

# BATTLETECH™



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: POINT 1

Type: Elemental Battle Armor [MG]

Gunnery Skill: 3

Anti-Mech Skill: 5

Ground MP: 1

Jump MP: 3

Gty Type Dmg Min Sht Med Lng

1 Machine Gun (Medium)	2 [DB,AI]	-	1	2	3
1 SRM 2	2/Msl [M.C.S]	-	3	6	9
1 Battle Claw	-	-	-	-	-

Ammo: (SRM 2) 2

Mechanized:  Swarm:  Leg:  AP:

Armor: Standard (Basic) BV: 485/58



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### LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

### SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

### SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

'Mech prone -2  
'Mech or vehicle immobile -4  
Vehicle -2

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

### TRANSPORT POSITIONS TABLE

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

  

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

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



### BATTLE ARMOR: POINT 2

Type: Salamander Battle Armor (Standard)

Gunnery Skill: 3

Anti-Mech Skill: 5

Ground MP: 1

Jump MP: 3

Gty Type Dmg Min Sht Med Lng

2 Flamer [BA]	2 [DE,H,AI]	-	1	2	3
1 SRM 1 (DS)	2/Msl [M.C.S]	-	3	6	9
2 Magnetic Battle Claw	-	-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

Armor: Fire Resistant BV: 447/53



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### BATTLE ARMOR: POINT 3

Type: Sylph Battle Armor (Standard)

Gunnery Skill: 3

Anti-Mech Skill: 5

Ground MP: 1

VTOL MP: 5

Gty Type Dmg Min Sht Med Lng

1 Micro Pulse Laser	3 [P,AI]	-	1	2	3
1 Bomb Rack (Micro)	2	-	0	0	0
1 Battle Claw	-	-	-	-	-

Ammo: (Micro Bomb) 1

Mechanized:  Swarm:  Leg:  AP:

Armor: Standard (Basic) BV: 453/54



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### BATTLE ARMOR: SQUAD 4

Type: Fenrir Battle Armor [SRM]

Gunnery Skill: 4

Anti-Mech Skill: 5

Ground MP: 4

Gty Type Dmg Min Sht Med Lng

1 SRM 4	2/Msl [M.C.S]	-	3	6	9
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Ammo: (SRM 4) 4

Mechanized:  Swarm:  Leg:  AP:

Armor: Standard (Basic) BV: 264/51



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### BATTLE ARMOR: LEVEL 1 5

Type: Kobold Battle Armor (CS) [GL/Flamer]

Gunnery Skill: 4

Anti-Mech Skill: 5

Ground MP: 1

Jump MP: 3

Gty Type Dmg Min Sht Med Lng

1 Grenade Launcher (Micro)	1 [DB,AI]	-	1	2	3
2 Armored Glove	-	-	-	-	-
1 Flamer [BA] [SSW]	2 [DE,H,AI]	-	1	2	3

Mechanized:  Swarm:  Leg:  AP:

Armor: Stealth (Standard) BV: 237/26



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