BATTLETECH™

PROTOMECH RECORD SHEET

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
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1

PROTOMECH 1

Type: Harpy (Standard)
Tons: 2
Role: Ambusher
Movement Points:
Walk: 3
Run: 5
Jump: 3

WEAPONS INVENTORY

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

Ammo: (Machine Gun) 20

HIT LOCATIONS AND CRITICAL HITS

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

*Torso Weapon Destroyed, Roll 1D6:
1-2: Machine Gun   3-6: No Effect

PILOT DATA
Name: _____
Gunnery Skill: _____

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

BV: 56   **Armor:** Standard

ARMOR DIAGRAM

PROTOMECH 2

Type: Procyon 2
Tons: 5
Role: Missile Boat
Movement Points:
Walk: 5
Run: 8
Jump: 0

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 4	T	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 4) 6

HIT LOCATIONS AND CRITICAL HITS

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

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 4   3-4: LRM 4   5-6: No Effect

PILOT DATA
Name: _____
Gunnery Skill: _____

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

BV: 235   **Armor:** Standard

ARMOR DIAGRAM

MOVEMENT COSTS

Move	Cost
Cost to Enter Any Hex:	1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	+1
Light woods	+1
Heavy woods	+2
Water	
Depth 1+	Prohibited
Rubble	+1
Light building	+1
Medium building	+2
Heavy building	+3
Hardened building	+4
Level Change (Up or Down)	
1 level	+1
2+ levels	Prohibited
Additional Movement Actions	
Facing change	1/hexside

PROTOMECH 3

Type: Basilisk ProtoMech (Quad)
Tons: 7 (Standard)
Role:
Movement Points:
Walk: 5
Run: 8
Jump: 0

WEAPONS INVENTORY

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

Ammo: (SRM 4) 10

HIT LOCATIONS AND CRITICAL HITS

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

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

PILOT DATA
Name: _____
Gunnery Skill: _____

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

BV: 205   **Armor:** Standard

ARMOR DIAGRAM

SPECIAL HIT LOCATION TABLE

2D6 Result	Hit Location
2	Main Gun
3	Legs
4	Legs
5	Right Arm
6	Torso
7	Torso
8	Torso
9	Left Arm
10	Legs
11	Legs
12	Head

PROTOMECH 4

Type: Hobgoblin Ultraheavy ProtoMech
Tons: 10 (Standard)
Role:
Movement Points:
Walk: 4
Run: 6
Jump: 0

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Magnetic Clamps System	T	[E]	—	—	—	—
1	AP Gauss Rifle	RA	3 [DB,AI,X]	—	3	6	9
1	Fusillade	MG	[M,C,S]				
	Standard		2/Msl	4	5	10	15
	Extended Range		1/Msl	4	9	18	27
	High Explosive		3/Msl	—	3	6	9

Ammo: [AP Gauss] 40, [Fusillade] 2

HIT LOCATIONS AND CRITICAL HITS

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

*Torso Weapon Destroyed, Roll 1D6:
No Torso Weapons
Magnetic Clamp System destroyed on first torso critical

PILOT DATA
Name: _____
Gunnery Skill: _____

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

BV: 272   **Armor:** Standard

ARMOR DIAGRAM
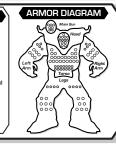
PROTOMECH 5

Type: Svartalfa Ultra ProtoMech
Tons: 14 (Standard)
Role: Brawler
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	Medium Chem Laser	RA	5 [DE]	—	3	6	9
1	Medium Chem Laser	LA	5 [DE]	—	3	6	9
1	Streak SRM 6	MG	2/Msl [M,C]	—	4	8	12

Ammo: (Machine Gun) 50, (Medium Chemical Laser) 30, (Streak SRM 6) 10

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	+1 to Hit	Right Arm Destroyed	
5,9	Legs	-1 Walk MP	1/2 Walk MP	No Move
6,7,8	Torso	-1 Cruise MP	1/2 Cruise MP	Proto Destroyed
10	Left Arm	+1 to Hit	Left Arm Destroyed	
12	Head	+1 to Hit	+2 to Hit No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: Machine Gun   3-6: No Effect

PILOT DATA
Name: _____
Gunnery Skill: _____

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

BV: 536   **Armor:** Standard

ARMOR DIAGRAM

CLUSTER HITS TABLE

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

MOVEMENT RECORD

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

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