



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: POINT 1

Type: Elemental Battle Armor [MG]  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump MP: 3

Qty	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

### BATTLE ARMOR: POINT 2

Type: Salamander Battle Armor (Standard)  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump MP: 3

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

2 Magnetic Battle Claw

Mechanized:  Swarm:  Leg:  AP:

Armor: Fire Resistant BV: 447/53

### BATTLE ARMOR: POINT 3

Type: Sylph Battle Armor (Standard)  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 1 VTOL MP: 5

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	3 [P, AI]	-	1	2	3
1	Bomb Rack (Micro)	2	-	0	-	-

1 Battle Claw

Mechanized:  Swarm:  Leg:  AP:

Armor: Standard (Basic) BV: 453/54

### BATTLE ARMOR: SQUAD 4

Type: Fenrir Battle Armor [SRM]  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 4

Qty	Type	Dmg	Min	Sht	Med	Lng
1	SRM 4	2/Msl [M.C.S.]	-	3	6	9

Ammo: [SRM 4] 4

Mechanized:  Swarm:  Leg:  AP:

Armor: Standard (Basic) BV: 264/51

### BATTLE ARMOR: LEVEL 1 5

Type: Kobold Battle Armor (CS) [GL/Flamer]  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump MP: 3

Qty	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

### 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.

### TO-HIT MODIFIERS

Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
Secondary Target	+1
Large support vehicle or grounded DropShip	-1

### MOVEMENT COSTS

Move	Cost
Move	Cost
Cost to Enter Any Hex:	1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	+1
Light woods	+0
Heavy woods	+1
Water	
Depth 1+	Prohibited
Rubble	+1
Building	+0
Level Change (Up or Down)	
1 level	+2
2+ levels	Prohibited
VTOL	+1/level

### CLUSTER HITS TABLE

Die Roll (2D6)	2	3	4	5	6	10	16
2	1	1	1	1	2	3	5
3	1	1	2	2	2	3	5
4	1	1	2	2	3	4	7
5	1	2	2	3	3	6	10
6	1	2	2	3	4	6	10
7	1	2	3	3	4	6	10
8	2	2	3	3	4	6	10
9	2	2	3	4	5	8	13
10	2	3	3	4	5	8	13
11	2	3	4	5	6	10	16
12	2	3	4	5	6	10	16

### MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex										
Move Mode										

