BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Partisan Heavy Tank

Movement Points:		**Tonnage:**	80
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Sniper
Movement Type:	Tracked	**Engine Type:**	240 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	AC/5	TU	5 [DB,S]	3	6	12	18
*	Charge	—	8/hex	—	—	—	—

Ammo: (AC/5) 40, (MG) 100

Quirks: Anti-Aircraft Targeting

BV: 673

CREW DATA

Crew: Sergeant Toniko "Nag" Furaha (Nag)

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

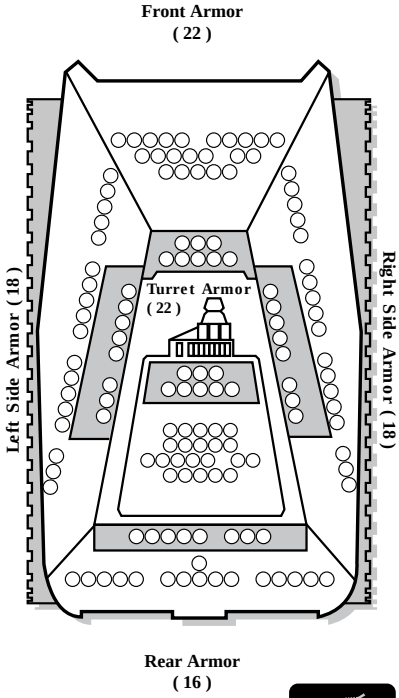
Front ☐ Left ☐ Right ☐

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/hex side

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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Partisan Heavy Tank

Movement Points:		**Tonnage:**	80
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Sniper
Movement Type:	Tracked	**Engine Type:**	240 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	AC/5	TU	5 [DB,S]	3	6	12	18
*	Charge	—	8/hex	—	—	—	—

Ammo: (AC/5) 40, (MG) 100

Quirks: Anti-Aircraft Targeting

BV: 606

CREW DATA

Crew: Captain Adalie "Timeline" Schmitt (Timeline)

Gunnery Skill: 4 **Driving Skill:** 7

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

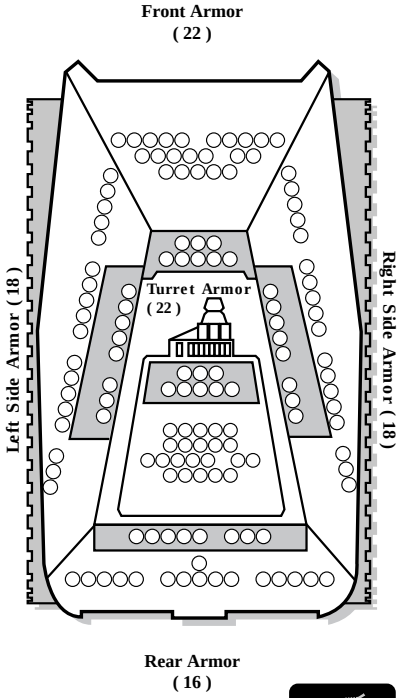
Front ☐ Left ☐ Right ☐

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/hex side

GROUND COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
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5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
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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
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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.
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18-24	+5
25+	+6

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Hex/Facing										
Move Mode										
Hexes Moved										

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Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Sniper
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*	Charge	—	8/hex	—	—	—	—

Ammo: (AC/5) 40, (MG) 100

Quirks: Anti-Aircraft Targeting

BV: 606

CREW DATA

Crew: Sergeant Jessie "Vegas" Stunt (Vegas)

Gunnery Skill: 4 **Driving Skill:** 7

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

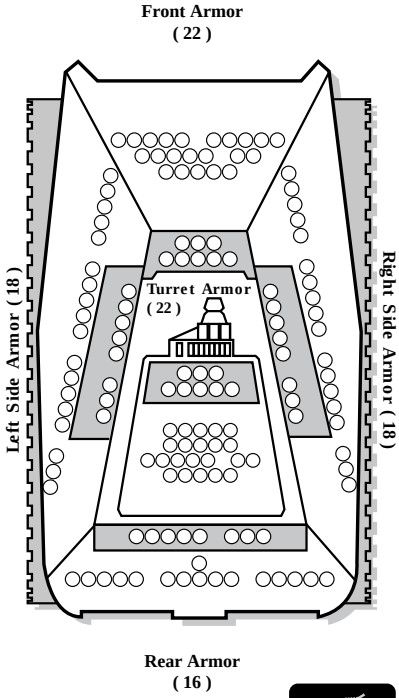
Front ☐ Left ☐ Right ☐

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
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BattleArmor unit	+1
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MOVEMENT COSTS

Cost to Enter Any Hex:	1
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Ammo: (AC/5) 40, (MG) 100

Quirks: Anti-Aircraft Targeting

BV: 673

CREW DATA

Crew: Corporal Dragos "Stash" Sravan (Stash)

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 ☐

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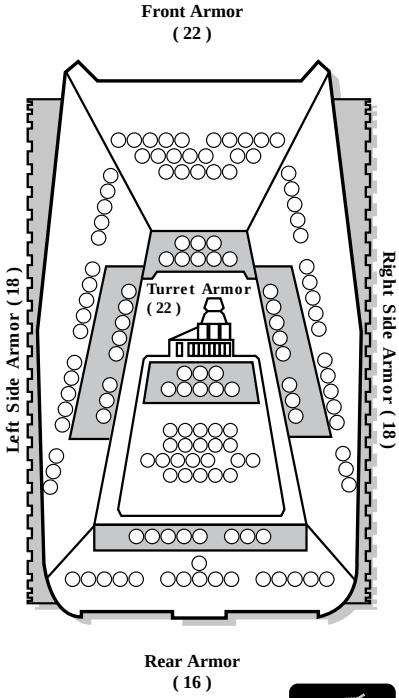
Standard Armor



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Terrain	
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Moved 7-9 hexes	+3
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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/hex side

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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schrek (Large Laser)

Movement Points:		**Tonnage:**	80
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Sniper
Movement Type:	Tracked	**Engine Type:**	240 Fusion

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Large Laser	TU	8 [DE]	—	5	10	15
*	Charge	—	8/hex	—	—	—	—

Quirks: Narrow/Low Profile

BV: 790

CREW DATA

Crew: Corporal Gebre-Egziabhear "Flounder" Kugaru (Fl

Gunnery Skill: 5 **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

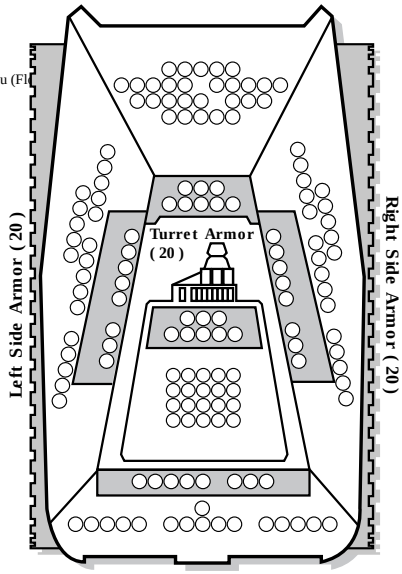
Front ☐ Left ☐ Right ☐

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
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Light building	+1
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Heavy building	+3
Hardened building	+4
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1 level	+2
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Additional Movement Actions	
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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)

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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.

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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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schrek (Large Laser)

Movement Points:		**Tonnage:**	80
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Sniper
Movement Type:	Tracked	**Engine Type:**	240 Fusion

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Large Laser	TU	8 [DE]	—	5	10	15
*	Charge	—	8/hex	—	—	—	—

Quirks: Narrow/Low Profile

BV: 878

CREW DATA

Crew: Corporal Eline "Blob" Beutel (Blob)

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

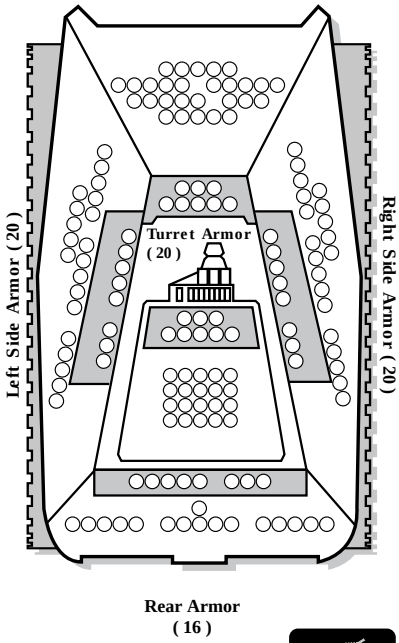
Front ☐ Left ☐ Right ☐

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/hex side

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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rhino Fire Support Tank (Flamer)

Movement Points:		**Tonnage:**	80
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Missile Boat
Movement Type:	Tracked	**Engine Type:**	240 Fusion

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	FR	2/Msl [M,C,S]	—	3	6	9
2	Flamer (Vehicle)	FR	2 [DE,H,AI]	—	1	2	3
2	Medium Laser	TU	5 [DE]	—	3	6	9
2	LRM 20	TU	1/Msl [M,C,S]	6	7	14	21
*	Charge		8/hex	—	—	—	—

Ammo: (Flamer) 20, (LRM 20) 18, (SRM 6) 15

BV: 1,439

CREW DATA

Crew: Corporal Rachmad "Eastwood" Purbacaraka (Eastw

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

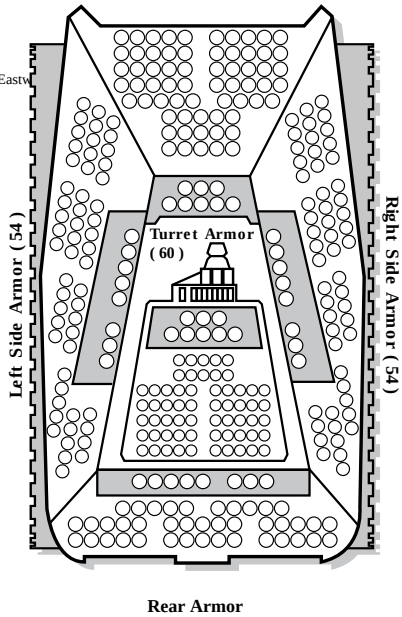
Front ☐ Left ☐ Right ☐

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
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Jumped	+1
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Secondary target (front)	+1
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MOVEMENT COSTS

Cost to Enter Any Hex:	1
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Additional Movement Actions	
Facing change	1/hex side

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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	20
2	2	6
3	2	6
4	3	9
5	3	12
6	4	12
7	4	12
8	4	12
9	5	16
10	5	16
11	6	20
12	6	20

MOVEMENT RECORD

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

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ontos Heavy Tank

Movement Points:		**Tonnage:**	95
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Juggernaut
Movement Type:	Tracked	**Engine Type:**	285 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	TU	1/Msl [M,C,S]	6	7	14	21
8	Medium Laser	TU	5 [DE]	—	3	6	9
*	Charge	—	9.5/hex	—	—	—	—

Ammo: (LRM 5) 24

BV: 1,238

CREW DATA

Crew: Sergeant Kinnard "Mocha" MacFinlay (Mocha)

Gunnery Skill: 3 **Driving Skill:** 4

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 ☐

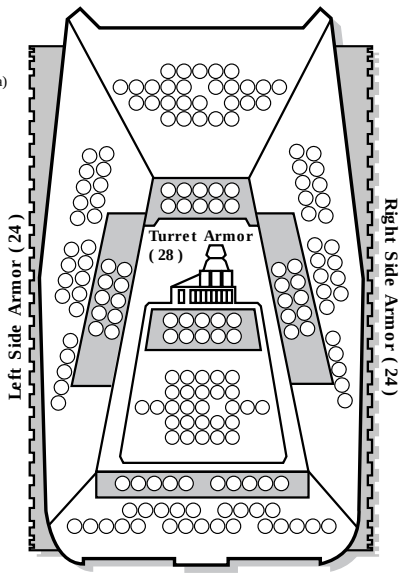
Rear ☐ Turret ☐

NOTES

ARMOR DIAGRAM

Standard Armor

Front Armor (28)



Rear Armor (24)

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/hex side

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

MOVEMENT RECORD

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

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRM Carrier

Movement Points:		**Tonnage:**	60
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Missile Boat
Movement Type:	Tracked	**Engine Type:**	180 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Msl [M,C,S]	6	7	14	21
*	Charge	—	6/hex	—	—	—	—

Ammo: (LRM 20) 24

BV: 833

CREW DATA

Crew: Sergeant Shirai "Sparky" Goto (Sparky)

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

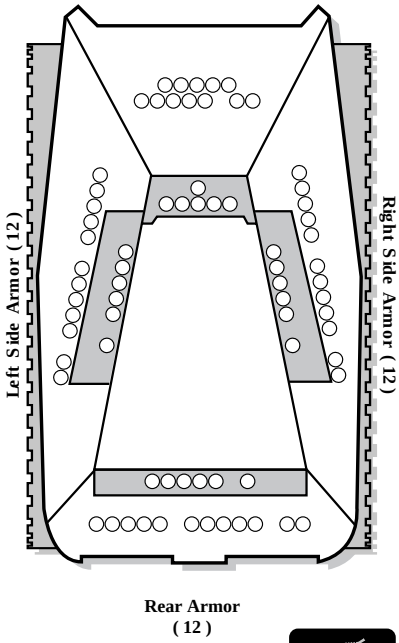
Front ☐ Left ☐ Right ☐

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	+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/hex side

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.

CLUSTER HITS TABLE

Die Roll (2D6)	20
2	6
3	6
4	9
5	12
6	12
7	12
8	12
9	16
10	16
11	20
12	20

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MOVEMENT RECORD

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

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRM Carrier

Movement Points:		**Tonnage:**	60
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Missile Boat
Movement Type:	Tracked	**Engine Type:**	180 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Msl [M,C,S]	6	7	14	21
*	Charge	—	6/hex	—	—	—	—

Ammo: (LRM 20) 24

BV: 833

CREW DATA

Crew: Sergeant Dennis "Cyan" Chlapowski (Cyan)

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

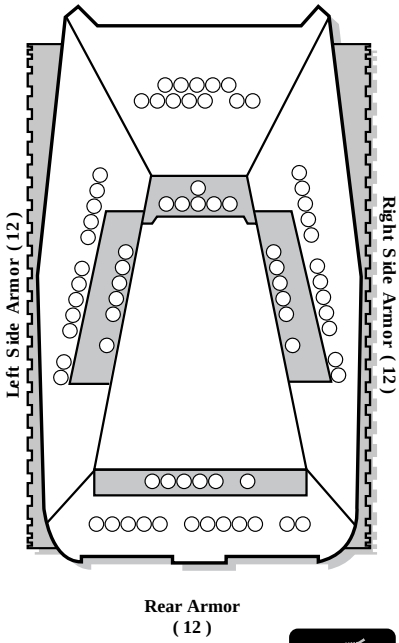
Front ☐ Left ☐ Right ☐

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	+1
Light woods	+1
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
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Light building	+1
Medium building	+2
Heavy building	+3
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Additional Movement Actions	
Facing change	1/hex side

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	ATTACK DIRECTION FRONT	REAR	SIDES
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5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6

GROUND COMBAT VEHICLE CRITICALS TABLE

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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.

CLUSTER HITS TABLE

Die Roll (2D6)	20
2	6
3	6
4	9
5	12
6	12
7	12
8	12
9	16
10	16
11	20
12	20

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MOVEMENT RECORD

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

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRM Carrier

Movement Points:		**Tonnage:**	60
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Missile Boat
Movement Type:	Tracked	**Engine Type:**	180 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Msl [M,C,S]	6	7	14	21
*	Charge	—	6/hex	—	—	—	—

Ammo: (LRM 20) 24

BV: 1,100

CREW DATA

Crew: Lieutenant SG Courtney Kelly

Gunnery Skill: 3 **Driving Skill:** 4

Commander Hit [+1] Driver Hit [+2]

Modifier to all skill rolls — Modifier to Driving skill rolls

CRITICAL DAMAGE

Engine Hit ☐

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

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

Stabilizers

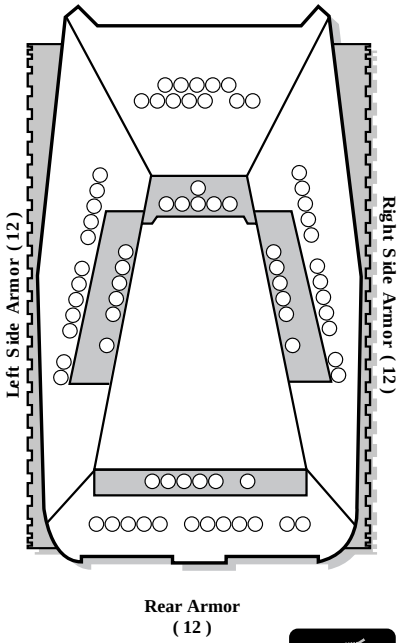
Front ☐ Left ☐ Right ☐

Rear ☐

NOTES

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/hex side

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.

CLUSTER HITS TABLE

Die Roll (2D6)	20
2	6
3	6
4	9
5	12
6	12
7	12
8	12
9	16
10	16
11	20
12	20

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MOVEMENT RECORD

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

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRM Carrier

Movement Points:		**Tonnage:**	60
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Missile Boat
Movement Type:	Tracked	**Engine Type:**	180 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Msl [M,C,S]	6	7	14	21
*	Charge	—	6/hex	—	—	—	—

Ammo: (LRM 20) 24

BV: 1,100

CREW DATA

Crew: Lieutenant JG Adonis "Star" Yun (Star)

Gunnery Skill: 3 **Driving Skill:** 4

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

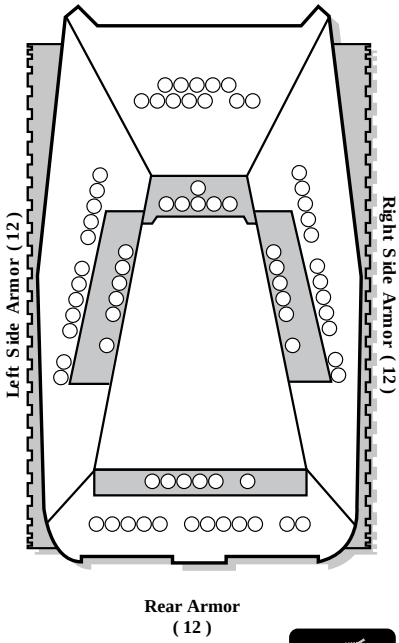
Front ☐ Left ☐ Right ☐

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	+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/hex side

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.

CLUSTER HITS TABLE

Die Roll (2D6)	20
2	6
3	6
4	9
5	12
6	12
7	12
8	12
9	16
10	16
11	20
12	20

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MOVEMENT RECORD

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

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

BATTLETECH™

VTOL RECORD SHEET

VEHICLE DATA

Type: Warrior Attack Helicopter H-7

Movement Points:		**Tonnage:**	21
Cruising:	9	**Tech Base:**	Inner Sphere
Flanking:	14	**Role:**	Scout
Movement Type:	VTOL	**Engine Type:**	50 ICE

Weapons & Equipment Inventory (hexes)

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

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

Quirks: VTOL Rotor Arrangement (Co-Axial)

BV: 266

CREW DATA

Crew: Corporal Rob "Coco" Chippo (Coco)

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

Co-Pilot Hit [+1] Modifier to all skill rolls

Pilot Hit [+2] Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3] Engine Hit [ ]

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

Stabilizers

Front [ ] Left [ ] Right [ ]

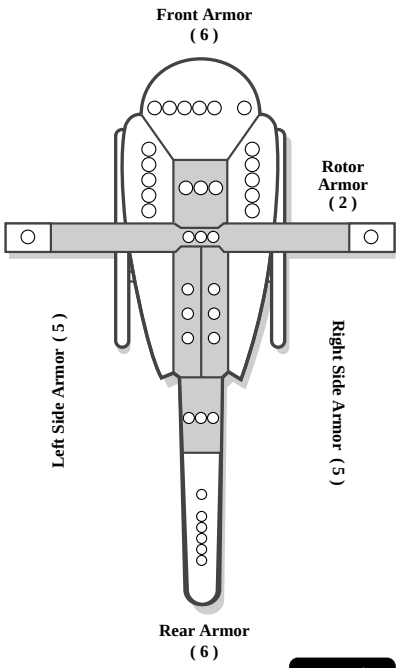
Rear [ ]

*Move at Cruising speed only

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 Hex (Airborne): 1

Woods	Prohibited
(except along road)	
Building	Prohibited

Level Change (Up or Down) +1/level

Additional Movement Actions

Facing change	1/hex side

VTOL COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)*†	Rotors (critical)*†	Rotors (critical)*†

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

† Damage Value / 10 (round up); see Rotor Hits, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

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

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACKS ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons Only
4+	None

DRIVING SKILL ROLL TABLE

Unit's Actions

Flanking movement after facing change	Possible sideslip

Sideslip 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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

	LOCATION HIT FRONT	SIDE	REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Copilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Locks
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	RotorsDestroyed	Ammunition**	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	RotorsDestroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL 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										
Hexes Moved										

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

CLUSTER HITS TABLE

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

BATTLETECH™

MEDIUM SUPPORT VTOL RECORD SHEET

VEHICLE DATA

Type: Strike Falcon Attack VTOL

Movement Points:		**Tonnage:**	30
Cruising:	7	**Tech Base:**	Inner Sphere
Flanking:	11	**Role:**	Striker
Movement Type:	VTOL	**Engine Type:**	ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3

Ammo: (MG) 100, (SRM 4) 25

Features Advanced Fire Control, Infantry Compartment (6 tons)

Quirks: Easy to Pilot, Obsolete

BV: 307

CREW DATA

Crew: Sergeant Gheorghita "Toad" Zhou (Toad)

Gunnery Skill: 5 **Driving Skill:** 3

Co-Pilot Hit +1 — Modifier to all skill rolls

Pilot Hit +2 — Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit

Sensor Hits +1 +2 +3 D

Stabilizers

Front Left Right

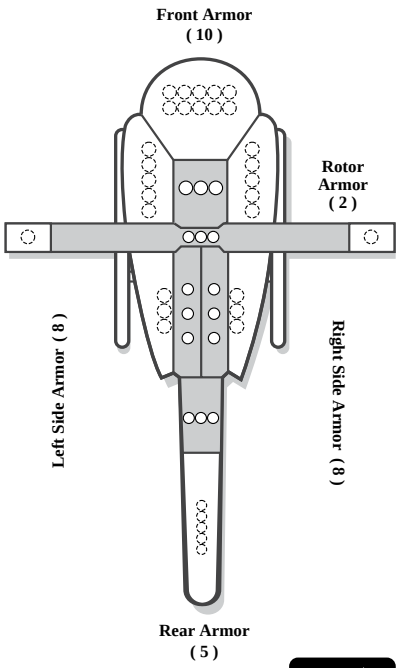
Rear

*Move at Cruising speed only

NOTES

ARMOR DIAGRAM

BAR: 7



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 Hex (Airborne): 1

Woods	Prohibited
(except along road)	
Building	Prohibited
Level Change (Up or Down)	**+1/level**
Additional Movement Actions	
Facing change	1/hex side

VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)*†	Rotors (critical)*†	Rotors (critical)*†

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

† Damage Value / 10 (round up); see Rotor Hits, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

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

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACKS ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons Only
4+	None

DRIVING SKILL ROLL TABLE

Unit's Actions	
Flanking movement after facing change	Possible sideslip
Sideslip 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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

	FRONT	SIDE	REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Copilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Locks
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	RotorsDestroyed	Ammunition**	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	RotorsDestroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL 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										
Hexes Moved										

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

CLUSTER HITS TABLE

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

BATTLETECH™

MEDIUM SUPPORT VTOL RECORD SHEET

VEHICLE DATA

Type: Strike Falcon Attack VTOL

Movement Points:		**Tonnage:**	30
Cruising:	7	**Tech Base:**	Inner Sphere
Flanking:	11	**Role:**	Striker
Movement Type:	VTOL	**Engine Type:**	ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3

Ammo: (MG) 100, (SRM 4) 25

Features Advanced Fire Control, Infantry Compartment (6 tons)

Quirks: Easy to Pilot, Obsolete

BV: 244

CREW DATA

Crew: Sergeant Widdad "Fang" Voneve (Fang)

Gunnery Skill: 5 **Driving Skill:** 6

Co-Pilot Hit [+1] Modifier to all skill rolls

Pilot Hit [+2] Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3] Engine Hit [ ]

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

Stabilizers

Front [ ] Left [ ] Right [ ]

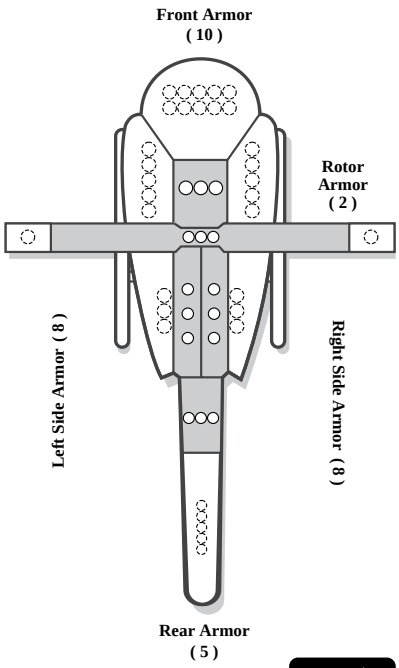
Rear [ ]

*Move at Cruising speed only

NOTES

ARMOR DIAGRAM

BAR: 7



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 Hex (Airborne):	**1**
Woods	Prohibited
(except along road)	
Building	Prohibited
Level Change (Up or Down)	**+1/level**
Additional Movement Actions	
Facing change	1/hex side

VTOL COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)*†	Rotors (critical)*†	Rotors (critical)*†

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

† Damage Value / 10 (round up); see Rotor Hits, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

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

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACKS ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons Only
4+	None

DRIVING SKILL ROLL TABLE

Unit's Actions	
Flanking movement after facing change	Possible sideslip
Sideslip 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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

	LOCATION HIT FRONT	SIDE	REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Copilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Locks
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	RotorsDestroyed	Ammunition**	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	RotorsDestroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL 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										
Hexes Moved										

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

CLUSTER HITS TABLE

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Pegasus Scout Hover Tank

Movement Points:		**Tonnage:**	35
Cruising:	8	**Tech Base:**	Inner Sphere
Flanking:	12	**Role:**	Striker
Movement Type:	Hover	**Engine Type:**	105 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	FR	5 [DE]	—	3	6	9
2	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
*	Charge		3.5/hex	—	—	—	—

Ammo: (SRM 6) 15

BV: 845

CREW DATA

Crew: Lieutenant JG Tekli "Ethereal" Ruan (Ethereal)

Gunnery Skill: 3 **Driving Skill:** 4

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

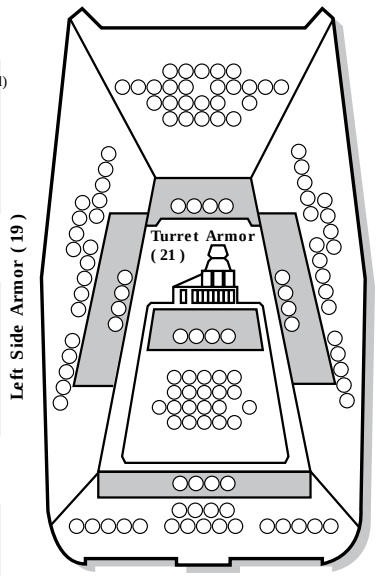
Front ☐ Left ☐ Right ☐

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	Prohibited
Heavy woods	Prohibited
Water	+0
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/hex side

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	Possible sideslip
Sideslip 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.

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

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MOVEMENT RECORD

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

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport (SRM4)

Movement Points:		**Tonnage:**	50
Cruising:	8	**Tech Base:**	Inner Sphere
Flanking:	12	**Role:**	Striker
Movement Type:	Hover	**Engine Type:**	165 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	RR	2/Msl [M,C,S]	—	3	6	9
3	Machine Gun	TU	2 [DB,AI]	—	1	2	3
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
*	Charge		5/hex	—	—	—	—

Ammo: (MG) 200, (SRM 2) 50, (SRM 4) 50, (SRM 6) 30

Features Infantry Compartment (3 tons)

BV: 791

CREW DATA

Crew: Lieutenant JG Naoko "Origin" Fountain (Origin)

Gunnery Skill: 3 **Driving Skill:** 6

Commander Hit [+1] Driver Hit [+2]

Modifier to all skill rolls — Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

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

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

Stabilizers

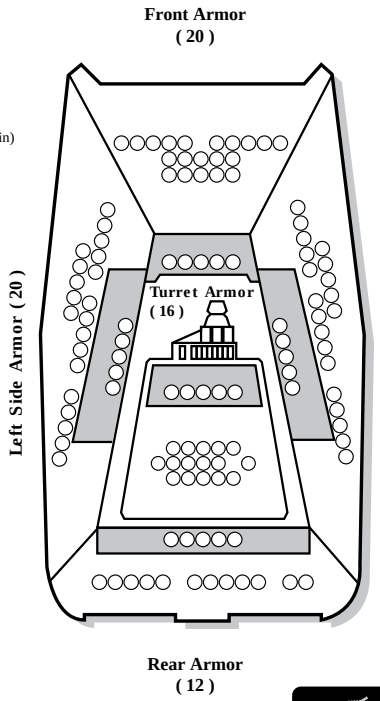
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

NOTES

ARMOR DIAGRAM

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	Prohibited
Heavy woods	Prohibited
Water	+0
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/hex side

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	Possible sideslip
Sideslip 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.

CLUSTER HITS TABLE

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

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MOVEMENT RECORD

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

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport

Movement Points:		**Tonnage:**	50
Cruising:	8	**Tech Base:**	Inner Sphere
Flanking:	12	**Role:**	Striker
Movement Type:	Hover	**Engine Type:**	165 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
1	LRM 5	RR	1/Msl [M,C,S]	6	7	14	21
3	Machine Gun	TU	2 [DB,AI]	—	1	2	3
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
*	Charge		— 5/hex	—	—	—	—

Ammo: (LRM 5) 24, (MG) 200, (SRM 2) 50, (SRM 6) 15

Features Infantry Compartment (3 tons)

BV: 688

CREW DATA

Crew: Sergeant Jamia "Frontline" Lucero (Frontline)

Gunnery Skill: 4 **Driving Skill:** 7

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

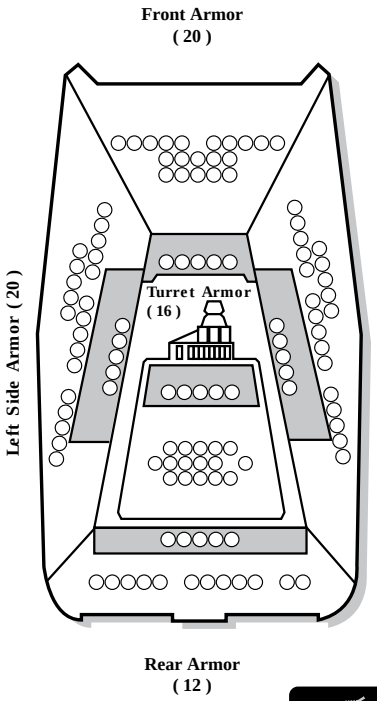
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

NOTES

ARMOR DIAGRAM

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	Prohibited
Heavy woods	Prohibited
Water	+0
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/hex side

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	Possible sideslip
Sideslip 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)	2	5	6
2	1	1	2
3	1	2	2
4	1	2	3
5	1	3	3
6	1	3	4
7	1	3	4
8	2	3	4
9	2	4	5
10	2	4	5
11	2	5	6
12	2	5	6

MOVEMENT RECORD

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

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport

Movement Points:		**Tonnage:**	50
Cruising:	8	**Tech Base:**	Inner Sphere
Flanking:	12	**Role:**	Striker
Movement Type:	Hover	**Engine Type:**	165 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
1	LRM 5	RR	1/Msl [M,C,S]	6	7	14	21
3	Machine Gun	TU	2 [DB,AI]	—	1	2	3
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
*	Charge		— 5/hex	—	—	—	—

Ammo: (LRM 5) 24, (MG) 200, (SRM 2) 50, (SRM 6) 15

Features Infantry Compartment (3 tons)

BV: 764

CREW DATA

Crew: Corporal Deisy "Cooler" Ule (Cooler)

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

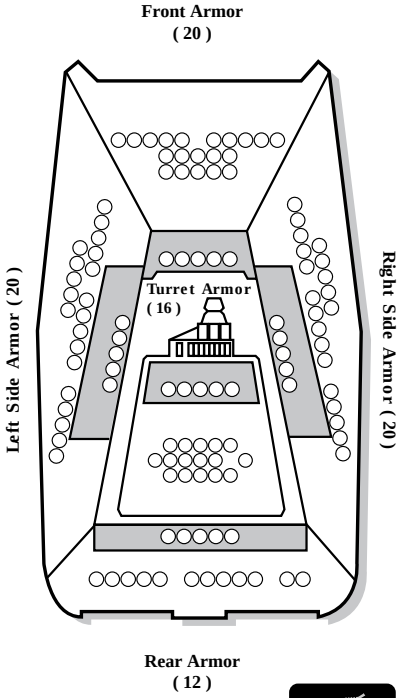
Front ☐ Left ☐ Right ☐

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	Prohibited
Heavy woods	Prohibited
Water	+0
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/hex side

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	Possible sideslip
Sideslip 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)	2	5	6
2	1	1	2
3	1	2	2
4	1	2	3
5	1	3	3
6	1	3	4
7	1	3	4
8	2	3	4
9	2	4	5
10	2	4	5
11	2	5	6
12	2	5	6

MOVEMENT RECORD

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

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

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Armored Personnel Carrier (Wheeled)

Movement Points:		**Tonnage:**	10
Cruising:	6	**Tech Base:**	Inner Sphere
Flanking:	9	**Role:**	Scout
Movement Type:	Wheeled	**Engine Type:**	40 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3
*	Charge	—	1/hex	—	—	—	—

Ammo: (MG) 200

Features Infantry Compartment (1 ton)

BV: 157

CREW DATA

Crew: Corporal Sammy "Ironpalm" Jolivet (Ironpalm)

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

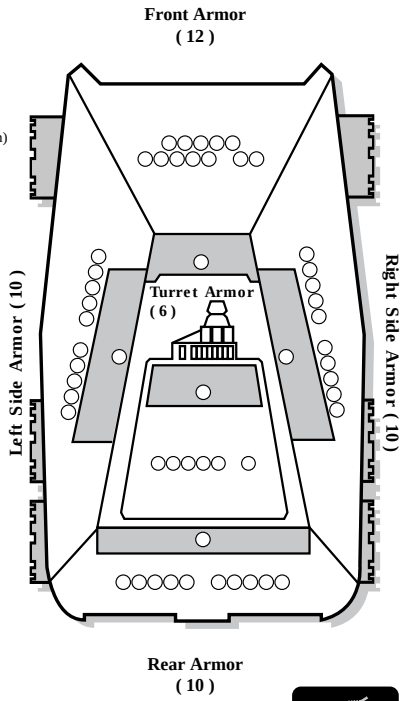
Front ☐ Left ☐ Right ☐

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/hex side

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.
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6-7	Minor damage; +1 modifier to all Driving Skill Rolls
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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										
Hexes Moved										

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

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Armored Personnel Carrier (Wheeled)

Movement Points:		**Tonnage:**	10
Cruising:	6	**Tech Base:**	Inner Sphere
Flanking:	9	**Role:**	Scout
Movement Type:	Wheeled	**Engine Type:**	40 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3
*	Charge	—	1/hex	—	—	—	—

Ammo: (MG) 200

Features Infantry Compartment (1 ton)

BV: 207

CREW DATA

Crew: Corporal Severin "Buzzard" VonTirpitz (Buzzard)

Gunnery Skill: 3 **Driving Skill:** 4

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

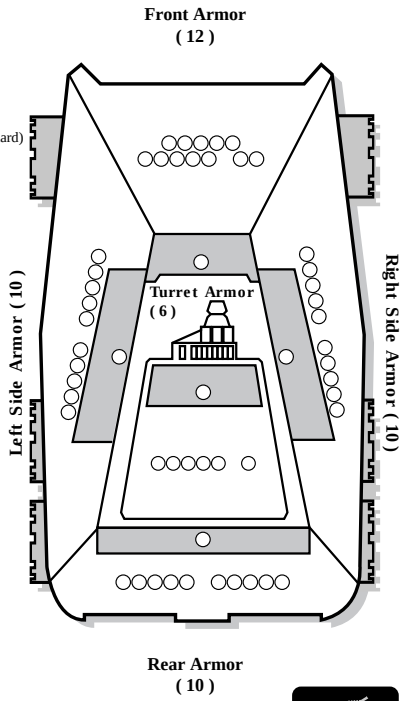
Front ☐ Left ☐ Right ☐

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/hex side

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										
Hexes Moved										

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

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Armored Personnel Carrier (Wheeled)

Movement Points:		**Tonnage:**	10
Cruising:	6	**Tech Base:**	Inner Sphere
Flanking:	9	**Role:**	Scout
Movement Type:	Wheeled	**Engine Type:**	40 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3
*	Charge	—	1/hex	—	—	—	—

Ammo: (MG) 200

Features Infantry Compartment (1 ton)

BV: 157

CREW DATA

Crew: Corporal Kimberly "Gauge" Rais (Gauge)

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

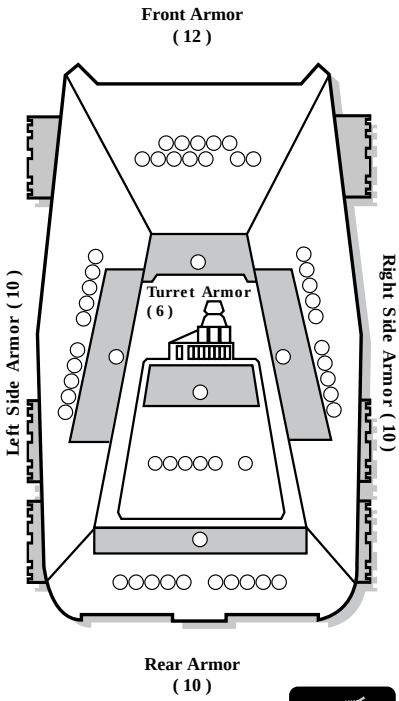
Front ☐ Left ☐ Right ☐

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/hex side

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										
Hexes Moved										

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

BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Armored Personnel Carrier (Wheeled)

Movement Points:		**Tonnage:**	10
Cruising:	6	**Tech Base:**	Inner Sphere
Flanking:	9	**Role:**	Scout
Movement Type:	Wheeled	**Engine Type:**	40 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3
*	Charge	—	1/hex	—	—	—	—

Ammo: (MG) 200

Features Infantry Compartment (1 ton)

BV: 127

CREW DATA

Crew: Private Isabelle "Jumpy" Jacobson (Jumpy)

Gunnery Skill: 6 **Driving Skill:** 6

Commander Hit [+1] Driver Hit [+2]

Modifier to all skill rolls — Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

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

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

Stabilizers

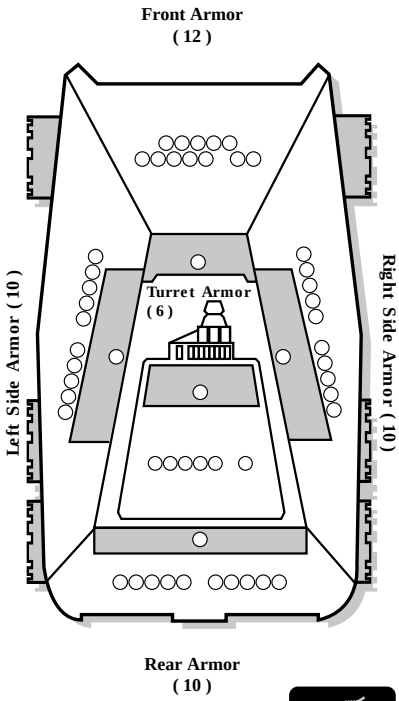
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

NOTES

ARMOR DIAGRAM

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
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Hardened building	+4
Level Change (Up or Down)	
1 level	+2
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Additional Movement Actions	
Facing change	1/hex side

GROUND COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
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7	Front	Rear	Side
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Attack Direction Modifier:		Vehicle Type Modifier:	
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10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
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8-10	+2
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Heavy building	+2
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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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Long Tom Artillery LT-MOB-25 (Support Carriage)

Movement Points:		**Tonnage:**	10
Cruising:	0	**Tech Base:**	Inner Sphere
Flanking:	0	**Role:**	None
Movement Type:	Tracked	**Engine Type:**	10 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Trailer Hitch	RR	[E]	—	—	—	—
1	CommsGear: 4t	BD	[E]	—	—	—	—

BV: 152

CREW DATA

Crew: Private Mai-Sie "Rain Bird" Sen (Rain Bird)

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

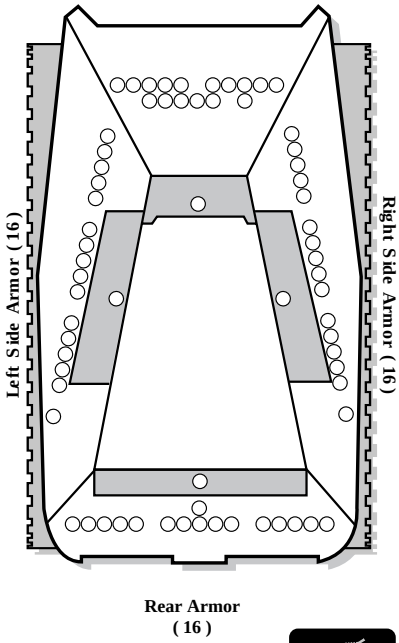
Front ☐ Left ☐ Right ☐

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	+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/hex side

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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Long Tom Artillery LT-MOB-25

Movement Points:		**Tonnage:**	75
Cruising:	3	**Tech Base:**	Inner Sphere
Flanking:	5	**Role:**	Missile Boat
Movement Type:	Tracked	**Engine Type:**	225 ICE

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Long Tom	FR	25[AE,S,F]	—	1	2	30
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—
1	CommsGear: 3t	BD	[E]	—	—	—	—
*	Charge	—	7.5/hex	—	—	—	—

Ammo: (Long Tom) 20, (MG) 100

BV: 752

CREW DATA

Crew: Corporal Madeline "Jaguar" Mahsud Khel (Jaguar)

Gunnery Skill: 4 **Driving Skill:** 7

Commander Hit [+1] Driver Hit [+2]

Modifier to all skill rolls — Modifier to Driving skill rolls

CRITICAL DAMAGE

Engine Hit ☐

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

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

Stabilizers

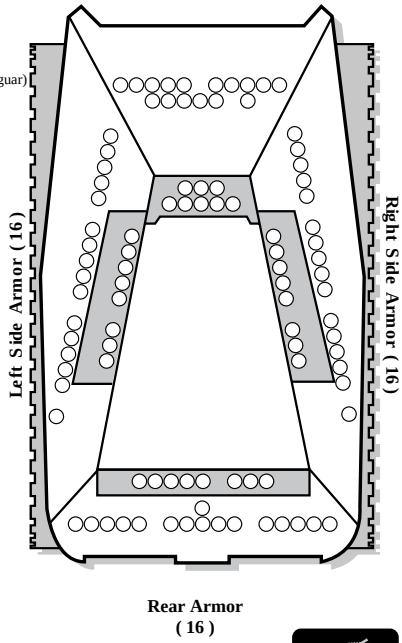
Front ☐ Left ☐ Right ☐

Rear ☐

NOTES

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/hex side

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										
Hexes Moved										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Long Tom Artillery LT-MOB-25 (Ammunition Carriage)

Movement Points:		**Tonnage:**	10
Cruising:	0	**Tech Base:**	Inner Sphere
Flanking:	0	**Role:**	None
Movement Type:	Tracked	**Engine Type:**	0 None

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Trailer Hitch	RR	[E]	—	—	—	—

Ammo: (Long Tom) 25

BV: 152

CREW DATA

Crew:

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

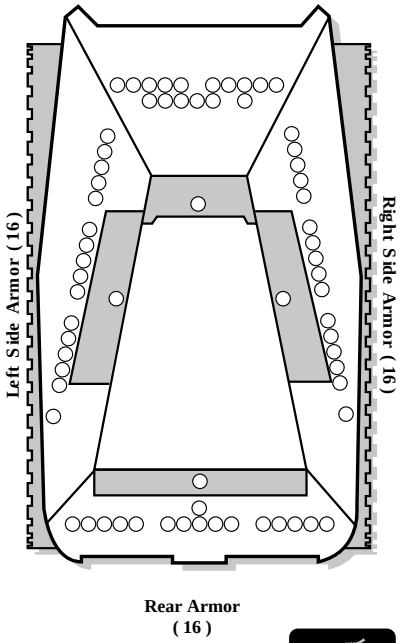
Front ☐ Left ☐ Right ☐

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	+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/hex side

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										
Hexes Moved										

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

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Headquarters (ICE)

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

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	TU	5 [DE]	—	3	6	9
1	CommsGear: 2t	BD	[E]	—	—	—	—
*	Charge	—	2.5/hex	—	—	—	—

BV: 258

CREW DATA

Crew: Corporal Sasnik "Cross Country" Weinkowe (Cross)

Gunnery Skill: 5 **Driving Skill:** 7

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

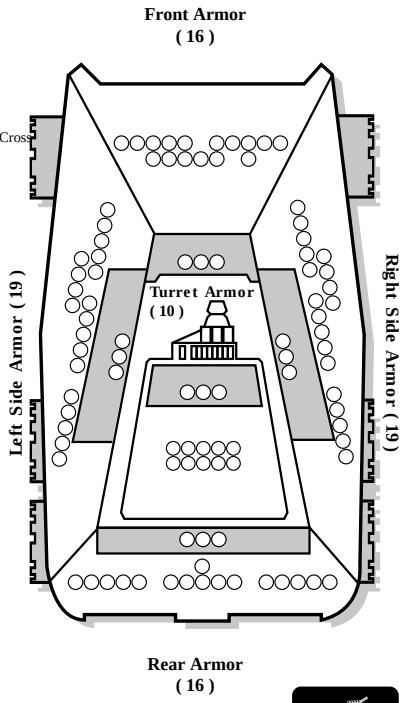
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

NOTES

ARMOR DIAGRAM

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/hex side

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										
Hexes Moved										

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

BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

Jump Platoon (SRM)

Armor Type: Generic Infantry Kit **Damage Divisor:** 1.0

Commander: Lieutenant JG Dyanna
Gunnery Skill: 3
Anti-'Mech Skill: 8
Role: Ambusher
Max Weapon Damage*
Notes:
None

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
—	—	—	—	—	—	—	—	—	—	—	—	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	1	1

*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: 80 **Transport Wt:** 3.5 tons **Movement MP:** 2 **Type:** Jump
Movement MP: 1 **Type:** Ground

Jump Platoon (Flamer)

Armor Type: Generic Infantry Kit **Damage Divisor:** 1.0

Commander: Lieutenant SG Tommie
Gunnery Skill: 3
Anti-'Mech Skill: 8
Role: Ambusher
Max Weapon Damage*
Notes:
Flame-based weapon.

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
—	—	—	—	—	—	—	—	—	11	11	10	10	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

*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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

BV: 73 **Transport Wt:** 4.0 tons **Movement MP:** 2 **Type:** Jump
Movement MP: 1 **Type:** Ground

Jump Platoon (Rifle)

Armor Type: Generic Infantry Kit **Damage Divisor:** 1.0

Commander: Captain Eva "Buck" Be
Gunnery Skill: 3
Anti-'Mech Skill: 8
Role: Ambusher
Max Weapon Damage*
Notes:
None

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
—	—	—	—	—	—	—	—	—	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

*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: 93 **Transport Wt:** 4.0 tons **Movement MP:** 3 **Type:** Jump
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
2	1	1	1	1	2	2	2	3	3	4	4	4	5	5	5	5	6	6	6	7
3	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7
4	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9
5	1	2	2	3	3	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

Foot Platoon (Laser Marine)

Armor Type: Environment Suit, Marine **Damage Divisor:** 2.0

Commander: Captain Neill "Growl"
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
Max Weapon Damage*	—	—	—	—	—	—	7	7	6	6	6	6	5	5	5	4	4	4	4	3	3	3	2	2	2	1	1	1	1	0

Notes:
Can operate in vacuum. 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: 133 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

Foot Platoon (Laser Marine)

Armor Type: Environment Suit, Marine **Damage Divisor:** 2.0

Commander: Lieutenant SG Jack "B
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
Max Weapon Damage*	—	—	—	—	—	—	7	7	6	6	6	6	5	5	5	4	4	4	4	3	3	3	2	2	2	1	1	1	1	0

Notes:
Can operate in vacuum. 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: 133 **Transport Wt:** 2.5 tons **Movement MP:** 1 **Type:** Ground

Foot Platoon (Laser Marine)

Armor Type: Environment Suit, Marine **Damage Divisor:** 2.0

Commander: Lieutenant JG Aviya "
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
Max Weapon Damage*	—	—	—	—	—	—	7	7	6	6	6	6	5	5	5	4	4	4	4	3	3	3	2	2	2	1	1	1	1	0

Notes:
Can operate in vacuum. 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: 109 **Transport Wt:** 2.5 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

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
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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
2	1	1	1	1	2	2	2	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8
3	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8
4	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9	9	10	10
5	1	2	2	3	3	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	20
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	20
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24