

BATTLETECH

OMNIMECH RECORD SHEET

'MECH DATA

Type: Uller (Kit Fox) Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 180 XL

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Sniper

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Large Laser	LA	12	10 [DE]	—	8	15	25
LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
-2 Small Pulse Laser	LA	2	3 [P,Al]	—	2	4	6

Total Heat (Dissipation): 18 (20)

Punch	LA	—	3	—	—	—	—
+3 Punch	RA	—	1	—	—	—	—
-2 Kick	—	—	6	—	—	—	—
Vs Charge	—	—	3/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (Streak SRM 4) 25, (LB 5-X) 20

Quirks: Narrow/Low Profile

BV: 1302 (1085)



CRITICAL TABLE

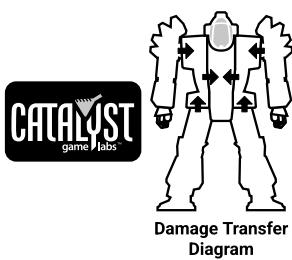
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Hand Actuator
	5. ER Large Laser
	6. Small Pulse Laser
4-6	1. Endo Steel
	2. Ferro-Fibrous
4-6	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

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

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



WARRIOR DATA

Name: _____

Gunnery Skill: 3 Piloting Skill: 5

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

HIT LOCATION AND CLUSTER TABLE

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

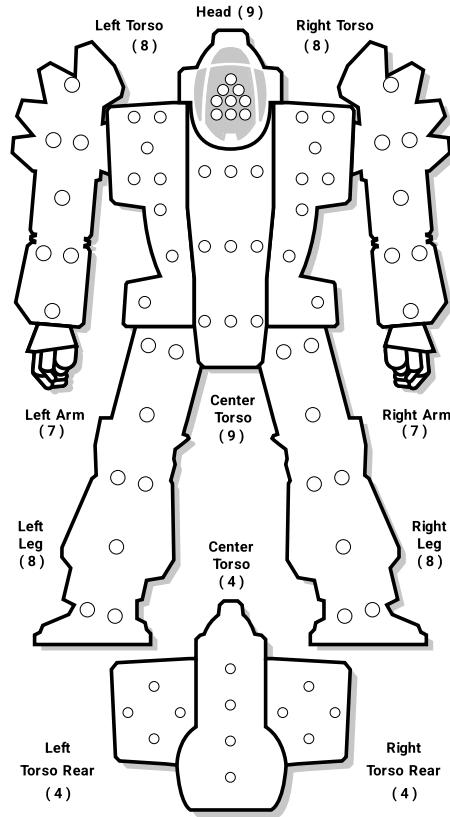
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

ARMOR DIAGRAM

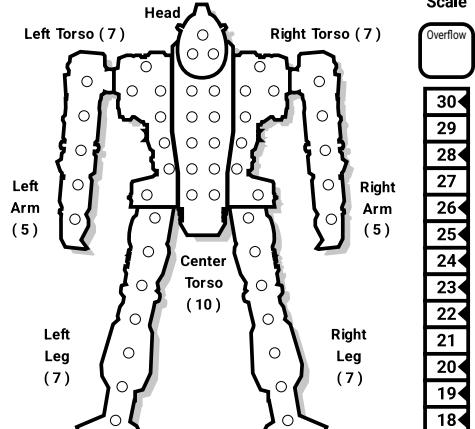
Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale



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: Quickdraw QKD-5M

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 16 (26)

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

Ammo: (LRM 10) 12

Quirks: Hyper-Extending Actuators, Exposed Actuators

BV: 1237



CRITICAL TABLE

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

Left Torso (CASE)	1. Double Heat Sink
1-3	2. Double Heat Sink
	3. Double Heat Sink
1-3	4. Jump Jet
	5. Jump Jet
4-6	6. LRM 10
	1. LRM 10
4-6	2. Ammo (LRM 10) 12
	3. CASE
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

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. Jump Jet

6. SRM 4 (OS)

Gyro Hits

Sensor Hits

Life Support

Left Leg

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



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

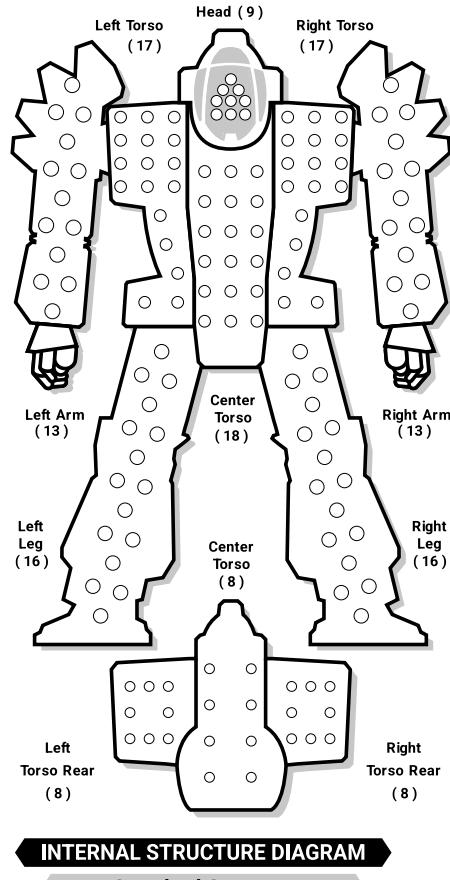
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

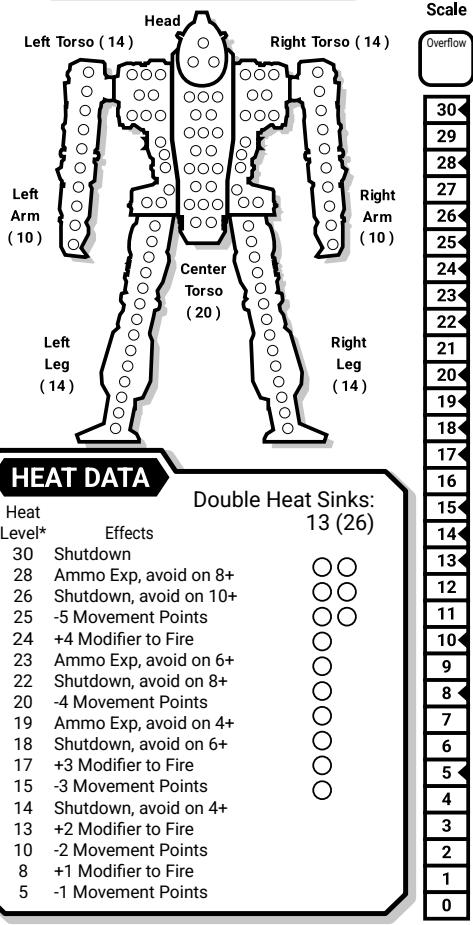
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



RIGHT LEG

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Butcherbird (Ion Sparrow) Prime

Movement Points:

Walking: 8

Running: 12

Jumping: 10

Engine Type: 160 XL

Tonnage: 20

Tech Base: Clan

Rules Level: Advanced

Role: Scout

WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
Partial Wing	RT/LT	—	[E]	—	—	—	—
Total Heat (Dissipation):	16 (23)						

+3 Punch	LA	—	1	—	—	—	—
+3 Punch	RA	—	1	—	—	—	—
-2 Kick	—	—	4	—	—	—	—
Vs Death From Above	—	—	6	—	—	—	—
Vs Charge	—	—	2/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (AP Gauss) 40

Quirks: Easy to Pilot

BV: 974 (885)



CRITICAL TABLE

Left Arm (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Imp. Heavy Medium Laser
- 4. Imp. Heavy Medium Laser
- 5. Imp. Heavy Medium Laser
- 6. Imp. Heavy Medium Laser

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Double Heat Sink
- 6. Double Heat Sink

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Partial Wing
- 4. Partial Wing
- 5. Partial Wing
- 6. Double Heat Sink

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

Right Arm (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. AP Gauss Rifle
- 4. AP Gauss Rifle
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Center Torso

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

Right Torso (CASE)

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

Left Leg

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

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

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

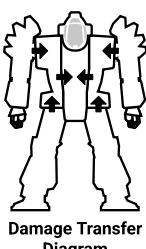
- 1. Double Heat Sink
- 2. Jump Jet
- 3. Jump Jet
- 4. Jump Jet
- 5. Jump Jet
- 6. Roll Again

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Partial Wing
- 4. Partial Wing
- 5. Partial Wing
- 6. Double Heat Sink

Right Leg

- 1. Double Heat Sink
- 2. Jump Jet
- 3. Jump Jet
- 4. Jump Jet
- 5. Jump Jet
- 6. Ammo (AP Gauss) 40



WARRIOR DATA

Name: _____

Gunnery Skill: 4

Piloting Skill: 4+1

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

HIT LOCATION AND CLUSTER TABLE

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

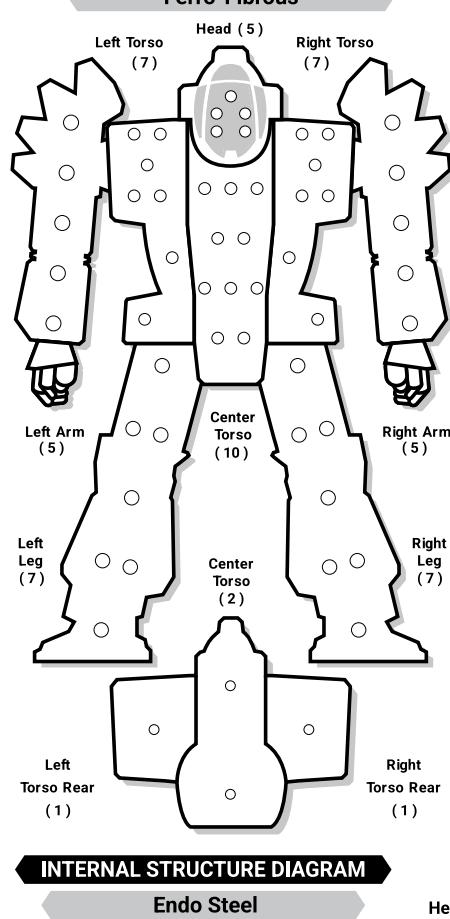
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

ARMOR DIAGRAM

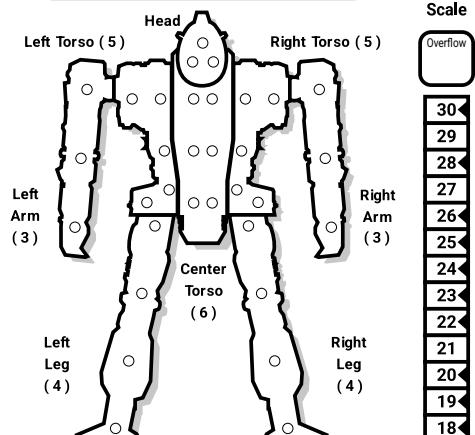
Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20) (Partial Wing +3)
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: Marauder MAD-3R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
PPC	LA	10	10 [DE]	3	6	12	18
PPC	RA	10	10 [DE]	3	6	12	18
AC/5	RT	1	5 [DB,S]	3	6	12	18

Directional Torso Mounted Weapon, Exposed Weapon Linkage

Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 27 (16)

+1	Punch	LA	—	8	—	—	—
+1	Punch	RA	—	8	—	—	—
-2	Kick	—	—	15	—	—	—
Vs	Charge	—	—	7.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (AC/5) 20

Quirks: Command Mech, Hyper-Extending Actuators, Narrow/Low Profile

BV: 1636 (1363)



CRITICAL TABLE

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

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

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

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

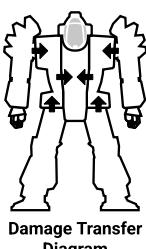
Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
	4. Roll Again
	5. Sensors
	6. Life Support

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. Roll Again
	6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



WARRIOR DATA

Name: _____

Gunnery Skill: 3 Piloting Skill: 5

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

HIT LOCATION AND CLUSTER TABLE

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

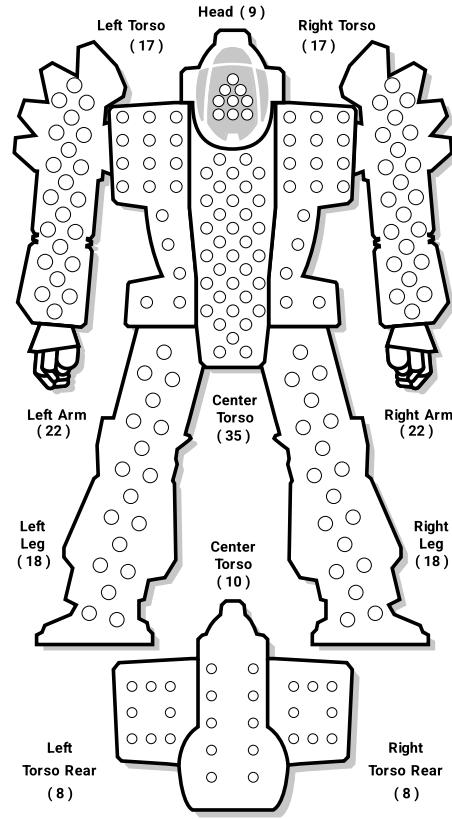
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

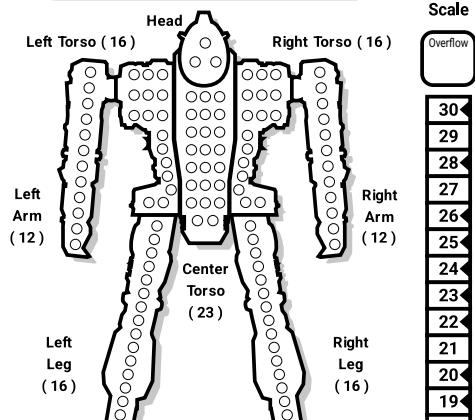
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16
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: Griffin GRF-2N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER PPC	RA	15	10 [DE]	—	7	14	23
<i>Jettison-Capable Weapon</i>							
SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
ECM Suite (Guardian)	LT	—	[E]	—	—	—	6

Total Heat (Dissipation): 23 (22)

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

Ammo: (SRM 6) 30

Quirks: Battle Fists (LA), Battle Fists (RA), Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1767 (1606)



CRITICAL TABLE

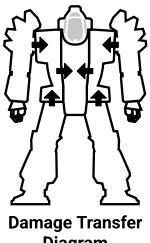
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Hand Actuator
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
4-6	3. Ferro-Fibrous
	4. Ferro-Fibrous
4-6	5. Roll Again
	6. Roll Again

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

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

Left Torso	1. Gyro
1-3	2. Fusion Engine
	3. Fusion Engine
4-6	4. Fusion Engine
	5. Jump Jet
4-6	6. Endo Steel

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. Ferro-Fibrous



WARRIOR DATA

Name: _____

Gunnery Skill: 4 Piloting Skill: 4

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

HIT LOCATION AND CLUSTER TABLE

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

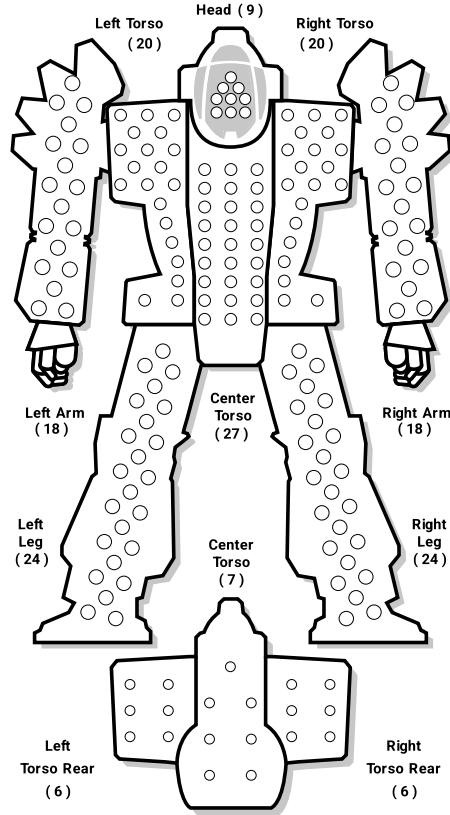
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

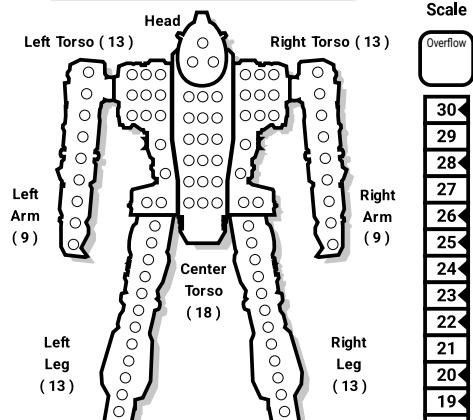
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level* Double Heat Sinks: 11 (22)

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

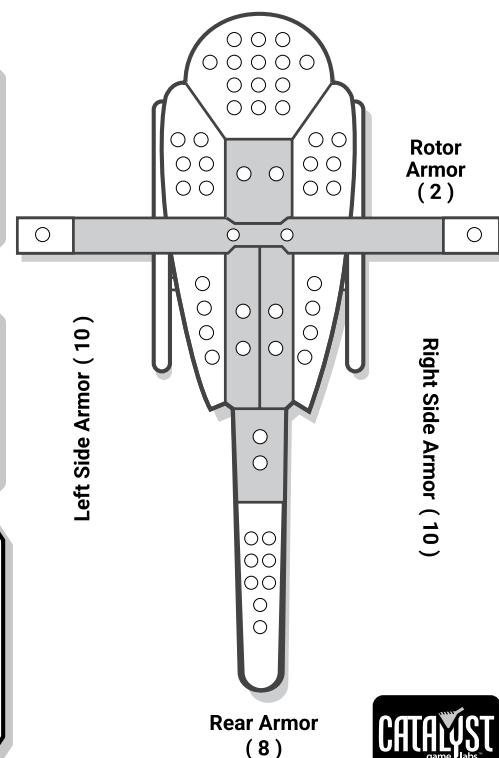
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(14)



VEHICLE DATA

Type: Warrior Attack Helicopter H-8

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 105 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 5) 24, (Streak SRM 2) 50

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 419



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	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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	2	5
2	1	1
3	1	2
4	1	2
5	1	3
6	1	3
7	1	3
8	2	3
9	2	4
10	2	4
11	2	5
12	2	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.



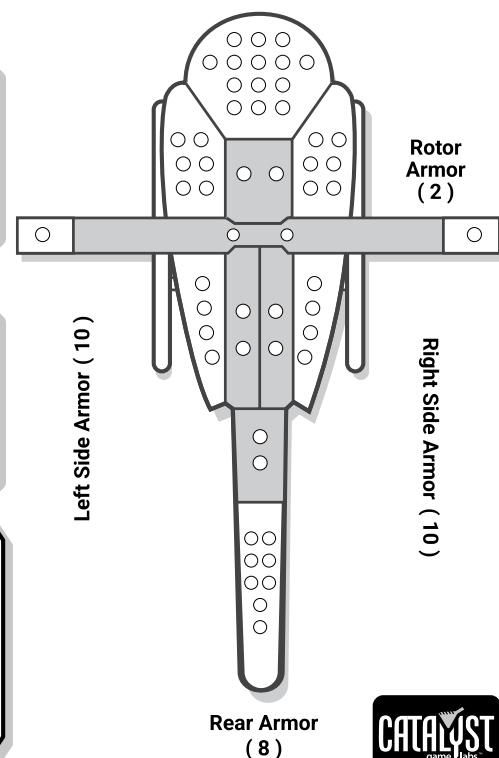
BATTLETECH™

VTOL RECORD SHEET

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(14)



VEHICLE DATA

Type: Warrior Attack Helicopter H-8

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 105 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 5) 24, (Streak SRM 2) 50

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 419



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

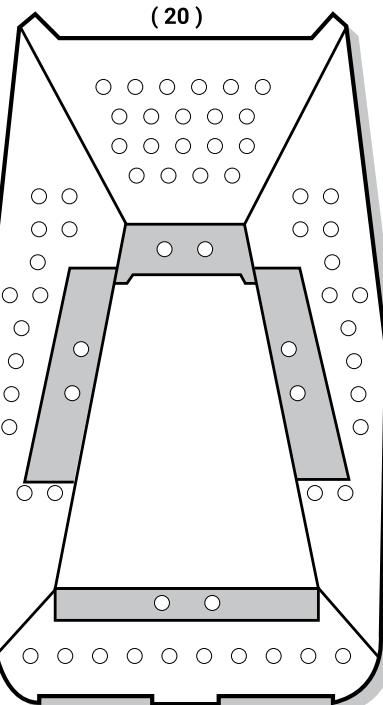
BATTLETECH™

HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (20)



Right Side Armor (13)

Left Side Armor (13)

Rear Armor (10)



VEHICLE DATA

Type: Heavy Hover APC (LRM)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 75 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — — —

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

Features Infantry Compartment (3 tons)

BV: 284

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear

+1

Hit from the sides

+2

Vehicle Type Modifier:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

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

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

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

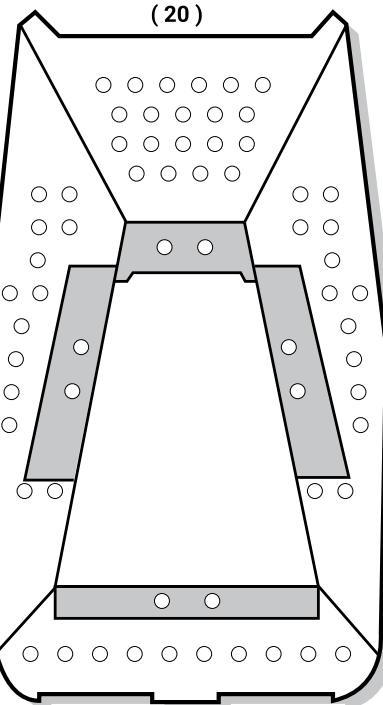
BATTLETECH™

HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (20)



Right Side Armor (13)

Left Side Armor (13)

Rear Armor (10)



VEHICLE DATA

Type: Heavy Hover APC (LRM)

Movement Points:

Cruising: 8

Flanking: 12

Movement Type: Hover

Engine Type: 75 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shtr	Med	Lng
LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — — —

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

Features Infantry Compartment (3 tons)

BV: 284

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear

+1

Hit from the sides

+2

Vehicle Type Modifier:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

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

*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.

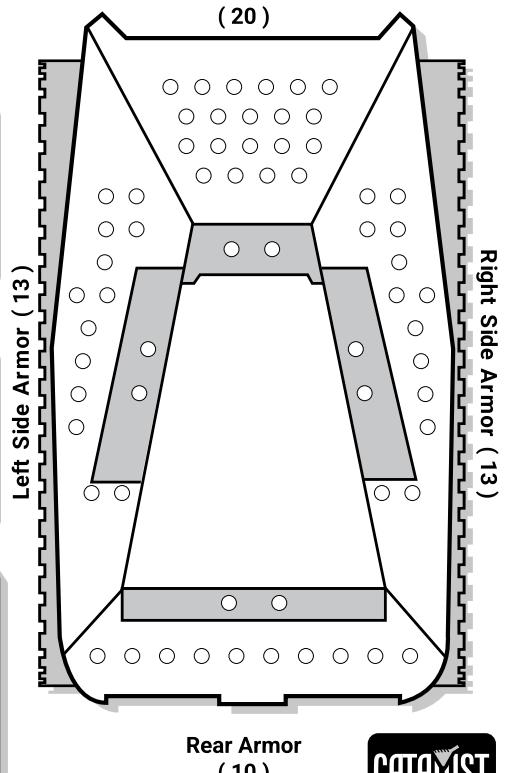
BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (20)



VEHICLE DATA

Type: Heavy Tracked APC (SRM)

Movement Points:

Cruising: 5

Flanking: 8

Movement Type: Tracked

Engine Type: 100 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — —
Ammo: (MG) 100, (SRM 4) 25
Features Infantry Compartment (3 tons)
BV: 266

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION	FRONT	REAR	SIDES
	Front (critical)	Rear (critical)	Side (critical)
Frontt	Frontt	Reart	Sidet
Frontt	Reart	Sidet	Sidet
Right Sidet	Left Sidet	Frontt	Frontt
Front	Rear	Side	Side
Front	Rear	Side	Side
Left Sidet	Right Sidet	Reart	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

Hit from the sides

+2

Vehicle Type Modifier:

Tracked, Naval

+0

Wheeled

+2

Hovercraft, Hydrofoil

+3

WiGE

+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT	FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam	Weapon Malfunction
Stabilizer	Crew Stunned	Stabilizer	Turret Locks	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*	Fuel Tank*	Ammunition**
Crew Killed				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.

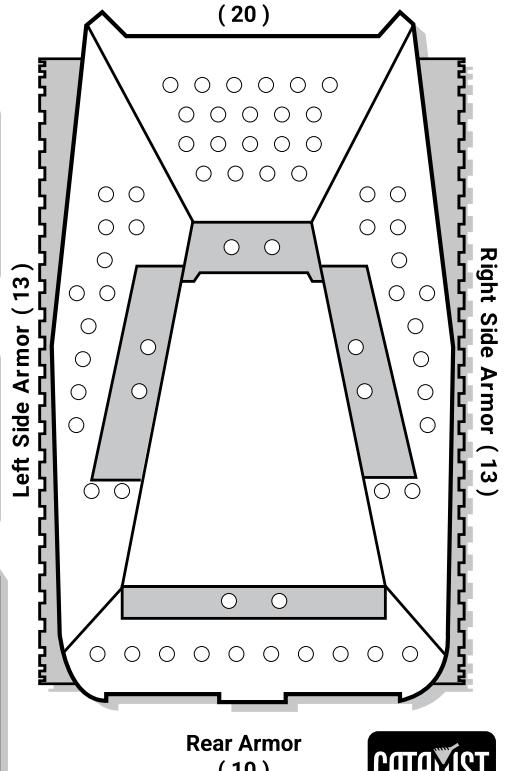
BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (20)



VEHICLE DATA

Type: Heavy Tracked APC (SRM)

Movement Points:

Cruising: 5

Flanking: 8

Movement Type: Tracked

Engine Type: 100 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

Type	Loc	Dmg	Min	Shtr	Med	Lng
SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
Machine Gun	FR	2 [DB,AI]	—	1	2	3
Machine Gun	FR	2 [DB,AI]	—	1	2	3

vs Charge — 2/hex — — —
Ammo: (MG) 100, (SRM 4) 25
Features Infantry Compartment (3 tons)
BV: 266

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

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

CLUSTER HITS TABLE

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

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear

+1

Hit from the sides

+2

Vehicle Type Modifier:

Tracked, Naval

+0

Wheeled

+2

Hovercraft, Hydrofoil

+3

WiGE

+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT	FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam	Weapon Malfunction
Stabilizer	Crew Stunned	Stabilizer	Turret Locks	Stabilizer
Sensors	Stabilizer	Weapon Destroyed	Engine Hit	Weapon Destroyed
Commander Hit	Weapon Destroyed	Engine Hit	Ammunition**	Weapon Destroyed
Weapon Destroyed	Fuel Tank*	Fuel Tank*	Fuel Tank*	Ammunition**
Crew Killed				Turret Blown Off

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

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

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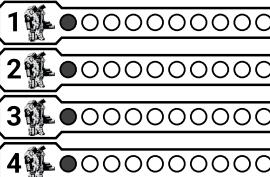
BATTLE ARMOR RECORD SHEET

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

TRANSPORT POSITIONS TABLE

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

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



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

BATTLETECH™



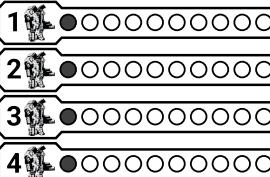
BATTLE ARMOR RECORD SHEET

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.

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

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

Gunnery Skill: _____ Anti-'Mech Skill: _____

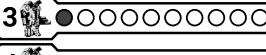
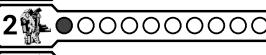
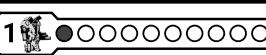
Ground MP: 2 Jump MP: 4

Type Dmg Min Sht Med Lng

1 Machine Gun (Medium) 2 [DB, AI] — 1 2 3

1 Battle Claw — — — —

1 Magnetic Clamps [BA] [E] — — — —



Mechanized:

Swarm:

Leg:

AP:

Armor: Advanced

Role: Ambusher

BV: 205

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™



Foot Platoon (Anti-'Mech) (Rifle)

Armor Type: Generic Infantry Kit

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

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

Max Weapon Damage*

Notes:
None

*Damage is always applied in 2-point Damage Value groupings.
Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Range Modifier: -2 0 +2 +4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21

RANGE IN HEXES (TO-HIT MODIFIER)

BV: 90

Transport Wt: 3.0 tons

Movement MP: 1

Type: Ground

CLUSTER HITS TABLE

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

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



Foot Platoon (Anti-'Mech) (Rifle)

Armor Type: Generic Infantry Kit

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

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

Max Weapon Damage*

Notes:
None

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

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

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

BV: 90

Transport Wt: 3.0 tons

Movement MP: 1

Type: Ground

CLUSTER HITS TABLE

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

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

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

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

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

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



BATTLETECH™

CONVENTIONAL
INFANTRY RECORD
SHEET



Foot Platoon (Anti-'Mech) (Rifle)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

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

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

Max Weapon Damage*

Notes:
None

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

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

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

BV: 90

Transport Wt: 3.0 tons

Movement MP: 1

Type: Ground

CLUSTER HITS TABLE

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON AGAINST INFANTRY

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

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

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

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

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

