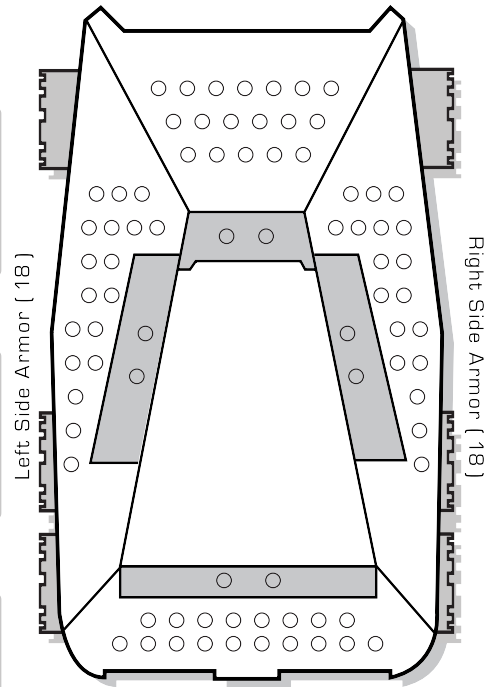


# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Front Armor  
( 18 )



Rear Armor  
( 18 )



### VEHICLE DATA

**Type:** Skulker Wheeled Scout Tank (Standard)  
**Movement Points:** Tonnage: 20  
**Cruising:** 7 **Tech Base:** Inner Sphere  
**Flanking:** 11 **Rules Level:** Standard  
**Movement Type:** Wheeled **Role:** Scout  
**Engine Type:** ICE

### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng

1	Medium Laser	FR	5 [DE]	-	3	6	9
---	--------------	----	--------	---	---	---	---

### CREW DATA

**Crew:** Amalia Vanali  
**Gunnery Skill:** 4 **Driving Skill:** 5  
**Commander Hit** (+1) **Driver Hit** (+2)  
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

**Engine Hit**   
**Sensor Hits**  +1  +2  +3  D  
**Motive System Hits**  +1  +2  +3  
Stabilizers  
**Front:**  **Left:**  **Right:**   
**Rear:**

### NOTES

BV: 314

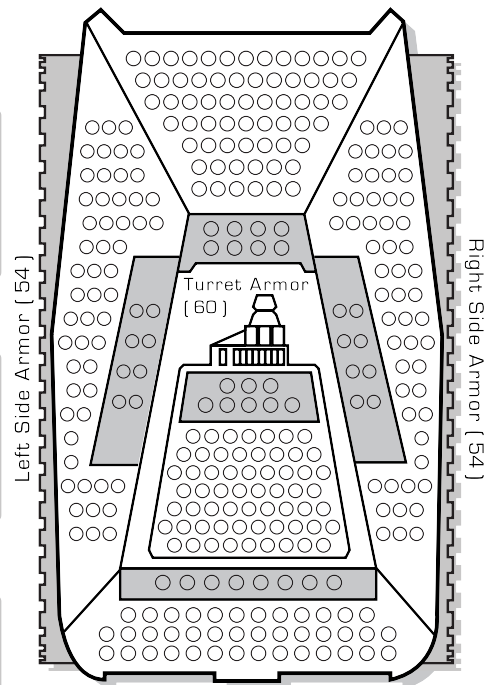


# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Front Armor  
( 64 )



Rear Armor  
( 40 )



### VEHICLE DATA

**Type:** Rhino Fire Support Tank (Standard)  
**Movement Points:** Tonnage: 80  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flanking:** 5 **Rules Level:** Standard  
**Movement Type:** Tracked **Role:** Missile Boat  
**Engine Type:** Fusion

### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng

1	LRM 10	FR	1/Msl	6	7	14	21
			[M,C,S]				
2	LRM 20	TU	1/Msl	6	7	14	21
			[M,C,S]				
2	Medium Laser	TU	5 [DE]	-	3	6	9

### CREW DATA

**Crew:** Isabella-Maria Klimkoski  
**Gunnery Skill:** 4 **Driving Skill:** 5  
**Commander Hit** (+1) **Driver Hit** (+2)  
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

**Turret Locked**  **Engine Hit**   
**Sensor Hits**  +1  +2  +3  D  
**Motive System Hits**  +1  +2  +3  
Stabilizers  
**Front:**  **Left:**  **Right:**   
**Rear:**  **Turret:**

### NOTES

Ammo: (LRM 10) 12, (LRM 20) 18

BV: 1,463

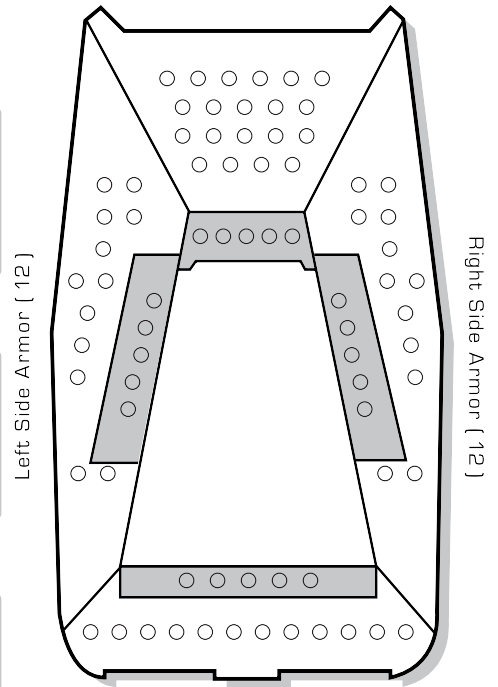


# BATTLETECH™

## HOVER VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Front Armor  
( 20 )



Left Side Armor ( 12 )

Right Side Armor ( 12 )

Rear Armor  
( 12 )



### VEHICLE DATA

**Type:** Kanga Medium Hovertank (Standard)  
**Movement Points:**      **Tonnage:** 50  
**Cruising:** 8              **Tech Base:** Inner Sphere  
**Flanking:** 12 **Jumping:** 6      **Rules Level:** Experimental  
**Movement Type:** Hover      **Role:** Striker  
**Engine Type:** ICE

### CREW DATA

**Crew:** Xacatur Chakhalian  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit**  **Driver Hit**   
Modifier to all skill rolls      Modifier to Driving skill rolls

### Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	(hexes)			
				Min	Sht	Med	Lng
6	Jump Jet	BD	[E]	-	-	-	-
1	Machine Gun	FR	2 [DB,A]	-	1	2	3
1	LRM 10	FR	1/Msl	6	7	14	21
			[M,C,S]				
1	AC/5	FR	5 [DB,S]	3	6	12	18
1	SRM 4	FR	2/Msl	-	3	6	9
			[M,C,S]				

Ammo: (AC/5) 20, (LRM 10) 12, (Machine Gun) 100, (SRM 4) 25

BV: 752



### CRITICAL DAMAGE

**Engine Hit**   
**Sensor Hits**       +1    +2    +3    D  
**Motive System Hits**       +1    +2    +3    D  
Stabilizers  
**Front:**    **Left:**    **Right:**   
**Rear:**

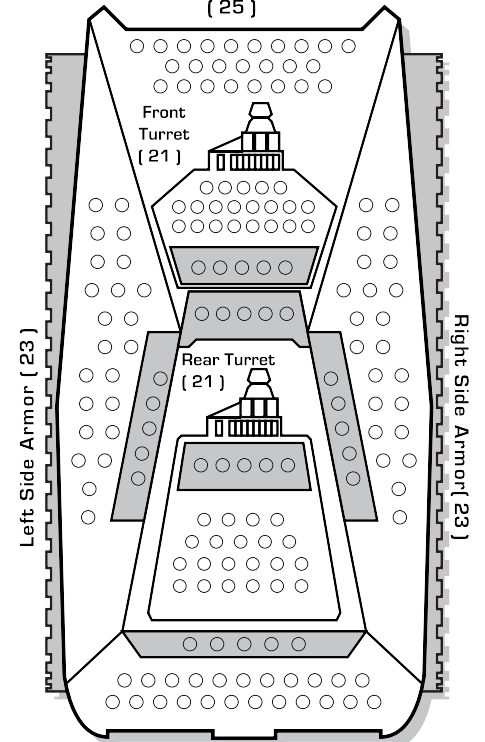
### NOTES

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Reactive  
Front Armor  
( 25 )



Left Side Armor ( 23 )

Right Side Armor ( 23 )

Rear Armor  
( 23 )



### VEHICLE DATA

**Type:** Vedette Medium Tank V-G7X  
**Movement Points:**      **Tonnage:** 50  
**Cruising:** 5              **Tech Base:** Inner Sphere  
**Flanking:** 8(10)          **Rules Level:** Experimental  
**Movement Type:** Tracked      **Role:** Skirmisher  
**Engine Type:** XL

### CREW DATA

**Crew:** Dermott Wang  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit**  **Driver Hit**   
Modifier to all skill rolls      Modifier to Driving skill rolls

### Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	(hexes)			
				Min	Sht	Med	Lng
1	Supercharger	BD	[E]	-	-	-	-
1	Targeting Computer	BD	[E]	-	-	-	-
			[IS]				
2	MagShot	FR	2 [DB,X]	-	3	6	9
1	Light AC/5	TU	5 [DB,S]	-	5	10	15
1	Bombast Laser	FT	12 [DE,V]	-	5	10	15

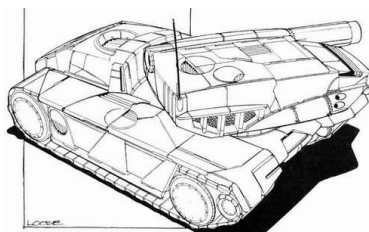
Ammo: (LAC/5) 20, (Magshot) 50

BV: 1,223



### CRITICAL DAMAGE

**Turret Locked**       F    R      **Engine Hit**   
**Sensor Hits**       +1    +2    +3    D  
**Motive System Hits**       +1    +2    +3    D  
Stabilizers  
**Front:**    **Left:**    **Right:**   
**Rear:**    **F Turret:**    **R Turret:**



# BATTLETECH™

## MEDIUM WHEELED SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

**Type:** J-37 Ordnance Transport (Standard)  
**Movement Points:**      **Tonnage:** 50  
**Cruising:** 5                      **Tech Base:** Inner Sphere  
**Flanking:** 8                      **Rules Level:** Standard  
**Movement Type:** Wheeled      **Role:**  
**Engine Type:** Fusion

---

**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control BD		[E]	-	-	-	-
1	ER Small Laser	TU	3 [DE]	-	2	4	5

Features Armored Chassis, Off-Road Chassis Mods, Cargo (17 tons), Infantry Bay (1 ton)

---

**BV:** 316

CREW DATA

**Crew:** Chante Garcia  
**Gunnery Skill:** 5      **Driving Skill:** 5

Commander Hit  (+1)      Driver Hit  (+2)  
Modifier to all skill rolls      Modifier to Driving skill rolls

---

CRITICAL DAMAGE

Turret Locked       Engine Hit   
Sensor Hits  #1  #2  #3  D  
Motive System Hits  #1  #2  #3  
                                         Stabilizers  
Front  Left  Right   
Rear  Turret

---

NOTES

ARMOR DIAGRAM

BAR: 10

Front Armor (25)

Rear Armor (11)

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

**Type:** Mars Assault Vehicle (XL)  
**Movement Points:**      **Tonnage:** 100  
**Cruising:** 3                      **Tech Base:** Clan  
**Flanking:** 5                      **Rules Level:** Standard  
**Movement Type:** Tracked      **Role:** Missile Boat  
**Engine Type:** XL (Clan)

---

**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	-	-	-	-
3	LRM 15	FR	1/Msl [M.C.S]	-	7	14	21
1	LB 10-X AC	FR	10 [DB,C/F/S]	-	6	12	18
1	Streak SRM 6	RS	2/Msl [M.C]	-	4	8	12
1	Streak SRM 6	LS	2/Msl [M.C]	-	4	8	12
1	ER Large Laser	TU	10 [DE]	-	8	15	25
1	Gauss Rifle	TU	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16, (LB-10X) 20, (LRM 15) 24, (Streak SRM 6) 30

---

**BV:** 2,167

CREW DATA

**Crew:** Elias Helfkin  
**Gunnery Skill:** 5      **Driving Skill:** 6

Commander Hit  (+1)      Driver Hit  (+2)  
Modifier to all skill rolls      Modifier to Driving skill rolls

---

CRITICAL DAMAGE

Turret Locked       Engine Hit   
Sensor Hits  #1  #2  #3  D  
Motive System Hits  #1  #2  #3  
                                         Stabilizers  
Front  Left  Right   
Rear  Turret

---

NOTES

ARMOR DIAGRAM

Front Armor (48)

Rear Armor (34)

# BATTLETECH™

## SUPERHEAVY TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Gulltoppr OmniMonitor (Prime)  
**Movement Points:**      **Tonnage:** 190  
**Cruising:** 2              **Tech Base:** Inner Sphere  
**Flanking:** 3              **Rules Level:** Experimental  
**Movement Type:** Tracked      **Role:** Sniper  
**Engine Type:** XL

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite (Guardian)	BD	[E]	-	-	-	-
1	Long Tom Cannon	TU	20[DB,AE]	4	6	13	20
2	Anti-Missile System	TU	[PD]	-	-	-	-
2	Gauss Rifle	FT	15[DB,X]	2	7	15	22

Ammo: (AMS) 24, (Gauss) 32, (Long Tom Cannon) 15

BV: 3,151



### CREW DATA

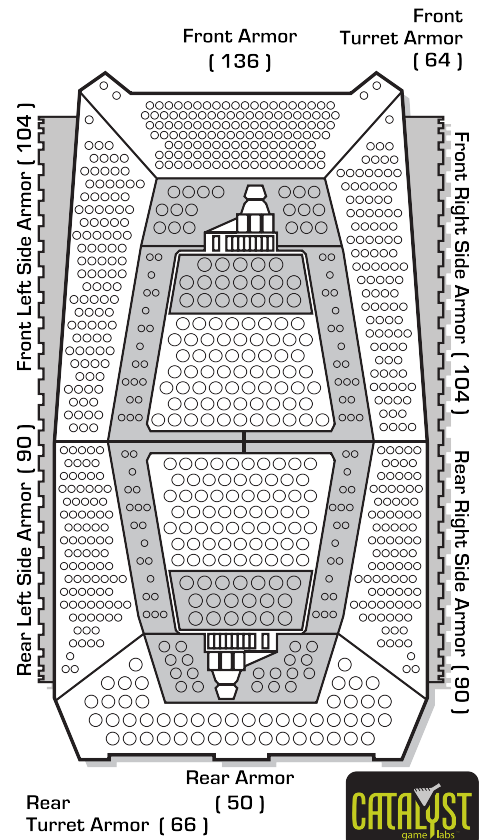
**Crew:** Adriene Petitjean  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit:**  **Driver Hit:**   
Modifier to all skill rolls      Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked  F  R      Engine Hit   
 Sensor Hits  #1  #2  #3  D  
 Motive System Hits  #1  #2  #3  
 Stabilizers  
 Front  Left  Right   
 Rear  F Turret  R Turret

### NOTES

### ARMOR DIAGRAM



# BATTLETECH™

## LARGE TRACKED SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** 'Oppie' (HMRV Salvage Bed Trailer) (Standard)  
**Movement Points:**      **Tonnage:** 150  
**Cruising:** 0              **Tech Base:** Inner Sphere  
**Flanking:** 0              **Rules Level:** Standard  
**Movement Type:** Tracked      **Role:**  
**Engine Type:** None

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Searchlight	FR	[E]	-	-	-	-
1	Lift Hoist/Arresting Hoist	FRRS	[E]	-	-	-	-
1	Searchlight	FRRS	[E]	-	-	-	-
1	Searchlight	FRLS	[E]	-	-	-	-
1	Lift Hoist/Arresting Hoist	FRLS	[E]	-	-	-	-
1	Backhoe	RR	6	-	-	-	-
2	Searchlight	RR	[E]	-	-	-	-

Features Trailer Chassis Mod, Cargo (100 tons)

BV: 149



### CREW DATA

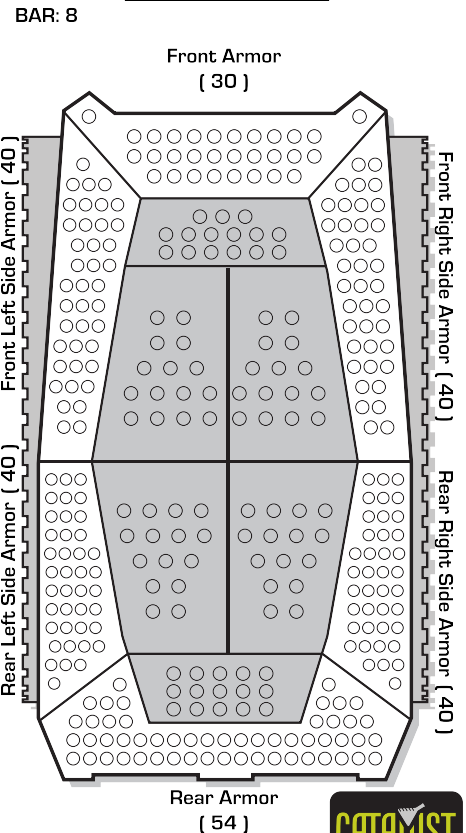
**Crew:** Jack Vägenes  
**Gunnery Skill:** 5      **Driving Skill:** 5  
**Commander Hit:**  **Driver Hit:**   
Modifier to all skill rolls      Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit   
 Sensor Hits  #1  #2  #3  D  
 Motive System Hits  #1  #2  #3  
 Stabilizers  
 Front  Left  Right   
 Rear

### NOTES

### ARMOR DIAGRAM



# BATTLETECH™

## LARGE WHEELED SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Dromedary Water Transport (Standard)  
**Movement Points:** Tonnage: 150  
**Cruising:** 2 **Tech Base:** Inner Sphere  
**Flanking:** 3 **Rules Level:** Standard  
**Movement Type:** Wheeled **Role:**  
**Engine Type:** ICE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	TU	2 [DB, AI]	-	1	2	3

Ammo: (Machine Gun) 100  
 Features Dune Buggy Chassis Mod, Cargo (4 tons), Liquid Cargo (45.5 tons)

BV: 180



### CREW DATA

**Crew:** Matt Cristea  
**Gunnery Skill:** 5 **Driving Skill:** 5  
**Commander Hit** [-1] **Driver Hit** [-2]  
Modifier to all skill rolls Modifier to Driving skill rolls

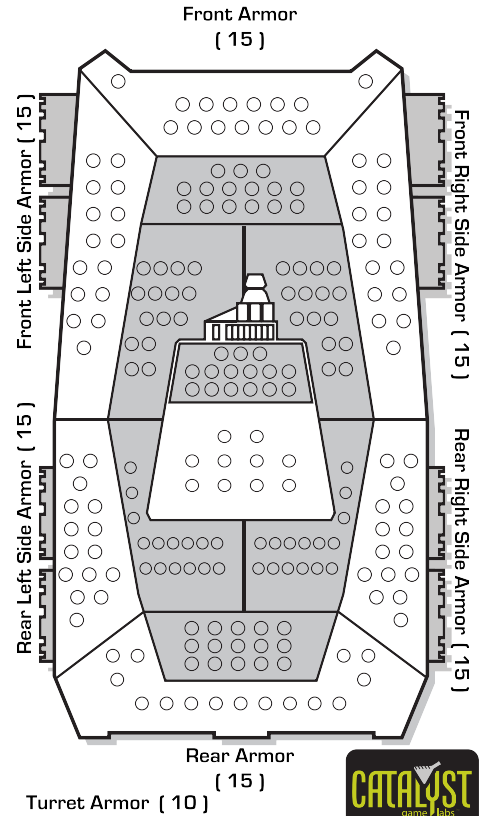
### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret

### NOTES

### ARMOR DIAGRAM

BAR: 5



# BATTLETECH™

## VTOL RECORD SHEET

### VEHICLE DATA

**Type:** Warrior Attack Helicopter H-7  
**Movement Points:** Tonnage: 21  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flanking:** 14 **Rules Level:** Introductory  
**Movement Type:** VTOL **Role:** Scout  
**Engine Type:** ICE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 4	FR	2/Msl	-	3	6	9
1	AC/2	FR	[M,C,S] 2 [DB,S]	4	8	16	24

Ammo: (AC/2) 45, (SRM 4) 25

BV: 295



### CREW DATA

**Crew:** Stine Heynemann  
**Gunnery Skill:** 4 **Driving Skill:** 5  
**Co-Pilot Hit** [+1] **Pilot Hit** [-2]  
Modifier to all skill rolls Modifier to Driving skill rolls

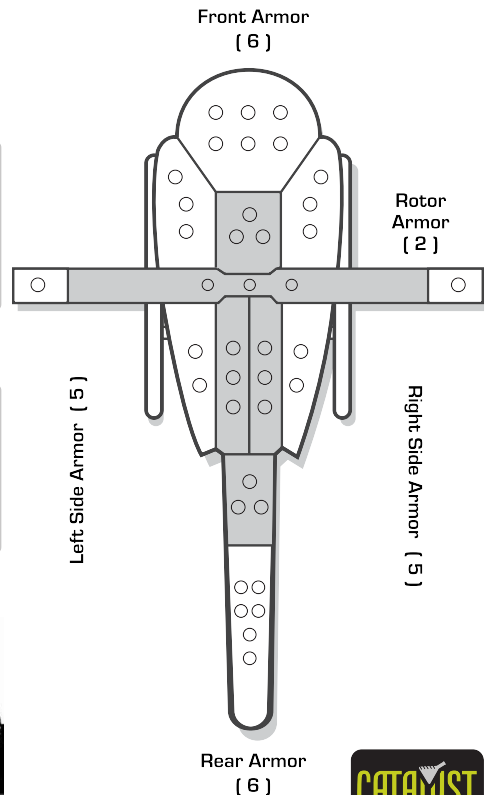
### CRITICAL DAMAGE

Flight Stabilizer\*  +3 Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Stabilizers  
 Front  Left  Right   
 Rear

\* Move at Cruising speed only



### ARMOR DIAGRAM



# BATTLETECH™

## VTOL RECORD SHEET

### VEHICLE DATA

**Type:** Cavalry Attack Helicopter (Infiltrator)  
**Movement Points:** Tonnage: 25  
**Cruising:** 10 **Tech Base:** Inner Sphere  
**Flanking:** 15(20) **Rules Level:** Experimental  
**Movement Type:** VTOL **Role:** Scout  
**Engine Type:** Fusion

Weapons & Equipment Inventory					(hexes)			
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng	
1	ECM Suite (Guardian)	BD	[E]	-	-	-	-	
1	VTOL Jet Booster	RR	[E]	-	-	-	-	
2	MagShot	TU	2 [DB,X]	-	3	6	9	

Ammo: [Magshot] 50  
 Features Infantry Bay (4 tons)

BV: 446

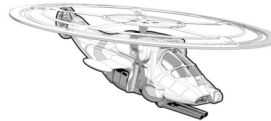


### CREW DATA

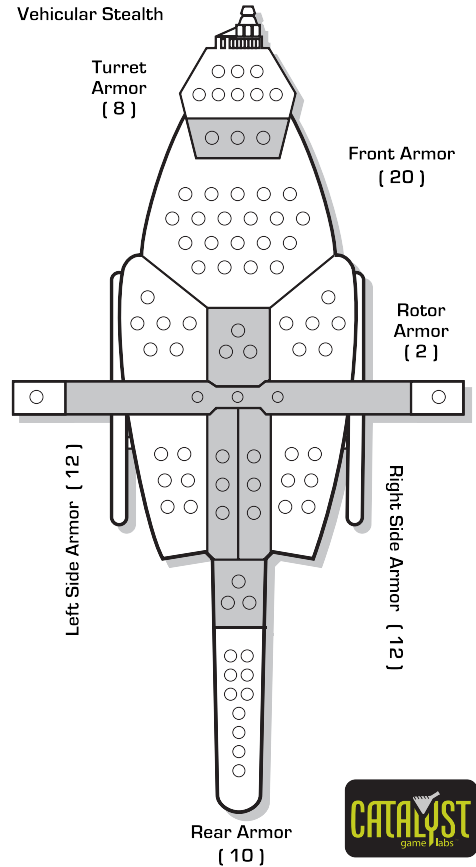
**Crew:** Joe Sinclair  
**Gunnery Skill:** 4 **Driving Skill:** 5  
 Co-Pilot Hit  -1 **Pilot Hit**  -2  
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\*  +3 **Engine Hit**   
 Turret Locked   
 Sensor Hits  +1  +2  +3  0  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret   
\* Move at Cruising speed only



### ARMOR DIAGRAM



# BATTLETECH™

## LARGE SUPPORT VTOL RECORD SHEET

### VEHICLE DATA

**Type:** Peacekeeper SWAT Carrier (Standard)  
**Movement Points:** Tonnage: 50  
**Cruising:** 7 **Tech Base:** Inner Sphere  
**Flanking:** 11 **Rules Level:** Standard  
**Movement Type:** VTOL **Role:**  
**Engine Type:** Fusion

Weapons & Equipment Inventory					(hexes)			
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng	
1	Advanced Fire Control	BD	[E]	-	-	-	-	
2	Machine Gun	FR	2 [DB, AI]	-	1	2	3	
1	SRM 6	FR	2 / Msl [M,C,S]	-	3	6	9	
1	Searchlight	RS	[E]	-	-	-	-	
1	Searchlight	LS	[E]	-	-	-	-	

Ammo: [Machine Gun] 100, [SRM 6] 15  
 Features Armored Chassis Chassis Mod. Cargo (2 tons), Infantry Bay (4 tons)

BV: 360



### CREW DATA

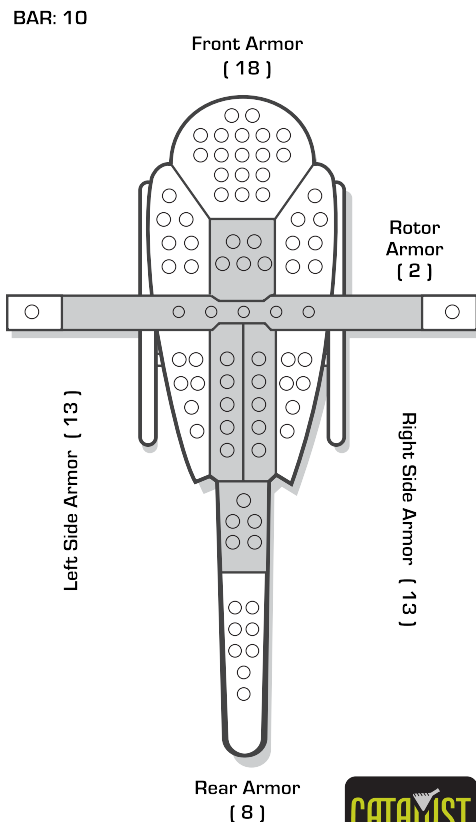
**Crew:** Kenny See-to  
**Gunnery Skill:** 4 **Driving Skill:** 5  
 Co-Pilot Hit  +1 **Pilot Hit**  -2  
Modifier to all skill rolls Modifier to Driving skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\*  +3 **Engine Hit**   
 Sensor Hits  +1  +2  +3  0  
 Stabilizers  
 Front  Left  Right   
 Rear   
\* Move at Cruising speed only



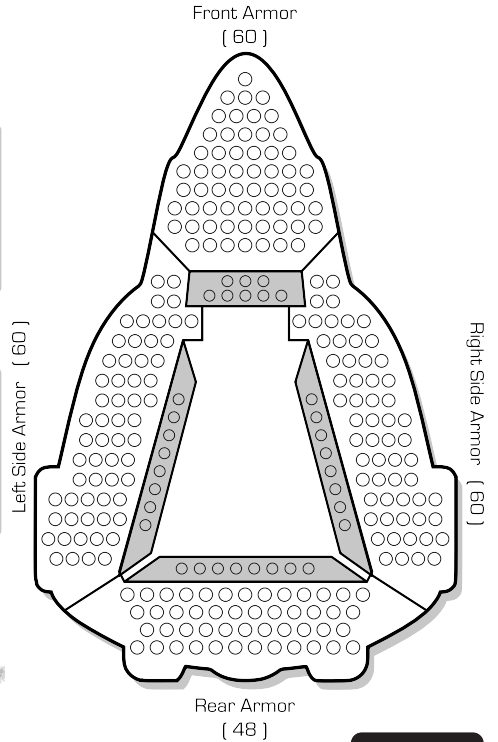
### ARMOR DIAGRAM



# BATTLETECH™

## WIGE VEHICLE RECORD SHEET

### ARMOR DIAGRAM



### VEHICLE DATA

**Type:** Fensalir Combat WIGE (Standard)  
**Movement Points:**      **Tonnage:** 80  
**Cruising:** 5                      **Tech Base:** Inner Sphere  
**Flanking:** 8                      **Rules Level:** Standard  
**Movement Type:** WiGE      **Role:** Skirmisher  
**Engine Type:** XL

### CREW DATA

**Crew:** Maggie Potier  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit**  **Driver Hit**   
Modifier to all skill rolls      Modifier to Driving skill rolls

### CRITICAL DAMAGE

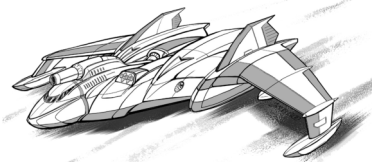
**Engine Hit**       **Sensor Hits**  +1  +2  +3  D  
**Motive System Hits**  +1  +2  +3      **Stabilizers**  
**Front:**  **Left:**  **Right:**   
**Rear:**

**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	-	4	8	12
2	MML 7	FR	[M.C.S]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	-	3	6	9
1	Heavy Gauss Rifle	FR	25/20/10 [DB.X]	4	6	13	20

Ammo: [Heavy Gauss] 12, [MML 7/LRM] 17, [MML 7/SRM] 14  
 Features Infantry Bay (4 tons)

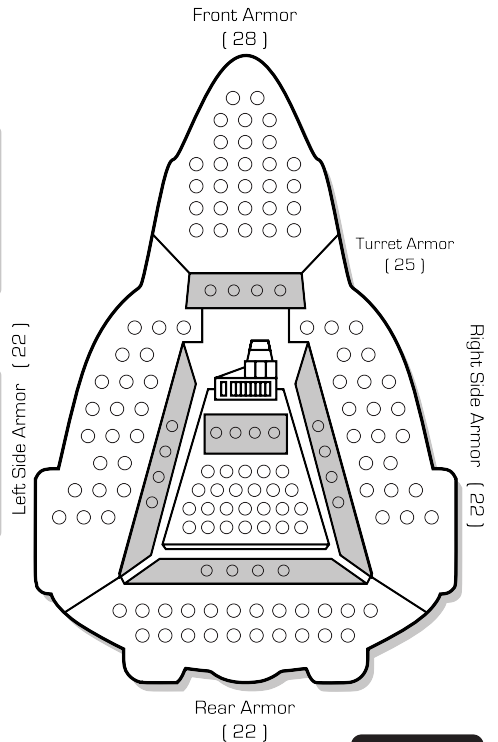
BV: 1,687



# BATTLETECH™

## WIGE VEHICLE RECORD SHEET

### ARMOR DIAGRAM



### VEHICLE DATA

**Type:** Nisos Attack WIGE (Standard)  
**Movement Points:**      **Tonnage:** 35  
**Cruising:** 9                      **Tech Base:** Inner Sphere  
**Flanking:** 14                      **Rules Level:** Standard  
**Movement Type:** WiGE      **Role:** Striker  
**Engine Type:** XL

### CREW DATA

**Crew:** Halil Elezi  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit**  **Driver Hit**   
Modifier to all skill rolls      Modifier to Driving skill rolls

### CRITICAL DAMAGE

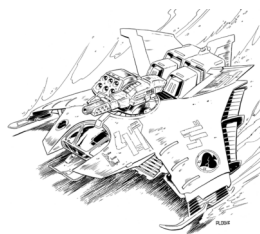
**Turret Locked**       **Engine Hit**   
**Sensor Hits**  +1  +2  +3  D  
**Motive System Hits**  +1  +2  +3      **Stabilizers**  
**Front:**  **Left:**  **Right:**   
**Rear:**  **Turret:**

**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	TU	10 [DE.H]	-	5	10	15
1	SRM 6	TU	2/Msl [M.C.S]	-	3	6	9

Ammo: [Plasma Rifle] 20, [SRM 6] 15

BV: 1,090



# BATTLETECH™

## NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

**Type:** Mauna Kea Command Vessel (Standard)  
**Movement Points:**      **Tonnage:** 85  
**Cruising:** 3              **Tech Base:** Inner Sphere  
**Flanking:** 5              **Rules Level:** Standard  
**Movement Type:** Naval      **Role:** Missile Boat  
**Engine Type:** ICE

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	CommsGear:1t	BD	[E]	-	-	-	-
2	Machine Gun	RS	2 [DB,AI]	-	1	2	3
2	Machine Gun	LS	2 [DB,AI]	-	1	2	3
1	Machine Gun	RR	2 [DB,AI]	-	1	2	3
1	AC/10	TU	10 [DB,S]	-	5	10	15
1	LRM 15	TU	1/Msl	6	7	14	21
			[M,C,S]				

Ammo: (AC/10) 20, (LRM 15) 16, (Machine Gun) 100  
 Features Cargo (8 tons)

BV: 872

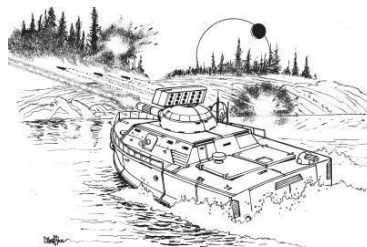


#### CREW DATA

**Crew:** Shui-Fong Hor  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit:**  +1      **Driver Hit:**  -2  
Modifier to all skill rolls      Modifier to Driving skill rolls

#### CRITICAL DAMAGE

**Turret Locked:**       **Engine Hit:**   
**Sensor Hits:**  +1     +2     +3     D  
**Motive System Hits:**  +1     +2     +3  
**Stabilizers:**               
**Front:**  Left       Right        
**Rear:**  Turret           



#### NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Naval Combat Vehicles Hit Location Table may inflict a 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 night (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 DMG TABLE

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

#### Attack Direction Modifier:

Hit from rear: +1

Hit from the sides: +2

#### Vehicle Type Modifier:

Naval: +0

Hydrofoil: +3

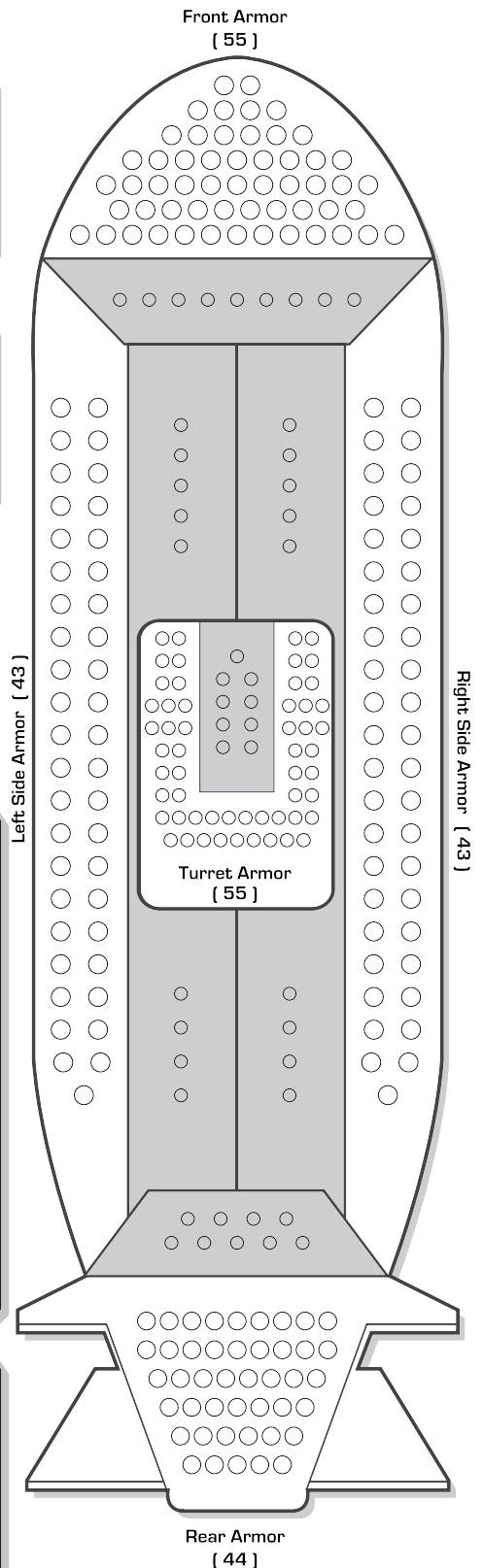
\* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no 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.

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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.



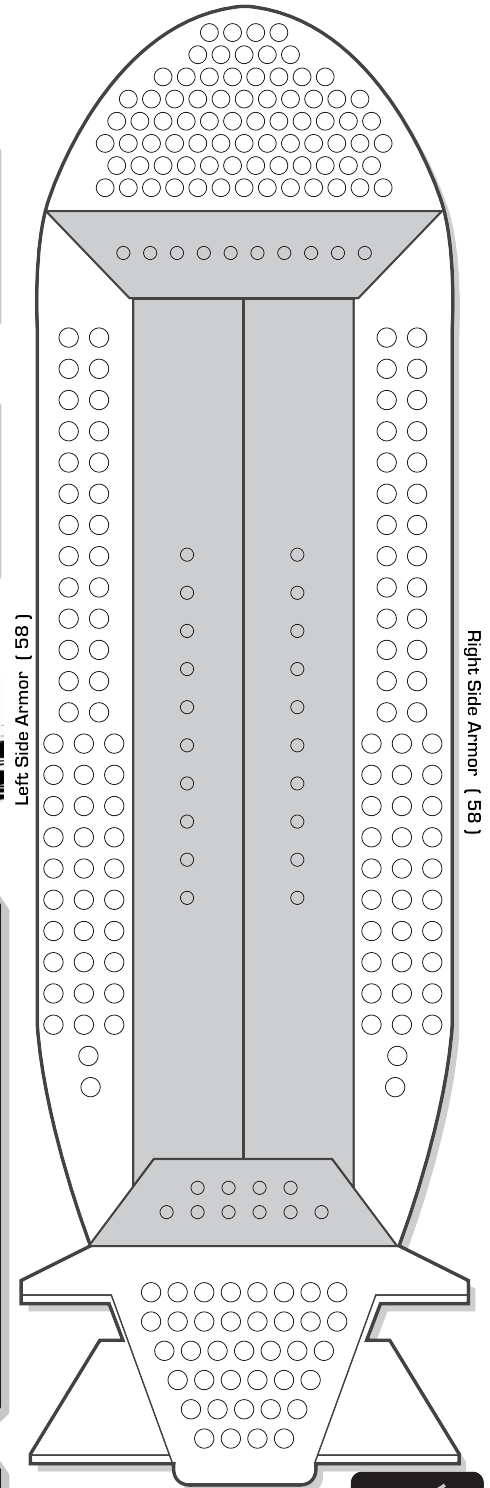


# BATTLETECH™

## NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Front Armor  
[ 78 ]



Rear Armor  
[ 38 ]

### DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10
Depth										

Turn	11	12	13	14	15	16	17	18	19	20
Depth										

### VEHICLE DATA

**Type:** Neptune Submarine [Standard]  
**Movement Points:**      **Tonnage:** 100  
**Cruising:** 3              **Tech Base:** Inner Sphere  
**Flanking:** 5              **Rules Level:** Standard  
**Movement Type:** Submarine      **Role:**  
**Engine Type:** ICE

### Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRT 20	FR	20	6	7	14	21
2	SRT 6	FR	6	—	3	6	9
1	Large Laser	FR	8 [DE]	—	5	10	15

Ammo: [LRT 20] 6, [SRT 6] 15

BV: 963

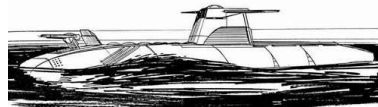


### CREW DATA

**Crew:** Aisha Malik  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit:** +1      **Driver Hit:** -2  
Modifier to all skill rolls      Modifier to Driving skill rolls

### CRITICAL DAMAGE

**Engine Hit:**   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:**  
**Front:**  **Left:**  **Right:**   
**Rear:**



### NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below [see Combat, p. 192, in *Total Warfare* for more information].

A result of 12 on the Naval 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 night [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 DMG TABLE

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

#### Attack Direction Modifier:

Hit from rear: +1

Hit from the sides: +2

#### Vehicle Type Modifier:

Naval: +0

Hydrofoil: +3

\* 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.

### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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™

## NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

**Type:** Sea Skimmer Hydrofoil (Standard)  
**Movement Points:**      **Tonnage:** 25  
**Cruising:** 12              **Tech Base:** Inner Sphere  
**Flanking:** 18              **Rules Level:** Introductory  
**Movement Type:** Hydrofoil      **Role:** Scout  
**Engine Type:** ICE

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RS	2 [DB, AI]	-	1	2	3
1	Machine Gun	LS	2 [DB, AI]	-	1	2	3
1	Machine Gun	RR	2 [DB, AI]	-	1	2	3
1	SRM 4	TU	2/Msl [M.C.S.]	-	3	6	9

Ammo: [Machine Gun] 100, [SRM 4] 25

BV: 288

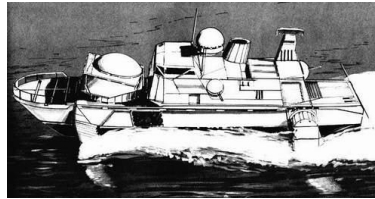


#### CREW DATA

**Crew:** Ann Sullivan  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit:** +1      **Driver Hit:** -2  
Modifier to all skill rolls      Modifier to Driving skill rolls

#### CRITICAL DAMAGE

**Turret Locked:**       **Engine Hit:**   
**Sensor Hits:**      +1 +2 +3 D  
**Motive System Hits:**      +1 +2 +3  
**Stabilizers:**  
**Front:**  **Left:**  **Right:**   
**Rear:**  **Turret:**



#### NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Naval 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 night (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 DMG TABLE

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

#### Attack Direction Modifier:

Hit from rear: +1  
 Hit from the sides: +2

#### Vehicle Type Modifier:

Naval: +0  
 Hydrofoil: +3

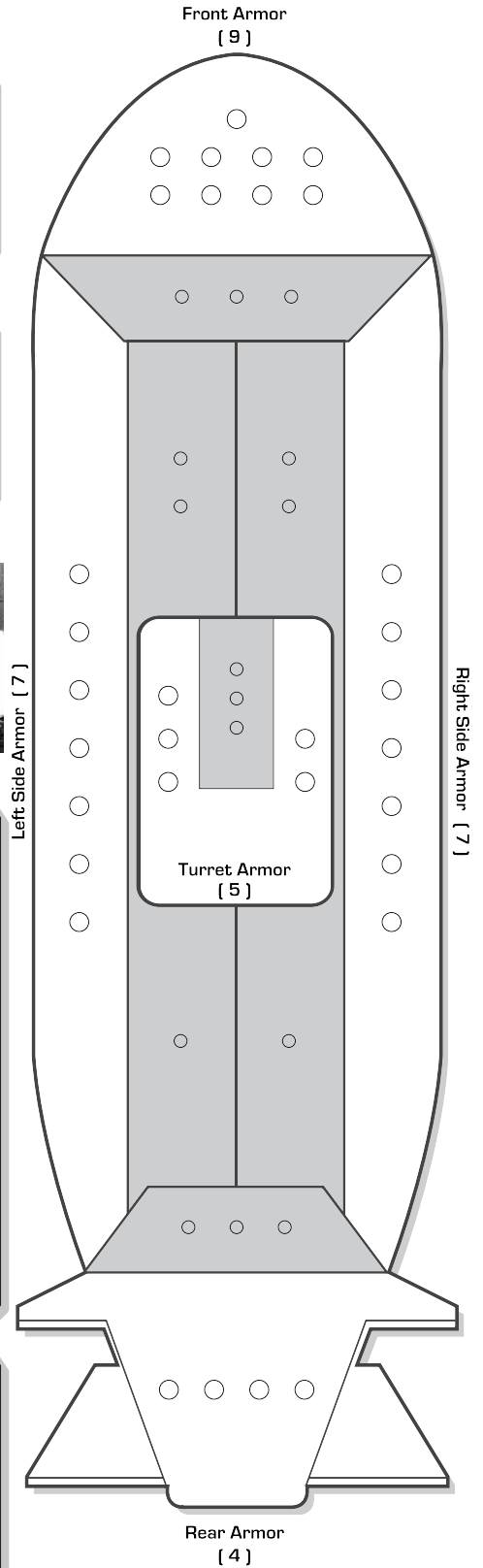
\* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no 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.

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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™

## NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

**Type:** Naval Example Dual Turret  
**Movement Points:**      **Tonnage:** 80  
**Cruising:** 4              **Tech Base:** Inner Sphere  
**Flanking:** 6              **Rules Level:** Experimental  
**Movement Type:** Naval      **Role:**  
**Engine Type:** Fusion

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

#### CREW DATA

**Crew:** Savannah Vakros  
**Gunnery Skill:** 4      **Driving Skill:** 5  
**Commander Hit:** +1      **Driver Hit:** -2  
Modifier to all skill rolls      Modifier to Driving skill rolls

#### CRITICAL DAMAGE

**Turret Locked:** F R      **Engine Hit:**   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:**  
**Front:**  **Left:**  **Right:**   
**Rear:**  **F Turret:**  **R Turret:**

#### NOTES

BV: 529



#### NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Naval 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 night (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 DMG TABLE

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

#### Attack Direction Modifier:

Hit from rear: +1

Hit from the sides: +2

#### Vehicle Type Modifier:

Naval: +0

Hydrofoil: +3

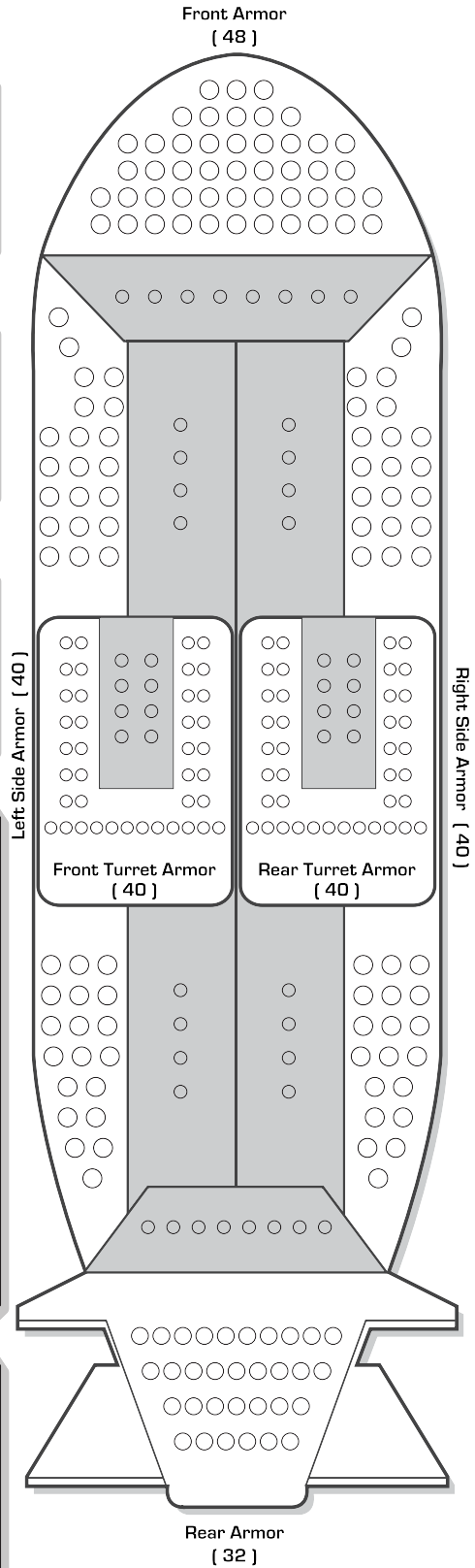
\* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no 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.

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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™

## SUPERHEAVY NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

VEHICLE DATA

**Type:** Superheavy Naval Example No Turret  
**Movement Points:**                      **Tonnage:** 400  
**Cruising:** 1                                      **Tech Base:** Inner Sphere  
**Flanking:** 2                                      **Rules Level:** Advanced  
**Movement Type:** Naval                      **Role:**  
**Engine Type:** Fusion

---

**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

BV: 1,786

CREW DATA

**Crew:** Katarina Tarik  
**Gunnery Skill:** 4                      **Driving Skill:** 5

**Commander Hit:**  +1                      **Driver Hit:**  +2  
Modifier to all skill rolls                      Modifier to Driving skill rolls

CRITICAL DAMAGE

**Engine Hit:**   
**Sensor Hits:**  +1     +2     +3     D  
**Motive System Hits:**  +1     +2     +3  
**Stabilizers:**  
**Front:**     **Left:**     **Right:**   
**Rear:**

NOTES

NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below [see Combat, p. 192, in Total Warfare for more information].  
A result of 12 on the Naval 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 night [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 DMG TABLE

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

**Attack Direction Modifier:**  
Hit from rear: +1  
Hit from the sides: +2

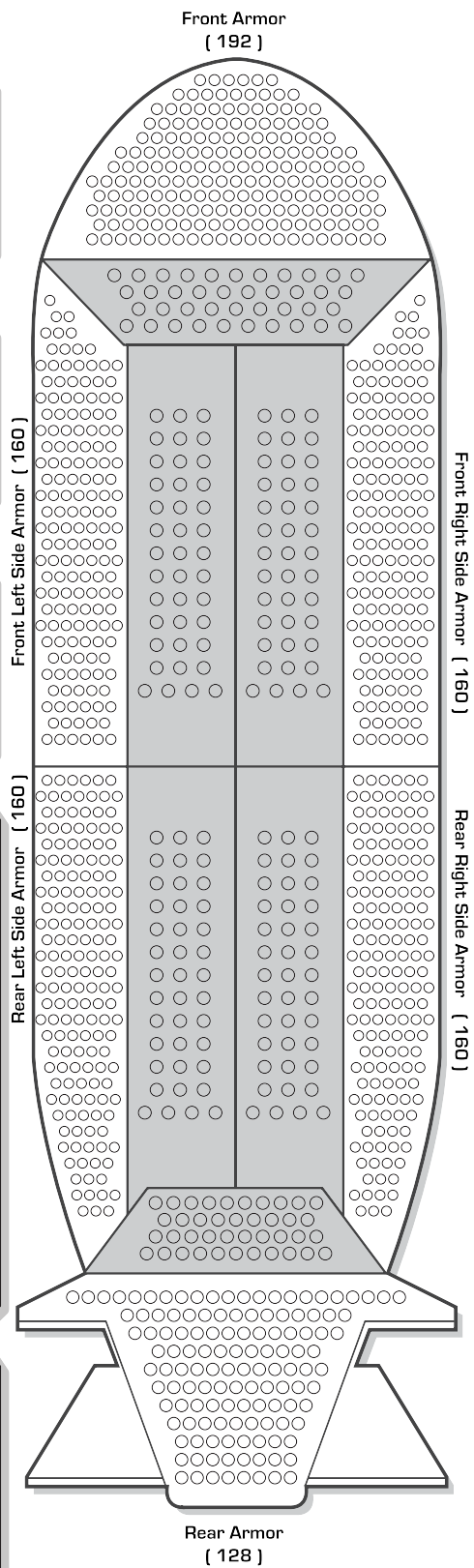
**Vehicle Type Modifier:**  
Naval: +0  
Hydrofoil: +3

\* 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.

NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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™

## SUPERHEAVY NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

**Type:** Superheavy Naval Example Single Turret  
**Movement Points:** \_\_\_\_\_ **Tonnage:** 400  
**Cruising:** 1 **Tech Base:** Inner Sphere  
**Flanking:** 2 **Rules Level:** Advanced  
**Movement Type:** Naval **Role:** \_\_\_\_\_  
**Engine Type:** Fusion

#### Weapons & Equipment Inventory

[hexes]

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

#### CREW DATA

**Crew:** Viggo Hirsch  
**Gunnery Skill:** 4 **Driving Skill:** 5  
**Commander Hit:**  +1 **Driver Hit:**  +2  
Modifier to all skill rolls Modifier to Driving skill rolls

#### CRITICAL DAMAGE

**Turret Locked:**  **Engine Hit:**   
**Sensor Hits:**  +1  +2  +3  D  
**Motive System Hits:**  +1  +2  +3  
**Stabilizers:** \_\_\_\_\_  
**Front:**  **Left:**  **Right:**   
**Rear:**  **Turret:**

#### NOTES

BV: 1,822

#### NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below [see Combat, p. 192, in *Total Warfare* for more information].

A result of 12 on the Naval 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 night [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 DMG TABLE

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

#### Attack Direction Modifier:

Hit from rear: +1

Hit from the sides: +2

#### Vehicle Type Modifier:

Naval: +0

Hydrofoil: +3

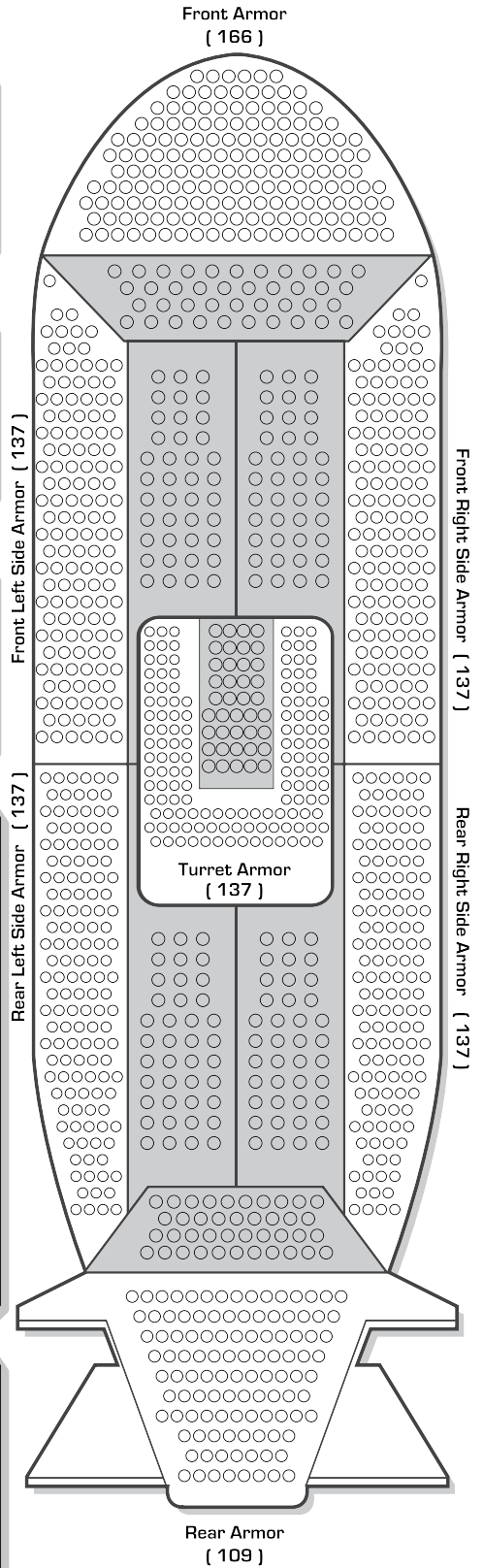
\* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no 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.

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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™

## SUPERHEAVY NAVAL VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

**Type:** Superheavy Naval Example Dual Turret  
**Movement Points:**                      **Tonnage:** 400  
**Cruising:** 1                                      **Tech Base:** Inner Sphere  
**Flanking:** 2                                      **Rules Level:** Experimental  
**Movement Type:** Naval                      **Role:**  
**Engine Type:** Fusion

#### Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

#### CREW DATA

**Crew:** Amsia Djambek  
**Gunnery Skill:** 4                      **Driving Skill:** 5  
**Commander Hit:** +1                      **Driver Hit:** -2  
Modifier to all skill rolls                      Modifier to Driving skill rolls

#### CRITICAL DAMAGE

**Turret Locked:** F R                      **Engine Hit:**   
**Sensor Hits:** +1 +2 +3 D  
**Motive System Hits:** +1 +2 +3  
**Stabilizers:**  
**Front:**  **Left:**  **Right:**   
**Rear:** F Turret R Turret

#### NOTES

BV: 1,858

#### NAVAL COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 Naval Combat Vehicle Critical Hits Table below [see Combat, p. 192, in *Total Warfare* for more information].

A result of 12 on the Naval 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 night [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 DMG TABLE

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

#### Attack Direction Modifier:

Hit from rear: +1

Hit from the sides: +2

#### Vehicle Type Modifier:

Naval: +0

Hydrofoil: +3

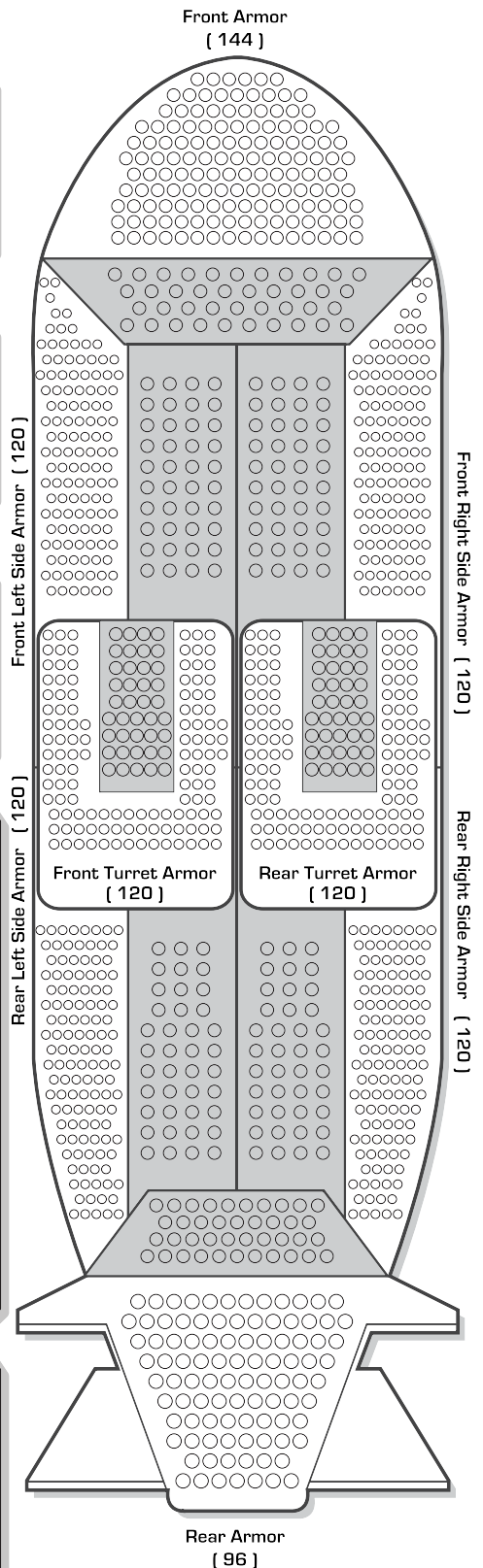
\* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no 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.

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 ROLL	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™

## WIGE VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

Type: WIGE Example Dual Turret  
 Movement Points: Tonnage: 50  
 Cruising: 4 Tech Base: Inner Sphere  
 Flanking: 6 Rules Level: Experimental  
 Movement Type: WIGE Role:  
 Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng

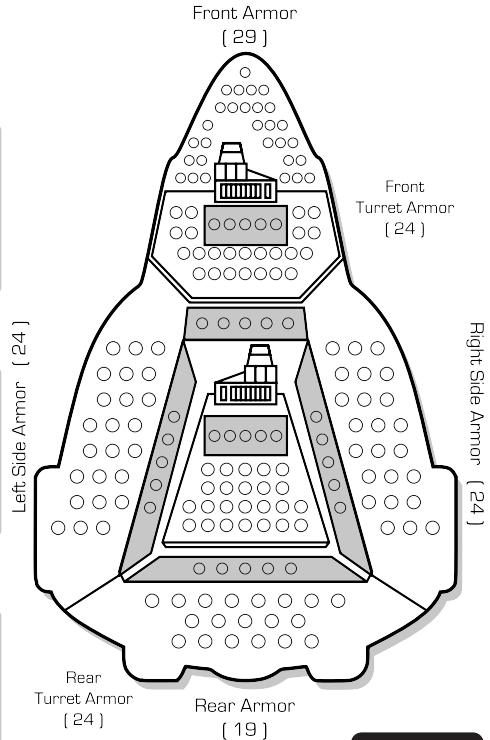
#### CREW DATA

Crew: Carmo Jennimo  
 Gunnery Skill: 4 Driving Skill: 5  
 Commander Hit  Driver Hit   
Modifier to all skill rolls Modifier to Driving skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits        
 Motive System Hits        
Stabilizers  
 Front:  Left:  Right:   
 Rear:  F Turret:  R Turret:

#### NOTES



BV: 397



### GROUND COMBAT VEHICLE HIT LOCATION

2D6 ROLL	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 night (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:	Vehicle Type Modifier:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIGE

\* 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

2D6 ROLL	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.