# BATTLETECH™

## AERODYNE DROPSHIP RECORD SHEET

## DROPSHIP DATA

**Type:** Condor (2801)

**Name:** _____ **Tonnage:** 4,500
**Thrust:** **Tech Base:** Inner Sphere
**SafeThrust:** 3 **Rules Level:** Standard
**Maximum Thrust:** 5 **Role:** None

### Weapons & Equipment Inventory

**Standard Scale**

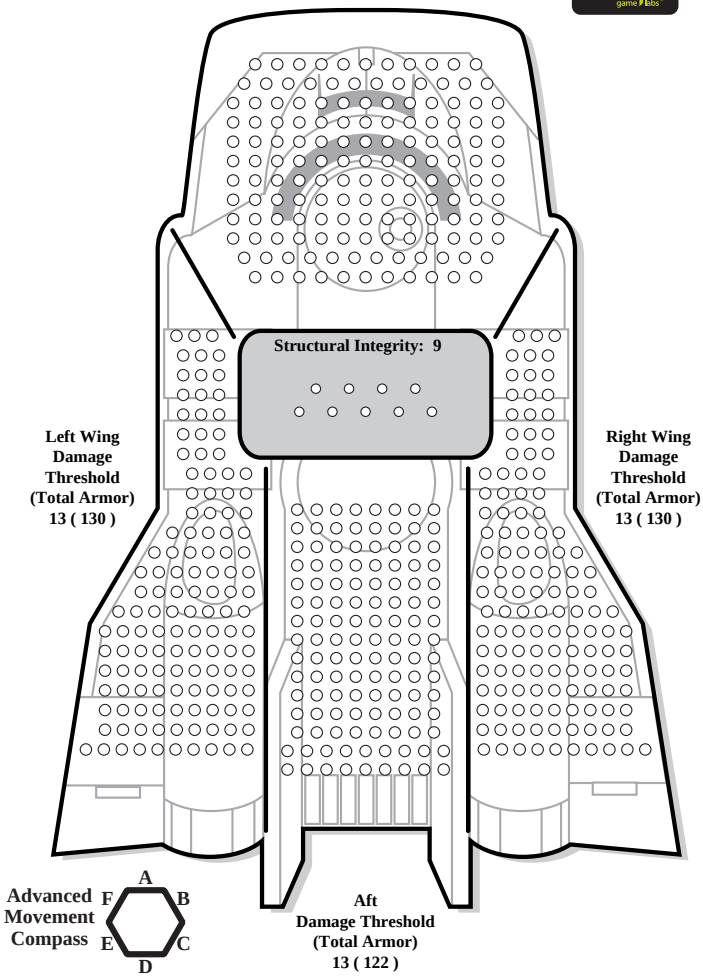
| Qty Type | Loc | Ht | SRV (1-6) | MRV (7-12) | LRV (13-20) | ERV (21-25) |
|---|---|---|---|---|---|---|
| 1 PPC | NOS | 10 | 1 (10) | 1 (10) | — | — |
| 1 AC/5 (40 rounds) | NOS | 1 | 1 (5) | 1 (5) | — | — |
| 1 LRM 15 (24 rounds) | NOS | 5 | 1 (9) | 1 (9) | 1 (9) | — |
| 2 Medium Laser | NOS | 6 | 1 (10) | — | — | — |
| 1 AC/5 (40 rounds) | LW/RW | 1 | 1 (5) | 1 (5) | — | — |
| 2 Medium Laser, 2 Large Laser | LW/RW | 22 | 3 (26) | 2 (16) | — | — |
| 2 Medium Laser, 1 Large Laser | AFT | 14 | 2 (18) | 1 (8) | — | — |

**Cargo:**
Bay 1: Infantry (Foot) (60) (1 Door)
Bay 2: Light Vehicle (20) (1 Door)
Bay 6: Cargo (1,570) (1 Door)

Fuel Points: 6,240
Features MASH Equipment (1 theater)

**BV:** 2,842

**ARMOR DIAGRAM**
Standard Scale




Advanced Movement Compass




## TO-HIT MODIFIERS

| | |
|---|---|
| Range | |
| Short | +0 |
| Medium | +2 |
| Long | +4 |
| Extreme | +6 |
| Target/Intervening conditions | |
| Attack against aft | +0 |
| Attack against side | +2 |
| Attack against nose | +1 |
| Attacker flying at altitude 1 attacking air target | +2 |
| Target is conducting air-to-ground attack | -3 |
| Target is at zero velocity | -2 |
| Firing through atmospheric hex on high altitude map | +2/hex |
| Firing into or out of screen hex | +2 |
| Target is evading | variable |
| Attacker Conditions | |
| Exceeded safe thrust this turn | +2 |
| Out of control | +2 |
| Crew damage | +2 |
| FCS damage | +2/hit |
| Sensor damage | +1/hit |
| Sensors destroyed | +5 |
| Attacker evading | +2 |

## CONTROL ROLL TABLE

| | |
|---|---|
| Situation | |
| Movement | |
| Roll more than once in a turn | |
| Use thrust > current SI | |
| Velocity > 2x safe thrust in atmosphere | |
| Stalling | |
| Descending 3+ altitudes in a turn | |
| Damage | |
| Avionics critical | |
| Control critical | |
| Damaged in atmosphere | |
| Modifiers | |
| Crew damage | +1/hit |
| Avionics damage | +1/hit |
| Life support damage | +1/hit |
| Above safe thrust | +1 |
| Atmospheric operations | +2 |
| Per 20 points of damage | +1 |
| Velocity above 2x safe thrust | +1/point |

## PILOT DATA

**Gunnery Skill:** 4 **Piloting Skill:** 4

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

**Crew:** 460 **Marines:** 0
**Passengers:** 5 **BattleArmor:** 0
**Other:** 0

**Life Boats/Escape Pods: 10/8**

## CRITICAL DAMAGE

| | | | | | |
|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Landing Gear | +5 |
| FCS | 2 | 4 | D | Life Support | +2 |
| Sensors | +1 | +2 | +5 | K-F Boom | D |
| Thrusters | | | | Docking Collar | D |
| Left | +1 | +2 | +3 | D | |
| Right | +1 | +2 | +3 | D | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

## 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 | | | | | | | | | | |

## HEAT DATA

**Heat Sinks:** **90**

**Heat Generation Per Arc:**
**Nose:** 22
**Left/Right Wing:** 23/23
**Left/Right Wing (Rear):** 0/0
**Aft:** 14

## STRAIGHT MOVEMENT

| Velocity | Low Altitude Map | Ground Map |
|---|---|---|
| 1 | 1 | 8 |
| 2 | 1 | 16 |
| 3 | 1 | 24 |
| 4 | 2 | 32 |
| 5 | 2 | 40 |
| 6 | 2 | 48 |
| 7 | 3 | 56 |
| 8 | 3 | 64 |
| 9 | 3 | 72 |
| 10 | 4 | 80 |
| 11 | 4 | 88 |
| 12 | 4 | 96 |
| 13-15 | 5 | - |
| 16+ | 6 | - |

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## HIT LOCATION TABLE

| Die Roll (2D6) | Nose | Aft | Side | Above/Below |
|---|---|---|---|---|
| 2 | Nose/Crew | Aft/Life Support | Nose/Weapon | Nose/Weapon |
| 3 | Nose/Avionics | Aft/Control | Nose/FCS | Nose/FCS |
| 4 | Right Side/Weapon | Right Side/Weapon | Nose/Sensor | Nose/Sensor |
| 5 | Right Side/Thruster | Right Side/Door | Side/Thruster | Side/Thruster |
| 6 | Nose/FCS | Aft/Engine | Side/Cargo | Side/Cargo |
| 7 | Nose/Weapon | Aft/Weapon | Side/Weapon | Side/Weapon |
| 8 | Nose/Control | Aft/Collar | Side/Door | Side/Door |
| 9 | Left Side/Thruster | Left Side/Door | Side/Thruster | Side/Thruster |
| 10 | Left Side/Weapon | Left Side/Weapon | Aft/Avionics | Aft/Avionics |
| 11 | Nose/Sensor | Aft/Gear | Aft/Engine | Aft/Engine |
| 12 | Nose/K-F Boom | Aft/Fuel | Aft/Weapon | Aft/Weapon |

## AIR-TO-GROUND ATTACKS

| Attack Type | Modifier | Altitude |
|---|---|---|
| Strafing | +4 | 1-3 |
| Striking | +2 | 2-5 |

## RANDOM MOVEMENT TABLE

| 1D6 Result | Effect |
|---|---|
| 1 | Forward 1 hex, left 2 hexsides |
| 2 | Forward 1 hex, left 1 hexside |
| 3-4 | Forward 1 hex |
| 5 | Forward 1 hex, right 1 hexside |
| 6 | Forward 1 hex, right 2 hexsides |

## CHANGING FACING COST

| Velocity | Thrust points | Velocity | Thrust points |
|---|---|---|---|
| 0-2 | 1 | 10 | 5 |
| 3-5 | 2 | 11 | 6 |
| 6-7 | 3 | 12 | +1/point |
| 8-9 | 4 | | |

# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET

### 1st Lyran Marines (Auto-Rifle)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Alpha 1-1
**Gunnery Skill:** 3
**Anti-'Mech Skill:** 8

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

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 127 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines (Auto-Rifle)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Alpha 1-2
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

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

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 104 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines (SRM)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Alpha 1-3
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

| 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 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 100 **Transport Wt:** 2.5 tons **Movement MP:** 0* **Type:** Ground

## 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 |
| Large support vehicle or grounded DropShip | -1 |

## MOVEMENT COSTS

| 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 | |
| Nonmechanized | +0 |
| Level Change (Up or Down) | |
| 1 level | +2 |
| 2+ levels | Prohibited |

## 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*).

## ANTI-'MECH ATTACK TABLE

| Active troopers | Leg Attack | Swarm Attack |
|---|---|---|
| 22+ | 0 | +2 |
| 16-21 | +2 | +5 |
| 10-15 | +5 | Not possible |
| 5-9 | +7 | Not possible |
| 1-4 | Not possible | Not possible |

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## SWARM ATTACKS HIT LOCATION

| 2D6 Roll | Bipedal Location | Four-Legged Location |
|---|---|---|
| 2 | H | H |
| 3 | CT(R) | RT |
| 4 | RT(R) | CT(R) |
| 5 | RT | RT(R) |
| 6 | RA | RT |
| 7 | CT | CT |
| 8 | LA | LT |
| 9 | LT | LT(R) |
| 10 | LT(R) | CT(R) |
| 11 | CT(R) | LT |
| 12 | H | H |

## CLUSTER HITS TABLE

| Die Roll (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 | 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 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 9 | 9 | 9 |
| 4 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 | 11 | 11 | 11 |
| 5 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 14 | 15 | 16 | 16 | 17 | 17 | 17 |
| 6 | 1 | 2 | 2 | 3 | 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 | 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 |

# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET

### 1st Lyran Marines (Auto-Rifle)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Bravo 1-1
**Gunnery Skill:** 3
**Anti-'Mech Skill:** 8

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

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| **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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 127 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines (Auto-Rifle)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Bravo 1-2
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

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

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| **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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 104 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines (SRM)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Bravo 1-3
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

| 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 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| **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 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 100 **Transport Wt:** 2.5 tons **Movement MP:** 0* **Type:** Ground

## 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 |
| Large support vehicle or grounded DropShip | -1 |

## MOVEMENT COSTS

| 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 | |
| Nonmechanized | +0 |
| Level Change (Up or Down) | |
| 1 level | +2 |
| 2+ levels | Prohibited |

## 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*).

## ANTI-'MECH ATTACK TABLE

| Active troopers | Leg Attack | Swarm Attack |
|---|---|---|
| 22+ | 0 | +2 |
| 16-21 | +2 | +5 |
| 10-15 | +5 | Not possible |
| 5-9 | +7 | Not possible |
| 1-4 | Not possible | Not possible |

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## SWARM ATTACKS HIT LOCATION

| 2D6 Roll | Bipedal Location | Four-Legged Location |
|---|---|---|
| 2 | H | H |
| 3 | CT(R) | RT |
| 4 | RT(R) | CT(R) |
| 5 | RT | RT(R) |
| 6 | RA | RT |
| 7 | CT | CT |
| 8 | LA | LT |
| 9 | LT | LT(R) |
| 10 | LT(R) | CT(R) |
| 11 | CT(R) | LT |
| 12 | H | H |

## CLUSTER HITS TABLE

| Die Roll (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 | 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 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 9 | 9 | 9 |
| 4 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 | 11 | 11 | 11 |
| 5 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 14 | 15 | 16 | 16 | 17 | 17 | 17 |
| 6 | 1 | 2 | 2 | 3 | 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 | 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 |

# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET

### 1st Lyran Marines (Semi-Portable Machine Gun)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Gamma 1-1
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

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

**Max Weapon Damage***

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G

**BV:** 95 **Transport Wt:** 2.5 tons **Movement MP:** 0* **Type:** Ground

### 1st Lyran Marines (Heavy Flamer)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Gamma 1-2
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

| 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 17 | 16 | 16 | 15 | 14 | 14 | 13 | 13 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage***

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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: | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
Flame-based weapon. No penalties for vacuum or zero-G

**BV:** 83 **Transport Wt:** 2.5 tons **Movement MP:** 0* **Type:** Ground

### 1st Lyran Marines (Heavy Mortar)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Gamma 1-3
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

| 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 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage***

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
No penalties for vacuum or zero-G

**BV:** 109 **Transport Wt:** 2.5 tons **Movement MP:** 0* **Type:** Ground

## 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 |
| Large support vehicle or grounded DropShip | -1 |

## MOVEMENT COSTS

| 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 | |
| Nonmechanized | +0 |
| Level Change (Up or Down) | |
| 1 level | +2 |
| 2+ levels | Prohibited |

## 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*).

## ANTI-'MECH ATTACK TABLE

| Active troopers | Leg Attack | Swarm Attack |
|---|---|---|
| 22+ | 0 | +2 |
| 16-21 | +2 | +5 |
| 10-15 | +5 | Not possible |
| 5-9 | +7 | Not possible |
| 1-4 | Not possible | Not possible |

## SWARM ATTACKS HIT LOCATION

| 2D6 Roll | Bipedal Location | Four-Legged Location |
|---|---|---|
| 2 | H | H |
| 3 | CT(R) | RT |
| 4 | RT(R) | CT(R) |
| 5 | RT | RT(R) |
| 6 | RA | RT |
| 7 | CT | CT |
| 8 | LA | LT |
| 9 | LT | LT(R) |
| 10 | LT(R) | CT(R) |
| 11 | CT(R) | LT |
| 12 | H | H |

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## CLUSTER HITS TABLE

| Die Roll (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 | 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 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 9 | 9 | 9 |
| 4 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 | 11 | 11 | 11 |
| 5 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 14 | 15 | 16 | 16 | 17 | 17 | 17 |
| 6 | 1 | 2 | 2 | 3 | 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 | 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 |

# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET

### 1st Lyran Marines (Auto-Rifle)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Battalion HQ
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

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

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 104 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines (Demo Engineers)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Demo Engineers
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

| 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage***

**Notes:**
Equipped with demolition gear.
No penalties for vacuum or zero-G

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 54 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines (Paramedics)

**Armor Type:** Ablative/Flak, Standard **Damage Divisor:** 1.0

**Commander:** Corpsman
**Gunnery Skill:** 4
**Anti-'Mech Skill:** 8

| 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 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage***

**Notes:**
No penalties for vacuum or zero-G Paramedic equipment.

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**BV:** 100 **Transport Wt:** 4.0 tons **Movement MP:** 1 **Type:** Ground

## 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 |
| Large support vehicle or grounded DropShip | -1 |

## MOVEMENT COSTS

| 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 | |
| Nonmechanized | +0 |
| Level Change (Up or Down) | |
| 1 level | +2 |
| 2+ levels | Prohibited |

## 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* ).

## ANTI-'MECH ATTACK TABLE

| Active troopers | Leg Attack | Swarm Attack |
|---|---|---|
| 22+ | 0 | +2 |
| 16-21 | +2 | +5 |
| 10-15 | +5 | Not possible |
| 5-9 | +7 | Not possible |
| 1-4 | Not possible | Not possible |

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## SWARM ATTACKS HIT LOCATION

| 2D6 Roll | Bipedal Location | Four-Legged Location |
|---|---|---|
| 2 | H | H |
| 3 | CT(R) | RT |
| 4 | RT(R) | CT(R) |
| 5 | RT | RT(R) |
| 6 | RA | RT |
| 7 | CT | CT |
| 8 | LA | LT |
| 9 | LT | LT(R) |
| 10 | LT(R) | CT(R) |
| 11 | CT(R) | LT |
| 12 | H | H |

## CLUSTER HITS TABLE

| Die Roll (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 | 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 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 9 | 9 | 9 |
| 4 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 | 11 | 11 | 11 |
| 5 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 14 | 15 | 16 | 16 | 17 | 17 | 17 |
| 6 | 1 | 2 | 2 | 3 | 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 | 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 |

# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET

### 1st Lyran Marines Squad (Recon)

**Armor Type:** Sneak Suit (Camo/IR/ECM) **Damage Divisor:** 1.0

**Commander:** Delta 1-1
**Gunnery Skill:** 3
**Anti-'Mech Skill:** 4

| 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

**Max Weapon Damage***

**Notes:**
+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G Invisible to standard/light active probes.

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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: | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

| MPs Used: | 0 | 1 | 2 | 3+ |
|---|---|---|---|---|
| To-Hit Modifier: (All Attackers) | +3 | +2 | +1 | 0 |

**BV:** 38 **Transport Wt:** 0.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines Squad (Recon)

**Armor Type:** Sneak Suit (Camo/IR/ECM) **Damage Divisor:** 1.0

**Commander:** Delta 1-2
**Gunnery Skill:** 3
**Anti-'Mech Skill:** 4

| 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

**Max Weapon Damage***

**Notes:**
+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G Invisible to standard/light active probes.

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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: | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

| MPs Used: | 0 | 1 | 2 | 3+ |
|---|---|---|---|---|
| To-Hit Modifier: (All Attackers) | +3 | +2 | +1 | 0 |

**BV:** 38 **Transport Wt:** 0.5 tons **Movement MP:** 1 **Type:** Ground

### 1st Lyran Marines Squad (Recon)

**Armor Type:** Sneak Suit (Camo/IR/ECM) **Damage Divisor:** 1.0

**Commander:** Delta 1-3
**Gunnery Skill:** 3
**Anti-'Mech Skill:** 4

| 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

**Max Weapon Damage***

**Notes:**
+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G Invisible to standard/light active probes.

*Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)

| 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: | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

| MPs Used: | 0 | 1 | 2 | 3+ |
|---|---|---|---|---|
| To-Hit Modifier: (All Attackers) | +3 | +2 | +1 | 0 |

**BV:** 38 **Transport Wt:** 0.5 tons **Movement MP:** 1 **Type:** Ground

## 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 |
| Large support vehicle or grounded DropShip | -1 |

## MOVEMENT COSTS

| 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 | |
| Nonmechanized | +0 |
| Level Change (Up or Down) | |
| 1 level | +2 |
| 2+ levels | Prohibited |

## ANTI-'MECH ATTACK TABLE

| Active troopers | Leg Attack | Swarm Attack |
|---|---|---|
| 22+ | 0 | +2 |
| 16-21 | +2 | +5 |
| 10-15 | +5 | Not possible |
| 5-9 | +7 | Not possible |
| 1-4 | Not possible | Not possible |

## 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*).

## SWARM ATTACKS HIT LOCATION

| 2D6 Roll | Bipedal Location | Four-Legged Location |
|---|---|---|
| 2 | H | H |
| 3 | CT(R) | RT |
| 4 | RT(R) | CT(R) |
| 5 | RT | RT(R) |
| 6 | RA | RT |
| 7 | CT | CT |
| 8 | LA | LT |
| 9 | LT | LT(R) |
| 10 | LT(R) | CT(R) |
| 11 | CT(R) | LT |
| 12 | H | H |

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## 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 | | | | | | | | | | |

## CLUSTER HITS TABLE

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

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200

Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Epsilon 1-1

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

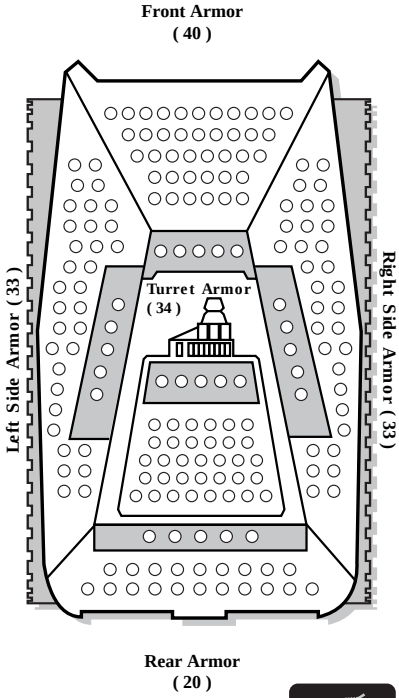
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Epsilon 1-2
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

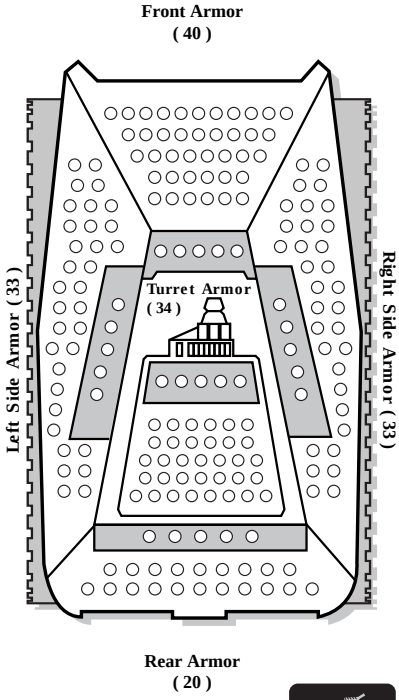
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement | Possible skid |
| after facing change | |
| on pavement | |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200

Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Epsilon 1-3

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

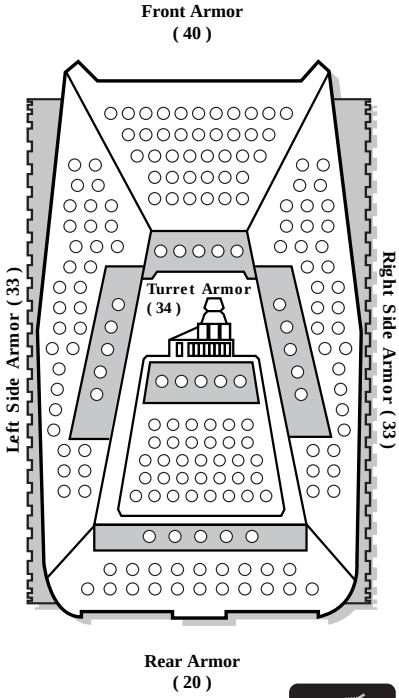
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Epsilon 1-4
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

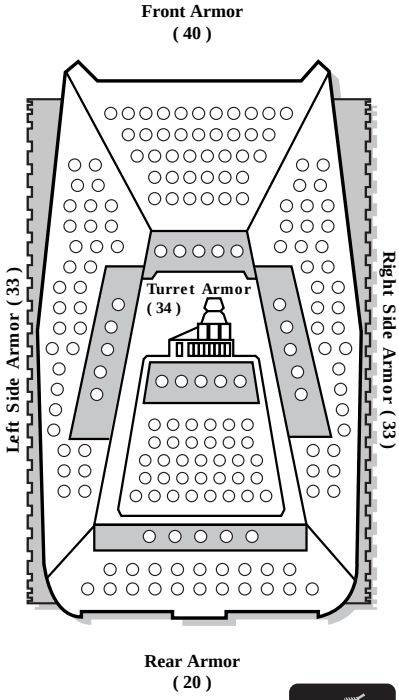
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Zeta 1-1
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

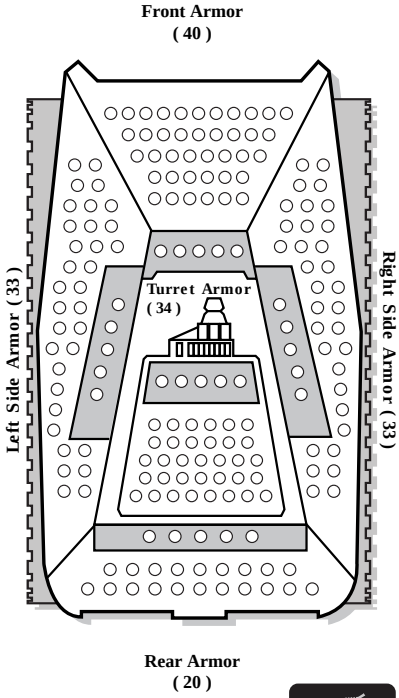
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Zeta 1-2
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

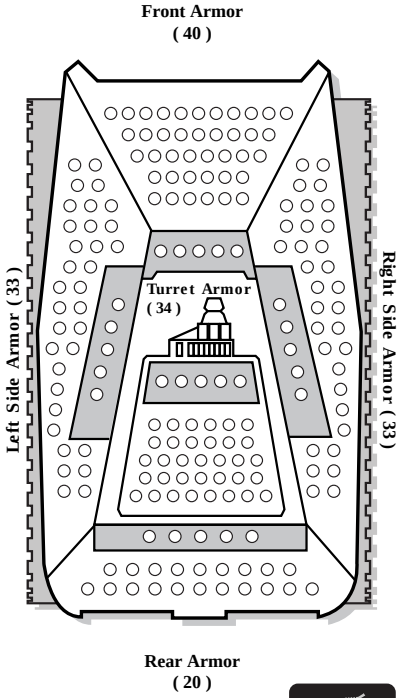
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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 |
| Hit from the sides | +2 |

| 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement | Possible skid |
| after facing change | |
| on pavement | |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Zeta 1-3
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

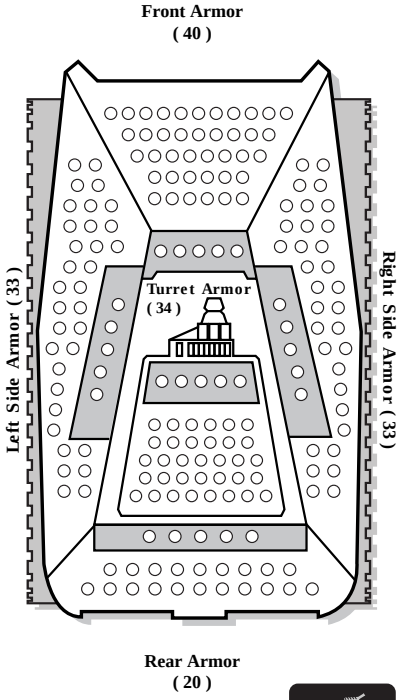
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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 |
| Hit from the sides | +2 |

| 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Zeta 1-4
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

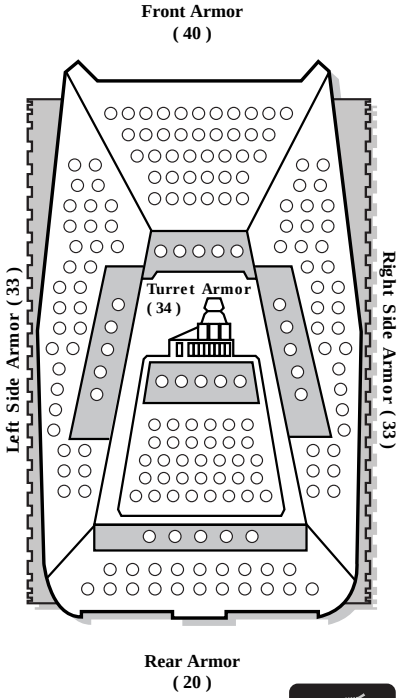
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement | Possible skid |
| after facing change | |
| on pavement | |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Iota 1-1
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

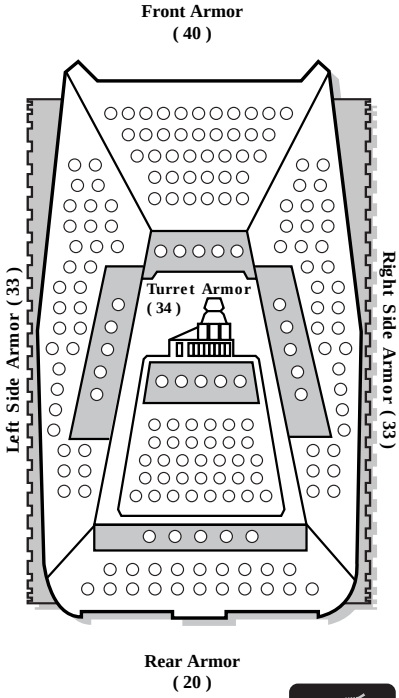
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement | Possible skid |
| after facing change | |
| on pavement | |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Packrat LRPV PKR-T5 (ICE)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 20 |
| **Cruising:** | 7 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 11 | **Rules Level:** | Introductory |
| **Movement Type:** | Wheeled | **Role:** | Scout |
| **Engine Type:** | 120 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton))

**BV:** 294

### CREW DATA

**Crew:** Theta 1-1

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1 — Modifier to all skill rolls

Driver Hit +2 — Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

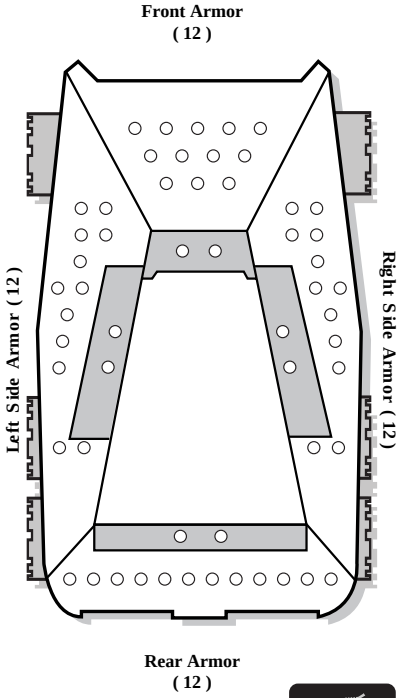
Front ☐ Left ☐ Right ☐

Rear ☐

### NOTES

### ARMOR DIAGRAM

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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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### 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 | | | | | | | | | | |

### CLUSTER HITS TABLE

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

# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Packrat LRPV PKR-T5 (ICE)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 20 |
| **Cruising:** | 7 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 11 | **Rules Level:** | Introductory |
| **Movement Type:** | Wheeled | **Role:** | Scout |
| **Engine Type:** | 120 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton))

**BV:** 294

### CREW DATA

**Crew:** Theta 1-2

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1 — Modifier to all skill rolls

Driver Hit +2 — Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

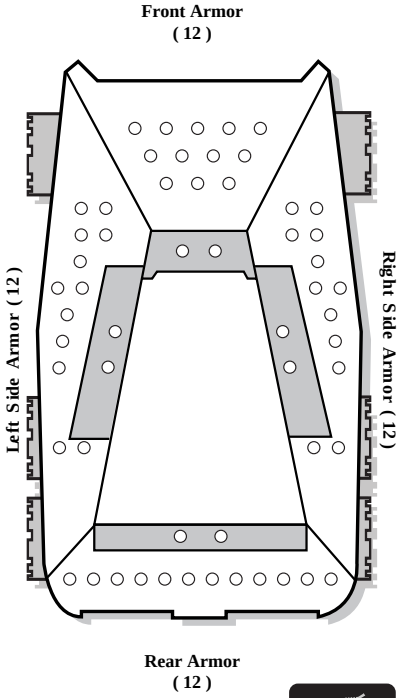
Front ☐ Left ☐ Right ☐

Rear ☐

### NOTES

### ARMOR DIAGRAM

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

### 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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### 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 | | | | | | | | | | |

### CLUSTER HITS TABLE

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

# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Packrat LRPV PKR-T5 (ICE)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 20 |
| **Cruising:** | 7 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 11 | **Rules Level:** | Introductory |
| **Movement Type:** | Wheeled | **Role:** | Scout |
| **Engine Type:** | 120 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton))

**BV:** 294

### CREW DATA

**Crew:** Theta 1-3

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1 — Modifier to all skill rolls

Driver Hit +2 — Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

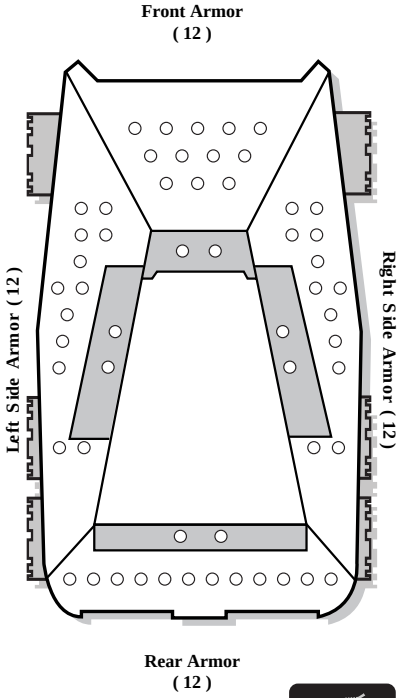
Front ☐ Left ☐ Right ☐

Rear ☐

### NOTES

### ARMOR DIAGRAM

**Standard Armor**




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

### 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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### 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 | | | | | | | | | | |

### CLUSTER HITS TABLE

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

# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Packrat LRPV PKR-T5 (ICE)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 20 |
| **Cruising:** | 7 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 11 | **Rules Level:** | Introductory |
| **Movement Type:** | Wheeled | **Role:** | Scout |
| **Engine Type:** | 120 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton))

**BV:** 294

### CREW DATA

**Crew:** Theta 1-4

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1 — Modifier to all skill rolls

Driver Hit +2 — Modifier to Driving skill rolls

### CRITICAL DAMAGE

Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

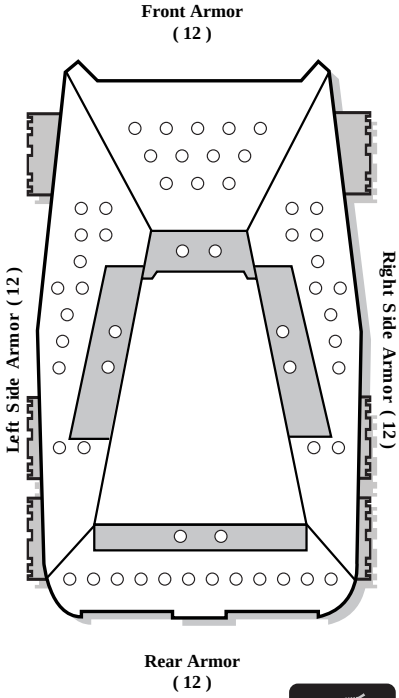
Front ☐ Left ☐ Right ☐

Rear ☐

### NOTES

### ARMOR DIAGRAM

**Standard Armor**




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

### 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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### CLUSTER HITS TABLE

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

### 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 | | | | | | | | | | |

# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Mobile Headquarters (ICE)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 25 |
| **Cruising:** | 6 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 9 | **Rules Level:** | Standard |
| **Movement Type:** | Wheeled | **Role:** | None |
| **Engine Type:** | 130 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | TU | 5 [DE] | — | 3 | 6 | 9 |
| 1 | CommsGear:2t | BD | [E] | — | — | — | — |

**BV:** 319

### CREW DATA

**Crew:** Humptamm Kommandant Hans Gruber

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit [+1] Modifier to all skill rolls

Driver Hit [+2] Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits [+1] [+2] [+3] [D]

Motive System Hits [+1] [+2] [+3]

Stabilizers

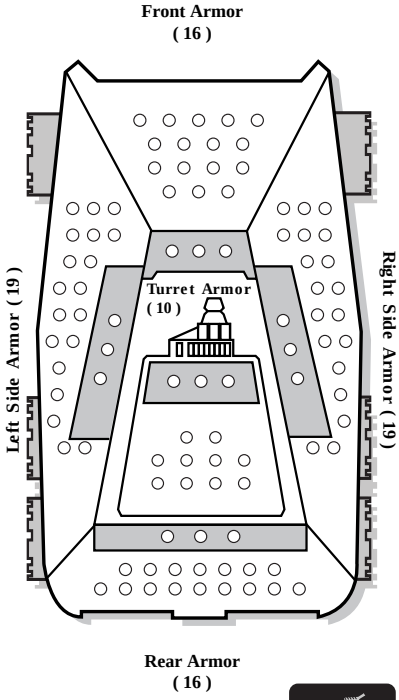
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### NOTES

### ARMOR DIAGRAM

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement | Possible skid |
| after facing change | |
| on pavement | |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## MEDIUM TRACKED SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Sherpa Armored Truck (MASH)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 35 |
| **Cruising:** | 4 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 6 | **Rules Level:** | Standard |
| **Movement Type:** | Tracked | **Role:** | None |
| **Engine Type:** | 140 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | TU | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | MASH Equipment (4 theaters) | BD | [E] | — | — | — | — |

Ammo: (Machine Gun) 200

Features Armored Chassis Chassis Mod

**BV:** 141

### CREW DATA

**Crew:** Dr Francisco Bracelino

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit [+1] Modifier to all skill rolls

Driver Hit [+2] Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits [+1] [+2] [+3] [D]

Motive System Hits [+1] [+2] [+3]

Stabilizers

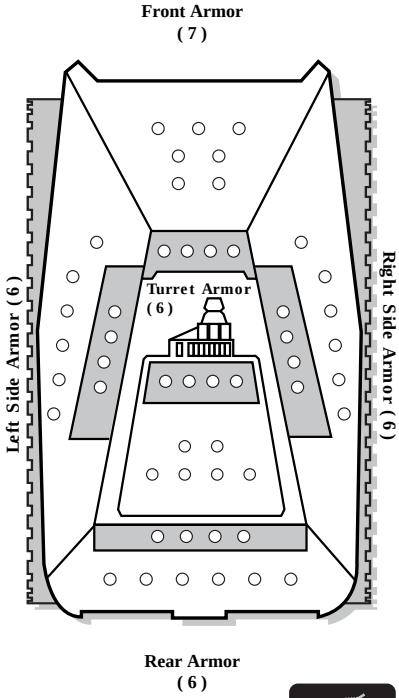
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### NOTES

### ARMOR DIAGRAM

**BAR: 10**




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| Weapons (No fire control) | +2 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Vedette Medium Tank (Standard)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 50 |
| **Cruising:** | 5 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 8 | **Rules Level:** | Introductory |
| **Movement Type:** | Tracked | **Role:** | Brawler |
| **Engine Type:** | 250 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200

**BV:** 475

### CREW DATA

**Crew:** Iota 1-3

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

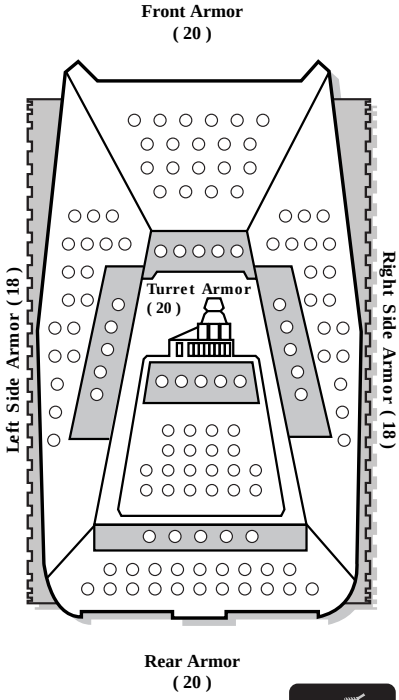
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### NOTES

### ARMOR DIAGRAM

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Vedette Medium Tank (Standard)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 50 |
| **Cruising:** | 5 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 8 | **Rules Level:** | Introductory |
| **Movement Type:** | Tracked | **Role:** | Brawler |
| **Engine Type:** | 250 ICE | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200

**BV:** 475

### CREW DATA

**Crew:** Iota 1-4

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit +1
Modifier to all skill rolls

Driver Hit +2
Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

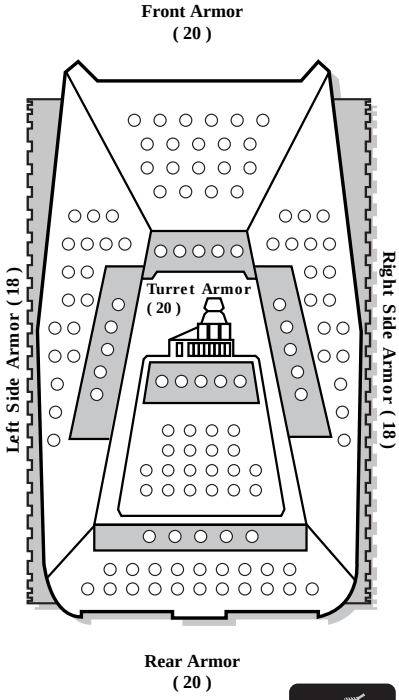
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### NOTES

### ARMOR DIAGRAM

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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:** | | **Vehicle Type Modifier:** | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## MEDIUM WHEELED SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** J-37 Ordnance Transport (Original)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 50 |
| **Cruising:** | 5 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 8 | **Rules Level:** | Standard |
| **Movement Type:** | Wheeled | **Role:** | None |
| **Engine Type:** | 230 Fusion | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser | TU | 3 [DE] | — | 1 | 2 | 3 |

Features Off-Road Chassis Mod, Advanced Fire Control, Cargo (21 tons)

**BV:** 206

### CREW DATA

**Crew:** Ordanance Support

**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit [+1] Modifier to all skill rolls

Driver Hit [+2] Modifier to Driving skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits [+1] [+2] [+3] [D]

Motive System Hits [+1] [+2] [+3]

Stabilizers

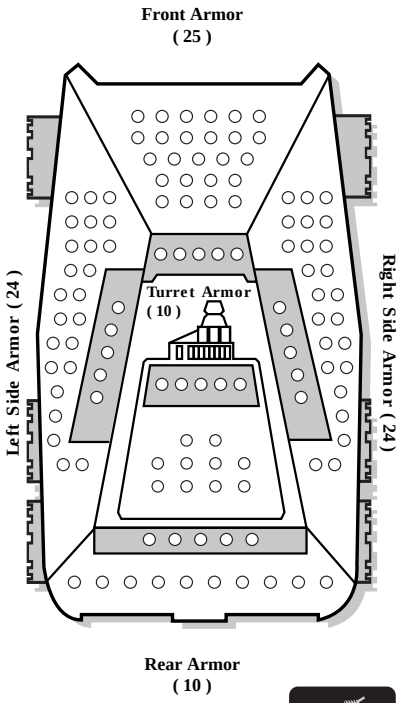
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### NOTES

### ARMOR DIAGRAM

**BAR: 5**




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## MEDIUM TRACKED SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Sherpa Armored Truck (Standard)

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 35 |
| **Cruising:** | 4 | **Tech Base:** | Inner Sphere |
| **Flanking:** | 6 | **Rules Level:** | Standard |
| **Movement Type:** | Tracked | **Role:** | None |
| **Engine Type:** | 140 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) 200

Features Armored Chassis Chassis Mod, Basic Fire Control, Cargo (7 tons)

**BV:** 142

### CREW DATA

**Crew:** Supplies and Logistics

**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

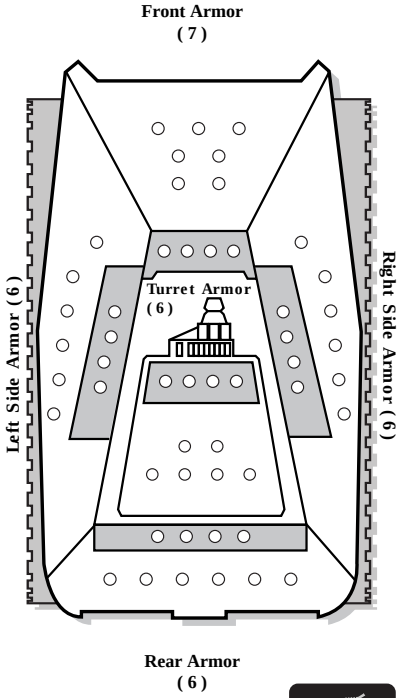
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### NOTES

### ARMOR DIAGRAM

**BAR: 10**




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| Weapons (Basic fire control) | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Infantry Fighting Vehicle (APC - Desert)

**Movement Points:**
**Cruising:** 3
**Flanking:** 5
**Movement Type:** Tracked
**Engine Type:** 150 ICE

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Rules Level:** Standard

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | TU | 5 [DB,S] | 3 | 6 | 12 | 18 |

Ammo: (AC/5) 20, (Machine Gun) 200
Features Environmental Sealing Chassis Mod, Cargo (1 ton)), Infantry Bay (4 tons)

**BV:** 635

### CREW DATA

**Crew:** Iota 1-2
**Gunnery Skill:** 4 **Driving Skill:** 5

Commander Hit [+1]
Modifier to all skill rolls

Driver Hit [+2]
Modifier to Driving skill rolls

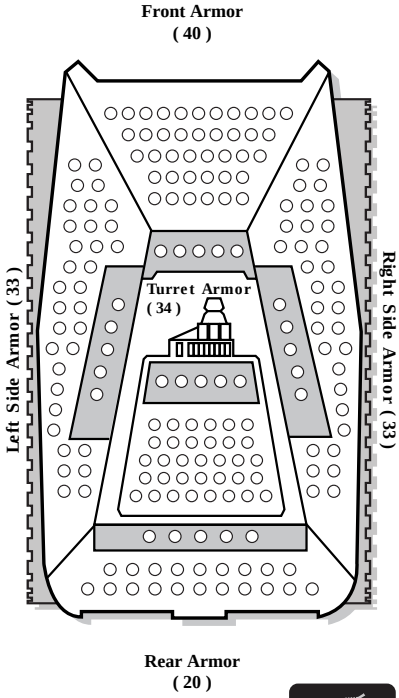
### CRITICAL DAMAGE

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

Standard Armor




### TO-HIT MODIFIERS

| | |
|---|---|
| Attacker | |
| Stationary | +0 |
| Cruised | +1 |
| Flanked | +2 |
| Skidding | +1 |
| 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 |

### MOVEMENT COSTS

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

### 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: | | Vehicle Type Modifier: | |
|---|---|---|---|
| Hit from rear | +1 | Tracked, Naval | +0 |
| Hit from the sides | +2 | 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 frst 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.

### DRIVING SKILL ROLL TABLE

| | |
|---|---|
| Unit's Actions | |
| Flanking movement after facing change on pavement | Possible skid |
| Skidding Movement | |
| Hexes moved in turn | |
| 0-2 | -1 |
| 3-4 | 0 |
| 5-7 | +1 |
| 8-10 | +2 |
| 11-17 | +3 |
| 18-24 | +4 |
| 25+ | +5 |
| Entering/leaving building hex | |
| Light building | 0 |
| Medium building | +1 |
| Heavy building | +2 |
| Hardened building | +3 |
| Hexes moved in turn | |
| 1-2 | 0 |
| 3-4 | +1 |
| 5-6 | +2 |
| 7-9 | +3 |
| 10-17 | +4 |
| 18-24 | +5 |
| 25+ | +6 |

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### 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 | | | | | | | | | | |

# BATTLETECH™

## CONVENTIONAL INFANTRY RECORD SHEET

### 1st Lyran Marines Squad (Recon)

**Armor Type:** Sneak Suit (Camo/IR/ECM) **Damage Divisor:** 1.0

**Commander:** Delta 1-4

**Gunnery Skill:** 3

**Anti-'Mech Skill:** 4

**Max Weapon Damage***

**Notes:**

+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G Invisible to standard/light active probes.

| 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| **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:** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

| MPs Used: | 0 | 1 | 2 | 3+ |
|---|---|---|---|---|
| To-Hit Modifier: (All Attackers) | +3 | +2 | +1 | 0 |

**BV:** 38 **Transport Wt:** 0.5 tons **Movement MP:** 1 **Type:** Ground

## 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 |
| Large support vehicle or grounded DropShip | -1 |

## MOVEMENT COSTS

| 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 | |
| Nonmechanized | +0 |
| Level Change (Up or Down) | |
| 1 level | +2 |
| 2+ levels | Prohibited |

## ANTI-'MECH ATTACK TABLE

| Active troopers | Leg Attack | Swarm Attack |
|---|---|---|
| 22+ | 0 | +2 |
| 16-21 | +2 | +5 |
| 10-15 | +5 | Not possible |
| 5-9 | +7 | Not possible |
| 1-4 | Not possible | Not possible |

## 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* ).

## SWARM ATTACKS HIT LOCATION

| 2D6 Roll | Bipedal Location | Four-Legged Location |
|---|---|---|
| 2 | H | H |
| 3 | CT(R) | RT |
| 4 | RT(R) | CT(R) |
| 5 | RT | RT(R) |
| 6 | RA | RT |
| 7 | CT | CT |
| 8 | LA | LT |
| 9 | LT | LT(R) |
| 10 | LT(R) | CT(R) |
| 11 | CT(R) | LT |
| 12 | H | H |

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## 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 | | | | | | | | | | |

## CLUSTER HITS TABLE

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