

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Axman AXM-3S

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 Light

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LB 20-X AC	CT/RT	6	20 [D,B,C/F/S]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
-1 Hatchet	RA	—	13	—	—	—	—
ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
Full Head Eject System	—	—	[E]	—	—	—	—
Total Heat (Dissipation):	21	(20)					

+1 Punch	LA	—	7	—	—	—	—
Punch	RA	—	7	—	—	—	—
-2 Kick	—	—	13	—	—	—	—
Vs Death From Above	—	—	20	—	—	—	—
Vs Charge	—	—	6.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (LB 20-X Cluster) 10, (LB 20-X) 10

Quirks: Protected Actuators

BV: 1649



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
4.	4. ER Medium Laser
5.	5. ER Medium Laser
6.	6. ER Medium Laser
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
3.	3. Ferro-Fibrous
4.	4. Ferro-Fibrous
5.	5. Ferro-Fibrous
6.	6. Ferro-Fibrous

Left Torso (CASE)	1. Light Fusion Engine
1-3	2. Light Fusion Engine
	3. Ammo (LB 20-X Cluster) 5
4.	4. Ammo (LB 20-X) 5
5.	5. Ammo (LB 20-X Cluster) 5
6.	6. Ammo (LB 20-X) 5
4-6	1. [ECM Suite (Guardian)]
	2. [ECM Suite (Guardian)]
3.	CASE
4.	4. Ferro-Fibrous
5.	5. Ferro-Fibrous
6.	6. Ferro-Fibrous

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

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

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

Center Torso	1. Hatchet
4-6	2. Hatchet
	3. Hatchet
4.	4. Ferro-Fibrous
5.	5. Ferro-Fibrous
6.	6. Ferro-Fibrous

Right Torso	1. Light Fusion Engine
1-3	2. Light Fusion Engine
	3. Light Fusion Engine
4.	4. Light Fusion Engine
5.	5. LB 20-X AC
6.	6. LB 20-X AC

Right Torso	1. LB 20-X AC
1-3	2. LB 20-X AC
	3. LB 20-X AC
4.	4. LB 20-X AC
5.	5. LB 20-X AC
6.	6. Ferro-Fibrous

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



WARRIOR DATA

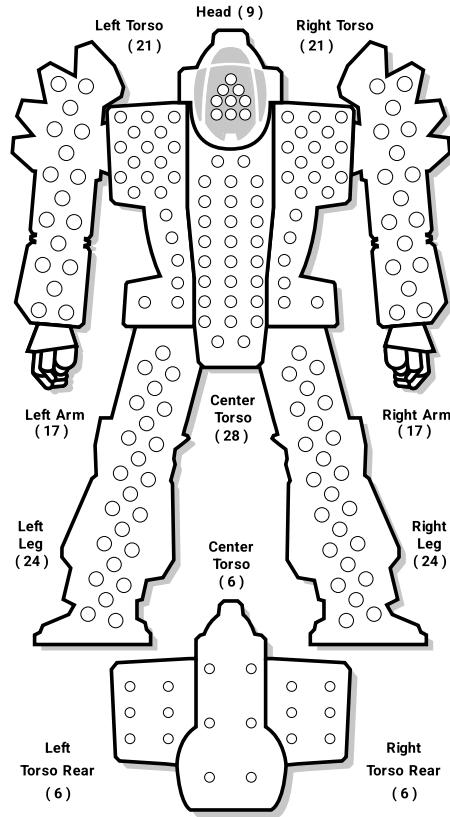
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

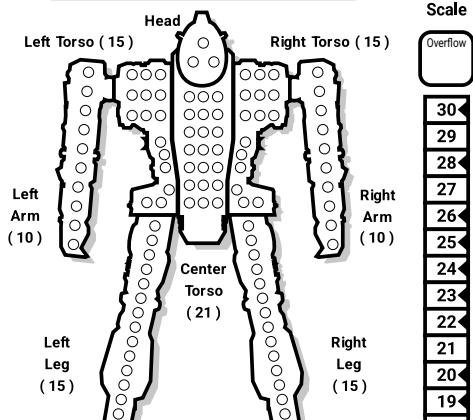
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*

Effects

30 Shutdown



28 Ammo Exp, avoid on 8+



26 Shutdown, avoid on 10+



25 -5 Movement Points



24 +4 Modifier to Fire



23 Ammo Exp, avoid on 6+



22 Shutdown, avoid on 8+



20 -4 Movement Points



19 Ammo Exp, avoid on 4+



18 Shutdown, avoid on 6+



17 +3 Modifier to Fire



15 -3 Movement Points



14 Shutdown, avoid on 4+



13 +2 Modifier to Fire



10 -2 Movement Points



9 +1 Modifier to Fire



8 -1 Movement Points



7



6



5

4

3

2

1

0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mauler MAL-2R

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
Ultra AC/2 Stabilized Weapon	LT	1	2/Shrt [DB,R/C]	3	8	17	25
Ultra AC/2 Stabilized Weapon	LT	1	2/Shrt [DB,R/C]	3	8	17	25
Ultra AC/2 Stabilized Weapon	RT	1	2/Shrt [DB,R/C]	3	8	17	25
Ultra AC/2 Stabilized Weapon	RT	1	2/Shrt [DB,R/C]	3	8	17	25
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
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	RA	5	5 [DE]	—	4	8	12
ER Medium Laser	RA	5	5 [DE]	—	4	8	12
Total Heat (Dissipation):			36 (24)				

+1 Punch	LA	—	9	—	—	—	—
+1 Punch	RA	—	9	—	—	—	—
-2 Kick	—	—	18	—	—	—	—
Vs Charge	—	—	9/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (Ultra AC/2) 90, (LRM 10) 24

BV: 1586



CRITICAL TABLE

1-3	Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	Center Torso	1. ER Medium Laser 2. ER Medium Laser
4-6	Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink

1-3	Left Torso (CASE)	1. LRM 10 2. LRM 10
4-6	Center Torso	3. Ultra AC/2 4. Ultra AC/2 5. Ultra AC/2 6. Ultra AC/2
4-6	Right Arm	1. ER Medium Laser 2. ER Medium Laser
4-6	Left Leg	1. Ultra AC/2 2. Ultra AC/2
4-6	Right Leg	3. Ultra AC/2 4. Ultra AC/2 5. Ultra AC/2 6. Ultra AC/2

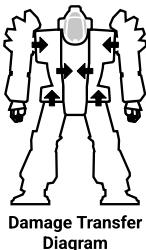
1-3	Left Torso (CASE)	1. LRM 10 2. LRM 10
4-6	Center Torso	3. Ultra AC/2 4. Ultra AC/2 5. Ultra AC/2 6. Ultra AC/2
4-6	Right Arm	1. ER Medium Laser 2. ER Medium Laser
4-6	Left Leg	1. Ultra AC/2 2. Ultra AC/2
4-6	Right Leg	3. Ultra AC/2 4. Ultra AC/2 5. Ultra AC/2 6. Ultra AC/2

1-3	Head	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
4-6	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine

1-3	Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	Center Torso	1. ER Medium Laser 2. ER Medium Laser
4-6	Right Torso (CASE)	1. ER Medium Laser 2. ER Medium Laser

1-3	Right Torso (CASE)	1. LRM 10 2. LRM 10
4-6	Center Torso	3. Ultra AC/2 4. Ultra AC/2 5. Ultra AC/2 6. Ultra AC/2
4-6	Right Leg	1. Ultra AC/2 2. Ultra AC/2
4-6	Left Leg	3. Ultra AC/2 4. Ultra AC/2 5. Ultra AC/2 6. Ultra AC/2

Engine Hits
Gyro Hits
Sensor Hits
Life Support



CATALYST
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WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

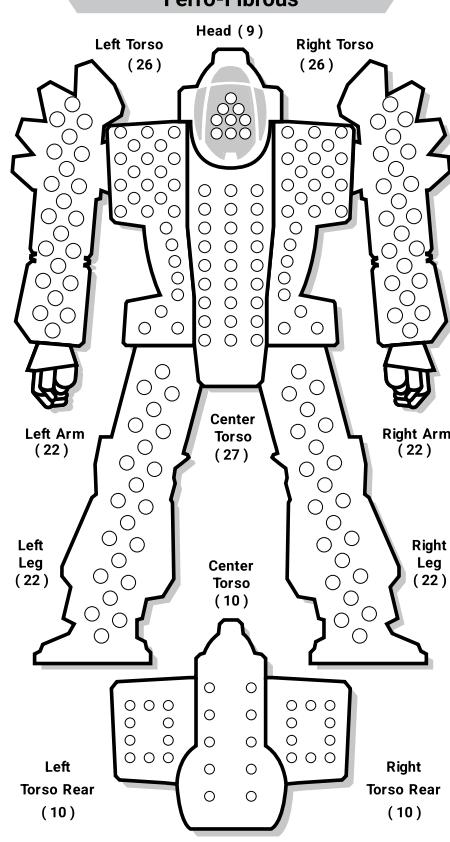
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

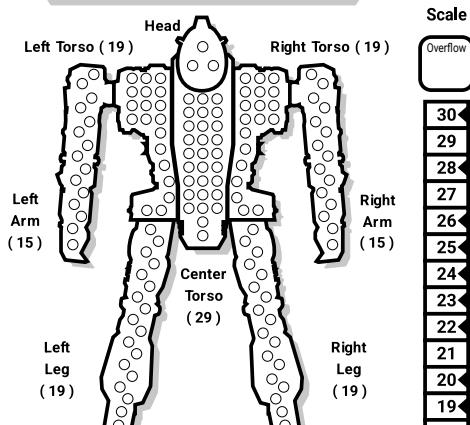
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

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

HEAT DATA

Heat Level*	Effects
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: Bushwacker BSW-X2

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 275 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
AC/10	RA	3	10 [DB,S]	—	5	10	15
-2	Medium Pulse Laser	CT	4 6 [P]	—	2	4	6
-2	Medium Pulse Laser	CT	4 6 [P]	—	2	4	6
Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 17 (20)

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

Ammo: (MG) 100, (AC/10) 10, (LRM 5) 24

Quirks: Narrow/Low Profile

BV: 1193



CRITICAL TABLE

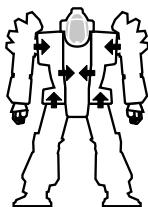
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. LRM 5
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Roll Again
4-6	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
4-6	5. Roll Again
4-6	6. Roll Again

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

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

Left Torso (CASE)	1. Gyro
1-3	2. XL Fusion Engine
	3. XL Fusion Engine
1-3	4. XL Fusion Engine
	5. Medium Pulse Laser
	6. Medium Pulse Laser

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support



Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
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	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

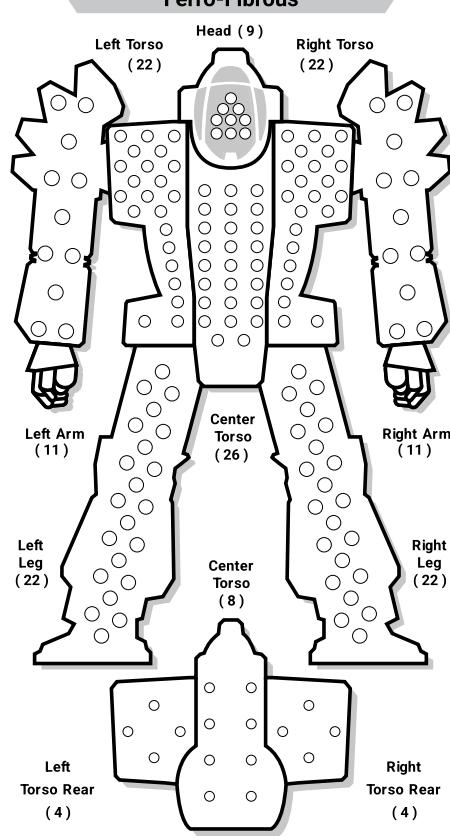
*A result of 2 may inflict a critical hit.

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

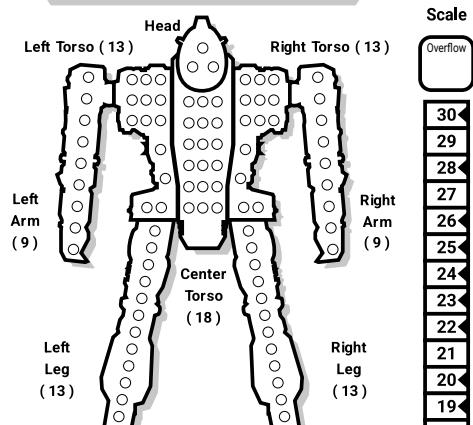
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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: Wolfhound WLF-1

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 210 Fusion

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Large Laser	RA	8	8 [DE]	—	5	10	15
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9
Medium Laser	CT	3	5 [DE]	—	3	6	9
Medium Laser (R)	CT	3	5 [DE]	—	3	6	9
Full Head Eject System	—	—	[E]	—	—	—	—

Total Heat (Dissipation): 20 (10)

Punch	LA	—	4	—	—	—	—
+1 Punch	RA	—	4	—	—	—	—
-2 Kick	—	—	7	—	—	—	—
Vs Charge	—	—	3.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Easy to Maintain, Good Reputation (1)

BV: 949



CRITICAL TABLE

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

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

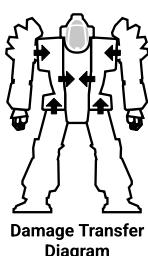
Left Leg	1. Hip
1-3	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Heat Sink
4-6	6. Roll Again

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

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

4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. Medium Laser
	6. Medium Laser (R)

Engine Hits Gyro Hits Sensor Hits Life Support



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WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

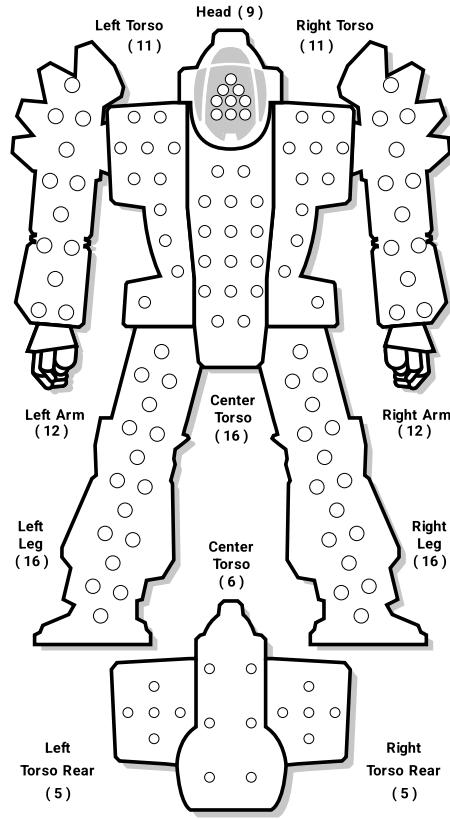
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

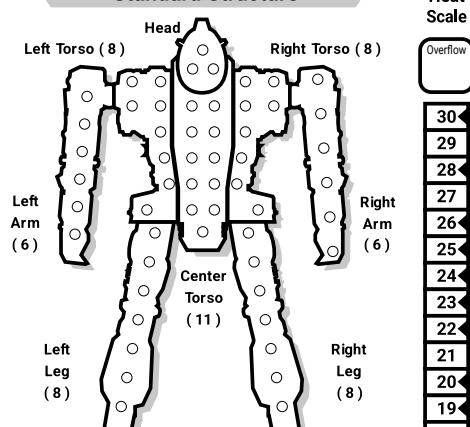
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET



FIGHTER DATA

Type: Corsair CSR-V14

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

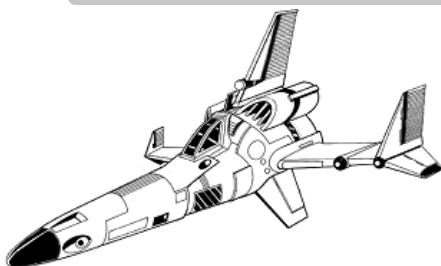
Weapons & Equipment Inventory

Standard Scale		Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
#	Type	SRV	MRV	LRV	ERV		
1	ER Large Laser [DE]	NOS	12	8	8	8	-
1	ER Large Laser [DE]	NOS	12	8	8	8	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
1	Small Laser [DE]	NOS	1	3	-	-	-
1	Small Laser [DE]	NOS	1	3	-	-	-
1	Small Laser [DE]	AFT	1	3	-	-	-
1	Small Laser [DE]	AFT	1	3	-	-	-

Total Heat (Dissipation): 34 (32)

Fuel Points: 400

BV: 1330



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)

8 (73)

Left Wing
Damage Threshold
(Total Armor)
5 (50)

Right Wing
Damage Threshold
(Total Armor)
5 (50)

Structural
Integrity:
6

Advanced Movement
Compass
A F B
E C D

Aft Damage
Threshold
(Total Armor)
5 (43)

CATALYST
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PILOT DATA

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

HEAT DATA

Double Heat Sinks:

16 (32)

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+



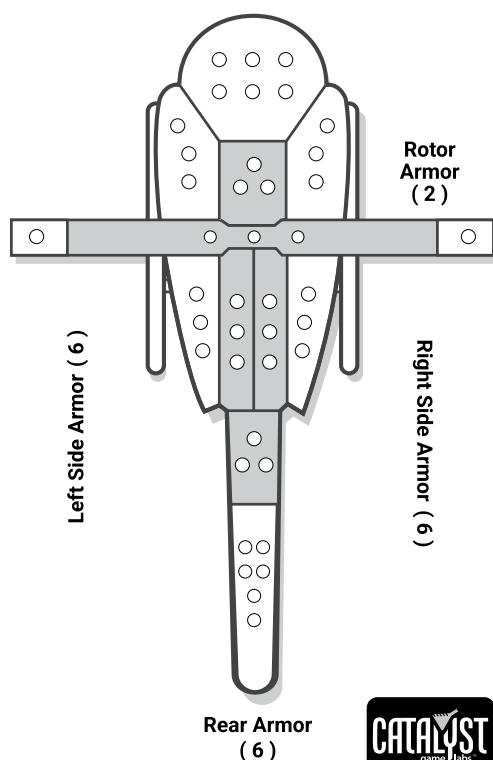
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(6)



Right Side Armor (6)

CATALYST
game labs

VEHICLE DATA

Type: Kurnov UR Transport (3055 Upgrade)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 160 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: None

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
Machine Gun	RS	2 [DB, AI]	—	1	2	3
Machine Gun	LS	2 [DB, AI]	—	1	2	3

Ammo: (MG) 200

Features Infantry Compartment (7 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 152



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 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.

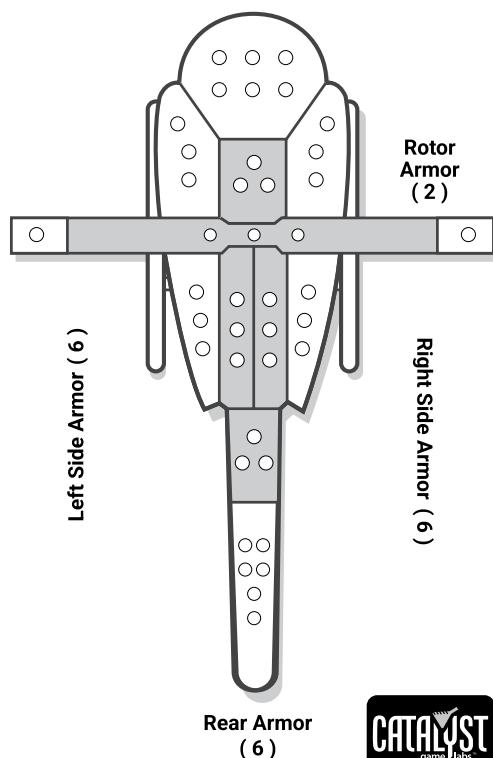
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(6)



Right Side Armor (6)

CATALYST
game labs

VEHICLE DATA

Type: Kurnov UR Transport (3055 Upgrade)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 160 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: None

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
Machine Gun	RS	2 [DB, AI]	—	1	2	3
Machine Gun	LS	2 [DB, AI]	—	1	2	3

Ammo: (MG) 200

Features Infantry Compartment (7 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 152



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	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.

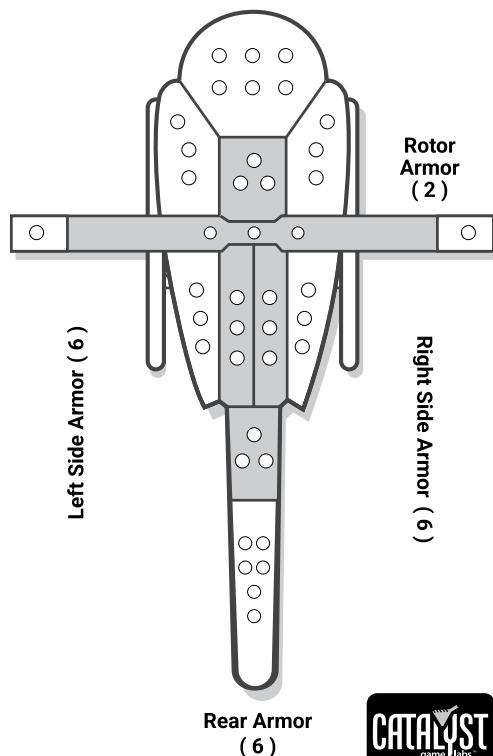
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(6)



Right Side Armor (6)

CATALYST
game labs

VEHICLE DATA

Type: Kurnov UR Transport (3055 Upgrade)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 160 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: None

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
Machine Gun	RS	2 [DB, AI]	—	1	2	3
Machine Gun	LS	2 [DB, AI]	—	1	2	3

Ammo: (MG) 200

Features Infantry Compartment (7 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 152



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 (6)

Rear Armor (6)

VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
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 Rotors†

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	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.

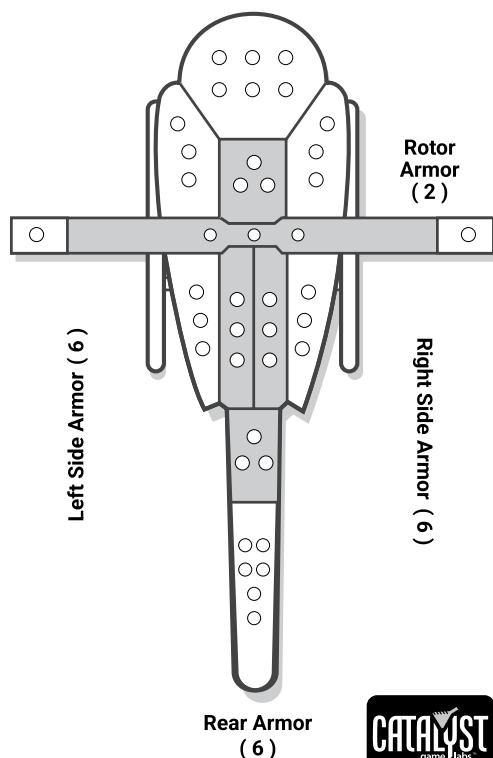
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VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(6)



Right Side Armor (6)

CATALYST
game labs

VEHICLE DATA

Type: Kurnov UR Transport (3055 Upgrade)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 160 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: None

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Sh	Med	Lng
Machine Gun	RS	2 [DB, AI]	—	1	2	3
Machine Gun	LS	2 [DB, AI]	—	1	2	3

Ammo: (MG) 200

Features Infantry Compartment (7 tons)

Quirks: VTOL Rotor Arrangement (Dual Rotors)

BV: 152



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	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.

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BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Laser](Sqd4)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 3

Type Dmg Min Sht Med Lng

1 Small Laser 3 [DE] - 1 2 3

1 Battle Claw - - - -



1 1 ● ○○○○○○○○○○

2 2 ● ○○○○○○○○○○

3 3 ● ○○○○○○○○○○

4 4 ● ○○○○○○○○○○

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 231

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
3
2
1

BASE TO-HIT
MODIFIER
0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE
4-6
1-3

BASE TO-HIT
MODIFIER
+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	Head	Head
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units.



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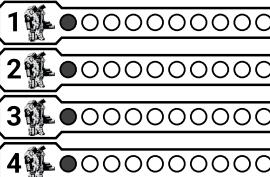
BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Laser](Sqd4)

Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 3

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



Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 231

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE
BATTLE ARMOR	ARMOR TROOPERS ACTIVE
TROOPERS ACTIVE	1 2 3 4 5 6
6	+0 +0 +0 +0 +1 +2
5	+0 +0 +0 +1 +2 +3
4	+0 +0 +1 +2 +3 +4
3	+0 +1 +2 +3 +4 +5
2	+1 +2 +3 +4 +5 +6
1	+2 +3 +4 +5 +6 +7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units.

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BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Laser](Sqd4)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump MP: 3

Type Dmg Min Sht Med Lng

1 Small Laser

3 [DE] — 1 2 3

1 Battle Claw

— — — —



1 ● ○ ○ ○ ○ ○ ○ ○ ○

2 ● ○ ○ ○ ○ ○ ○ ○ ○

3 ● ○ ○ ○ ○ ○ ○ ○ ○

4 ● ○ ○ ○ ○ ○ ○ ○ ○

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 231

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT
MODIFIER

4-6 0

3 +2

2 +5

1 +7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT
MODIFIER

4-6 +2

1-3 +5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE
BATTLE ARMOR ARMOR TROOPERS ACTIVE

TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

LARGE SUPPORT VEHICLE LOCATION*

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units.

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Laser](Sqd4)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump MP: 3

Type Dmg Min Sht Med Lng

1 Small Laser

3 [DE] — 1 2 3

1 Battle Claw

— — — —



1 ● ○ ○ ○ ○ ○ ○ ○ ○

2 ● ○ ○ ○ ○ ○ ○ ○ ○

3 ● ○ ○ ○ ○ ○ ○ ○ ○

4 ● ○ ○ ○ ○ ○ ○ ○ ○

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 231

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT
MODIFIER

4-6 0

3 +2

2 +5

1 +7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT
MODIFIER

4-6 +2

1-3 +5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE
BATTLE ARMOR ARMOR TROOPERS ACTIVE

TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

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4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units.