

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

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
AC/5	LT	1	5 [DB,S]	3	6	12	18
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	HD	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 8 (12)

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

Ammo: (SRM 2) 50, (LRM 5) 24, (AC/5) 20

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

BV: 1404 (1064)

CRITICAL TABLE

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

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

Left Torso	
1.	Jump Jet
2.	AC/5
3.	AC/5
4.	AC/5
5.	AC/5
6.	Ammo (AC/5) 20

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

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

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

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

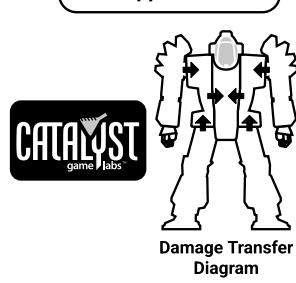
- 4-6 Right Arm
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

- 4-6 Right Torso
- 1. Heat Sink
- 2. Jump Jet
- 3. LRM 5
- 4. Ammo (LRM 5) 24
- 5. Roll Again
- 6. Roll Again

- 4-6 Left Torso
- 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 ○



CATALYST
game labs

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	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	

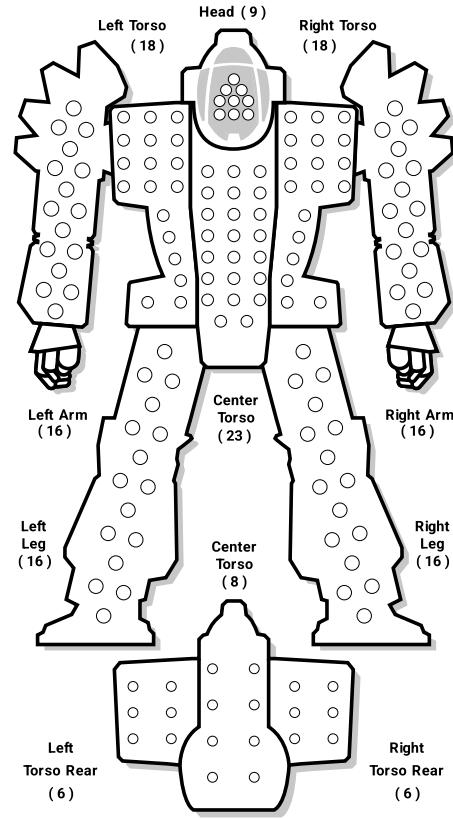
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

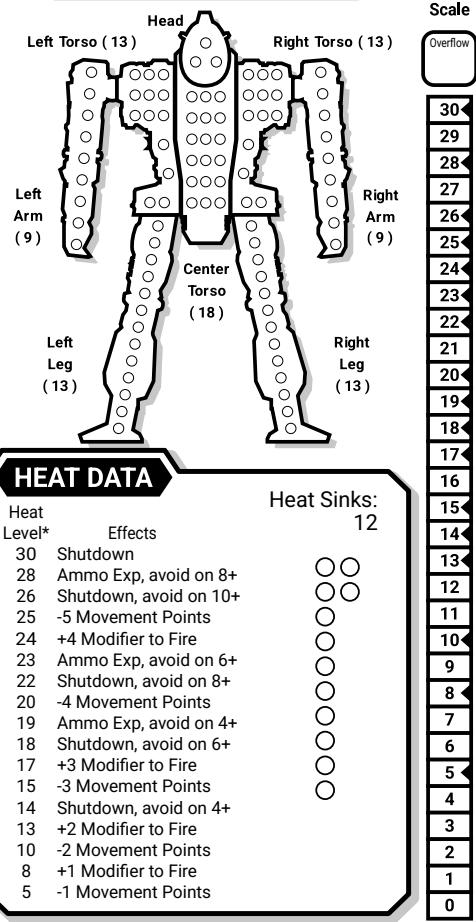
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12
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: Wolverine WVR-6R

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
AC/5	RA	1	5 [DB,S]	3	6	12	18
Jettison-Capable Weapon							
SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

Medium Laser	HD	3	5 [DE]	—	3	6	9
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Total Heat (Dissipation): 8 (12)

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) 15, (AC/5) 20

Quirks: Command Mech, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 1453 (1101)



CRITICAL TABLE

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

Center Torso	1. Fusion Engine
1-3	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. Sensors
	6. Life Support

Left Torso	1. SRM 6
1-3	2. SRM 6
	3. Ammo (SRM 6) 15
	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

Head

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

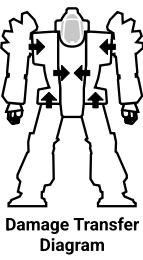
Center Torso

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

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

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support

CATALYST
game labs



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

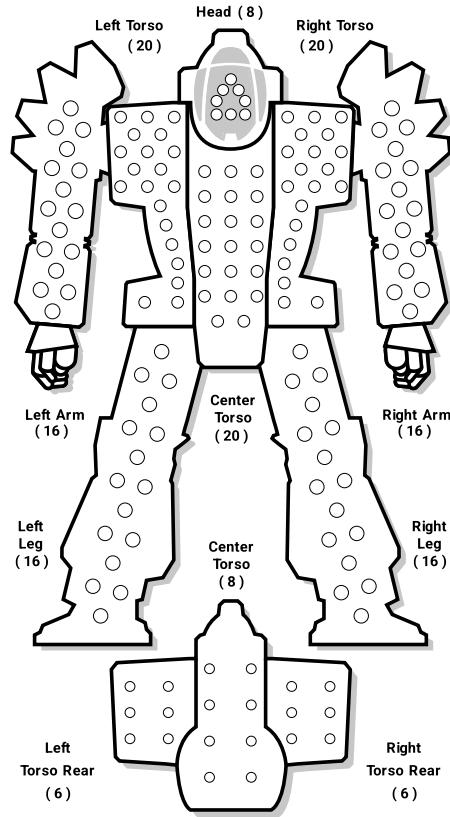
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

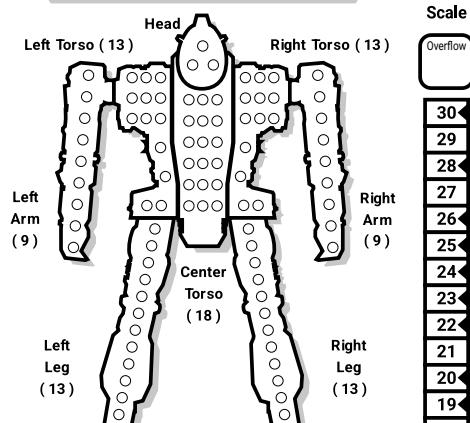
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12
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 LCT-1V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

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

BV: 432

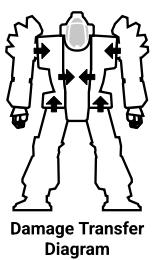
CRITICAL TABLE

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

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

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

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



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

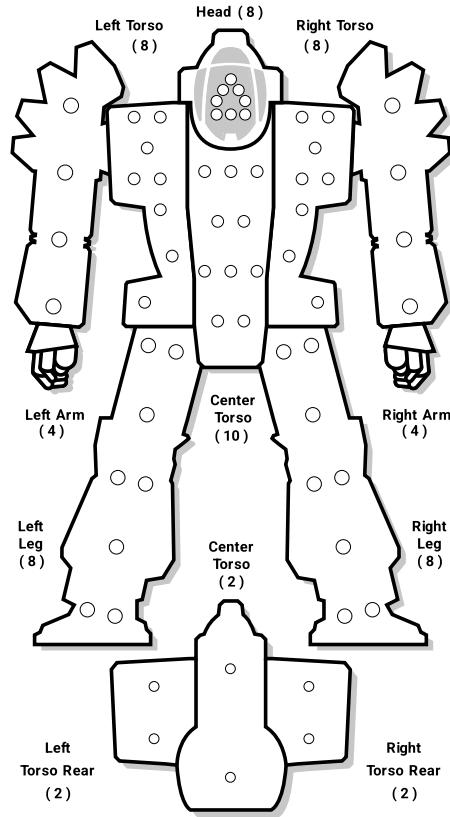
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

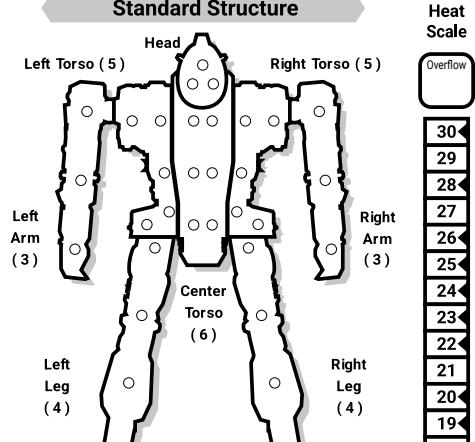
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-3N

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
AC/5	LA	1	5 [DB,S]	3	6	12	18
AC/5	RA	1	5 [DB,S]	3	6	12	18
Large Laser	LA	8	8 [DE]	—	5	10	15
Large Laser	RA	8	8 [DE]	—	5	10	15
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9
Total Heat (Dissipation):		24	(10)				

+3	Punch	LA	—	3	—	—	—
+3	Punch	RA	—	3	—	—	—
-2	Kick	—	—	12	—	—	—
Vs	Charge	—	—	6/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (AC/5) 20

Quirks: Anti-Aircraft Targeting, Improved Communications, Searchlight, Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1371 (1039)



CRITICAL TABLE

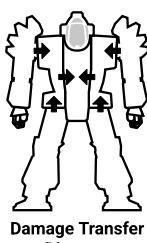
Head

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
1-3	3. Large Laser
1-3	4. Large Laser
1-3	5. AC/5
1-3	6. AC/5
1-3	1. AC/5
1-3	2. AC/5
4-6	3. Roll Again
4-6	4. Roll Again
4-6	5. Roll Again
4-6	6. Roll Again

Center Torso

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

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

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



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

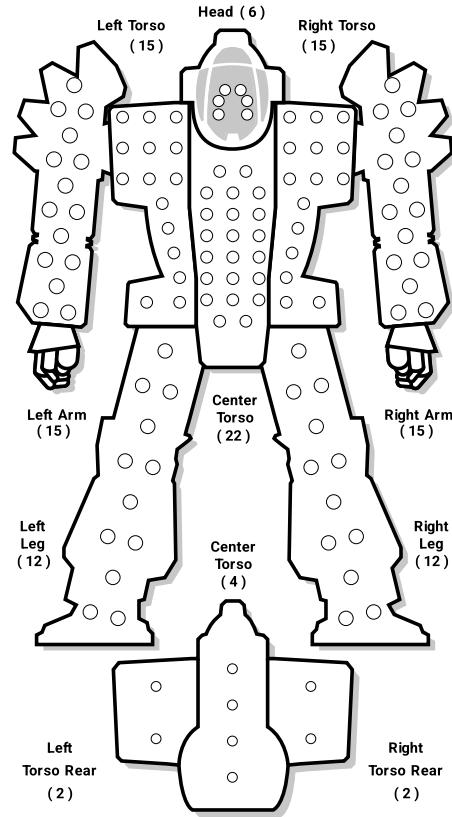
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

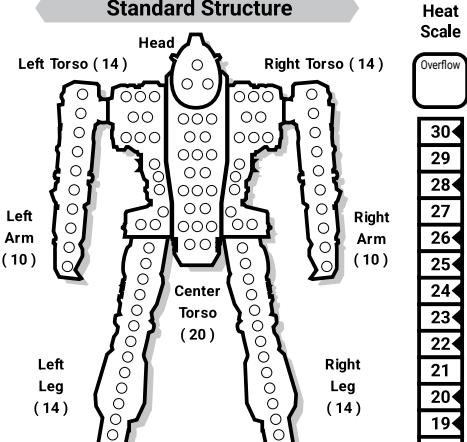
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stinger STG-3G

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 6 (10)

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

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

BV: 497



CRITICAL TABLE

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

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

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

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

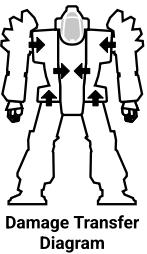
Head	1. Life Support
2. Sensors	2. Sensors
3. Cockpit	3. Roll Again
4. Roll Again	4. Sensors
5. Sensors	5. Life Support

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

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

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

CATALYST
game labs



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS
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

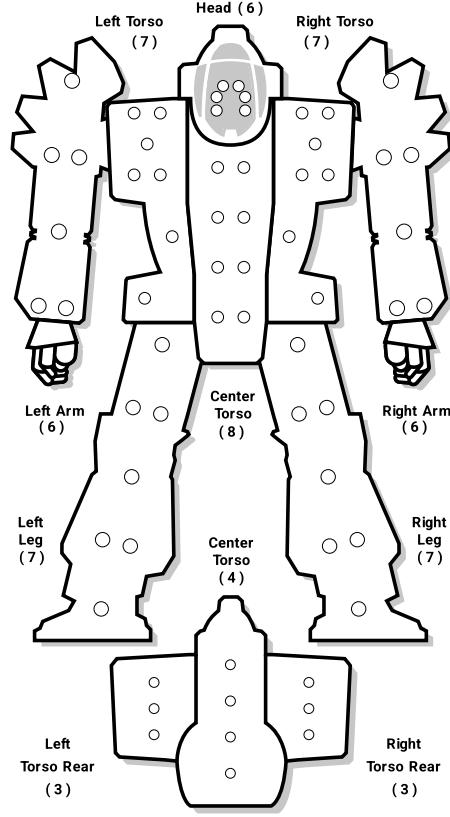
*A result of 2 may inflict a critical hit.

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

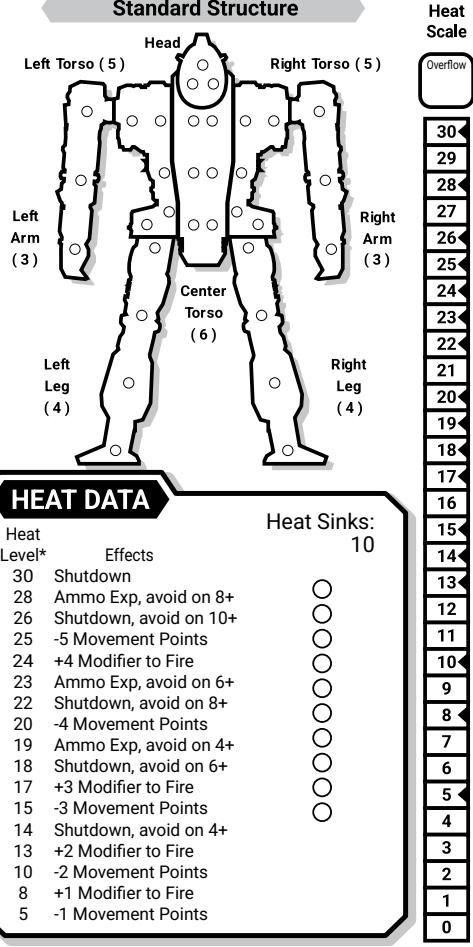
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 5 (10)

Punch

LA — 2

— — — — —

Punch

RA — 2

— — — — —

Kick

— — 4

— — — — —

Club

— — 4

— — — — —

Death From Above

— — 6

— — — — —

Charge

— — 2/hex

— — — — —

Push

— — —

— — — — —

Ammo: (SRM 2) 50

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

BV: 384

CRITICAL TABLE

Left Arm

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

Right Arm

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

Center Torso

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

Left Torso

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

Right Torso

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

Left Leg

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

Right Leg

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

Head

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

Center Torso

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

Left Torso

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

Right Torso

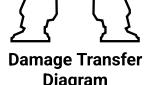
- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Jump Jet
- 5. Jump Jet
- 6. Roll Again

Engine Hits

Gyro Hits

Sensor Hits

Life Support



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

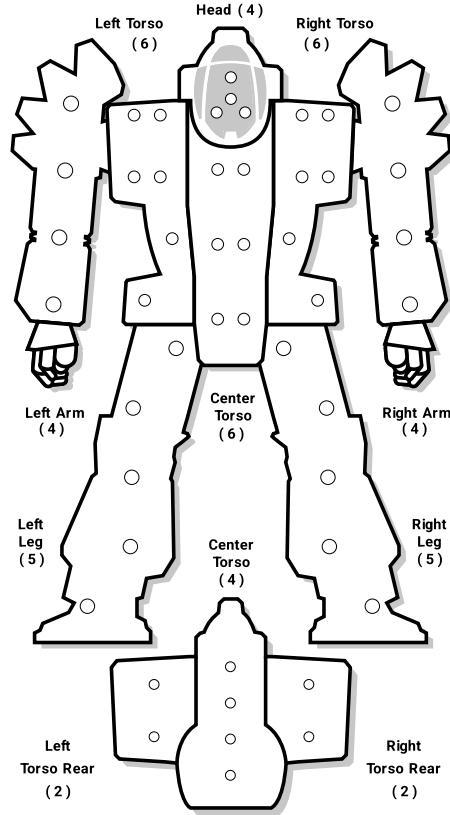
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

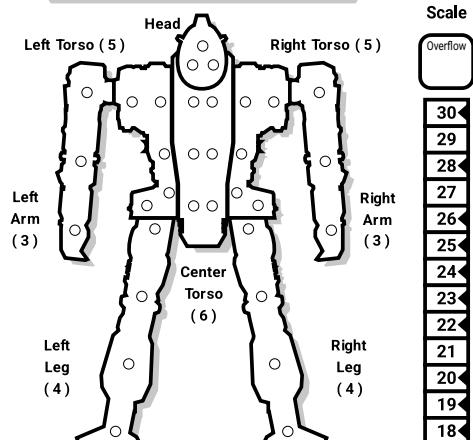
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Effects Heat Sinks: 10

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
12	-2 Movement Points
10	+1 Modifier to Fire
9	-1 Movement Points
8	
7	
6	
5	
4	
3	
2	
1	
0	

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1A

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT Inventory

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

Total Heat (Dissipation): 5 (10)

Punch

LA — 2

— — — — —

Punch

RA — 2

— — — — —

Kick

— — 4

— — — — —

Club

— — 4

— — — — —

Death From Above

— — 6

— — — — —

Charge

— — 2/hex

— — — — —

Push

— — —

— — — — —

Ammo: (SRM 2) 50

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

BV: 384

CRITICAL TABLE

Left Arm

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

Right Arm

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

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

Left Arm

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

Right Torso

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

Right Arm

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

Left Leg

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

Left Leg

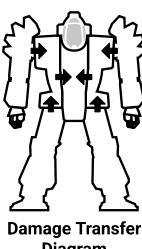
- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Jump Jet
- 5. Roll Again
- 6. Roll Again

Right Leg

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

Right Leg

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

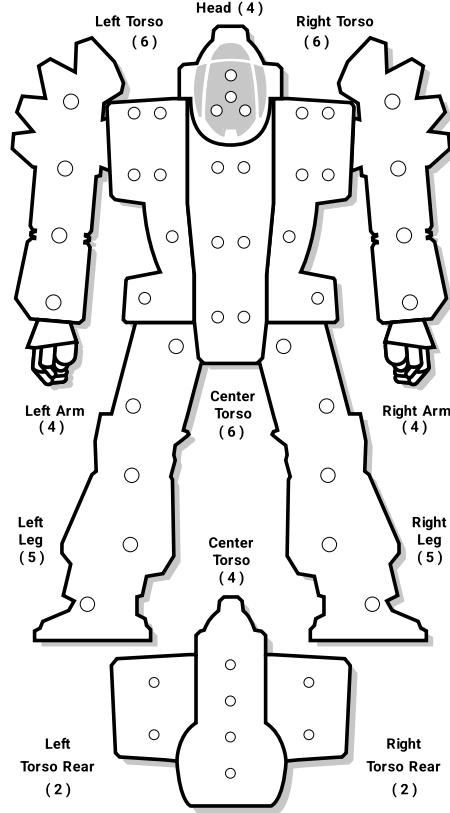
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

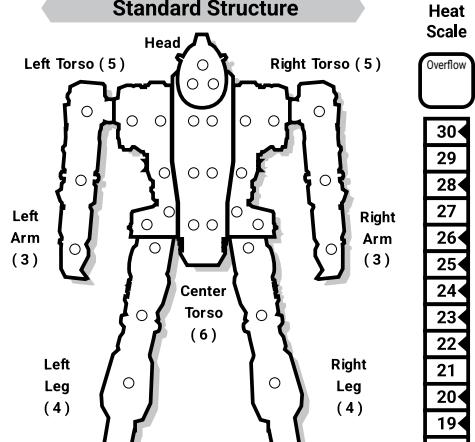
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Chippewa CHP-W5

Thrust: 90
SafeThrust: 5
Maximum Thrust: 8
Engine Type: 270 Fusion

Tonnage: Inner Sphere
Tech Base: Rules Level: Standard
Role: Attack Fighter

Weapons & Equipment Inventory

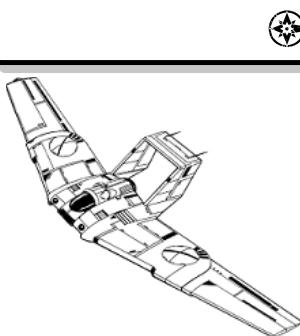
		Loc	Ht	SRV	MRV	LRV	ERV	(1-6)	(7-12)	(13-20)	(21-25)
1 LRM 15 [M,C,S]	NOS	5		9	9	9	-				
1 LRM 15 [M,C,S]	NOS	5		9	9	9	-				
1 Large Laser [DE]	LWG	8		8	8	-	-				
1 Large Laser [DE]	LWG	8		8	8	-	-				
1 Large Laser [DE]	RWG	8		8	8	-	-				
1 Large Laser [DE]	RWG	8		8	8	-	-				
1 SRM 6 [M,C,S]	NOS	4		8	-	-	-				
1 Medium Laser [DE]	NOS	3		5	-	-	-				
1 Medium Laser [DE]	NOS	3		5	-	-	-				
1 Small Laser [DE]	AFT	1		3	-	-	-				
1 Small Laser [DE]	AFT	1		3	-	-	-				

Total Heat (Dissipation): 54 (25)

Ammo: (LRM 15) 32, (SRM 6) 15

Fuel Points: 400

BV: 1520



CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

ARMOR DIAGRAM

Standard Armor

Nose Damage
Threshold (Total Armor)
5 (43)

Left Wing
Damage Threshold
(Total Armor)
3 (24)

Right Wing
Damage Threshold
(Total Armor)
3 (24)

Structural
Integrity:
9

Aft Damage
Threshold
(Total Armor)
3 (29)

Advanced Movement Compass

PILOT DATA

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

HEAT DATA

Heat Sinks:
25

Heat
Level*

Effects

30 Shutdown



28 Ammo Exp avoid on 8+



27 Pilot damage, avoid on 9+



26 Shutdown, avoid on 10+



25 Random Movement,
avoid on 10+



24 +4 Modifier to Fire



23 Ammo Exp avoid on 6+



22 Shutdown, avoid on 8+



21 Pilot damage, avoid on 6+



20 Random Movement, avoid on 8+



19 Ammo Exp avoid on 4+



18 Shutdown, avoid on 6+



17 +3 Modifier to Fire



15 Random Movement, avoid on 7+



14 Shutdown, avoid on 4+



13 +2 Modifier to Fire



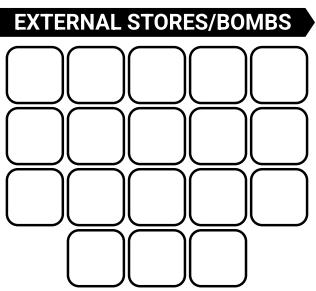
10 Random Movement, avoid on 6+



8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



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

- 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

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Chippewa CHP-W5

Thrust: Tonnage: 90
 SafeThrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 Rules Level: Standard
 Engine Type: 270 Fusion Role: Attack Fighter

Weapons & Equipment Inventory

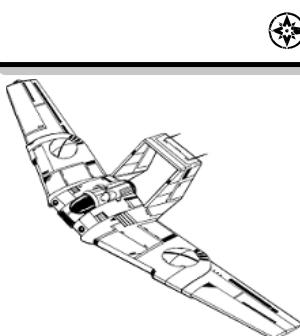
		Loc	Ht	SRV	MRV	LRV	ERV	(1-6)	(7-12)	(13-20)	(21-25)
1 LRM 15 [M,C,S]		NOS	5	9	9	9	-				
1 LRM 15 [M,C,S]		NOS	5	9	9	9	-				
1 Large Laser [DE]		LWG	8	8	8	-	-				
1 Large Laser [DE]		LWG	8	8	8	-	-				
1 Large Laser [DE]		RWG	8	8	8	-	-				
1 Large Laser [DE]		RWG	8	8	8	-	-				
1 SRM 6 [M,C,S]		NOS	4	8	-	-	-				
1 Medium Laser [DE]		NOS	3	5	-	-	-				
1 Medium Laser [DE]		NOS	3	5	-	-	-				
1 Small Laser [DE]		AFT	1	3	-	-	-				
1 Small Laser [DE]		AFT	1	3	-	-	-				

Total Heat (Dissipation): 54 (25)

Ammo: (LRM 15) 32, (SRM 6) 15

Fuel Points: 400

BV: 1520



CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

ARMOR DIAGRAM

Standard Armor

Nose Damage
Threshold (Total Armor)
5 (43)

Left Wing
Damage Threshold
(Total Armor)
3 (24)

Right Wing
Damage Threshold
(Total Armor)
3 (24)

Structural
Integrity:
9

Aft Damage
Threshold
(Total Armor)
3 (29)

Advanced Movement Compass

PILOT DATA

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

HEAT DATA

Heat Sinks:
25

Heat
Level*

Effects

30 Shutdown



28 Ammo Exp avoid on 8+



27 Pilot damage, avoid on 9+



26 Shutdown, avoid on 10+



25 Random Movement,
avoid on 10+



24 +4 Modifier to Fire



23 Ammo Exp avoid on 6+



22 Shutdown, avoid on 8+



21 Pilot damage, avoid on 6+



20 Random Movement, avoid on 8+



19 Ammo Exp avoid on 4+



18 Shutdown, avoid on 6+



17 +3 Modifier to Fire



15 Random Movement, avoid on 7+



14 Shutdown, avoid on 4+



13 +2 Modifier to Fire



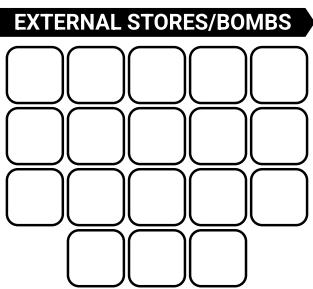
10 Random Movement, avoid on 6+



8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



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

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

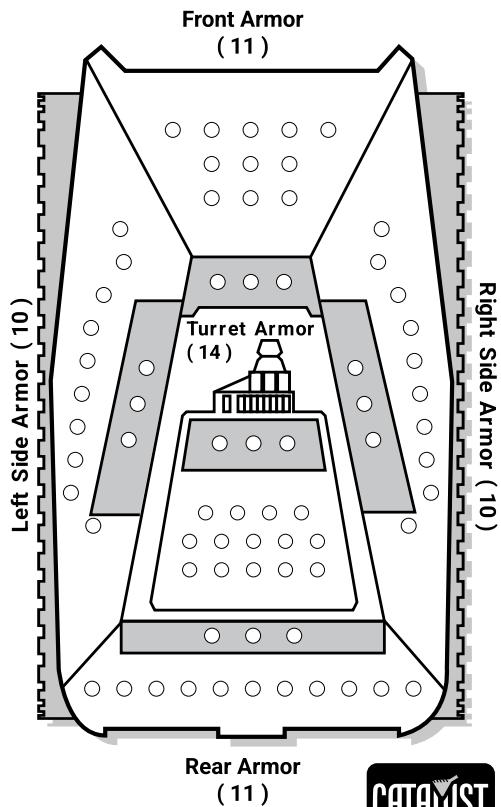
CATALYST
game labs

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor



CATALYST
game labs

VEHICLE DATA

Type: Galleon Light Tank GAL-100

Movement Points:

Cruising: 6

Flanking: 9

Movement Type: Tracked

Engine Type: 180 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Medium Laser	TU	5 [DE]	—	3	6	9
Small Laser	RS	3 [DE]	—	1	2	3
Small Laser	LS	3 [DE]	—	1	2	3

vs Charge — 3/hex — — —

Quirks: Ubiquitous (Inner Sphere)

BV: 309



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<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"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval +0
		Wheeled +2
		Hovercraft, Hydrofoil +3
		WiGE +4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

	FRONT	SIDE	REAR	TURRET
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.

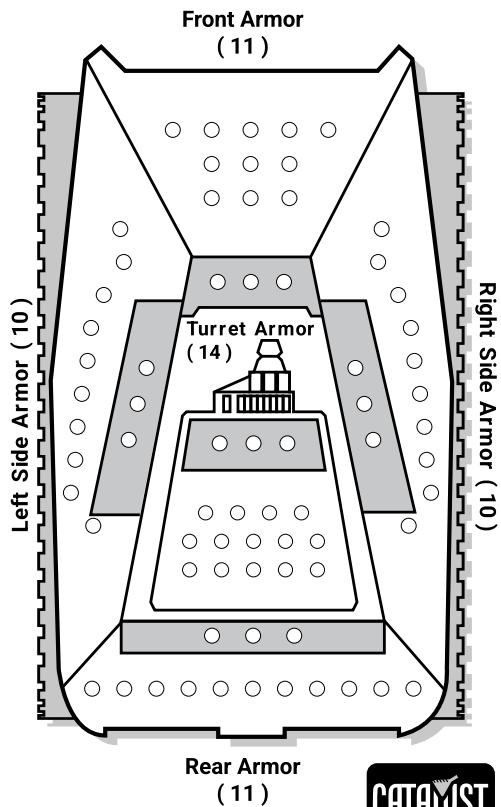
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor



CATALYST
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VEHICLE DATA

Type: Galleon Light Tank GAL-100

Movement Points:

Cruising: 6

Flanking: 9

Movement Type: Tracked

Engine Type: 180 ICE

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Dmg	Min	Shrt	Med	Lng
Medium Laser	TU	5 [DE]	—	3	6	9
Small Laser	RS	3 [DE]	—	1	2	3
Small Laser	LS	3 [DE]	—	1	2	3

vs Charge — 3/hex — — —

Quirks: Ubiquitous (Inner Sphere)

BV: 309



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<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"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear

+1

Vehicle Type Modifier:

Tracked, Naval

+0

Wheeled

+2

Hovercraft, Hydrofoil

+3

WiGE

+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

	FRONT	SIDE	REAR	TURRET
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.

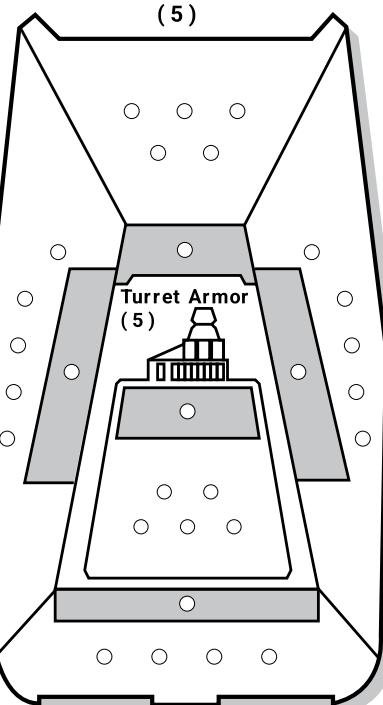
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HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (5)



VEHICLE DATA

Type: Armored Personnel Carrier (Hover)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: Hover

Engine Type: 60 ICE

Tonnage: 10

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

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

vs Charge — 1/hex — — — —

Ammo: (MG) 100

Features Infantry Compartment (1 ton)

BV: 102

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<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"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>

NOTES

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GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WiGE +4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

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

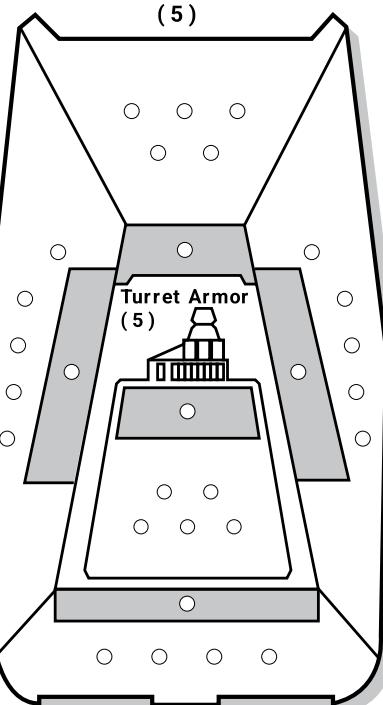
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HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor (5)



VEHICLE DATA

Type: Armored Personnel Carrier (Hover)

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: Hover

Engine Type: 60 ICE

Tonnage: 10

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

Weapons & Equipment Inventory

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

vs Charge	—	1/hex	—	—	—	—
Ammo: (MG) 100						
Features Infantry Compartment (1 ton)						

BV: 102

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<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"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>
Right			

NOTES

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GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifier:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WiGE +4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

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

CONVENTIONAL INFANTRY RECORD SHEET



Foot Platoon (Anti-'Mech) (Flamer)

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

Max Weapon Damage*

Notes:

Flame-based weapon.

*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: +1 - - - -

RANGE IN HEXES (TO-HIT MODIFIER)

BV: 74

Transport Wt: 3.0 tons

Movement MP: 0*

Type: Ground

CLUSTER HITS TABLE

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

CONVENTIONAL INFANTRY RECORD SHEET



Foot Platoon (Anti-'Mech) (MG)

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	9	8	7	6	5	4	3	2	1
-	-	16	15	14	14	13	13	12	12	11	11	10	9	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1

Max Weapon Damage*

Notes:

+1D6 damage vs. conventional infantry.

*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 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

BV: 84

Transport Wt: 3.0 tons

Movement MP: 0*

Type: Ground

CLUSTER HITS TABLE

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

