

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman IIC 2

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

WEAPONS & EQUIPMENT Inventory (hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Ultra AC/2	LA	1	2/Sh [DB,R/C]	2	9	18	27
Ultra AC/2	LA	1	2/Sh [DB,R/C]	2	9	18	27
Ultra AC/2	RA	1	2/Sh [DB,R/C]	2	9	18	27
Ultra AC/2	RA	1	2/Sh [DB,R/C]	2	9	18	27

Total Heat (Dissipation): 8 (20)

+3	Punch	LA	-	3	-	-	-
+3	Punch	RA	-	3	-	-	-
-2	Kick	-	-	13	-	-	-
Vs	Death From Above	-	-	20	-	-	-
Vs	Charge	-	-	6.5/hex	-	-	-
-1	Push	-	-	-	-	-	-

Ammo: (Ultra AC/2) 270

Quirks: Anti-Aircraft Targeting, Improved Communications

BV: 1345



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
3.	3. Ultra AC/2
4.	4. Ultra AC/2
5.	5. Ultra AC/2
6.	6. Ultra AC/2

1.	Endo Steel
2.	Endo Steel
3.	Roll Again
4.	Roll Again
5.	Roll Again
6.	Roll Again

Left Torso (CASE)	1. Jump Jet
1-3	2. Ammo (Ultra AC/2) 45
3.	3. Ammo (Ultra AC/2) 45
4.	4. Ammo (Ultra AC/2) 45
5.	5. Endo Steel
6.	6. Endo Steel

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

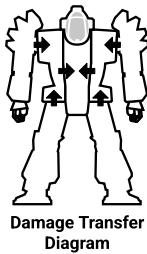
Head	1. Life Support
1-3	2. Sensors
3.	3. Cockpit
4.	4. Roll Again
5.	5. Sensors
6.	6. Life Support

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

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

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

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
2*	LT(C)	CT(C)	RT(C)	1
3	LL	RA	RL	1
4	LA	RA	RA	1
5	LA	RL	RA	1
6	LL	RT	RL	1
7	LT	CT	RT	1
8	CT	LT	CT	2
9	RT	LL	LT	2
10	RA	LA	LA	2
11	RL	LA	LL	2
12	HD	HD	HD	2

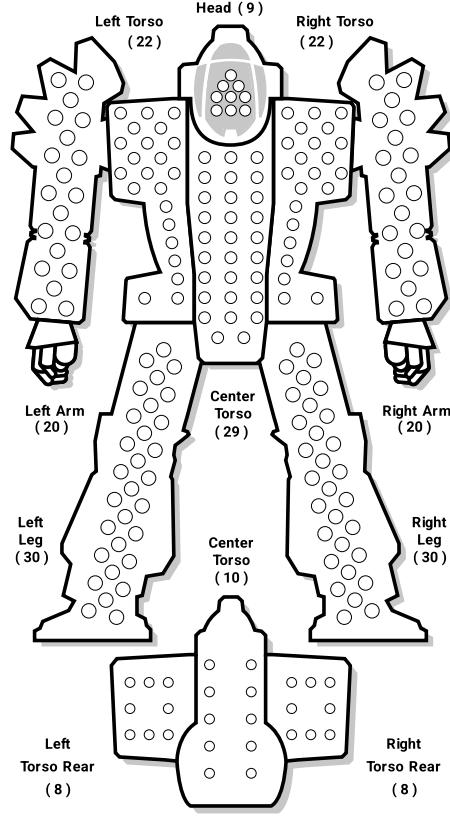
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

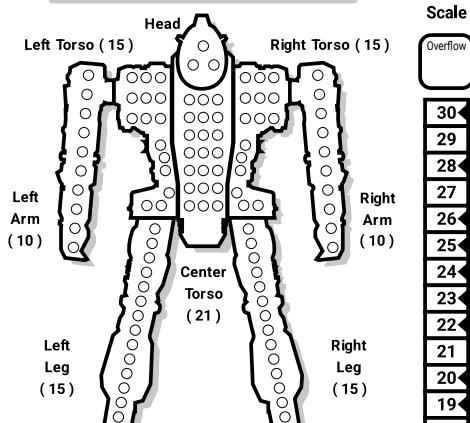
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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: Griffin IIC 4

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 240 Fusion

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Large Laser	CT	12	10 [DE]	—	8	15	25
ATM 3	LT	2	[M,C,S]				
Standard		2/Msl		4	5	10	15
Extended Range		1/Msl		4	9	18	27
High Explosive		3/Msl		—	3	6	9
ATM 3	RT	2	[M,C,S]				
Standard		2/Msl		4	5	10	15
Extended Range		1/Msl		4	9	18	27
High Explosive		3/Msl		—	3	6	9
ER Small Laser	HD	2	5 [DE]	—	2	4	6

Total Heat (Dissipation): 18 (20)

Punch

LA — 4

Punch

RA — 4

Kick

— 8

Club

— 8

Death From Above

— 12

Charge

— 4/hex

Push

— —

Ammo: (ATM 3 ER) 20, (ATM 3 HE) 20, (ATM 3) 20

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

BV: 1328 (1475)



CRITICAL TABLE

Left Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Lower Arm Actuator
4.	Hand Actuator
5.	Double Heat Sink
6.	Double Heat Sink

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

Left Torso (CASE)	
1.	Jump Jet
2.	Jump Jet
3.	Jump Jet
4.	ATM 3
5.	ATM 3
6.	Ammo (ATM 3) 20

Right Torso (CASE)	
1.	Jump Jet
2.	Jump Jet
3.	Jump Jet
4.	ATM 3
5.	ATM 3
6.	Ammo (ATM 3) 20

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Right Arm

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

Center Torso

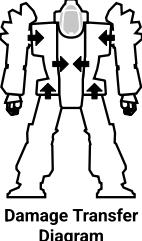
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Torso (CASE)

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. ATM 3
5. ATM 3
6. Ammo (ATM 3) 20

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support

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Left Leg

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

Right Leg

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

WARRIOR DATA

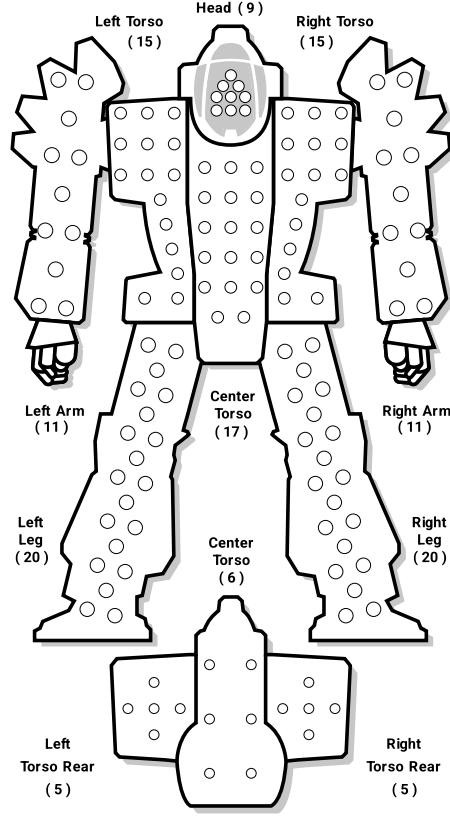
Name: _____

Gunnery Skill: 5 Piloting Skill: 5

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

ARMOR DIAGRAM

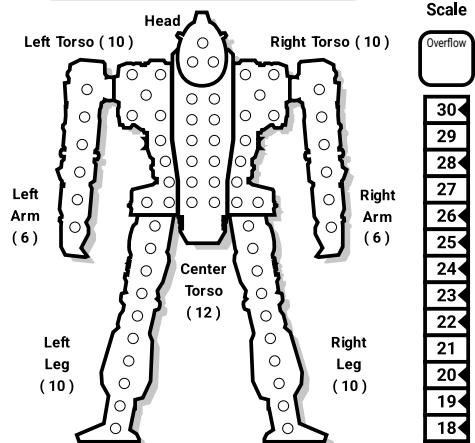
Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale



HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Clint IIC

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 240 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
ER Medium Laser	LT	5	7 [DE]	—	5	10	15
ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Total Heat (Dissipation): 12 (10)

Punch	LA	—	4	—	—	—	—
+1 Punch	RA	—	4	—	—	—	—
-2 Kick	—	—	8	—	—	—	—
Vs Death From Above	—	—	12	—	—	—	—
Vs Charge	—	—	4/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

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

Quirks: Improved Targeting (Long), Improved Targeting (Medium)

BV: 1256 (1395)



CRITICAL TABLE

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

Left Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. Jump Jet
1-3	4. ER Medium Laser
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Roll Again
	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

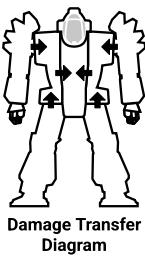
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
4-6	4. XL Fusion Engine
	5. ER Medium Laser
	6. Endo Steel

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support



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WARRIOR DATA

Name: _____

Gunnery Skill: 5 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	10
2*	LT(C)	CT(C)	RT(C)	3
3	LL	RA	RL	3
4	LA	RA	RA	4
5	LA	RL	RA	6
6	LL	RT	RL	6
7	LT	CT	RT	6
8	CT	LT	CT	6
9	RT	LL	LT	8
10	RA	LA	LA	8
11	RL	LA	LL	10
12	HD	HD	HD	10

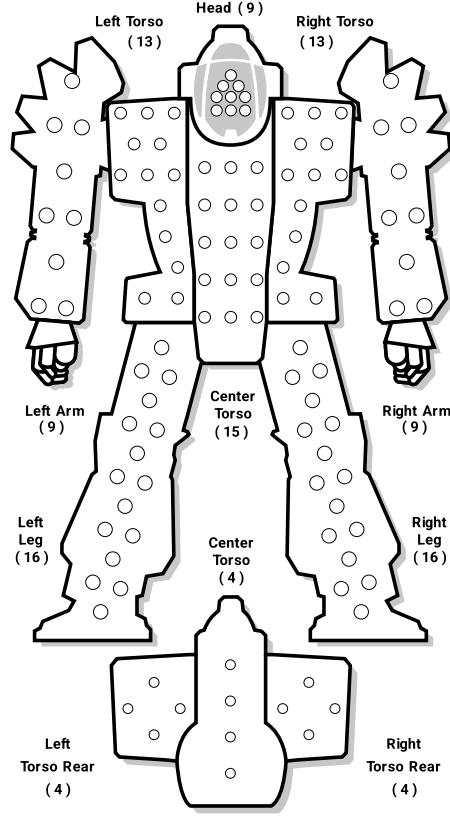
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

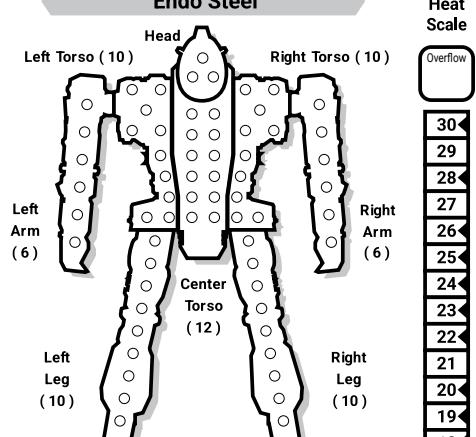
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Locust IIC

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shtr	Med	Lng
-2 Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
Total Heat (Dissipation):	20 (20)						

+3 Punch	LA	—	1	—	—	—	—
+3 Punch	RA	—	1	—	—	—	—
-2 Kick	—	—	5	—	—	—	—
Vs Charge	—	—	2.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Easy to Maintain, Narrow/Low Profile, No/Minimal Arms, Weak Legs

BV: 990 (1100)



CRITICAL TABLE

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

Left Torso	1. Double Heat Sink
1-3	2. Double Heat Sink
	3. Endo Steel
4.	4. Endo Steel
5.	5. Ferro-Fibrous
6.	6. Ferro-Fibrous
1.	1. Roll Again
2.	2. Roll Again
3.	3. Roll Again
4-6	4. Roll Again
5.	5. Roll Again
6.	6. Roll Again

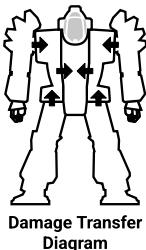
Left Leg	1. Hip
1.	2. Upper Leg Actuator
2.	3. Lower Leg Actuator
3.	4. Foot Actuator
4.	5. Endo Steel
5.	6. Ferro-Fibrous

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

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

4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. Medium Pulse Laser
	6. Endo Steel

Engine Hits Gyro Hits Sensor Hits Life Support



WARRIOR DATA

Name: _____

Gunnery Skill: 5 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

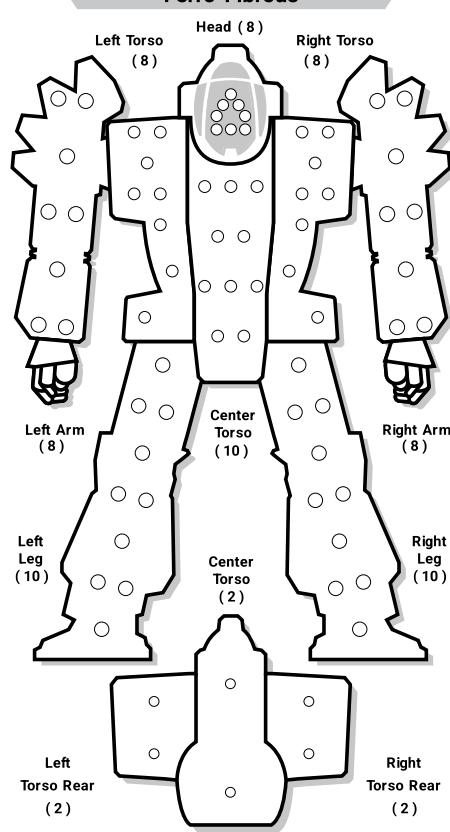
*A result of 2 may inflict a critical hit.

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

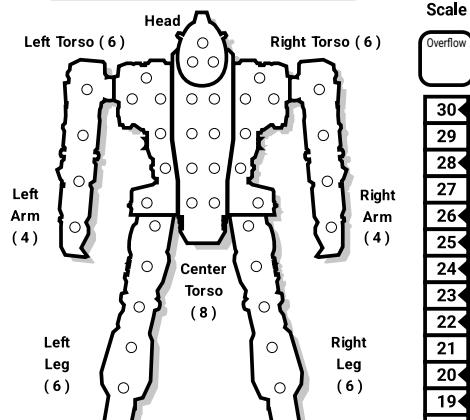
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
8	+1 Modifier to Fire
5	-1 Movement Points

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Locust IIC

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shtr	Med	Lng
-2 Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
Total Heat (Dissipation):	20	(20)					

+3 Punch LA — 1 — — — —

+3 Punch RA — 1 — — — —

-2 Kick — 5 — — — —

Vs Charge — 2.5/hex — — — —

-1 Push — — — — — — — —

Quirks: Easy to Maintain, Narrow/Low Profile, No/Minimal Arms, Weak Legs

BV: 990 (1100)



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- ER Small Laser
- ER Small Laser

4-6

- Roll Again

Left Torso

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

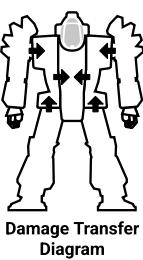
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- Endo Steel

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



WARRIOR DATA

Name: _____

Gunnery Skill: 5 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

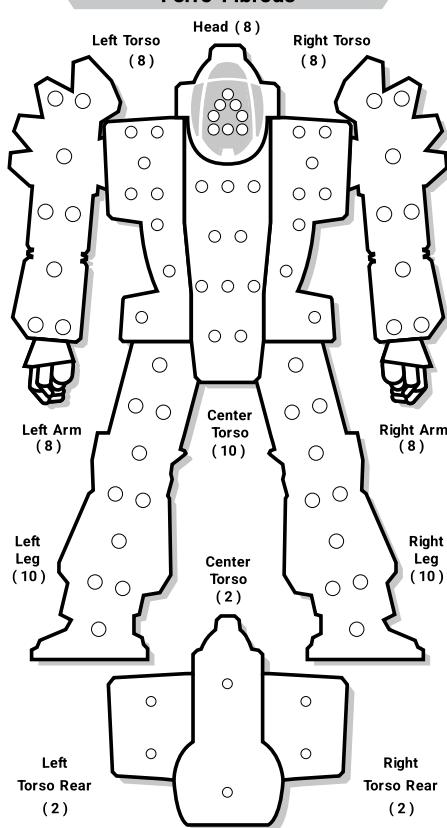
*A result of 2 may inflict a critical hit.

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

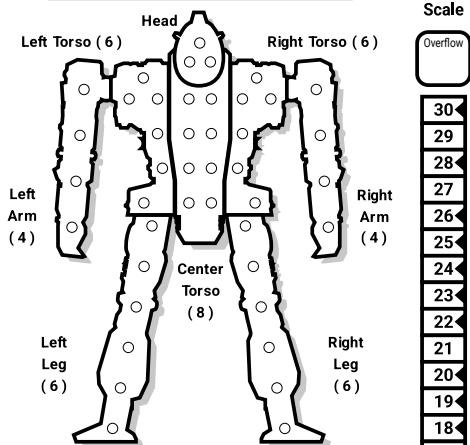
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

8 +1 Modifier to Fire

5 -1 Movement Points

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jenner IIC

Movement Points:

Walking: 9

Running: 14

Jumping: 7

Engine Type: 315 XL

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 11 (20)

+3	Punch	LA	—	2	—	—	—
+3	Punch	RA	—	2	—	—	—
-2	Kick	—	—	7	—	—	—
Vs	Death From Above	—	—	11	—	—	—
Vs	Charge	—	—	3.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (Streak SRM 4) 25, (SRM 6) 30

Quirks: No/Minimal Arms

BV: 890 (1047)



CRITICAL TABLE

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

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

Left Torso (CASE)	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. Jump Jet
1-3	4. Ammo (SRM 6) 15
	5. Endo Steel
	6. Endo Steel
1-3	1. Endo Steel
	2. Endo Steel
	3. Ferro-Fibrous
4-6	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

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

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

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

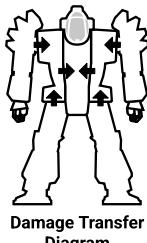
Right Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. SRM 6
1-3	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

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

Right Torso (CASE)	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. Jump Jet
1-3	4. Ammo (Streak SRM 4) 25
	5. Ammo (SRM 6) 15
	6. Endo Steel

Right Arm	1. Endo Steel
1-3	2. Endo Steel
	3. Ferro-Fibrous
4-6	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

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



WARRIOR DATA

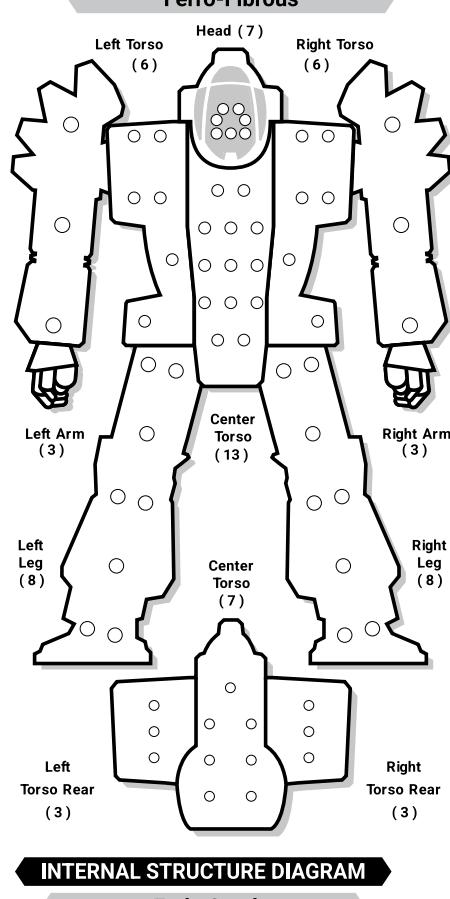
Name: _____

Gunnery Skill: 6 Piloting Skill: 5

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

ARMOR DIAGRAM

Ferro-Fibrous



HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*

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

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMEK 1

Type: Boggart Ultraheavy

Tons: 13 ProtoMech

Role: Striker

Movement Points:

Walk: 5

Run: 8

Jump: 5



WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	MG	[DE,H,AI]	-	6	12	18

vs	Frenzy	-	3	-	-	-	-
----	--------	---	---	---	---	---	---

Ammo: (Plasma Cannon) 10

PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 538

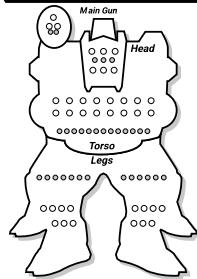
Armor: Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4,5	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
9,10				
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

*Torso Weapon Destroyed, Roll 1D6:
No Torso Weapons

ARMOR DIAGRAM



BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMEK 1

Type: Roc
Tons: 7
Role: Brawler
Movement Points:
Walk: 5
Run: 8
Jump: 5



WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	MG	7 [DE]	-	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 336

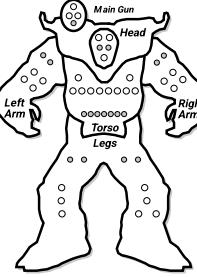
Armor: Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

*Torso Weapon Destroyed, Roll 1D6:
No Torso Weapons

ARMOR DIAGRAM



BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMEK 1

Type: Minotaur Z

Tons: 9

Role: Ambusher

Movement Points:

Walk: 3

Run: 5

Jump: 5



WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	T	10 [DE,X]	-	3	6	9
1	Magnetic Clamps System	T	[E]	-	-	-	-
	Frenzy	-	2	-	-	-	-

PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 300

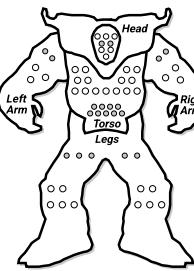
Armor: Standard

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

*Torso Weapon Destroyed, Roll 1D6:
1-2: Imp. Heavy Medium Laser Effect
Magnetic Clamp System destroyed on first torso critical

ARMOR DIAGRAM



BATTLETECH™

PROTOMECH RECORD SHEET



PROTOMEK 1

Type: Hobgoblin Ultraheavy

Tons: 10 ProtoMech

Role: Ambusher

Movement Points:

Walk: 4

Run: 6

Jump: 0



WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Fusillade Launcher Standard	MG	[M,C,S]	2/Msl	4	5	10
	Extended Range			1/Msl	4	9	18
	High Explosive			3/Msl	—	3	6
1	AP Gauss Rifle	RA	3 [DB,AI,X]	—	3	6	9
1	Magnetic Clamps System Frenzy	T	[E]	—	—	—	—
				Ammo: (AP Gauss) 40	—	3	—

PILOT DATA

Name: _____

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

BV: 272

Armor: Standard

HIT LOCATIONS AND CRITICAL HITS

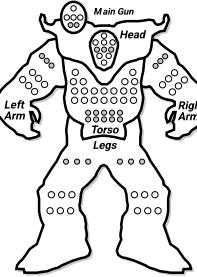
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

*Torso Weapon Destroyed, Roll 1D6:

No Torso Weapons

Magnetic Clamp System destroyed on first torso critical

ARMOR DIAGRAM



CLUSTER HITS TABLE

2D6

3

2

1

3

1

4

1

5

2

6

2

7

2

8

2

9

2

10

3

11

3

12

3

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMEK 1

Type: Basilisk ProtoMech

Tons: 7 (Quad)

Role: Striker

Movement Points:

Walk: 5

Run: 8

Jump: 0



WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 4	T	2/Msl [M,C,S]	-	3	6	9
1	Quad Melee System	T	[E]	-	-	-	-
	Frenzy	-	4	-	-	-	-

Ammo: (SRM 4) 10

PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 255

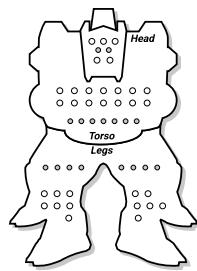
Armor: EDP

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4,5	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
9,10	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
6,7,8				
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

*Torso Weapon Destroyed, Roll 1D6:
1: SRM 4 2: Quad Melee System 3-6: No Effect

ARMOR DIAGRAM



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

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: UN 1

Type: Gnome Battle Armor (Sqd3)

Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 2

# Type	Dmg	Min	Sht	Med	Lng
1 Advanced SRM 2 (Body)	2/Msl [M,C,S]	—	4	8	12
1 ER Small Laser	5 [DE]	—	2	4	6
1 Heavy Battle Claw	—	—	—	—	—

Ammo: (Advanced SRM 2) 2

Mechanized: Swarm: Leg: AP:



Armor: Standard (Basic)

Role: Juggernaut

BV: 299

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

CLUSTER HITS TABLE

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

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	LOCATION	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: UN 1

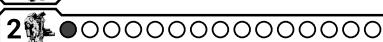
Type: Gnome Battle Armor (Sqd3)

Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 2

# Type	Dmg	Min	Sht	Med	Lng
1 Advanced SRM 2 (Body)	2/Msl [M,C,S]	—	4	8	12
1 ER Small Laser	5 [DE]	—	2	4	6
1 Heavy Battle Claw	—	—	—	—	—

Ammo: (Advanced SRM 2) 2

Mechanized: Swarm: Leg: AP:



Armor: Standard (Basic)

Role: Juggernaut

BV: 299

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

CLUSTER HITS TABLE

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

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	LOCATION	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: UN 1

Type: Elemental Battle Armor [Laser](Sqd3)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
1 Small Laser	3 [DE]	—	1	2	3
1 Battle Claw	—	—	—	—	—

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 230

CLUSTER HITS TABLE

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

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: UN 1

Type: Elemental Battle Armor [Laser](Sqd3)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
1 Small Laser	3 [DE]	—	1	2	3
1 Battle Claw	—	—	—	—	—

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 230

CLUSTER HITS TABLE

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

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: UN 1

Type: Elemental Battle Armor [Flamer](Sqd3)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	3	6	9	
1 Flamer [BA]	2 [DE,H,AI]	-	1	2	3
1 Battle Claw	-	-	-	-	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic) Role: Ambusher BV: 208

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
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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
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5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
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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.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: UN 1

Type: Elemental Battle Armor [Flamer](Sqd3)

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	3	6	9	
1 Flamer [BA]	2 [DE,H,AI]	-	1	2	3
1 Battle Claw	-	-	-	-	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 208

CLUSTER HITS TABLE

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

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
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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
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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
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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.