

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:

Walking: 5

Running: 8

Jumping: 3

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: 3

Piloting Skill: 4

Hits Taken

Consciousness #

| | | | | | |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 3 | 5 | 7 | 10 | 11 | Dead |

HIT LOCATION AND CLUSTER TABLE

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

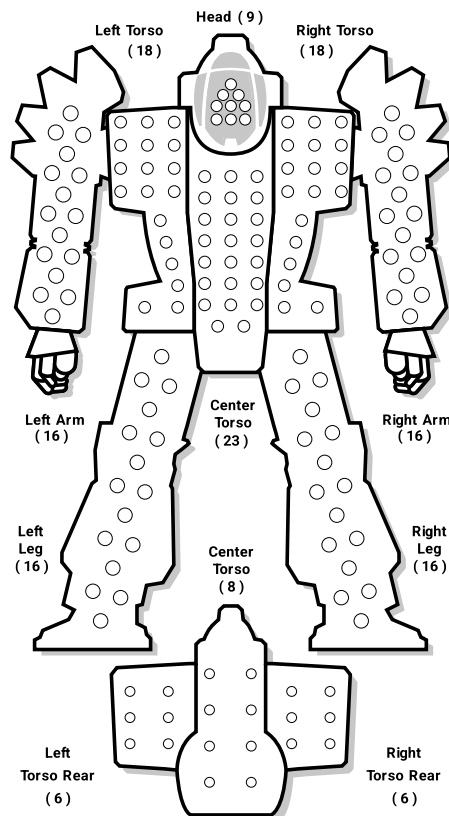
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

| Die Roll (1D6) | LS | Punch F/R | RS | LS | 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 |

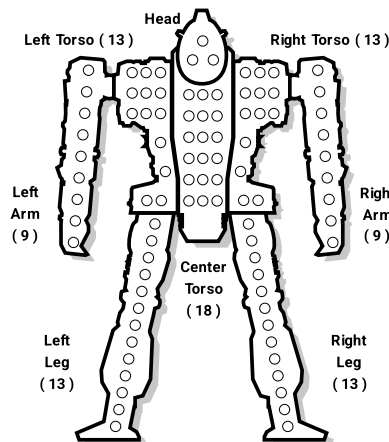
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

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

HEAT DATA

| Heat Level* | Effects | Heat Sinks: |
|-------------|------------------------|---------------------------------|
| 30 | Shutdown | 12 |
| 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 | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- AC/5
- AC/5
- AC/5
- AC/5
- Ammo (AC/5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

Center Torso

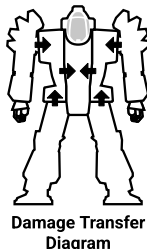
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ammo (SRM 2) 50

4-6

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Locust LCT-3V**

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

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

Total Heat (Dissipation): 6 (10)

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

Ammo: (MG) 100

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

BV: 490

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 |

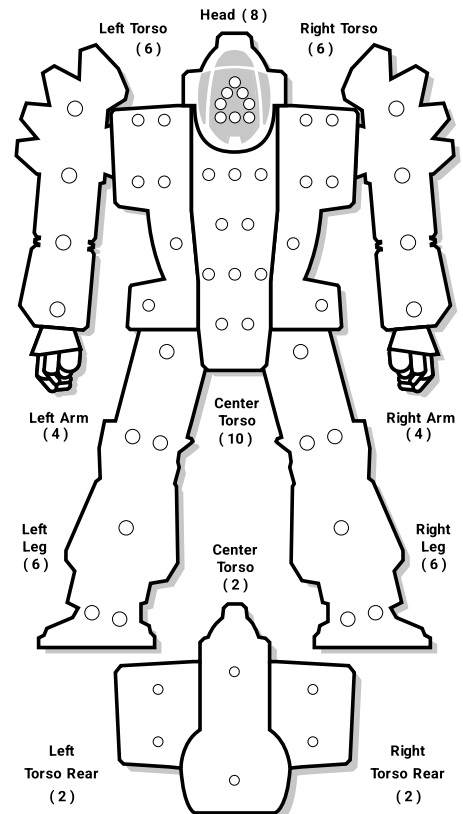
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

| Die Roll (1D6) | LS | Punch F/R | RS | LS | 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 |

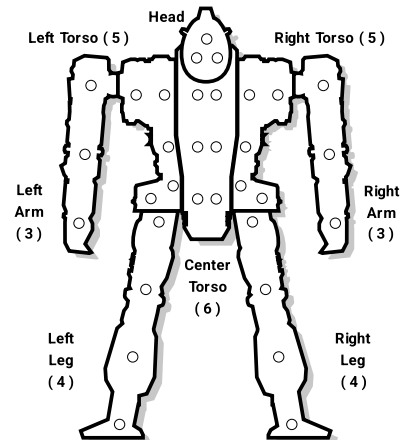
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

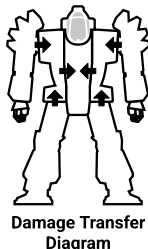
1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Locust LCT-1V**

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

(hexes)

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

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

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

BV: 570 (432)

WARRIOR DATA

Name: _____

Gunnery Skill: 3

Piloting Skill: 4

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

HIT LOCATION AND CLUSTER TABLE

| Die Roll (2D6) | LS | F/R | RS |
|----------------|-------|-------|-------|
| 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) | LS | Punch F/R | RS | LS | 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 |

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Ammo (MG) 200

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

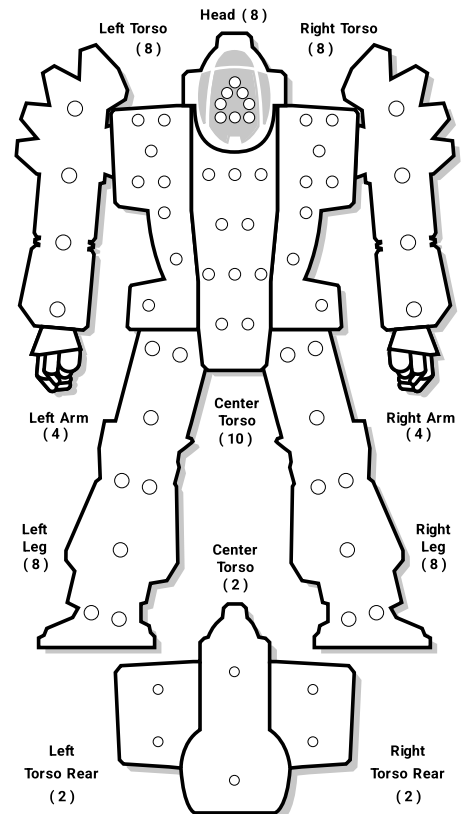
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

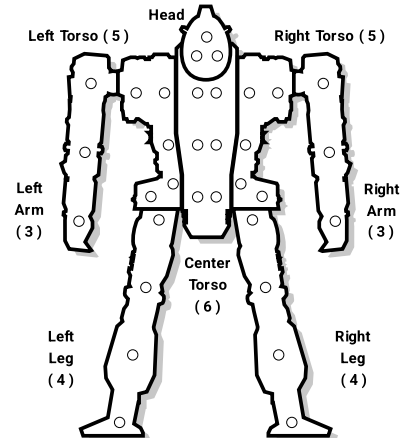
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Stinger STG-3G**

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WARRIOR DATA

Name: _____

Gunnery Skill: 3

Piloting Skill: 4

Hits Taken

Consciousness #

| | | | | | |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 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 |

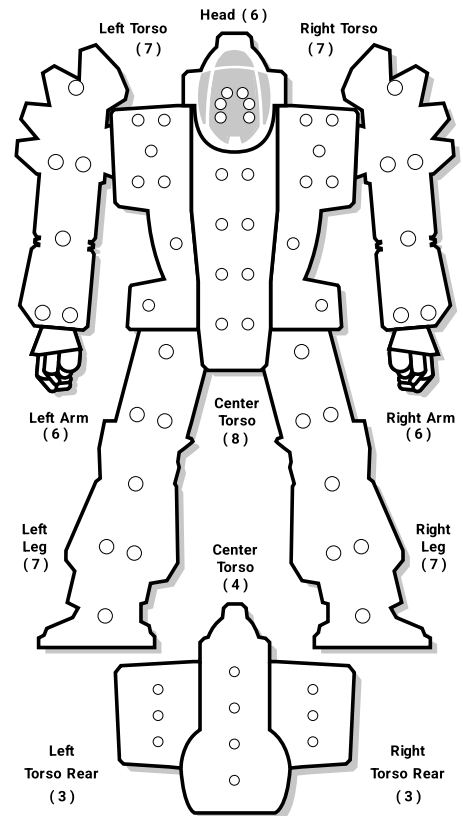
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

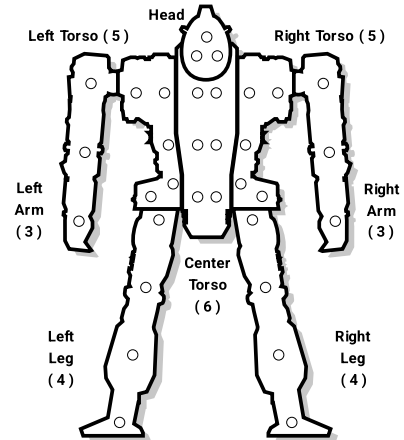
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

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

HEAT DATA

| Heat Level* | Effects | 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 | ○ |

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

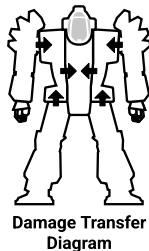
1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Motorized Platoon (Rifle)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: _____

Gunnery Skill: 3




























Anti-Mech Skill: 4

Role: Ambusher

Max Weapon Damage*

Notes:

None

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 30 | 29 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |
| — | — | 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 |
| *Damage is always applied in 2-point Damage Value groupings | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | |

BV: 138 (115) Transport Wt: 6.0 tons

Movement MP: 3

Type: Motorized

CLUSTER HITS TABLE

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

*MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

| 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*).

