Left  Right

Rear

\*Move at Cruising speed only

### NOTES

### VTOL COMBAT VEHICLE HIT LOCATION

#### ATTACK DIRECTION

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

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOLS TABLE

#### DIFFERENCE IN LEVELS

-1 or lower

0

1-2

3

4+

#### TYPES OF PHYSICAL ATTACKS ALLOWED

None

All except Punch

All except Kick

Club and Physical Weapons Only

None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

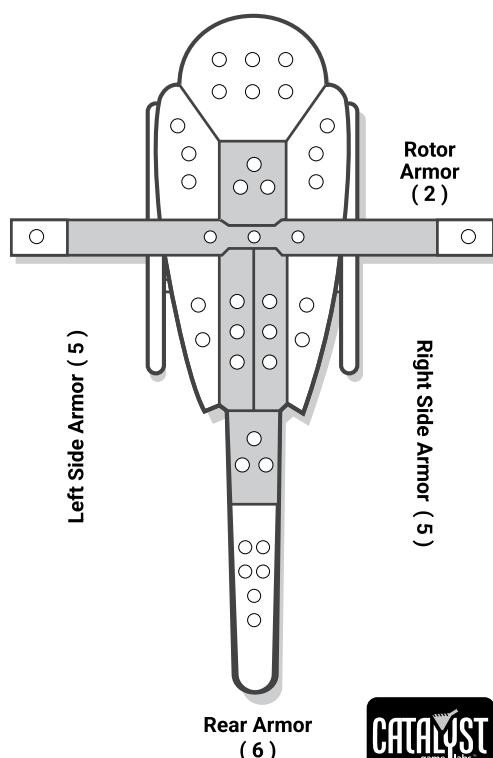
# BATTLETECH™

## VTOL RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor  
(6)



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### VEHICLE DATA

Type: Kurnov UR Transport

Movement Points:

Cruising: 11

Flanking: 17

Movement Type: VTOL

Engine Type: 190 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Type	Loc	Dmg	Min	Shd	Med	Lng
------	-----	-----	-----	-----	-----	-----

Features Infantry Compartment (6 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 125



### CREW DATA

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

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

Co-Pilot Hit  Pilot Hit

Modifier to all skill rolls

Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\*  Engine Hit

Sensor Hits

Stabilizers

Front  Left  Right

Rear

\*Move at Cruising speed only

### NOTES

Left Side Armor (5)

Rear Armor  
(6)

### 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

-1 or lower

0

1-2

3

4+

#### TYPES OF PHYSICAL ATTACKS ALLOWED

None

All except Punch

All except Kick

Club and Physical Weapons Only

None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

#### LOCATION HIT

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

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

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

# BATTLETECH™

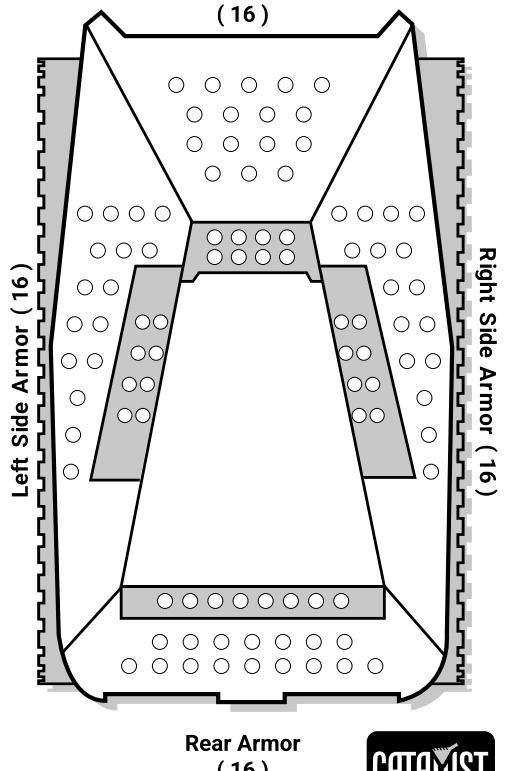
## TRACKED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

(16)



CATALYST  
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### VEHICLE DATA

Type: Mobile Long Tom Artillery LT-MOB-25

Movement Points:

Cruising: 3

Flanking: 5

Movement Type: Tracked

Engine Type: 225 ICE

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

### WEAPONS & EQUIPMENT INVENTORY

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

vs Charge — 7.5/hex — — — —

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

BV: 835



### CREW DATA

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

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

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

### CRITICAL DAMAGE

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

### NOTES

### GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION	FRONT	REAR	SIDES
	Front (critical)	Rear (critical)	Side (critical)
Front	Front	Rear	Side
Right Side	Right Side	Left Side	Front
Front	Front	Rear	Side
Front	Front	Rear	Side
Left Side	Left Side	Right Side	Side (critical)*
Turret	Turret	Turret	Turret
Turret	Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

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

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

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

§ Side hits strike the 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:

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	Turret Locks
Sensors	Stabilizer	Weapon Destroyed	Engine Hit	Weapon Destroyed
Commander Hit	Weapon Destroyed	Engine Hit	Ammunition**	Weapon Destroyed
Weapon Destroyed	Fuel Tank*	Fuel Tank*	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Fuel Tank*	Turret Blown Off

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

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

# BATTLETECH™

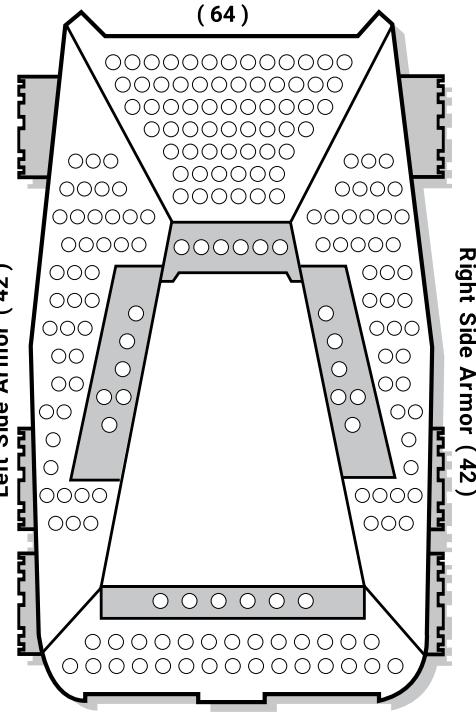
## WHEELED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Standard Armor

Front Armor

( 64 )



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### VEHICLE DATA

Type: Thumper Artillery Vehicle

Movement Points:

Cruising: 4

Flanking: 6

Movement Type: Wheeled

Engine Type: 220 ICE

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

### WEAPONS & EQUIPMENT INVENTORY

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

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

BV: 568



### CREW DATA

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

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

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

### CRITICAL DAMAGE

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

### NOTES

### GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval +0

Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

### GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT	FRONT	SIDE	REAR	TURRET
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	Turret Locks
Sensors	Stabilizer	Weapon Destroyed	Engine Hit	Weapon Destroyed
Commander Hit	Weapon Destroyed	Engine Hit	Ammunition**	Weapon Destroyed
Weapon Destroyed	Engine Hit	Fuel Tank*	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Fuel Tank*	Turret Blown Off

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

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

# BATTLETECH™



## HALO Paratrooper Lyran Paratrooper Corps

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

Damage Divisor: 2.0

Commander:

Gunnery Skill: 4

Anti-Mech Skill: 8

Role: Ambusher

Max Weapon Damage\*

Notes:

May use Atmospheric Drops rules.

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

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

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

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

RANGE IN HEXES (TO-HIT MODIFIER)

BV: 94 (110)

Transport Wt: 3.0 tons

Movement MP: 0\*

Type: Ground

CLUSTER HITS TABLE

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

## BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

## BATTLE ARMOR

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

## NON-INFANTRY WEAPON AGAINST INFANTRY

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

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

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

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

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



# BATTLETECH™



## HALO Paratrooper Lyran Paratrooper Corps

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

Damage Divisor: 2.0

Commander:

Gunnery Skill: 4

Anti-Mech Skill: 8

Role: Ambusher

Max Weapon Damage\*

Notes:

May use Atmospheric Drops rules.

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

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

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

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RANGE IN HEXES (TO-HIT MODIFIER)

BV: 94 (110)

Transport Wt: 3.0 tons

Movement MP: 0\*

Type: Ground

CLUSTER HITS TABLE

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

'MECHS, PROTOMECHS AND VEHICLES

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

## BATTLE ARMOR

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

## NON-INFANTRY WEAPON AGAINST INFANTRY

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

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# BATTLETECH™



## HALO Paratrooper Lyran Paratrooper Corps

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Anti-Mech Skill: 8

Role: Ambusher

Max Weapon Damage\*

Notes:

May use Atmospheric Drops rules.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
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\*Damage is always applied in 2-point Damage Value groupings.

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

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