BATTLETECH™

RECORD SHEETS: 3075 UNABRIDGED

THE CUTTING EDGE

CATALYST game labs™

'MECHS, VEHICLES AND AEROSPACE

NOTES

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

INNER SPHERE BATTLE ARMOR
- Nighthawk
- Tornado
- Djinn
- Kobold
- Asterion
- Asura
- Rottweiler
- Se'irim
- Theseus
- Void
- Ying Long
- Phalanx
- Tengu
- Grenadier
- Hauberk
- Nephilim
- Shedu

INNER SPHERE VEHICLES
- Crow Scout Helicopter
- MIT 23 MASH Vehicle
- Tamerlane Strike Sled
- Saxon APC
- Hiryo Armored Infantry Transport
- Danai Support Vehicle
- Condor Hover Tank (Upgrade)
- JES I Tactical Missile Carrier
- Thumper Artillery Vehicle
- DI Morgan Assault Tank
- JI-50 Transportable Field Repair Unit
- O-66 HMRV

INNER SPHERE BATTLEMECHS
- Malak
- Valiant
- Wight
- Mongoose II
- Preta
- Legionnaire
- Eyleuka
- Grigori
- Patriot
- Deva
- Defiance
- Warlord
- Seraph
- Archangel
- Titan II
- Hyena SalvageMech

INNER SPHERE AEROSPACE
- Shade
- Rusalka
- Striga
- Aurora
- Leopard PWS
- Union PWS
- Mule PWS
- Excalibur PWS

CLAN BATTLE ARMOR
- Aerie
- Afreet
- Clan Medium
- Corona
- Rogue Bear
- Golem

CLAN VEHICLES
- Bellona Hover Tank
- SM1 Tank Destroyer

CLAN BATTLEMECHS
- Bear Cub
- Crimson Hawk
- Ocelot
- "Pariah"
- Sun Cobra
- Balius
- Ryoken II
- Cygnus
- Jupiter

CLAN PROTOMECHS
- Erinyes
- Cecerops
- Orc
- Procyon
- Chrysaor
- Basilisk
- Triton
- Delphyne

CREDITS

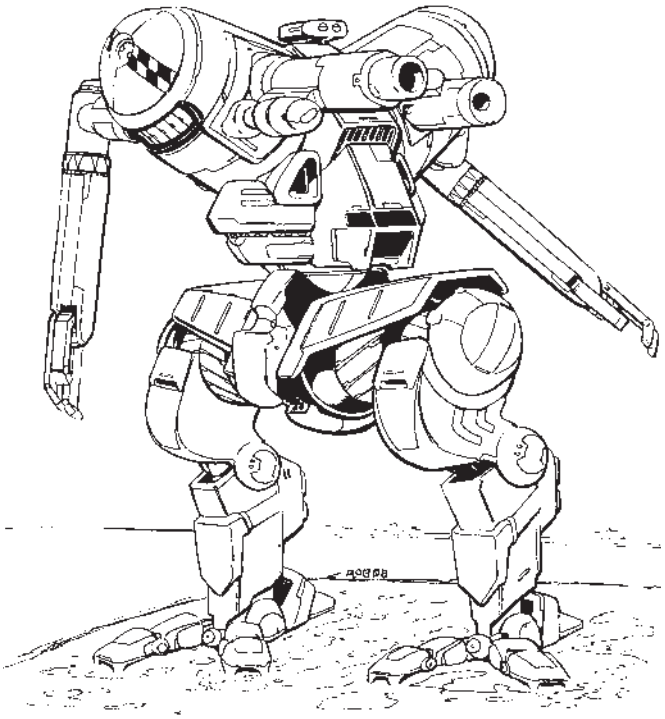
STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books (whether published by Catalyst Game Labs, FanPro, or FASA). (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

Advanced and Experimental Rules: If any record sheets includes "Advanced" or "Experimental" on it—meaning it mounts equipment from *Tactical Operations*—then that record sheet is generally not appropriate for tournament player (individual tournaments will spell out the specifics of whether such designs can or cannot be used).

ERAS

The record sheets in this volume indicate which era they first appeared in; see p. 4 for an explanation of BattleTech Eras.



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BATTLETECH™

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily "plug in" a given sourcebook—we've divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era's title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.

SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron's family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky's SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.

JIHAD

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication— launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.

DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.

SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product's sell sheet, online products page and so on.

Note that if a Catalyst Game Labs' *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set, Total Warfare* and so on.

INNER SPHERE BATTLE ARMOR

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BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nighthawk Mk. XXI **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 55/11

BATTLE ARMOR: SQUAD 2

Type: Nighthawk Mk. XXI **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 55/11

BATTLE ARMOR: SQUAD 3

Type: Nighthawk Mk. XXI **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 55/11

BATTLE ARMOR: SQUAD 4

Type: Nighthawk Mk. XXI **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 55/11

BATTLE ARMOR: SQUAD 5

Type: Nighthawk Mk. XXI **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 55/11

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nighthawk Mk. XXI (WoB) **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 95/11

BATTLE ARMOR: SQUAD 2

Type: Nighthawk Mk. XXI (WoB) **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 95/11

BATTLE ARMOR: SQUAD 3

Type: Nighthawk Mk. XXI (WoB) **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 95/11

BATTLE ARMOR: SQUAD 4

Type: Nighthawk Mk. XXI (WoB) **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 95/11

BATTLE ARMOR: SQUAD 5

Type: Nighthawk Mk. XXI (WoB) **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 95/11

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nighthawk Mk. XXII **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○

BV: 47/9

BATTLE ARMOR: SQUAD 2

Type: Nighthawk Mk. XXII **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○

BV: 47/9

BATTLE ARMOR: SQUAD 3

Type: Nighthawk Mk. XXII **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○

BV: 47/9

BATTLE ARMOR: SQUAD 4

Type: Nighthawk Mk. XXII **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○

BV: 47/9

BATTLE ARMOR: SQUAD 5

Type: Nighthawk Mk. XXII **Era:** Star League
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○

BV: 47/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G12 **Era:** Clan Invasion
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 2

Type: Tornado G12 **Era:** Clan Invasion
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 3

Type: Tornado G12 **Era:** Clan Invasion
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 4

Type: Tornado G12 **Era:** Clan Invasion
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 5

Type: Tornado G12 **Era:** Clan Invasion
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [David] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 138/15

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [David] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 138/15

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [David] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 138/15

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [David] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 138/15

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [David] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 138/15

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [Flamer] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [Flamer] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [Flamer] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [Flamer] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [Flamer] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [GL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 80/9

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [GL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 80/9

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [GL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 80/9

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [GL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 80/9

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [GL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 80/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [MG] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [MG] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [MG] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [MG] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [MG] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 119/13

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [SL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 158/18

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [SL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 158/18

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [SL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 158/18

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [SL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 158/18

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [SL] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 158/18

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G14 **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 70/8

BATTLE ARMOR: SQUAD 2

Type: Tornado G14 **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 70/8

BATTLE ARMOR: SQUAD 3

Type: Tornado G14 **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 70/8

BATTLE ARMOR: SQUAD 4

Type: Tornado G14 **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 70/8

BATTLE ARMOR: SQUAD 5

Type: Tornado G14 **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 70/8

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado P12 "Hurricane" **Era:** Succession Wars
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 2

Type: Tornado P12 "Hurricane" **Era:** Succession Wars
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 3

Type: Tornado P12 "Hurricane" **Era:** Succession Wars
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 4

Type: Tornado P12 "Hurricane" **Era:** Succession Wars
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

BATTLE ARMOR: SQUAD 5

Type: Tornado P12 "Hurricane" **Era:** Succession Wars
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng

Camo System (+2 - hexes moved)
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○
6	○○

BV: 81/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Djinn **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
IS Light TAG (Body)	0 [S]	—	3	6	9
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 237/26

BATTLE ARMOR: SQUAD 2

Type: Djinn **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
IS Light TAG (Body)	0 [S]	—	3	6	9
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 237/26

BATTLE ARMOR: SQUAD 3

Type: Djinn **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
IS Light TAG (Body)	0 [S]	—	3	6	9
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 237/26

BATTLE ARMOR: SQUAD 4

Type: Djinn **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
IS Light TAG (Body)	0 [S]	—	3	6	9
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 237/26

BATTLE ARMOR: SQUAD 5

Type: Djinn **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
IS Light TAG (Body)	0 [S]	—	3	6	9
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 237/26

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Djinn (Stealth) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 313/35

BATTLE ARMOR: SQUAD 2

Type: Djinn (Stealth) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 313/35

BATTLE ARMOR: SQUAD 3

Type: Djinn (Stealth) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 313/35

BATTLE ARMOR: SQUAD 4

Type: Djinn (Stealth) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 313/35

BATTLE ARMOR: SQUAD 5

Type: Djinn (Stealth) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 313/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 115/22

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 115/22

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 115/22

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 115/22

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 115/22

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 153/22

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 153/22

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 153/22

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 153/22

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 153/22

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 194/22

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 194/22

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 194/22

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 194/22

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 194/22

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/SPL] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 129/25

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/SPL] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 129/25

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/SPL] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 129/25

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/SPL] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 129/25

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/SPL] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 129/25

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/SPL] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 168/24

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/SPL] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 168/24

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/SPL] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 168/24

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/SPL] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 168/24

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/SPL] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 168/24

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/SPL] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 210/23

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/SPL] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 210/23

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/SPL] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 210/23

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/SPL] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 210/23

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/SPL] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 210/23

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 105/20

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 105/20

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 105/20

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 105/20

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 105/20

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 142/20

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 142/20

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 142/20

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 142/20

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 142/20

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 182/20

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 182/20

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 182/20

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 182/20

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Micro Grenade Launcher	1 [DB,S]	—	1	2	—
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 182/20

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/Flamer] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 187/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 250/36

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 250/36

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 250/36

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 250/36

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/Flamer] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 250/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 319/35

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 319/35

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 319/35

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 319/35

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/Flamer] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
Flamer	2 [DE,S]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 319/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 177/34

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 177/34

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 177/34

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 177/34

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/TAG] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 177/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 239/34

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 239/34

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 239/34

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 239/34

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/TAG] (Clan) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 239/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 307/34

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 307/34

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 307/34

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 307/34

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/TAG] (ComStar) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○
6 ○○○○○

BV: 307/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asterion [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 2

Type: Asterion [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 3

Type: Asterion [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 4

Type: Asterion [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 5

Type: Asterion [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asterion [PPC] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 187/36

BATTLE ARMOR: SQUAD 2

Type: Asterion [PPC] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 187/36

BATTLE ARMOR: SQUAD 3

Type: Asterion [PPC] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 187/36

BATTLE ARMOR: SQUAD 4

Type: Asterion [PPC] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 187/36

BATTLE ARMOR: SQUAD 5

Type: Asterion [PPC] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 187/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asura — **Era:** Jihad
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 514/57

BATTLE ARMOR: SQUAD 2

Type: Asura — **Era:** Jihad
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 514/57

BATTLE ARMOR: SQUAD 3

Type: Asura — **Era:** Jihad
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 514/57

BATTLE ARMOR: SQUAD 4

Type: Asura — **Era:** Jihad
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 514/57

BATTLE ARMOR: SQUAD 5

Type: Asura — **Era:** Jihad
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 514/57

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asura (Anti-Infantry) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 2

Type: Asura (Anti-Infantry) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 3

Type: Asura (Anti-Infantry) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 4

Type: Asura (Anti-Infantry) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 5

Type: Asura (Anti-Infantry) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 347/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asura (SRM) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 6 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 383/43

BATTLE ARMOR: SQUAD 2

Type: Asura (SRM) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 6 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 383/43

BATTLE ARMOR: SQUAD 3

Type: Asura (SRM) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 6 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 383/43

BATTLE ARMOR: SQUAD 4

Type: Asura (SRM) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 6 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 383/43

BATTLE ARMOR: SQUAD 5

Type: Asura (SRM) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 6 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○
5 ○○○○○○○
6 ○○○○○○○

BV: 383/43

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rottweiler **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Firedrake Needler	1 [DB,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○

BV: 209/40

BATTLE ARMOR: SQUAD 2

Type: Rottweiler **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Firedrake Needler	1 [DB,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○

BV: 209/40

BATTLE ARMOR: SQUAD 3

Type: Rottweiler **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Firedrake Needler	1 [DB,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○

BV: 209/40

BATTLE ARMOR: SQUAD 4

Type: Rottweiler **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Firedrake Needler	1 [DB,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○

BV: 209/40

BATTLE ARMOR: SQUAD 5

Type: Rottweiler **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Firedrake Needler	1 [DB,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○
2 ○○○○○○○
3 ○○○○○○○
4 ○○○○○○○

BV: 209/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rottweiler (Close Combat) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 204/39

BATTLE ARMOR: SQUAD 2

Type: Rottweiler (Close Combat) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 204/39

BATTLE ARMOR: SQUAD 3

Type: Rottweiler (Close Combat) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 204/39

BATTLE ARMOR: SQUAD 4

Type: Rottweiler (Close Combat) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 204/39

BATTLE ARMOR: SQUAD 5

Type: Rottweiler (Close Combat) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Flamer	2 [DE,S]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 204/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rottweiler (Upgrade) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 181/35

BATTLE ARMOR: SQUAD 2

Type: Rottweiler (Upgrade) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 181/35

BATTLE ARMOR: SQUAD 3

Type: Rottweiler (Upgrade) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 181/35

BATTLE ARMOR: SQUAD 4

Type: Rottweiler (Upgrade) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 181/35

BATTLE ARMOR: SQUAD 5

Type: Rottweiler (Upgrade) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 181/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Se'irim **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 2

Type: Se'irim **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 3

Type: Se'irim **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 4

Type: Se'irim **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 5

Type: Se'irim **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 437/49

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Se'irim (Anti-Infantry) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 2

Type: Se'irim (Anti-Infantry) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 3

Type: Se'irim (Anti-Infantry) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 4

Type: Se'irim (Anti-Infantry) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 5

Type: Se'irim (Anti-Infantry) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3
Machine Gun (Body)	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 347/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Se'irim (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Battle Claw (2)	[E]	—	—	—	—
Light Machine Gun	1 [DB,S]	—	2	4	6
Light Machine Gun	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

must detach DWP before moving full ground speed

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 2

Type: Se'irim (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Battle Claw (2)	[E]	—	—	—	—
Light Machine Gun	1 [DB,S]	—	2	4	6
Light Machine Gun	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

must detach DWP before moving full ground speed

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 3

Type: Se'irim (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Battle Claw (2)	[E]	—	—	—	—
Light Machine Gun	1 [DB,S]	—	2	4	6
Light Machine Gun	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

must detach DWP before moving full ground speed

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 4

Type: Se'irim (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Battle Claw (2)	[E]	—	—	—	—
Light Machine Gun	1 [DB,S]	—	2	4	6
Light Machine Gun	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

must detach DWP before moving full ground speed

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 5

Type: Se'irim (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Battle Claw (2)	[E]	—	—	—	—
Light Machine Gun	1 [DB,S]	—	2	4	6
Light Machine Gun	1 [DB,S]	—	2	4	6
Searchlight	[E]	—	—	—	9

must detach DWP before moving full ground speed

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

BV: 357/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Theseus [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 2

Type: Theseus [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 3

Type: Theseus [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 4

Type: Theseus [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

BATTLE ARMOR: SQUAD 5

Type: Theseus [MRR] **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Medium Recoilless Rifle (Body)	3 [DB,S]	—	2	4	6

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 207/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Theseus (RL) [LRR] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Rocket Launcher 3	1/Msl [M,C]	—	3	7	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 195/38

BATTLE ARMOR: SQUAD 2

Type: Theseus (RL) [LRR] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Rocket Launcher 3	1/Msl [M,C]	—	3	7	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 195/38

BATTLE ARMOR: SQUAD 3

Type: Theseus (RL) [LRR] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Rocket Launcher 3	1/Msl [M,C]	—	3	7	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 195/38

BATTLE ARMOR: SQUAD 4

Type: Theseus (RL) [LRR] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Rocket Launcher 3	1/Msl [M,C]	—	3	7	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 195/38

BATTLE ARMOR: SQUAD 5

Type: Theseus (RL) [LRR] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Rocket Launcher 3	1/Msl [M,C]	—	3	7	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 195/38

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Void
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 176/34

BATTLE ARMOR: SQUAD 2

Type: Void
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 176/34

BATTLE ARMOR: SQUAD 3

Type: Void
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 176/34

BATTLE ARMOR: SQUAD 4

Type: Void
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 176/34

BATTLE ARMOR: SQUAD 5

Type: Void
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Support PPC (Body)	2 [DE]	—	2	5	7

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 176/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Void (DCA) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 195/37

BATTLE ARMOR: SQUAD 2

Type: Void (DCA) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 195/37

BATTLE ARMOR: SQUAD 3

Type: Void (DCA) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 195/37

BATTLE ARMOR: SQUAD 4

Type: Void (DCA) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 195/37

BATTLE ARMOR: SQUAD 5

Type: Void (DCA) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 195/37

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Void (Nova Cat) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 342/49

BATTLE ARMOR: SQUAD 2

Type: Void (Nova Cat) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 342/49

BATTLE ARMOR: SQUAD 3

Type: Void (Nova Cat) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 342/49

BATTLE ARMOR: SQUAD 4

Type: Void (Nova Cat) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 342/49

BATTLE ARMOR: SQUAD 5

Type: Void (Nova Cat) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 342/49

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Ying Long [Plasma] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Plasma Rifle (Body)	2 [DE,S,H,AI]	—	2	4	6

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 212/41

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Ying Long [Plasma] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Plasma Rifle (Body)	2 [DE,S,H,AI]	—	2	4	6

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 212/41

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Ying Long [Plasma] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Plasma Rifle (Body)	2 [DE,S,H,AI]	—	2	4	6

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 212/41

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Ying Long [Plasma] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Plasma Rifle (Body)	2 [DE,S,H,AI]	—	2	4	6

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 212/41

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Ying Long [Plasma] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Plasma Rifle (Body)	2 [DE,S,H,AI]	—	2	4	6

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 212/41

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx A **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 505/56

BATTLE ARMOR: SQUAD 2

Type: Phalanx A **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 505/56

BATTLE ARMOR: SQUAD 3

Type: Phalanx A **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 505/56

BATTLE ARMOR: SQUAD 4

Type: Phalanx A **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 505/56

BATTLE ARMOR: SQUAD 5

Type: Phalanx A **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 505/56

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx A (FWL) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 292/56

BATTLE ARMOR: SQUAD 2

Type: Phalanx A (FWL) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 292/56

BATTLE ARMOR: SQUAD 3

Type: Phalanx A (FWL) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 292/56

BATTLE ARMOR: SQUAD 4

Type: Phalanx A (FWL) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 292/56

BATTLE ARMOR: SQUAD 5

Type: Phalanx A (FWL) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
King David Light Gauss Rifle	1 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 292/56

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Phalanx B **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser	1 [S,OS]	—	1	2	3
Battle Claw	[E]	—	—	—	—
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 551/61

BATTLE ARMOR: SQUAD 2

Type: Phalanx B **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser	1 [S,OS]	—	1	2	3
Battle Claw	[E]	—	—	—	—
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 551/61

BATTLE ARMOR: SQUAD 3

Type: Phalanx B **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser	1 [S,OS]	—	1	2	3
Battle Claw	[E]	—	—	—	—
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 551/61

BATTLE ARMOR: SQUAD 4

Type: Phalanx B **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser	1 [S,OS]	—	1	2	3
Battle Claw	[E]	—	—	—	—
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 551/61

BATTLE ARMOR: SQUAD 5

Type: Phalanx B **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser	1 [S,OS]	—	1	2	3
Battle Claw	[E]	—	—	—	—
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo 0 0					

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 551/61

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx C **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,S]	2	2	4	6
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 420/47

BATTLE ARMOR: SQUAD 2

Type: Phalanx C **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,S]	2	2	4	6
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 420/47

BATTLE ARMOR: SQUAD 3

Type: Phalanx C **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,S]	2	2	4	6
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 420/47

BATTLE ARMOR: SQUAD 4

Type: Phalanx C **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,S]	2	2	4	6
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 420/47

BATTLE ARMOR: SQUAD 5

Type: Phalanx C **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,S]	2	2	4	6
Magshot	2 [DB,S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○
5	○○○○○○○
6	○○○○○○○

BV: 420/47

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tengu [Plasma] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H,AI]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1	○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○

BV: 432/48

BATTLE ARMOR: SQUAD 2

Type: Tengu [Plasma] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H,AI]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1	○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○

BV: 432/48

BATTLE ARMOR: SQUAD 3

Type: Tengu [Plasma] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H,AI]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1	○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○

BV: 432/48

BATTLE ARMOR: SQUAD 4

Type: Tengu [Plasma] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H,AI]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1	○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○

BV: 432/48

BATTLE ARMOR: SQUAD 5

Type: Tengu [Plasma] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H,AI]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1	○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○

BV: 432/48

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

BATTLE ARMOR: SQUAD 1

Type: Tengu (C3i) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Improved BC^3	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 335/37

BATTLE ARMOR: SQUAD 2

Type: Tengu (C3i) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Improved BC^3	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 335/37

BATTLE ARMOR: SQUAD 3

Type: Tengu (C3i) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Improved BC^3	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 335/37

BATTLE ARMOR: SQUAD 4

Type: Tengu (C3i) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Improved BC^3	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 335/37

BATTLE ARMOR: SQUAD 5

Type: Tengu (C3i) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Improved BC^3	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 335/37

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Tengu (ML) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Medium Laser (DWP)	5 [DE]	—	3	6	9

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 604/67

BATTLE ARMOR: SQUAD 2

Type: Tengu (ML) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Medium Laser (DWP)	5 [DE]	—	3	6	9

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 604/67

BATTLE ARMOR: SQUAD 3

Type: Tengu (ML) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Medium Laser (DWP)	5 [DE]	—	3	6	9

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 604/67

BATTLE ARMOR: SQUAD 4

Type: Tengu (ML) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Medium Laser (DWP)	5 [DE]	—	3	6	9

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 604/67

BATTLE ARMOR: SQUAD 5

Type: Tengu (ML) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Medium Laser (DWP)	5 [DE]	—	3	6	9

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○
5 ○○○○○○○○○○○○
6 ○○○○○○○○○○○○

BV: 604/67

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tengu (RL) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○

BV: 450/50

BATTLE ARMOR: SQUAD 2

Type: Tengu (RL) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○

BV: 450/50

BATTLE ARMOR: SQUAD 3

Type: Tengu (RL) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○

BV: 450/50

BATTLE ARMOR: SQUAD 4

Type: Tengu (RL) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○

BV: 450/50

BATTLE ARMOR: SQUAD 5

Type: Tengu (RL) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○

BV: 450/50

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tengu (Support) [LRR] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○

BV: 467/52

BATTLE ARMOR: SQUAD 2

Type: Tengu (Support) [LRR] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○

BV: 467/52

BATTLE ARMOR: SQUAD 3

Type: Tengu (Support) [LRR] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○

BV: 467/52

BATTLE ARMOR: SQUAD 4

Type: Tengu (Support) [LRR] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○

BV: 467/52

BATTLE ARMOR: SQUAD 5

Type: Tengu (Support) [LRR] **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○

BV: 467/52

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Tengu (VSP) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small VSP Laser (DWP)	5/4/3 [P,V]	—	2	4	6

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○
5	○○○○○○○○○○○○
6	○○○○○○○○○○○○

BV: 464/52

BATTLE ARMOR: SQUAD 2

Type: Tengu (VSP) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small VSP Laser (DWP)	5/4/3 [P,V]	—	2	4	6

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○
5	○○○○○○○○○○○○
6	○○○○○○○○○○○○

BV: 464/52

BATTLE ARMOR: SQUAD 3

Type: Tengu (VSP) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small VSP Laser (DWP)	5/4/3 [P,V]	—	2	4	6

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○
5	○○○○○○○○○○○○
6	○○○○○○○○○○○○

BV: 464/52

BATTLE ARMOR: SQUAD 4

Type: Tengu (VSP) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small VSP Laser (DWP)	5/4/3 [P,V]	—	2	4	6

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○
5	○○○○○○○○○○○○
6	○○○○○○○○○○○○

BV: 464/52

BATTLE ARMOR: SQUAD 5

Type: Tengu (VSP) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2] **Jump:**[2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small VSP Laser (DWP)	5/4/3 [P,V]	—	2	4	6

must detach DWP before jumping or moving full ground speed

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○
5	○○○○○○○○○○○○
6	○○○○○○○○○○○○

BV: 464/52

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/Flamer] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 312/60

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/Flamer] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 312/60

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/Flamer] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 312/60

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/Flamer] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 312/60

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/Flamer] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 312/60

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/LRR] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 336/65

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/LRR] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 336/65

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/LRR] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 336/65

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/LRR] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 336/65

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/LRR] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 336/65

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/Magshot] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 346/67

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/Magshot] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 346/67

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/Magshot] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 346/67

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/Magshot] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 346/67

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/Magshot] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Magshot	2 [DB,S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 346/67

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/SL] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 326/63

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/SL] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 326/63

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/SL] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 326/63

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/SL] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 326/63

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/SL] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 326/63

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/TAG] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9

Ammo ○○○○○○○

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 295/57

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/TAG] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9

Ammo ○○○○○○○

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 295/57

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/TAG] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9

Ammo ○○○○○○○

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 295/57

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/TAG] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9

Ammo ○○○○○○○

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 295/57

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/TAG] **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
SRM 4 (Body)	2/Msl [M,C,S]	—	3	6	9

Ammo ○○○○○○○

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 295/57

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier (Hunter-Killer) [SRM/Magshot] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 379/73

BATTLE ARMOR: SQUAD 2

Type: Grenadier (Hunter-Killer) [SRM/Magshot] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 379/73

BATTLE ARMOR: SQUAD 3

Type: Grenadier (Hunter-Killer) [SRM/Magshot] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 379/73

BATTLE ARMOR: SQUAD 4

Type: Grenadier (Hunter-Killer) [SRM/Magshot] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 379/73

BATTLE ARMOR: SQUAD 5

Type: Grenadier (Hunter-Killer) [SRM/Magshot] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,S]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 379/73

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier (Hunter-Killer) [SRM/Narc] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo ○○○/○○○/○○○/○○○					
Firedrake Needler	1 [DB,S]	—	1	2	3
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 2

Type: Grenadier (Hunter-Killer) [SRM/Narc] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo ○○○/○○○/○○○/○○○					
Firedrake Needler	1 [DB,S]	—	1	2	3
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 3

Type: Grenadier (Hunter-Killer) [SRM/Narc] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo ○○○/○○○/○○○/○○○					
Firedrake Needler	1 [DB,S]	—	1	2	3
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 4

Type: Grenadier (Hunter-Killer) [SRM/Narc] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo ○○○/○○○/○○○/○○○					
Firedrake Needler	1 [DB,S]	—	1	2	3
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 5

Type: Grenadier (Hunter-Killer) [SRM/Narc] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo ○○○/○○○/○○○/○○○					
Firedrake Needler	1 [DB,S]	—	1	2	3
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 383/74

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Hauberk **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 363/70

BATTLE ARMOR: SQUAD 2

Type: Hauberk **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 363/70

BATTLE ARMOR: SQUAD 3

Type: Hauberk **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 363/70

BATTLE ARMOR: SQUAD 4

Type: Hauberk **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 363/70

BATTLE ARMOR: SQUAD 5

Type: Hauberk **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 363/70

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Hauberk II **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 325/63

BATTLE ARMOR: SQUAD 2

Type: Hauberk II **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 325/63

BATTLE ARMOR: SQUAD 3

Type: Hauberk II **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 325/63

BATTLE ARMOR: SQUAD 4

Type: Hauberk II **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 325/63

BATTLE ARMOR: SQUAD 5

Type: Hauberk II **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 325/63

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim [Plasma] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 2

Type: Nephilim [Plasma] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 3

Type: Nephilim [Plasma] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 4

Type: Nephilim [Plasma] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 5

Type: Nephilim [Plasma] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 634/70

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Capture Team) [HMG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
LRM 2 (OS) (Body)	1/Msl [M,C,S]	6	7	14	21

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 638/71

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Capture Team) [HMG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
LRM 2 (OS) (Body)	1/Msl [M,C,S]	6	7	14	21

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 638/71

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Capture Team) [HMG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
LRM 2 (OS) (Body)	1/Msl [M,C,S]	6	7	14	21

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 638/71

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Capture Team) [HMG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
LRM 2 (OS) (Body)	1/Msl [M,C,S]	6	7	14	21

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 638/71

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Capture Team) [HMG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
LRM 2 (OS) (Body)	1/Msl [M,C,S]	6	7	14	21

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 638/71

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Gauss) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Gauss) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Gauss) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Gauss) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Gauss) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 733/81

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Narc) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	–	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	–	–	–	–
Rocket Launcher 2 (Body)	1/Msl [M,C]	–	3	7	12
Support PPC (DWP)	2 [DE]	–	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○○

BV: 677/75

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Narc) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	–	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	–	–	–	–
Rocket Launcher 2 (Body)	1/Msl [M,C]	–	3	7	12
Support PPC (DWP)	2 [DE]	–	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○○

BV: 677/75

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Narc) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	–	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	–	–	–	–
Rocket Launcher 2 (Body)	1/Msl [M,C]	–	3	7	12
Support PPC (DWP)	2 [DE]	–	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○○

BV: 677/75

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Narc) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	–	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	–	–	–	–
Rocket Launcher 2 (Body)	1/Msl [M,C]	–	3	7	12
Support PPC (DWP)	2 [DE]	–	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○○

BV: 677/75

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Narc) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	–	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	–	–	–	–
Rocket Launcher 2 (Body)	1/Msl [M,C]	–	3	7	12
Support PPC (DWP)	2 [DE]	–	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○○

BV: 677/75

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Seeker) [MG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Seeker) [MG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Seeker) [MG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Seeker) [MG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Seeker) [MG] **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 736/82

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

BV: 628/70

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shedu **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 2

Type: Shedu **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 3

Type: Shedu **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 4

Type: Shedu **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 5

Type: Shedu **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 651/72

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Shedu (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 2

Type: Shedu (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 3

Type: Shedu (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 4

Type: Shedu (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 5

Type: Shedu (Capture Team) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	—	1	2	3
Magshot	2 [DB,S]	—	3	6	9

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 600/67

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Shedu (PPC) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun (DWP)	3 [DB,S]	—	1	2	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○

BV: 546/61

BATTLE ARMOR: SQUAD 2

Type: Shedu (PPC) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun (DWP)	3 [DB,S]	—	1	2	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○

BV: 546/61

BATTLE ARMOR: SQUAD 3

Type: Shedu (PPC) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun (DWP)	3 [DB,S]	—	1	2	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○

BV: 546/61

BATTLE ARMOR: SQUAD 4

Type: Shedu (PPC) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun (DWP)	3 [DB,S]	—	1	2	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○

BV: 546/61

BATTLE ARMOR: SQUAD 5

Type: Shedu (PPC) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Machine Gun (DWP)	3 [DB,S]	—	1	2	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

must detach DWP before moving full ground speed

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○

BV: 546/61

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shedu (Recon) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Mortar	3 [DB,S]	1	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 2

Type: Shedu (Recon) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Mortar	3 [DB,S]	1	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 3

Type: Shedu (Recon) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Mortar	3 [DB,S]	1	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 4

Type: Shedu (Recon) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Mortar	3 [DB,S]	1	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 5

Type: Shedu (Recon) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Mortar	3 [DB,S]	1	1	2	3

Camo System (+2 - hexes moved)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○

BV: 573/64

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shedu (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 2

Type: Shedu (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 3

Type: Shedu (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 4

Type: Shedu (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 5

Type: Shedu (Support) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 3 (OS)	2/Msl [M,C,S]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○

BV: 624/69

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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INNER SPHERE VEHICLES

BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter

Movement Points:
Cruising: 13
Flank: 20
Engine Type: Fusion Engine

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	ER Small Laser	FR	3 [DE]	—	2	4	5
1	TAG	FR	0 [S]	—	5	9	15

BV: 288

CREW DATA

Crew: _____

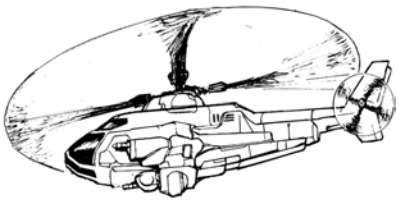
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

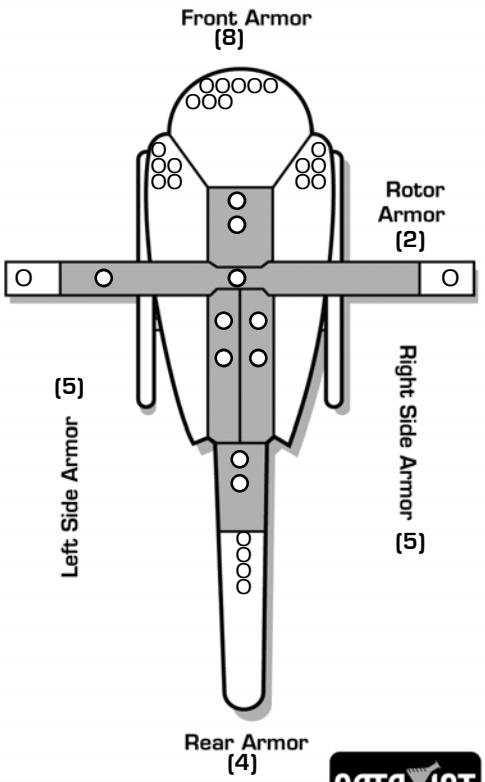
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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.

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 VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*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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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter (C3)

Movement Points:
Cruising: 13
Flank: 20
Engine Type: Fusion Engine

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	C^3 Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	ER Small Laser	FR	3 [DE]	—	2	4	5

BV: 288

CREW DATA

Crew: _____

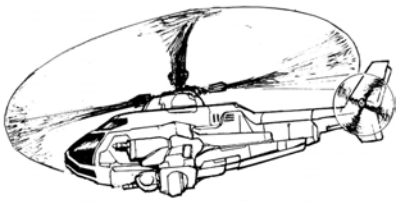
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

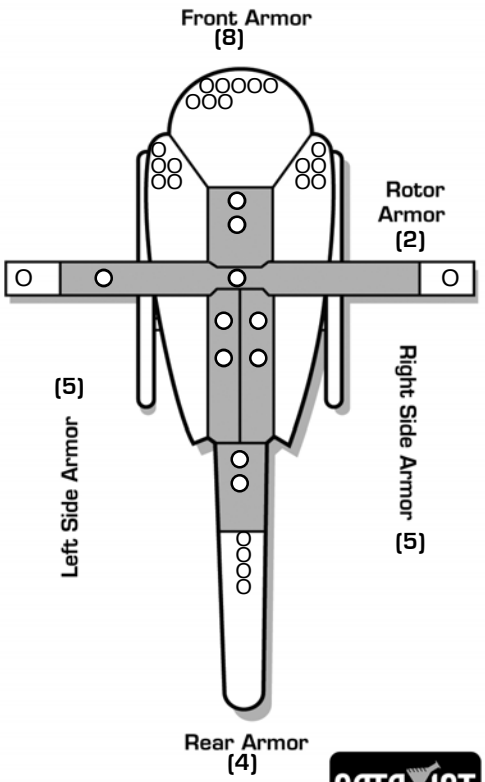
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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.

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 VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*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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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter (Export)

Movement Points:
Cruising: 13
Flank: 20
Engine Type: Fusion Engine

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	FR	3 [DE]	—	2	4	5
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	Rocket Launcher 10	FR	1/Msl [M,C]	—	5	11	18

Ammo: (Machine Gun) 100

BV: 415

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

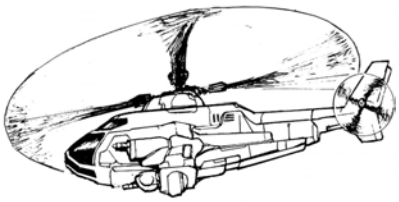
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

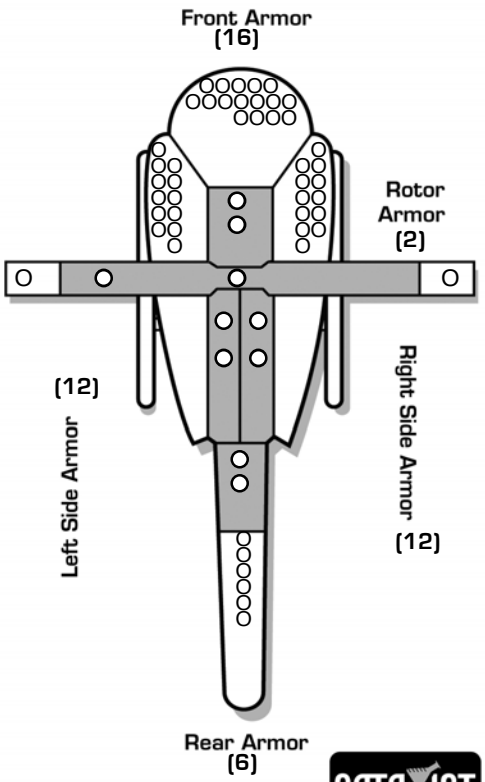
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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.

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 VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*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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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter "Dragonfly"

Movement Points:
Cruising: 13
Flank: 20
Engine Type: Fusion Engine

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	C^3 Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	TAG	FR	0 [S]	—	5	9	15

BV: 186

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

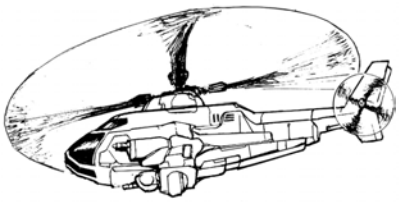
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

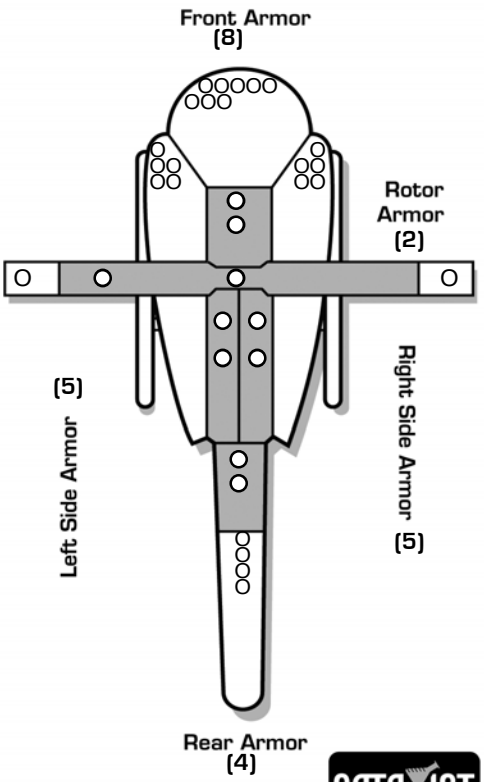
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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.

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 VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: MIT 23 MASH Vehicle

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 20
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MASH (7 theaters)	BD	[E]	—	—	—	—

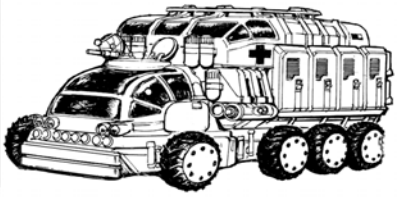
BV: 172

CREW DATA

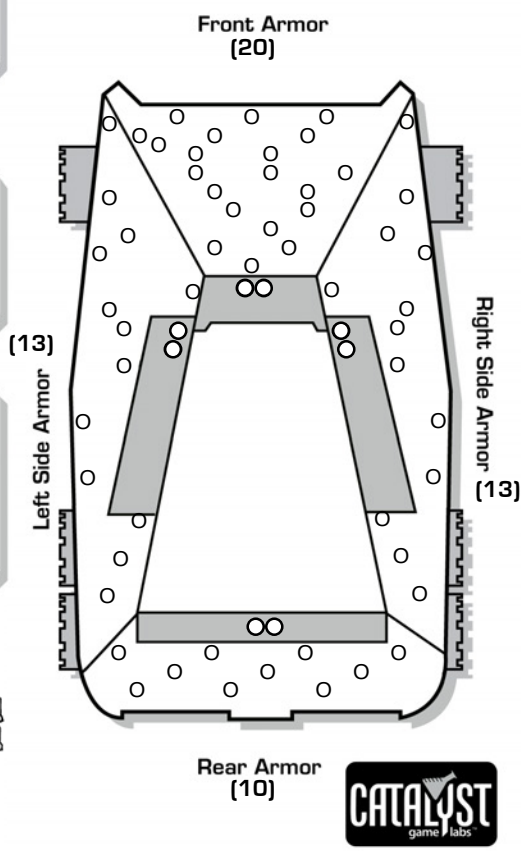
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled

Movement Points:
Cruising: 12
Flank: 18
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 20
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	T	5 [DE]	—	4	8	12

Ammo: (SRM 2) 50

BV: 403

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

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

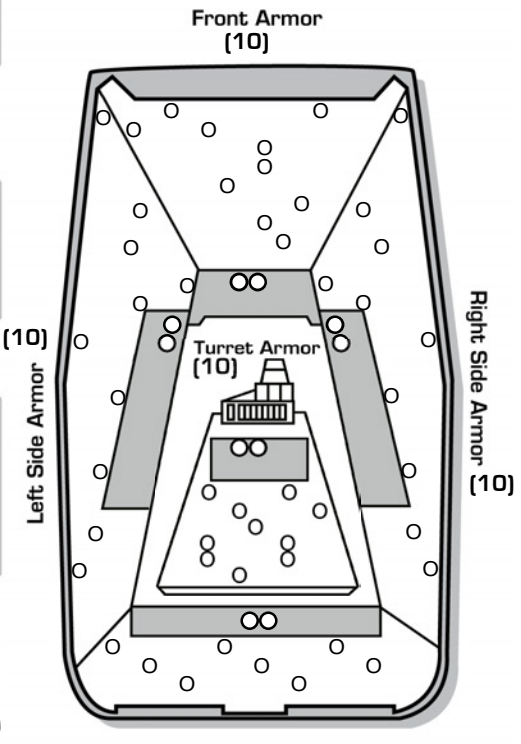
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled (Flamer)

Movement Points:
- **Cruising:** 12
- **Flank:** 18

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flamer	FR	2 [DE,H,AI]	—	1	2	3
2	Medium Laser	T	5 [DE]	—	3	6	9

BV: 436

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

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

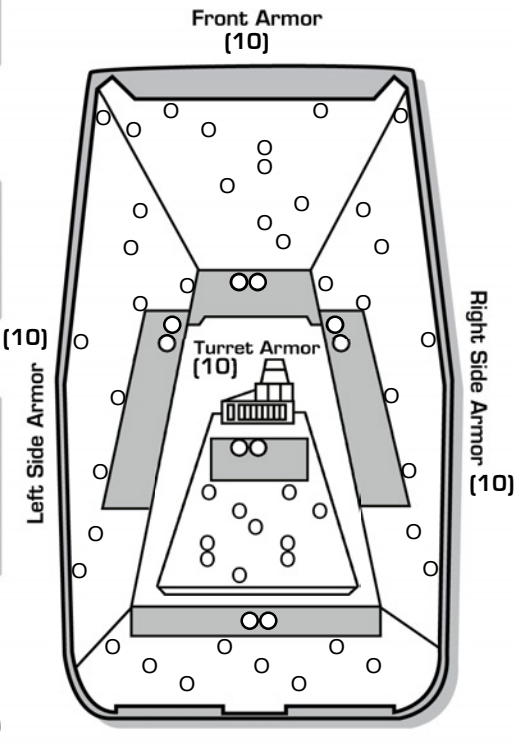
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**FRONT**	**REAR**	**SIDE§**
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	**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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled (Rocket)

Movement Points:
Cruising: 12
Flank: 18
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 20
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Rocket Launcher 10	FR	1/Msl [M,C]	—	5	11	18
2	Rocket Launcher 10	RR	1/Msl [M,C]	—	5	11	18
1	ER Medium Laser	T	5 [DE]	—	4	8	12

BV: 484

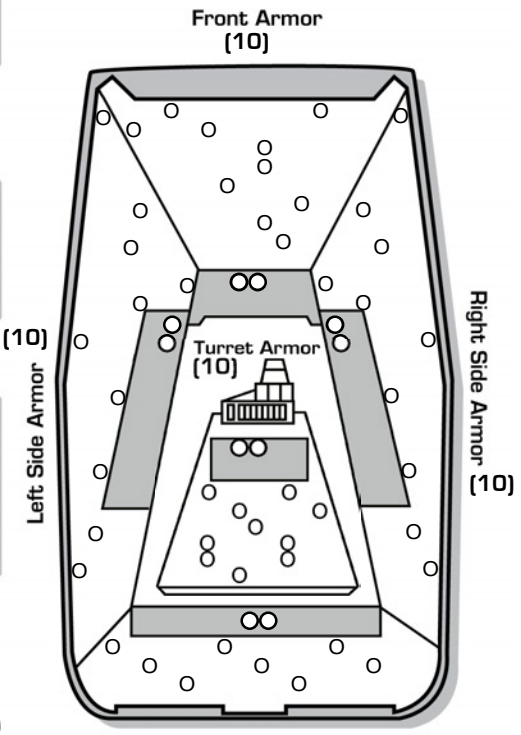
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
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 ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled 2

Movement Points:
- **Cruising:** 12
- **Flank:** 18

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: (SRM 2) 50

BV: 359

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

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

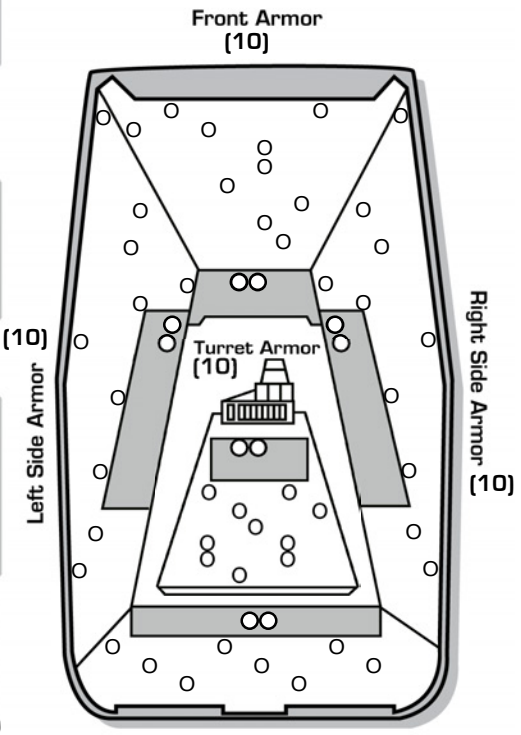
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: Jihad

Weapons & Equipment Inventory (hexes)

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

Infantry Compartment (5 tons)

Ammo: (Machine Gun) 100

BV: 435

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

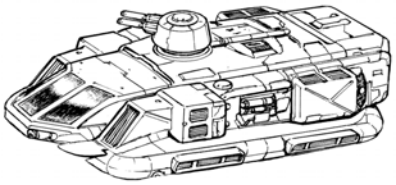
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

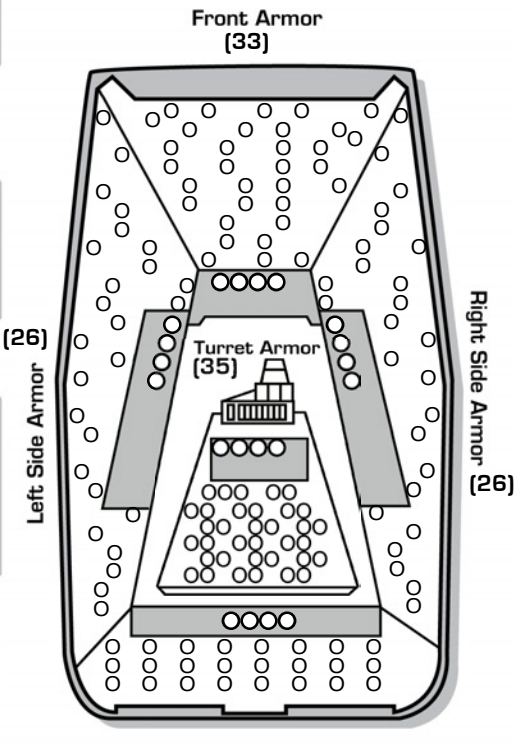
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC (HQ)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (3 ton)	BD	[E]	—	—	—	—
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	TAG	T	0 [S]	—	5	9	15

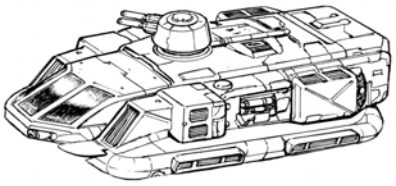
BV: 708

CREW DATA

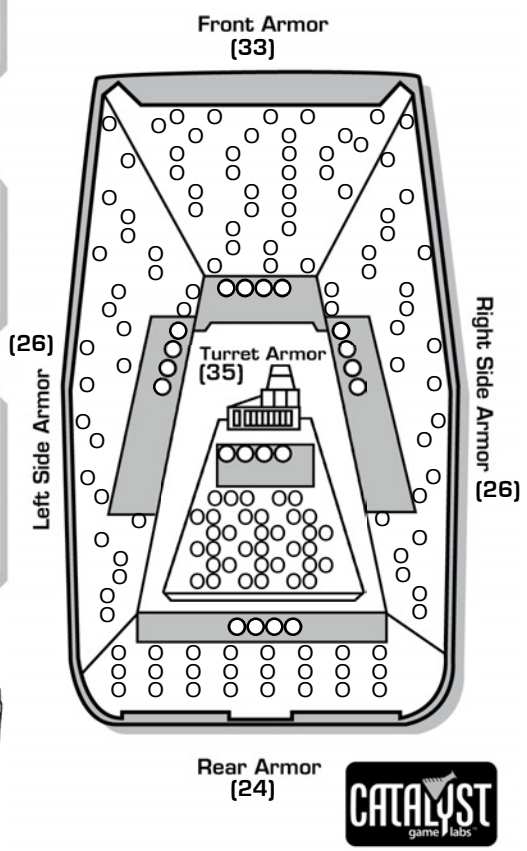
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC (Laser)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	T	5 [DE]	—	4	8	12

Infantry Compartment (5 tons)

BV: 565

CREW DATA

Crew: _____

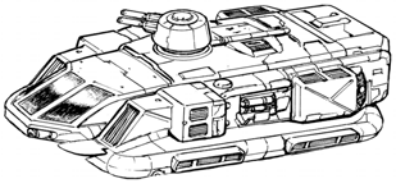
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

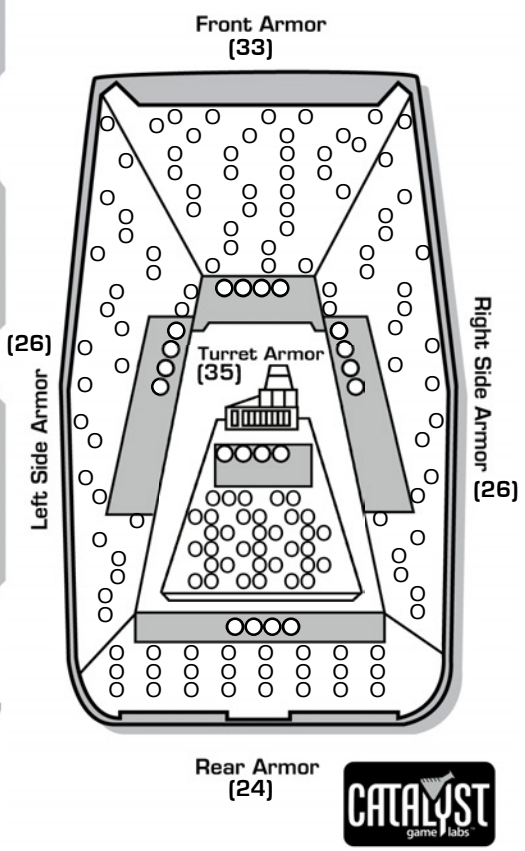
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC (MASH)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 200

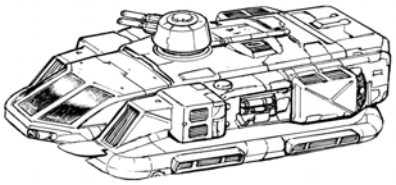
BV: 436

CREW DATA

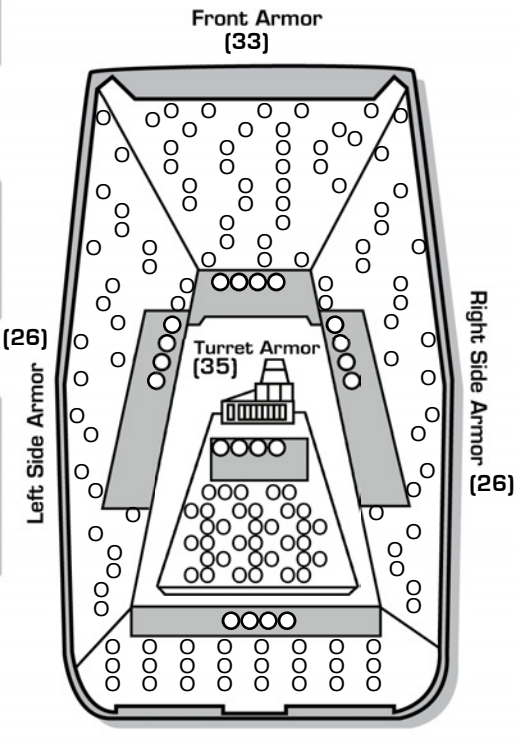
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hiryo Armored Infantry Transport

Movement Points:
Cruising: 8
Flank: 12
Movement Type: WiGE
Engine Type: Light Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	FR	10/8/5 [DE,V]	—	9	13	15

Infantry Compartment (8 tons)

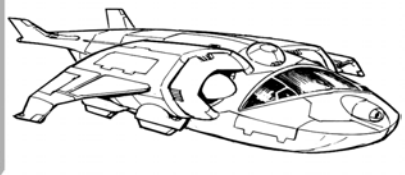
BV: 687

CREW DATA

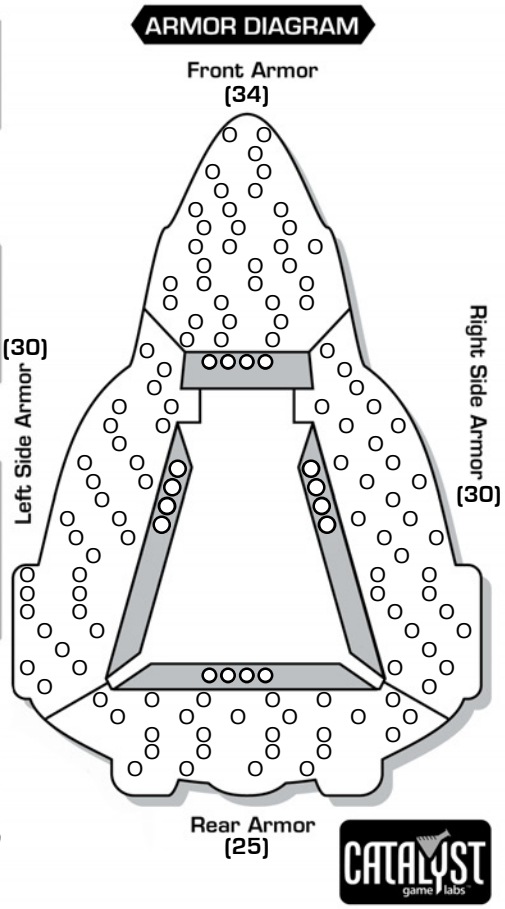
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hiryo Armored Infantry Transport (Light PPC)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: WiGE
Engine Type: Light Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light PPC	FR	5 [DE]	3	6	12	18

Infantry Compartment (8 tons)

BV: 708

CREW DATA

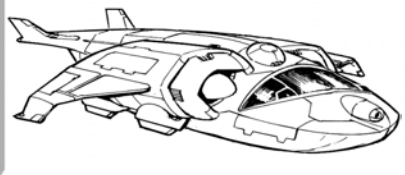
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

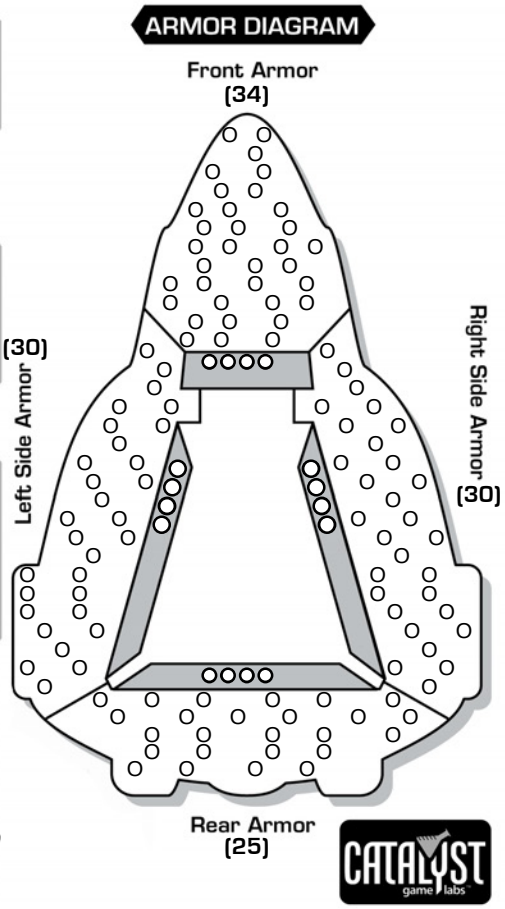
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hiryo Armored Infantry Transport (MRM)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: WiGE
Engine Type: Light Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MRM 20	FR	1/Msl [M,C]	—	3	8	15

Infantry Compartment (4 tons)

Ammo: (MRM 20) 36

BV: 666

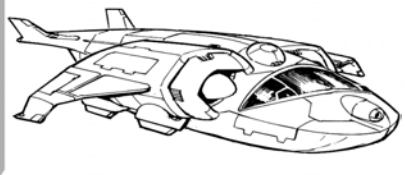
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

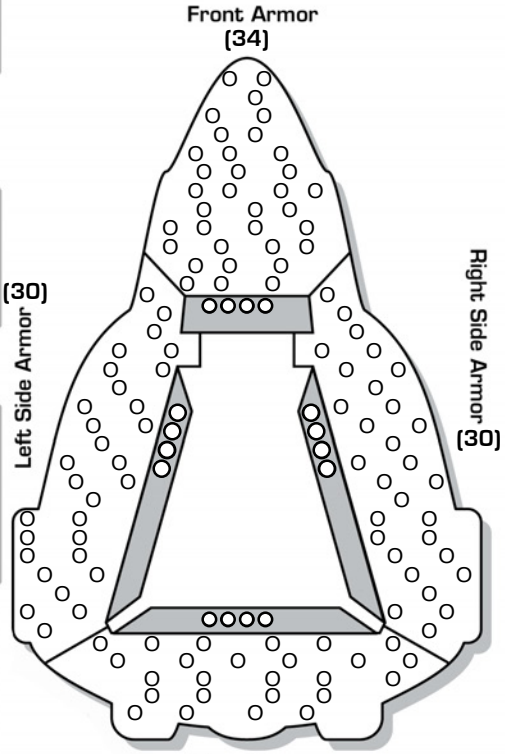
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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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§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Danai Support Vehicle

Movement Points:
- **Cruising:** 5
- **Flank:** 8

Movement Type: Wheeled

Engine Type: Fusion Engine

Tonnage: 45

Tech Base: Inner Sphere (Advanced)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
2	ER Medium Laser	T	5 [DE]	—	4	8	12

Ammo: (Thumper) 20

BV: 576

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

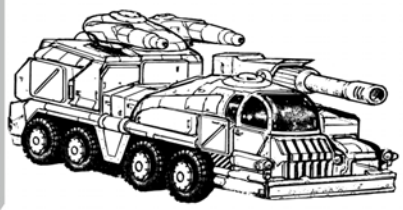
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

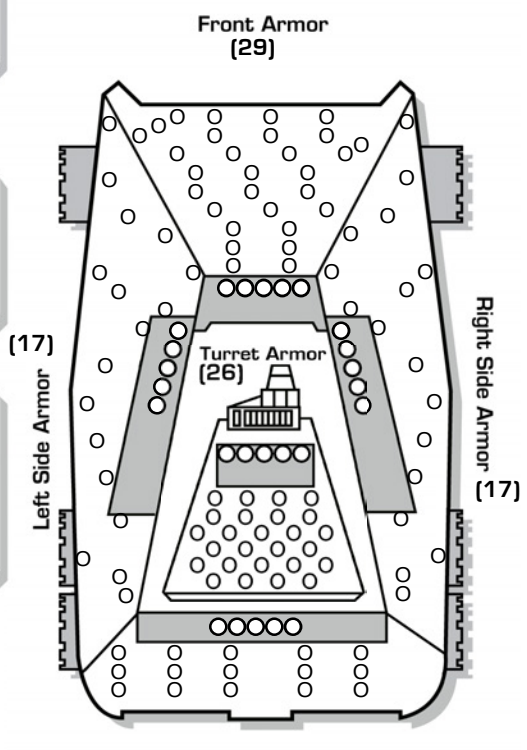
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**FRONT**	**REAR**	**SIDE§**
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	**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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Hover Tank (Upgrade)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	FR	5 [DB,C/F/S]	3	7	14	21
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (Machine Gun) 100, (LRM 15) 16, (LB 5-X) 40

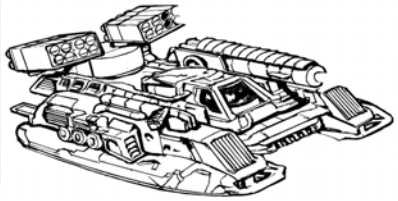
BV: 965

CREW DATA

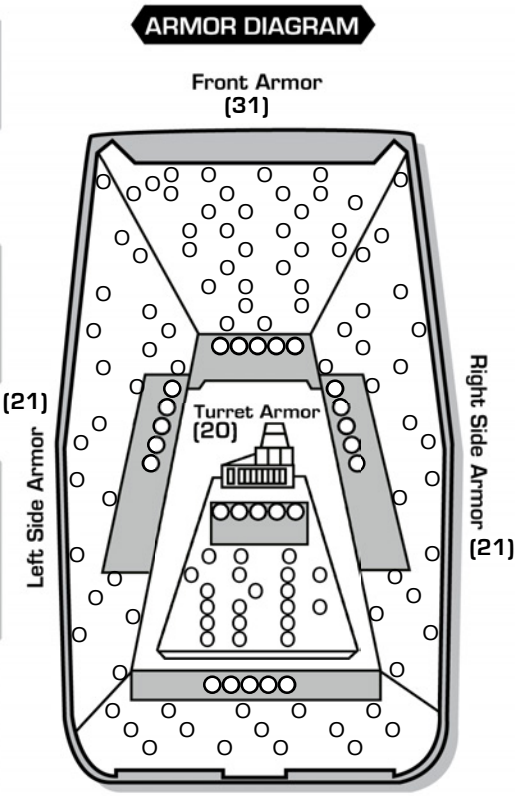
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Hover Tank (Upgrade) (Laser)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Large Laser	FR	8 [DE]	—	7	14	19
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	AMS	T	—	—	—	—	—
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (Machine Gun) 100, (LRM 15) 16, (AMS) 12

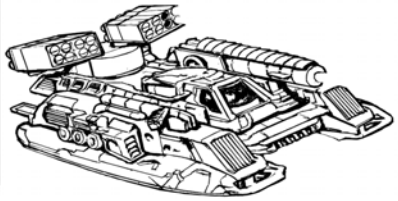
BV: 1,197

CREW DATA

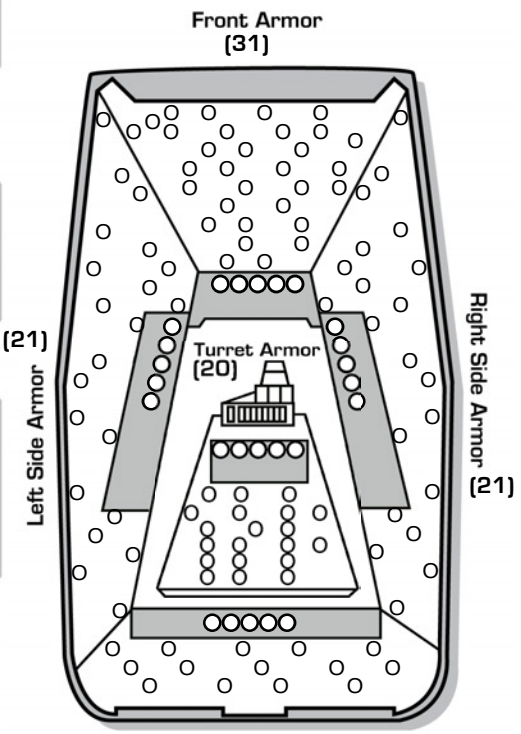
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES I Tactical Missile Carrier

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	FR	3 [DE]	—	2	4	5
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 50, (Machine Gun) 100, (SRM 6) 30

BV: 752

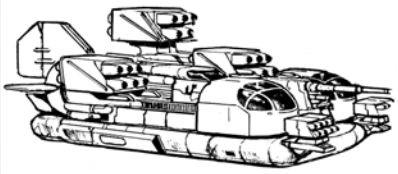
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

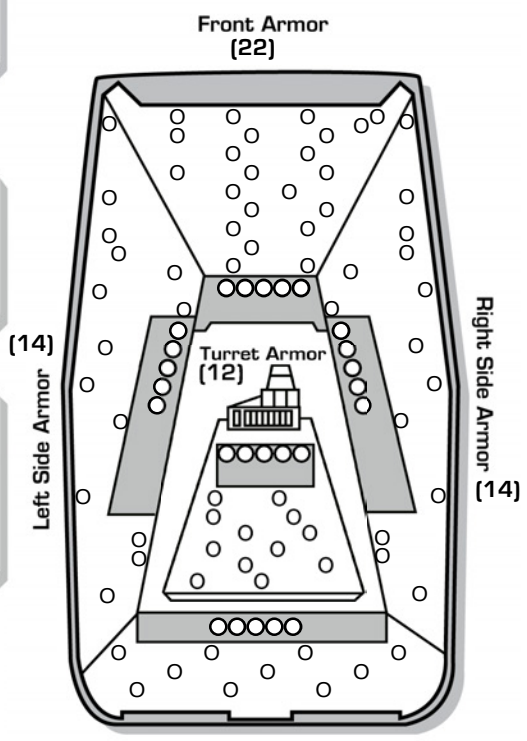
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: (Thumper) 40, (Machine Gun) 200

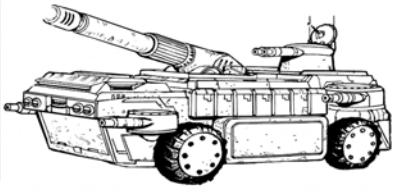
BV: 568

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

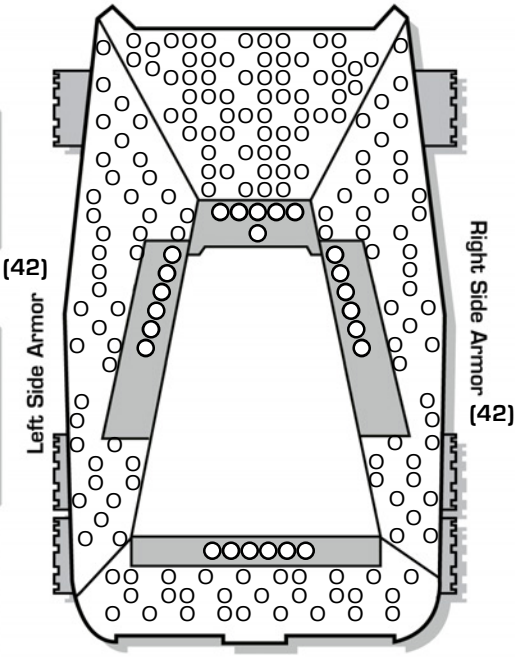
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

Front Armor (64)
Left Side Armor (42)
Right Side Armor (42)
Rear Armor (28)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle TAV-1

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3
2	ER Small Laser	T	3 [DE]	—	2	4	5

Ammo (CASE): (Thumper) 40, (Machine Gun) 200

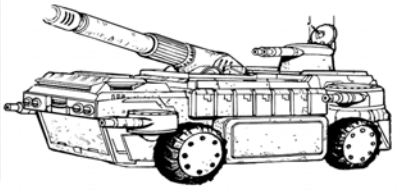
BV: 731

CREW DATA

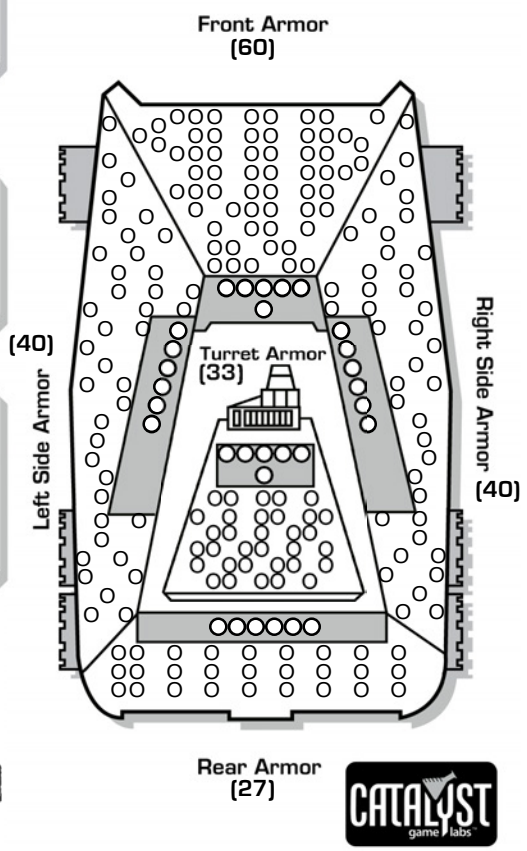
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle TAV-2

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3
2	ER Small Laser	T	3 [DE]	—	2	4	5

Ammo (CASE): (Thumper) 40, (Machine Gun) 200

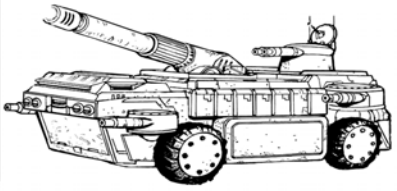
BV: 682

CREW DATA

Crew: _____
Gunnery Skill: ___ Driving Skill: ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

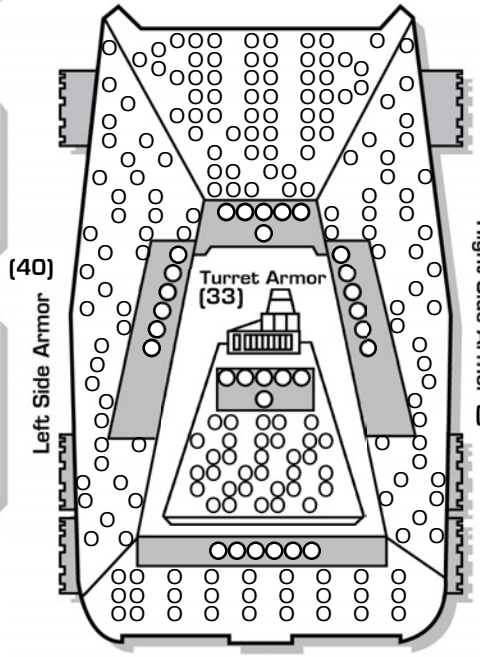
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (60)
Left Side Armor (40)
Turret Armor (33)
Right Side Armor (40)
Rear Armor (27)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
3	ER PPC	T	10 [DE]	—	7	14	23

Ammo: (Machine Gun) 100

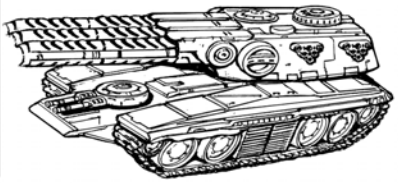
BV: 1,390

CREW DATA

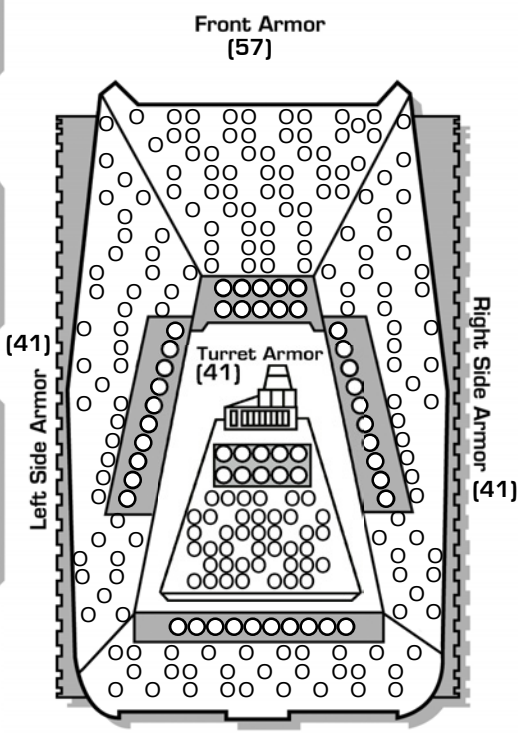
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank (Gauss)

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
3	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: (Machine Gun) 100, (Gauss) 48

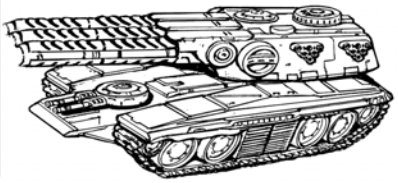
BV: 1,621

CREW DATA

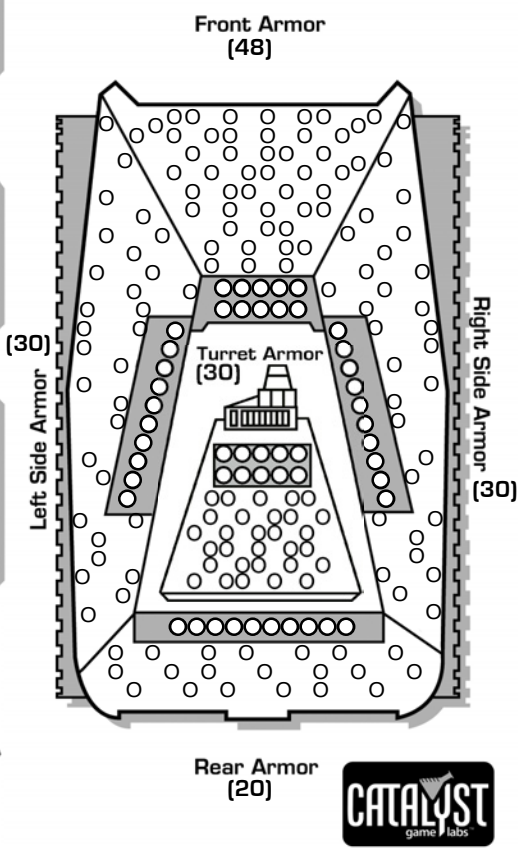
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank (LRM)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
4	LRM 20 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21

Ammo (CASE): (LRM 20) 48

BV: 1,869

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

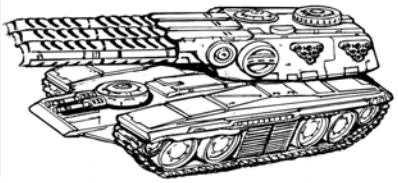
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

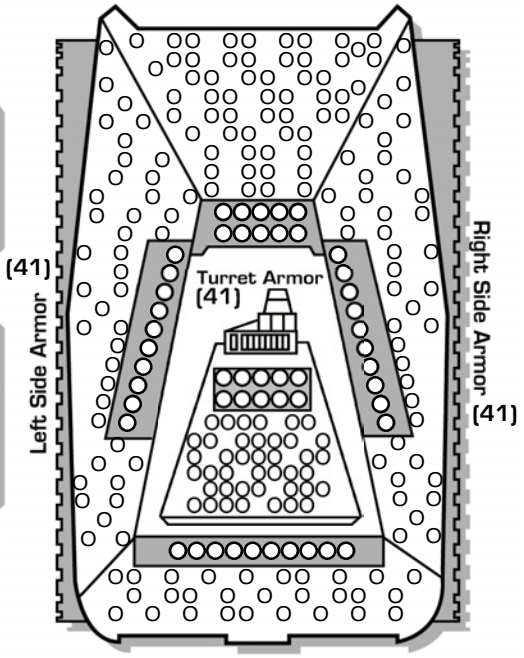
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (57)



Rear Armor (28)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty"

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
2	Lift Hoist	RR	[E]	—	—	—	—

Cargo Space - 19.50 tons (1 door)
Chassis Modifications: Armored Chassis

Ammo: (Light Machine Gun) 100

BV: 231

CREW DATA

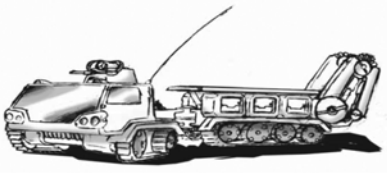
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

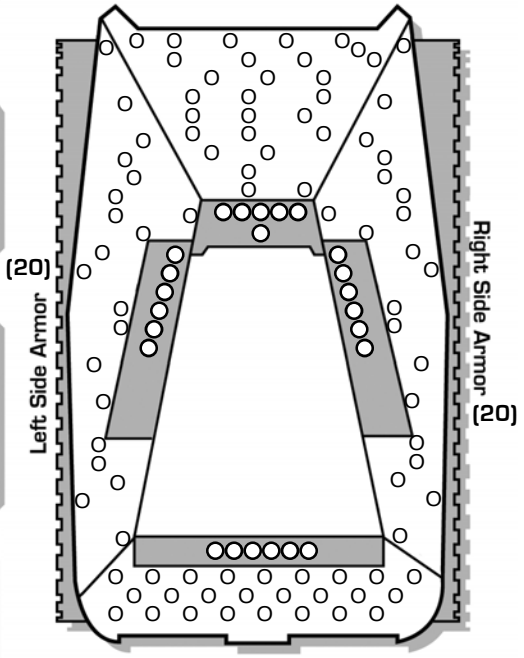
Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty" (Hoist)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
3	Lift Hoist	RR	[E]	—	—	—	—

Cargo Space - 16.50 tons (1 door)
Chassis Modifications: Armored Chassis

Ammo: (Light Machine Gun) 100

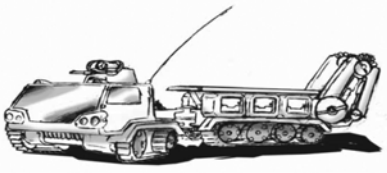
BV: 231

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

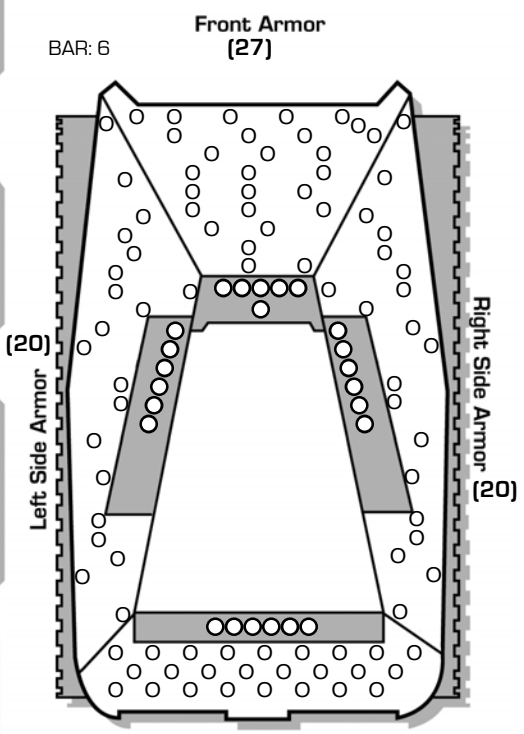
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 6



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty" (MG)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	Lift Hoist	RR	[E]	—	—	—	—

Cargo Space - 19.50 tons (1 door)
Chassis Modifications: Armored Chassis

Ammo: (Machine Gun) 100

BV: 231

CREW DATA

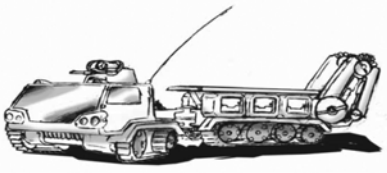
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

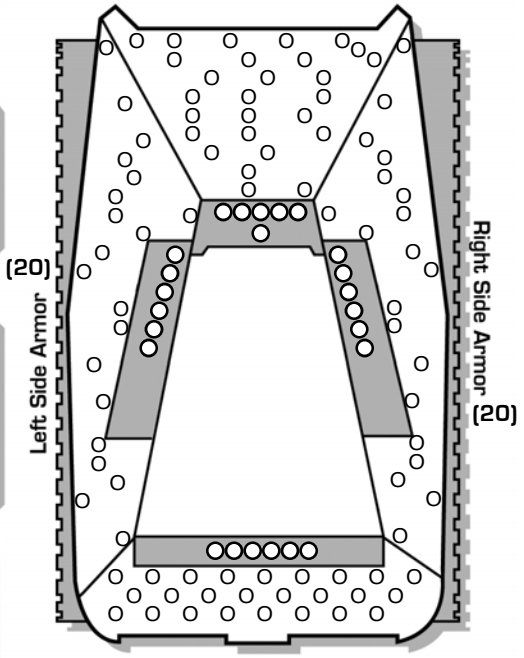
Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty" (ML)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	FR	5 [DE]	—	3	6	9
2	Lift Hoist	RR	[E]	—	—	—	—

Cargo Space - 13 tons (1 door)
Chassis Modifications: Armored Chassis

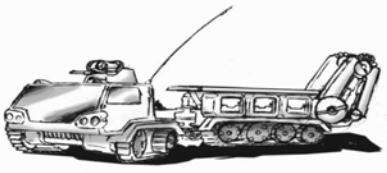
BV: 304

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

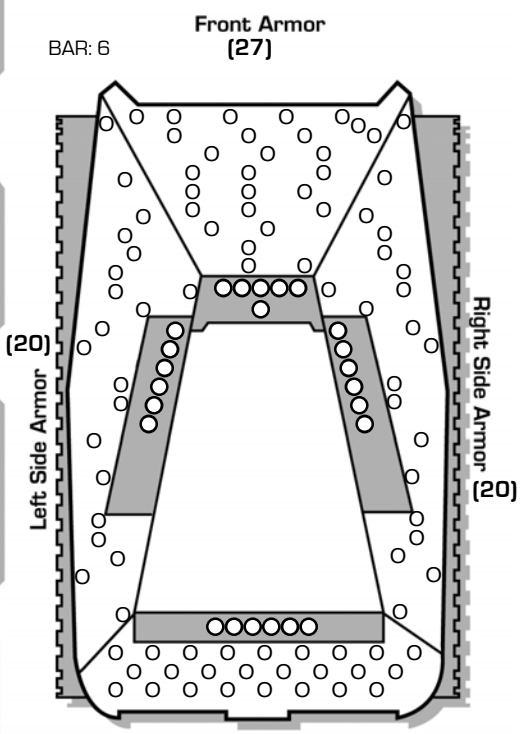
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 6



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty" (Q-Vehicle)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
8	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
2	Lift Hoist	RR	[E]	—	—	—	—

Chassis Modifications: Armored Chassis

Ammo: (SRM 4) 125

BV: 523

CREW DATA

Crew: _____

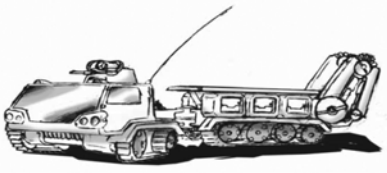
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

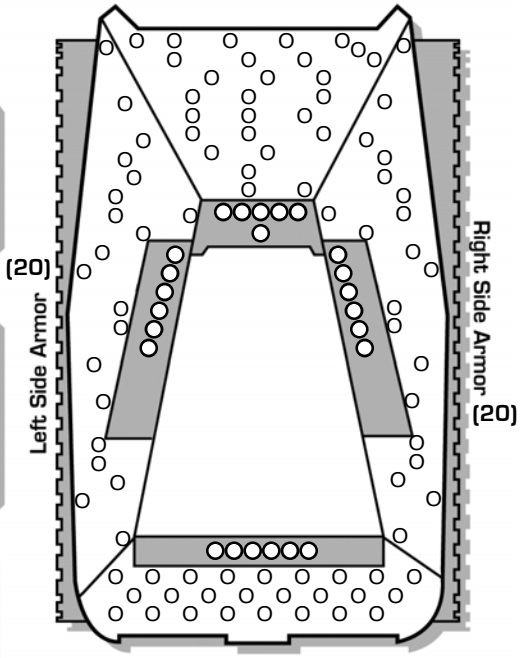
Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Transportable Field Repair Unit "Nifty"

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
2	Lift Hoist	RR	[E]	—	—	—	—

Cargo Space - 19 tons (1 door)
Chassis Modifications: Armored Chassis

Ammo: (Light Machine Gun) 100

BV: 226

CREW DATA

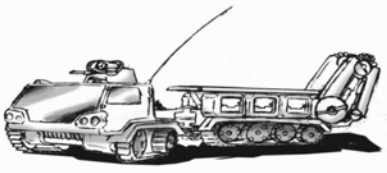
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

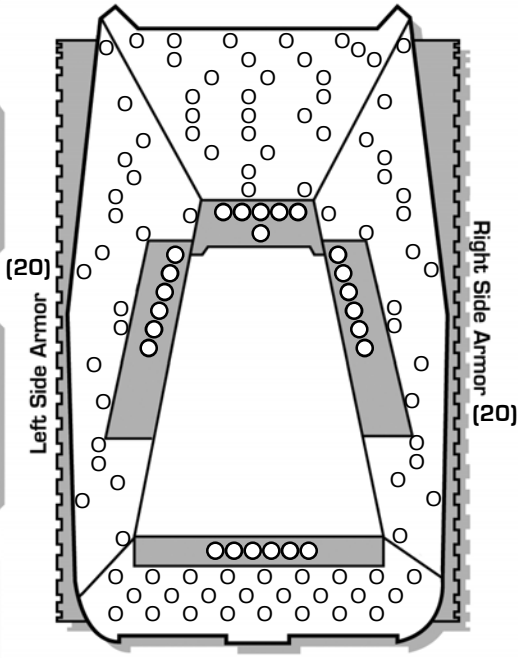
Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: O-65 HMRV "Oppie"

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 150
Tech Base: Inner Sphere (Advanced)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Paramedic Equipment	BD	[E]	—	—	—	—
1	Bulldozer	FR	[E]	—	—	—	—
1	Mine Sweeper	FR	[E]	—	—	—	—
1	Mounted Searchlight	FR	[E]	—	—	—	170
1	Manipulator	FRRS	[E]	—	—	—	—
1	Mounted Searchlight	FRRS	[E]	—	—	—	170
1	Manipulator	FRLS	[E]	—	—	—	—
1	Mounted Searchlight	FRLS	[E]	—	—	—	170
1	Manipulator	RRRS	[E]	—	—	—	—
1	Sprayer	RRRS	[E]	—	—	—	1
1	Manipulator	RRLS	[E]	—	—	—	—
1	Sprayer	RRLS	[E]	—	—	—	1
1	Backhoe	RR	6	—	—	—	—
1	Mounted Searchlight	RR	[E]	—	—	—	170

Chassis Modifications: Environmental Sealing, Tractor
Cargo:
Liquid Cargo Space - 22.91 tons (1 door)

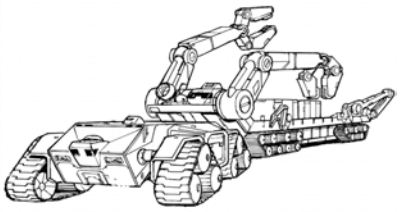
BV: 924

CREW DATA

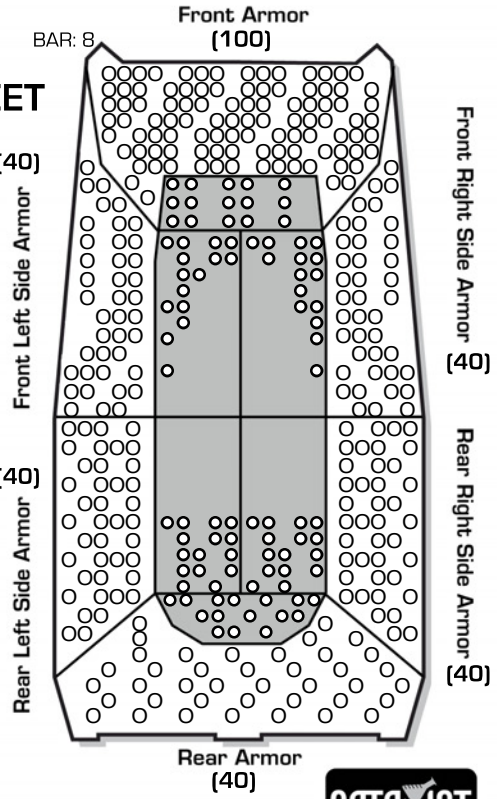
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION: FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	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. 194 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). Apply damage at the end of the phase in which the damage takes effect.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: O-66 HMRV "Oppie"

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 150
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Paramedic Equipment	BD	[E]	—	—	—	—
1	Bulldozer	FR	[E]	—	—	—	—
1	Mine Sweeper	FR	[E]	—	—	—	—
1	Mounted Searchlight	FR	[E]	—	—	—	170
1	Manipulator	FRRS	[E]	—	—	—	—
1	Mounted Searchlight	FRRS	[E]	—	—	—	170
1	Manipulator	FRLS	[E]	—	—	—	—
1	Mounted Searchlight	FRLS	[E]	—	—	—	170
1	Manipulator	RRRS	[E]	—	—	—	—
1	Sprayer	RRRS	[E]	—	—	—	1
1	Manipulator	RRLS	[E]	—	—	—	—
1	Sprayer	RRLS	[E]	—	—	—	1
1	Backhoe	RR	6	—	—	—	—
1	Mounted Searchlight	RR	[E]	—	—	—	170

Chassis Modifications: Environmental Sealing, Tractor
Cargo:
Infantry Bay - 5 tons (1 door)
Liquid Cargo Space - 18.36 tons (1 door)

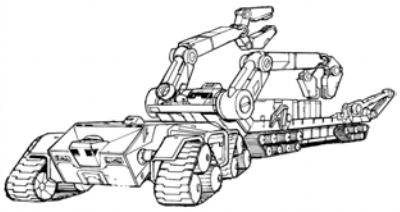
BV: 924

CREW DATA

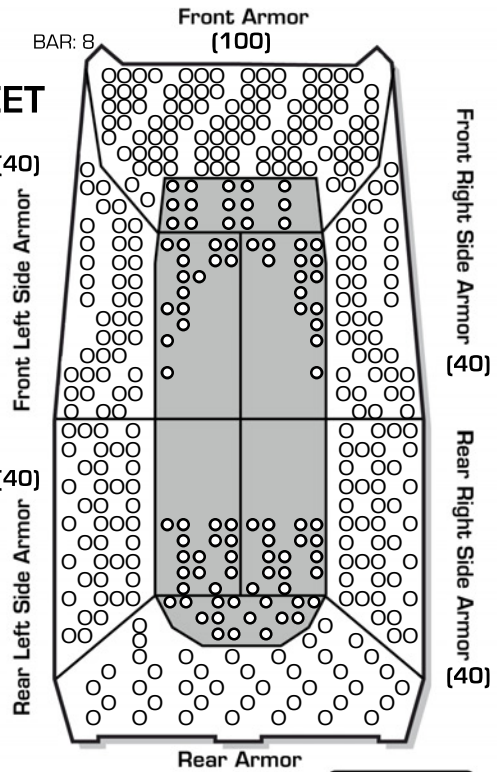
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION: FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	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. 194 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). Apply damage at the end of the phase in which the damage takes effect.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: HMRV Salvage Bed

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Tracked
Engine Type: None

Tonnage: 150
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	FR	[E]	—	—	—	170
1	Lift Hoist	FRRS	[E]	—	—	—	—
1	Mounted Searchlight	FRRS	[E]	—	—	—	170
1	Lift Hoist	FRLS	[E]	—	—	—	—
1	Mounted Searchlight	FRLS	[E]	—	—	—	170
1	Backhoe	RR	6	—	—	—	—
2	Mounted Searchlight	RR	[E]	—	—	—	170

Chassis Modifications: Trailer
Cargo:
Cargo Space - 100 tons

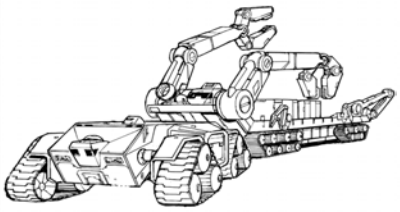
BV: 606

CREW DATA

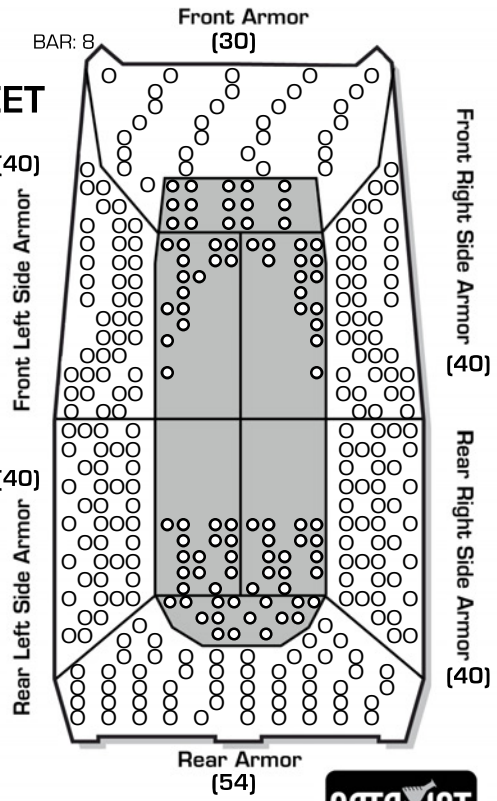
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION: FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	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. 194 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). Apply damage at the end of the phase in which the damage takes effect.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: HMRV DeConAid Trailer

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Tracked
Engine Type: None

Tonnage: 60
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MASH (11 theaters)	BD	[E]	—	—	—	—
2	Mounted Searchlight	FR	[E]	—	—	—	170
1	Mounted Searchlight	RS	[E]	—	—	—	170
1	Sprayer	RS	[E]	—	—	—	—
1	Mounted Searchlight	LS	[E]	—	—	—	170
1	Sprayer	LS	[E]	—	—	—	—
2	Mounted Searchlight	RR	[E]	—	—	—	170

Infantry Bay - 5 tons (1 door)
Liquid Cargo Space - 18.63 tons
Chassis Modifications: Environmental Sealing, Trailer

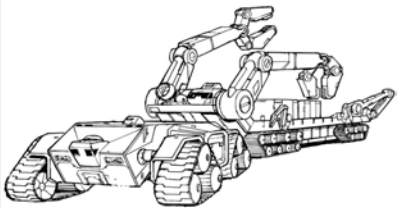
BV: 296

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

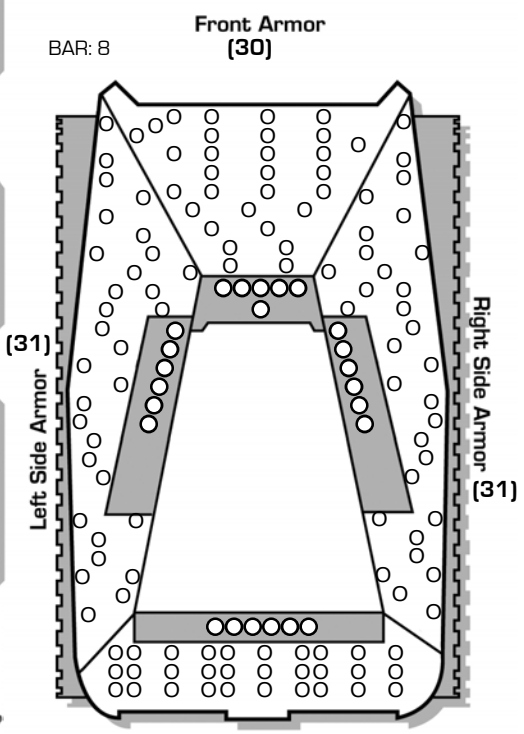
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

BAR: 8



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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INNER SPHERE BATTLEMECHS

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-O Invictus

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Retractable Blade	LA	—	3	—	—	—	—

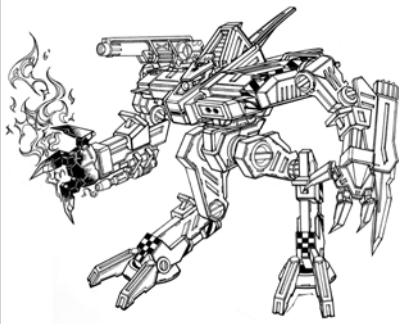
BV: 792

WARRIOR DATA

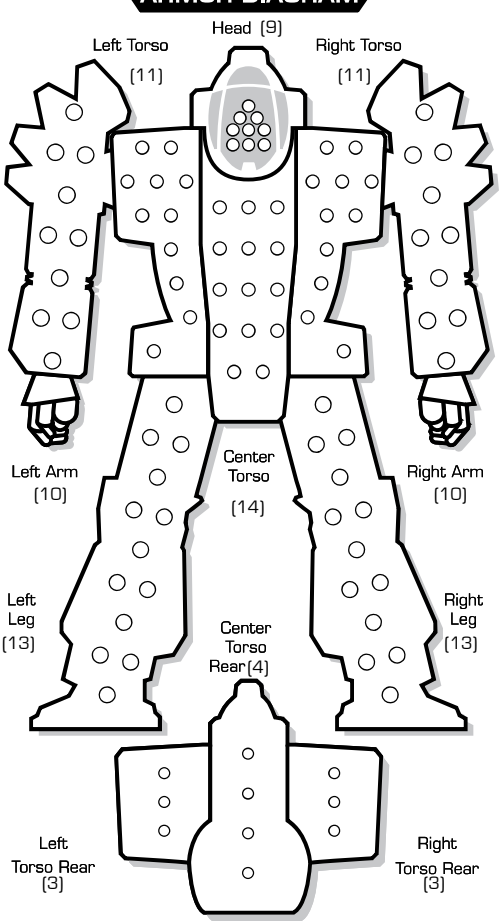
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. SRM 2

1. Improved C³ CPU
2. Improved C³ CPU
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

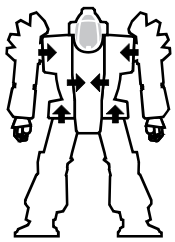
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Laser
6. Roll Again

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

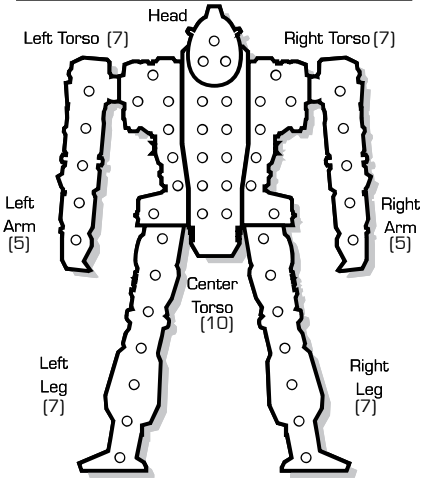
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. Ammo (SRM 2) 50
6. CASE

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-OA Dominus

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
3	Light Machine Gun	RA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	RA	—	[T]	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
3	Light Machine Gun	LA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	LA	—	[T]	—	—	—	—

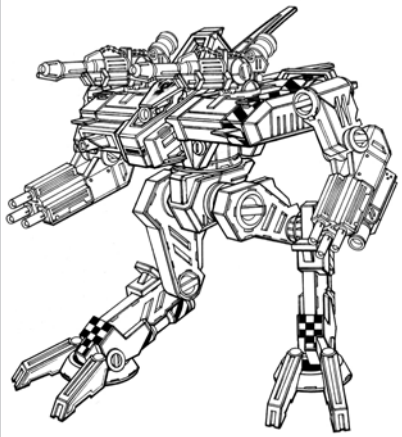
BV: 823

WARRIOR DATA

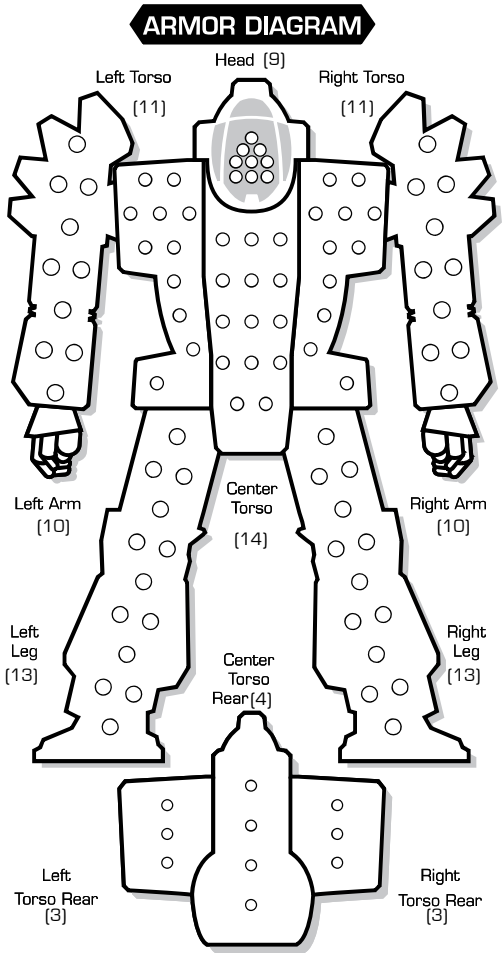
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. Light Machine Gun
2. Light Machine Gun
3. Light Machine Gun
4. Light Machine Gun Array
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Flamer

1. Improved C^3 CPU
2. Improved C^3 CPU
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

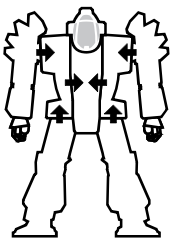
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Laser
6. Roll Again

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light Machine Gun
4. Light Machine Gun
5. Light Machine Gun
6. Light Machine Gun Array

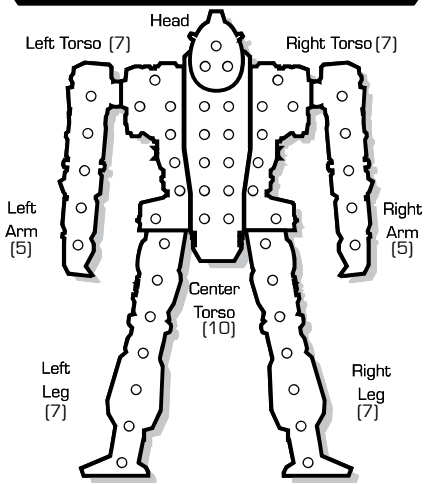
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Small Laser
4. Flamer
5. Ammo (Light Machine Gun) 100
6. CASE

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-OB Infernus

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

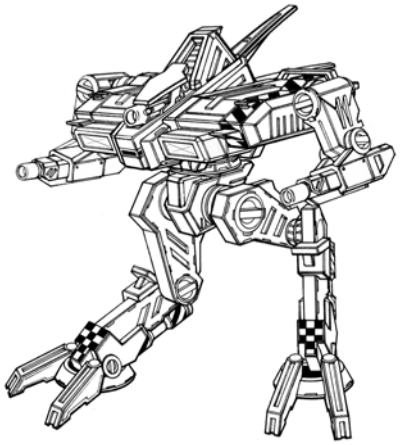
BV: 1,047

WARRIOR DATA

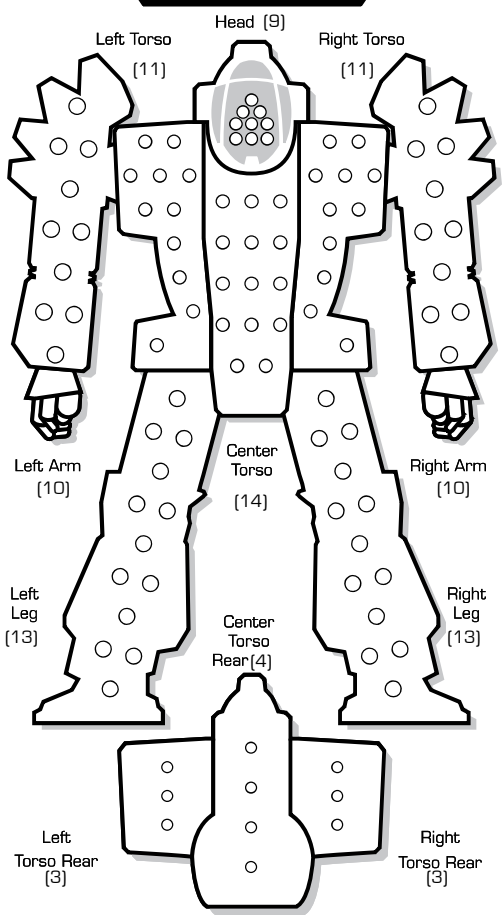
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved C³ CPU

1. Improved C³ CPU
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

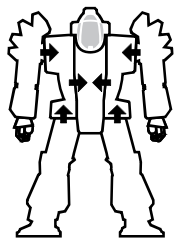
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

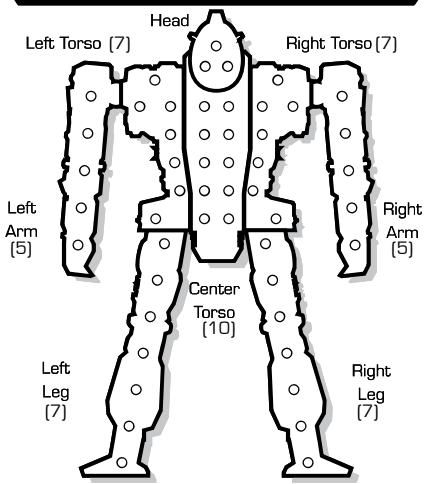
1. Light Fusion Engine
2. Light Fusion Engine
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-OC Comminus

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	9	15
1	B-Pod	RT	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
3	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Beagle Active Probe	LA	—	[E]	—	—	—	4

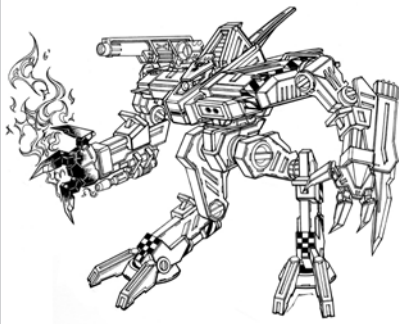
BV: 945

WARRIOR DATA

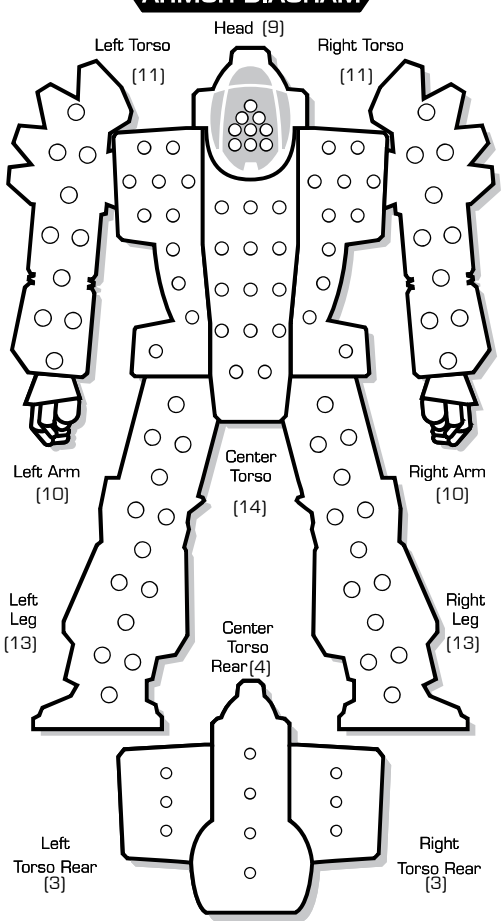
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Beagle Active Probe
3. Beagle Active Probe
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. Improved C^3 CPU
2. Improved C^3 CPU
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

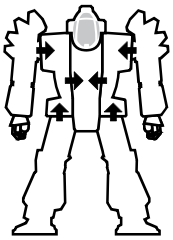
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. TAG
6. Roll Again

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

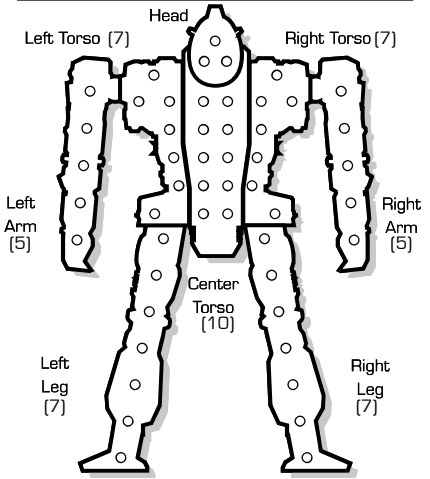
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. B-Pod
5. Guardian ECM Suite
6. Guardian ECM Suite

1. Targeting Computer
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-OD Luminos

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Light PPC	LA	5	5 [DE]	3	6	12	18

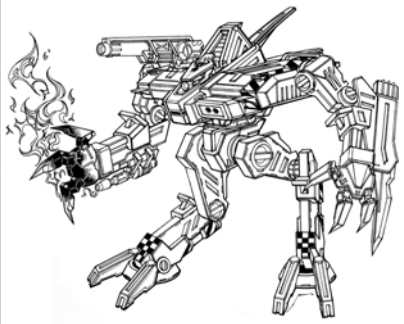
BV: 1,055

WARRIOR DATA

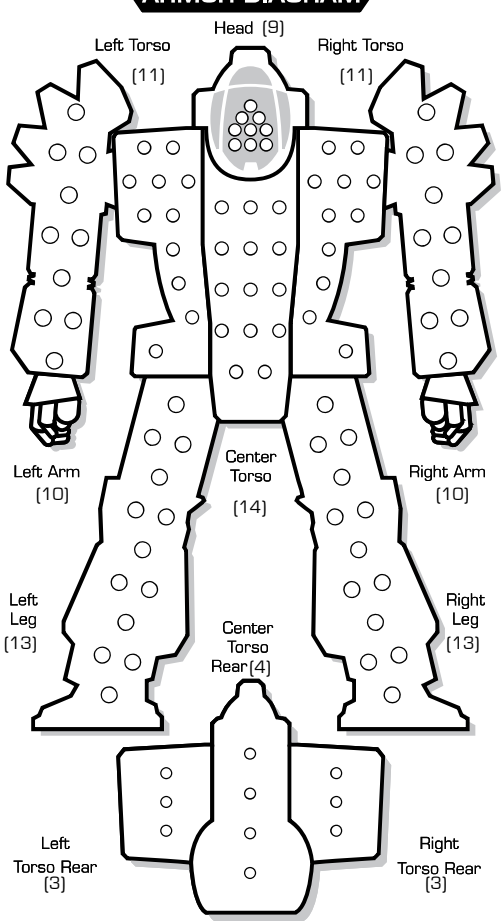
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Light PPC

1. Light PPC
2. ER Medium Laser
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Small Laser

1. Improved C^3 CPU
2. Improved C^3 CPU
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

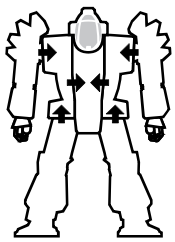
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Small Laser
6. Roll Again

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. ER Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

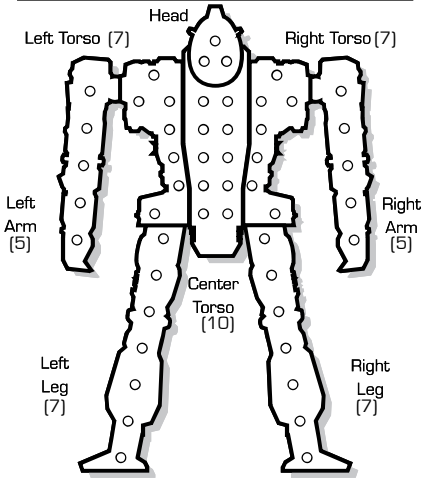
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Light Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-OE Eminus

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 5	RA	3	5[M]	5	6	12	18

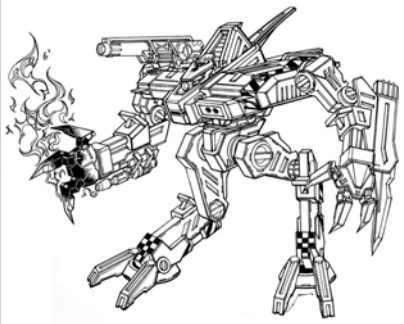
BV: 957

WARRIOR DATA

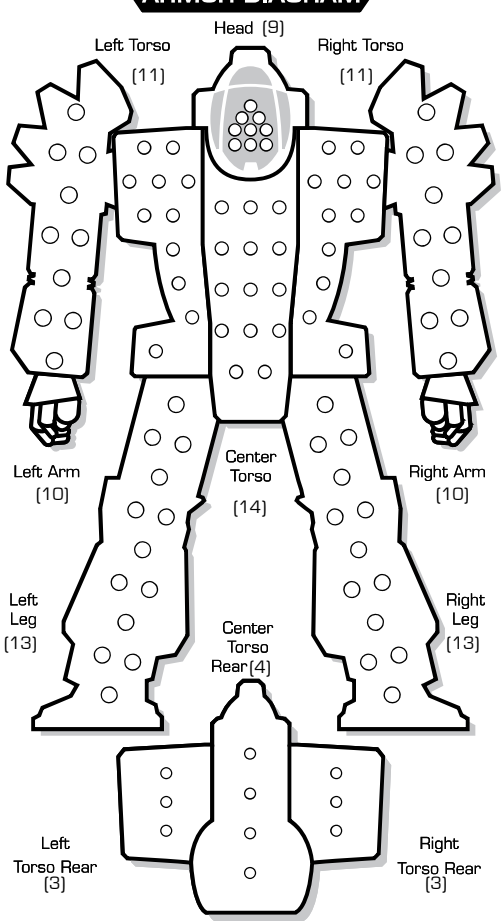
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

4-6
1. Improved C^3 CPU
2. Improved C^3 CPU
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

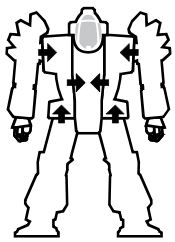
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Thunderbolt 5
6. Ammo (Thunderbolt 5) 12

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

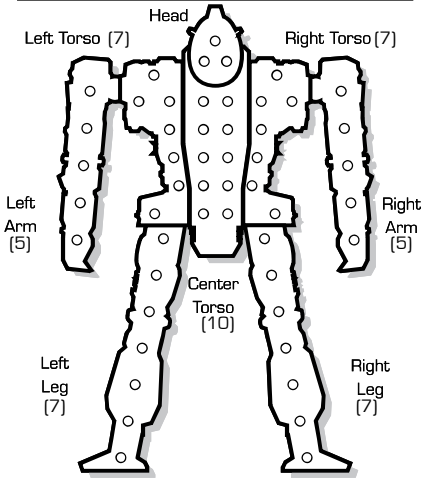
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. CASE
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-OS Caelestis

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	RA	—	[E]	—	—	—	—
3	ER Small Laser	LA	2	3 [DE]	—	2	4	5

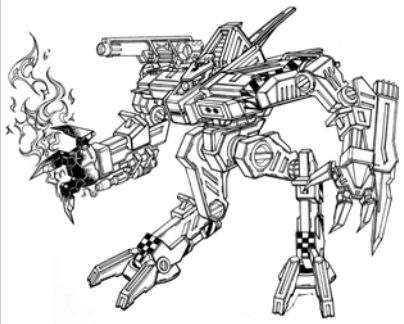
BV: 1,127

WARRIOR DATA

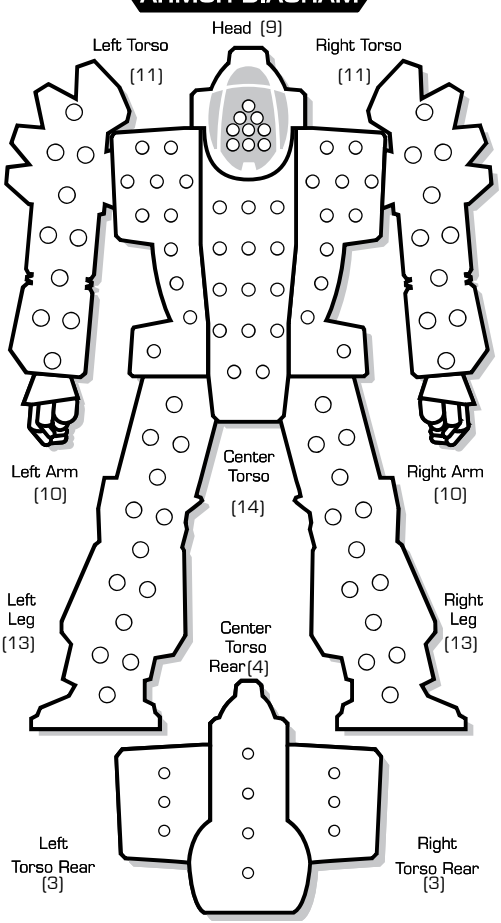
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Small Laser
3. ER Small Laser
4. ER Small Laser
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved C^3 CPU

1. Improved C^3 CPU
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

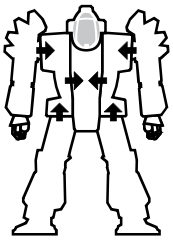
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. PPC Capacitor

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

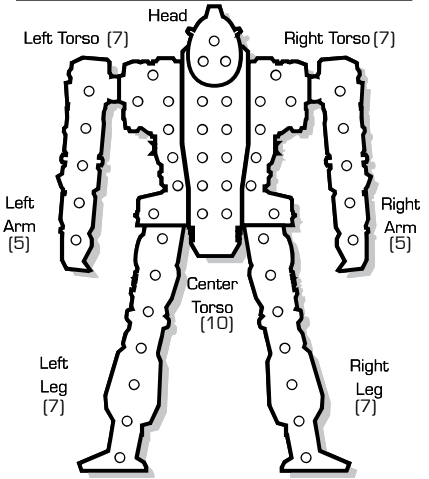
1. Light Fusion Engine
2. Light Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Light Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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 0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valiant V4-LNT-K7

Movement Points:		**Tonnage:**	30
Walking:	7	**Tech Base:**	Inner Sphere
Running:	11 [14]	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Hatchet	LA	—	6	—	—	—	—

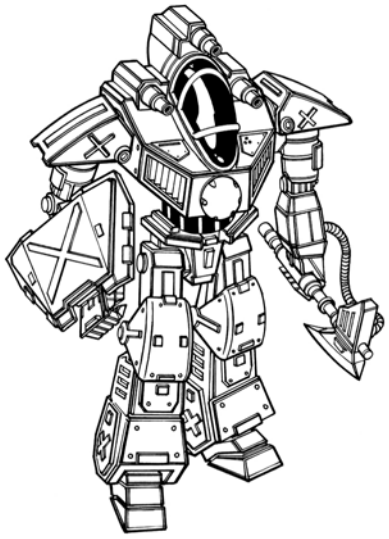
BV: 894

WARRIOR DATA

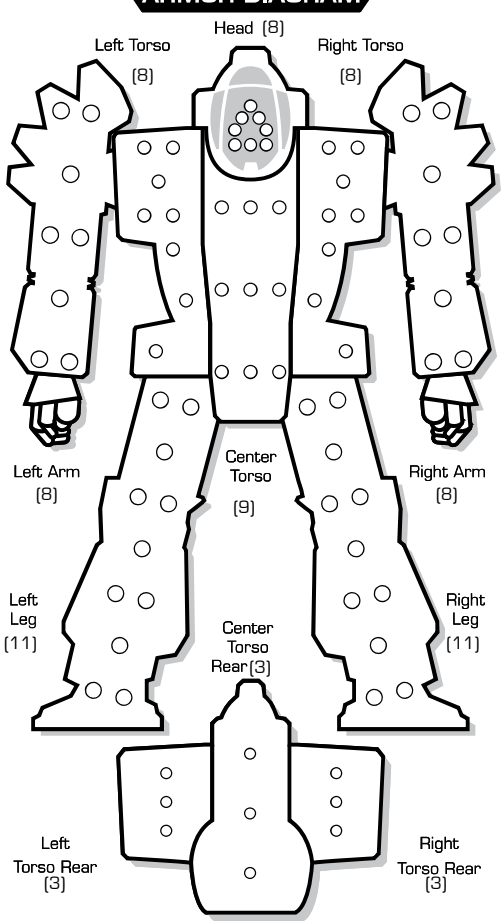
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Hatchet
	6. Hatchet
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. ER Medium Laser
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Roll Again
6.	Roll Again

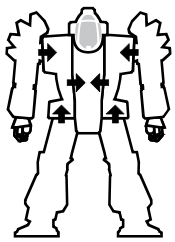
Head

1.	Life Support
2.	Sensors
3.	Cockpit
4.	ER Medium Laser
5.	Sensors
6.	Life Support

Center Torso

1-3	1. Fusion Engine
	2. Fusion Engine
	3. Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. MASC
	6. MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

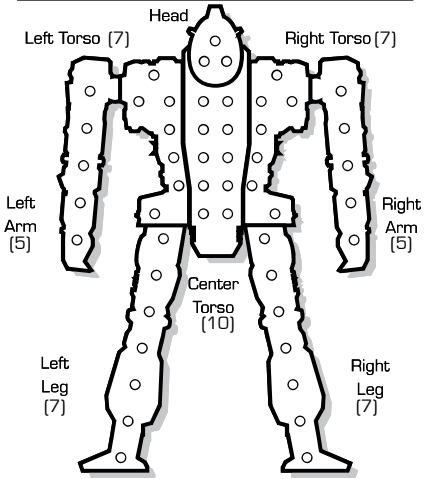
Right Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. ER Medium Laser
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Roll Again
6.	Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valiant V4-LNT-J3

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Small Shield	RA	—	3	—	—	—	—
1	Hatchet	LA	—	6	—	—	—	—

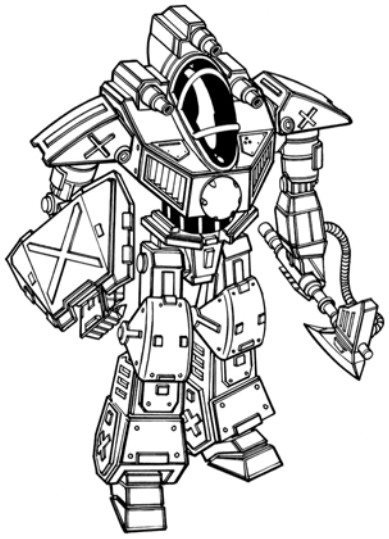
BV: 926

WARRIOR DATA

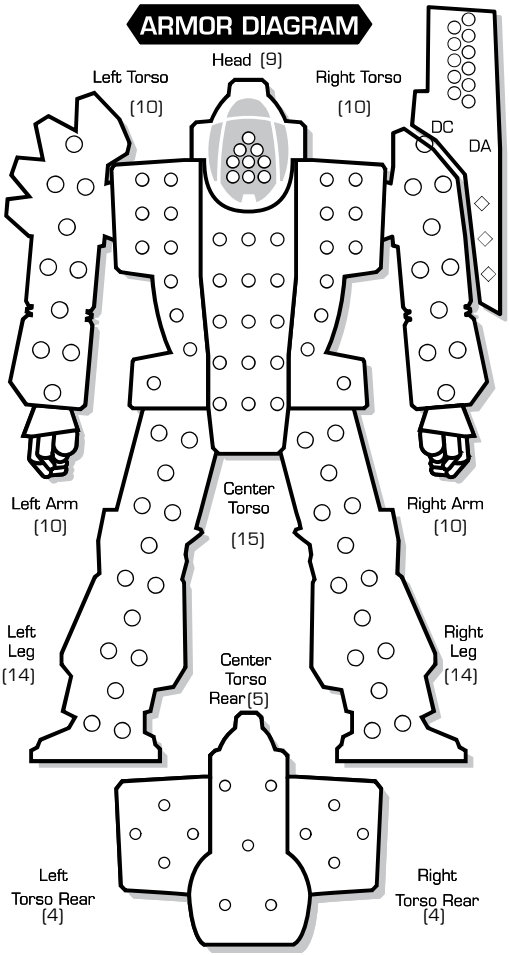
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

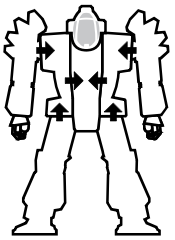
Center Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
6. Small Shield

4-6
1. Small Shield
2. Small Shield
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Right Torso

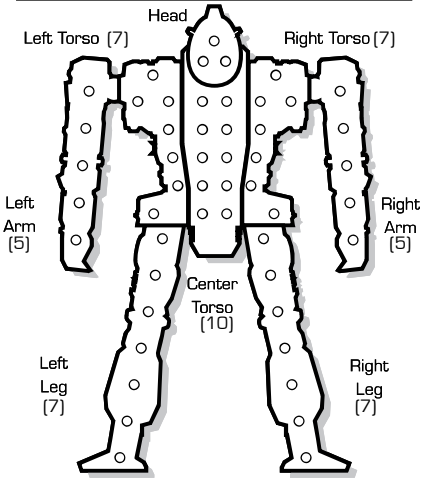
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valiant VLN-3T

Movement Points:
Walking: 7
Running: 11 [14]

Tonnage: 30
Tech Base: Inner Sphere (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Small Shield	RA	—	3	—	—	—	—
1	Hatchet	LA	—	6	—	—	—	—

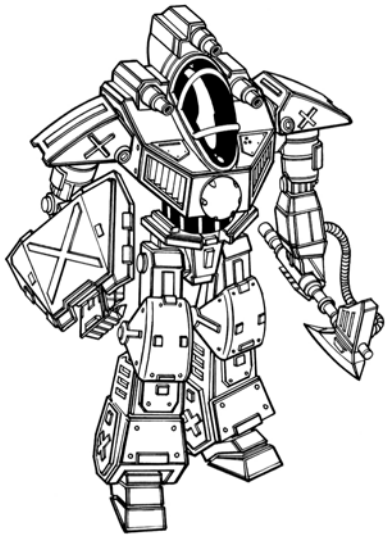
BV: 852

WARRIOR DATA

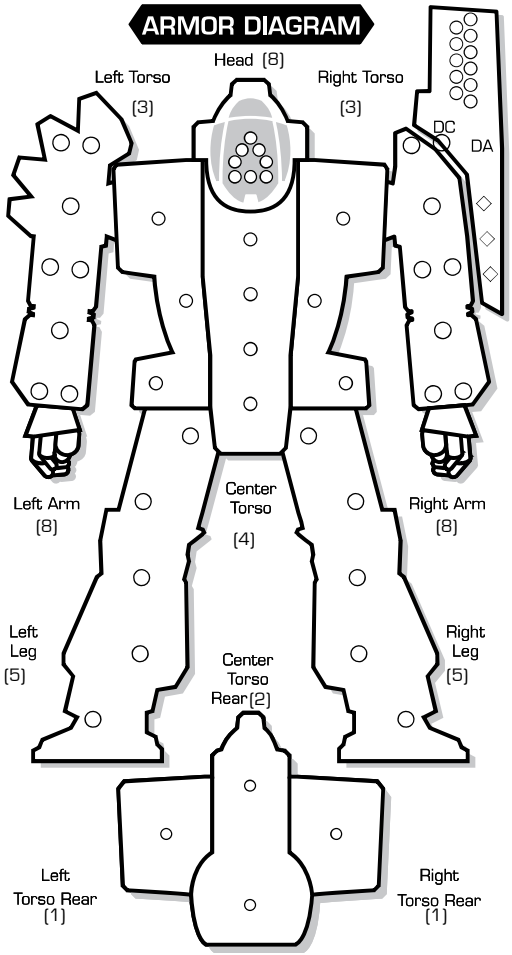
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Hatchet
	6. Hatchet
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. ER Medium Laser
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

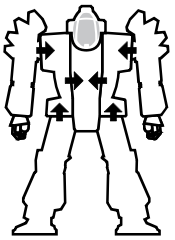
Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine
	2. Fusion Engine
	3. Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. MASC
	6. MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Small Shield
	6. Small Shield
4-6	1. Small Shield
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

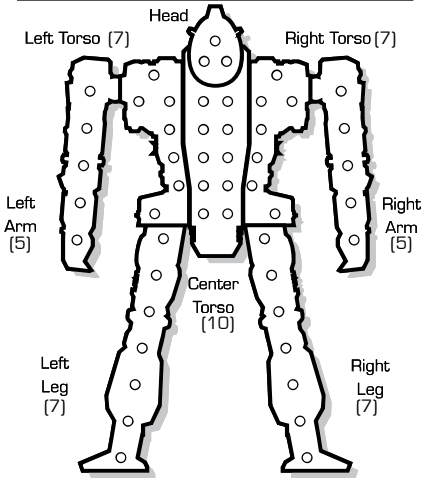
Right Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. ER Medium Laser
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wight WGT-1LAW/SC

Movement Points:		Tonnage:	35
Walking:	5	Tech Base:	Inner Sphere
Running:	8	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

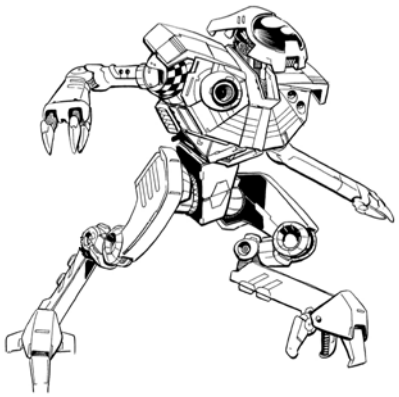
BV: 1,142

WARRIOR DATA

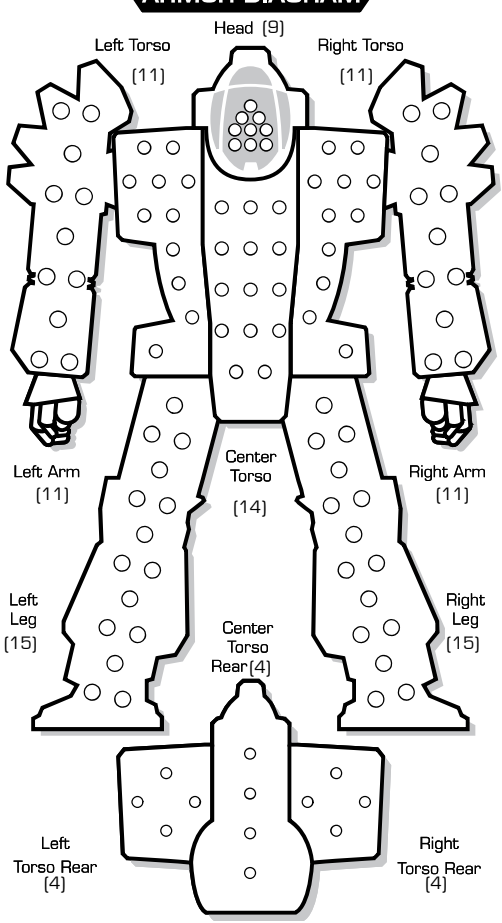
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Heavy Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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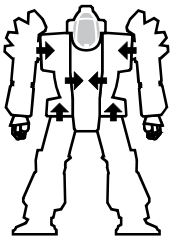


Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

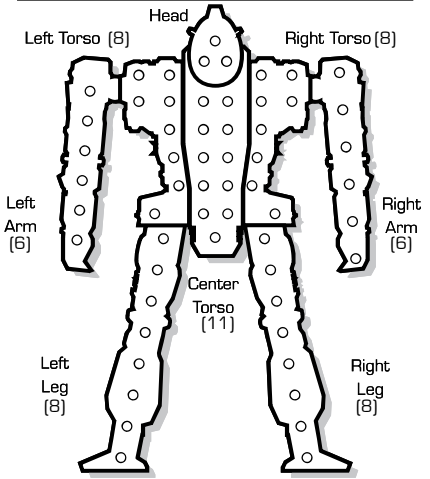
1. Heavy PPC
2. Endo Steel
3. Endo Steel
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow

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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wight WGT-1LAW/SC3

Movement Points:		**Tonnage:**	35
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	C^3 Slave	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

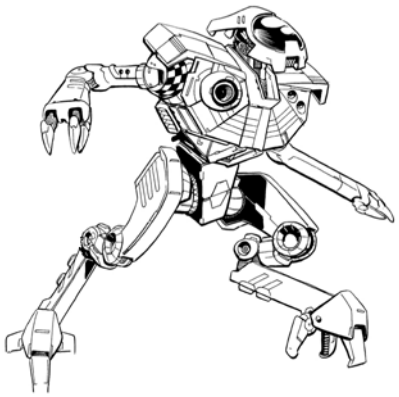
BV: 1,057

WARRIOR DATA

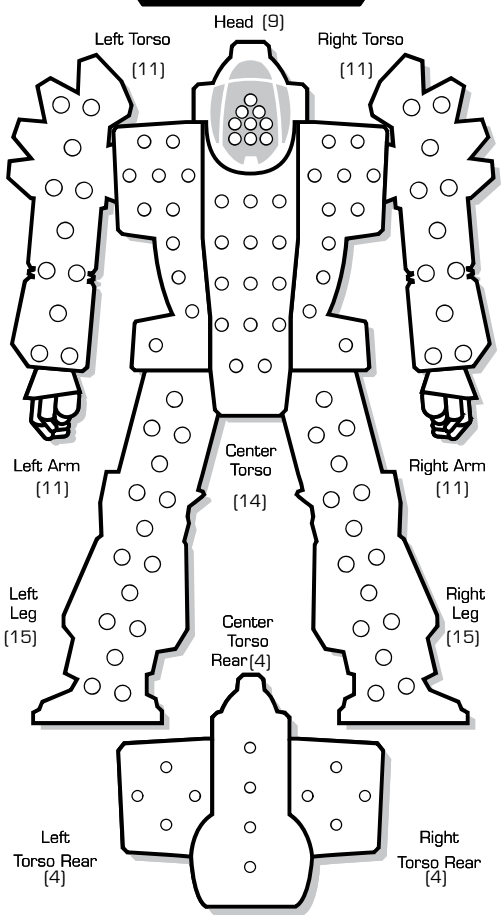
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. C^3 Slave
6. Endo Steel

1-3

1. Endo Steel
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

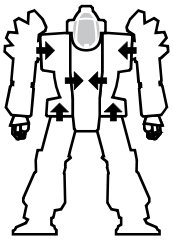
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Heavy Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

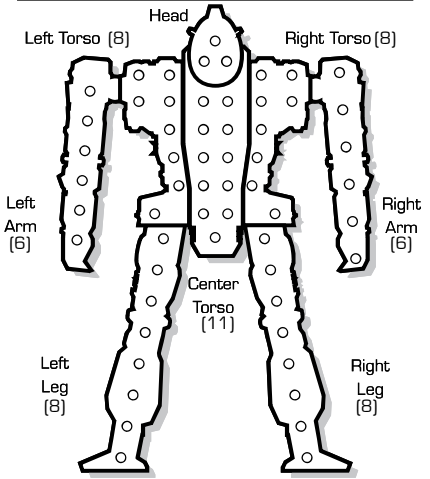
1. Heavy PPC
2. Endo Steel
3. Endo Steel
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wight WGT-2LAW

Movement Points:		Tonnage:	35
Walking:	5	Tech Base:	Inner Sphere
Running:	8	Era:	Jihad
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

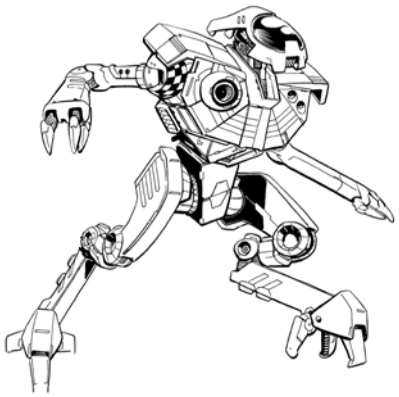
BV: 939

WARRIOR DATA

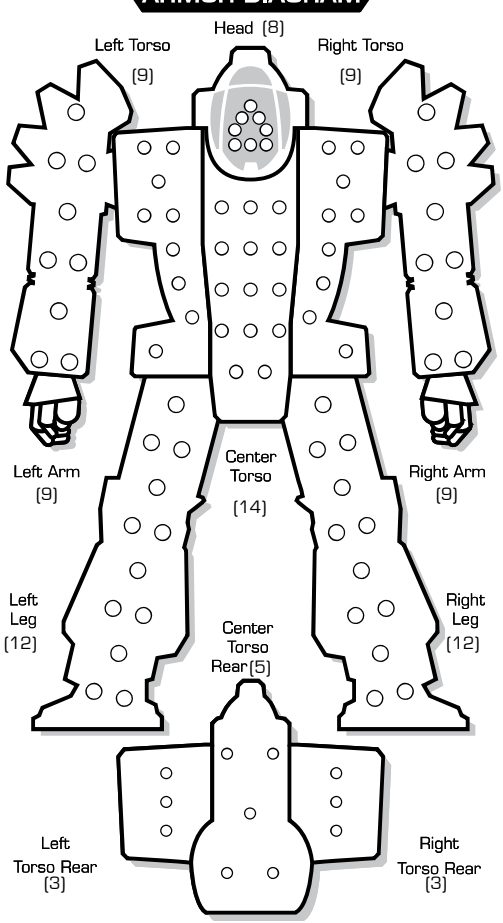
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous
	5. Light Ferro-Fibrous
	6. Roll Again

Left Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. Improved Jump Jet
	5. Improved Jump Jet
	6. Improved Jump Jet
4-6	1. Improved Jump Jet
	2. Improved Jump Jet
	3. Improved Jump Jet
	4. ER Medium Laser
	5. ER Medium Laser
	6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

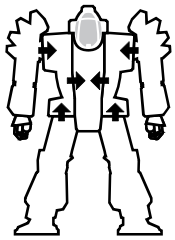
Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. Compact Fusion Engine
	2. Compact Fusion Engine
	3. Compact Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Double Heat Sink
	3. Double Heat Sink
	4. Double Heat Sink
	5. Improved Jump Jet
	6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Light Ferro-Fibrous
	3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous
	5. Light Ferro-Fibrous
	6. Roll Again

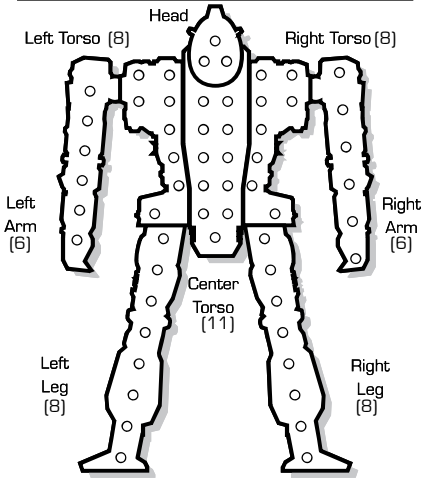
Right Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. Improved Jump Jet
	5. Improved Jump Jet
	6. Improved Jump Jet
4-6	1. Improved Jump Jet
	2. Improved Jump Jet
	3. Improved Jump Jet
	4. Light PPC
	5. Light PPC
	6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wight WGT-2LAWC3

Movement Points:		Tonnage:	35
Walking:	5	Tech Base:	Inner Sphere
Running:	8	Era:	Jihad
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	C^3 Slave	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

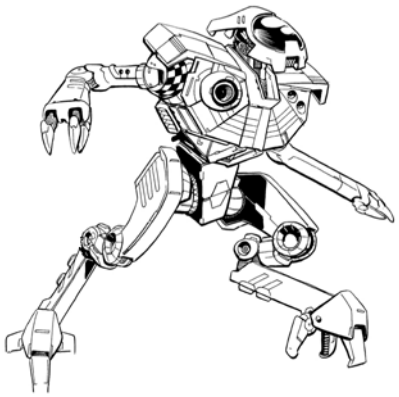
BV: 821

WARRIOR DATA

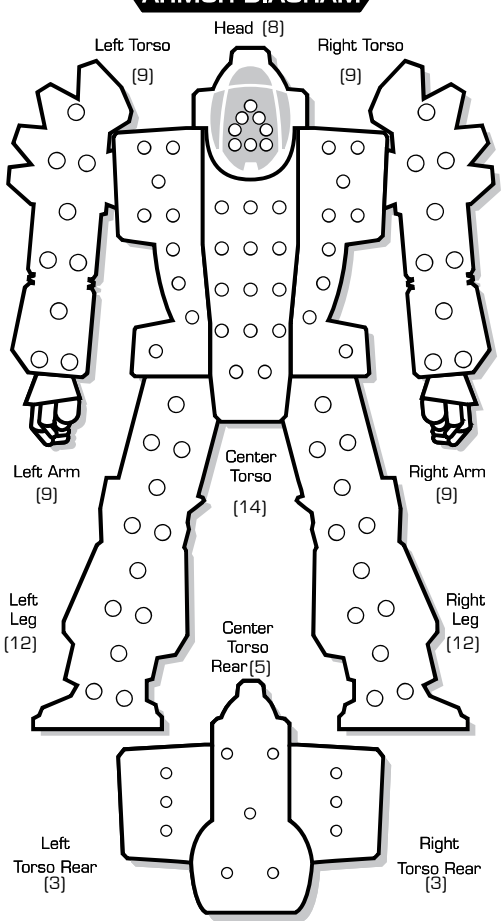
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous
	5. Light Ferro-Fibrous
	6. Roll Again

Left Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. Improved Jump Jet
	5. Improved Jump Jet
	6. Improved Jump Jet
4-6	1. Improved Jump Jet
	2. Improved Jump Jet
	3. Improved Jump Jet
	4. ER Medium Laser
	5. C^3 Slave
	6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. Compact Fusion Engine
	2. Compact Fusion Engine
	3. Compact Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Double Heat Sink
	3. Double Heat Sink
	4. Double Heat Sink
	5. Improved Jump Jet
	6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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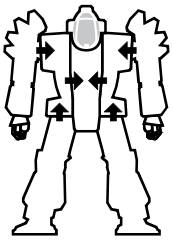


Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Light Ferro-Fibrous
	3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous
	5. Light Ferro-Fibrous
	6. Roll Again

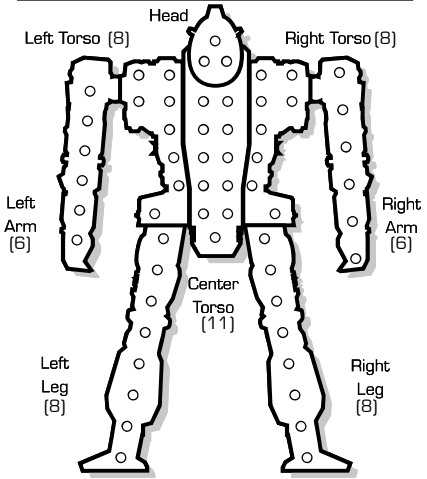
Right Torso

1-3	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. Improved Jump Jet
	5. Improved Jump Jet
	6. Improved Jump Jet
4-6	1. Improved Jump Jet
	2. Improved Jump Jet
	3. Improved Jump Jet
	4. Light PPC
	5. Light PPC
	6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wight WGT-2SC

Movement Points:		Tonnage:	35
Walking:	5	Tech Base:	Inner Sphere
Running:	8	Era:	Jihad
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

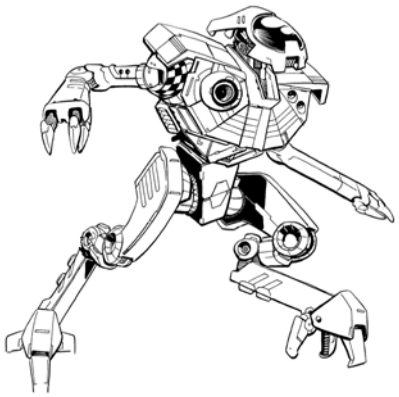
BV: 1,093

WARRIOR DATA

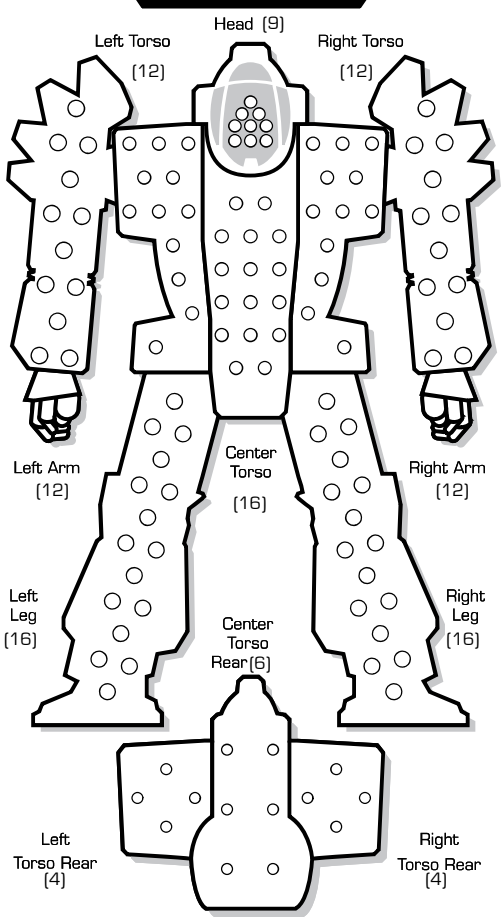
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. ER Medium Laser

1-3

1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

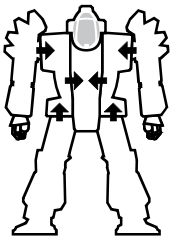
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Snub-Nose PPC

1-3

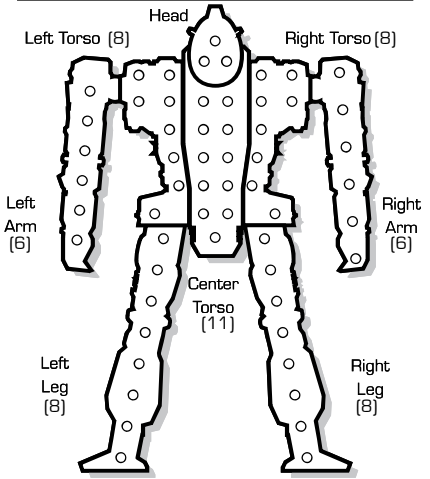
1. Snub-Nose PPC
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow

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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wight WGT-3SC

Movement Points:		**Tonnage:**	35
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RT	10	10 [DE,H,AI]	—	5	10	15
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

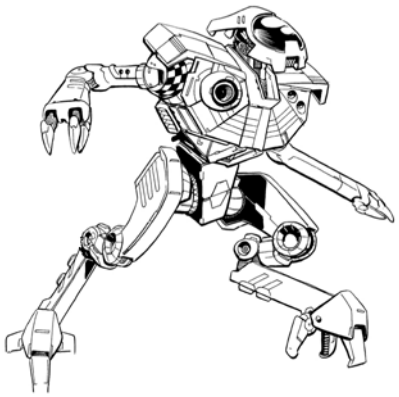
BV: 1,125

WARRIOR DATA

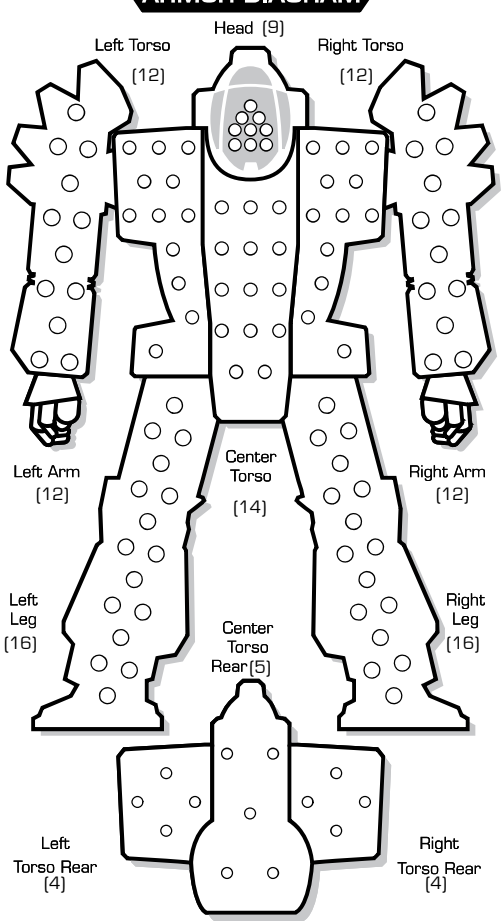
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

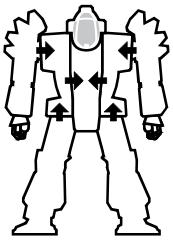
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

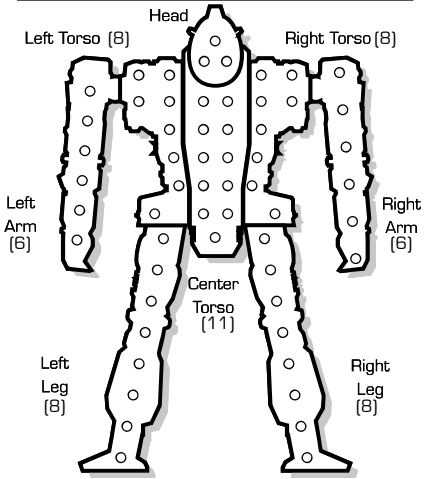
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (Plasma Rifle) 10

1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose II MON-266

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Improved C^3 CPU	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Beagle Active Probe	LT	—	[E]	—	—	—	4

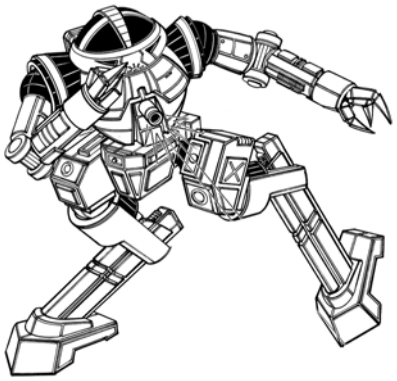
BV: 1,085

WARRIOR DATA

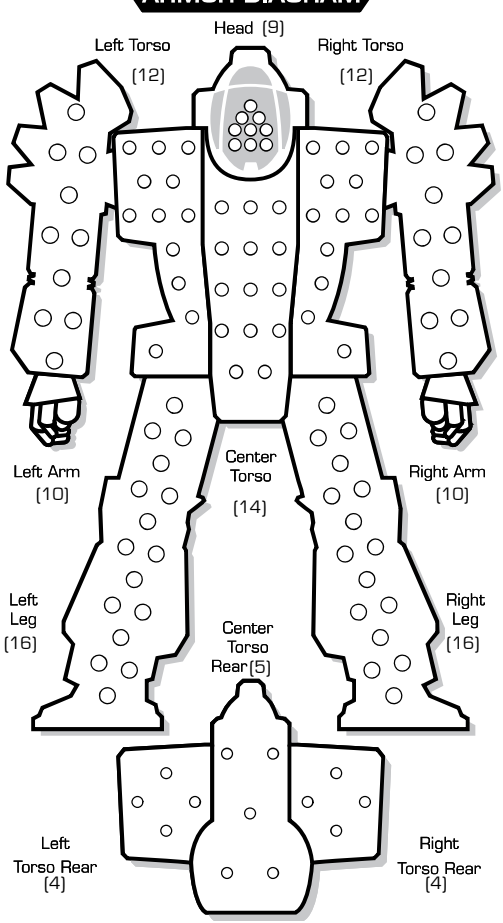
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Lower Arm Actuator
	4.	Hand Actuator
	5.	Endo Steel
	6.	Endo Steel
4-6	1.	Endo Steel
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Left Torso

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Beagle Active Probe
	5.	Beagle Active Probe
	6.	MASC
4-6	1.	MASC
	2.	Endo Steel
	3.	Endo Steel
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

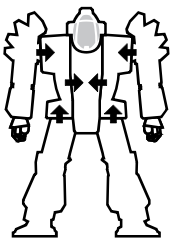
Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Gyro
	5.	Gyro
	6.	Gyro
4-6	1.	Gyro
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	XL Fusion Engine
	5.	ER Large Laser
	6.	ER Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Lower Arm Actuator
	4.	Hand Actuator
	5.	Endo Steel
	6.	Endo Steel
4-6	1.	Roll Again
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

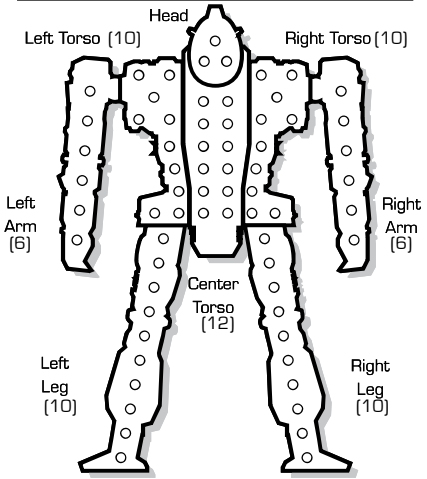
Right Torso

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Improved C^3 CPU
	5.	Improved C^3 CPU
	6.	Guardian ECM Suite
4-6	1.	Guardian ECM Suite
	2.	Endo Steel
	3.	Endo Steel
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose II MON-267

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4

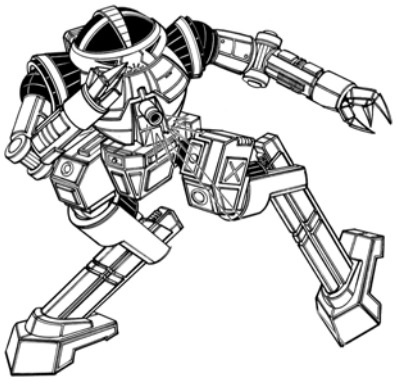
BV: 1,237

WARRIOR DATA

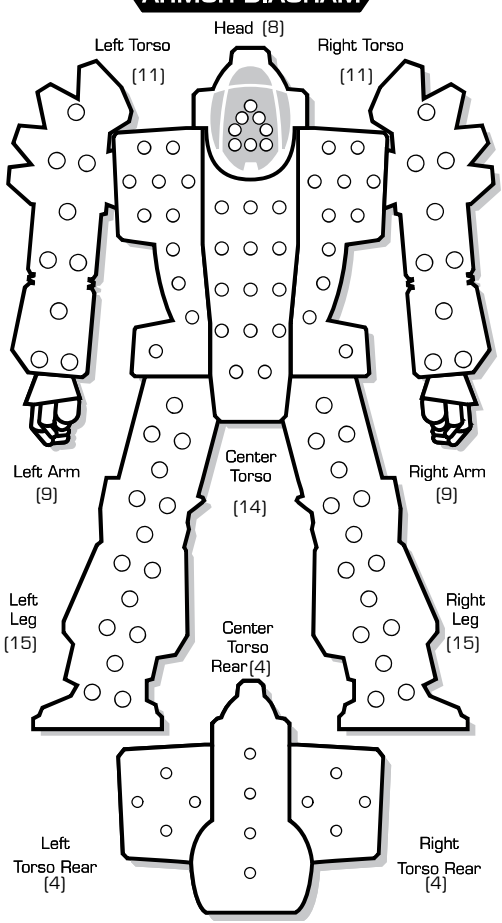
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Stealth
	4. Stealth
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Beagle Active Probe
	5. Beagle Active Probe
	6. MASC
4-6	1. MASC
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Stealth
	6. Stealth

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Stealth
6.	Stealth

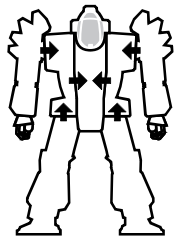
Head

1.	Life Support
2.	Sensors
3.	Cockpit
4.	C^3 Slave
5.	Sensors
6.	Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. ER Large Laser
	6. ER Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Stealth
	4. Stealth
	5. Roll Again
	6. Roll Again

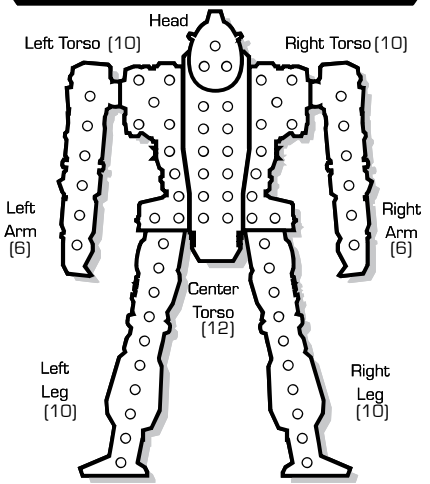
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Targeting Computer
	5. Targeting Computer
	6. Guardian ECM Suite
4-6	1. Guardian ECM Suite
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Stealth
	6. Stealth

Right Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Stealth
6.	Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose II MON-268

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	C^3 Master	RT	0	[E]	—	5	9	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

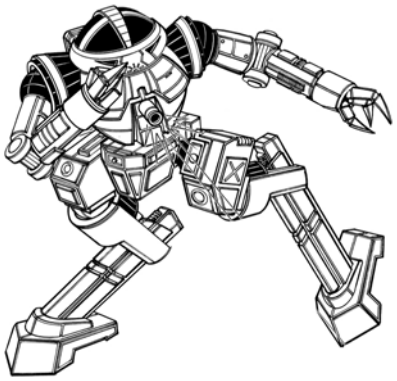
BV: 1,215

WARRIOR DATA

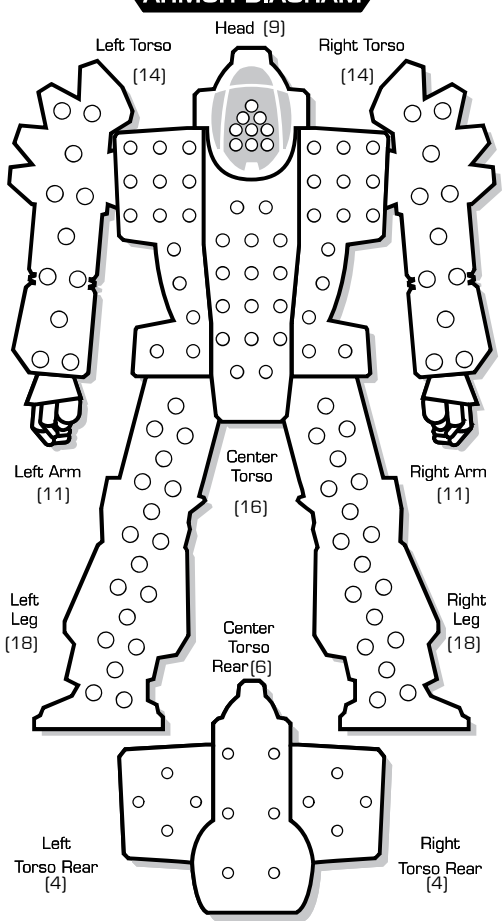
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Beagle Active Probe
5. Beagle Active Probe
6. MASC

1-3

1. MASC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

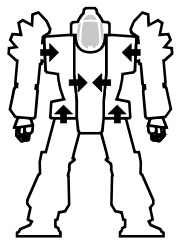
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. C^3 Master
5. C^3 Master
6. C^3 Master

1-3

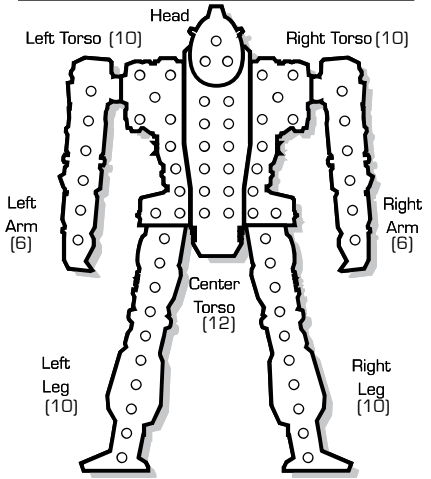
1. C^3 Master
2. C^3 Master
3. Targeting Computer
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-O Invictus

Movement Points:
Walking: 6
Running: 9

Tonnage: 45
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	AMS	LT	1	— [PD]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Retractable Blade	LA	—	5	—	—	—	—

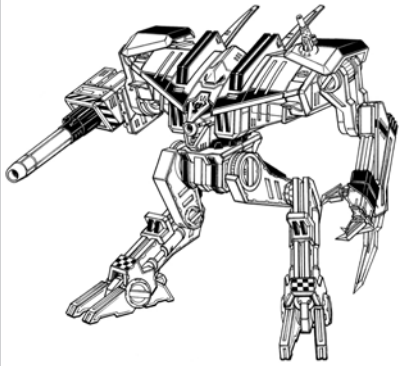
BV: 1,067

WARRIOR DATA

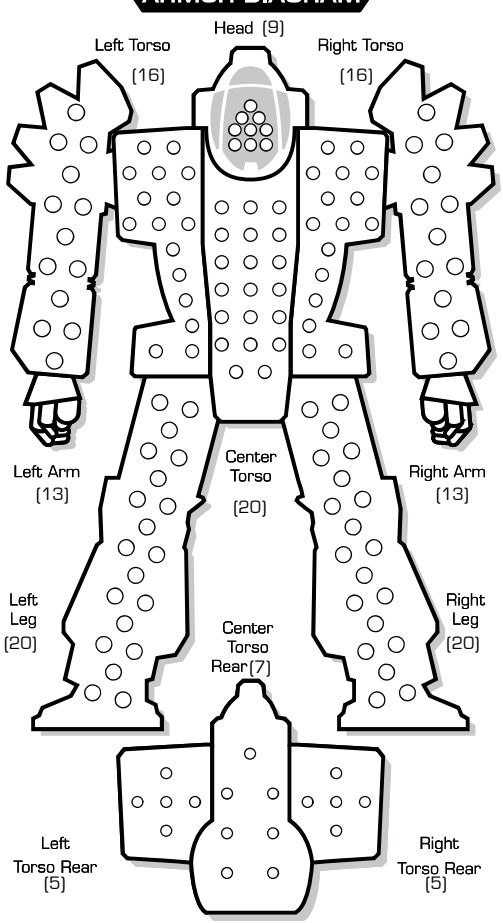
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

1-3

1. Retractable Blade
2. Retractable Blade
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. AMS
4. Ammo (AMS) 12
5. CASE
6. Endo Steel

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

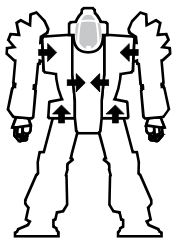
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

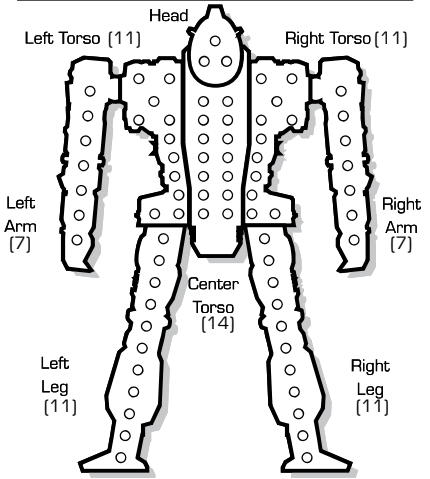
1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OA Dominus

Movement Points:
Walking: 6
Running: 9
Jumping: 8

Tonnage: 45
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

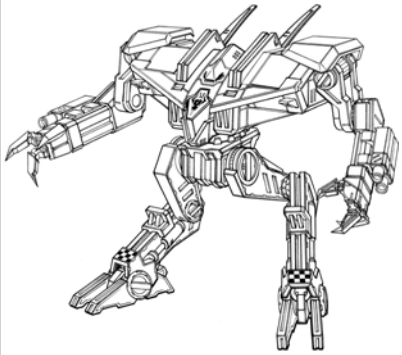
BV: 1,302

WARRIOR DATA

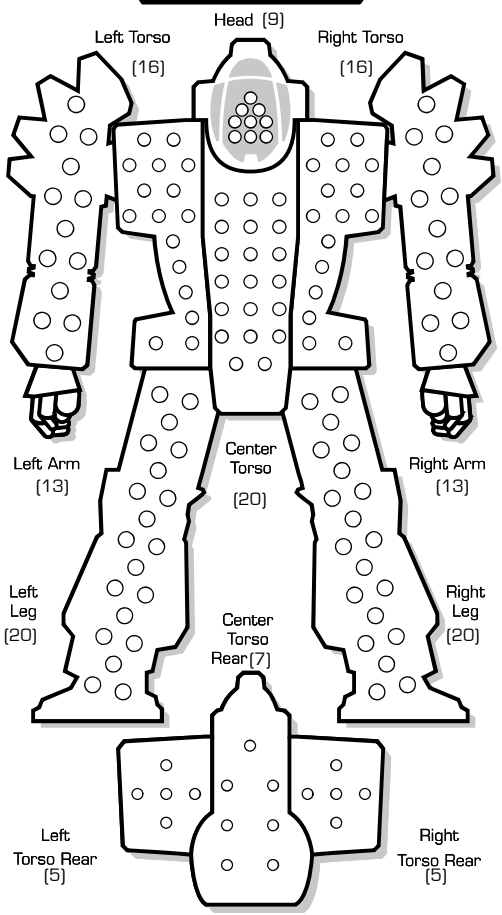
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Endo Steel
6. Endo Steel

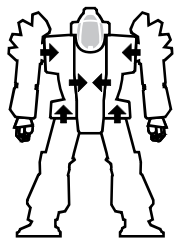
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Targeting Computer
6. Roll Again

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

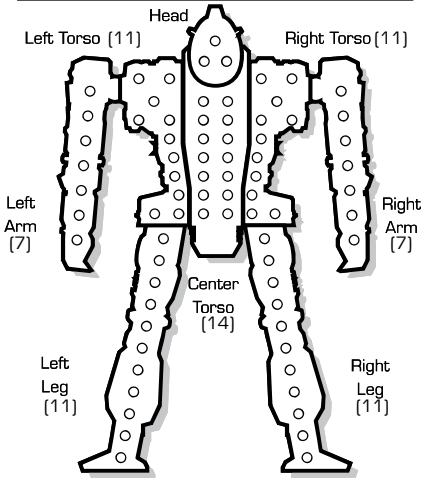
1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OB Infernus

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Jihad
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

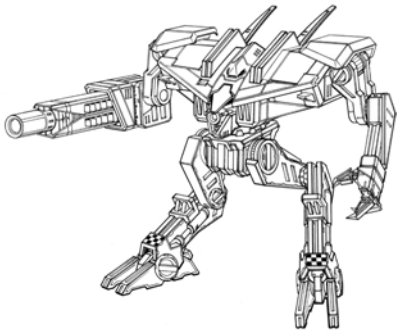
BV: 1,338

WARRIOR DATA

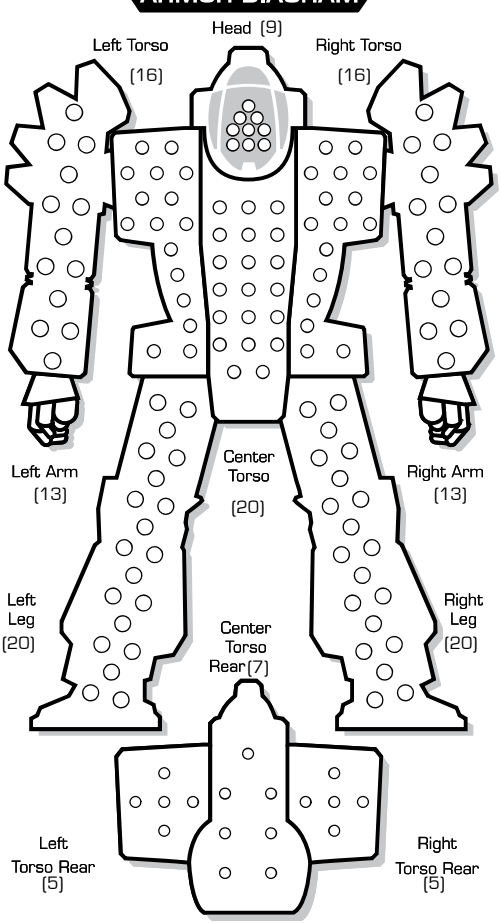
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

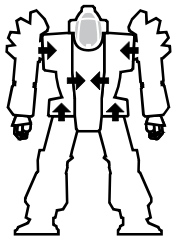
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Laser
6. Roll Again

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

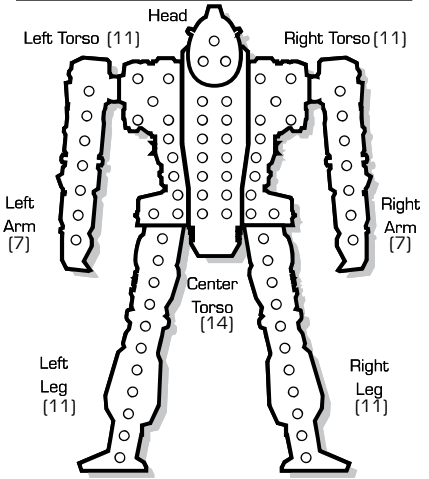
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OC Comminus

Movement Points:
Walking: 6
Running: 9

Tonnage: 45
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	HD	—	[E]	—	—	—	4
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	TAG	LT	0	0 [S]	—	5	9	15
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

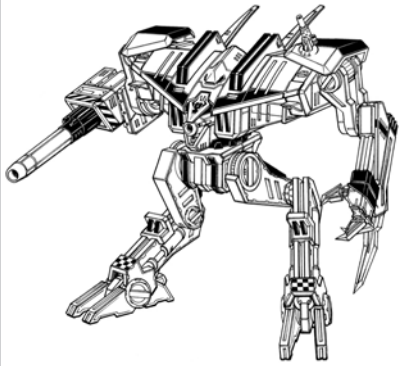
BV: 1,187

WARRIOR DATA

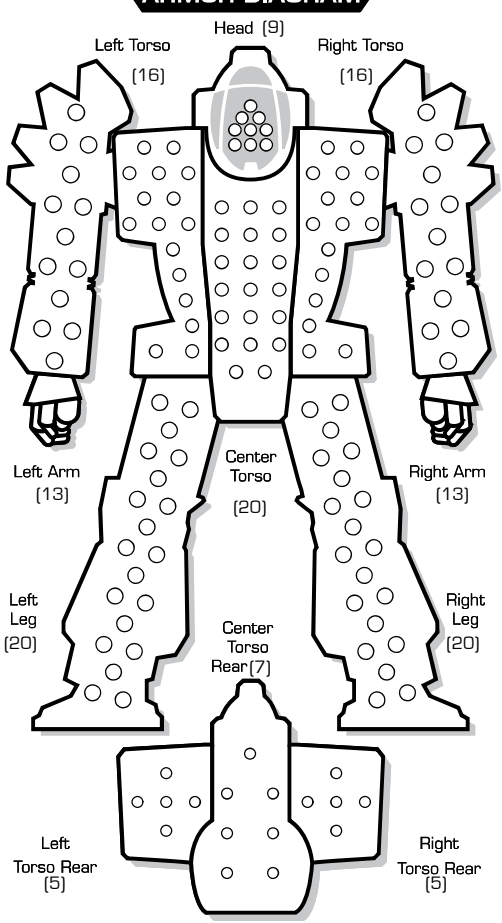
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. TAG
4. Endo Steel
5. Endo Steel
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Beagle Active Probe
6. Beagle Active Probe

Center Torso

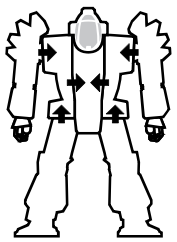
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (Plasma Rifle) 10

1-3

1. Ammo (Plasma Rifle) 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

1-3

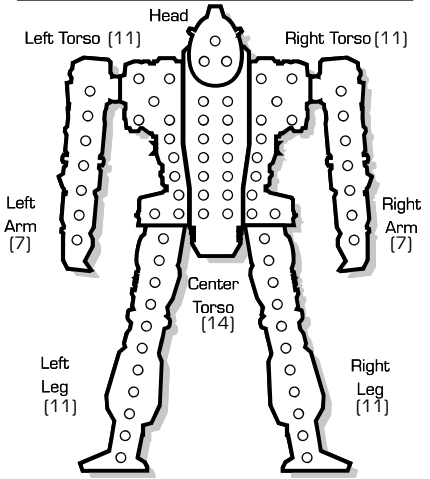
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OD Luminos

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 45
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Pulse Laser	RT	2	3 [P,AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Small Pulse Laser	LT	2	3 [P,AI]	—	1	2	3

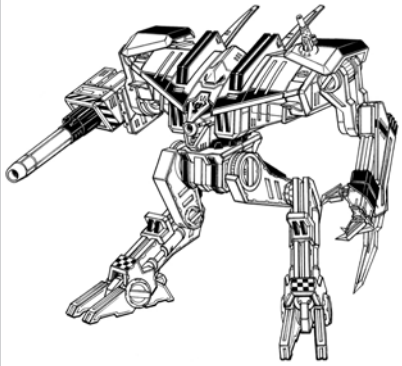
BV: 1,158

WARRIOR DATA

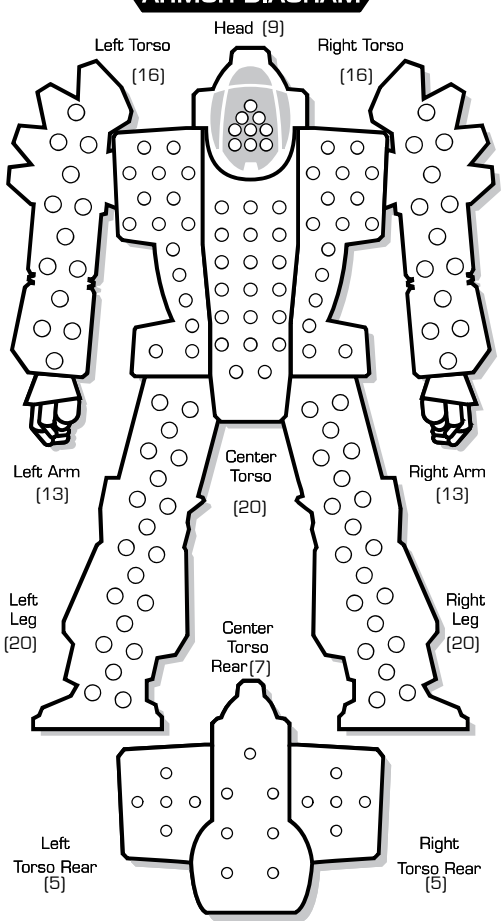
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Jump Jet 4. Jump Jet 5. Jump Jet 6. Medium Pulse Laser
4-6	1. Small Pulse Laser 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

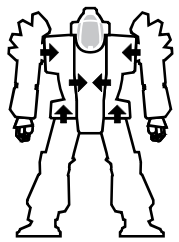
Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso

1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Light Fusion Engine 3. Light Fusion Engine 4. Light Fusion Engine 5. Improved C^3 CPU 6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

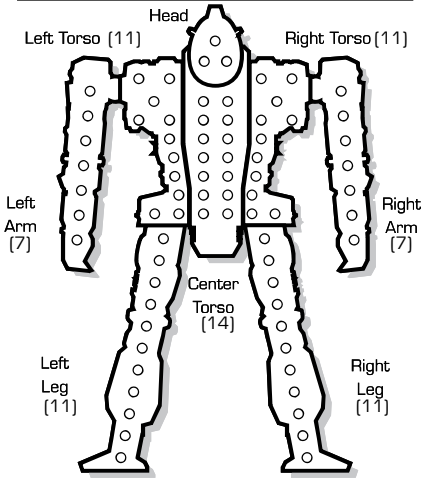
Right Torso

1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Jump Jet 4. Jump Jet 5. Jump Jet 6. Medium Pulse Laser
4-6	1. Small Pulse Laser 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OE Eminus

Movement Points:
Walking: 6
Running: 9

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	HD	3	1/Msl [M,C]	—	5	11	18
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	RA	7	15[M]	5	6	12	18

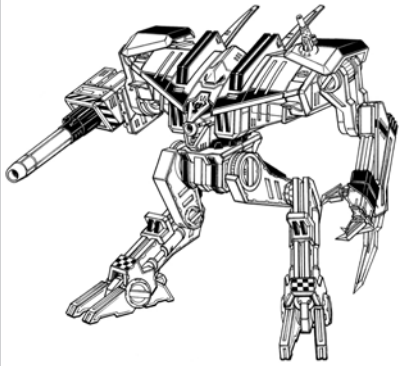
BV: 1,211

WARRIOR DATA

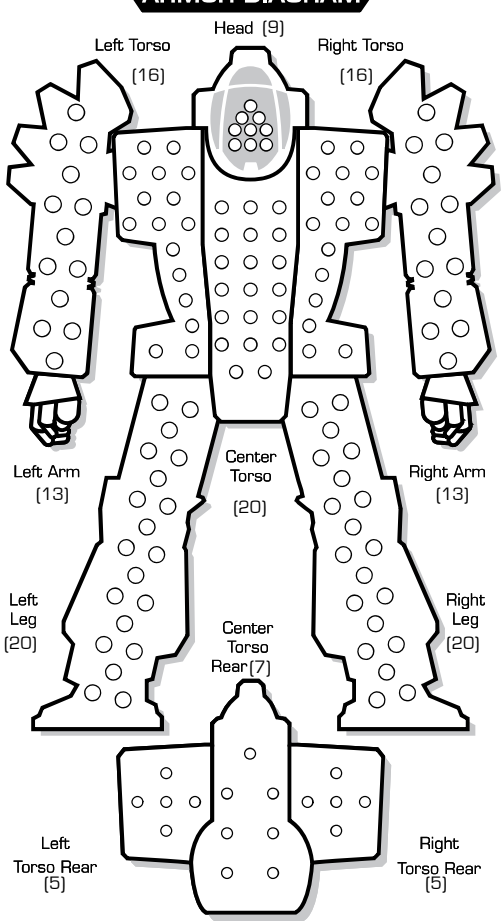
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

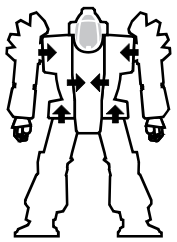
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Rocket Launcher 10
6. Roll Again

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Thunderbolt 15
5. Thunderbolt 15
6. Thunderbolt 15

1. Ammo (Thunderbolt 15) 4
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

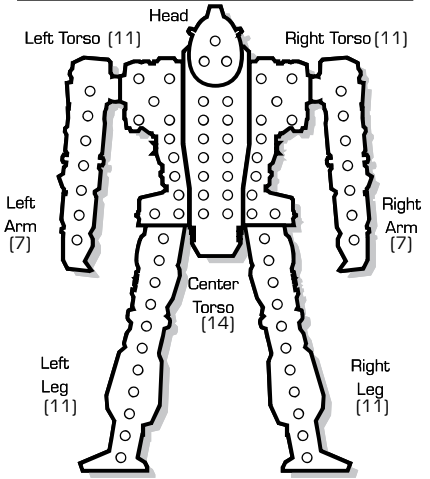
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. CASE
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OS Caelestis

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 45
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Pulse Laser (Clan)	HD	6	7 [P]	—	5	9	14
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	ER Large Pulse Laser (Clan)	RA	13	10 [P]	—	7	15	23
1	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14

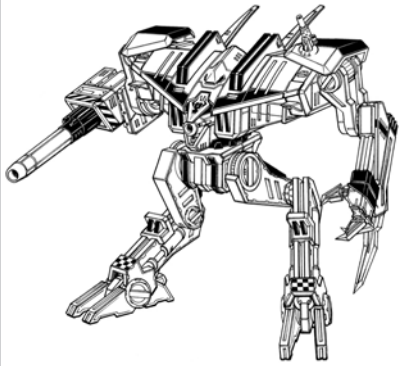
BV: 1,566

WARRIOR DATA

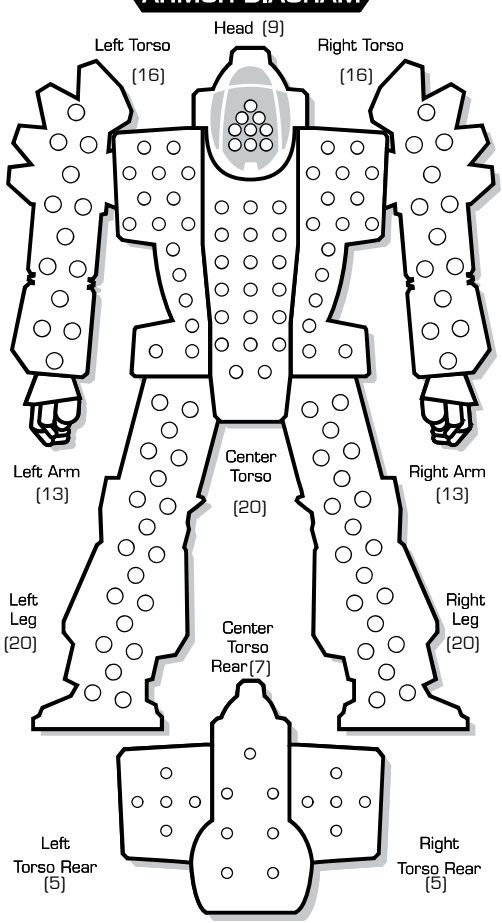
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Pulse Laser (Clan)
6. ER Medium Pulse Laser (Clan)

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1-3

1. Jump Jet
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Pulse Laser (Clan)
6. ER Medium Pulse Laser (Clan)

Center Torso

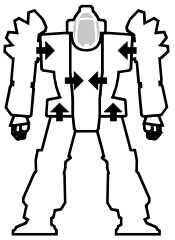
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Pulse Laser (Clan)
6. ER Large Pulse Laser (Clan)

1-3

1. ER Large Pulse Laser (Clan)
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1-3

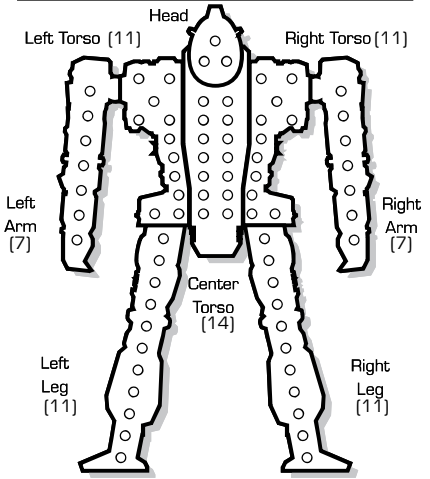
1. Jump Jet
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-1X

Movement Points:		Tonnage:	50
Walking:	7	Tech Base:	Inner Sphere
Running:	11	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	—	6	12	18
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Targeting Computer	LT	—	[E]	—	—	—	—

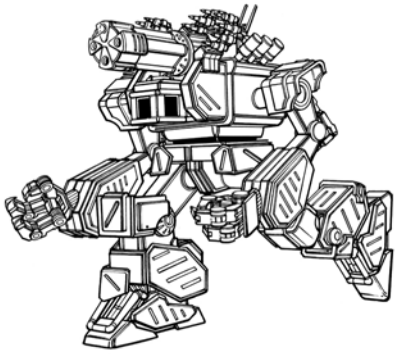
BV: 1,322

WARRIOR DATA

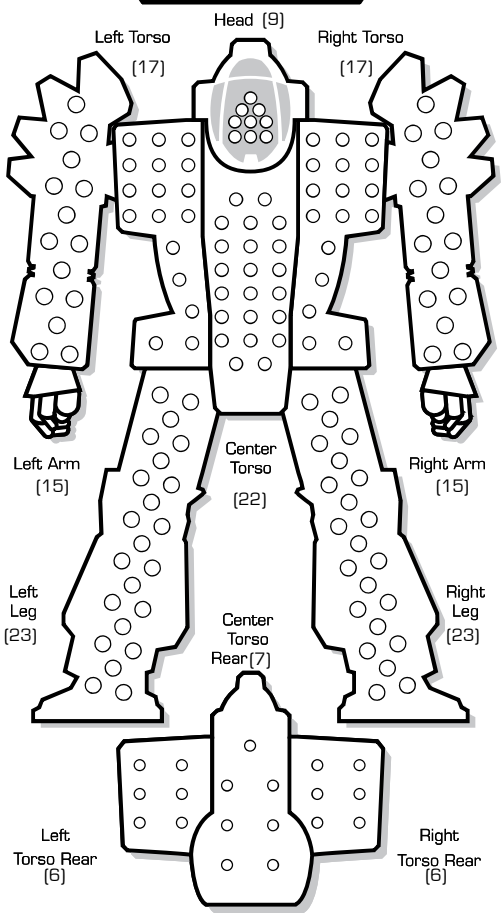
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Beagle Active Probe
5. Beagle Active Probe
6. Targeting Computer

1-3

1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

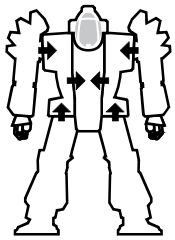
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1-3

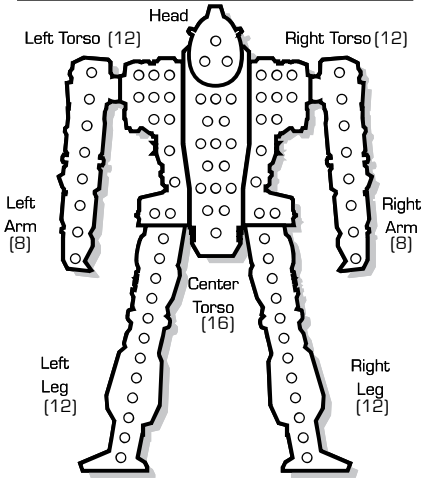
1. Ammo (RAC/2) 45
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2D

Movement Points:		**Tonnage:**	50
Walking:	7	**Tech Base:**	Inner Sphere
Running:	11	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—

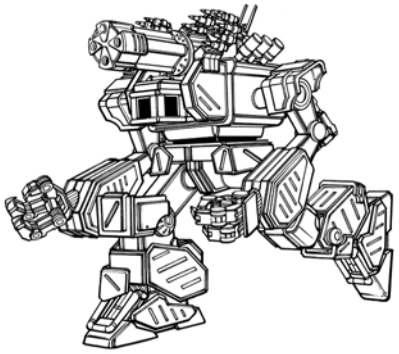
BV: 1,386

WARRIOR DATA

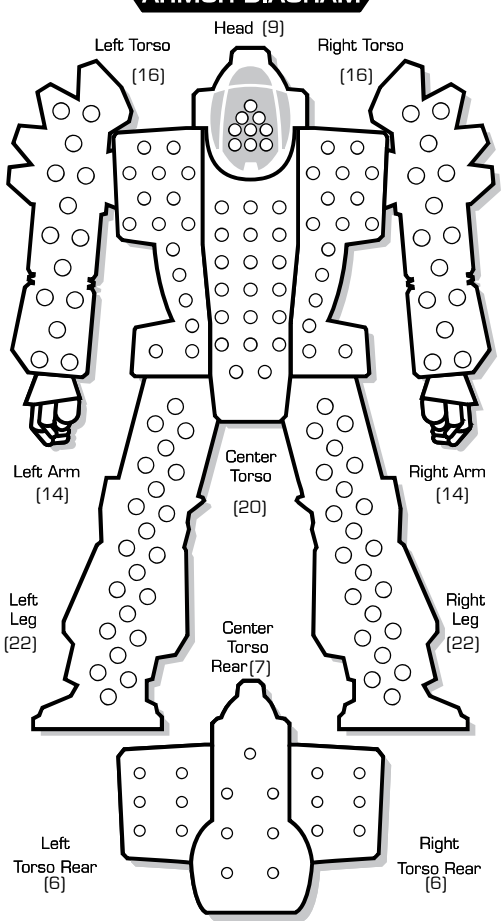
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Targeting Computer
	5. Targeting Computer
	6. Targeting Computer
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Endo Steel
6.	Endo Steel

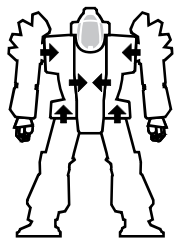
Head

1.	Life Support
2.	Sensors
3.	Cockpit
4.	Roll Again
5.	Sensors
6.	Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Endo Steel
	6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

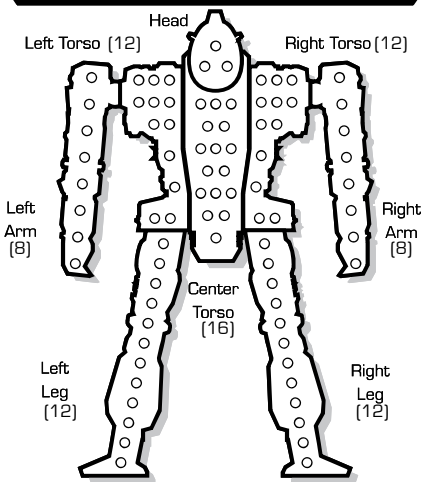
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Rotary AC/5
	5. Rotary AC/5
	6. Rotary AC/5
4-6	1. Rotary AC/5
	2. Rotary AC/5
	3. Rotary AC/5
	4. Ammo (RAC/5) 20
	5. Ammo (RAC/5) 20
	6. Ammo (RAC/5) 20

Right Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Endo Steel
6.	Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2XA

Movement Points:
Walking: 7
Running: 11

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	8

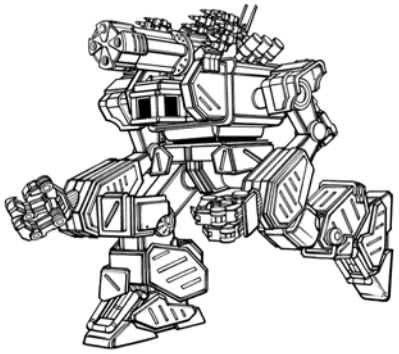
BV: 1,172

WARRIOR DATA

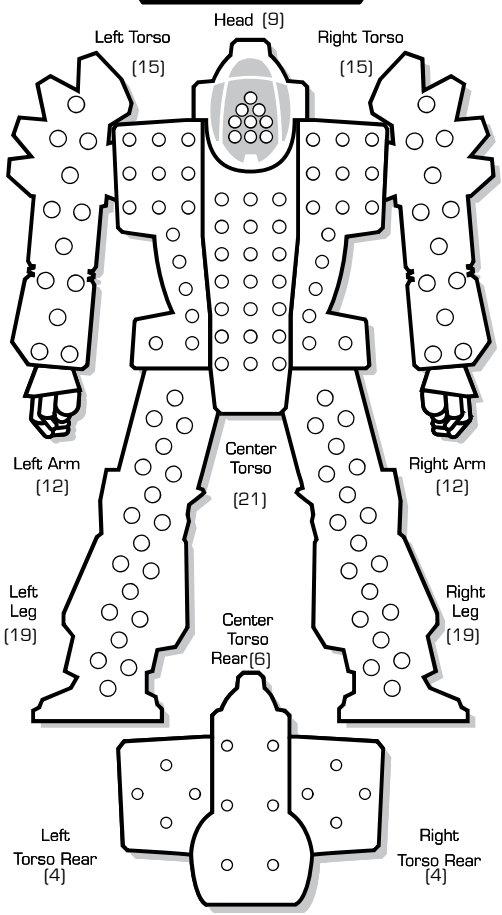
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Arrow IV) 5
5. Ammo (Arrow IV Homing) 5
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

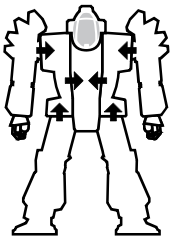
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Arrow IV
6. Arrow IV

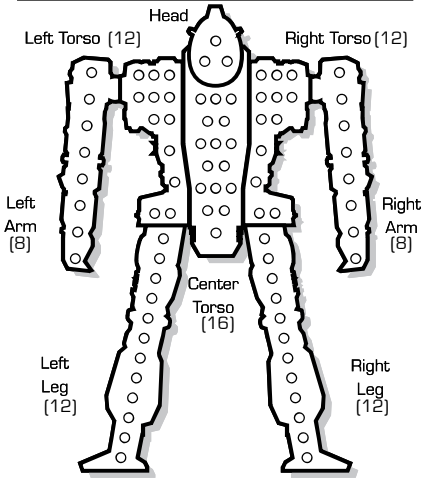
1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Arrow IV
5. Arrow IV
6. Arrow IV

1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2XU

Movement Points:		**Tonnage:**	50
Walking:	7	**Tech Base:**	Inner Sphere
Running:	11	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	—	6	12	18
1	Targeting Computer	LT	—	[E]	—	—	—	—

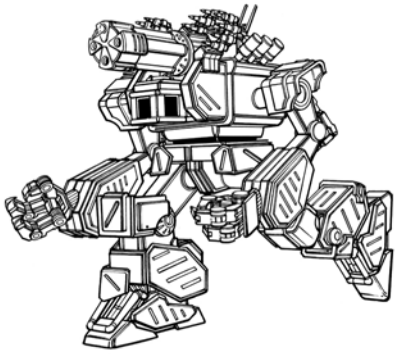
BV: 1,128

WARRIOR DATA

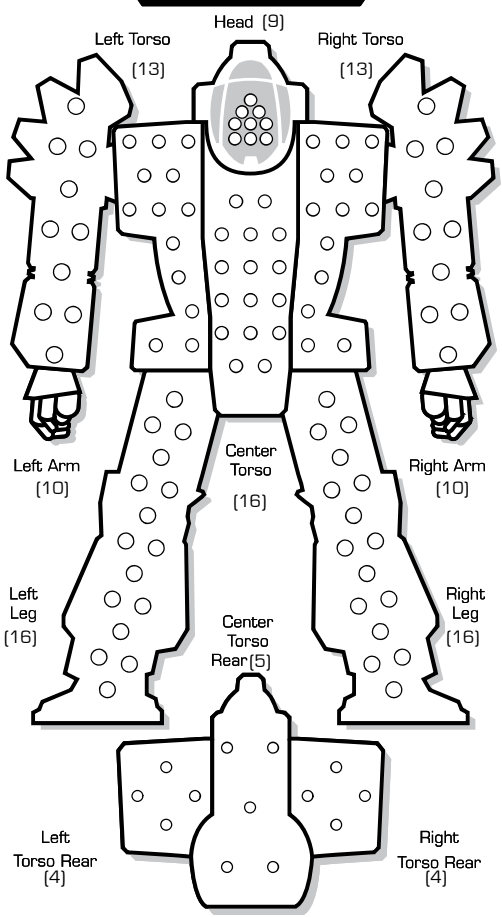
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1-3

1. Targeting Computer
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

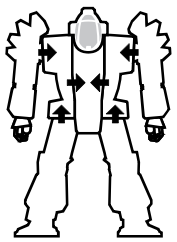
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3

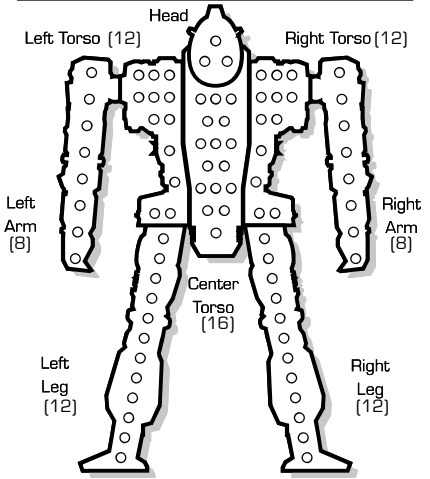
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Eyleuka EYL-4A

Movement Points:		**Tonnage:**	55
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9 [12]	**Era:**	Civil War
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
4	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
4	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

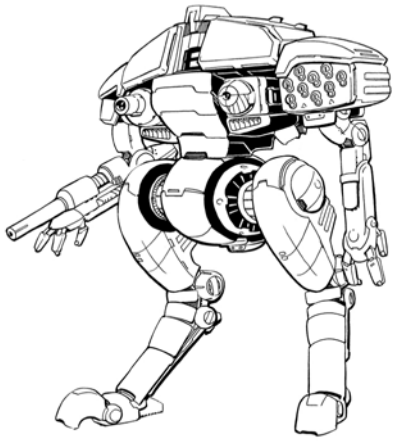
BV: 1,571

WARRIOR DATA

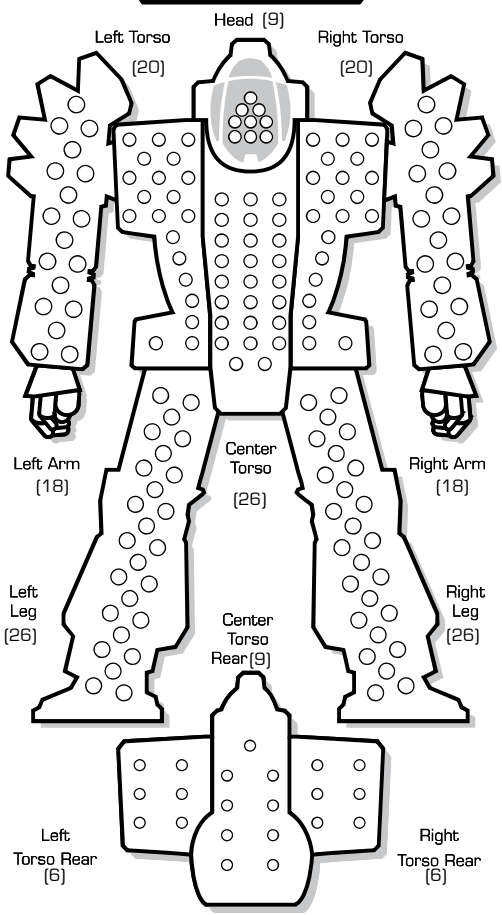
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Machine Gun Array
3. MASC
4. MASC
5. MASC
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

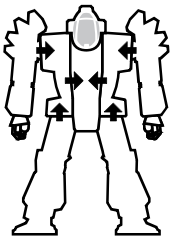
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

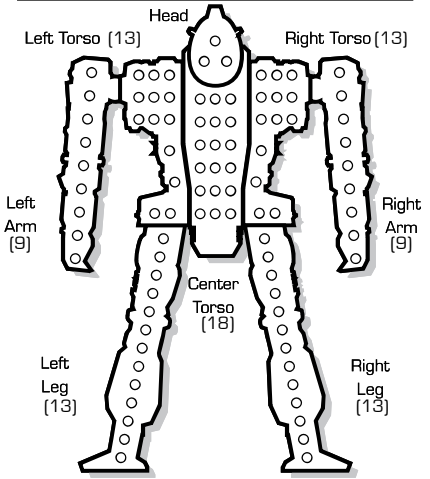
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Machine Gun Array
3. Ammo (Machine Gun) 200
4. Beagle Active Probe
5. Beagle Active Probe
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eyleuka EYL-35A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 7

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	TAG	RT	0	0 [S]	—	5	9	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21

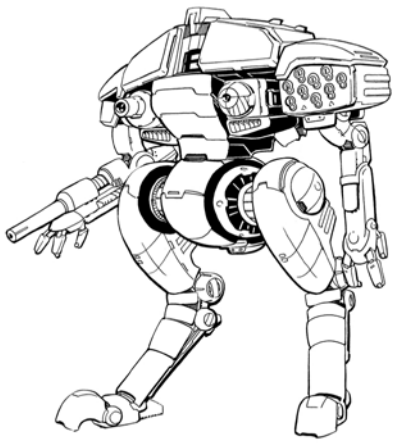
BV: 1,539

WARRIOR DATA

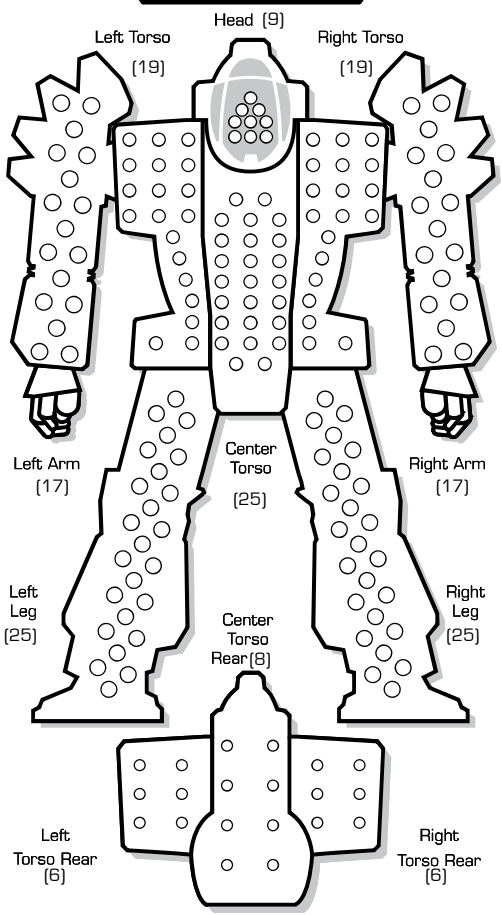
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. ER Medium Laser
5. Stealth
6. Stealth

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

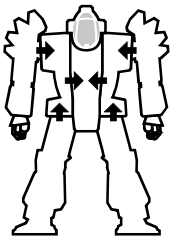
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

1. ER Medium Laser
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Stealth
5. Stealth
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

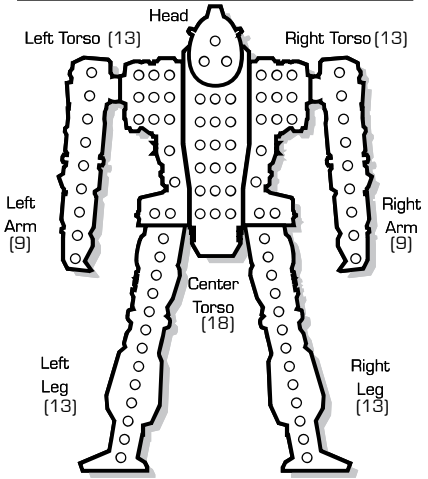
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. TAG
5. Stealth
6. Stealth

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eyleuka EYL-45A

Movement Points:
Walking: 5
Running: 8
Jumping: 7

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	TAG	LT	0	0 [S]	—	5	9	15
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	MML 9	LA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

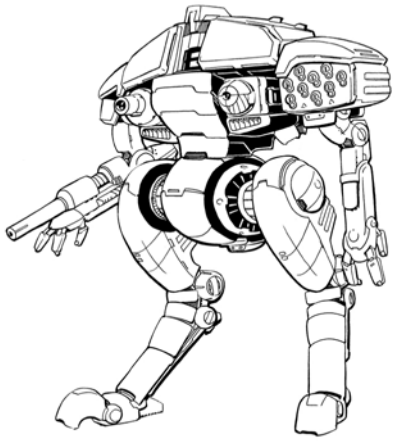
BV: 1,520

WARRIOR DATA

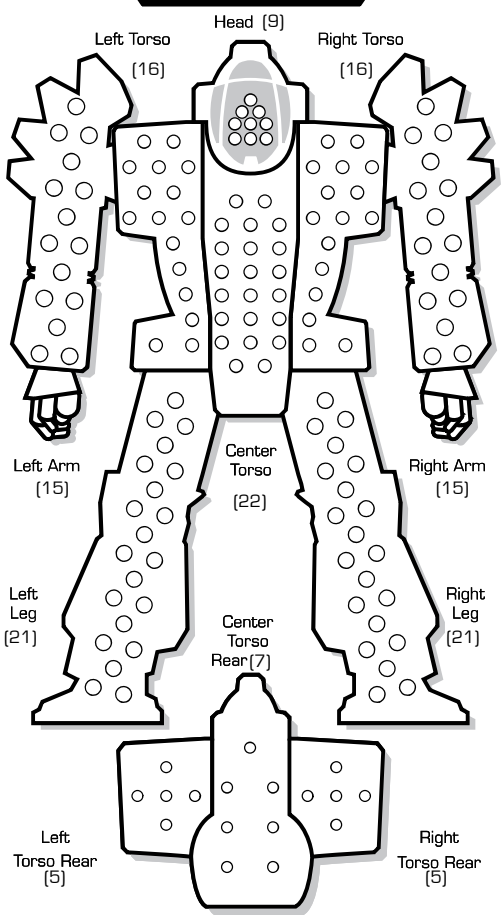
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 9
6. MML 9

4-6
1. MML 9
2. MML 9
3. MML 9
4. Ammo (MML 9/SRM) 11
5. Stealth
6. Stealth

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. TAG
5. Stealth
6. Stealth

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

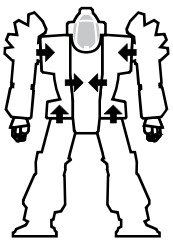
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Ammo (MML 9/LRM) 13
6. Ammo (MML 9/LRM) 13

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

4-6
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

4-6
1. ER Medium Laser
2. Stealth
3. Stealth
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

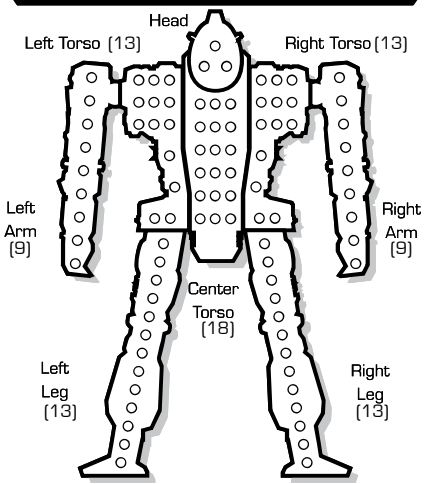
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. ER Medium Laser
5. Stealth
6. Stealth

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eyleuka EYL-45B

Movement Points:
Walking: 5
Running: 8
Jumping: 7

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	TAG	LT	0	0 [S]	—	5	9	15
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

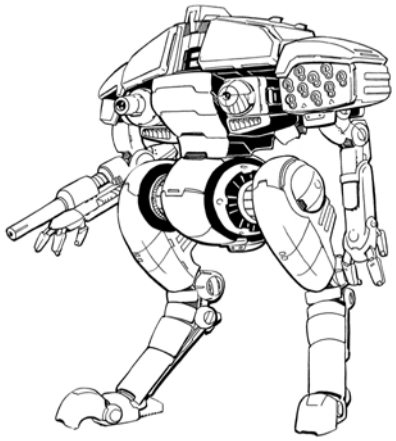
BV: 1,726

WARRIOR DATA

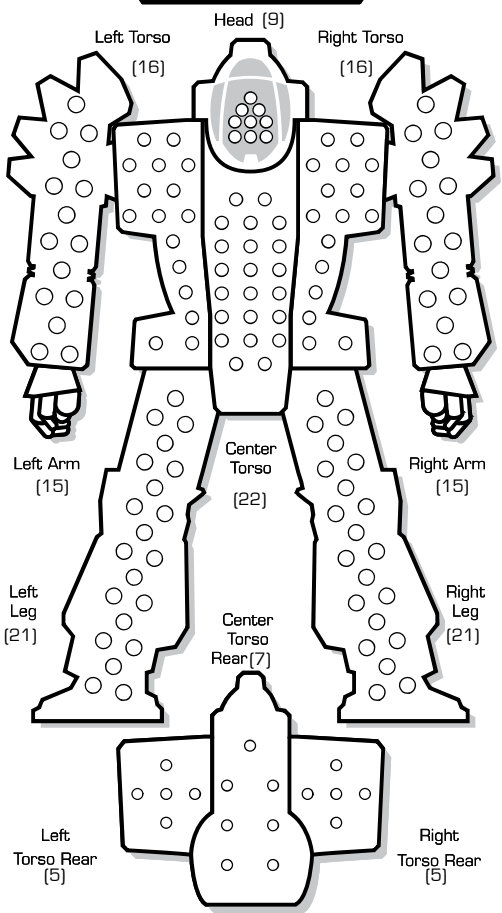
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Stealth
3. Stealth
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. TAG
5. Stealth
6. Stealth

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

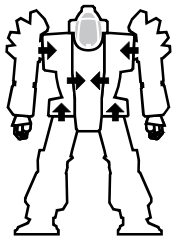
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Large Laser
3. ER Large Laser
4. ER Medium Laser
5. Stealth
6. Stealth

Right Torso

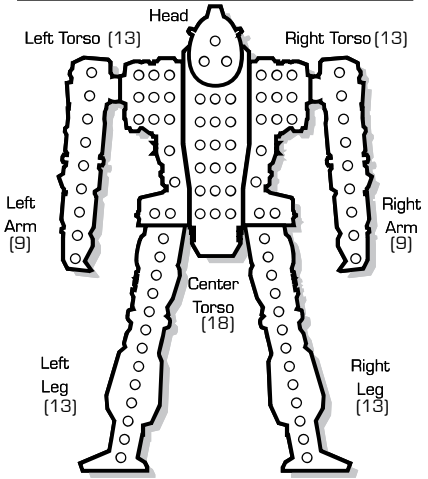
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. ER Medium Laser
5. Stealth
6. Stealth

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-O Invictus

Movement Points:		**Tonnage:**	60
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	MRM 20	RA	6	1/Msl [M,C]	—	3	8	15
1	Retractable Blade	LA	—	6	—	—	—	—

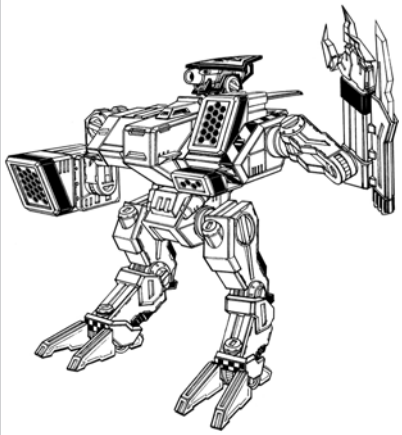
BV: 1,245

WARRIOR DATA

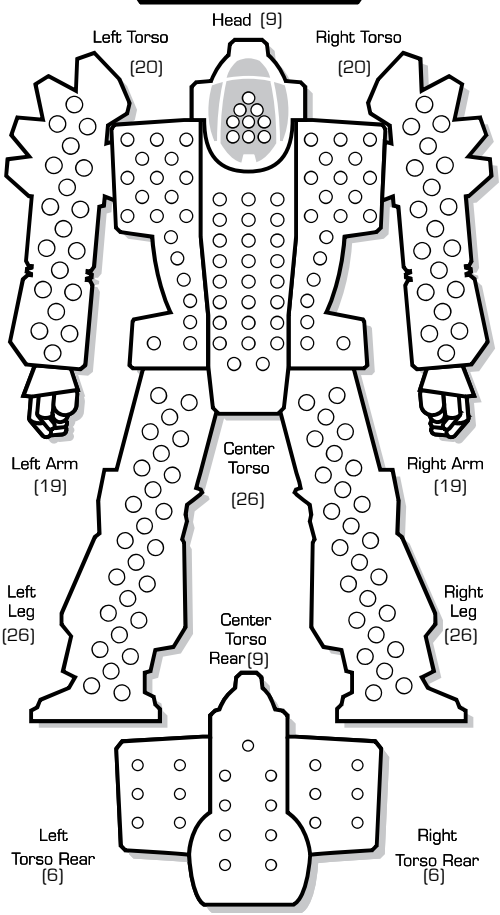
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Retractable Blade
6. Roll Again

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 15
4. LRM 15
5. LRM 15
6. Streak SRM 4

1-3

1. Improved C^3 CPU
2. Improved C^3 CPU
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

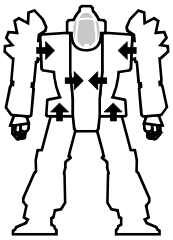
1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. MRM 20
5. MRM 20
6. MRM 20

1-3

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (MRM 20) 12
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (Streak SRM 4) 25

1-3

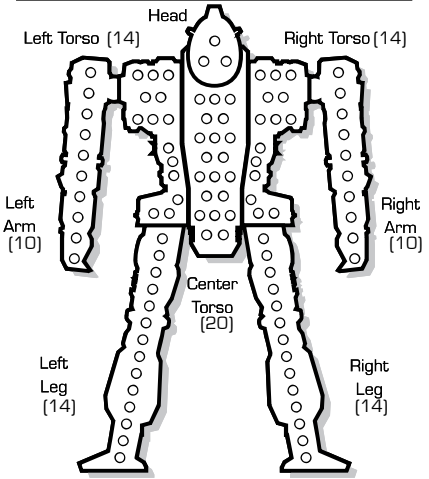
1. CASE
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OA Dominus

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	HD	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

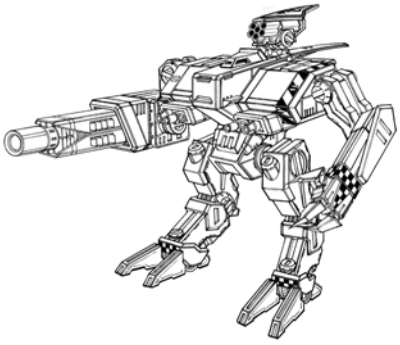
BV: 1,536

WARRIOR DATA

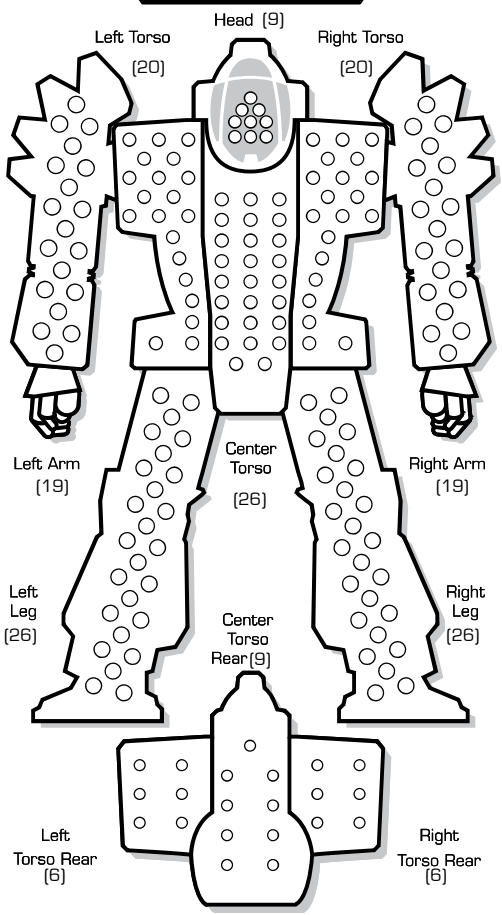
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. ER Medium Laser
3. Medium Pulse Laser
4. Improved C³ CPU
5. Improved C³ CPU
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

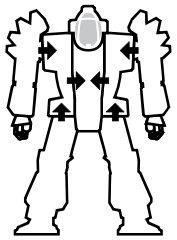
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Streak SRM 6
6. Streak SRM 6

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

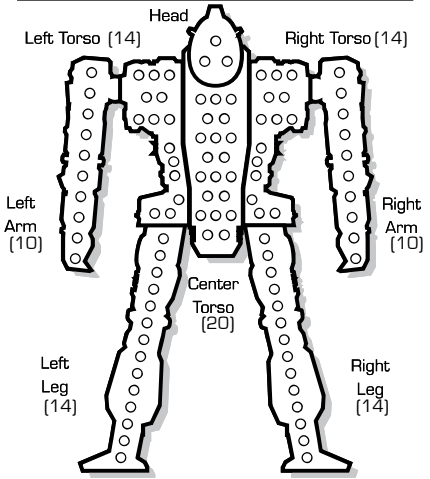
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. ER Medium Laser
3. Medium Pulse Laser
4. Ammo (Streak SRM 6) 15
5. CASE
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OB Infernus

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Plasma Rifle	RT	10	10 [DE,H,AI]	—	5	10	15
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
1	MML 7	RA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							
1	MML 7	LA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							

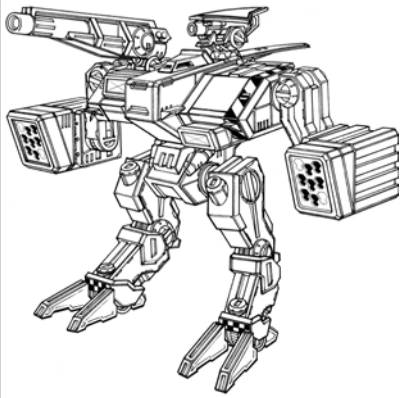
BV: 1,408

WARRIOR DATA

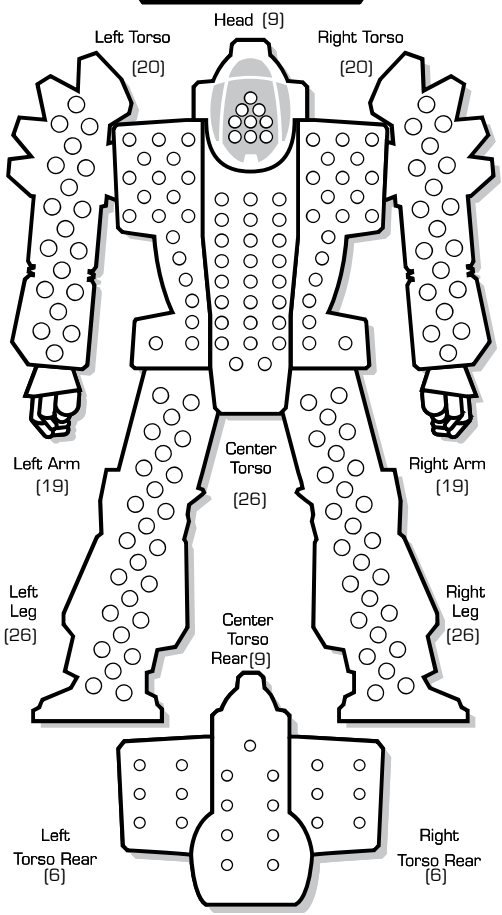
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. MML 7
3. MML 7
4. MML 7
5. MML 7
6. Artemis IV FCS

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Small Laser (R)
6. Ammo (MML 7 LRM Artemis) 17

4-6
1. Ammo (MML 7 SRM Artemis) 14
2. Improved C³ CPU
3. Improved C³ CPU
4. CASE
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

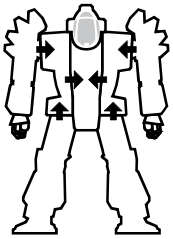
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium Pulse Laser
6. Roll Again

Center Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 7
6. MML 7

4-6
1. MML 7
2. MML 7
3. Artemis IV FCS
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso

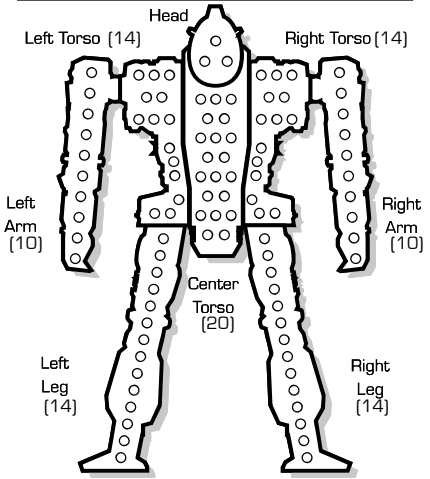
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Plasma Rifle
6. Plasma Rifle

4-6
1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OC Comminus

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Streak SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
3	MRM 10	LA	4	1/Msl [M,C]	—	3	8	15

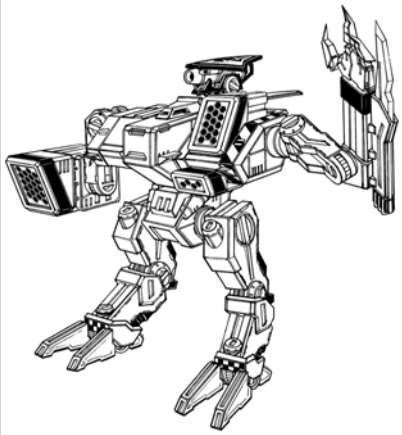
BV: 1,438

WARRIOR DATA

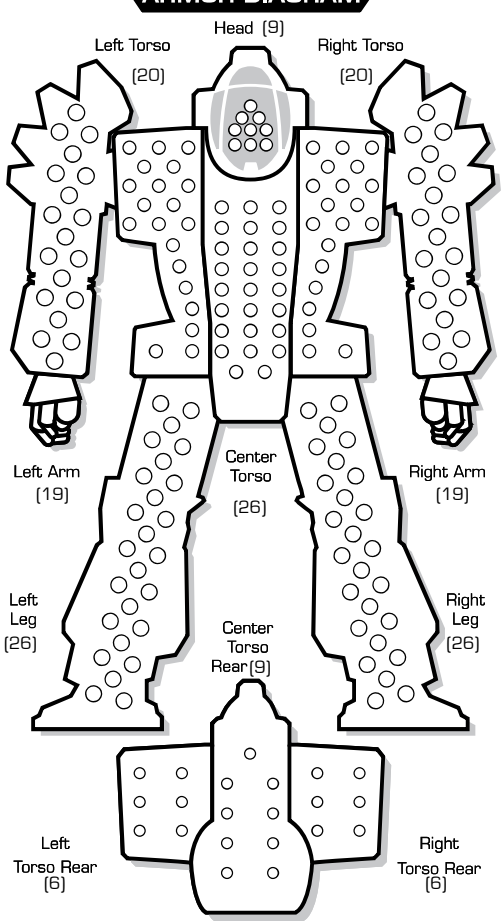
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. MRM 10
2. MRM 10
3. MRM 10
4. MRM 10
5. MRM 10
6. MRM 10

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet

1-3:
4. Jump Jet
5. ER Medium Laser
6. Ammo (Streak SRM 6) 15

4-6:
1. Ammo (MRM 10) 24
2. Improved C³ CPU
3. Improved C³ CPU
4. CASE
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

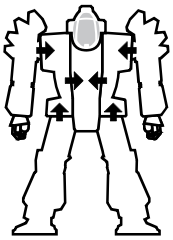
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine

1-3:
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6:
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6:
1. Streak SRM 6
2. Streak SRM 6
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

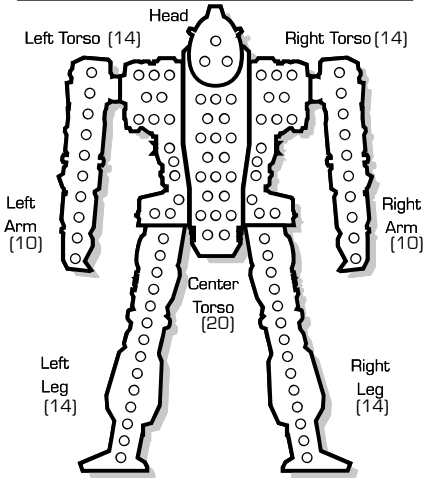
Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet

1-3:
4. Jump Jet
5. ER Medium Laser
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OD Luminos

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 6

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	ER Small Laser	LA	2	3 [DE]	—	2	4	5

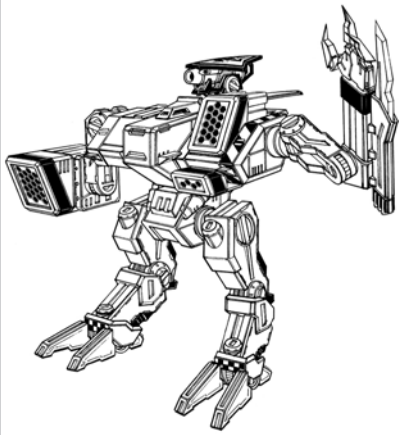
BV: 1,568

WARRIOR DATA

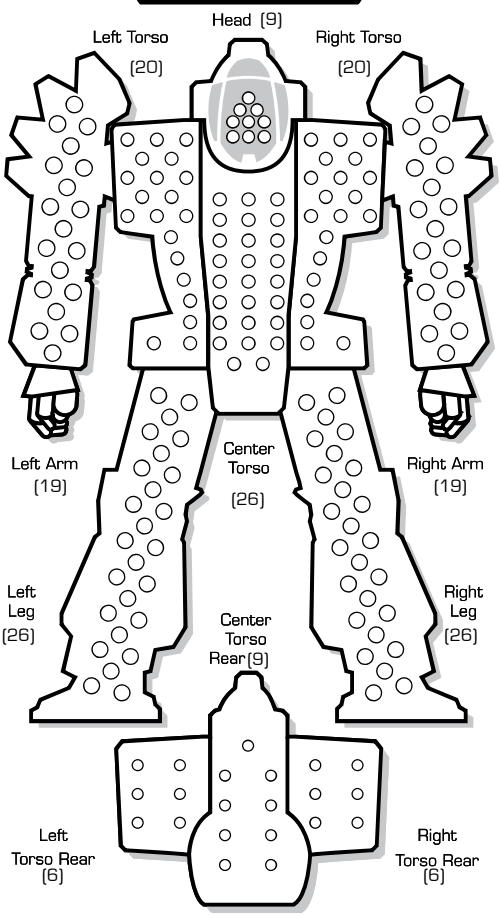
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER Small Laser
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. ER Medium Laser
4. Improved C³ CPU
5. Improved C³ CPU
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

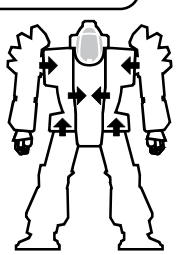
1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

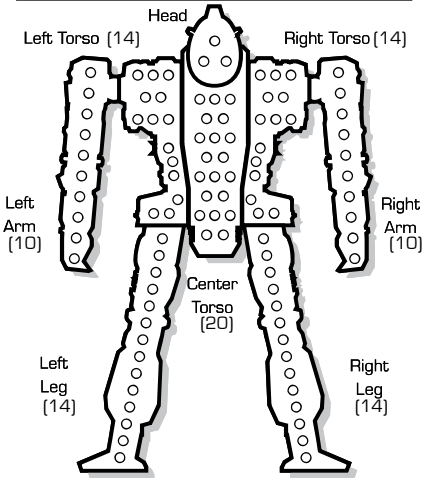
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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 0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OE Eminus

Movement Points:
Walking: 4
Running: 6

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	RA	7	15[M]	5	6	12	18
1	ER PPC	LA	15	10 [DE]	—	7	14	23

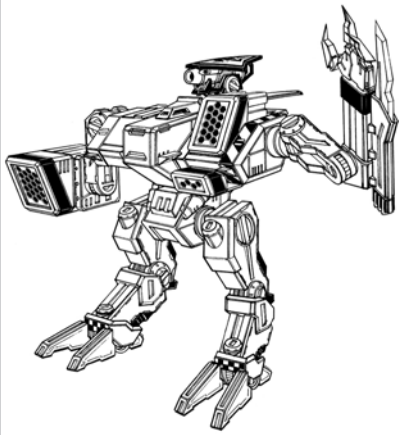
BV: 1,544

WARRIOR DATA

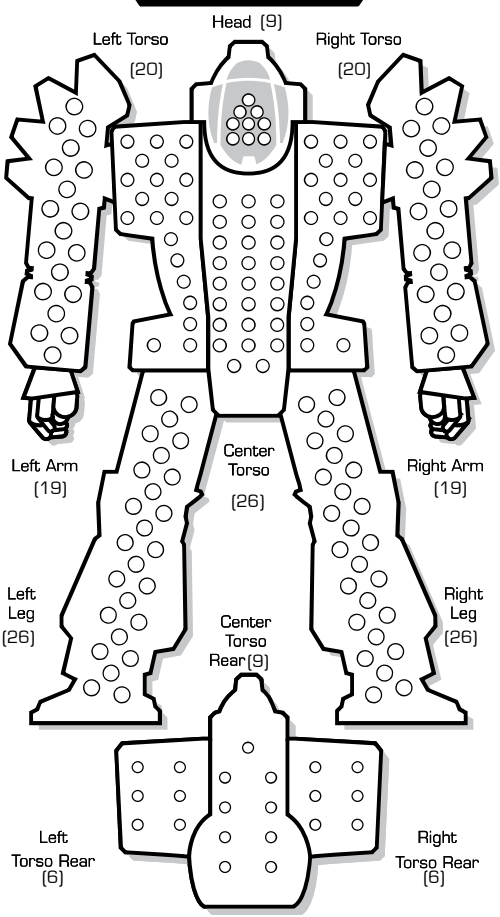
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC
2. ER PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. ER Medium Laser
2. Improved C^3 CPU
3. Improved C^3 CPU
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

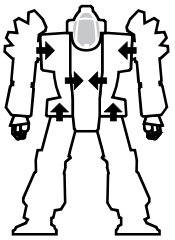
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Laser
6. ER Small Laser

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Thunderbolt 15
6. Thunderbolt 15

1. Thunderbolt 15
2. Ammo (Thunderbolt 15) 4
3. Ammo (Thunderbolt 15) 4
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso

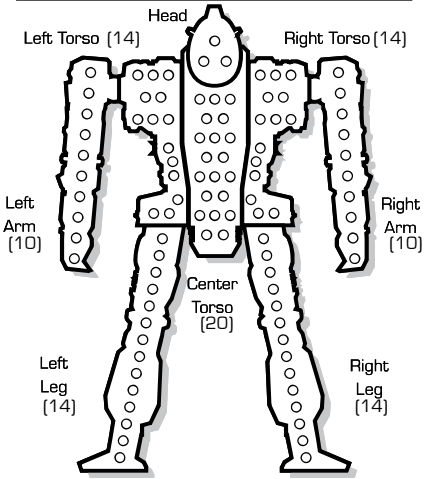
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. ER Medium Laser
2. CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OS Caelestis

Movement Points:
Walking: 4
Running: 6

Tonnage: 60
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Streak LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	Silver Bullet Gauss Rifle	RA	1	15 [DB,C/F/X]	2	7	15	22

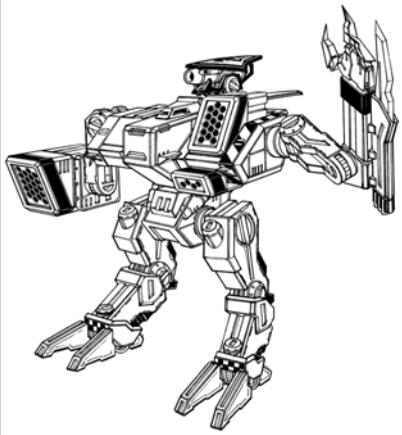
BV: 1,378

WARRIOR DATA

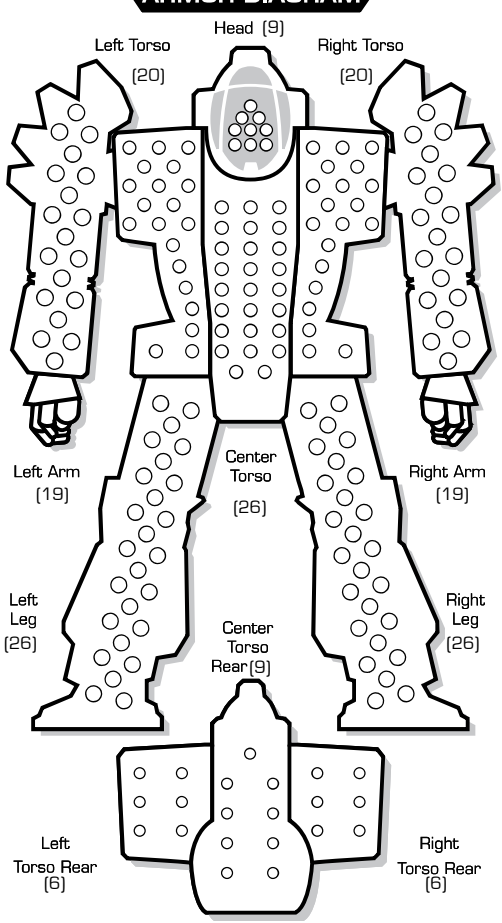
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (Silver Bullet) 8
4. Ammo (Silver Bullet) 8
5. Improved C³ CPU
6. Improved C³ CPU

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

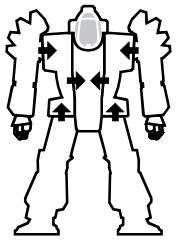
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium X-Pulse Laser
6. Medium X-Pulse Laser

Center Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Silver Bullet Gauss Rifle
4. Silver Bullet Gauss Rifle
5. Silver Bullet Gauss Rifle
6. Silver Bullet Gauss Rifle

4-6
1. Silver Bullet Gauss Rifle
2. Silver Bullet Gauss Rifle
3. Silver Bullet Gauss Rifle
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso

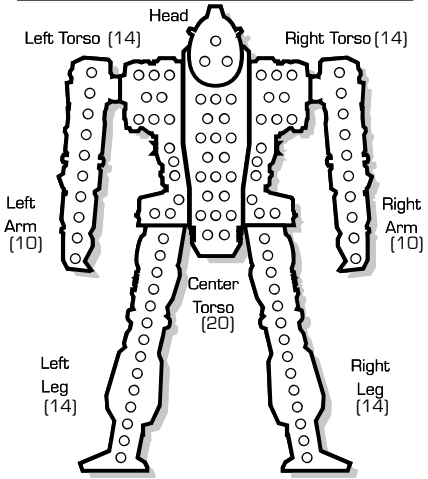
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Streak LRM 10 (Clan)
4. Streak LRM 10 (Clan)
5. Ammo (Streak LRM 10) 12
6. CASE II

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-O Tamiel

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 60

Tech Base: Inner Sphere (Advanced)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	Thunderbolt 10	LT	5	10[M]	5	6	12	18
1	Thunderbolt 10	RA	5	10[M]	5	6	12	18
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15

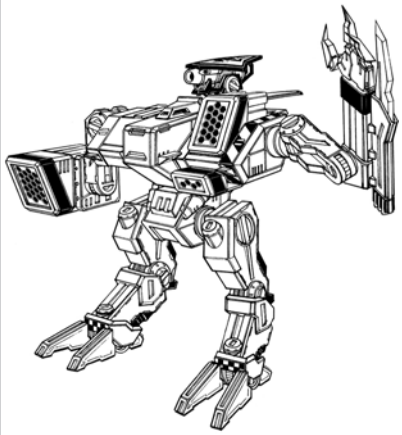
BV: 1,426

WARRIOR DATA

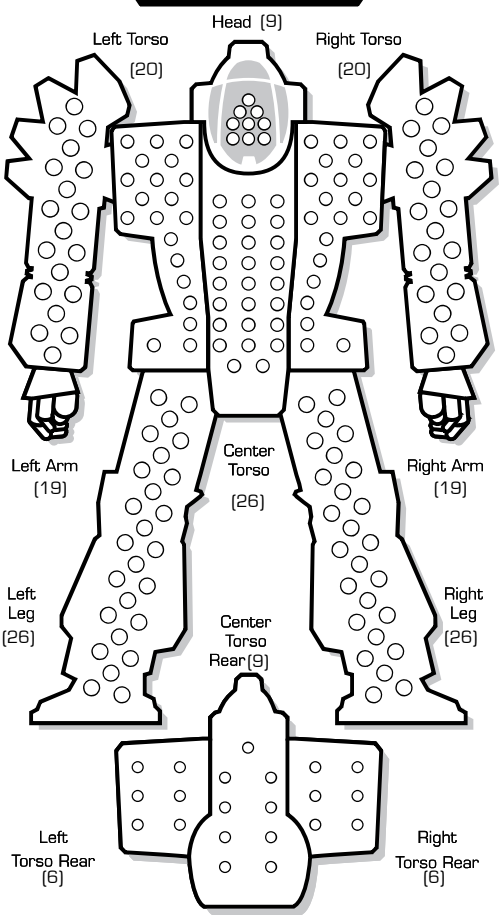
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Snub-Nose PPC

1-3

1. Snub-Nose PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Thunderbolt 10
6. Thunderbolt 10

1-3

1. Improved C³ CPU
2. Improved C³ CPU
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

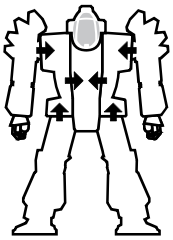
1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Thunderbolt 10
6. Thunderbolt 10

1-3

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Ammo (Thunderbolt 10) 6
6. Ammo (Thunderbolt 10) 6

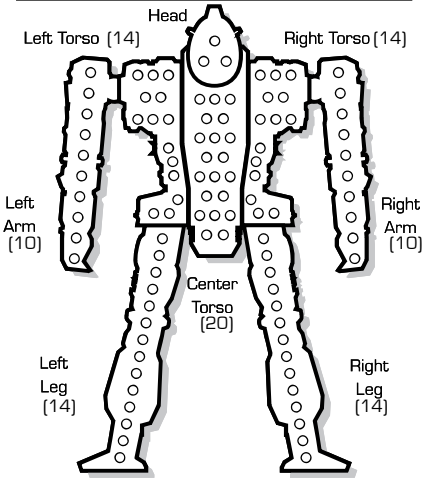
1-3

1. CASE
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Patriot PKM-2C

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	TAG	RT	0	0 [S]	—	5	9	15
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	8
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

BV: 1,613

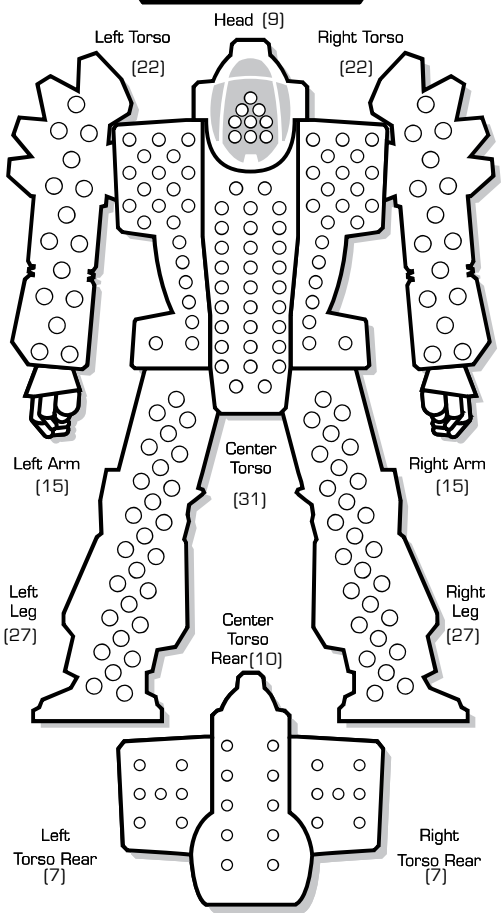
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Arrow IV
5. Arrow IV
6. Arrow IV

4-6:
1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Arrow IV
5. Arrow IV
6. Arrow IV

4-6:
1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

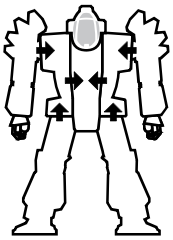
Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

4-6:
1. Heavy Duty Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

4-6:
1. Heavy PPC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

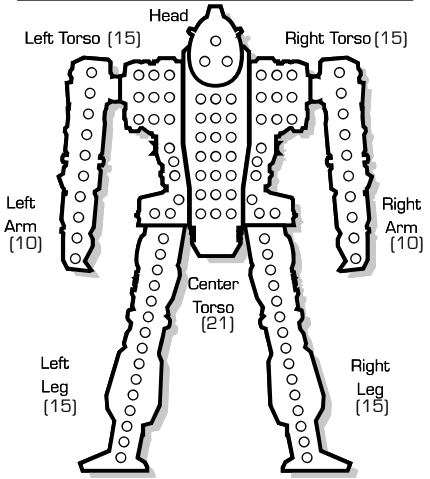
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Ammo (AMS) 12
5. Ammo (Arrow IV) 5
6. Ammo (Arrow IV) 5

4-6:
1. Ammo (Arrow IV Homing) 5
2. Ammo (Arrow IV Homing) 5
3. TAG
4. CASE
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Patriot PKM-2D

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	TAG	RT	0	0 [S]	—	5	9	15
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	LB 20-X AC	LT/LA	6	20 [DB,C/F/S]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

BV: 1,699

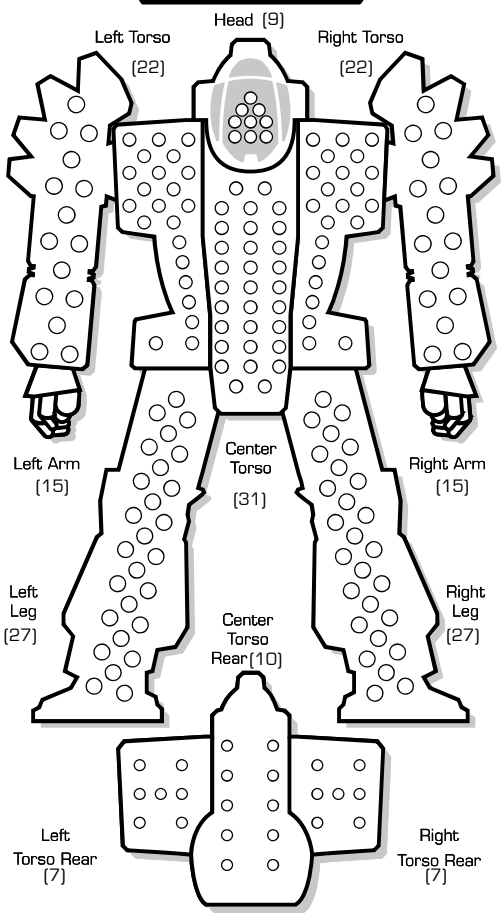
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC

4-6
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. LB 20-X AC
5. LB 20-X AC
6. ER Medium Laser

1. ER Medium Laser
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

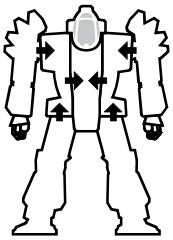
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

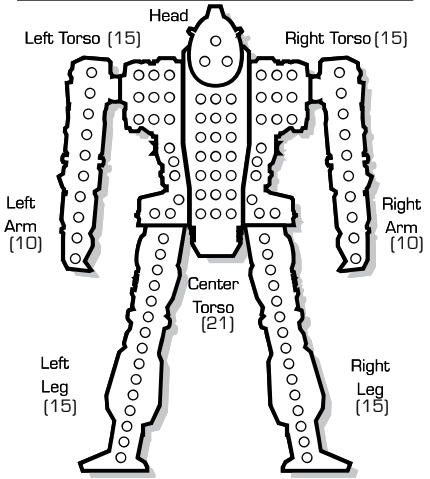
1-3
3. XL Fusion Engine
4. Ammo (AMS) 12
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X) 5

1. Ammo (LB 20-X Cluster) 5
2. TAG

4-6
3. CASE
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Patriot PKM-2E

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	9	15
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	MML 7	LA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							

BV: 1,443

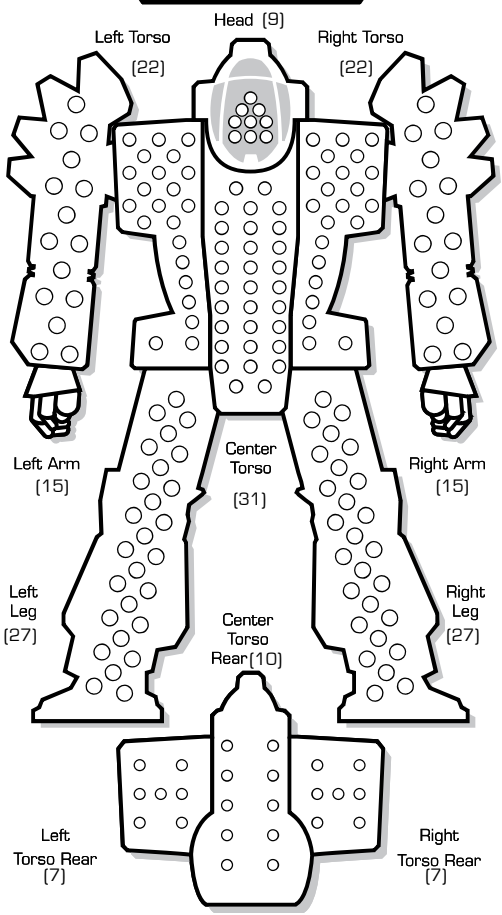
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. MML 7 (1-3)
4. MML 7
5. MML 7
6. MML 7
1. Artemis IV FCS
2. MML 7 (4-6)
3. MML 7
4. MML 7
5. MML 7
6. Artemis IV FCS

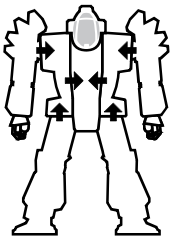
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. MML 7
5. MML 7
6. MML 7
1. MML 7
2. Artemis IV FCS
3. Endo Steel (4-6)
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro
1. Heavy Duty Gyro
2. XL Fusion Engine
3. XL Fusion Engine (4-6)
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



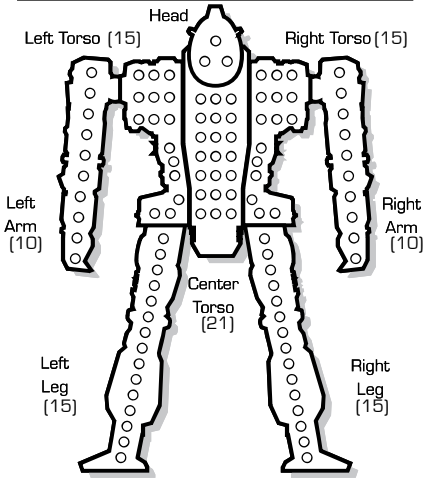
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC
1. Heavy PPC
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Ammo (AMS) 12
5. Ammo (MML 7 LRM Artemis) 17
6. Ammo (MML 7 LRM Artemis) 17
1. Ammo (MML 7 SRM Artemis) 14
2. Ammo (MML 7 SRM Artemis) 14
3. TAG (4-6)
4. CASE
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-O Invictus

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C^3 CPU	RT	—	[E]	—	—	—	—
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Retractable Blade	LA	—	7	—	—	—	—

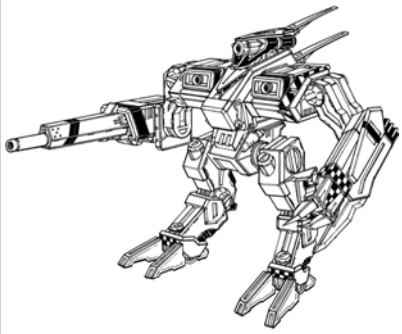
BV: 1,584

WARRIOR DATA

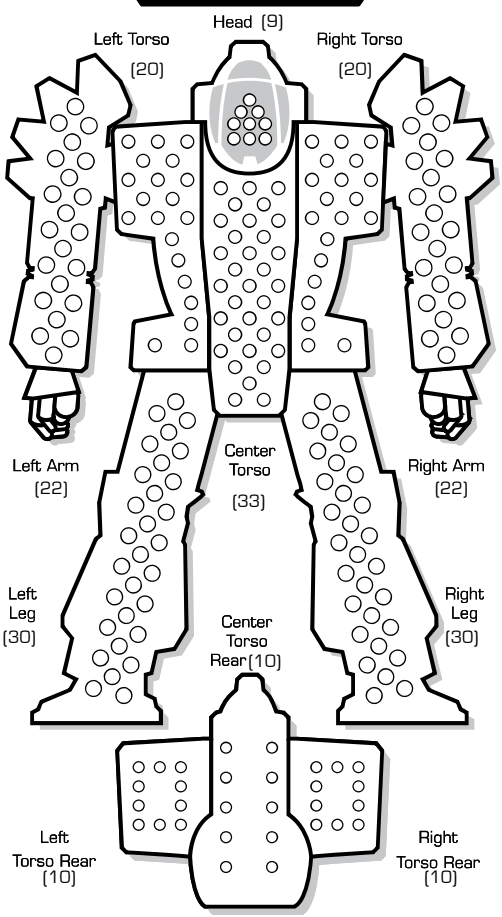
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

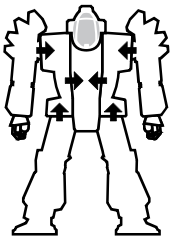
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Endo Steel
6. Endo Steel

Right Torso

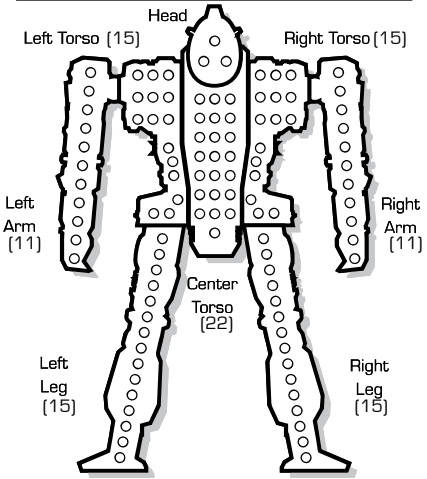
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. Improved C^3 CPU
6. Improved C^3 CPU

1. CASE
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OA Dominus

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C^3 CPU	RT	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	MML 7	RA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Rotary AC/5	LA	1	5/Sht [DB,R/C]	—	5	10	15

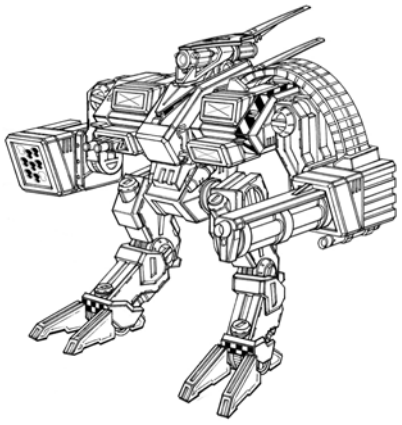
BV: 1,727

WARRIOR DATA

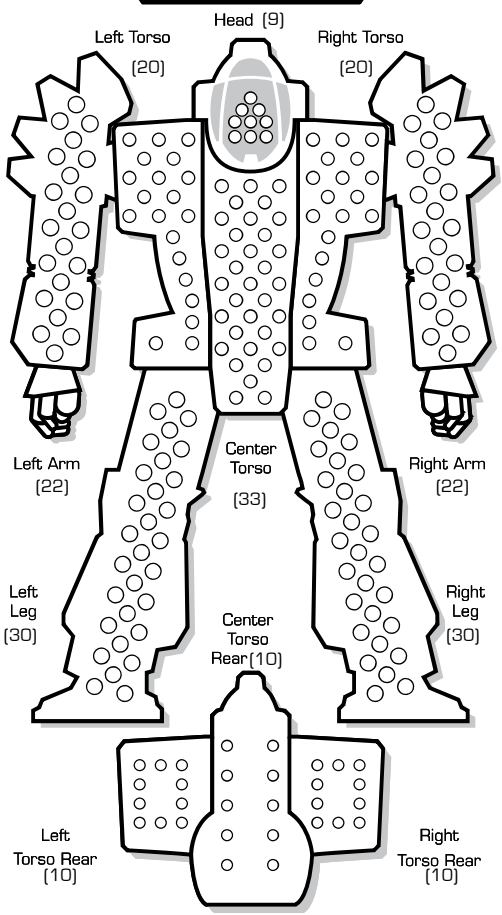
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (RAC/5) 20
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (MML 7/LRM) 17

1. Ammo (MML 7/SRM) 14
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

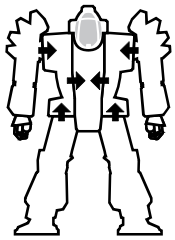
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 7
6. MML 7

1. MML 7
2. MML 7
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

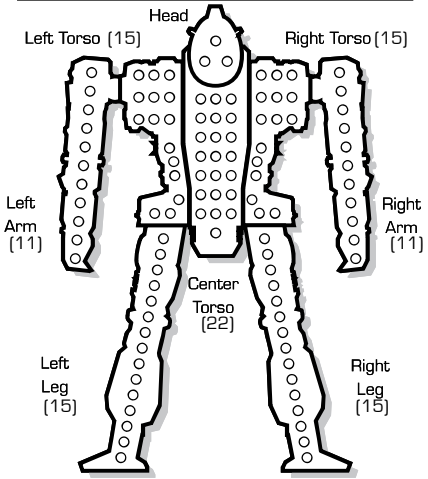
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Improved C^3 CPU
6. Improved C^3 CPU

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OB Infernus

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Improved C³ CPU	RT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Targeting Computer	LA	—	[E]	—	—	—	—

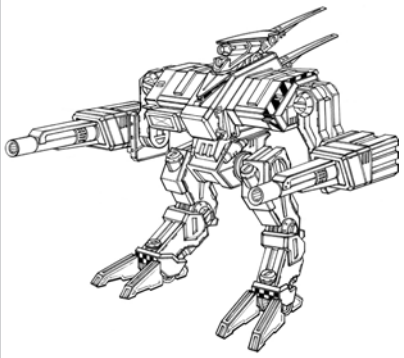
BV: 1,713

WARRIOR DATA

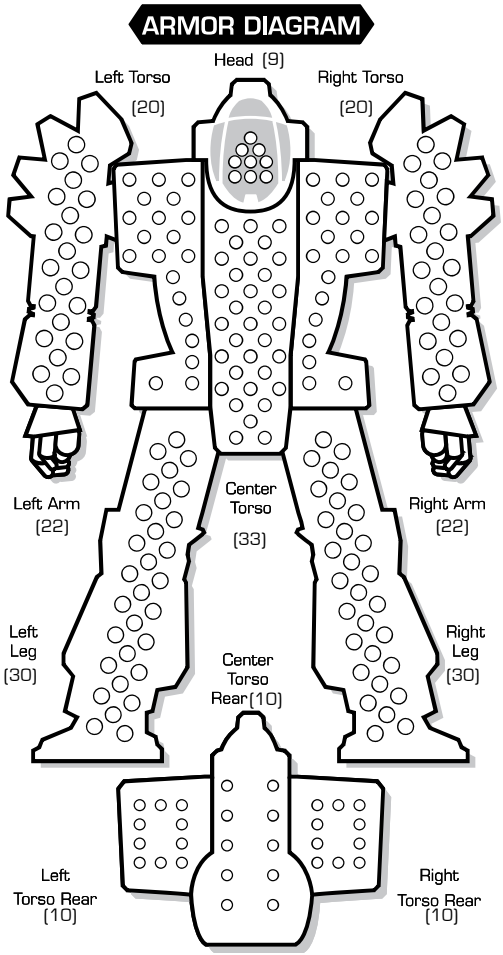
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

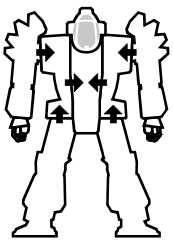
Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium Pulse Laser
6. Medium Pulse Laser

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

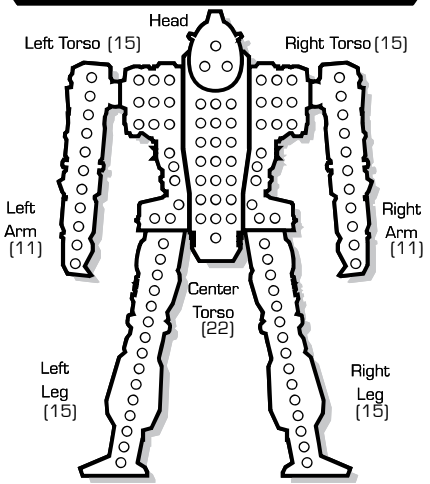
1. ER PPC
2. ER PPC
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Improved C³ CPU
4. Improved C³ CPU
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OC Comminus

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 70
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Improved C³ CPU	RT	—	[E]	—	—	—	—
1	Ultra AC/20	RT/RA	8	20/Sht [DB,R/C]	—	3	7	10
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

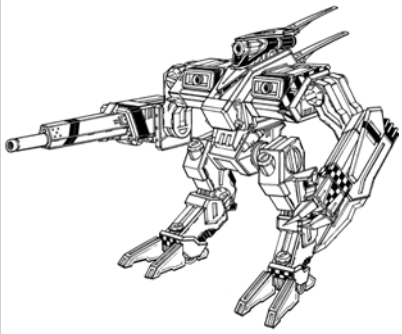
BV: 1,743

WARRIOR DATA

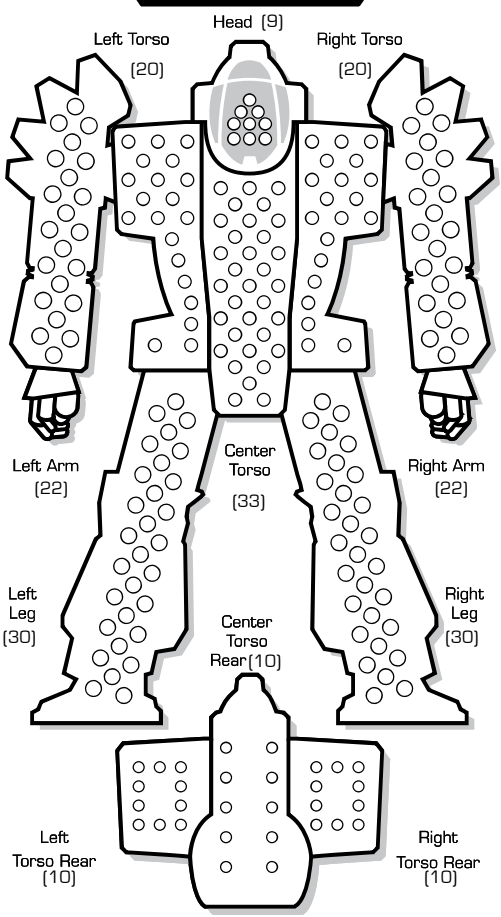
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. ER Small Laser (R)
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

1. Ammo (Ultra AC/20) 5
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

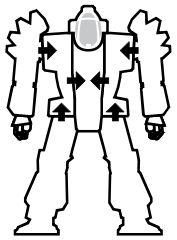
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Endo Steel
6. Endo Steel

Right Torso

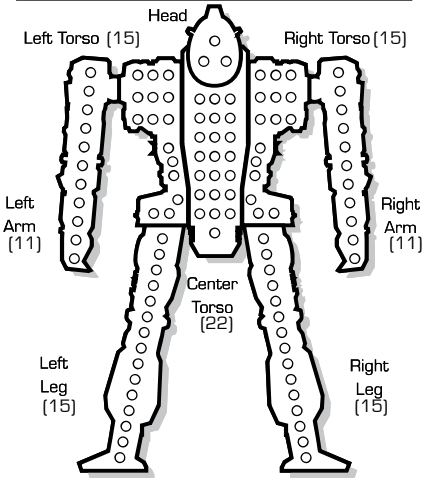
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Ultra AC/20
2. Ultra AC/20
3. Improved C³ CPU
4. Improved C³ CPU
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OD Luminos

Movement Points:			
Walking:	4	Tonnage:	70
Running:	6	Tech Base:	Inner Sphere
Jumping:	4	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	ER Medium Laser(R)	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser(R)	CT	2	3 [DE]	—	2	4	5
1	Improved C^3 CPU	RT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

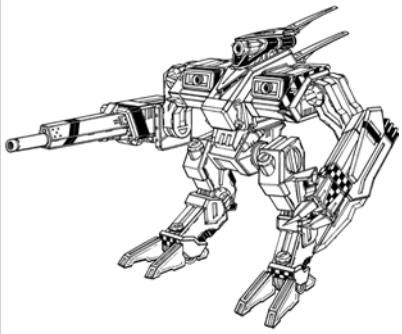
BV: 1,711

WARRIOR DATA

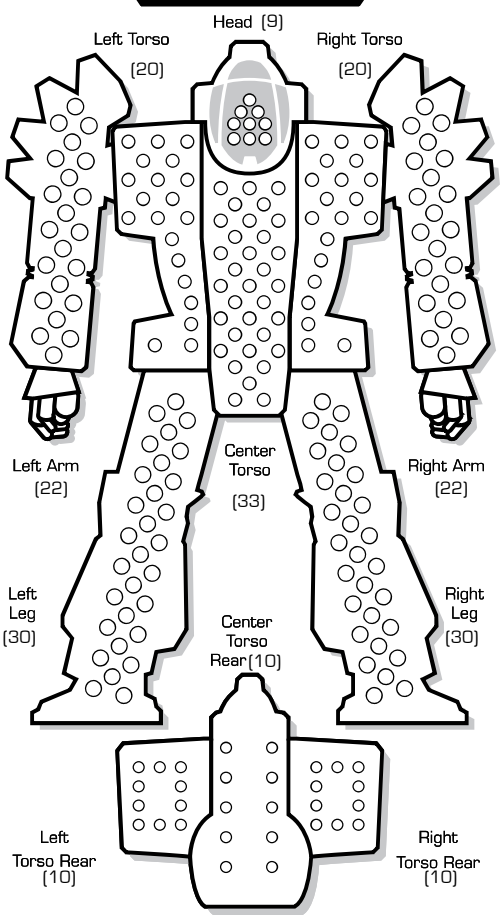
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

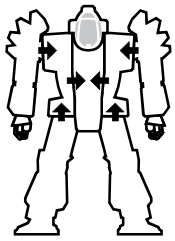
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium Pulse Laser
6. Medium Pulse Laser

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Medium Laser (R)
6. ER Small Laser (R)

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

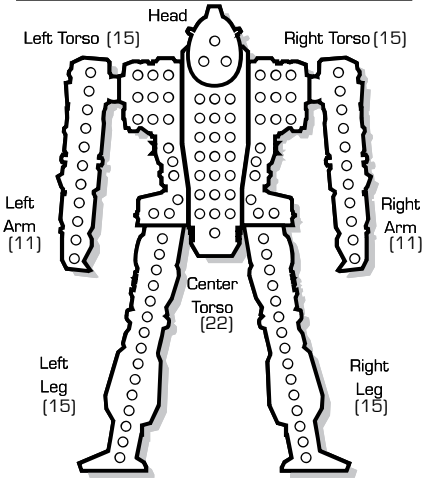
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. Medium Pulse Laser
3. Improved C^3 CPU
4. Improved C^3 CPU
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OE Eminus

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	Improved C^3 CPU	RT	—	[E]	—	—	—	—
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	LA	7	15[M]	5	6	12	18

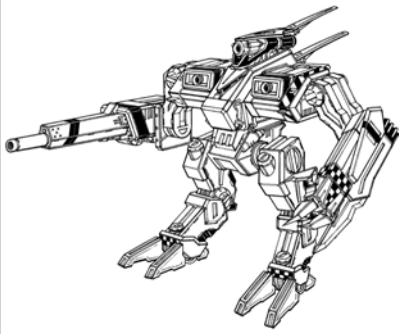
BV: 1,686

WARRIOR DATA

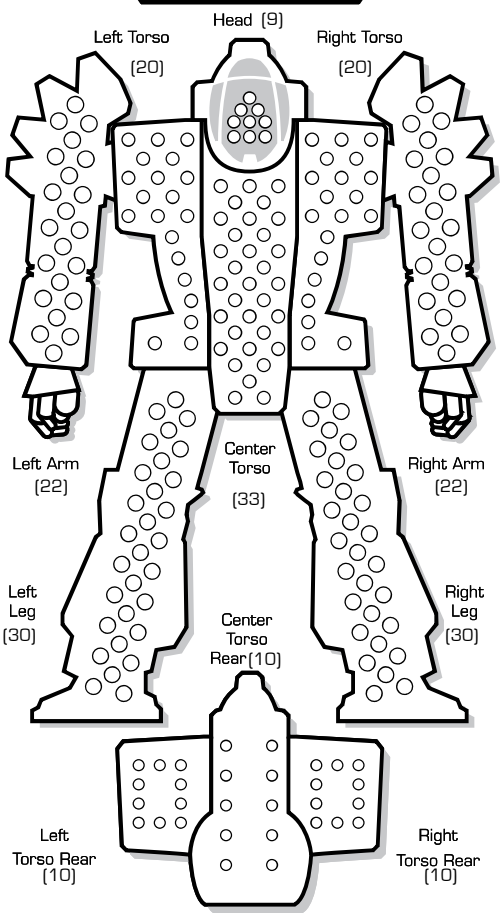
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Thunderbolt 15
6. Thunderbolt 15

1. Thunderbolt 15
2. Ammo (Thunderbolt 15) 4
3. Ammo (Thunderbolt 15) 4

4-6
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Light PPC

1. Light PPC
2. CASE

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine

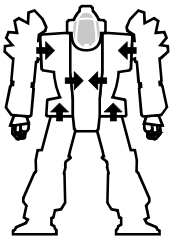
1-3
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine

4-6
4. Light Fusion Engine
5. Light PPC
6. Light PPC

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser

4-6
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light PPC
4. Light PPC
5. Improved C^3 CPU
6. Improved C^3 CPU

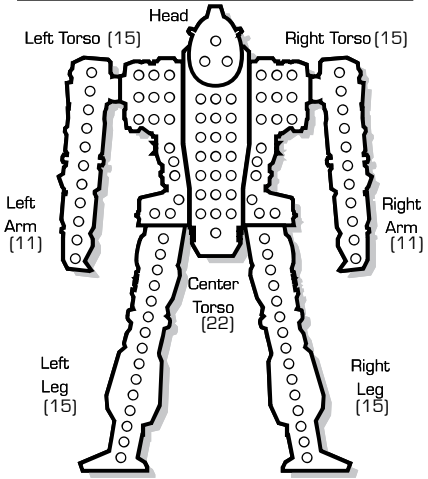
1. Endo Steel
2. Endo Steel

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OS Caelestis

Movement Points:
Walking: 4
Running: 6 [8]

Tonnage: 70
Tech Base: Inner Sphere (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	7	— [PD]	—	—	—	—
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Improved C³ CPU	RT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Blazer Cannon	RA	16	12 [DE]	—	5	10	15
1	Blazer Cannon	LA	16	12 [DE]	—	5	10	15

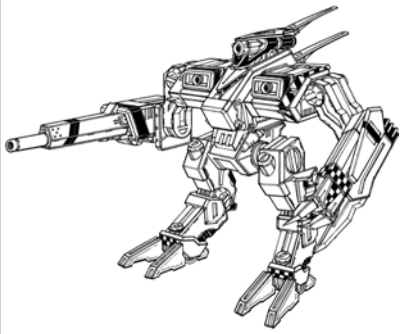
BV: 1,785

WARRIOR DATA

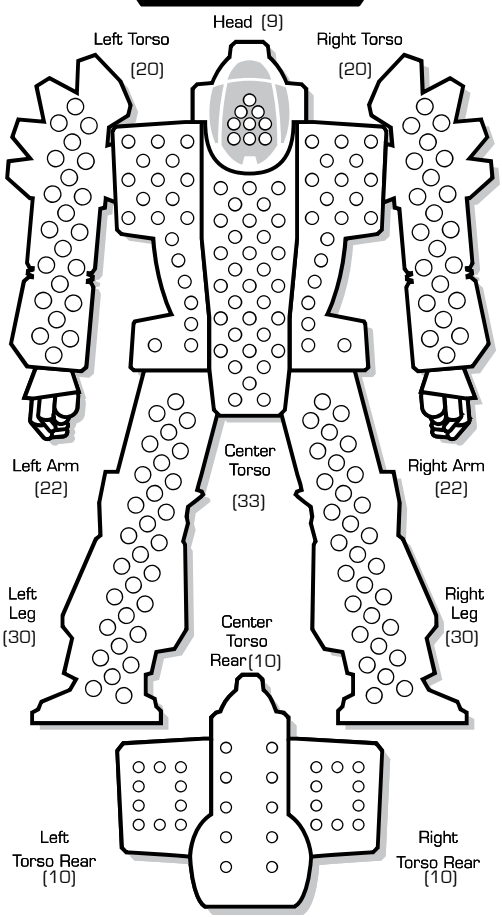
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Blazer Cannon
2. Blazer Cannon
3. Blazer Cannon

4-6
4. Blazer Cannon
5. Endo Steel
6. Endo Steel

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Laser AMS
6. Laser AMS

Center Torso

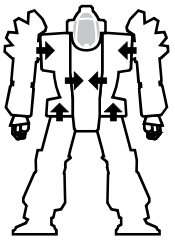
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine

4-6
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Small Laser
6. Supercharger

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Blazer Cannon
2. Blazer Cannon

4-6
3. Blazer Cannon
4. Blazer Cannon
5. Endo Steel
6. Endo Steel

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved C³ CPU

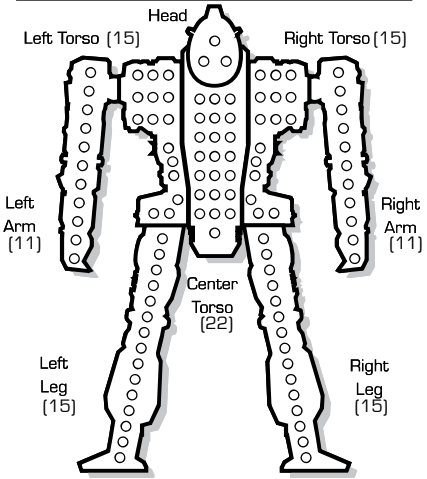
1. Improved C³ CPU
2. Endo Steel

4-6
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Defiance DFN-3C

Movement Points:		**Tonnage:**	75
Walking:	4 [5]	**Tech Base:**	Inner Sphere
Running:	6 [8]	**Era:**	Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB,AI]	—	1	2	3
2	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Small Laser	LT	1	3 [DE]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

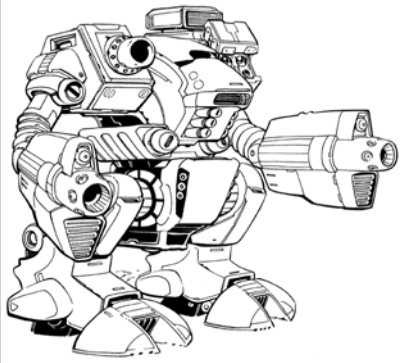
BV: 1,817

WARRIOR DATA

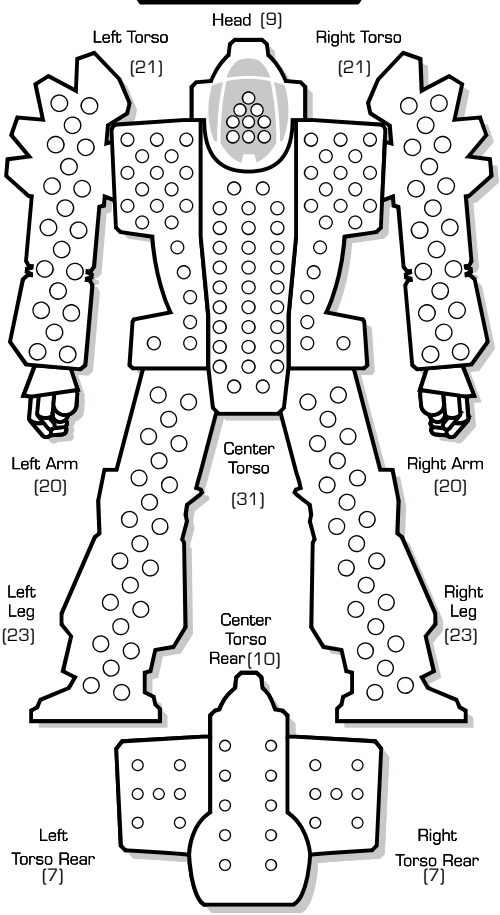
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Small Laser

4-6
1. Small Laser
2. Ammo (Machine Gun) 100
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

Head

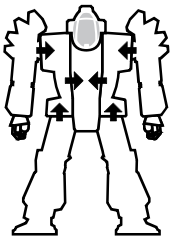
1. Life Support
2. Sensors
3. Cockpit
4. Machine Gun
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

4-6
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. SRM 6
6. SRM 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

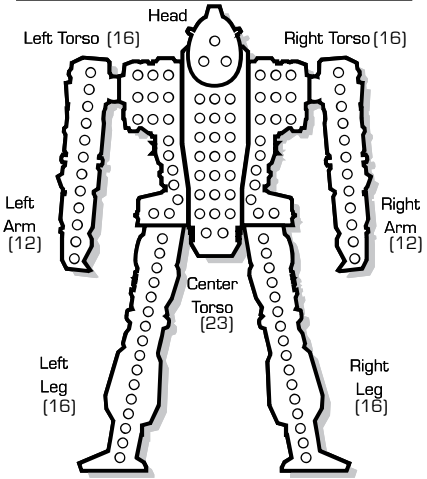
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. Ammo (SRM 6) 15

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Defiance DFN-3S

Movement Points:
Walking: 4 [5]
Running: 6 [8]

Tonnage: 75
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB,AI]	—	1	2	3
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

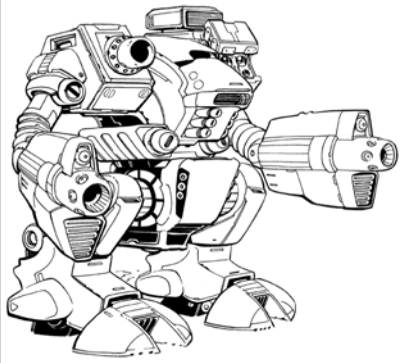
BV: 1,940

WARRIOR DATA

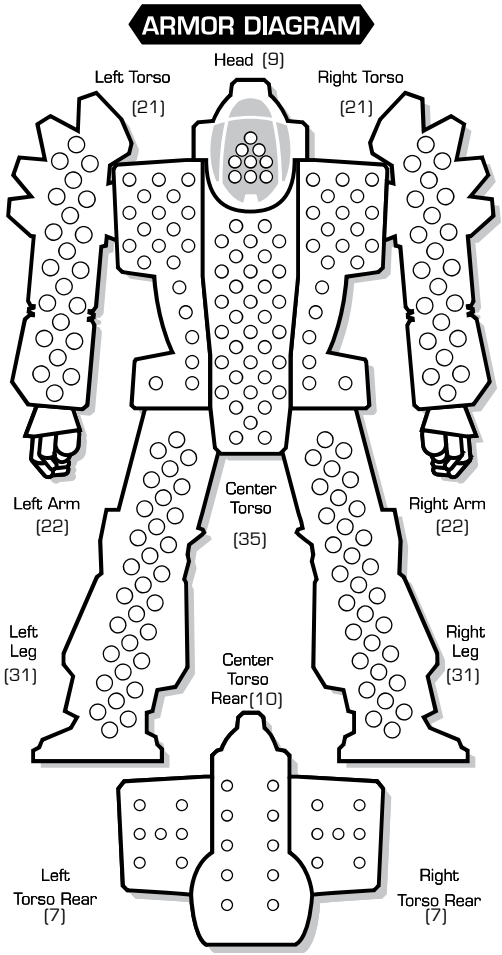
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. ER Medium Laser
4. ER Medium Laser
5. ER Small Laser
6. ER Small Laser

1. Triple-Strength Myomer
2. Triple-Strength Myomer

4-6
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

Head

1. Life Support
2. Sensors
3. Cockpit
4. Machine Gun
5. Sensors
6. Life Support

Center Torso

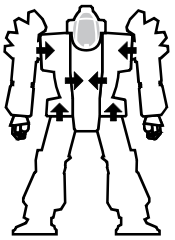
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine

4-6
3. Light Fusion Engine
4. Light Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

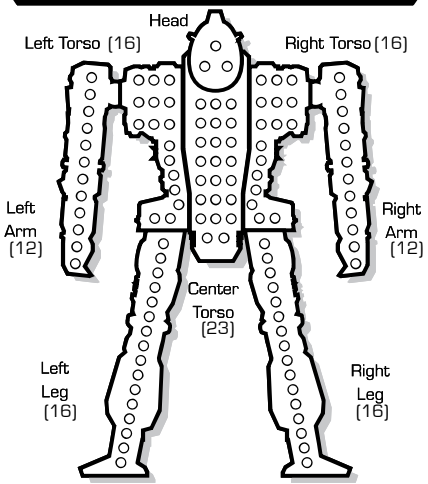
1. LB 10-X AC
2. LB 10-X AC

4-6
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X Cluster) 10
5. Ammo (SRM 6) 15
6. Ammo (Machine Gun) 100

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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 0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Defiance DFN-3T

Movement Points:		**Tonnage:**	75
Walking:	4 [5]	**Tech Base:**	Inner Sphere
Running:	6 [8]	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB,AI]	—	1	2	3
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

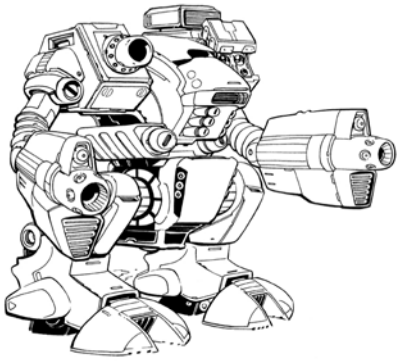
BV: 1,981

WARRIOR DATA

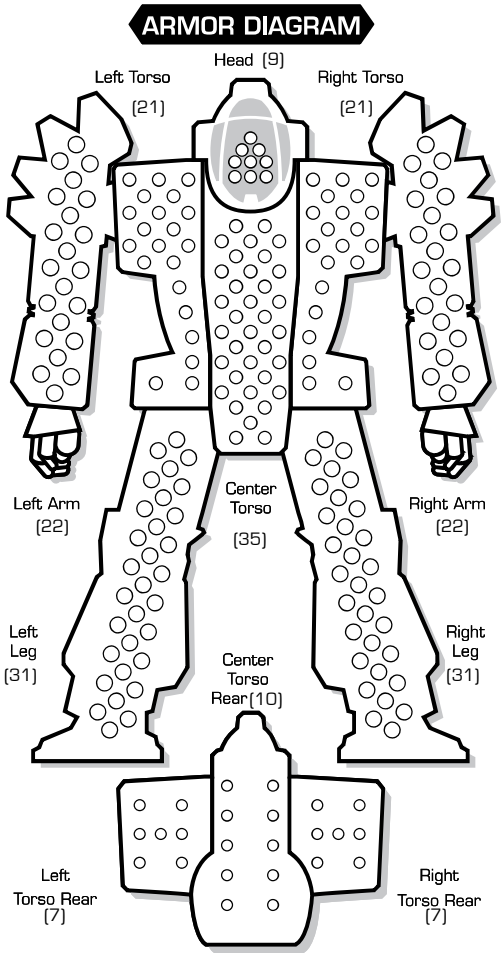
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. ER Medium Laser
4. ER Medium Laser
5. ER Small Laser
6. ER Small Laser

1. Triple-Strength Myomer
2. Triple-Strength Myomer

4-6
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

Head

1. Life Support
2. Sensors
3. Cockpit
4. Machine Gun
5. Sensors
6. Life Support

Center Torso

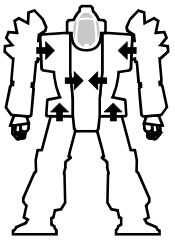
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine

4-6
3. Light Fusion Engine
4. Light Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

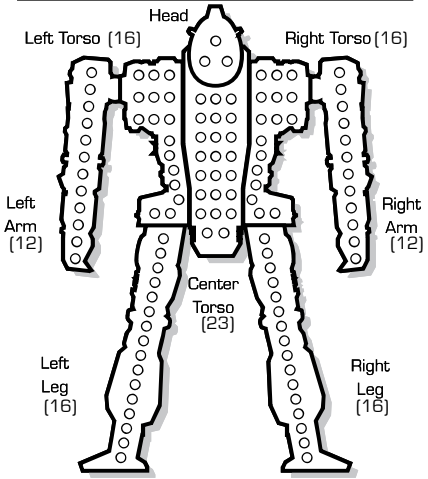
1. LB 10-X AC
2. LB 10-X AC

4-6
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X Cluster) 10
5. Ammo (SRM 6) 15
6. Ammo (Machine Gun) 100

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warlord BLR-2D

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

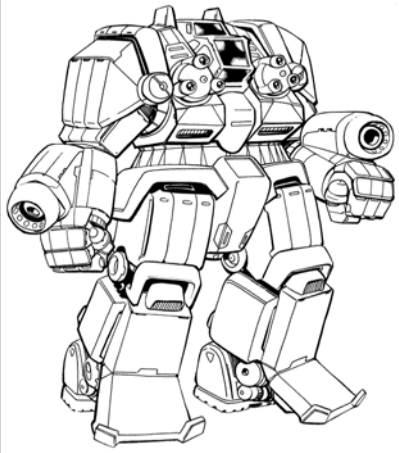
BV: 2,041

WARRIOR DATA

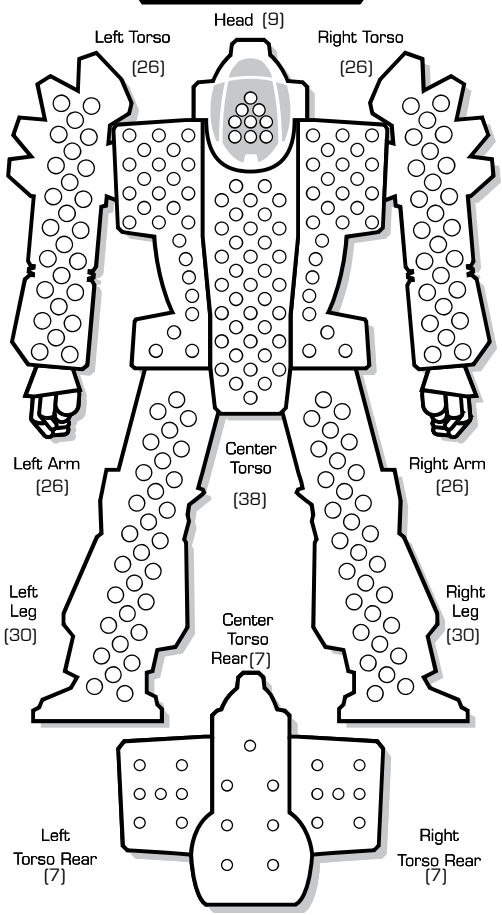
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

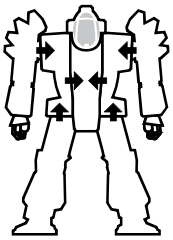
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

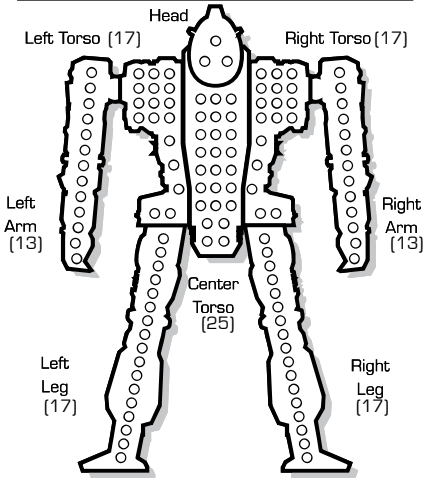
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warlord BLR-2G

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
4	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	RT	3	5 [DE]	—	3	6	9
4	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	LT	3	5 [DE]	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

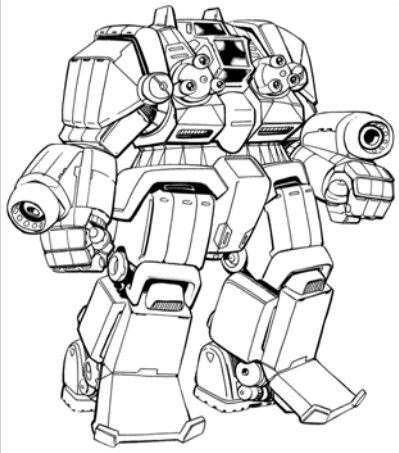
BV: 2,033

WARRIOR DATA

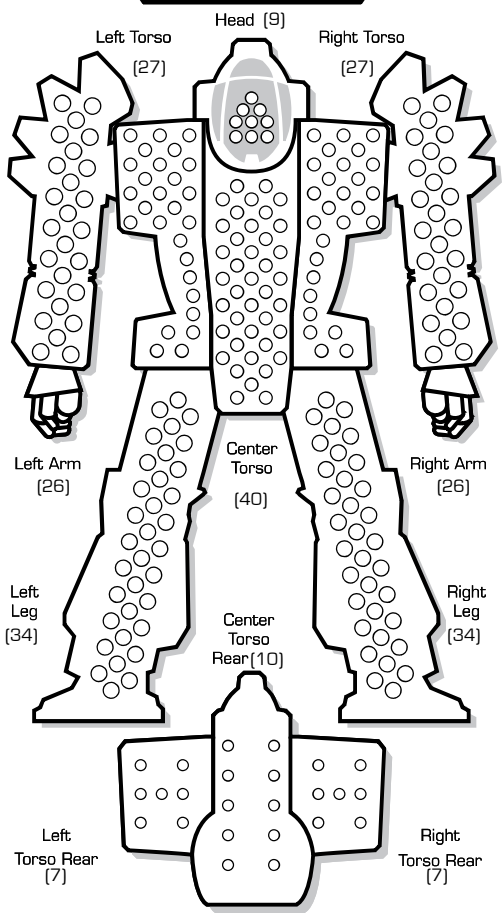
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

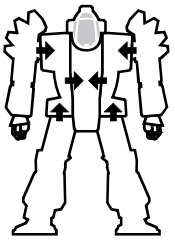
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Roll Again

Right Torso

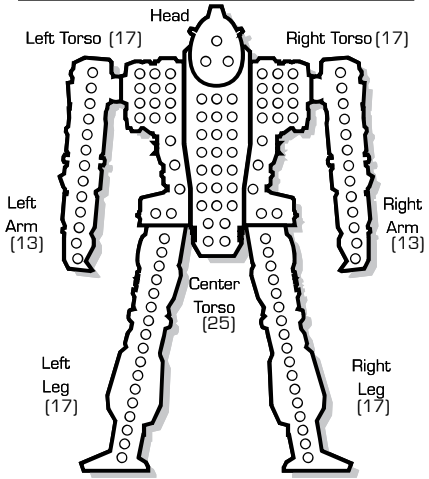
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-O Invictus

Movement Points:
Walking: 3 [4]
Running: 5 [6]

Tonnage: 85
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	Retractable Blade	LA	—	9	—	—	—	—

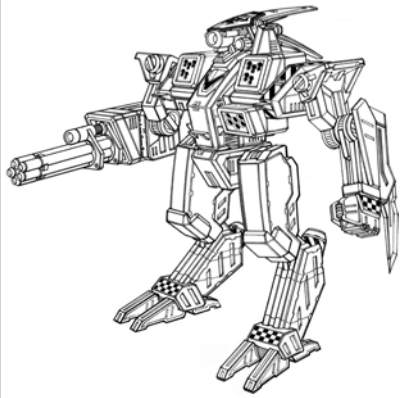
BV: 1,794

WARRIOR DATA

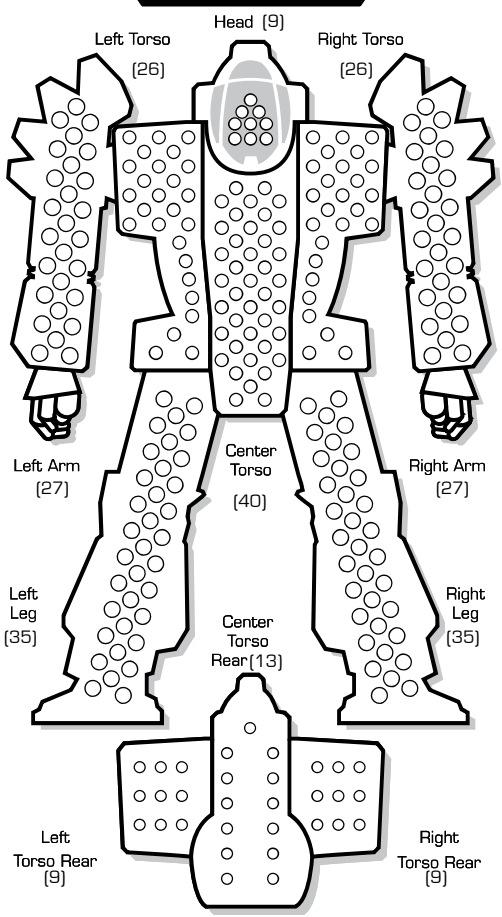
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

1-3

1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. MML 5

1-3

1. MML 5
2. MML 5
3. Streak SRM 6
4. Streak SRM 6
5. Improved C^3 CPU
6. Improved C^3 CPU

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso

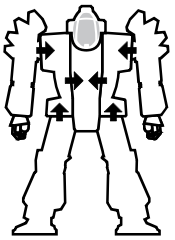
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ultra AC/10

1-3

1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. MML 5
4. MML 5
5. MML 5
6. Ammo (Ultra AC/10) 10

1-3

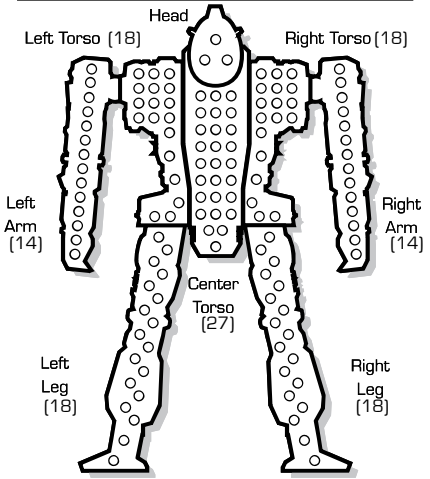
1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ammo (MML 5/LRM) 24
4. Ammo (MML 5/SRM) 20
5. Ammo (Streak SRM 6) 15
6. CASE

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OA Dominus

Movement Points:
Walking: 3 [4]
Running: 5 [6]
Jumping: 5

Tonnage: 85
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	HD	10	10 [DE,H,AI]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	TAG	LT	0	0 [S]	—	5	9	15
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Retractable Blade	LA	—	9	—	—	—	—

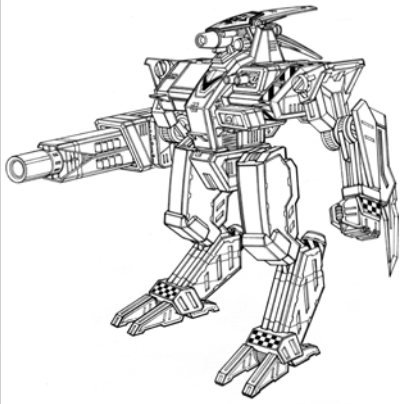
BV: 2,338

WARRIOR DATA

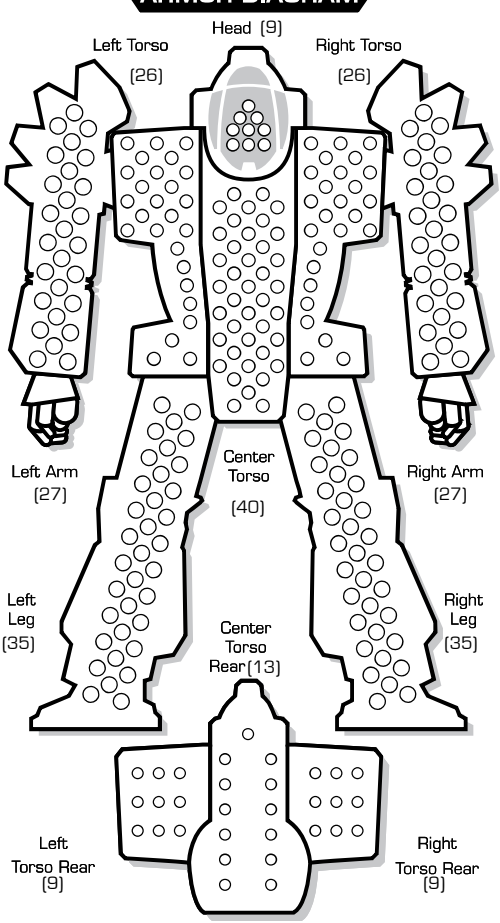
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

1-3

1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Medium Pulse Laser
2. ER Medium Laser
3. TAG
4. Ammo (Plasma Rifle) 10
5. Improved C^3 CPU
6. Improved C^3 CPU

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Plasma Rifle
6. Plasma Rifle

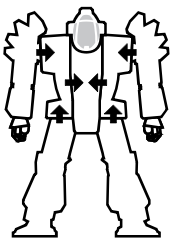
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC

1-3

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

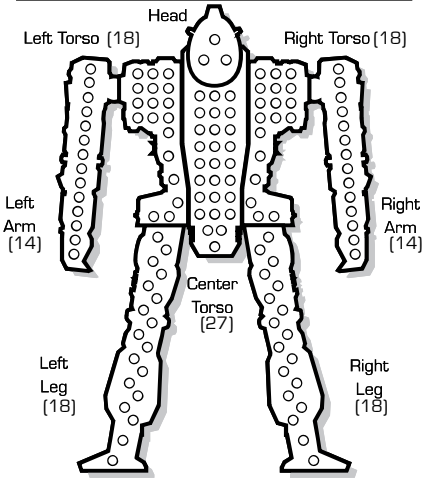
1-3

1. Ammo (Plasma Rifle) 10
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OB Infernus

Movement Points:
Walking: 3 [4]
Running: 5 [6]

Tonnage: 85
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	AMS	RT	1	— [PD]	—	—	—	—
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

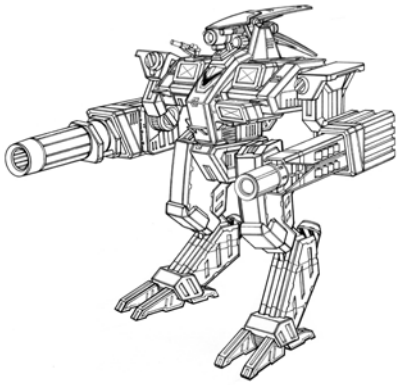
BV: 2,181

WARRIOR DATA

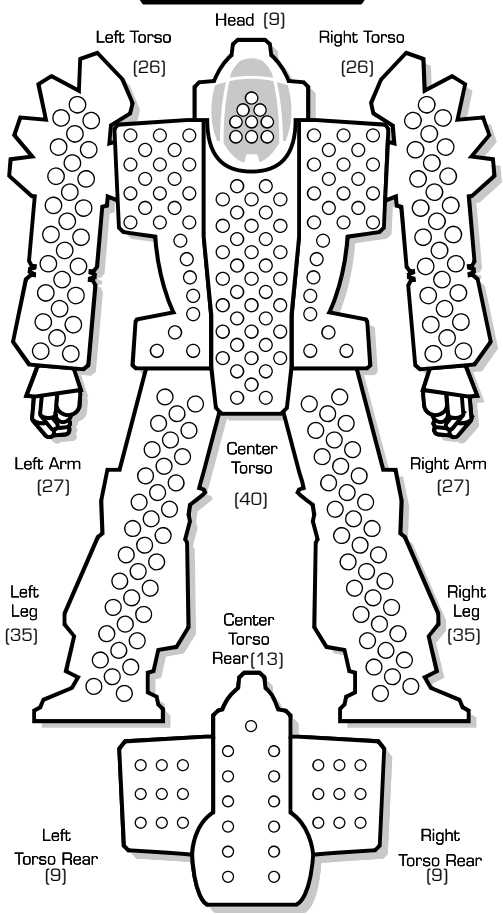
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved C³ CPU
4. Improved C³ CPU
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

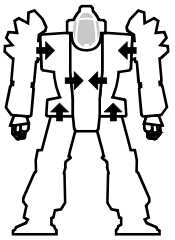
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

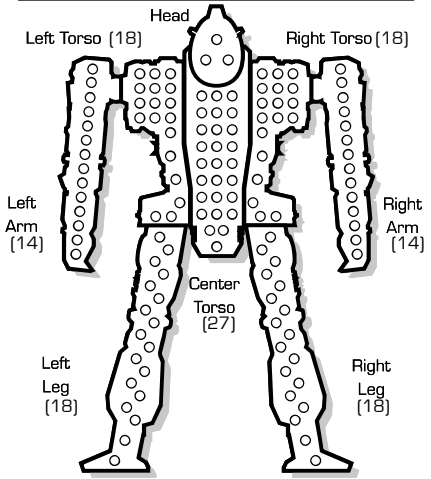
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. LB 20-X AC
4. AMS
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X) 5

1. Ammo (LB 20-X Cluster) 5
2. Ammo (AMS) 12
3. CASE
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OC Comminus

Movement Points:
Walking: 3 [4]
Running: 5 [6]

Tonnage: 85
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	MRM 40	RT	12	1/Msl [M,C]	—	3	8	15
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

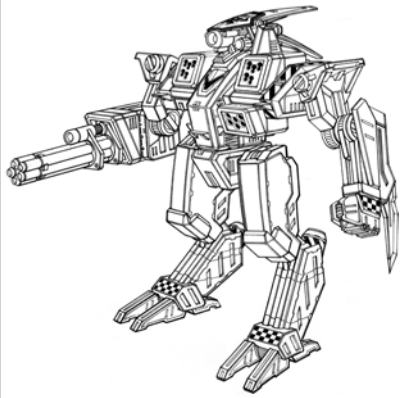
BV: 2,136

WARRIOR DATA

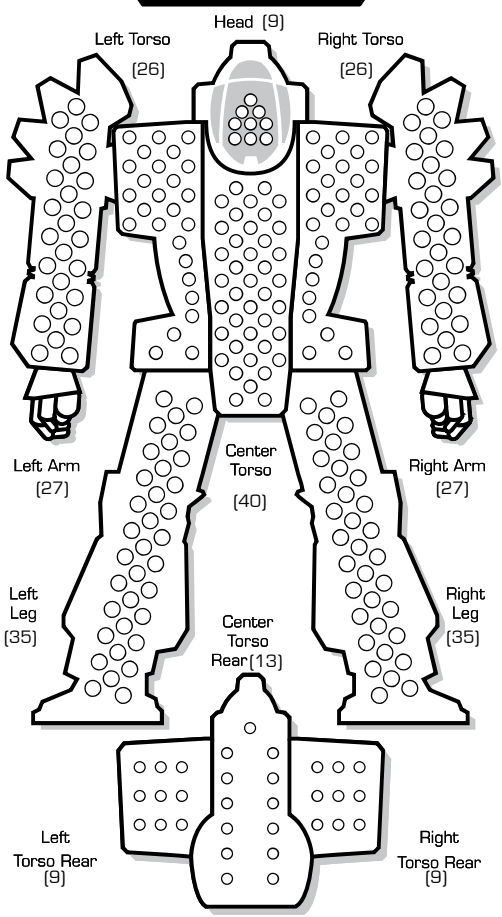
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Ammo (Plasma Rifle) 10
4. Ammo (Plasma Rifle) 10
5. Improved C^3 CPU
6. Improved C^3 CPU

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head

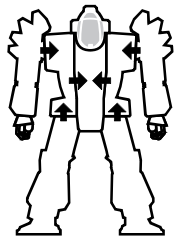
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Flamer
6. Flamer

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Plasma Rifle
4. Plasma Rifle
5. ER Medium Laser
6. ER Medium Laser

Right Torso

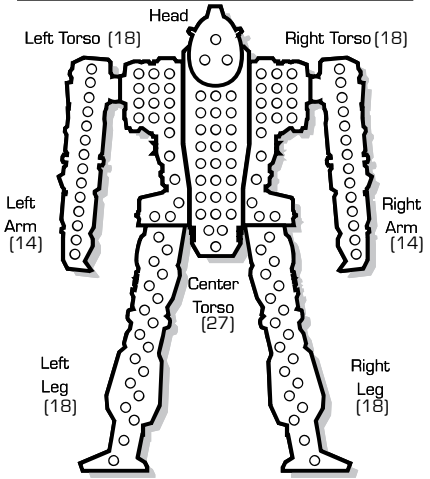
1. Light Fusion Engine
2. Light Fusion Engine
3. MRM 40
4. MRM 40
5. MRM 40
6. MRM 40

1. MRM 40
2. MRM 40
3. MRM 40
4. Ammo (MRM 40) 6
5. Ammo (MRM 40) 6
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OD Luminos

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 5

Tonnage: 85
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

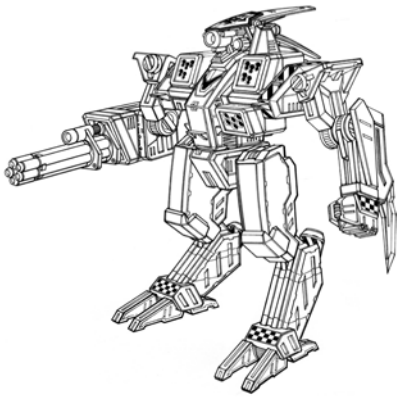
BV: 2,291

WARRIOR DATA

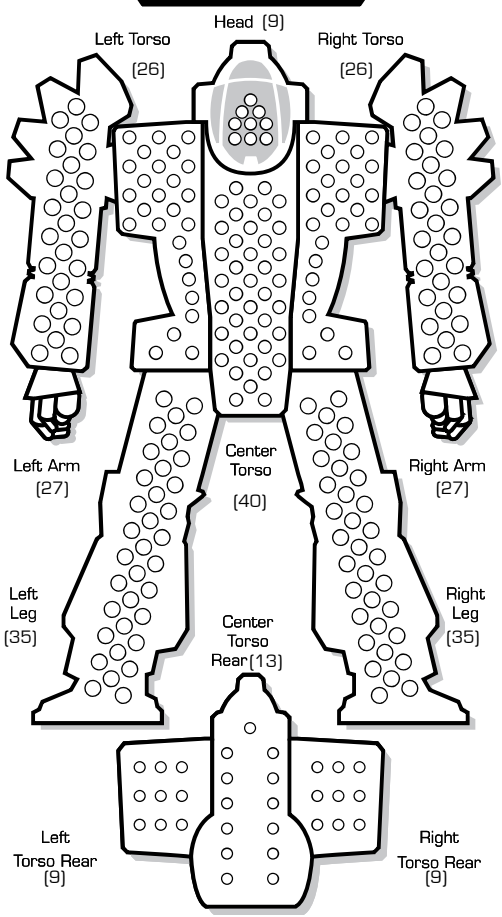
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Medium Pulse Laser
2. Small Laser
3. Improved C^3 CPU
4. Improved C^3 CPU
5. Roll Again
6. Roll Again

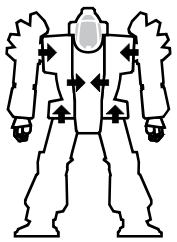
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium Pulse Laser
6. Flamer

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC

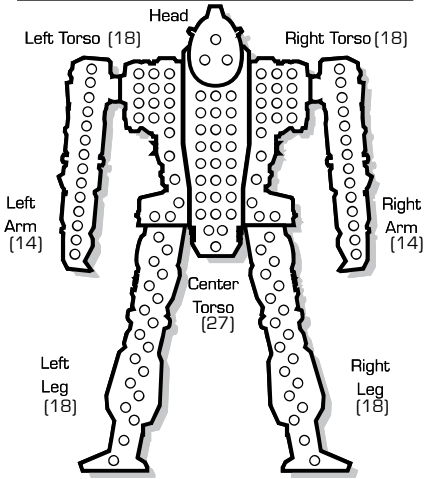
1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Light PPC
2. Light PPC
3. Medium Pulse Laser
4. Small Laser
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OE Eminus

Movement Points:
Walking: 3 [4]
Running: 5 [6]

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	Thunderbolt 20	RT	8	20[M]	5	6	12	18
1	Improved C^3 CPU	LT	—	[E]	—	—	—	—
1	Thunderbolt 20	LT	8	20[M]	5	6	12	18

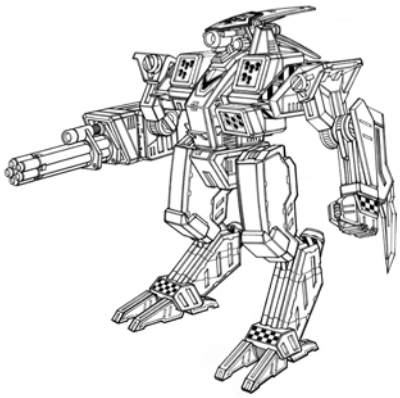
BV: 2,148

WARRIOR DATA

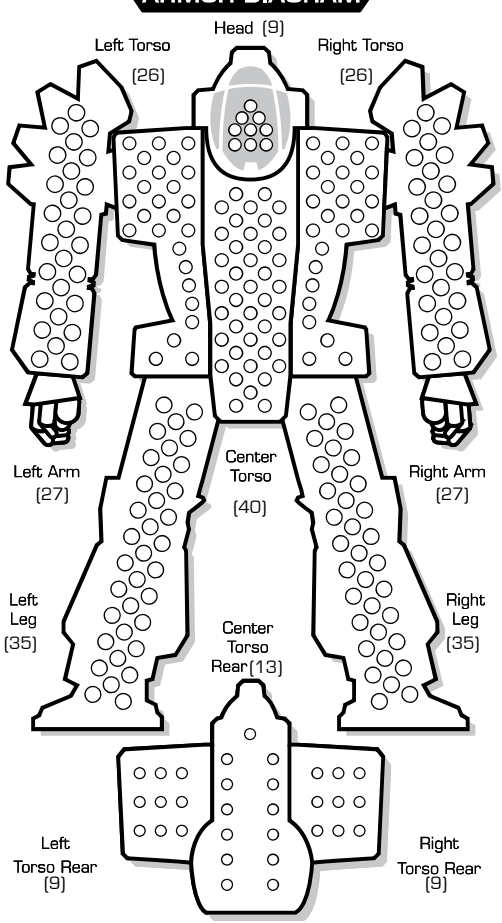
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Thunderbolt 20
4. Thunderbolt 20
5. Thunderbolt 20
6. Thunderbolt 20

1-3

1. Thunderbolt 20
2. Ammo (Thunderbolt 20) 3
3. Ammo (Thunderbolt 20) 3
4. Improved C^3 CPU
5. Improved C^3 CPU
6. CASE

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

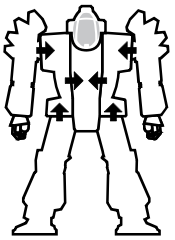
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Thunderbolt 20
4. Thunderbolt 20
5. Thunderbolt 20
6. Thunderbolt 20

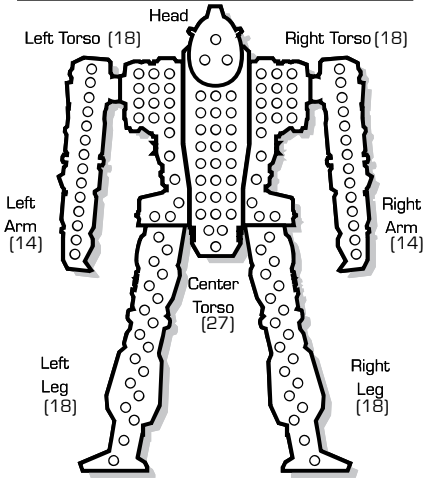
1-3

1. Thunderbolt 20
2. Ammo (Thunderbolt 20) 3
3. Ammo (Thunderbolt 20) 3
4. Ammo (Thunderbolt 20) 3
5. Ammo (Thunderbolt 20) 3
6. CASE

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OS Caelestis

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 3

Tonnage: 85

Tech Base: Mixed Tech (I.S.) (Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (Clan)	HD	10	10 [P]	—	6	14	20
1	Large Pulse Laser (Clan)	CT	10	10 [P]	—	6	14	20
1	Streak LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
2	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
1	Streak LRM 10 (Clan)	RA	4	1/Msl [M,C,S]	—	7	14	21
1	Streak LRM 10 (Clan)	LA	4	1/Msl [M,C,S]	—	7	14	21

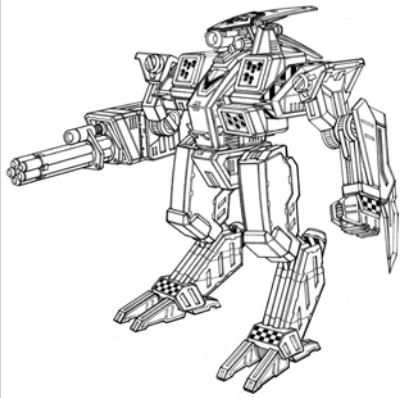
BV: 2,788

WARRIOR DATA

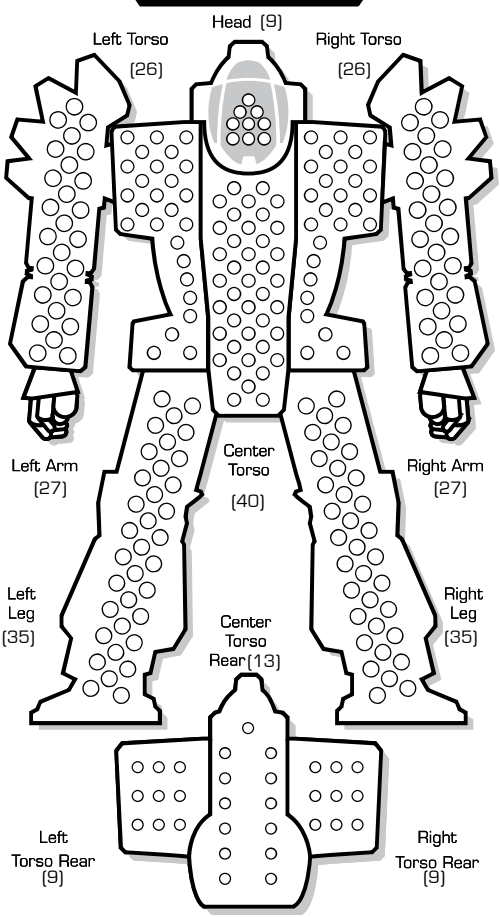
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Streak LRM 10 (Clan)
4. Streak LRM 10 (Clan)
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. Medium Pulse Laser (Clan)
3. Medium Pulse Laser (Clan)
4. Improved C³ CPU
5. Improved C³ CPU
6. Roll Again

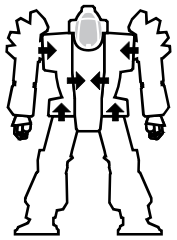
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Large Pulse Laser (Clan)
6. Large Pulse Laser (Clan)

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Large Pulse Laser (Clan)
6. Large Pulse Laser (Clan)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

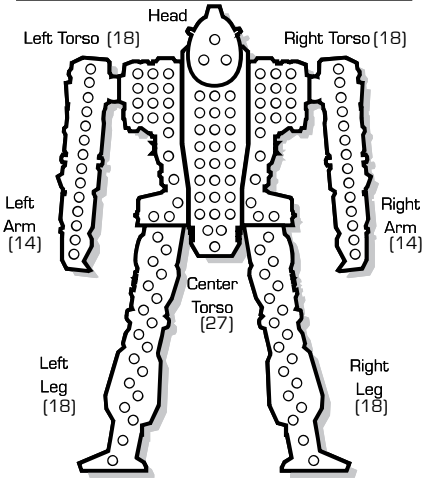
1. Double Heat Sink
2. Double Heat Sink
3. Streak LRM 10 (Clan)
4. Streak LRM 10 (Clan)
5. Ammo (Streak LRM 10) 12
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Streak LRM 10 (Clan)
5. Streak LRM 10 (Clan)
6. Ammo (Streak LRM 10) 12

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-O Invictus

Movement Points:		Tonnage:	100
Walking:	3	Tech Base:	Inner Sphere
Running:	5	Era:	Jihad
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	HD	10	10 [DE,H,AI]	—	5	10	15
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Retractable Blade	LA	—	10	—	—	—	—

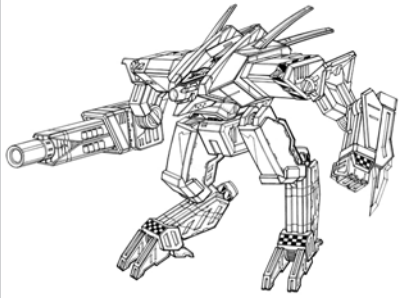
BV: 2,237

WARRIOR DATA

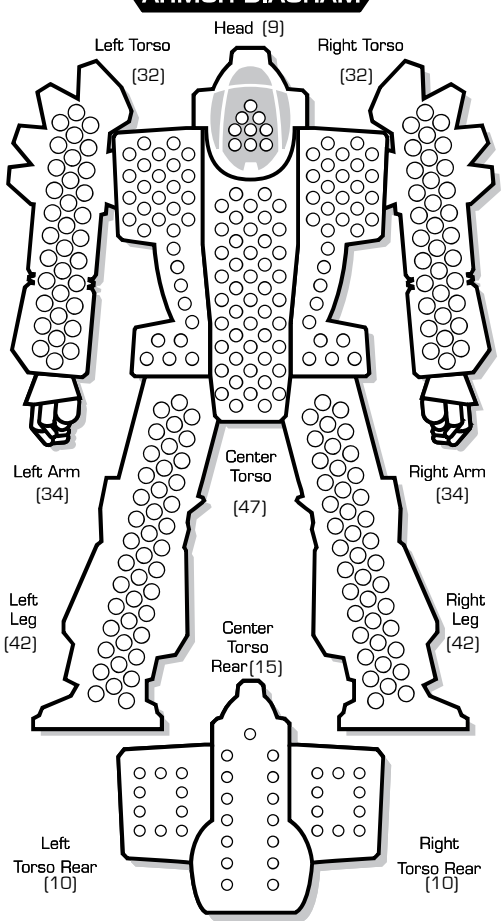
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

1-3

1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Jump Jet
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Plasma Rifle
6. Plasma Rifle

Center Torso

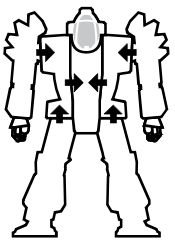
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Jump Jet

1-3

1. Improved C^3 CPU
2. Improved C^3 CPU
3. Ammo (Plasma Rifle) 10
4. Ammo (Plasma Rifle) 10
5. Guardian ECM Suite
6. Guardian ECM Suite

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Endo Steel
6. Endo Steel

1-3

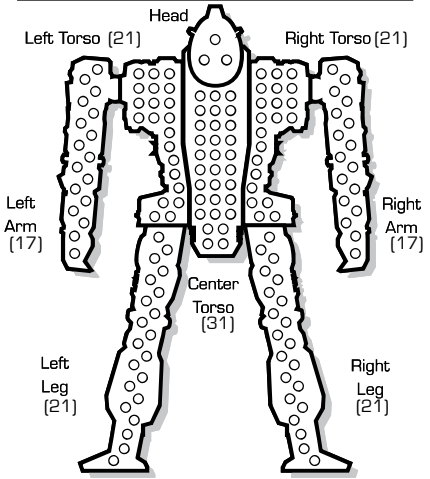
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

13 (26) Double

○○
○○○
○
○
○
○
○
○

Heat Scale

Overflow

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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OA Dominus

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

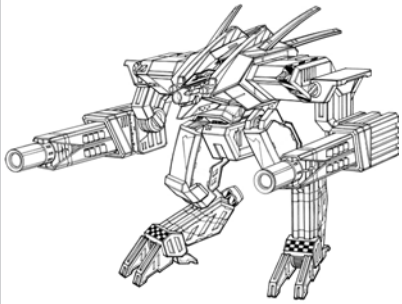
BV: 2,134

WARRIOR DATA

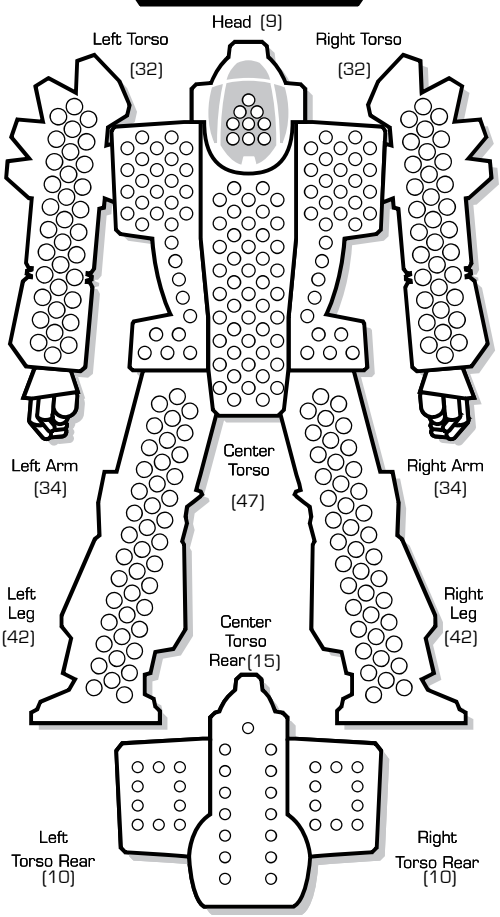
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

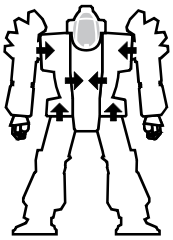
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. ER Medium Laser
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

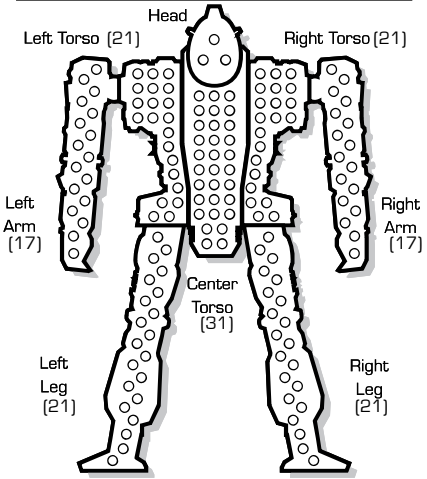
1. Double Heat Sink
2. Double Heat Sink
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OB Infernus

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE,V]	—	9	13	15
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	Snub-Nose PPC	CT	10	10/8/5 [DE,V]	—	9	13	15
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	Light PPC	LA	5	5 [DE]	3	6	12	18

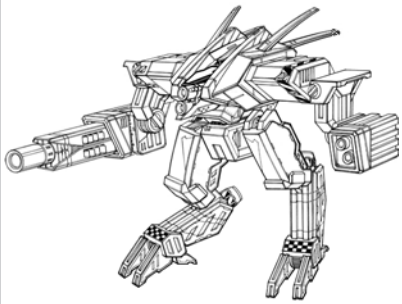
BV: 2,069

WARRIOR DATA

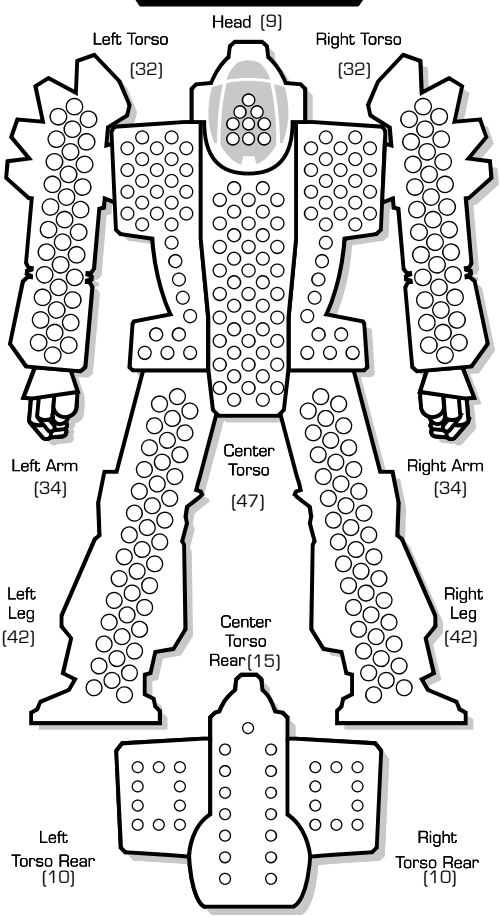
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Light PPC
4. Light PPC
5. Light PPC
6. Light PPC

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

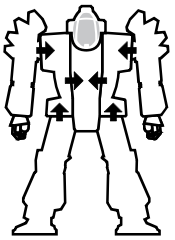
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso

1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

Right Torso

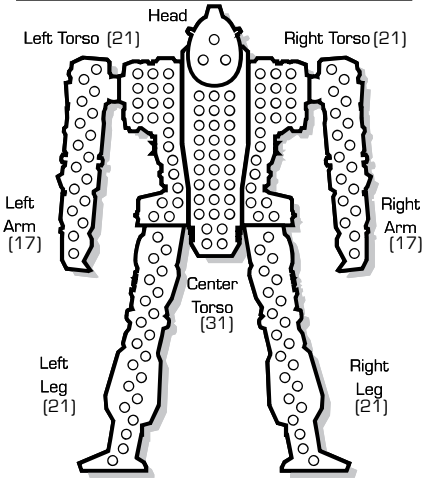
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OC Comminus

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	ER Small Laser(R)	CT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	MRM 40	RA	12	1/Msl [M,C]	—	3	8	15
1	MRM 40	LA	12	1/Msl [M,C]	—	3	8	15

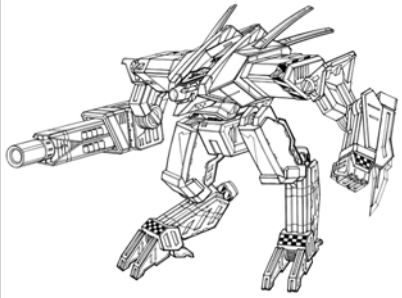
BV: 2,010

WARRIOR DATA

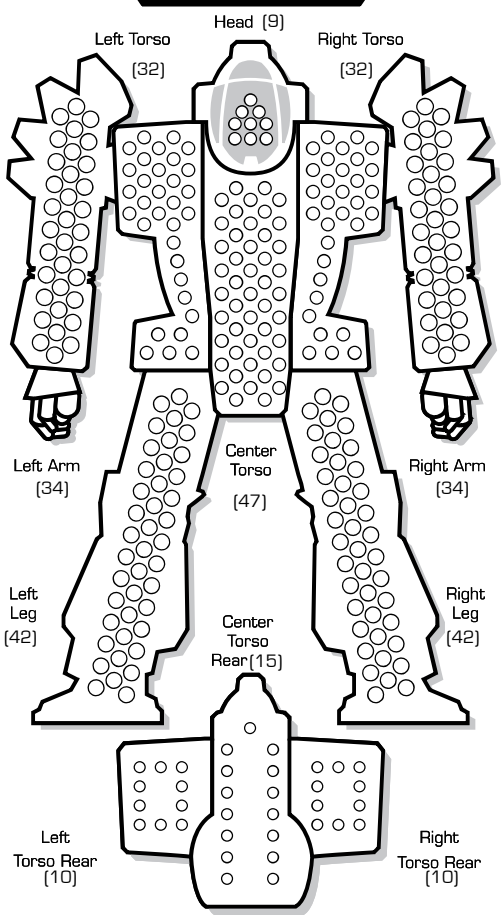
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 40
6. MRM 40

1-3

1. MRM 40
2. MRM 40
3. MRM 40
4. MRM 40
5. MRM 40
6. Roll Again

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. Ammo (MRM 40) 6
6. Ammo (MRM 40) 6

1-3

1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

Center Torso

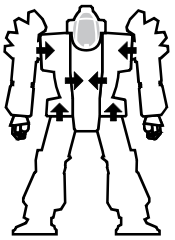
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. ER Small Laser (R)
4. Improved C^3 CPU
5. Improved C^3 CPU
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 40
6. MRM 40

1-3

1. MRM 40
2. MRM 40
3. MRM 40
4. MRM 40
5. MRM 40
6. Roll Again

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. Ammo (MRM 40) 6
6. Ammo (MRM 40) 6

1-3

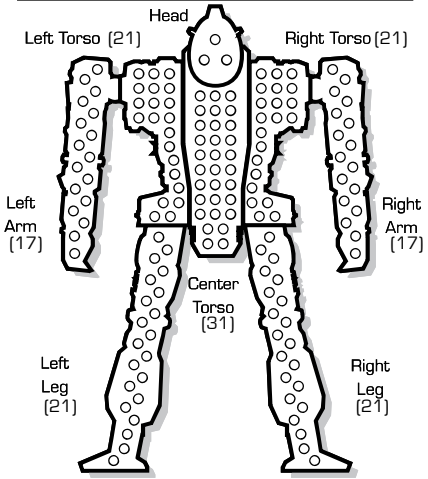
1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OD Luminos

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	Small Pulse Laser	CT	2	3 [P,AI]	—	1	2	3
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

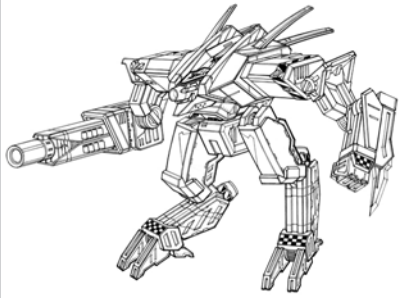
BV: 2,105

WARRIOR DATA

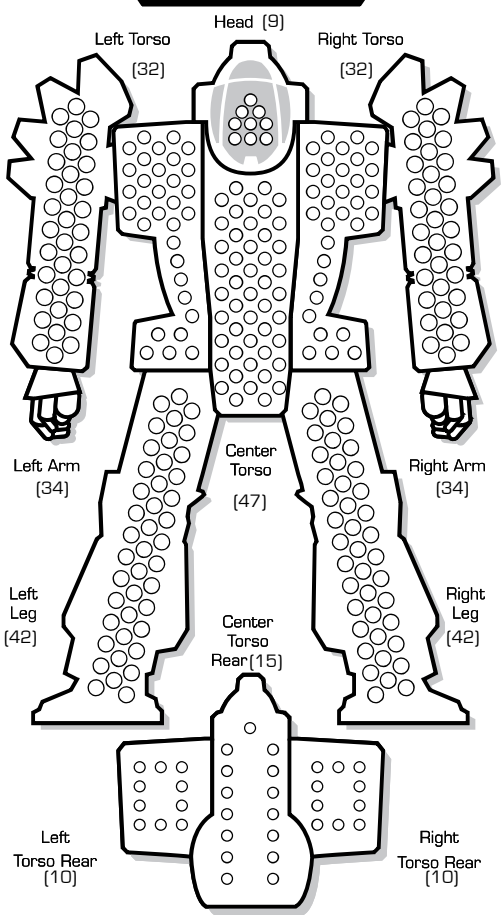
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

Left Torso
1. Jump Jet
2. Medium Pulse Laser
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

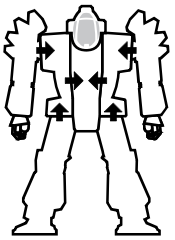
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium Pulse Laser
6. ER Small Laser

Center Torso
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Small Pulse Laser
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

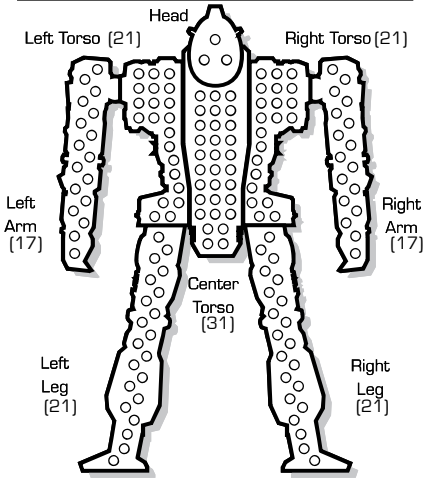
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

Right Torso
1. Jump Jet
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OE Eminus

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	8 [DE]	—	7	14	19
1	Improved C^3 CPU	CT	—	[E]	—	—	—	—
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

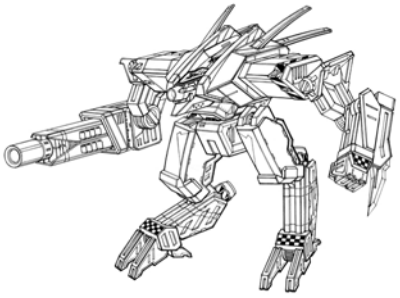
BV: 2,097

WARRIOR DATA

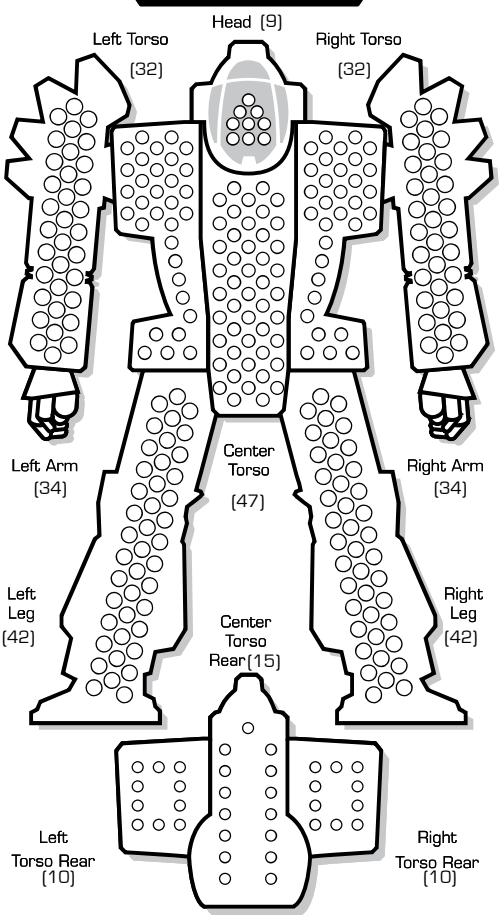
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

Left Torso

1. ER Small Laser
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

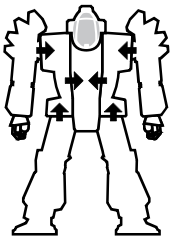
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Large Laser
6. ER Large Laser

Center Torso

1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Light PPC
4. Light PPC
5. Improved C^3 CPU
6. Improved C^3 CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

Right Torso

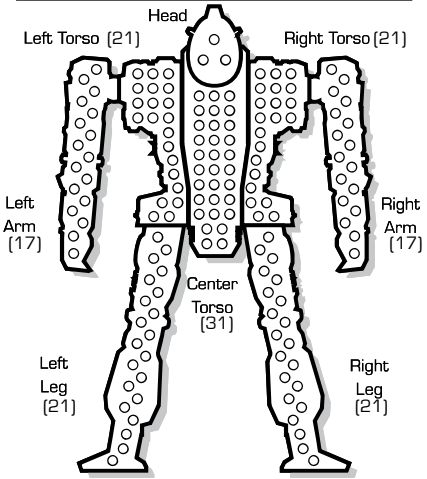
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	19 (38) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OS Caelestis

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	Improved C³ CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Blazer Cannon	RT	16	12 [DE]	—	5	10	15
1	Blazer Cannon	LT	16	12 [DE]	—	5	10	15
1	Thunderbolt 10	RA	5	10[M]	5	6	12	18
2	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6

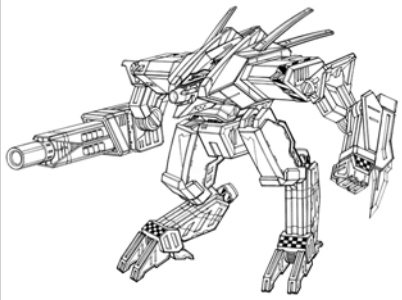
BV: 2,026

WARRIOR DATA

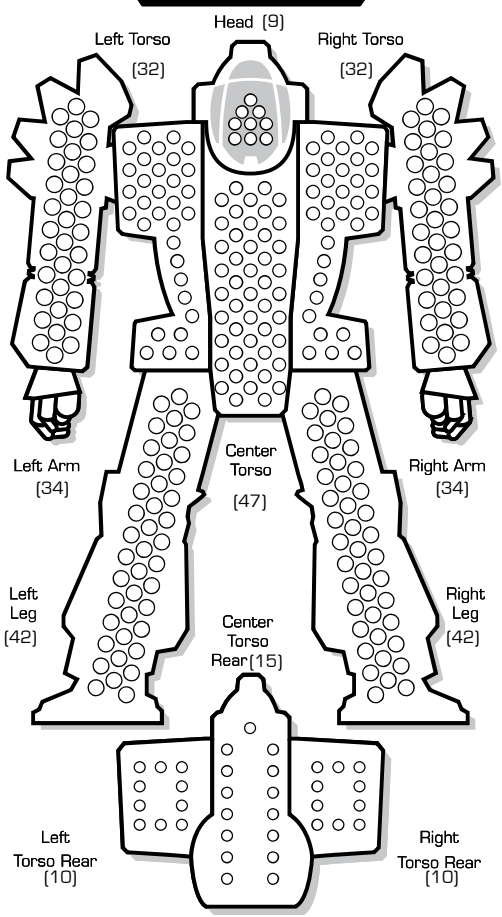
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. ER Small Laser (Clan)
3. ER Small Laser (Clan)
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Blazer Cannon
5. Blazer Cannon
6. Blazer Cannon

4-6
1. Blazer Cannon
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

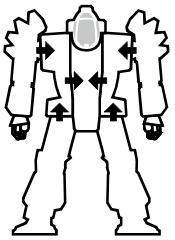
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Flamer
6. ER Flamer

Center Torso

1-3
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser (Clan)
4. ER Medium Laser (Clan)
5. Improved C³ CPU
6. Improved C³ CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Thunderbolt 10
3. Thunderbolt 10
4. Ammo (Thunderbolt 10) 6
5. Roll Again
6. Roll Again

Right Torso

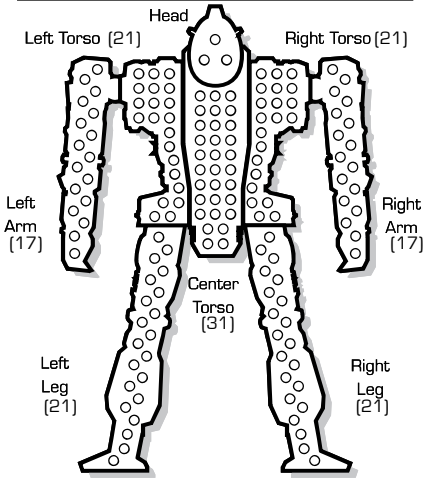
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Blazer Cannon
5. Blazer Cannon
6. Blazer Cannon

4-6
1. Blazer Cannon
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Titan TI-1A

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	PPC	LT	10	10 [DE]	3	6	12	18
2	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

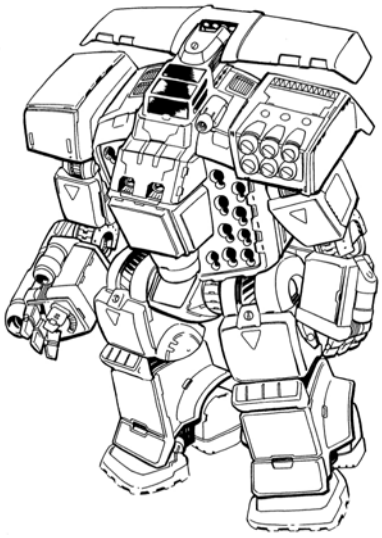
BV: 1,959

WARRIOR DATA

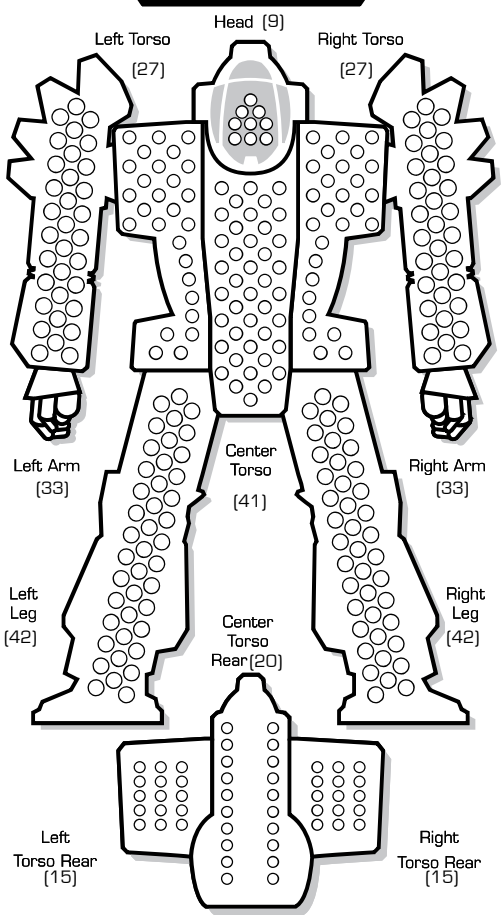
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. PPC
5. PPC
6. PPC

1-3

1. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

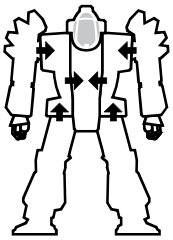
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. PPC
5. PPC
6. PPC

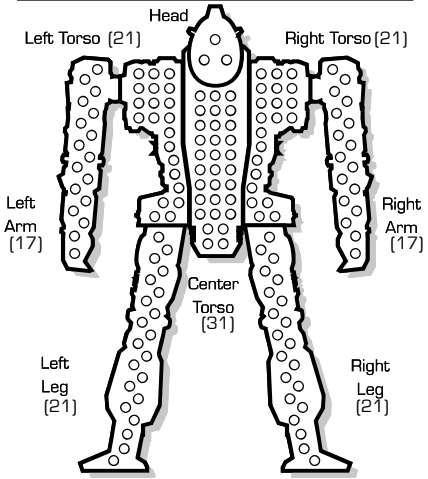
1-3

1. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	22 (22) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O O
25	–5 Movement Points	O O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Titan II TI-2P

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

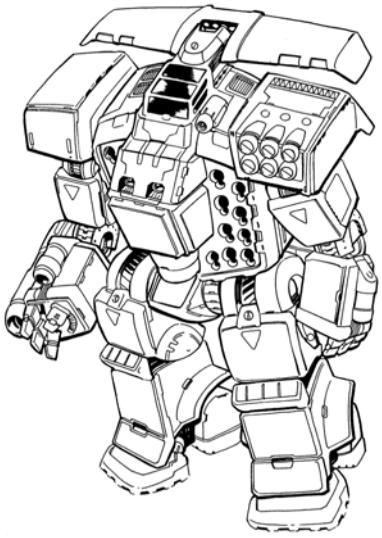
BV: 2,143

WARRIOR DATA

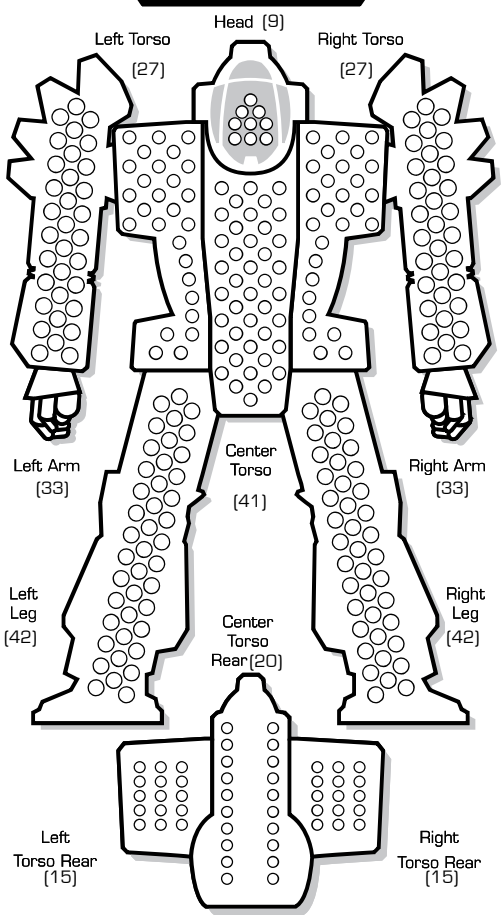
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Streak SRM 6
3. Streak SRM 6
4. ER Medium Laser
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. CASE

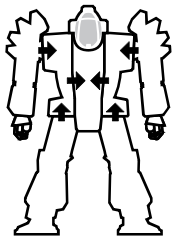
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (MML 9/SRM) 11
6. Ammo (MML 9/LRM) 13

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

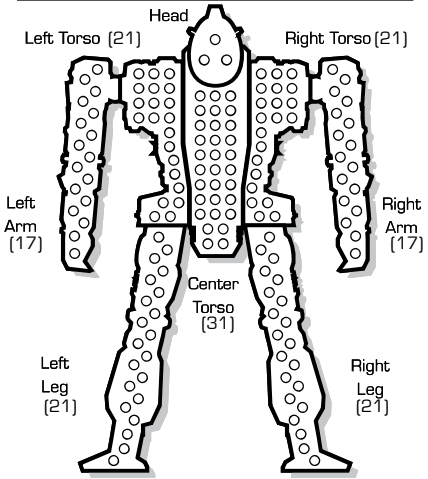
1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. ER Medium Laser

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (MML 9/SRM) 11
6. Ammo (MML 9/LRM) 13

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Titan II TI-2PA

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
4	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
4	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Plasma Rifle	LA	10	10 [DE,H,AI]	—	5	10	15

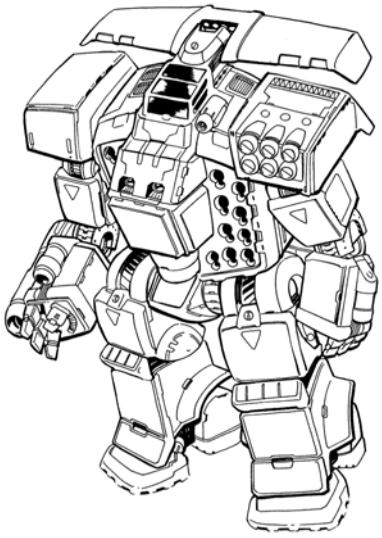
BV: 2,468

WARRIOR DATA

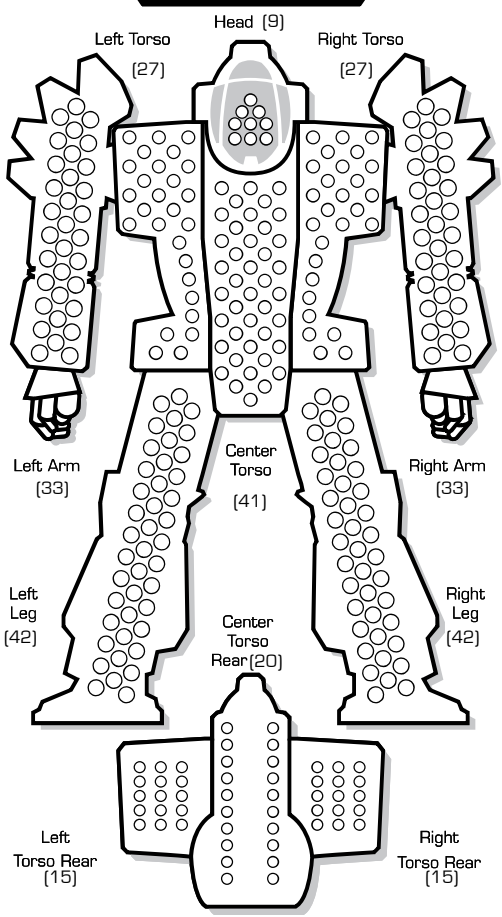
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Plasma Rifle
3. Plasma Rifle
4. Medium Laser
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Streak SRM 6
5. Streak SRM 6
6. Machine Gun

1. Machine Gun
2. Machine Gun
3. Machine Gun
4. Machine Gun Array
5. Ammo (Streak SRM 6) 15
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

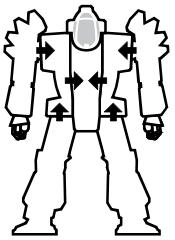
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Plasma Rifle
3. Plasma Rifle
4. Medium Laser
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

Right Torso

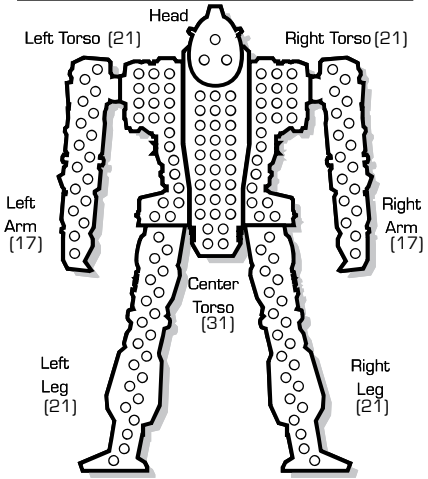
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Machine Gun
5. Machine Gun
6. Machine Gun

1. Machine Gun
2. Machine Gun Array
3. Beagle Active Probe
4. Beagle Active Probe
5. Ammo (Machine Gun) 200
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Hyena HYN-4A SalvageMech

Movement Points:
Walking: 5
Running: 8

Tonnage: 55
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Lift Hoist[R]	LT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—

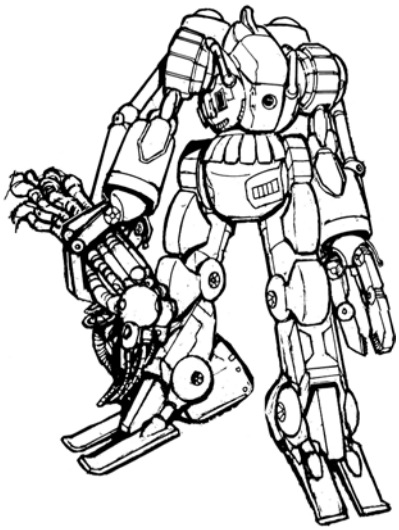
BV: 483

WARRIOR DATA

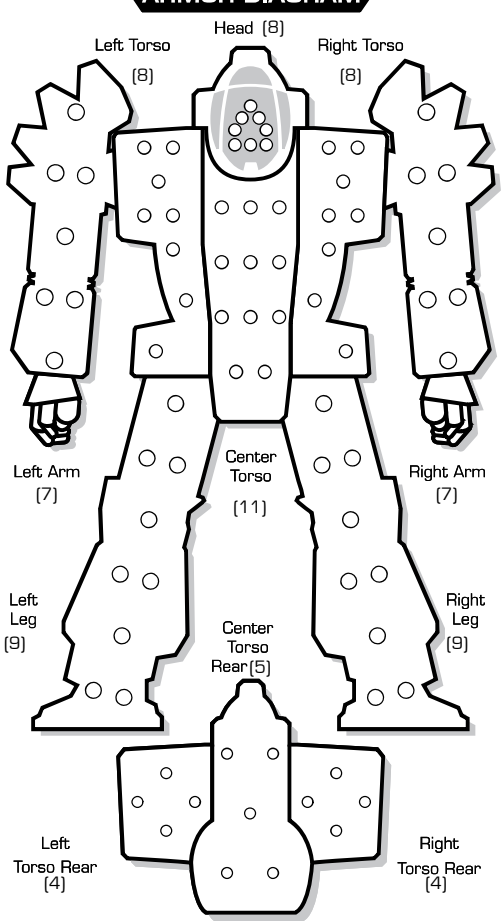
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Environmental Sealing
6. Triple-Strength Myomer

4-6
1. Triple-Strength Myomer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Lift Hoist (R)
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Environmental Sealing
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6
1. Triple-Strength Myomer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Environmental Sealing
6. Triple-Strength Myomer

Head

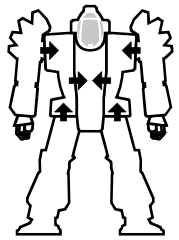
1. Life Support
2. Sensors
3. Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Environmental Sealing

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Salvage Arm
5. Salvage Arm
6. Environmental Sealing

4-6
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

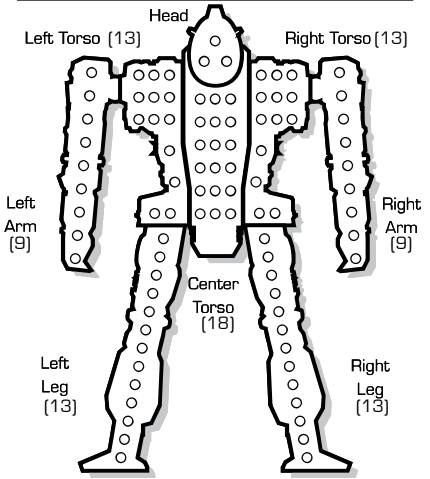
1-3
1. Lift Hoist (R)
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Environmental Sealing
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6
1. Triple-Strength Myomer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Environmental Sealing
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (10) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Hyena HYN-4B SalvageMech

Movement Points:
Walking: 4
Running: 6

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	0	2 [DB,AI]	—	1	2	3
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Lift Hoist(R)	LT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—

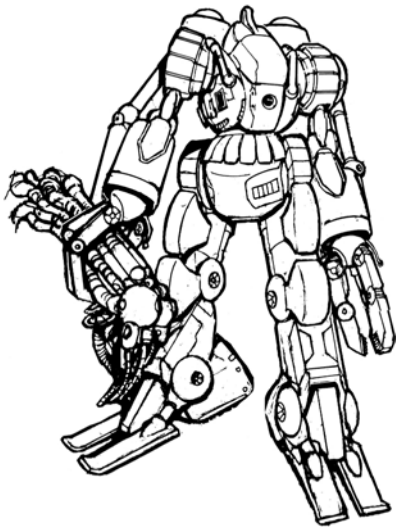
BV: 405

WARRIOR DATA

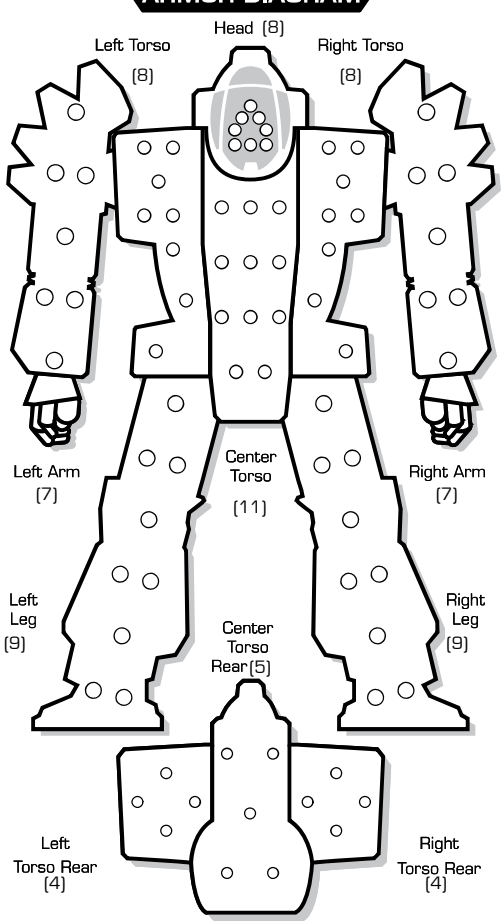
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. Lift Hoist (R)
	2. Lift Hoist (R)
	3. Lift Hoist (R)
	4. Roll Again
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

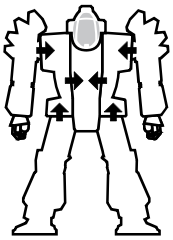
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. I.C.E.
	2. I.C.E.
	3. I.C.E.
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. I.C.E.
	3. I.C.E.
	4. I.C.E.
	5. Machine Gun
	6. Ammo (Machine Gun) 200

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Salvage Arm
	5. Salvage Arm
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

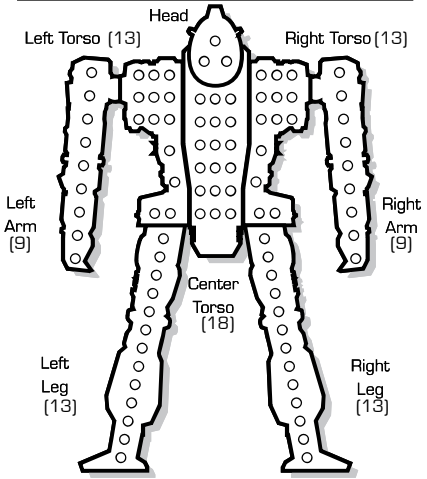
Right Torso

1-3	1. Lift Hoist (R)
	2. Lift Hoist (R)
	3. Lift Hoist (R)
	4. Roll Again
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

0 (0) Single

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hyena HYN-KTO

Movement Points:
Walking: 5
Running: 8

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
8	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Lift Hoist(R)	LT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—

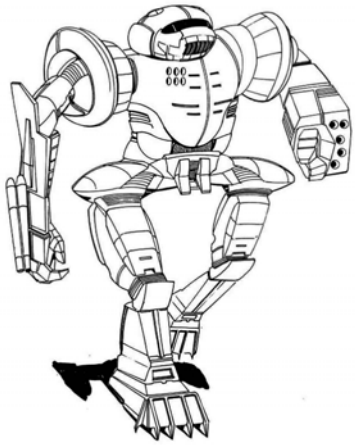
BV: 933

WARRIOR DATA

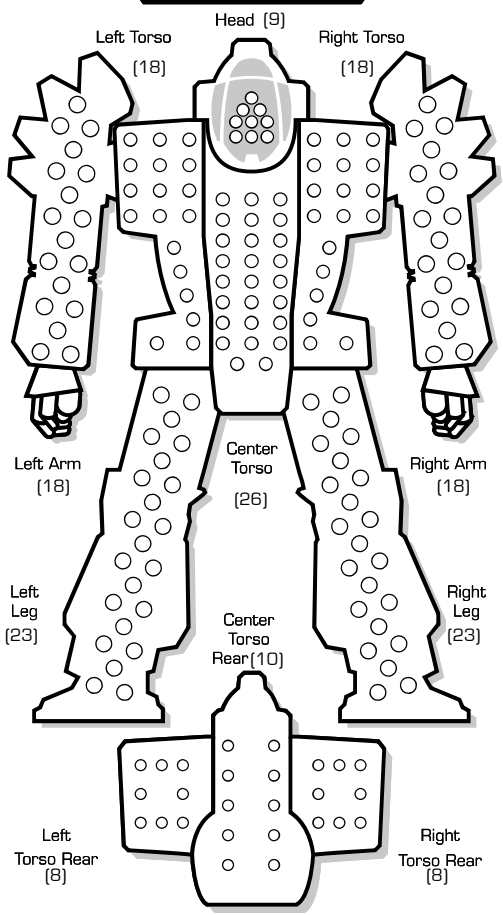
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Lift Hoist (R)
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

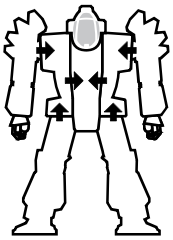
Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Salvage Arm
5. Salvage Arm
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

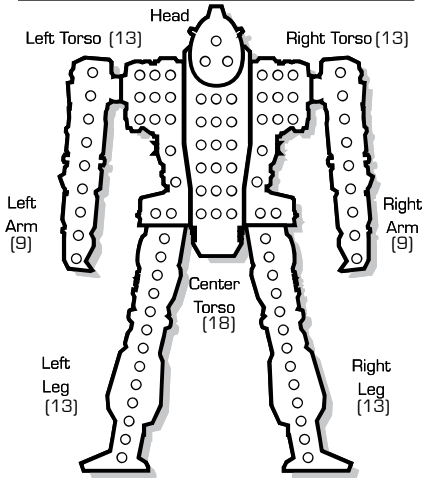
1. Lift Hoist (R)
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Cargo (1 ton)
5. Cargo (1 ton)
6. Cargo (1 ton)

1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Cargo (1 ton)
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (10) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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INNER SPHERE AEROSPACE FIGHTERS

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-O Invictus

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Jihad

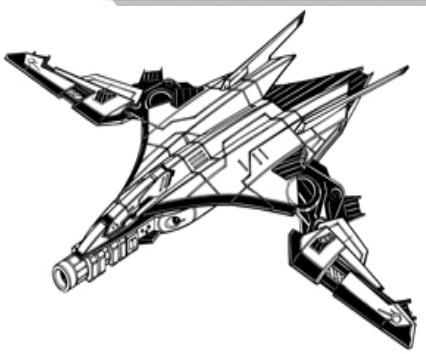
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
	Standard Scale						
1	Guardian ECM Suite [E]	N	0	—	—	6	—
1	Heavy PPC [DE]	N	15	15	15	—	—
2	Medium Pulse Laser [P]	N	4	6	—	—	—

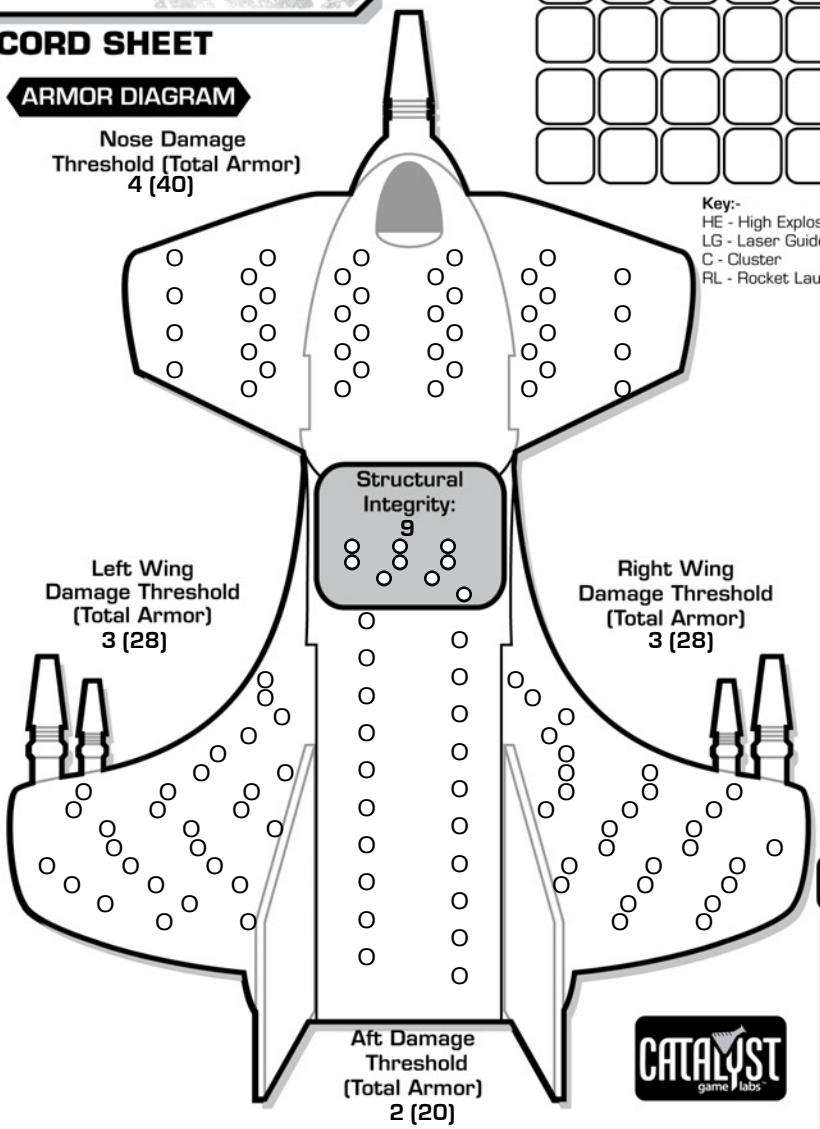
Small Cockpit

Fuel: 400 Points

BV: 1,324



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

Heat Scale: Overflow

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OA Dominus

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

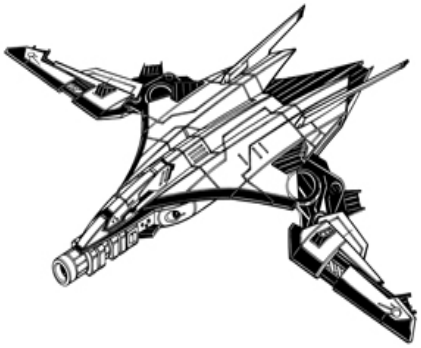
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	LRM 15 [M,C,S] w/Artemis IV FCS	N	5	12	12	12	—
2	ER Medium Laser [DE]	LW	5	5	5	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—

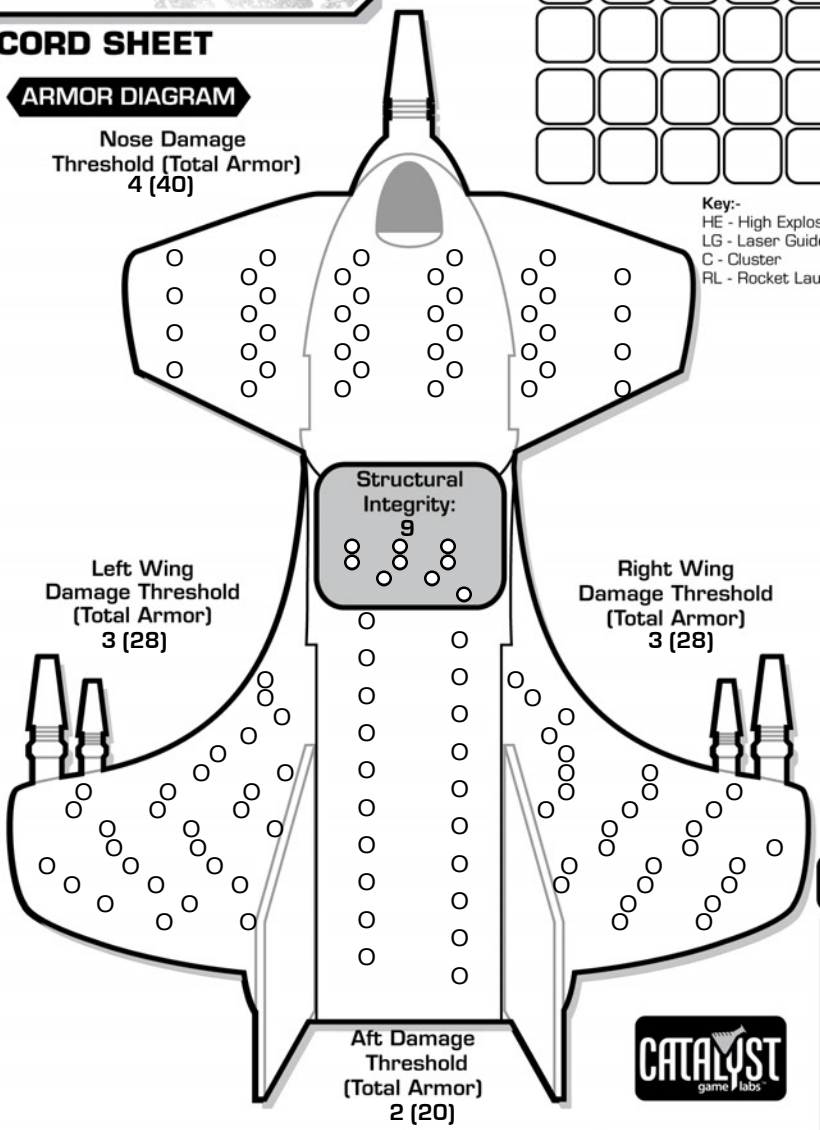
Small Cockpit

Ammo (CASE): (LRM 15 Artemis) 16
Fuel: 400 Points

BV: 1,265



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 11 (22) **Double**

Heat Scale (Overflow)

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OB Infernus

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

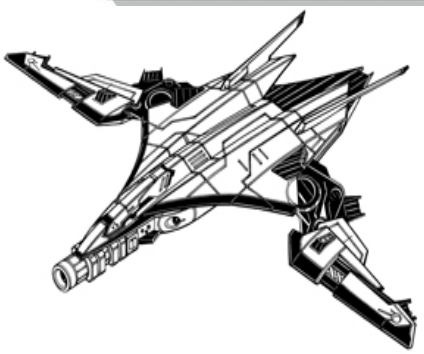
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	ER Large Laser [DE]	N	12	8	8	8	—
1	Targeting Computer [E]	N	0	—	—	—	—
1	ER Small Laser [DE]	A	2	3	—	—	—

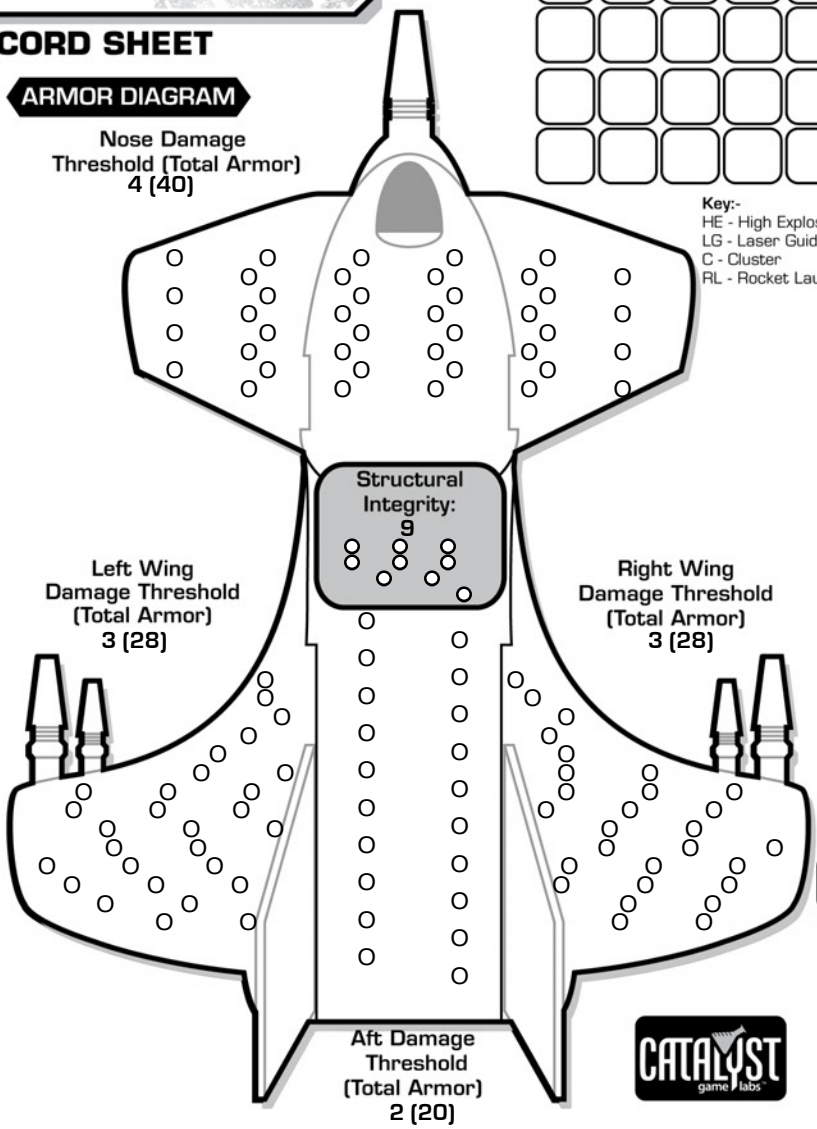
Small Cockpit

Fuel: 400 Points

BV: 1,209



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 12 (24) **Double**

Heat Scale (Overflow)

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OC Comminus

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

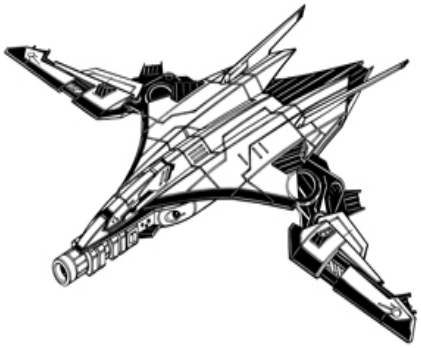
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Thunderbolt 10 [M]	N	5	—	—	—	—
2	ER Medium Laser [DE]	LW	5	5	5	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—

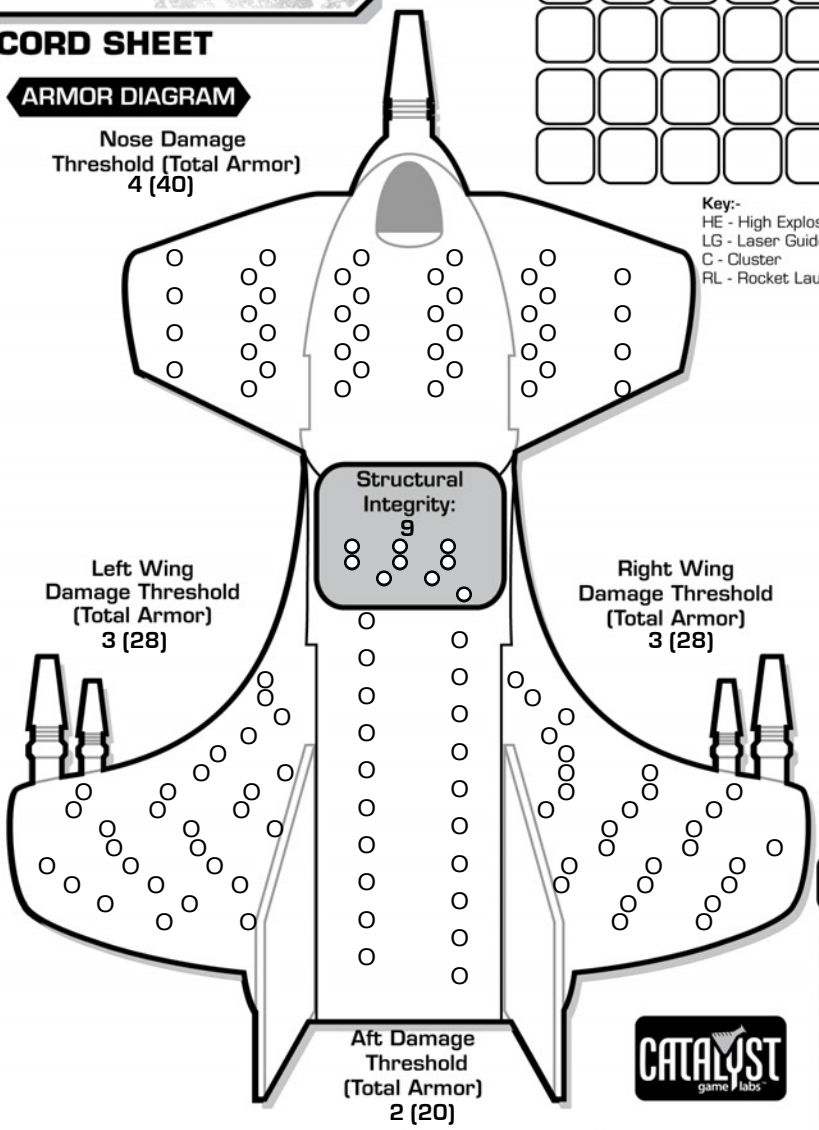
Small Cockpit

Ammo (CASE): (Thunderbolt 10) 12
Fuel: 400 Points

BV: 1,186



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
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
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 12 (24) **Double**

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OD Luminos

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

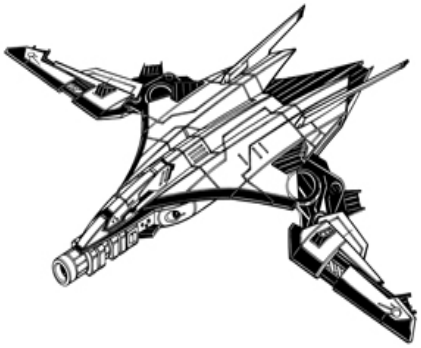
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Large Pulse Laser [P]	N	10	9	9	—	—
1	ER Small Laser [DE]	LW	2	3	—	—	—
1	ER Small Laser [DE]	RW	2	3	—	—	—
1	ER Small Laser [DE]	A	2	3	—	—	—

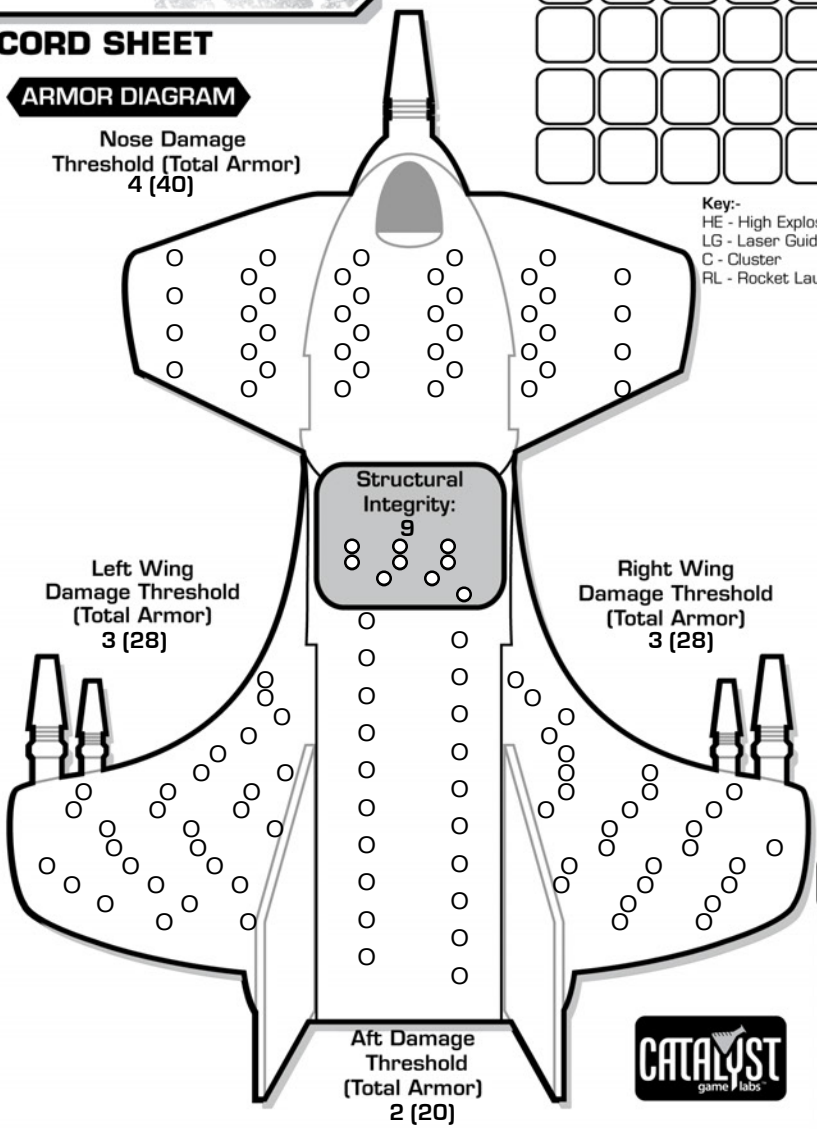
Small Cockpit

Fuel: 400 Points

BV: 927



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

Heat Scale: Overflow, 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, 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OE Eminus

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

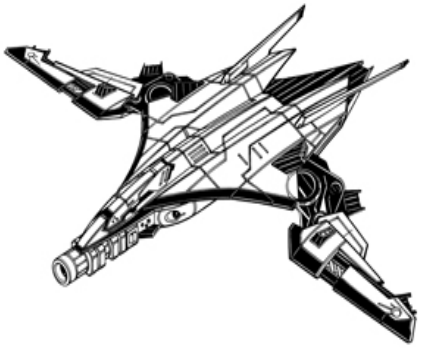
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Light Gauss Rifle [DB,X]	N	1	8	8	8	8
1	ER Medium Laser [DE]	LW	5	5	5	—	—
1	ER Medium Laser [DE]	RW	5	5	5	—	—

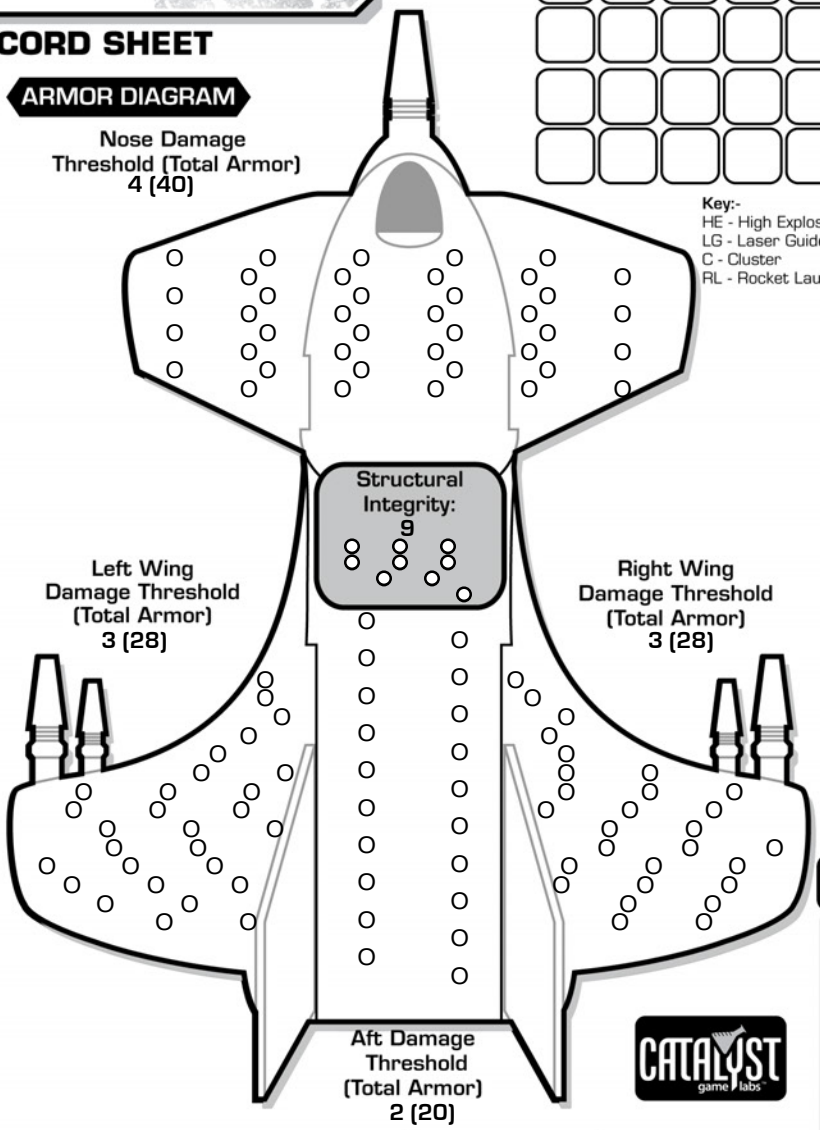
Small Cockpit

Ammo (CASE): (Light Gauss) 16
Fuel: 400 Points

BV: 973



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

Heat Scale: Overflow, 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, 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-O Invictus

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

Standard Scale

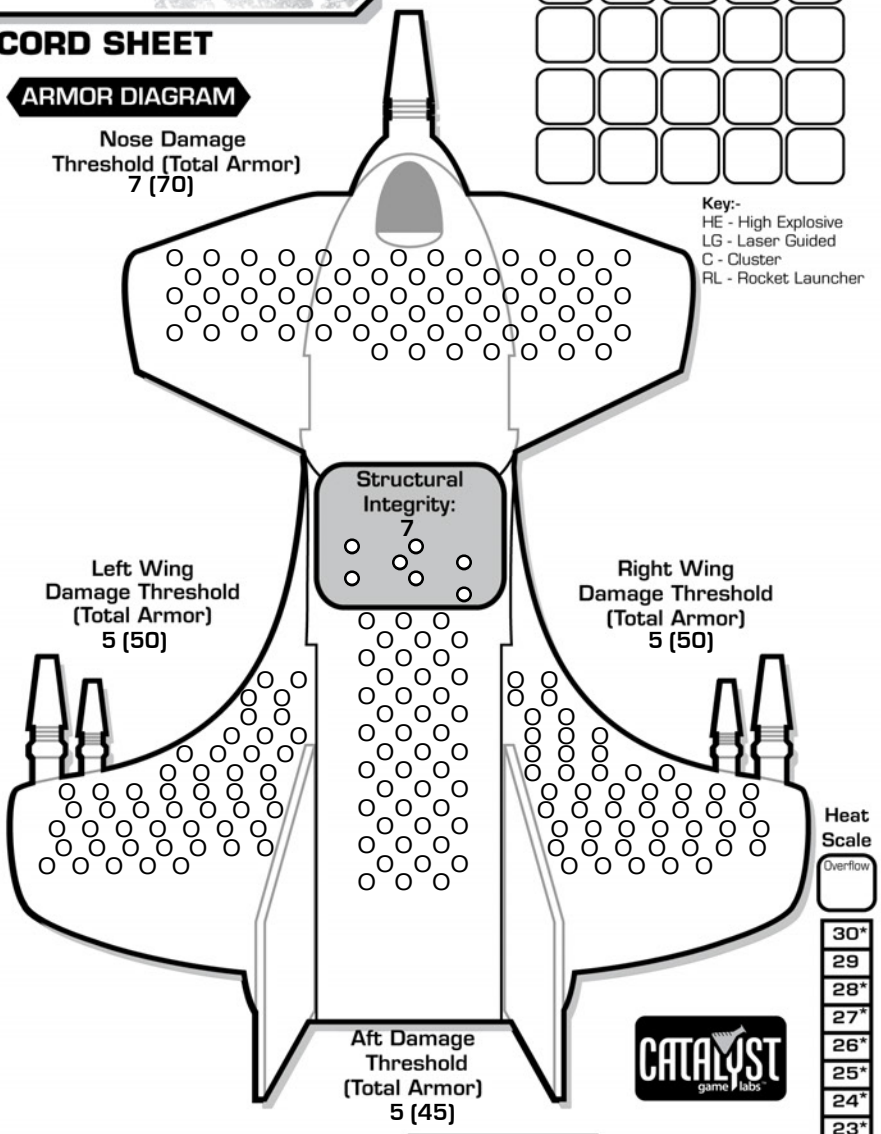
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	ER PPC [DE]	N	15	10	10	10	—
1	LRM 15 [M,C,S] w/ Artemis IV FCS	N	5	12	12	12	—
2	ER Medium Laser [DE]	LW	5	5	5	—	—
1	Medium Pulse Laser [P]	LW	4	6	—	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—
1	Medium Pulse Laser [P]	RW	4	6	—	—	—
1	ER Small Laser [DE]	A	2	3	—	—	—

Small Cockpit

Ammo (CASE): (LRM 15 Artemis) 16
Fuel: 400 Points

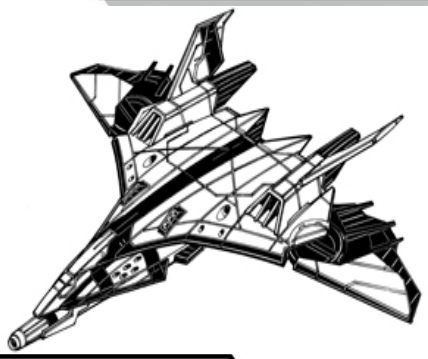
BV: 1,883

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 18 (36) Double

Heat Scale (Overflow)

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OA Dominus

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

Standard Scale

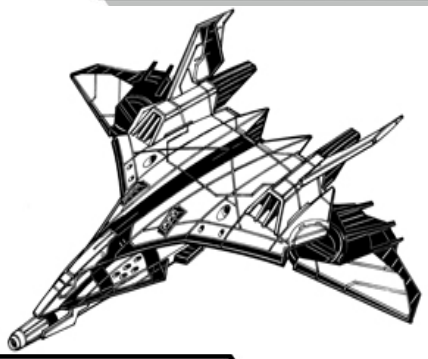
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	ER Small Laser [DE]	N	2	3	—	—	—
1	Large Pulse Laser [P]	N	10	9	9	—	—
2	Medium Pulse Laser [P]	N	4	6	—	—	—
1	MML 9	LW	5				
	SRM Ammo			14	—	—	—
	LRM Ammo w/Artemis IV FCS			7	7	7	—
1	MML 9	RW	5				
	SRM Ammo			14	—	—	—
	LRM Ammo w/Artemis IV FCS			7	7	7	—
2	Medium Laser [DE]	A	3	5	—	—	—

Small Cockpit

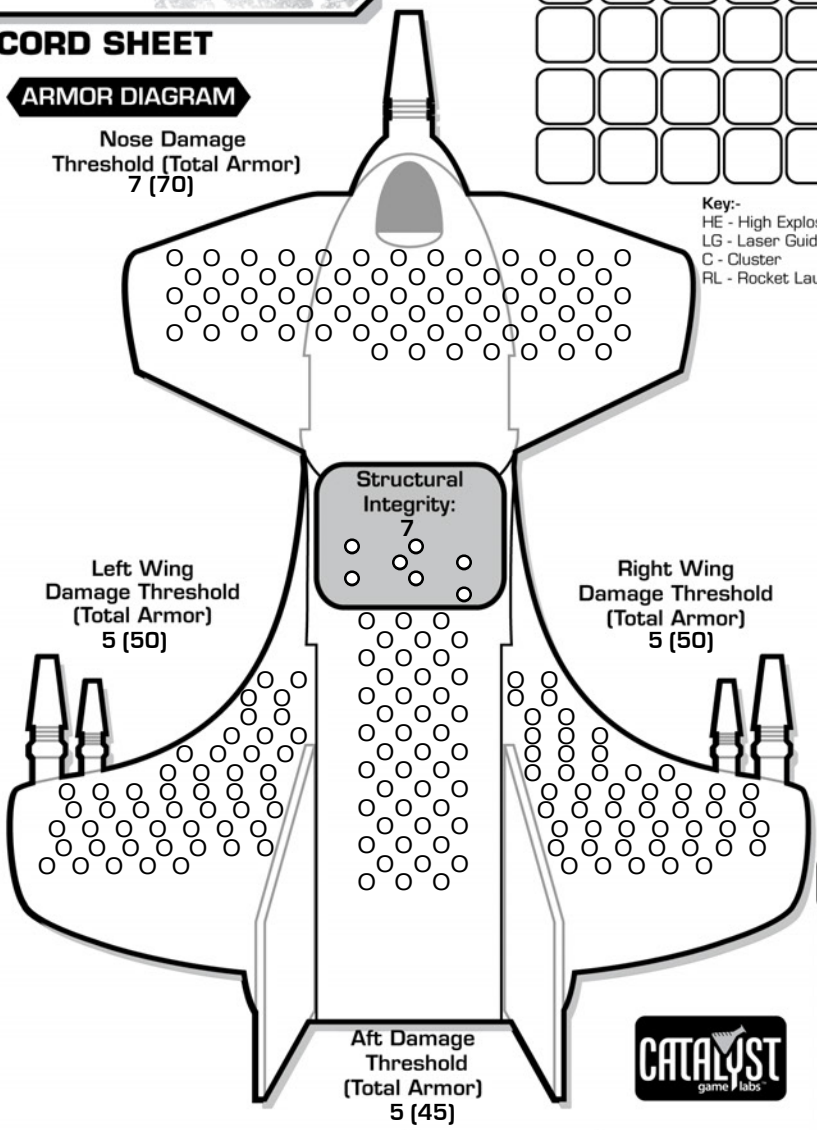
Ammo (CASE): (MML 9 SRM Artemis) 22, (MML 9 LRM Artemis) 26

Fuel: 400 Points

BV: 1,479



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
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
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 12 (24) Double

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VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OB Infernus

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

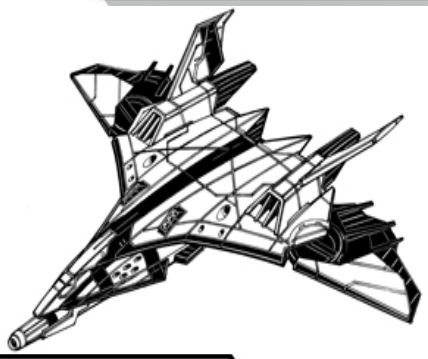
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	Large VSP Laser [P,V]	N	10	10	7	—	—
2	Medium VSP Laser [P,V]	LW	7	7	—	—	—
2	Medium VSP Laser [P,V]	RW	7	7	—	—	—

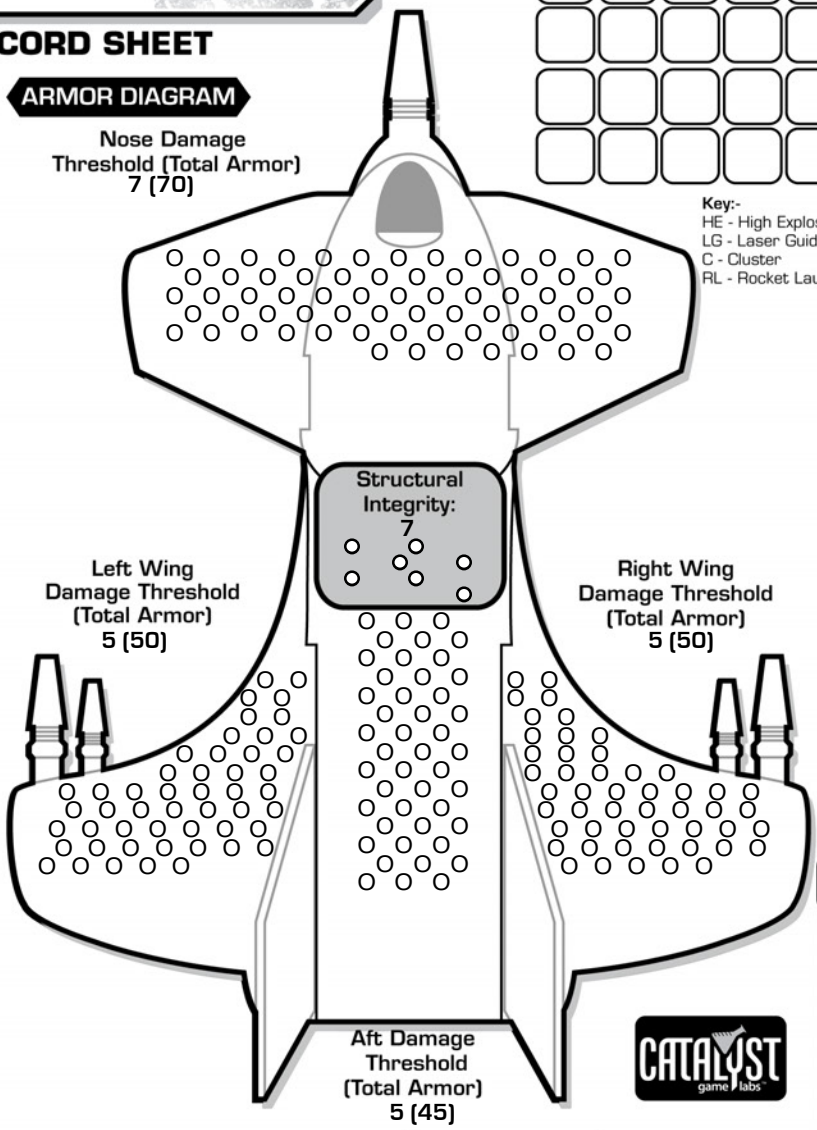
Small Cockpit

Fuel: 400 Points

BV: 1,369



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
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
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 17 (34) Double

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VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OC Comminus

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

Standard Scale

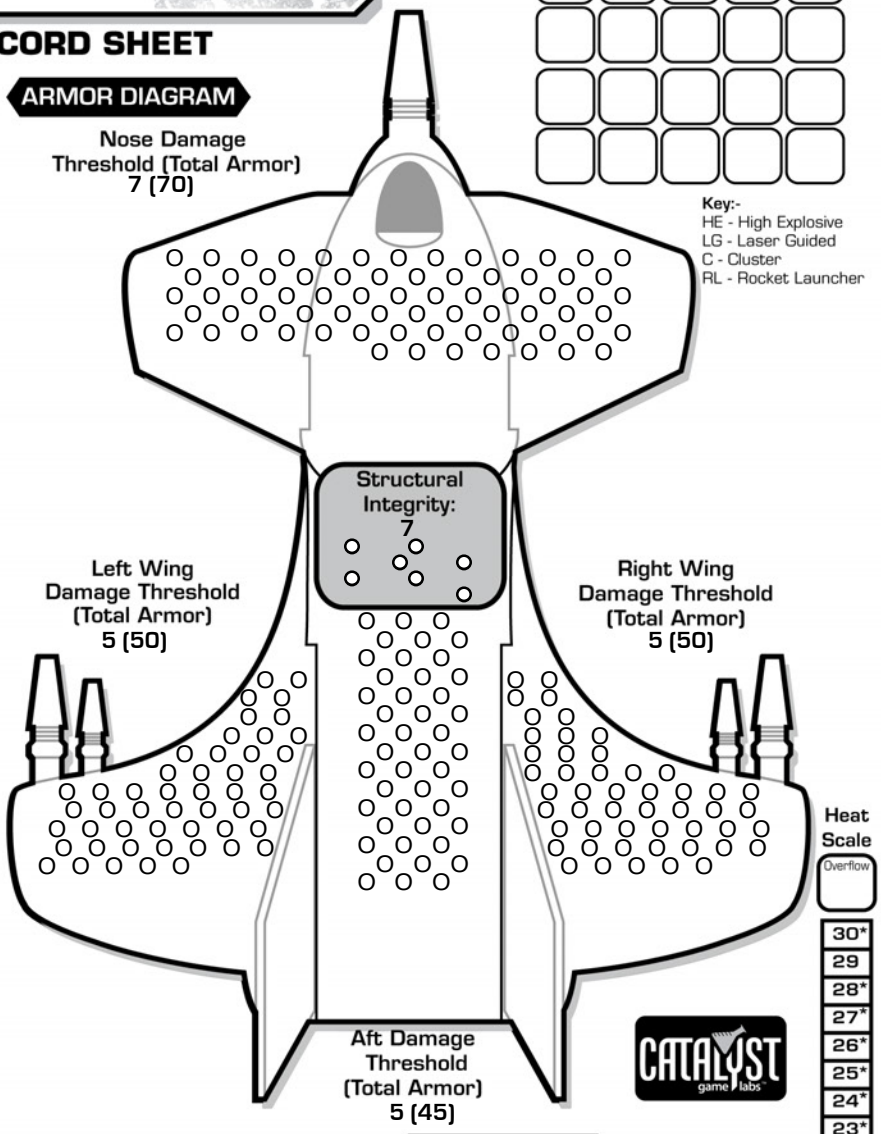
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Medium Pulse Laser [P]	N	4	6	—	—	—
1	MRM 40 [M,C]	N	12	24	24	—	—
2	Medium Pulse Laser [P]	LW	4	6	—	—	—
2	Medium Pulse Laser [P]	RW	4	6	—	—	—
1	ER Small Laser [DE]	A	2	3	—	—	—

Small Cockpit

Ammo (CASE): (MRM 40) 18
Fuel: 400 Points

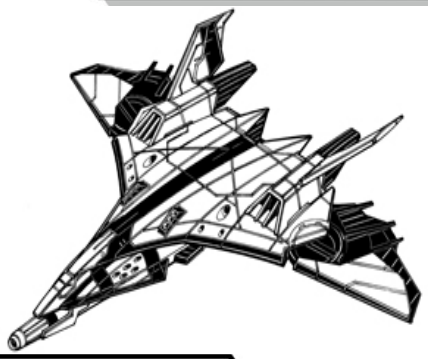
BV: 1,639

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 16 (32) **Double**

Heat Scale	
Overflow	
30*	O O
29	O O
28*	O O
27*	O O
26*	O O
25*	O O
24*	O O
23*	O
22*	O
21*	O
20*	O
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OD Luminos

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

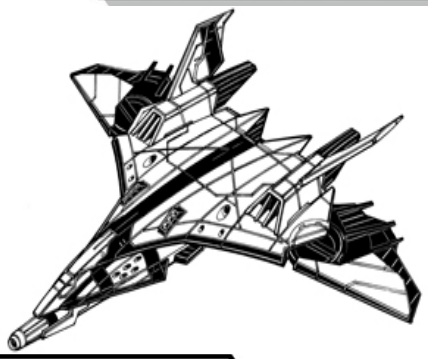
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	Heavy PPC [DE]	N	15	15	15	—	—
1	Large Pulse Laser [P]	LW	10	9	9	—	—
1	Large Pulse Laser [P]	RW	10	9	9	—	—

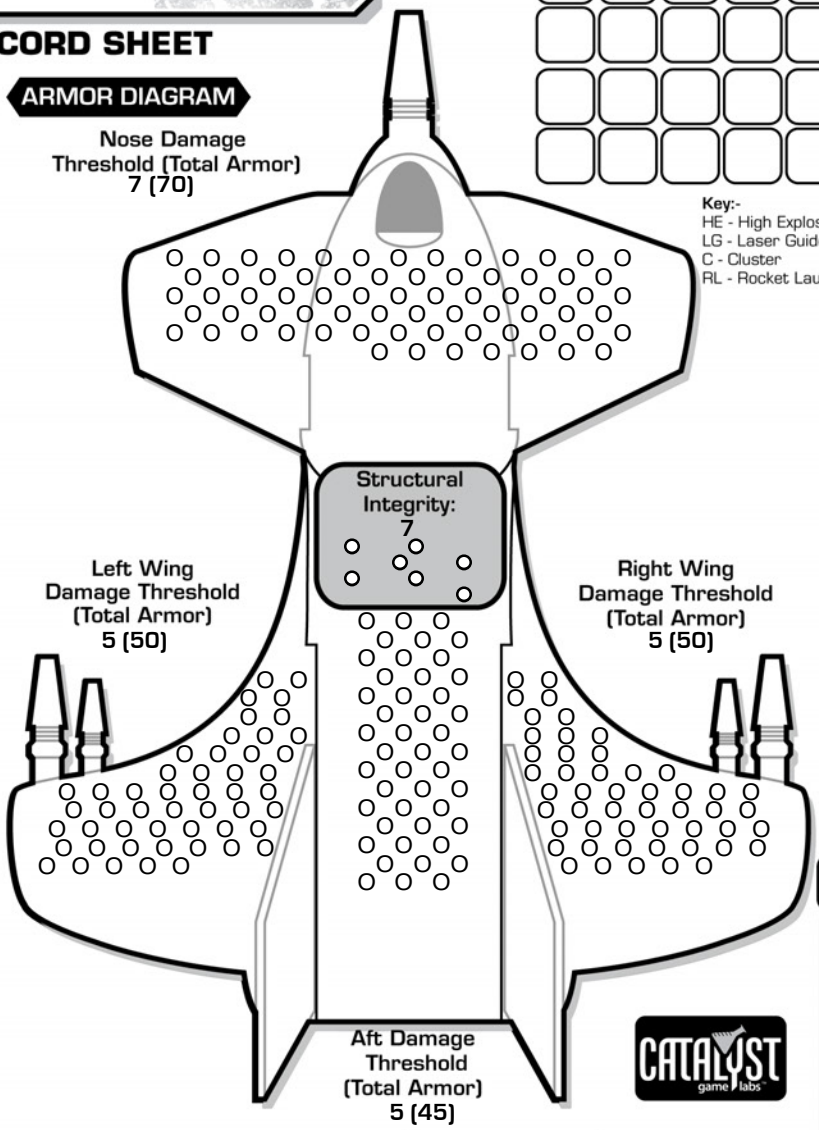
Small Cockpit

Fuel: 480 Points

BV: 1,712



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 17 (34) **Double**

Heat Scale: Overflow, 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, 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OE Eminus

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

Standard Scale

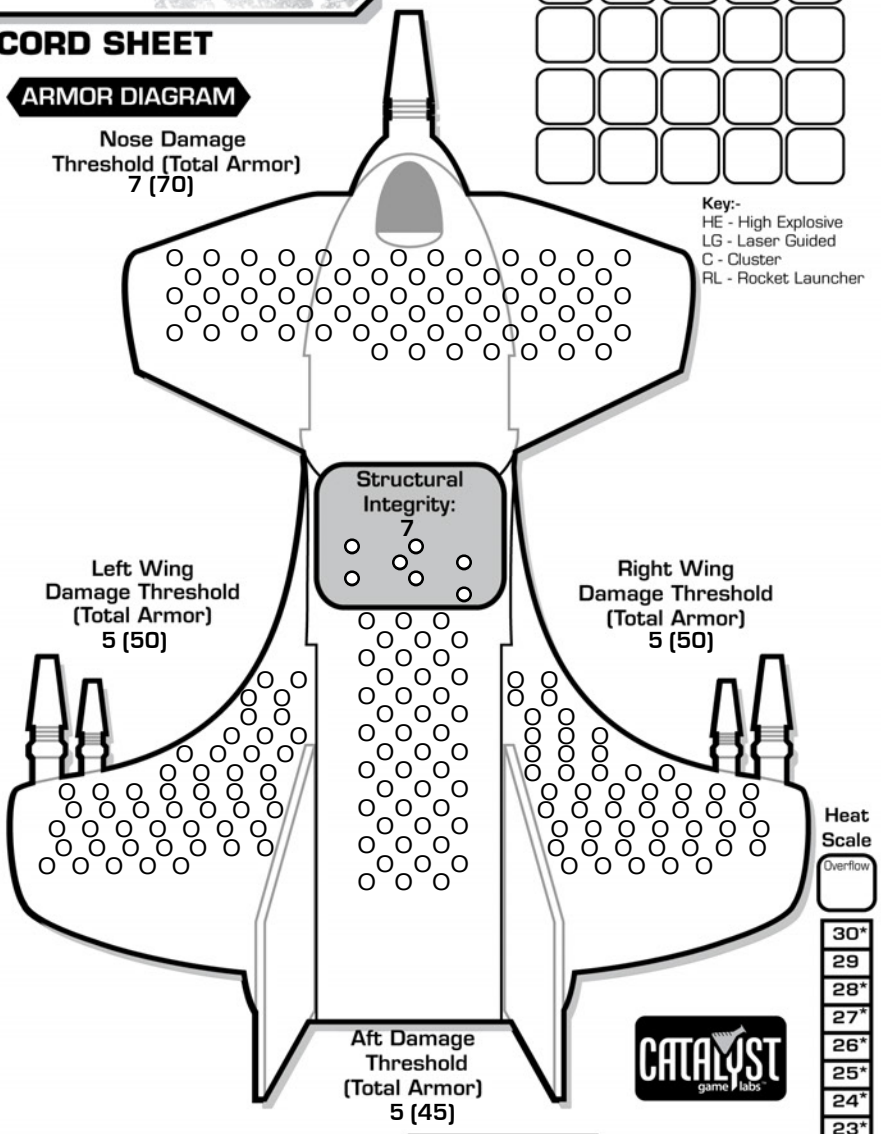
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Light Gauss Rifle [DB,X]	N	1	8	8	8	8
1	ER Large Laser [DE]	LW	12	8	8	8	—
1	ER Medium Laser [DE]	LW	5	5	5	—	—
1	ER Large Laser [DE]	RW	12	8	8	8	—
1	ER Medium Laser [DE]	RW	5	5	5	—	—
1	Small Laser [DE]	A	1	3	—	—	—

Small Cockpit

Ammo (CASE): (Light Gauss) 32
Fuel: 400 Points

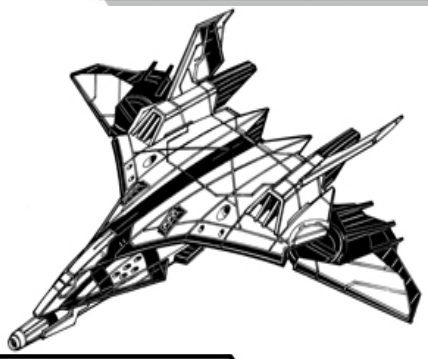
BV: 1,721

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 17 (34) **Double**

30*	O O
29	O O
28*	O O
27*	O O
26*	O O
25*	O O
24*	O O
23*	O O
22*	O O
21*	O
20*	O
19*	O
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

Heat Scale
Overflow

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-O Invictus

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

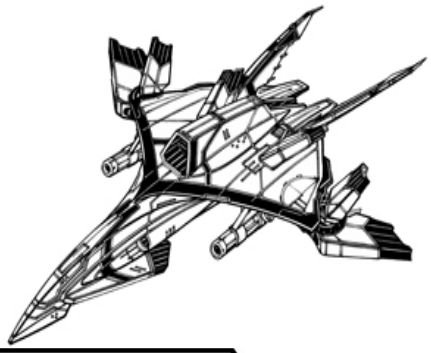
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
1	Heavy PPC [DE]	LW	15	15	15	—	—
1	Heavy PPC [DE]	RW	15	15	15	—	—
2	ER Medium Laser [DE]	A	5	5	5	—	—

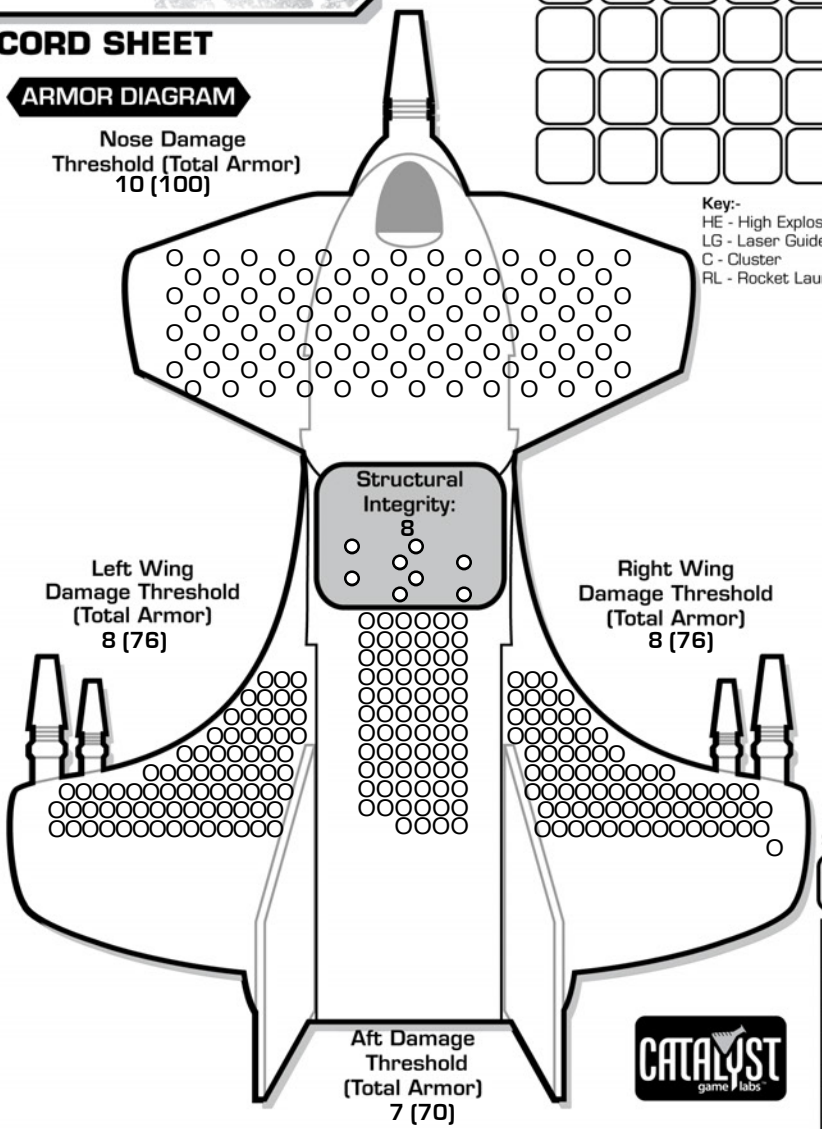
Small Cockpit

Ammo (CASE): (Gauss) 16
Fuel: 400 Points

BV: 2,586



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 15 (30) Double

30*	O O
29	O O
28*	O O
27*	O O
26*	O O
25*	O O
24*	O
23*	O
22*	O
21*	O
20*	O
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

Heat Scale (Overflow)

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OA Dominus

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

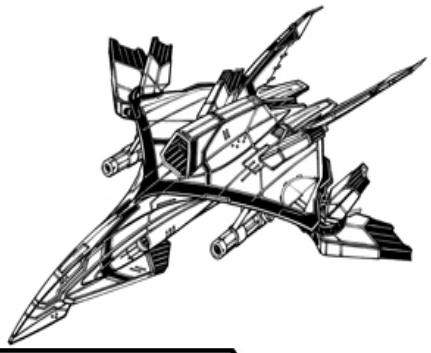
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Heavy PPC [DE]	N	15	15	15	—	—
1	Rotary AC/5 [DB,R/C]	LW	1	20	20	—	—
1	Streak SRM 4 [M,C]	LW	3	8	—	—	—
1	Rotary AC/5 [DB,R/C]	RW	1	20	20	—	—
1	Streak SRM 4 [M,C]	RW	3	8	—	—	—

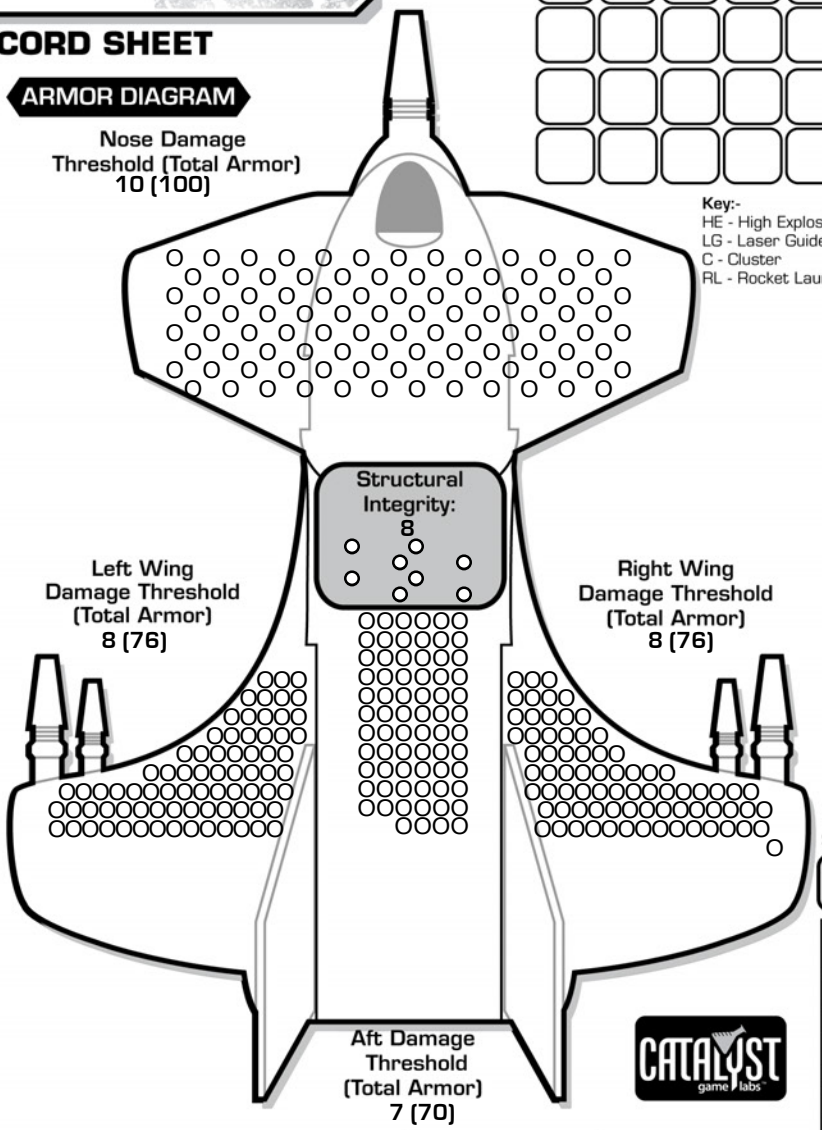
Small Cockpit

Ammo (CASE): (RAC/5) 120, (Streak SRM 4) 25
Fuel: 400 Points

BV: 2,535



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 13 (26) **Double**

O O
O O
O O
O
O
O
O
O
O
O

Heat Scale

Overflow

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OB Infernus

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

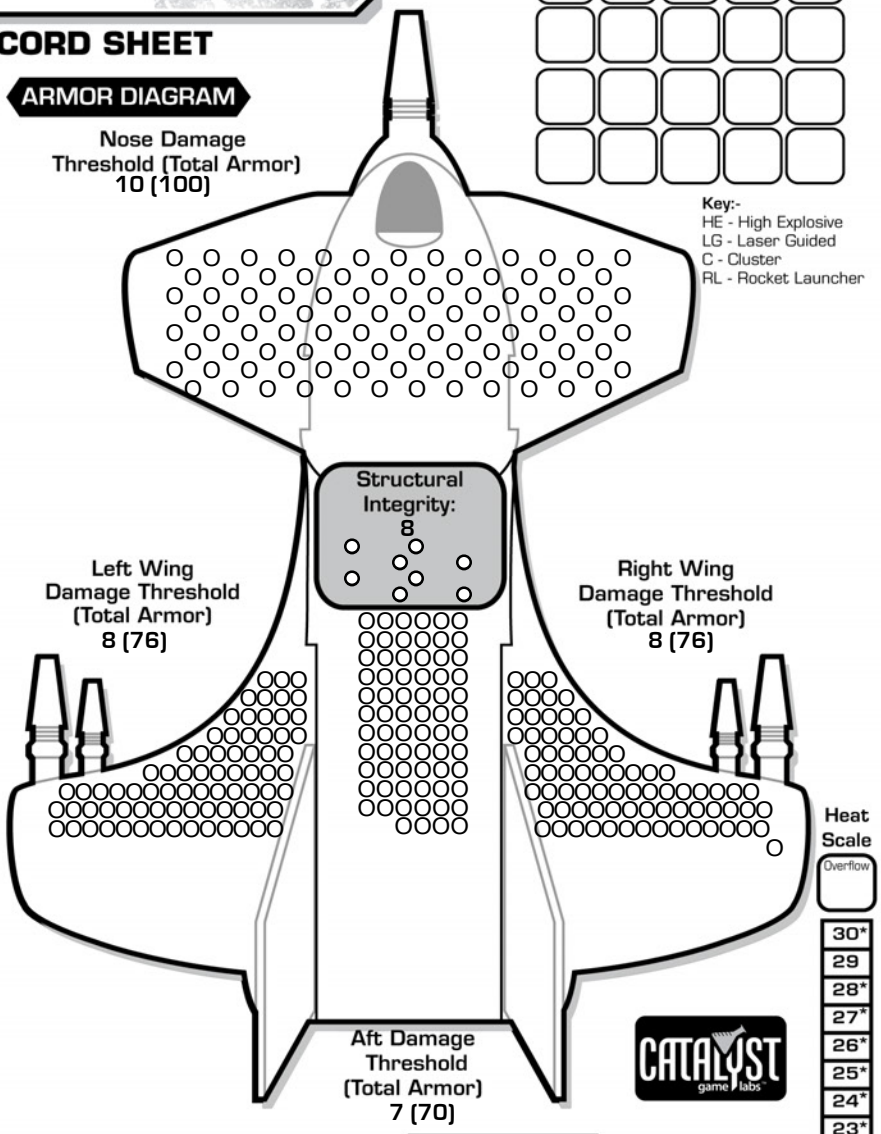
Qty	Type	Loc.	Ht	Standard Scale (0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Large VSP Laser [P,V]	N	10	10	7	—	—
1	Medium VSP Laser [P,V]	N	7	7	—	—	—
1	ER Large Laser [DE]	LW	12	8	8	8	—
1	ER Large Laser [DE]	RW	12	8	8	8	—
1	ER Small Laser [DE]	A	2	3	—	—	—
2	Medium Pulse Laser [P]	A	4	6	—	—	—

Small Cockpit

Fuel: 400 Points

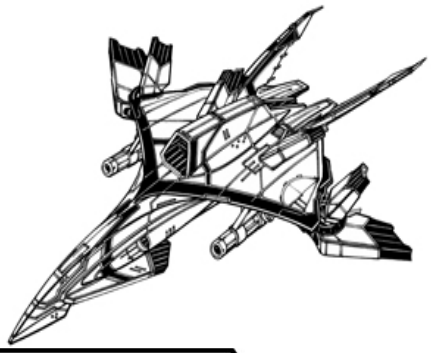
BV: 1,871

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 20 (40) Double

Heat Scale: Overflow, 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, 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OC Comminus

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory

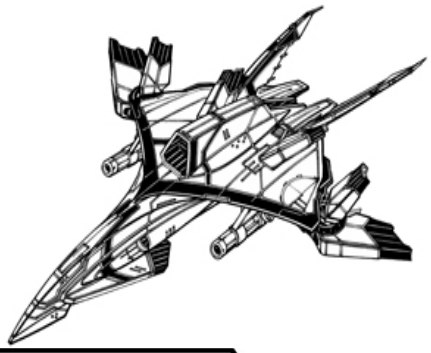
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
4	ER Medium Laser [DE]	N	5	5	5	—	—
3	Streak SRM 6 [M,C]	LW	4	12	—	—	—
3	Streak SRM 6 [M,C]	RW	4	12	—	—	—
2	ER Medium Laser [DE]	A	5	5	5	—	—

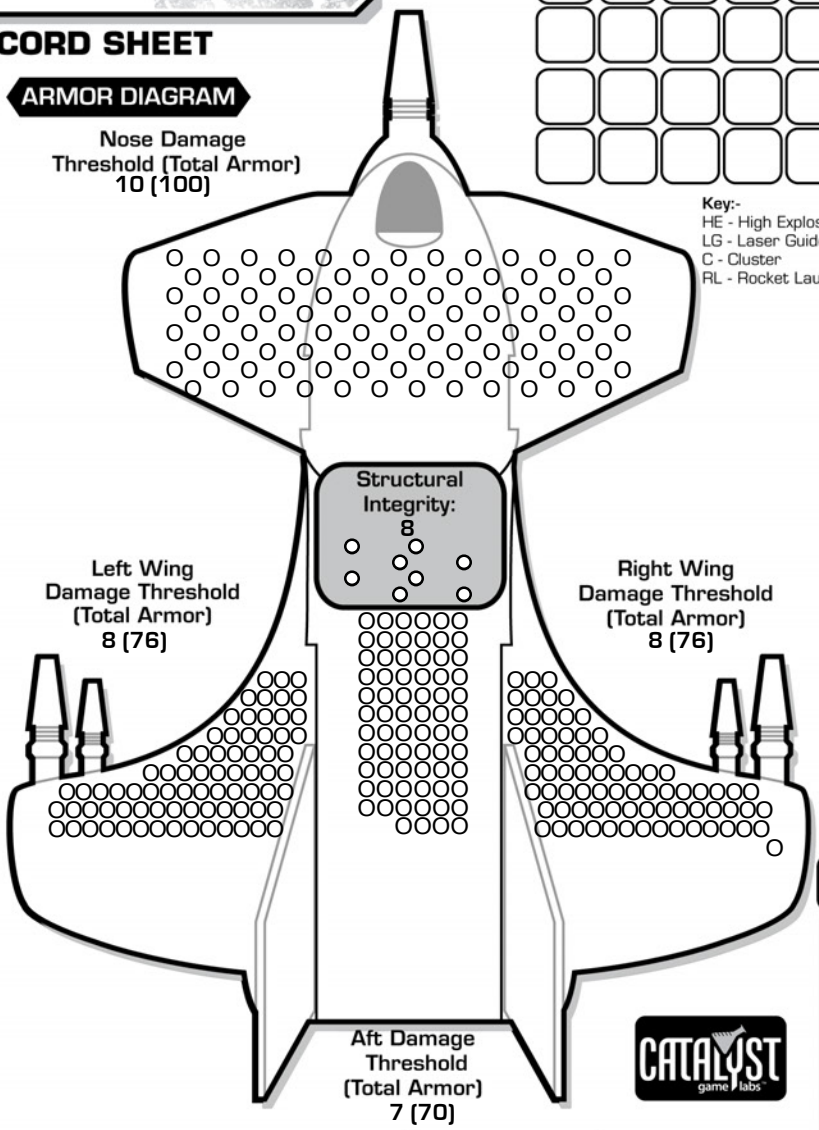
Small Cockpit

Ammo (CASE): (Streak SRM 6) 60
Fuel: 400 Points

BV: 2,201



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 19 (38) **Double**

O O
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Heat Scale

Overflow
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
0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OD Luminos

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

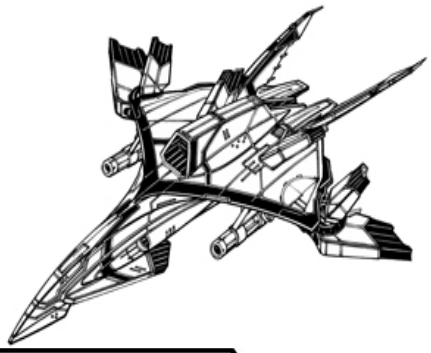
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	Standard Scale (0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	ER PPC [DE]	N	15	10	10	10	—
1	ER PPC [DE]	LW	15	10	10	10	—
1	ER PPC [DE]	RW	15	10	10	10	—
2	ER Medium Laser [DE]	A	5	5	5	—	—
1	ER Small Laser [DE]	A	2	3	—	—	—
1	Targeting Computer [E]	A	0	—	—	—	—

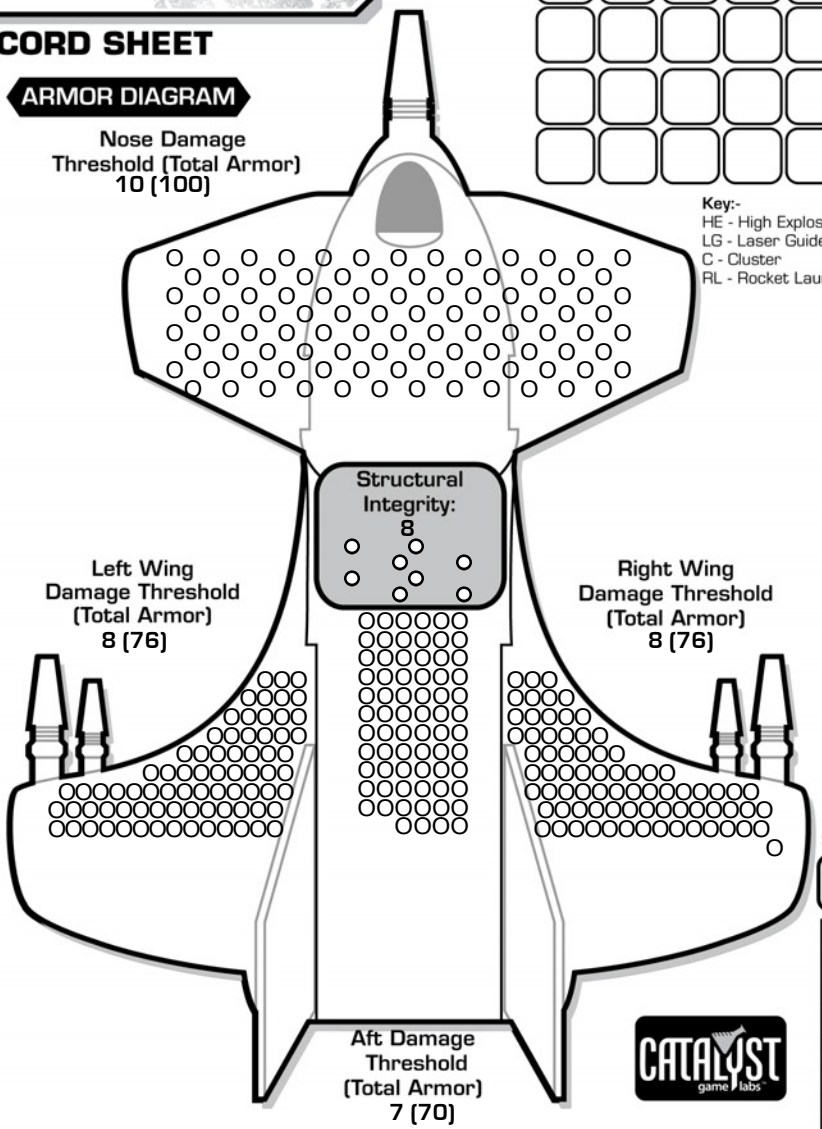
Small Cockpit

Fuel: 400 Points

BV: 2,443



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 24 (48) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
27	Pilot Damage, avoid on 9+	O O O
26	Shutdown, avoid on 10+	O O O
25	Random Movement, avoid on 10+	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
21	Pilot Damage, avoid on 6+	O O
20	Random Movement, avoid on 8+	O O
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

Heat Scale

Overflow

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OE Eminus

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Jihad

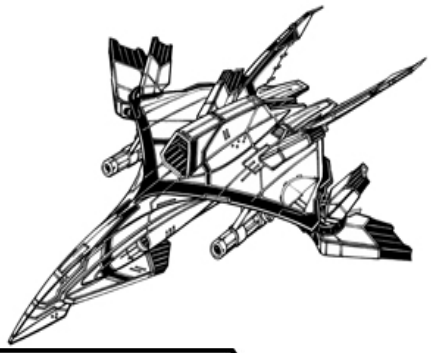
Weapons & Equipment Inventory

Standard Scale

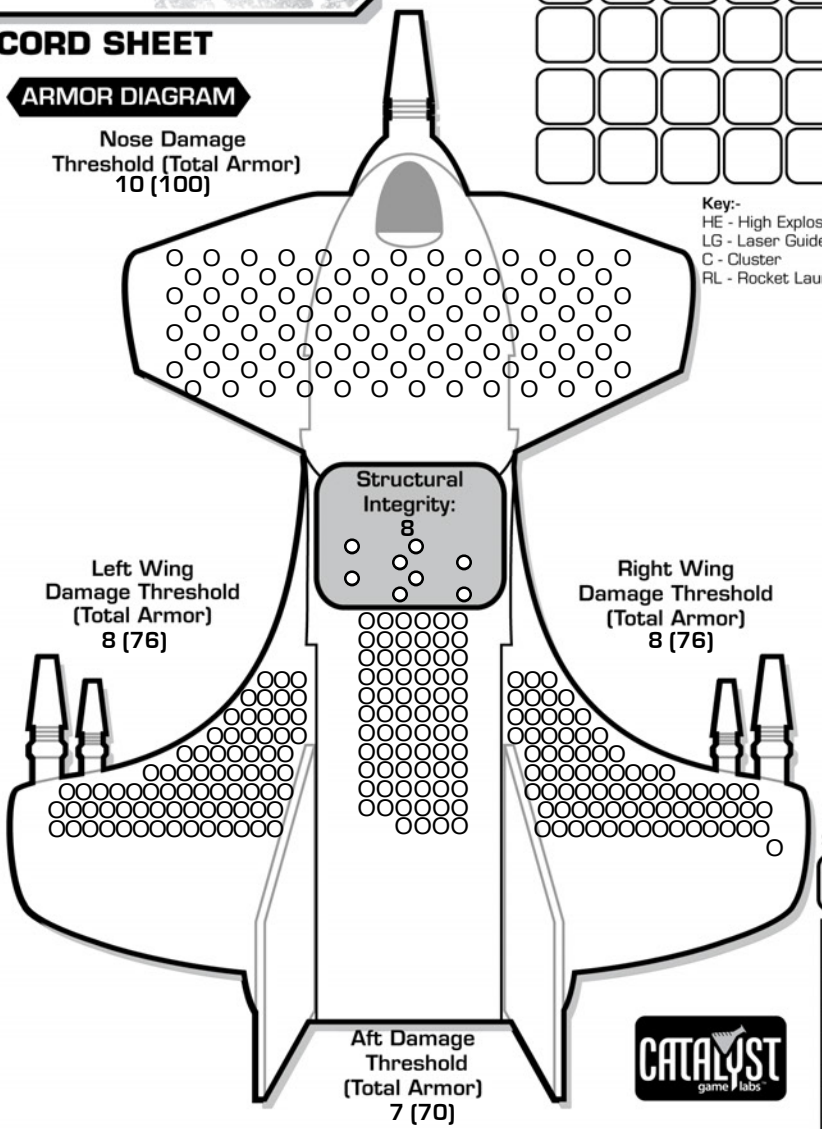
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
3	Light Gauss Rifle [DB,X]	N	1	8	8	8	8
2	ER Medium Laser [DE]	LW	5	5	5	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—
Small Cockpit							

Ammo (CASE): (Light Gauss) 48
Fuel: 400 Points

BV: 2,055



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 13 (26) Double

Heat Scale (Overflow)

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 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Aurora

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 1,600
Tech Base: Inner Sphere
Era: Civil War

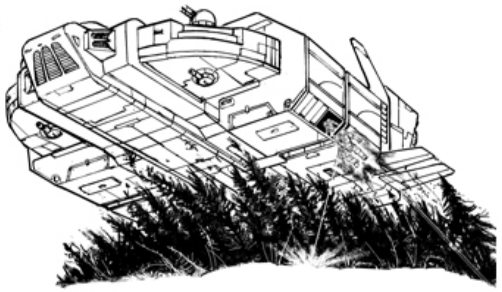
Weapons & Equipment Inventory

Standard Scale

	Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Mech - 1 unit (1 door)
Bay 2: Mech - 1 unit (1 door)
Bay 3: Mech - 1 unit (1 door)
Bay 4: Mech - 1 unit (1 door)
Bay 5: Cargo Space - 154 tons

BV: 3,262 **Fuel:** 5,000



Left Wing Damage Threshold (Total Armor)
15 (150)

Structural Integrity: 8

Right Wing Damage Threshold (Total Armor)
15 (150)

Aft Damage Threshold (Total Armor)
13 (125)

CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 8 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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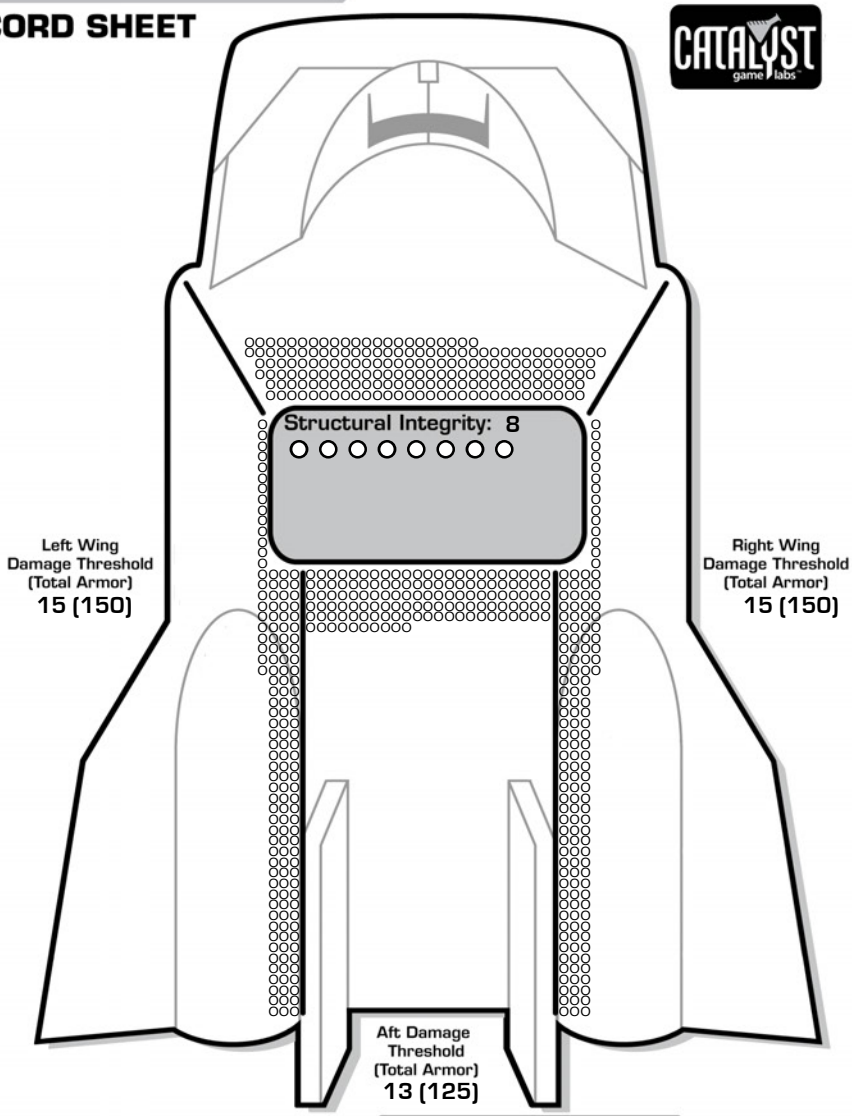
BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale



DROPSHIP DATA

Type: Aurora (BA)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

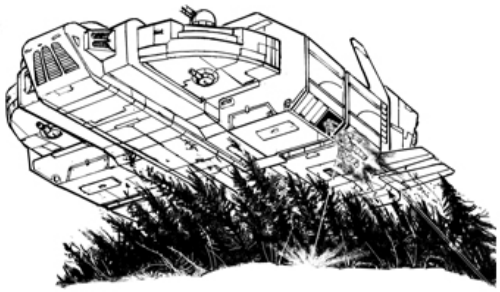
Tonnage: 1,600
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Light Vehicle Bay - 3 units (1 door)
Bay 2: Light Vehicle Bay - 3 units (1 door)
Bay 3: Light Vehicle Bay - 1 unit (1 door)
Battle Armor Bay - 12 Squads
Cargo Space - 4 tons
Bay 4: Light Vehicle Bay - 1 unit (1 door)
Battle Armor Bay - 12 Squads
Cargo Space - 4 tons
Bay 5: Cargo Space - 154 tons

BV: 3,262 **Fuel:** 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 184 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:
50 (100)
Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Aurora (Cargo)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 1,600
Tech Base: Inner Sphere
Era: Civil War

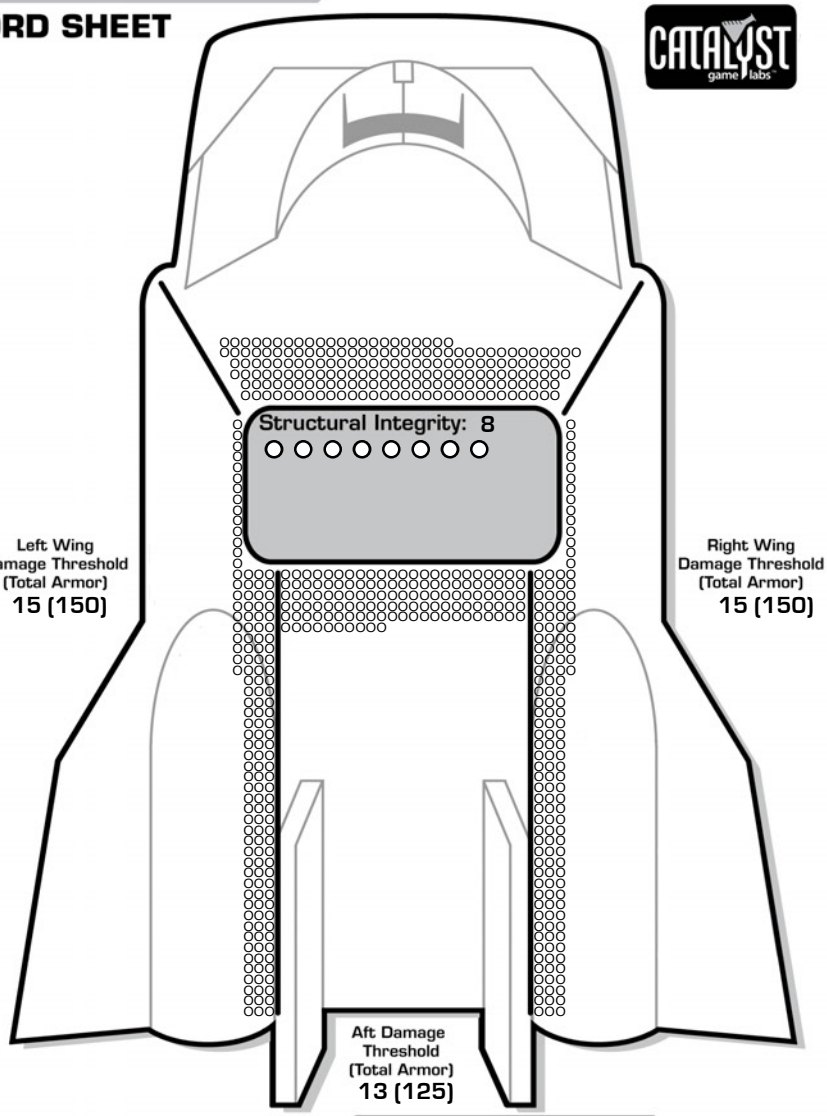
Weapons & Equipment Inventory

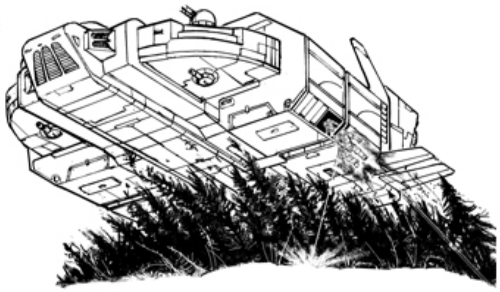
Standard Scale

	Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Cargo Space - 150 tons (1 door)
Bay 2: Cargo Space - 150 tons (1 door)
Bay 3: Cargo Space - 150 tons (1 door)
Bay 4: Cargo Space - 150 tons (1 door)
Bay 5: Cargo Space - 154 tons

BV: 3,262 **Fuel:** 5,000





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Aurora (Combined Arms)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

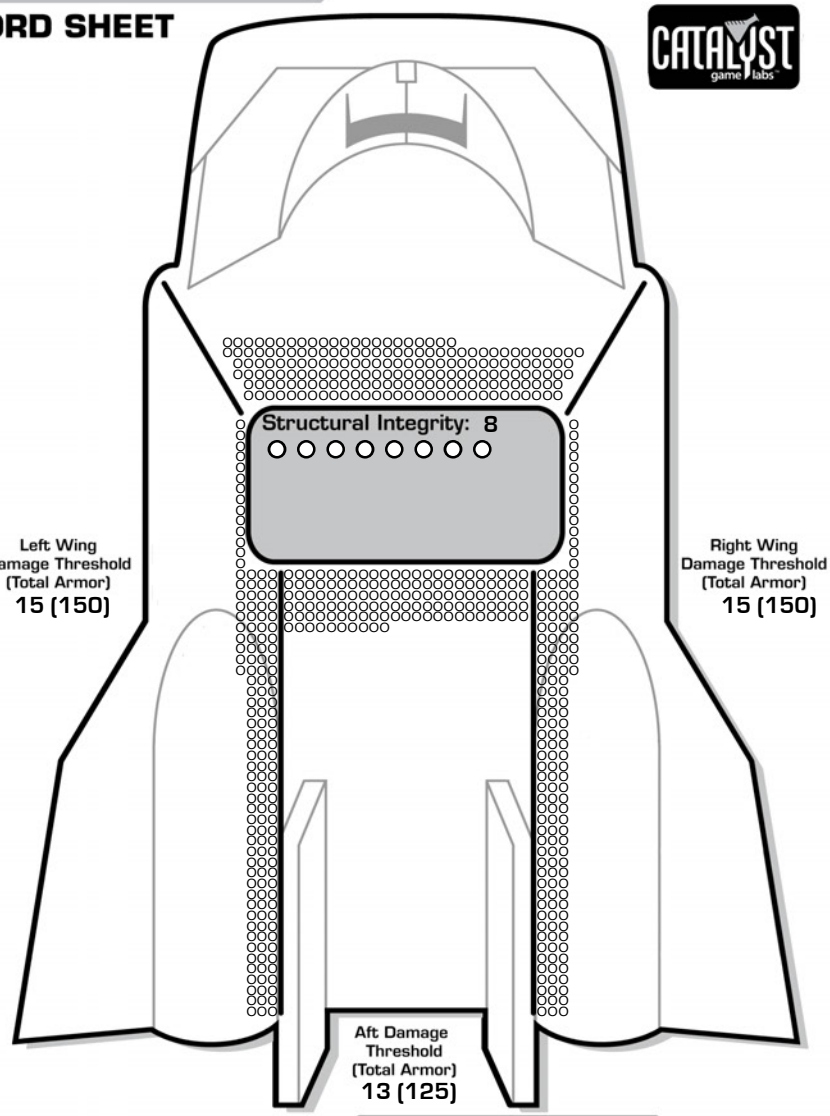
Tonnage: 1,600
Tech Base: Inner Sphere
Era: Jihad

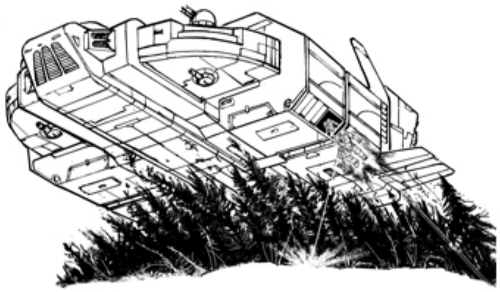
Weapons & Equipment Inventory

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Light Vehicle Bay - 3 units (1 door)
Bay 2: Light Vehicle Bay - 3 units (1 door)
Bay 3: Light Vehicle Bay - 2 units (1 door)
Infantry Bay - 24 tons
Cargo Space - 26 tons
Bay 4: Light Vehicle Bay - 2 units (1 door)
Infantry Bay - 24 tons
Cargo Space - 26 tons
Bay 5: Cargo Space - 154 tons

BV: 3,262 **Fuel:** 5,000





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 218 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Aurora CV

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

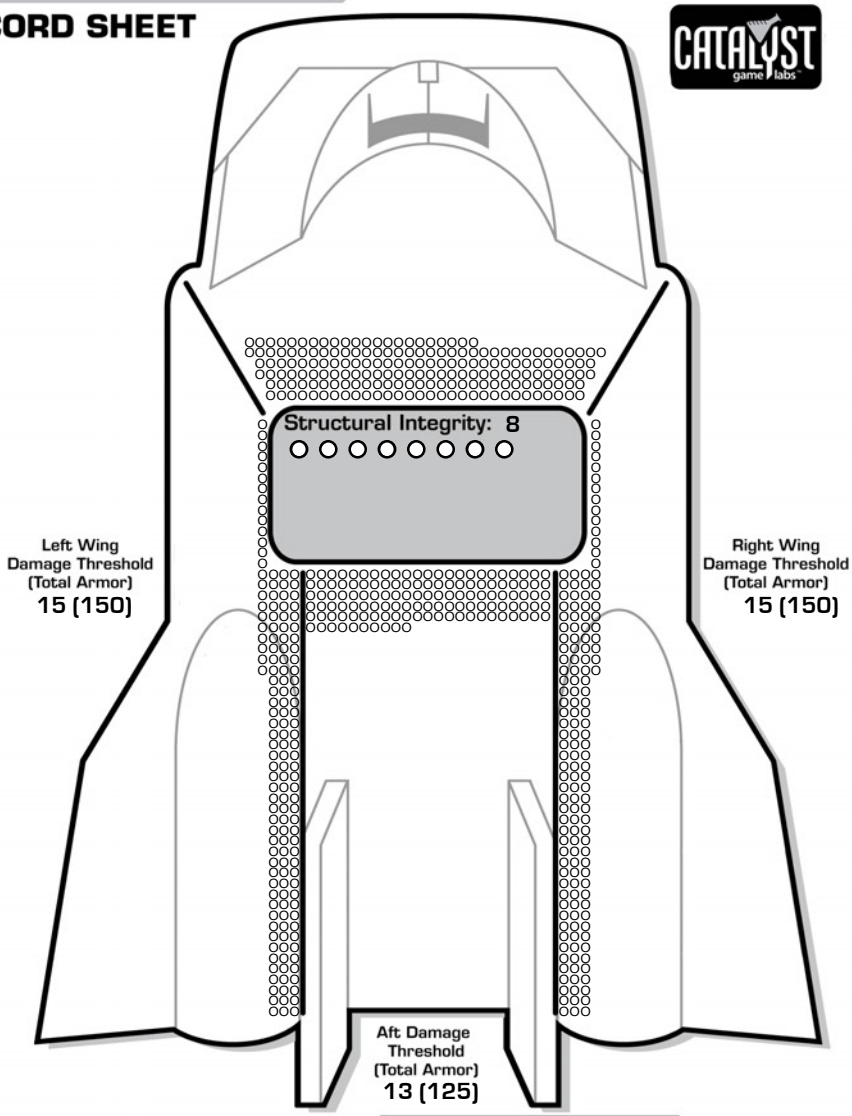
Tonnage: 1,600
Tech Base: Inner Sphere
Era: Civil War

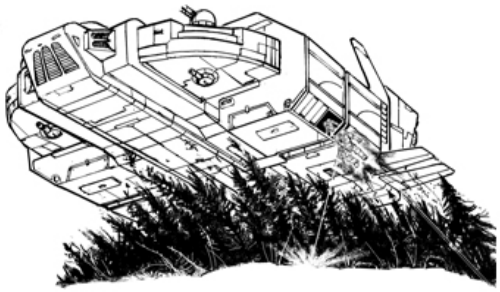
Weapons & Equipment Inventory

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Aerospace Fighter Bay - 1 unit (1 door)
Bay 2: Aerospace Fighter Bay - 1 unit (1 door)
Bay 3: Aerospace Fighter Bay - 1 unit (1 door)
Bay 4: Aerospace Fighter Bay - 1 unit (1 door)
Bay 5: Cargo Space - 154 tons

BV: 3,262 **Fuel:** 5,000





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 8 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Aurora (Gunship)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

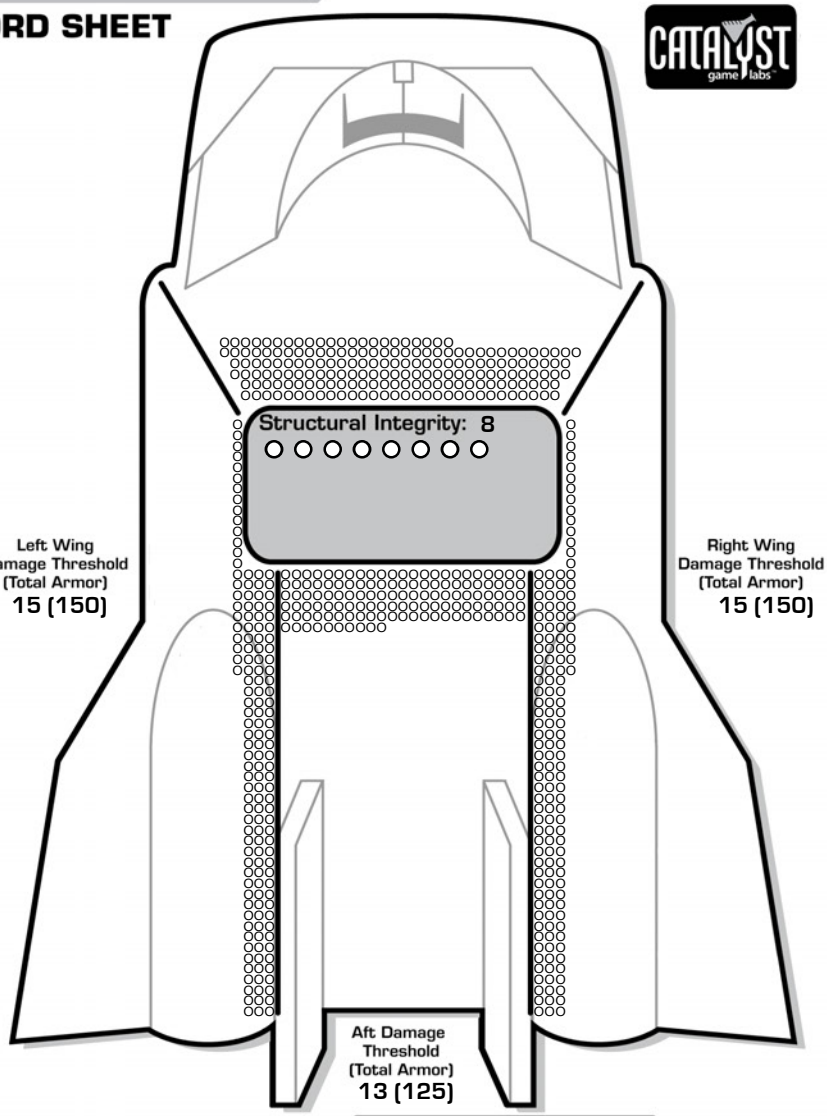
Tonnage: 1,600
Tech Base: Inner Sphere
Era: Jihad

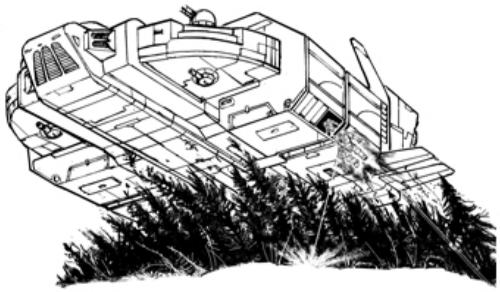
Weapons & Equipment Inventory

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	Heavy Gauss Rifle [40 rnds]	FL/FR	4	5 (50)	4 (40)	2 (20)	—
4	ER PPC	FL/FR	60	4 (40)	4 (40)	4 (40)	—
3	LRM 20 w/ Artemis IV FCS [96 rnds]	FL/FR	18	5 (48)	5 (48)	5 (48)	—
1	AMS [72 rnds]	FL/FR	1	0 (3)	Point Defense		
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Cargo Space - 9.50 tons (1 door)
Bay 2: Cargo Space - 9.50 tons (1 door)
Bay 3: Aerospace Fighter Bay - 1 unit (1 door)
Bay 4: Aerospace Fighter Bay - 1 unit (1 door)
Bay 5: Cargo Space - 119 tons

BV: 7,319 **Fuel:** 5,000





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 12 Marines: 0
Passengers: 0
Other: 4 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 100 (200) Double

Heat Generation Per Arc

Nose: 12 Aft: 22
Left Wing: Right Wing:
Fwd: 83 Fwd: 83
Aft: 0 Aft: 0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Aurora (Tanker)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 1,600
Tech Base: Inner Sphere
Era: Civil War

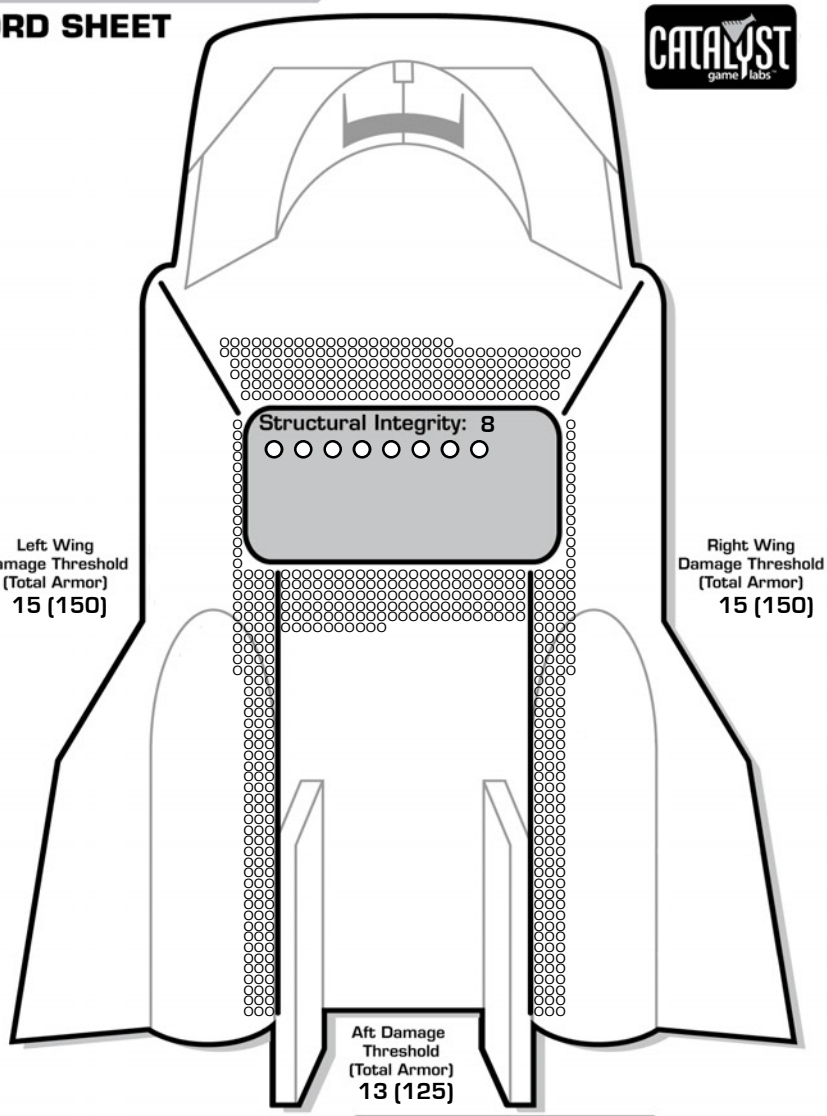
Weapons & Equipment Inventory

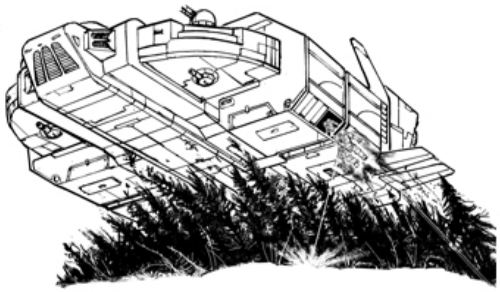
Standard Scale

	Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
Bay 1: Liquid Cargo Space - 136.50 tons (1 door)
Bay 2: Liquid Cargo Space - 136.50 tons (1 door)
Bay 3: Liquid Cargo Space - 136.50 tons (1 door)
Bay 4: Liquid Cargo Space - 136.50 tons (1 door)
Bay 5: Cargo Space - 154 tons

BV: 3,262 **Fuel:** 5,000





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (Vehicle)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 1,600
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

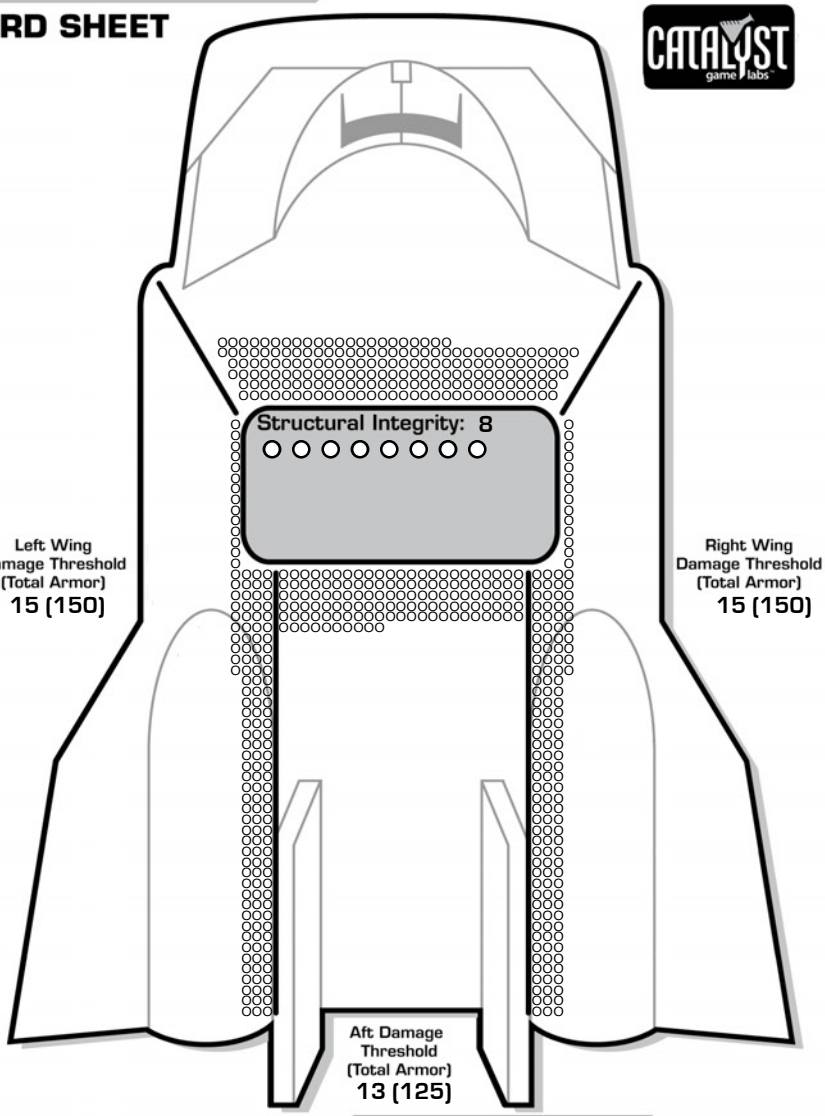
Cargo:
Bay 1: Light Vehicle Bay - 3 units (1 door)
Bay 2: Light Vehicle Bay - 3 units (1 door)
Bay 3: Light Vehicle Bay - 3 units (1 door)
Bay 4: Light Vehicle Bay - 3 units (1 door)
Bay 5: Cargo Space - 154 tons

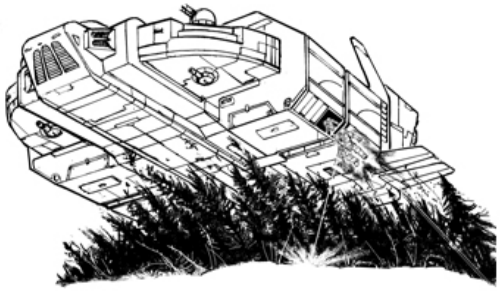
BV: 3,262 **Fuel:** 5,000

Nose Damage Threshold (Total Armor) 18 (180)

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 7 Marines: 0
Passengers: 0
Other: 60 Battle Armor: 0
Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
34 (339)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: Leopard "Pocket WarShip"

Name:
Thrust:
Safe Thrust: 5
Maximum Thrust: 8

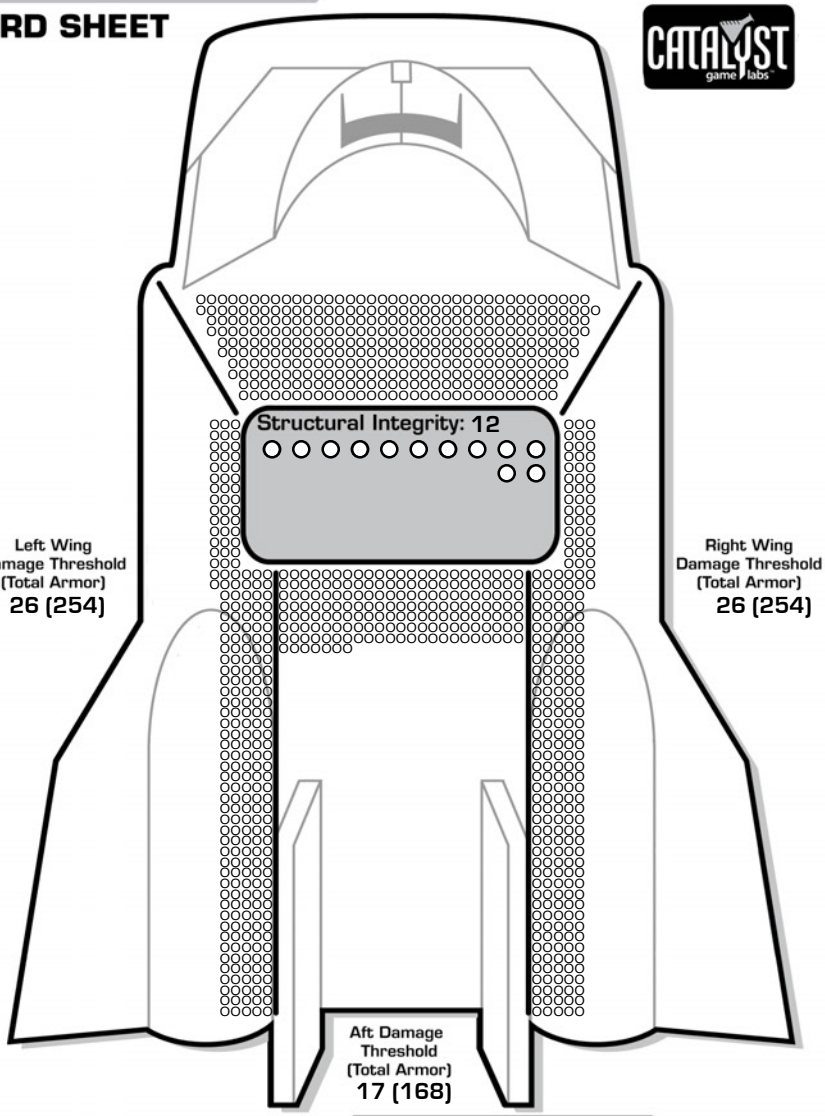
Tonnage: 1,900
Tech Base: Inner Sphere
Era: Jihad

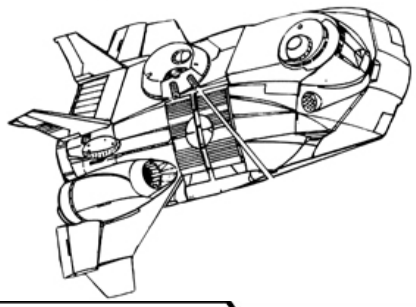
Weapons & Equipment Inventory

	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
1	Killer Whale-T [11 rnds]	N	20	4 (40)	4 (40)	4 (40)	4 (40)
	Standard Scale Bay	**Loc**	**Ht**	**(1-6) SRV**	**(7-12) MRV**	**(13-20) LRV**	**(21-25) ERV**
2	ER PPC	N	30	2 (20)	2 (20)	2 (20)	—
1	LRM 20 w/Artemis IV FCS [12 rnds]	N	6	2 (16)	2 (16)	2 (16)	—
3	Medium Pulse Laser	N	12	2 (18)	—	—	—
1	LRM 20 w/Artemis IV FCS [12 rnds]	FL/FR	6	2 (16)	2 (16)	2 (16)	—
2	ER Large Laser	FL/FR	24	2 (16)	2 (16)	2 (16)	—
1	Medium Pulse Laser	FL/FR	4	1 (6)	—	—	—
1	ER Large Laser	A	12	1 (8)	1 (8)	1 (8)	—
2	Medium Pulse Laser	A	8	1 (12)	—	—	—

Cargo:
Bay 1: Cargo Space - 65.50 tons (1 door)

BV: 7,674 **Fuel:** 4,000





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 10 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 0/2

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:
70 (140)
Double

Heat Generation Per Arc

Nose:	68	Aft:	20
Left Wing:		Right Wing:	
Fwd:	34	Fwd:	34
Aft:	0	Aft:	0

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BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Union "Pocket WarShip"

Name:
Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 3,600
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory

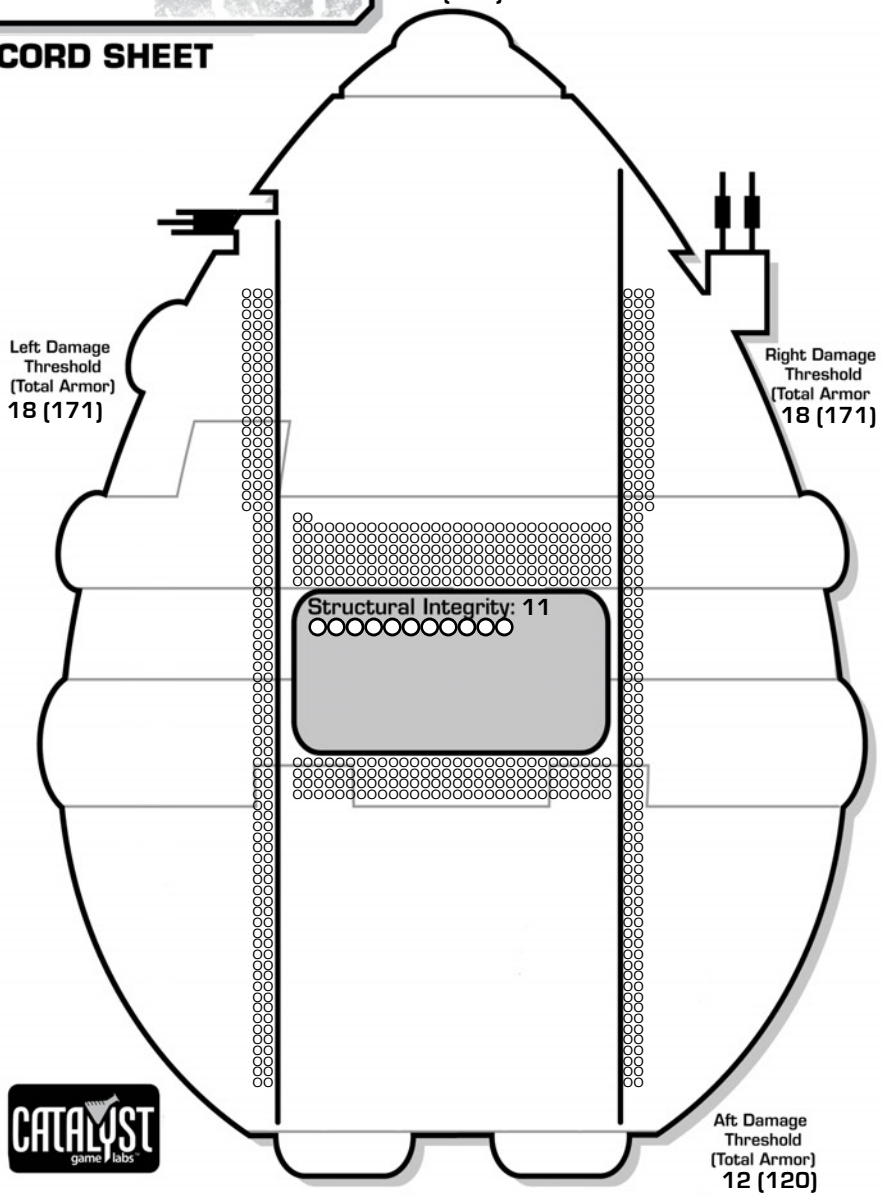
	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
1	AR10	FL/FR					
	[5 Barracuda misl]		10	2 [20]	2 [20]	2 [20]	2 [20]
	[2 Killer Whale misl]		20	4 [40]	4 [40]	4 [40]	4 [40]
	[3 White Shark misl]		15	3 [30]	3 [30]	3 [30]	3 [30]
	Standard Scale			**(1-6)**	**(7-12)**	**(13-20)**	**(21-25)**
	Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
1	Gauss Rifle [24 rnds]	N	1	2 [15]	2 [15]	2 [15]	—
1	ER PPC	N	15	1 [10]	1 [10]	1 [10]	—
2	LRM 20 w/Artemis IV FCS [24 rnds]	N	12	3 [32]	3 [32]	3 [32]	—
2	ER Medium Laser	N	10	1 [10]	1 [10]	—	—
1	Gauss Rifle [24 rnds]	FL/FR	1	2 [15]	2 [15]	2 [15]	—
1	ER PPC	FL/FR	15	1 [10]	1 [10]	1 [10]	—
2	LRM 20 w/Artemis IV FCS [24 rnds]	FL/FR	12	3 [32]	3 [32]	3 [32]	—
1	ER Large Laser	FL/FR	22	2 [18]	2 [18]	1 [8]	—
2	ER Medium Laser	FL/FR					
1	ER Large Laser	AL/AR	22	2 [18]	2 [18]	1 [8]	—
2	ER Medium Laser	AL/AR					
1	ER Large Laser	A	22	2 [18]	2 [18]	1 [8]	—
2	ER Medium Laser	A					

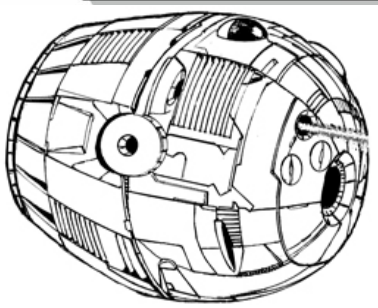
Cargo:
Bay 1: Aerospace Fighter Bay - 2 units (2 doors)
Bay 2: Small Craft - 2 units (2 doors)
Bay 3: Cargo Space - 159.50 tons (4 doors)
Battle Armor Bay - 4 Level I

BV: 9,041 **Fuel:** 6,450

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 16 Marines: 0
Passengers: 0
Other: 46 Battle Armor: 0
Life Boats/Escape Pods: 0/7

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 100 (200) Double

Heat Generation Per Arc

Nose:	38	Aft:	22
Fore-Left:	60	Aft-Left:	22
Fore-Right:	60	Aft-Right:	22

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BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Mule "Q-Ship"

Name:
Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 11,200
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory

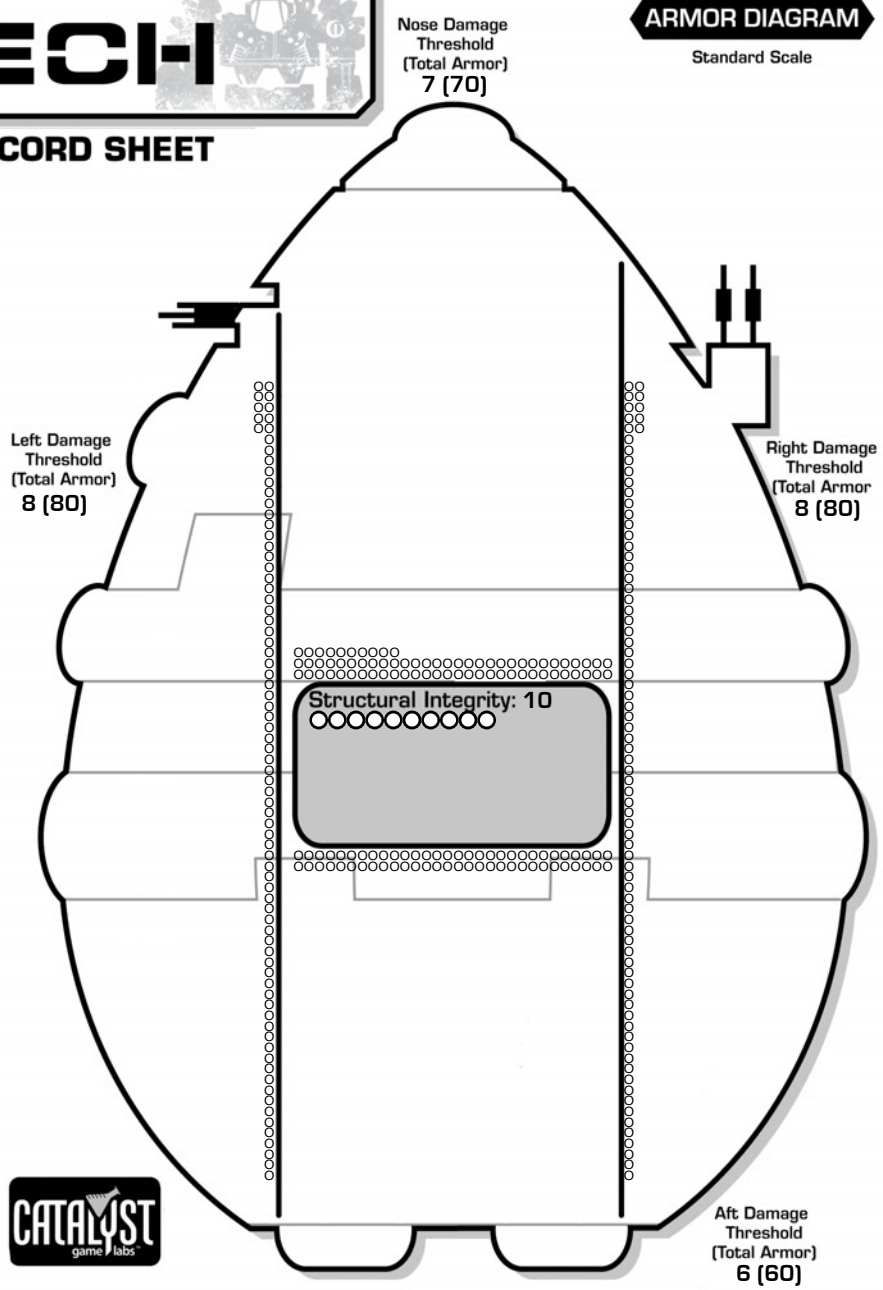
	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
4	AR10	FL/FR					
	[20 Barracuda misl]		40	8 (80)	8 (80)	8 (80)	8 (80)
	[20 Killer Whale misl]		80	16	16	16	16
	[20 White Shark misl]		60	12	12	12	12
	Standard Scale			**(1-6)**	**(7-12)**	**(13-20)**	**(21-25)**
	Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
1	AC/5 [40 rnds]	N	1	1 (5)	1 (5)	—	—
1	Medium Laser	N	3	1 (5)	—	—	—
2	Small Laser	N	2	1 (6)	—	—	—
1	SRM 6 [15 rnds]	FL/FR	4	1 (8)	—	—	—
2	Medium Laser	FL/FR	6	1 (10)	—	—	—
1	Large Laser	AL/AR	11	1 (13)	1 (8)	—	—
1	Medium Laser	AL/AR					
1	Large Laser	A	11	1 (13)	1 (8)	—	—
1	Medium Laser	A					

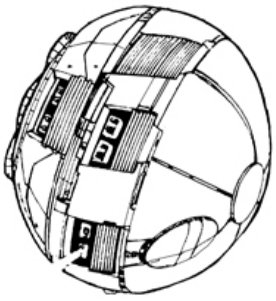
Cargo:
Bay 1: Aerospace Fighter Bay - 6 units (1 door)
Bay 2: Cargo Space - 360.50 tons (1 door)

BV: 20,492 **Fuel:** 9,570

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 18 Marines: 0
Passengers: 0
Other: 12 Battle Armor: 0
Life Boats/Escape Pods: 2/2

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 160 (320) Double

Heat Generation Per Arc

Nose:	6	Aft:	11
Fore-Left:	50	Aft-Left:	11
Fore-Right:	50	Aft-Right:	11

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BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Mule "Pocket WarShip"

Name:
Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 11,200
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory

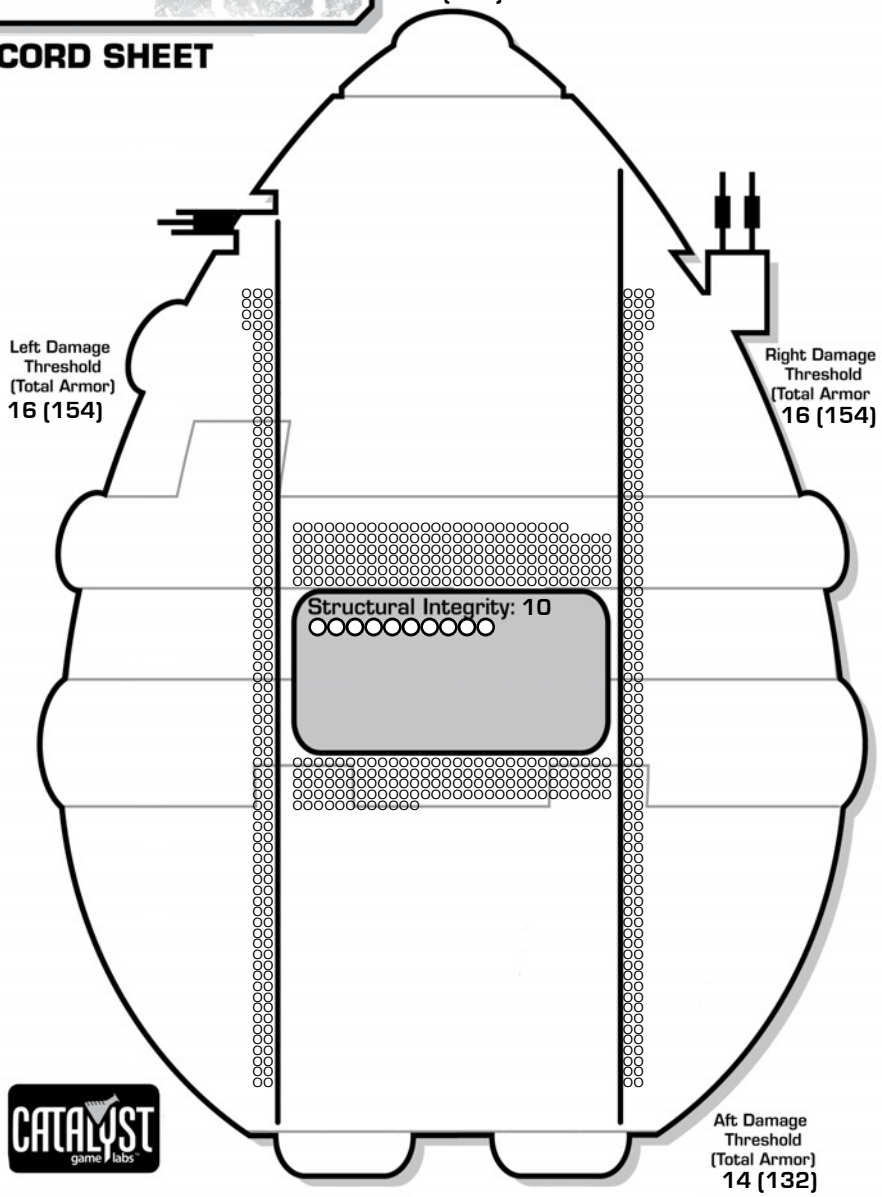
	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
4	AR10	FL/FR					
	[20 Barracuda misl]		40	8 (80)	8 (80)	8 (80)	8 (80)
	[20 Killer Whale misl]		80	16	16	16	16
	[20 White Shark misl]		60	12	12	12	12
	Standard Scale			**(1-6)**	**(7-12)**	**(13-20)**	**(21-25)**
	Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
1	AC/5 [40 rnds]	N	1	1 (5)	1 (5)	—	—
1	Medium Laser	N	3	1 (5)	—	—	—
2	Small Laser	N	2	1 (6)	—	—	—
1	SRM 6 [15 rnds]	FL/FR	4	1 (8)	—	—	—
2	Medium Laser	FL/FR	6	1 (10)	—	—	—
1	Large Laser	AL/AR	11	1 (13)	1 (8)	—	—
1	Medium Laser	AL/AR					
1	Large Laser	A	11	1 (13)	1 (8)	—	—
1	Medium Laser	A					

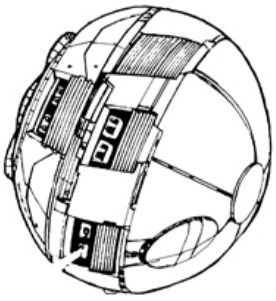
Cargo:
Bay 1: Aerospace Fighter Bay - 6 units (1 door)
Bay 2: Cargo Space - 402.50 tons (1 door)

BV: 21,307 **Fuel:** 9,570

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 18 Marines: 0
Passengers: 0
Other: 12 Battle Armor: 0
Life Boats/Escape Pods: 2/2

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 160 (320) Double

Heat Generation Per Arc

Nose:	6	Aft:	11
Fore-Left:	50	Aft-Left:	11
Fore-Right:	50	Aft-Right:	11

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BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Mule "Pocket WarShip" (Star League)

Name:
Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 11,200
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory

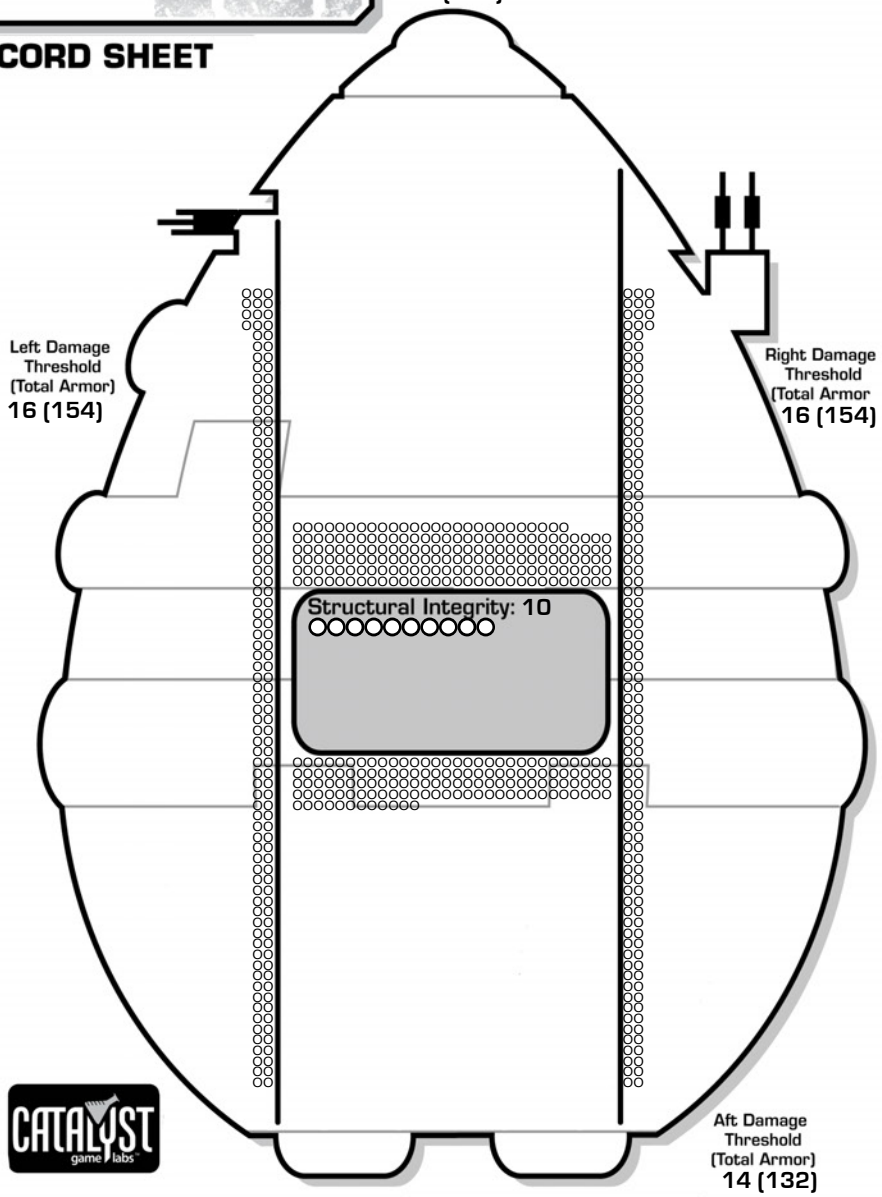
	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
3	White Shark [39 rnds]	FL/FR	45	9 (90)	9 (90)	9 (90)	9 (90)
3	Barracuda [39 rnds]	FL/FR	30	6 (60)	6 (60)	6 (60)	6 (60)
	Standard Scale Bay	**Loc**	**Ht**	**(1-6) SRV**	**(7-12) MRV**	**(13-20) LRV**	**(21-25) ERV**
1	AC/5 [40 rnds]	N	1	1 (5)	1 (5)	—	—
1	Medium Laser	N	3	1 (5)	—	—	—
2	Small Laser	N	2	1 (6)	—	—	—
1	SRM 6 [15 rnds]	FL/FR	4	1 (8)	—	—	—
2	Medium Laser	FL/FR	6	1 (10)	—	—	—
1	Large Laser	AL/AR	11	1 (13)	1 (8)	—	—
1	Medium Laser	AL/AR					
1	Large Laser	A	11	1 (13)	1 (8)	—	—
1	Medium Laser	A					

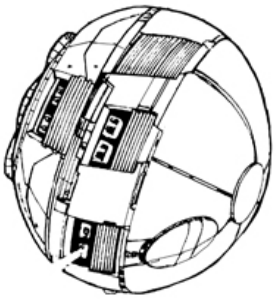
Cargo:
Bay 1: Aerospace Fighter Bay - 6 units (1 door)
Bay 2: Cargo Space - 454.50 tons (1 door)

BV: 10,330 **Fuel:** 9,570

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 22 Marines: 0
Passengers: 0
Other: 12 Battle Armor: 0
Life Boats/Escape Pods: 2/2

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 160 (320) Double

Heat Generation Per Arc

Nose:	6	Aft:	11
Fore-Left:	85	Aft-Left:	11
Fore-Right:	85	Aft-Right:	11

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BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Excalibur "Pocket WarShip"

Name:
Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 16,000
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory

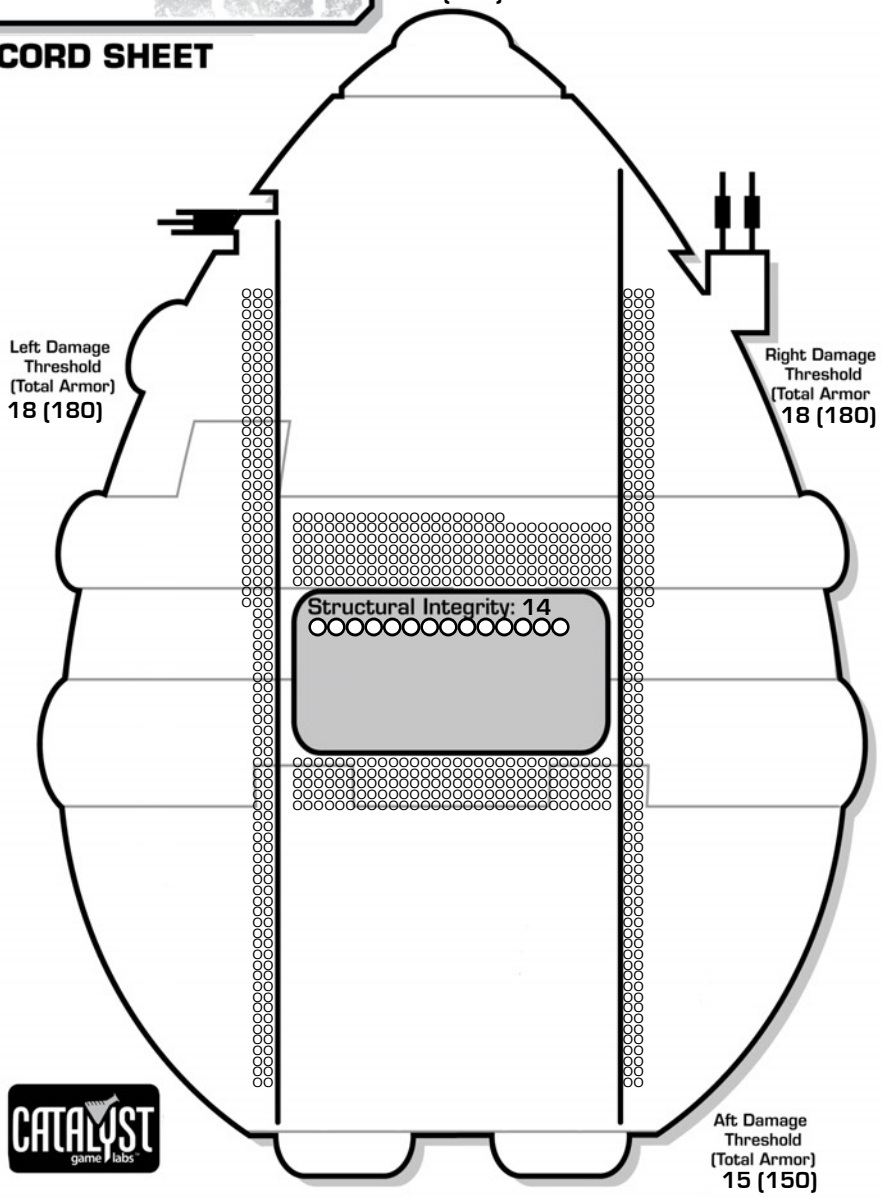
	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
2	Kraken T [20 rnds]	N	100	20	20	20	20
2	AR10	FL/FR					
	[12 Barracuda misl]		20	4 (40)	4 (40)	4 (40)	4 (40)
	[8 Killer Whale misl]		40	8 (80)	8 (80)	8 (80)	8 (80)
	[8 White Shark misl]		30	6 (60)	6 (60)	6 (60)	6 (60)
2	AR10	AL/AR					
	[12 Barracuda misl]		20	4 (40)	4 (40)	4 (40)	4 (40)
	[8 Killer Whale misl]		40	8 (80)	8 (80)	8 (80)	8 (80)
	[8 White Shark misl]		30	6 (60)	6 (60)	6 (60)	6 (60)
	Standard Scale Bay	**Loc**	**Ht**	**(1-6) SRV**	**(7-12) MRV**	**(13-20) LRV**	**(21-25) ERV**
1	Gauss Rifle [32 rnds]	N	1	2 (15)	2 (15)	2 (15)	—
1	LRM 10 w/Artemis IV FCS [24 rnds]	N	4	1 (8)	1 (8)	1 (8)	—
1	ER Medium Laser	N	5	1 (5)	1 (5)	—	—
3	AMS [72 rnds]	N	3	1 (9)	Point Defense		
1	ER PPC	FL/FR	15	1 (10)	1 (10)	1 (10)	—
2	LRM 10 w/Artemis IV FCS [24 rnds]	FL/FR	8	2 (16)	2 (16)	2 (16)	—
2	ER Medium Laser	FL/FR	10	1 (10)	1 (10)	—	—
3	AMS [72 rnds]	FL/FR	3	1 (9)	Point Defense		
1	Screen Launcher [20 Screens]	FL/FR	10	2 (15)	—	—	—
3	AMS [72 rnds]	AL/AR	3	1 (9)	Point Defense		
1	ER Large Laser	AL/AR	22	2 (18)	2 (18)	1 (8)	—
2	ER Medium Laser	AL/AR					
1	ER Large Laser	A	22	2 (18)	2 (18)	1 (8)	—
2	ER Medium Laser	A					
3	AMS [72 rnds]	A	3	1 (9)	Point Defense		
1	Screen Launcher [20 Screens]	A	10	2 (15)	—	—	—

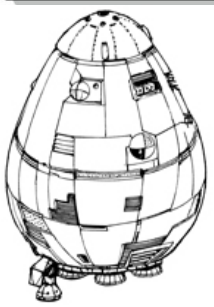
Cargo:
Bay 1: Aerospace Fighter Bay - 6 units (2 doors)
Bay 2: Cargo Space - 419 tons (1 door)

BV: 30,109 **Fuel:** 9,000

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 50 Marines: 0
Passengers: 0
Other: 12 Battle Armor: 0
Life Boats/Escape Pods: 4/25

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 445 (445) Single

Heat Generation Per Arc

Nose:	113	Aft:	35
Fore-Left:	66	Aft-Left:	45
Fore-Right:	66	Aft-Right:	45

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CLAN BATTLE ARMOR

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Aerie **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○

BV: 37/5

BATTLE ARMOR: SQUAD 2

Type: Aerie **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○

BV: 37/5

BATTLE ARMOR: SQUAD 3

Type: Aerie **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○

BV: 37/5

BATTLE ARMOR: SQUAD 4

Type: Aerie **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○

BV: 37/5

BATTLE ARMOR: SQUAD 5

Type: Aerie **Era:** Civil War
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1	○○
2	○○
3	○○
4	○○
5	○○

BV: 37/5

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Aerie (Salvage) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○
2 ○○
3 ○○
4 ○○
5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 2

Type: Aerie (Salvage) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○
2 ○○
3 ○○
4 ○○
5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 3

Type: Aerie (Salvage) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○
2 ○○
3 ○○
4 ○○
5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 4

Type: Aerie (Salvage) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○
2 ○○
3 ○○
4 ○○
5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 5

Type: Aerie (Salvage) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	–	–	–	–
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○
2 ○○
3 ○○
4 ○○
5 ○○

BV: 37/5

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Afreet
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 292/42

BATTLE ARMOR: SQUAD 2

Type: Afreet
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 292/42

BATTLE ARMOR: SQUAD 3

Type: Afreet
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 292/42

BATTLE ARMOR: SQUAD 4

Type: Afreet
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 292/42

BATTLE ARMOR: SQUAD 5

Type: Afreet
Era: Civil War
Gunnery Skill: ____
Anti-'Mech Skill: ____
Ground MP: 1
Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 292/42

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Afreet (Hells's Horses) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 221/32

BATTLE ARMOR: SQUAD 2

Type: Afreet (Hells's Horses) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 221/32

BATTLE ARMOR: SQUAD 3

Type: Afreet (Hells's Horses) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 221/32

BATTLE ARMOR: SQUAD 4

Type: Afreet (Hells's Horses) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 221/32

BATTLE ARMOR: SQUAD 5

Type: Afreet (Hells's Horses) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 221/32

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Afreet (Jade Falcon) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 2

Type: Afreet (Jade Falcon) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 3

Type: Afreet (Jade Falcon) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 4

Type: Afreet (Jade Falcon) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 5

Type: Afreet (Jade Falcon) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 439/63

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Bär" **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 368/53

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Bär" **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 368/53

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Bär" **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 368/53

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Bär" **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 368/53

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Bär" **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 368/53

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Rabid" **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 325/46

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Rabid" **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 325/46

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Rabid" **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 325/46

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Rabid" **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 325/46

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Rabid" **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 325/46

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Rabid" (IS) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 241/46

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Rabid" (IS) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 241/46

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Rabid" (IS) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 241/46

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Rabid" (IS) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 241/46

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Rabid" (IS) **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 241/46

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Volk" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 337/48

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Volk" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 337/48

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Volk" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 337/48

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Volk" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 337/48

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Volk" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 337/48

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Corona **Era:** Clan Invasion

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Medium Pulse Laser (Body)	7 [P]	—	4	8	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

BV: 667/95

BATTLE ARMOR: SQUAD 2

Type: Corona **Era:** Clan Invasion

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Medium Pulse Laser (Body)	7 [P]	—	4	8	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

BV: 667/95

BATTLE ARMOR: SQUAD 3

Type: Corona **Era:** Clan Invasion

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Medium Pulse Laser (Body)	7 [P]	—	4	8	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

BV: 667/95

BATTLE ARMOR: SQUAD 4

Type: Corona **Era:** Clan Invasion

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Medium Pulse Laser (Body)	7 [P]	—	4	8	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

BV: 667/95

BATTLE ARMOR: SQUAD 5

Type: Corona **Era:** Clan Invasion

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Medium Pulse Laser (Body)	7 [P]	—	4	8	12

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

BV: 667/95

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Corona (SRM) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 2

Type: Corona (SRM) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 3

Type: Corona (SRM) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 4

Type: Corona (SRM) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 5

Type: Corona (SRM) **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,S]	—	3	5	7
SRM 5 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo O O O					

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 502/72

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rogue Bear **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

BV: 466/67

BATTLE ARMOR: SQUAD 2

Type: Rogue Bear **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

BV: 466/67

BATTLE ARMOR: SQUAD 3

Type: Rogue Bear **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

BV: 466/67

BATTLE ARMOR: SQUAD 4

Type: Rogue Bear **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

BV: 466/67

BATTLE ARMOR: SQUAD 5

Type: Rogue Bear **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

1 ○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

BV: 466/67

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Golem **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 2

Type: Golem **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 3

Type: Golem **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 4

Type: Golem **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 5

Type: Golem **Era:** Civil War

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 875/125

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 2

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 3

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 4

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 5

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Golem "Rock Golem" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 2

Type: Golem "Rock Golem" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 3

Type: Golem "Rock Golem" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 4

Type: Golem "Rock Golem" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 5

Type: Golem "Rock Golem" **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 693/99

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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CLAN VEHICLES

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bellona Hover Tank

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 45
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	—	2	4	6
2	Flamer	T	2 [DE,H,AI]	—	1	2	3
1	Ultra AC/10	T	10/Sht [DB,R/C]	—	6	12	18

Ammo (CASE): (Ultra AC/10) 20, (Light Machine Gun) 300

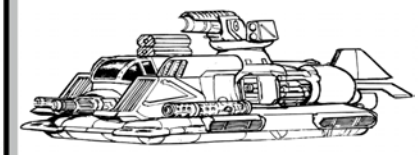
BV: 1,018

CREW DATA

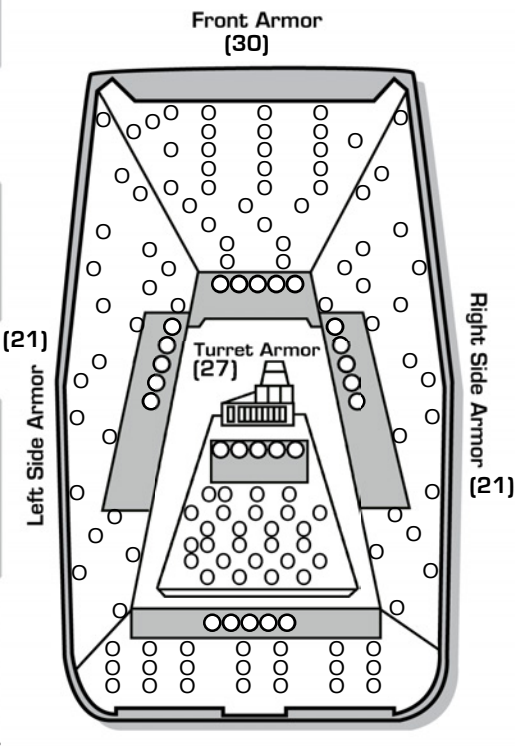
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bellona Hover Tank (Laser)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 45
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	—	2	4	6
1	ER Large Laser	T	10 [DE]	—	8	15	25
1	Flamer	T	2 [DE,H,AI]	—	1	2	3
1	LRM 10	T	1/Msl [M,C,S]	—	7	14	21

Ammo (CASE): (LRM 10) 24, (Light Machine Gun) 300

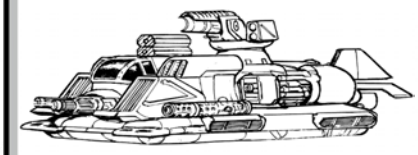
BV: 1,270

CREW DATA

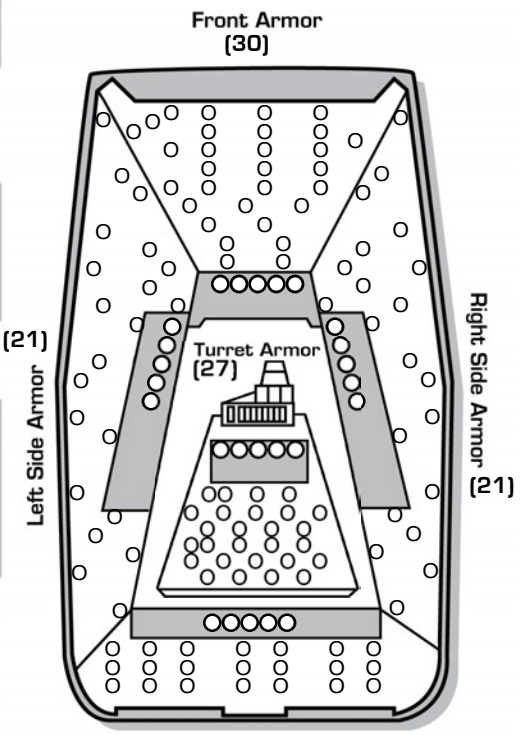
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM1 Tank Destroyer

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	FR	20/Sht [DB,R/C]	—	4	8	12
4	Light Machine Gun	T	1 [DB,AI]	—	2	4	6

Ammo (CASE): (Ultra AC/20) 30, (Light Machine Gun) 100

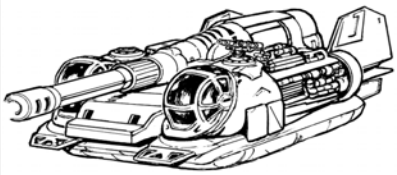
BV: 1,585

CREW DATA

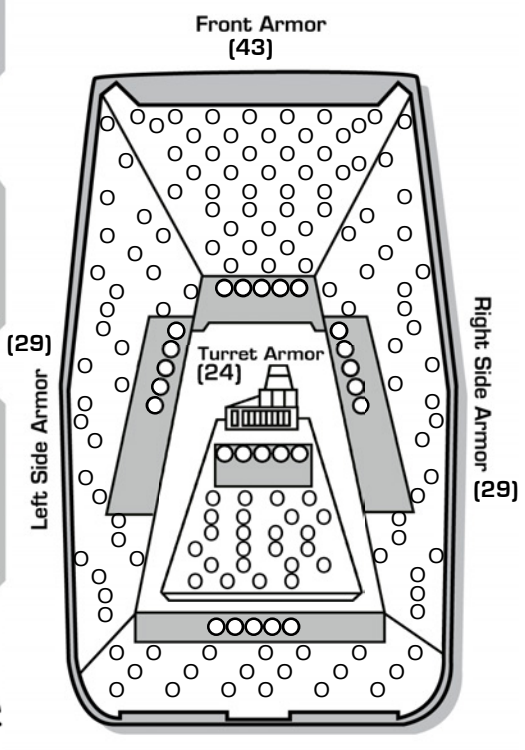
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM1A Tank Destroyer

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	FR	20 [DB,C/F/S]	—	4	8	12
1	Light Active Probe	FR	[E]	—	—	—	3
4	Light Machine Gun	T	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	T	[T]	—	—	—	—

Ammo (CASE): (LB-20X) 15, (LB-20X Cluster) 10
(Light Machine Gun) 100

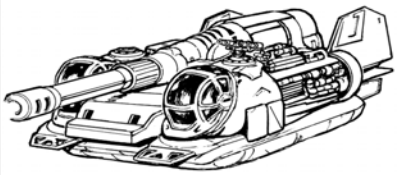
BV: 1,239

CREW DATA

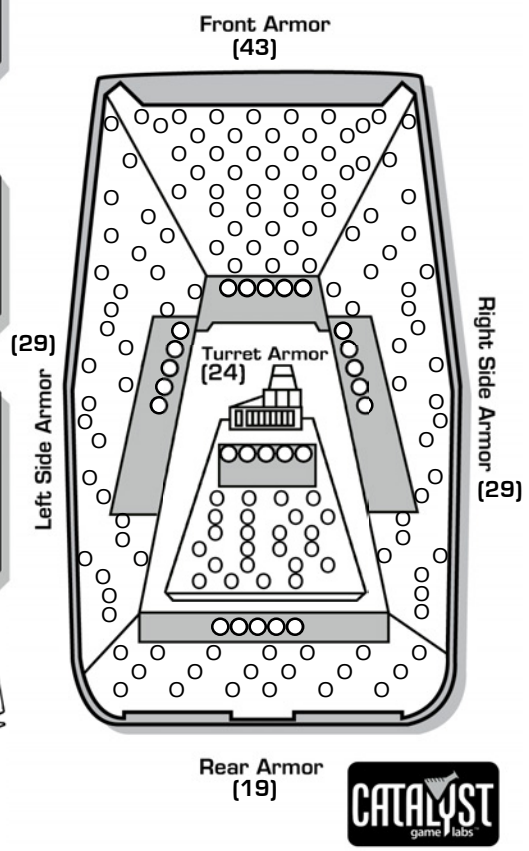
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM3 Tank Destroyer

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	FR	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	FR	7 [P]	—	4	8	12
4	Light Machine Gun	T	1 [DB,AI]	—	2	4	6

Ammo (CASE): (Gauss) 32, (Light Machine Gun) 100

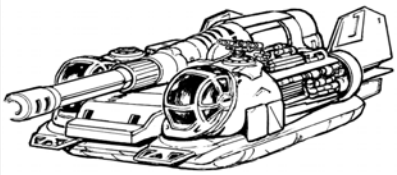
BV: 1,593

CREW DATA

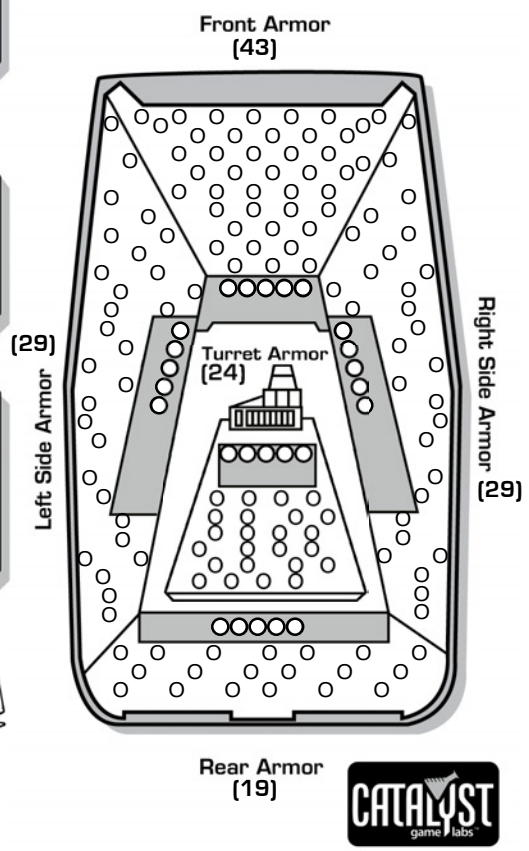
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first 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 CRITICAL HITS TABLE

2D6 Roll	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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CLAN BATTLEMECHS

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Bear Cub

Movement Points:
Walking: 8
Running: 12

Tonnage: 25
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

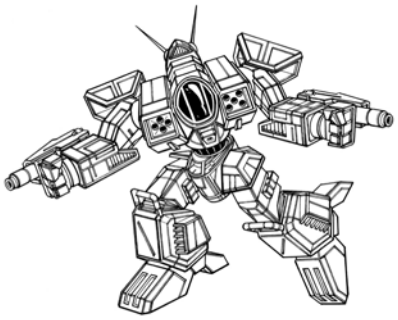
BV: 1,052

WARRIOR DATA

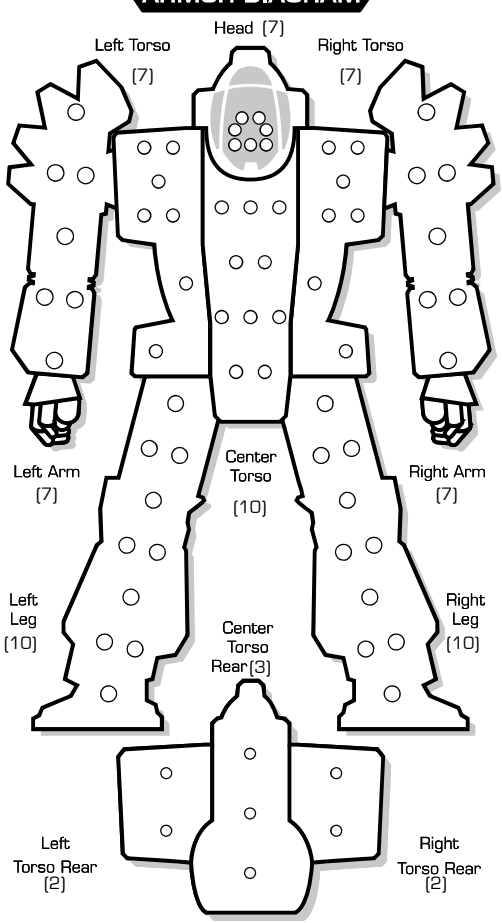
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Heat Sink
	4. LRM 5
	5. Ammo (LRM 5) 24
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

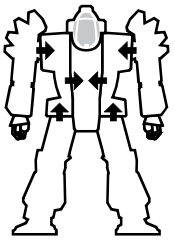
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. ER Small Laser
	6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

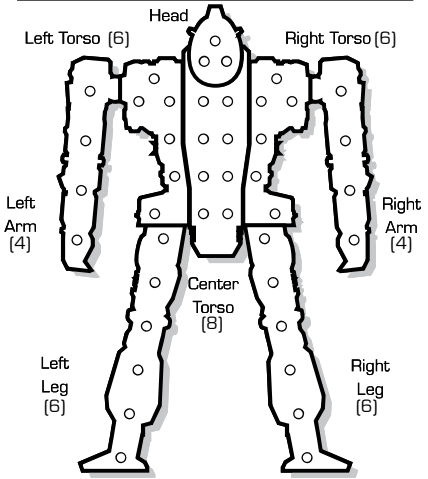
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Heat Sink
	4. SRM 4
	5. Ammo (SRM 4) 25
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Bear Cub 2

Movement Points:
Walking: 8
Running: 12

Tonnage: 25
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

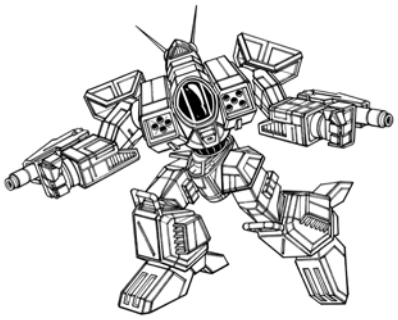
BV: 988

WARRIOR DATA

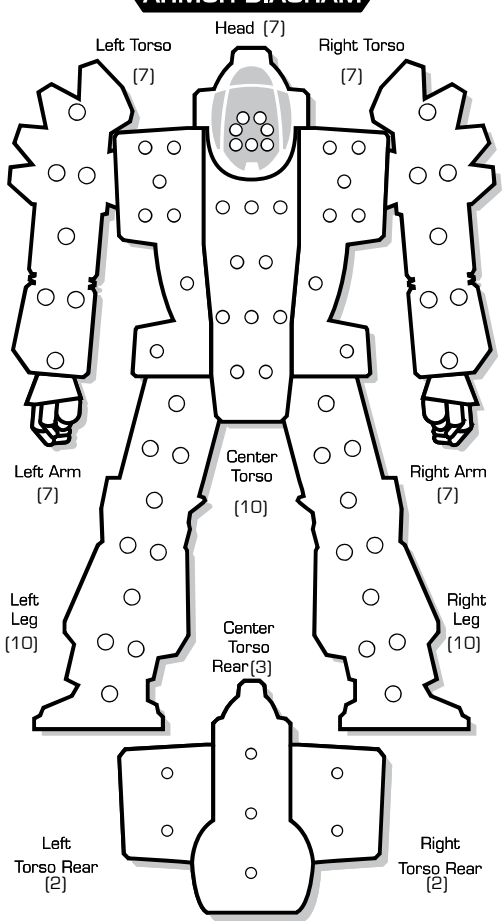
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Heat Sink
	4. SRM 4
	5. Ammo (SRM 4) 25
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

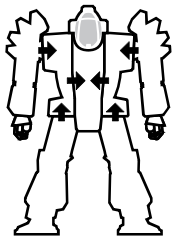
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. ER Small Laser
	6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

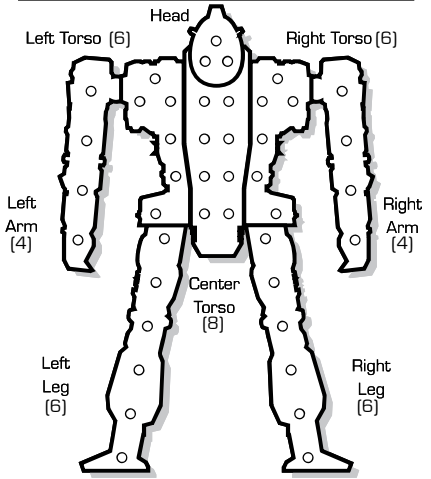
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Heat Sink
	4. SRM 4
	5. Ammo (SRM 4) 25
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Bear Cub 3

Movement Points:
Walking: 8
Running: 12

Tonnage: 25
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

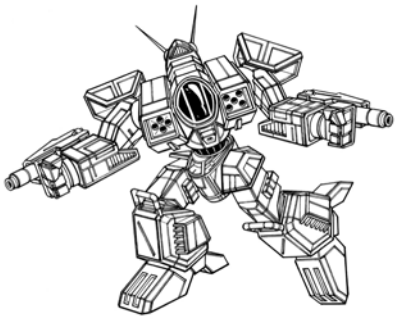
BV: 1,086

WARRIOR DATA

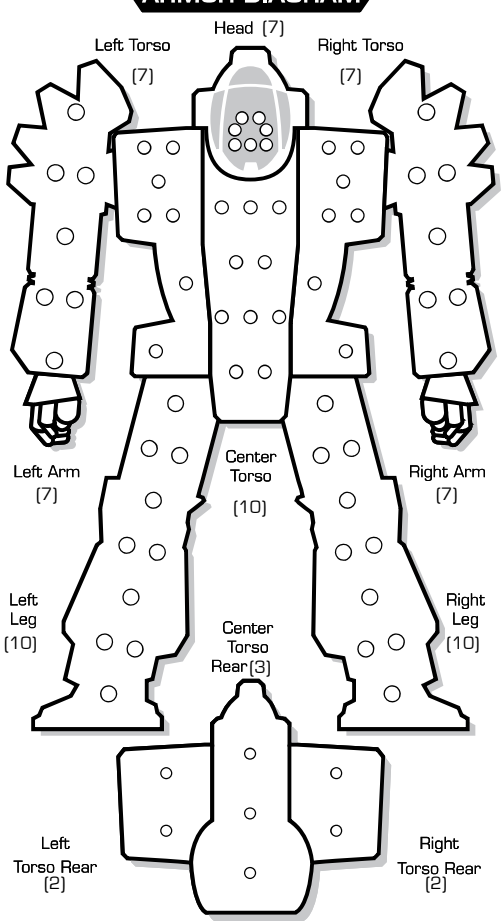
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Heat Sink
	4. LRM 5
	5. Ammo (LRM 5) 24
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

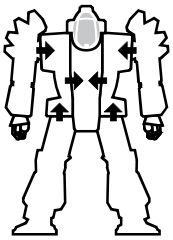
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. ER Small Laser
	6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

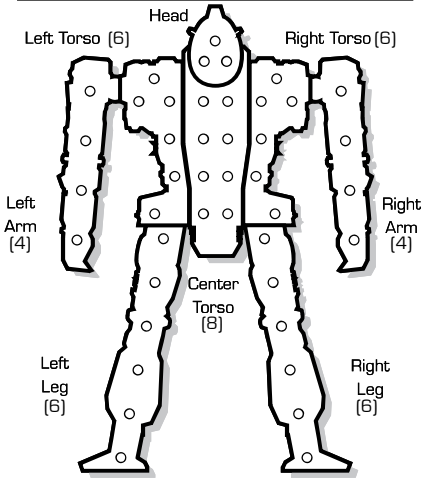
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Heat Sink
	4. LRM 5
	5. Ammo (LRM 5) 24
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crimson Hawk

Movement Points:		Tonnage:	25
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25

BV: 1,285

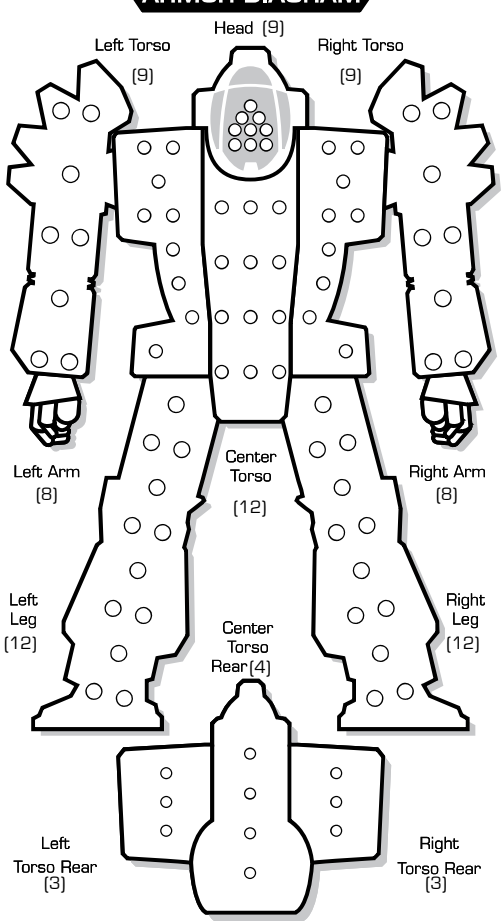
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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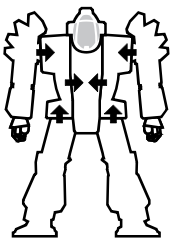


Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Ferro-Fibrous

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

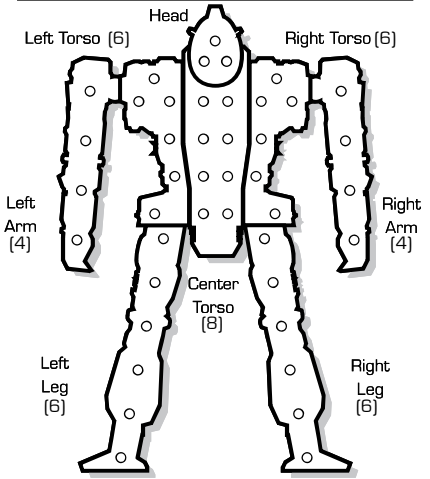
1. ER Large Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow

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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crimson Hawk 2

Movement Points:		Tonnage:	25
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15

BV: 1,271

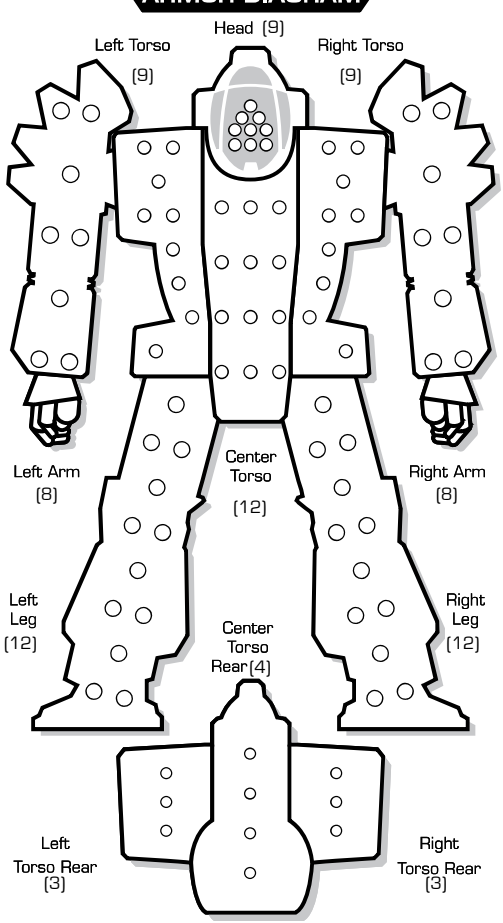
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

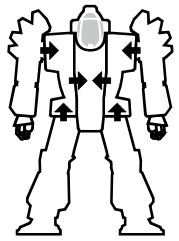
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Large Laser
6. Heavy Large Laser

4-6
1. Heavy Large Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

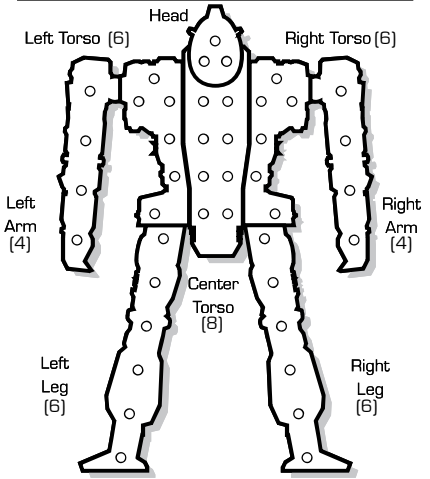
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crimson Hawk 3

Movement Points:		Tonnage:	25
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

BV: 1,029

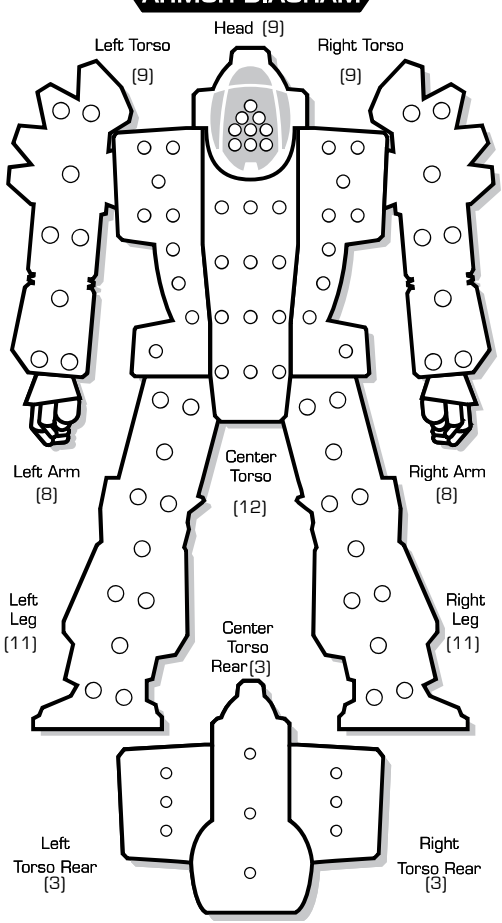
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

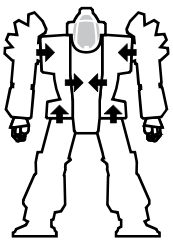
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

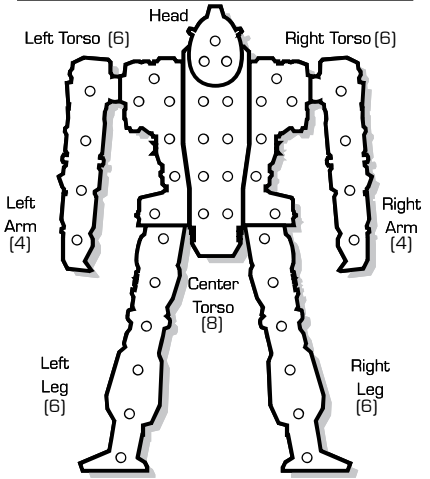
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ER Large Laser
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ocelot

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 35
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	—
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

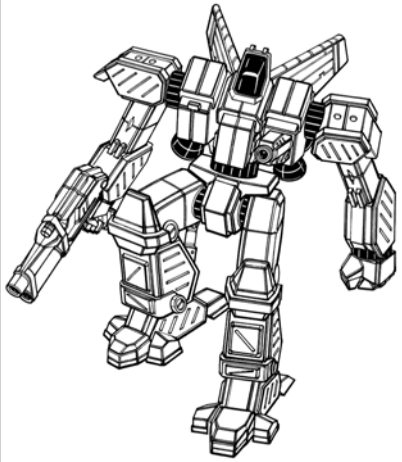
BV: 1,439

WARRIOR DATA

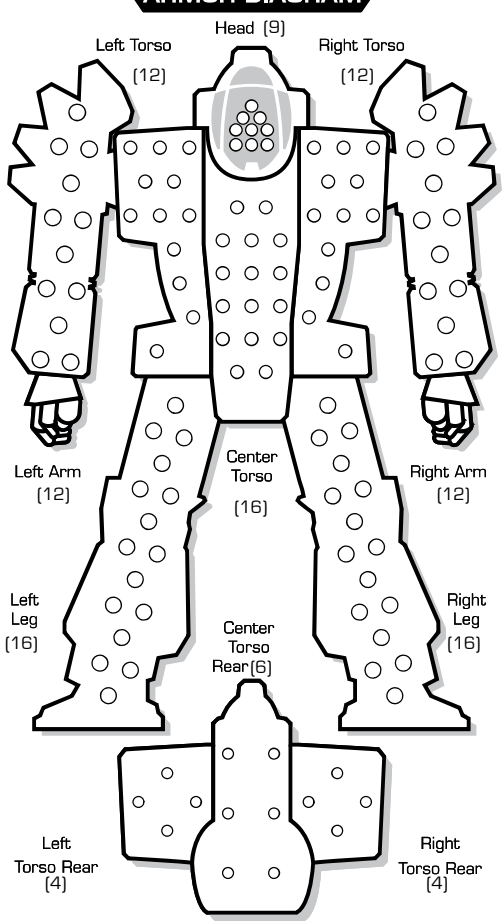
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
4-6	1. Jump Jet
	2. Jump Jet
	3. Jump Jet
	4. Heavy Large Laser
	5. Heavy Large Laser
	6. Heavy Large Laser

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

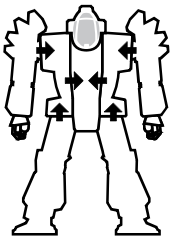
Head

1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Double Heat Sink
	6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. ER Medium Laser
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

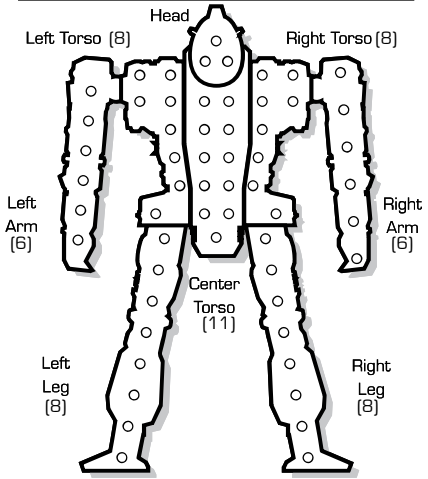
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
4-6	1. Jump Jet
	2. Jump Jet
	3. Jump Jet
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ocelot 2

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Era:**	Jihad
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	15 [DE]	—	7	14	23
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

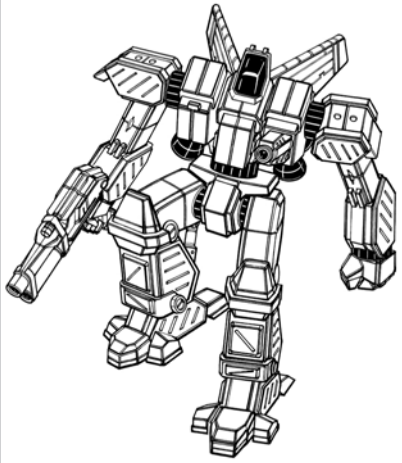
BV: 1,734

WARRIOR DATA

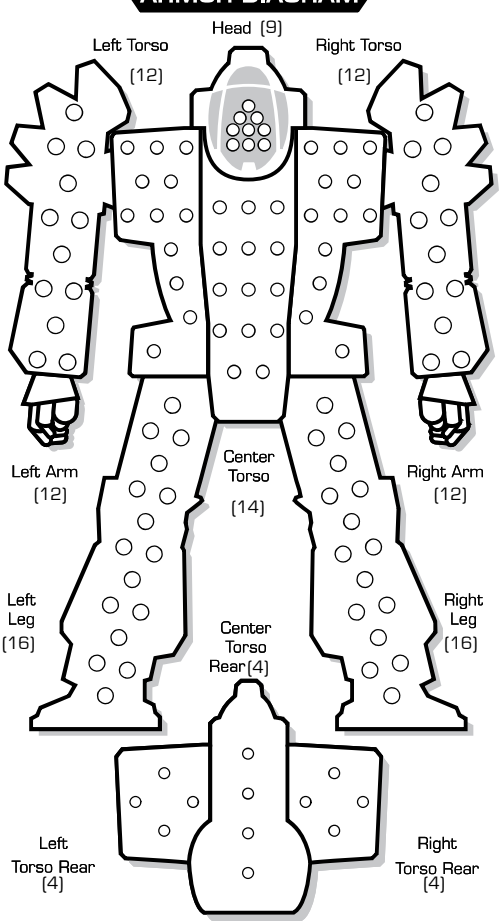
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. ER PPC
5. ER PPC
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

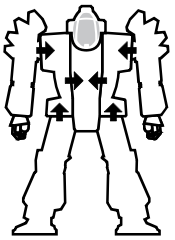
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

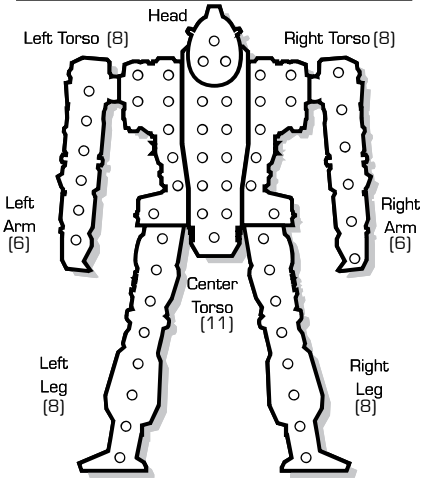
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow

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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ocelot 3

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 35
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	—
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9

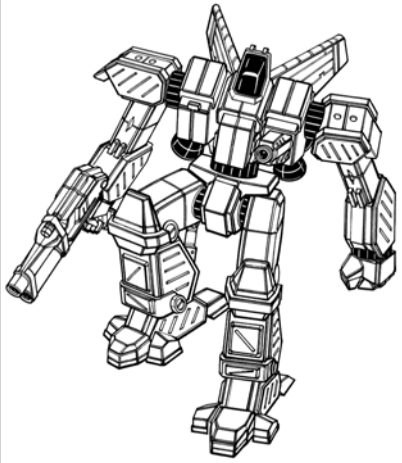
BV: 1,594

WARRIOR DATA

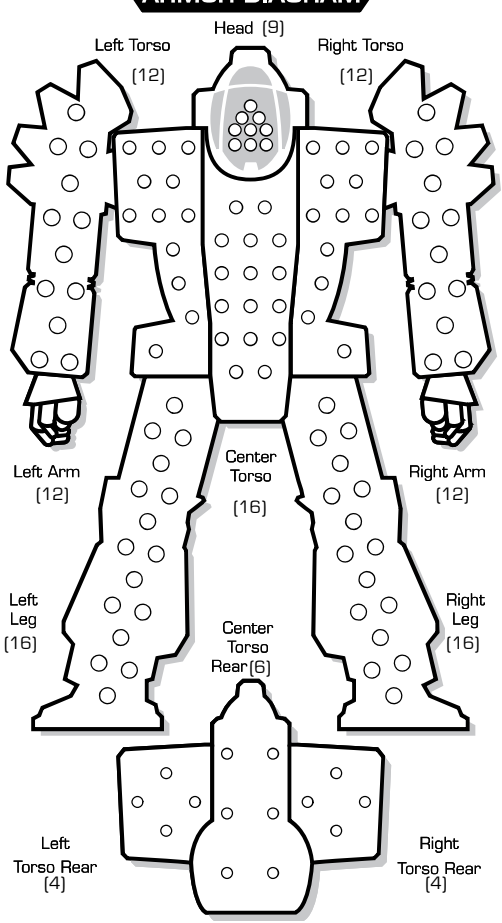
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Jump Jet
	6. Jump Jet
4-6	1. Jump Jet
	2. ER Large Laser
	3. ECM Suite
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Double Heat Sink
6.	Double Heat Sink

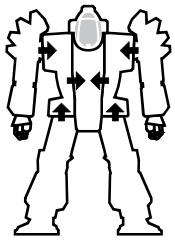
Head

1.	Life Support
2.	Sensors
3.	Cockpit
4.	Light Active Probe
5.	Sensors
6.	Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Targeting Computer
	6. Targeting Computer

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Heavy Medium Laser
	6. Heavy Medium Laser
4-6	1. Heavy Medium Laser
	2. Heavy Medium Laser
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

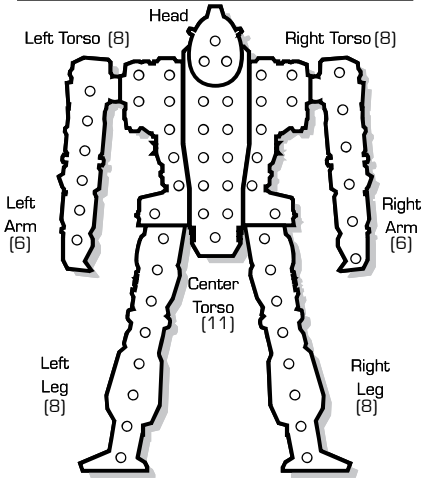
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Jump Jet
	6. Jump Jet
4-6	1. Jump Jet
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Double Heat Sink
6.	Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: "Pariah" Prime

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/40	RT	8	40 [C,F]	2	8	16	24
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Targeting Computer	LT	—	[E]	—	—	—	—

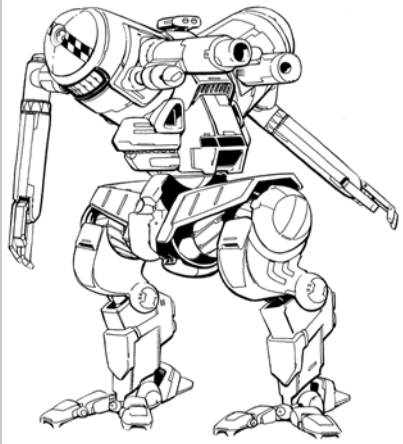
BV: 2,511

WARRIOR DATA

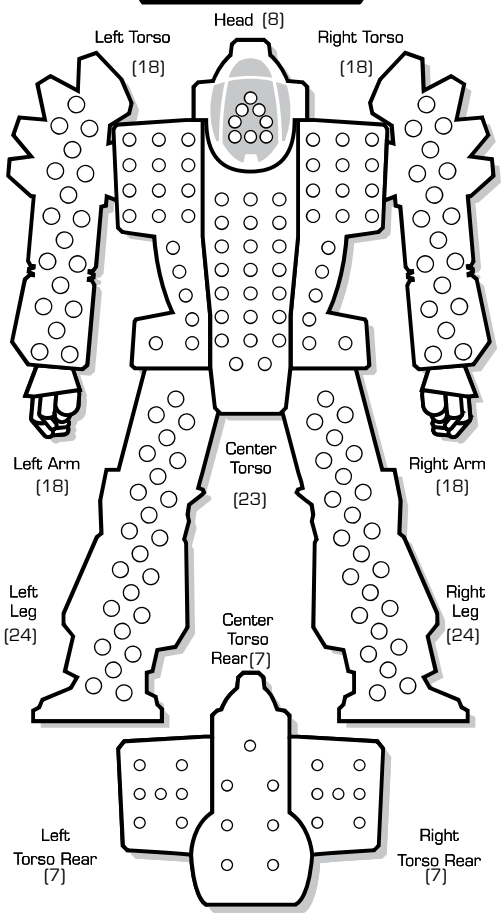
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Laser
4. Ammo (HAG 40) 3
5. Ammo (HAG 40) 3
6. Ammo (HAG 40) 3

4-6
1. Ammo (HAG 40) 3
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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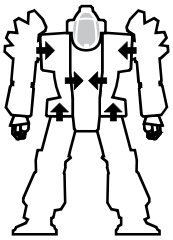


Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

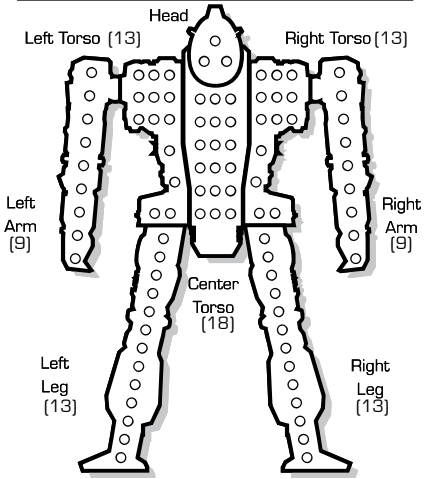
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

4-6
1. HAG/40
2. HAG/40
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: "Pariah" A

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 12	RT	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 12	LT	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
3	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
3	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3

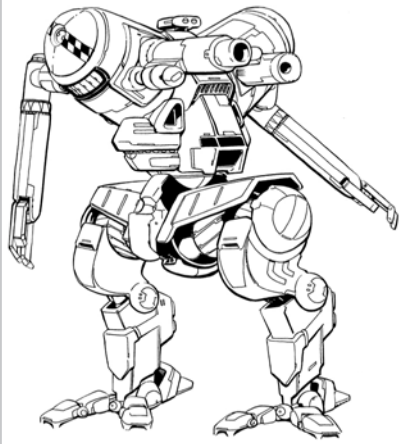
BV: 1,935

WARRIOR DATA

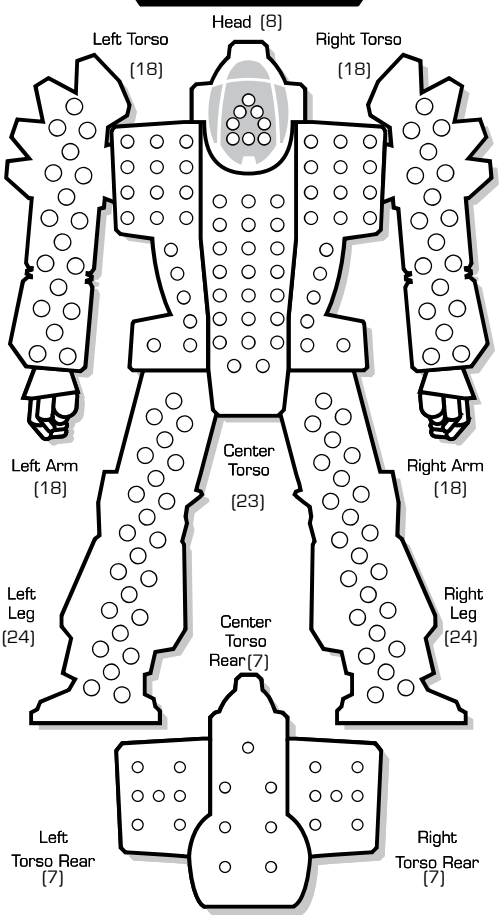
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy Small Laser
4. Heavy Small Laser
5. Heavy Small Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ATM 12
6. ATM 12

1. ATM 12
2. ATM 12
3. ATM 12
4. Ammo (ATM 12) 5
5. Ammo (ATM 12 ER) 5
6. Ammo (ATM 12 HE) 5

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

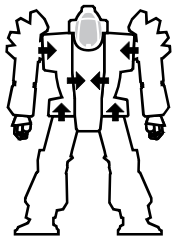
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy Small Laser
4. Heavy Small Laser
5. Heavy Small Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)

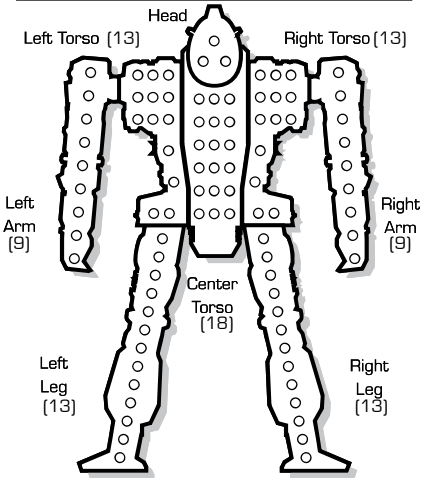
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ATM 12
6. ATM 12

1. ATM 12
2. ATM 12
3. ATM 12
4. Ammo (ATM 12) 5
5. Ammo (ATM 12 ER) 5
6. Ammo (ATM 12 HE) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: "Pariah" B

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6

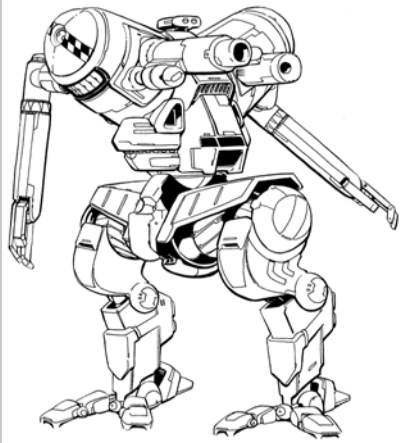
BV: 2,310

WARRIOR DATA

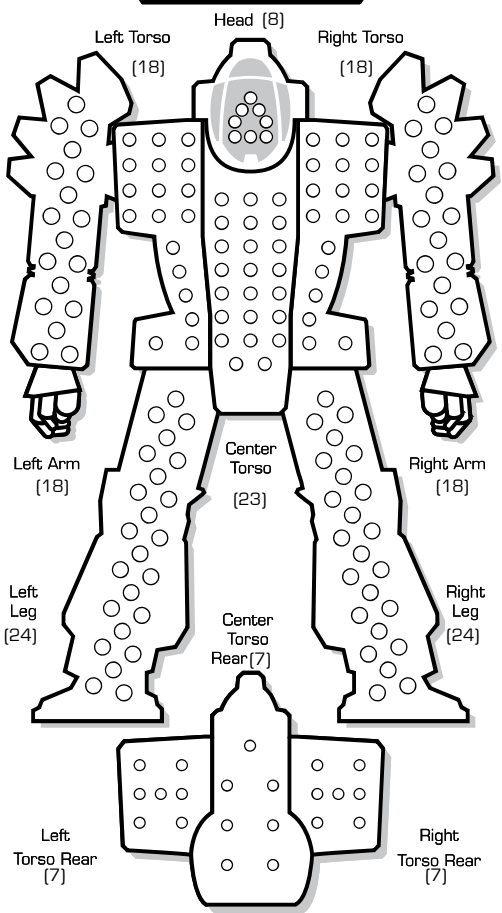
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Small Pulse Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Large Pulse Laser
2. Large Pulse Laser
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head

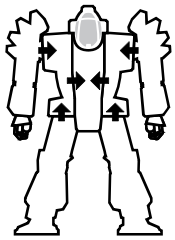
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Small Pulse Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

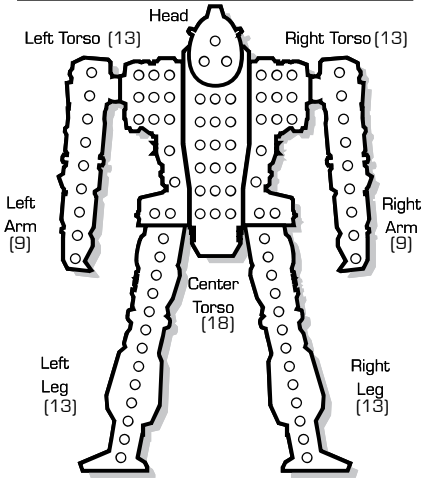
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Large Pulse Laser
4. Large Pulse Laser
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: "Pariah" C

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	HD	7	10 [DE,H,AI]	—	6	12	18
4	AP Gauss Rifle	RT	1	3 [DB,X]	—	3	6	9
4	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
4	AP Gauss Rifle	LT	1	3 [DB,X]	—	3	6	9
4	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Plasma Cannon	RA	7	10 [DE,H,AI]	—	6	12	18
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Plasma Cannon	LA	7	10 [DE,H,AI]	—	6	12	18

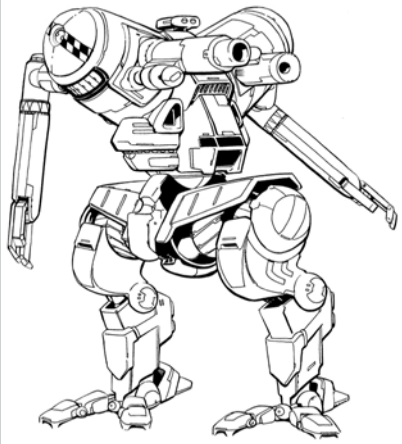
BV: 2,227

WARRIOR DATA

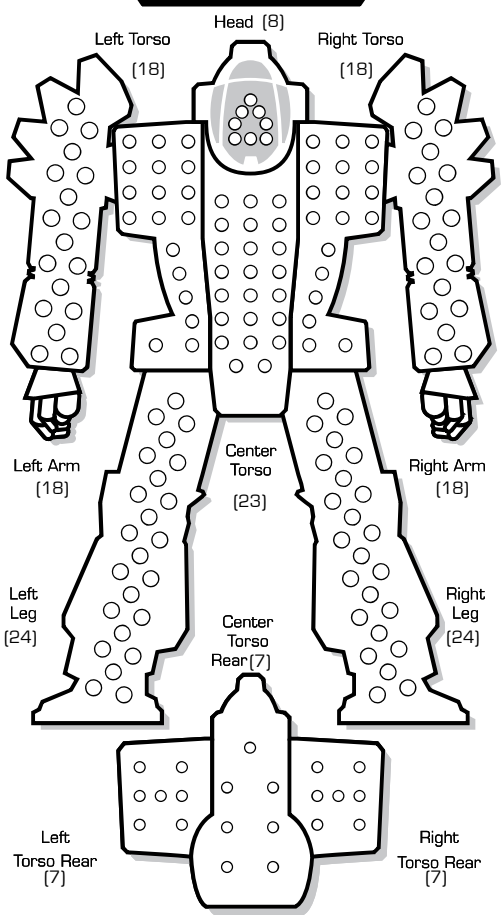
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Plasma Cannon
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

4-6
1. Machine Gun
2. Machine Gun
3. Machine Gun
4. Machine Gun
5. Machine Gun Array
6. Ammo (Machine Gun) 100

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Plasma Cannon
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Plasma Cannon) 10
6. Ammo (Plasma Cannon) 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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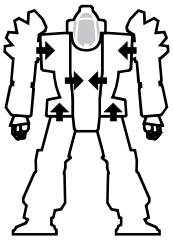


Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Plasma Cannon
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)

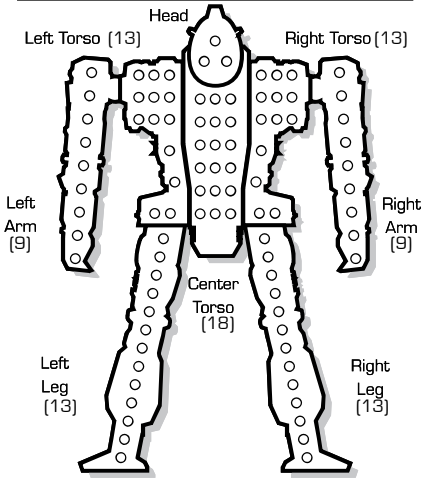
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

4-6
1. Machine Gun
2. Machine Gun
3. Machine Gun
4. Machine Gun
5. Machine Gun Array
6. Ammo (AP Gauss) 40

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: "Pariah" D

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	—	4	8	12
1	ER PPC	LT	15	15 [DE]	—	7	14	23
3	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Targeting Computer	LT	—	[E]	—	—	—	—

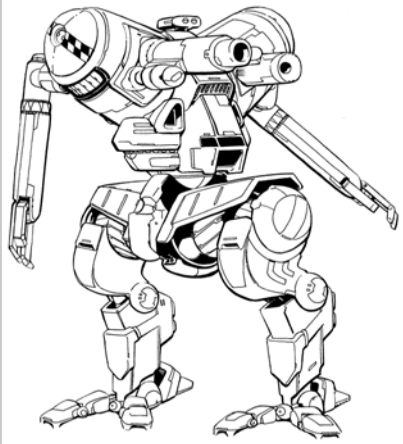
BV: 2,718

WARRIOR DATA

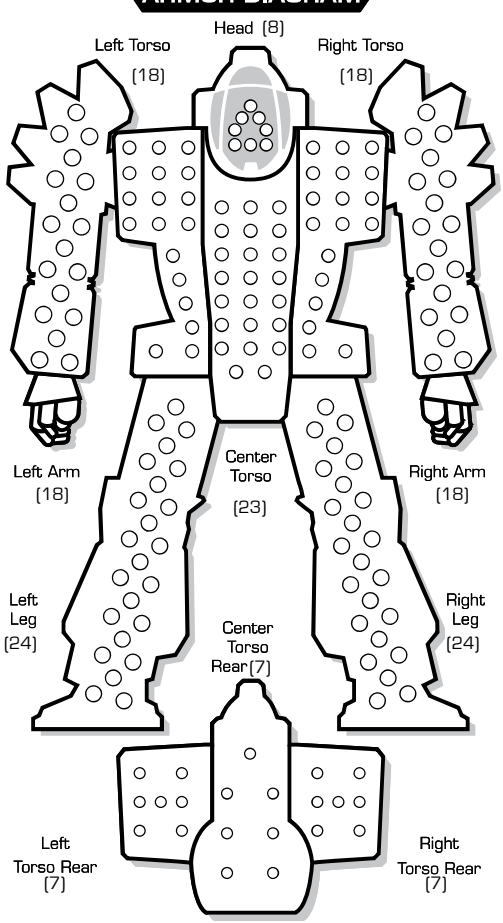
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. ER PPC
	4. ER PPC
	5. ER Small Laser
	6. ER Small Laser
4-6	1. ER Small Laser
	2. Targeting Computer
	3. Targeting Computer
	4. Targeting Computer
	5. Targeting Computer
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

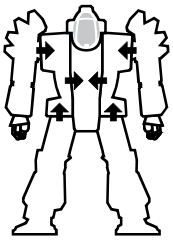
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Jump Jet
	6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Roll Again

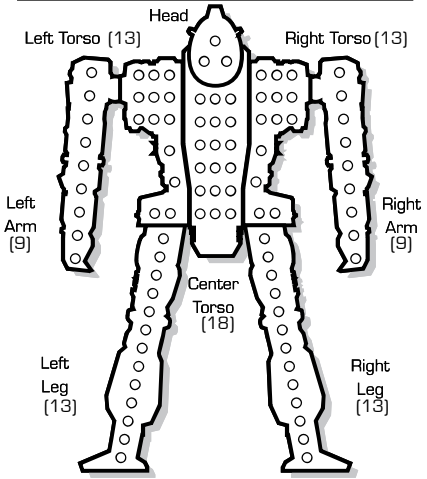
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Ultra AC/20
	4. Ultra AC/20
	5. Ultra AC/20
	6. Ultra AC/20
4-6	1. Ultra AC/20
	2. Ultra AC/20
	3. Ultra AC/20
	4. Ultra AC/20
	5. Ammo (Ultra AC/20) 5
	6. Ammo (Ultra AC/20) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○ ○
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sun Cobra

Movement Points:
Walking: 4
Running: 6

Tonnage: 55
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

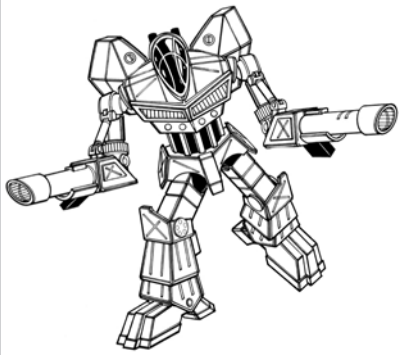
BV: 1,677

WARRIOR DATA

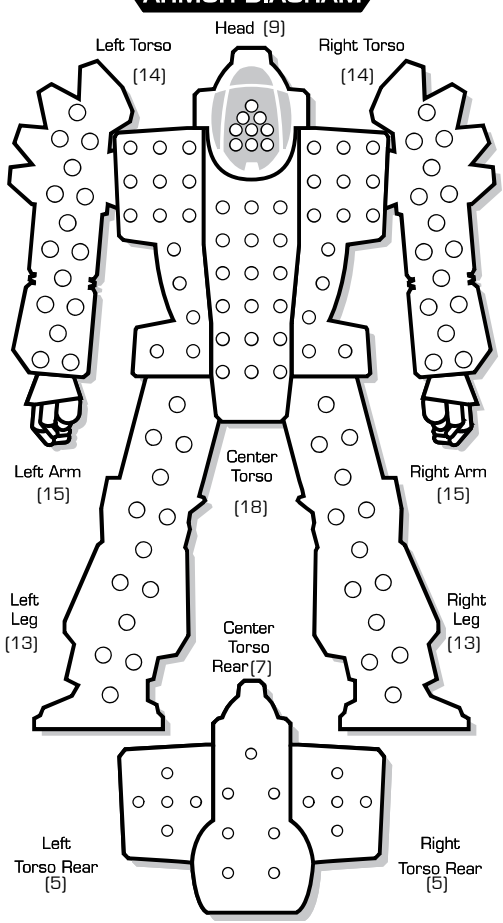
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer

4-6
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

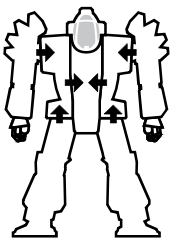
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro

4-6
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

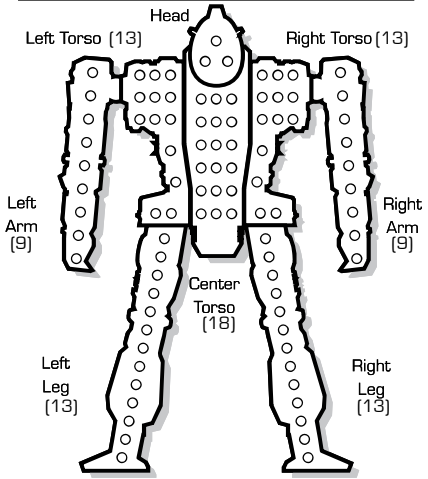
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Balius Prime

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
2	Medium Pulse Laser(R)	CT	4	7 [P]	—	4	8	12
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12

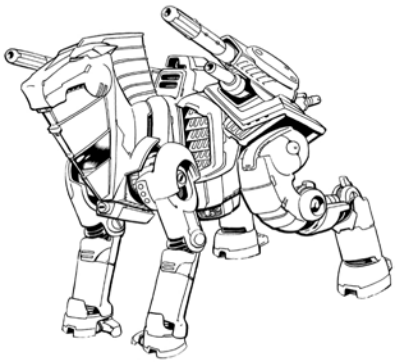
BV: 2,157

WARRIOR DATA

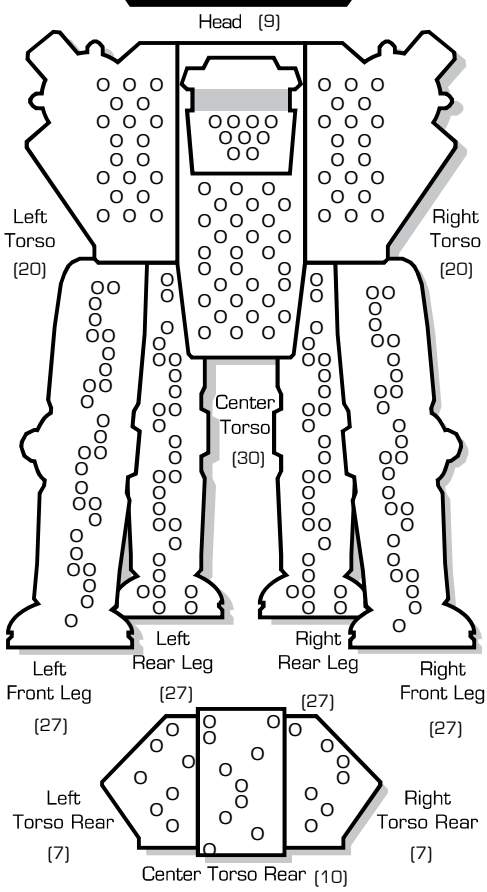
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser (R)
6. Medium Pulse Laser (R)

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

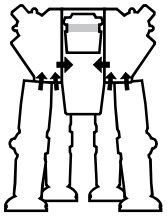
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Medium Pulse Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

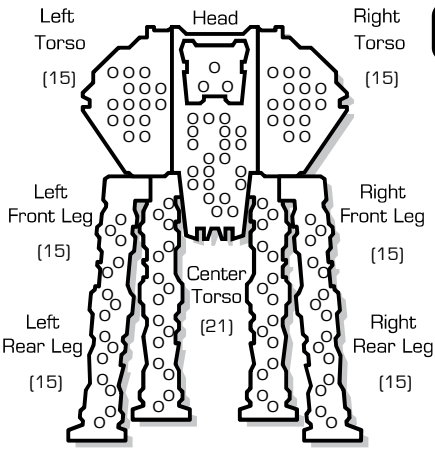
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Balius A

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
2	ER Medium Laser(R)	CT	5	7 [DE]	—	5	10	15
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	HAG/20	LT	4	20 [C,F]	2	8	16	24

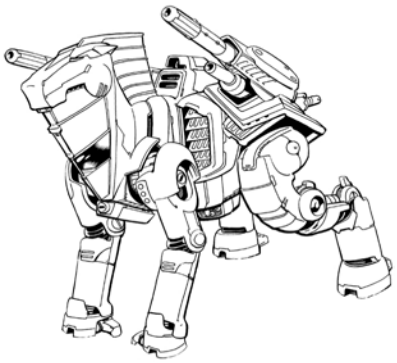
BV: 2,201

WARRIOR DATA

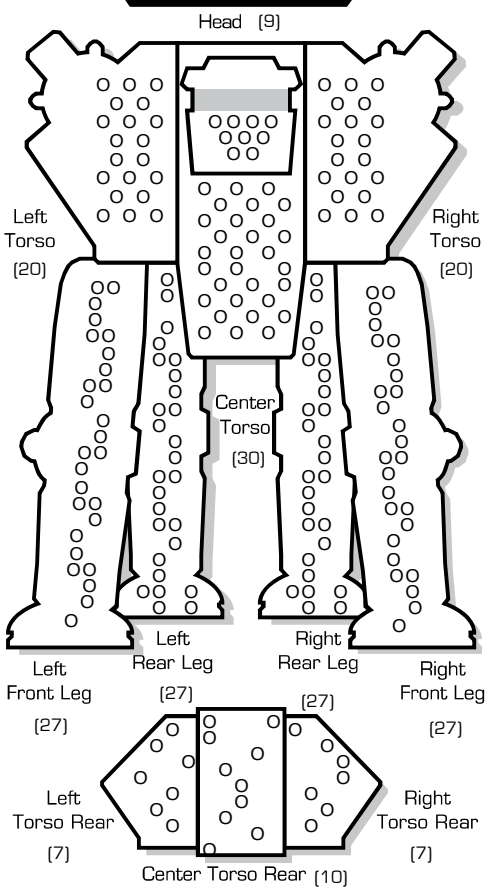
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser (R)
6. ER Medium Laser (R)

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

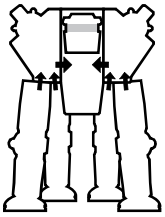
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Laser
4. ER Medium Laser
5. Ammo (HAG 20) 6
6. Ammo (HAG 20) 6

1. Ammo (HAG 20) 6
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

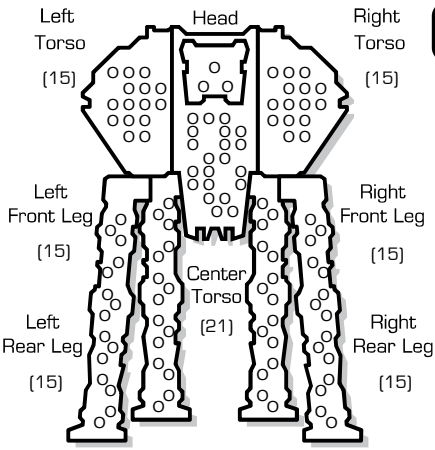
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Balius B

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,S]	—	1	2	3
1	Large Pulse Laser(R)	CT	10	10 [P]	—	6	14	20
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
4	Heavy Small Laser	RT	3	6 [DE]	—	1	2	3
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
4	Heavy Small Laser	LT	3	6 [DE]	—	1	2	3

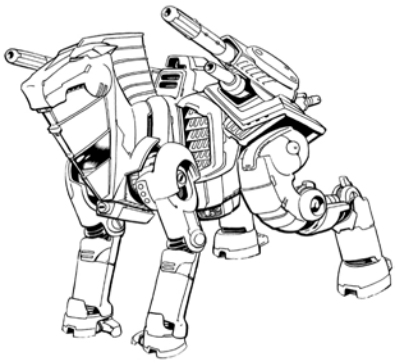
BV: 2,029

WARRIOR DATA

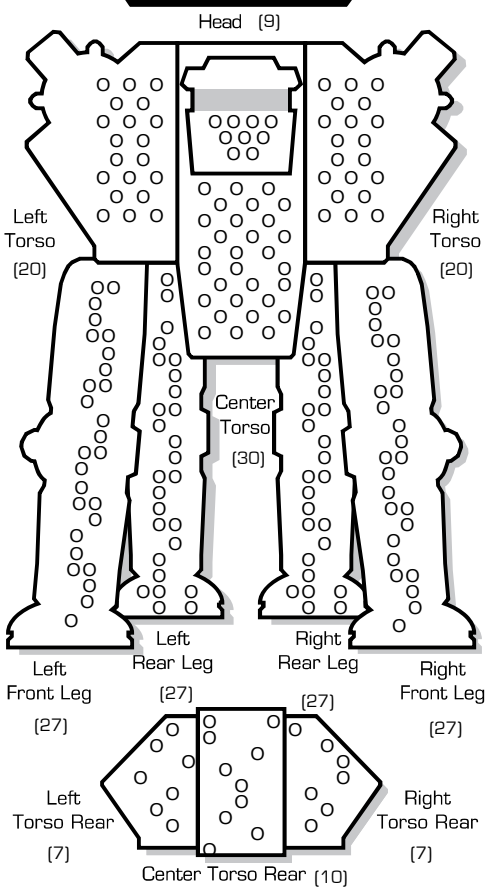
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Large Pulse Laser (R)
6. Large Pulse Laser (R)

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Heavy Small Laser

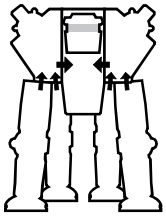
4-6
1. Heavy Small Laser
2. Heavy Small Laser
3. Heavy Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Heavy Small Laser

4-6
1. Heavy Small Laser
2. Heavy Small Laser
3. Heavy Small Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

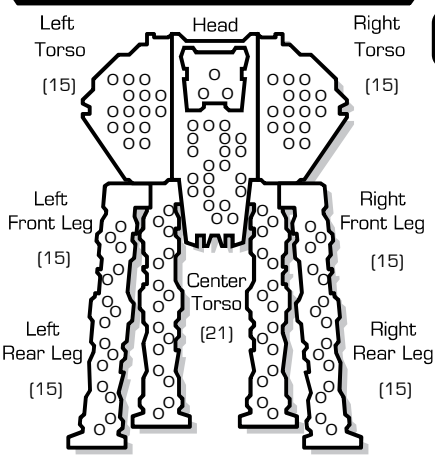
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Balius C

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
2	Medium Pulse Laser(R)	CT	4	7 [P]	—	4	8	12
1	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15

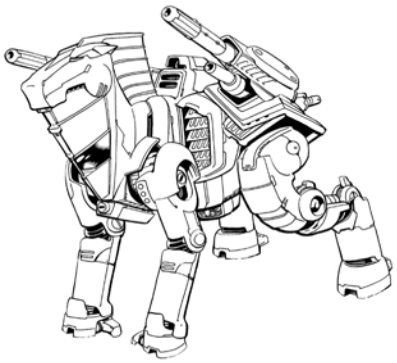
BV: 2,103

WARRIOR DATA

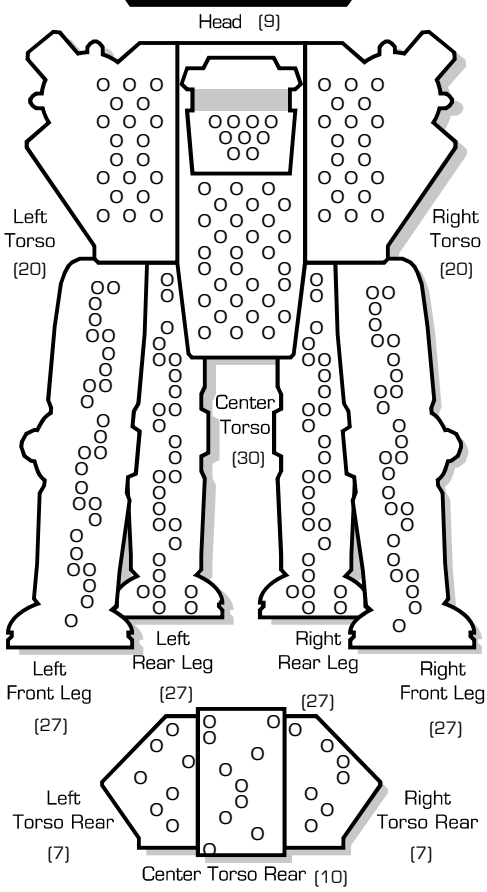
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser (R)
6. Medium Pulse Laser (R)

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

4-6
1. ER Medium Laser
2. Ammo (ATM 9) 7
3. Ammo (ATM 9 ER) 7
4. Endo Steel
5. Endo Steel
6. Endo Steel

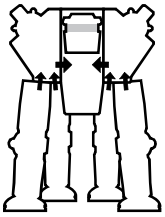
Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

4-6
1. ER Medium Laser
2. Ammo (ATM 9) 7
3. Ammo (ATM 9 HE) 7
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

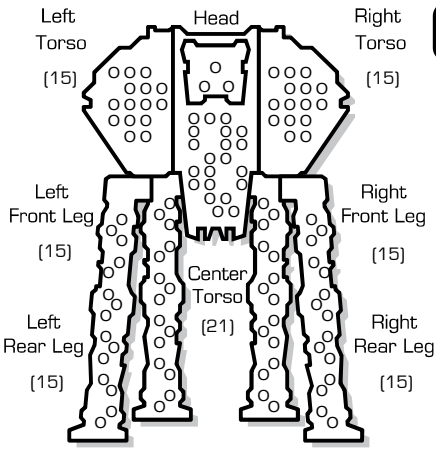
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Balius D

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
2	Medium Pulse Laser(R)	CT	4	7 [P]	—	4	8	12
4	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER PPC	LT	15	15 [DE]	—	7	14	23

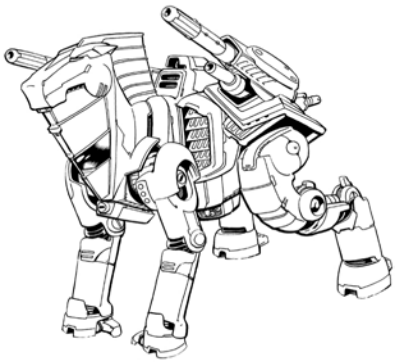
BV: 2,417

WARRIOR DATA

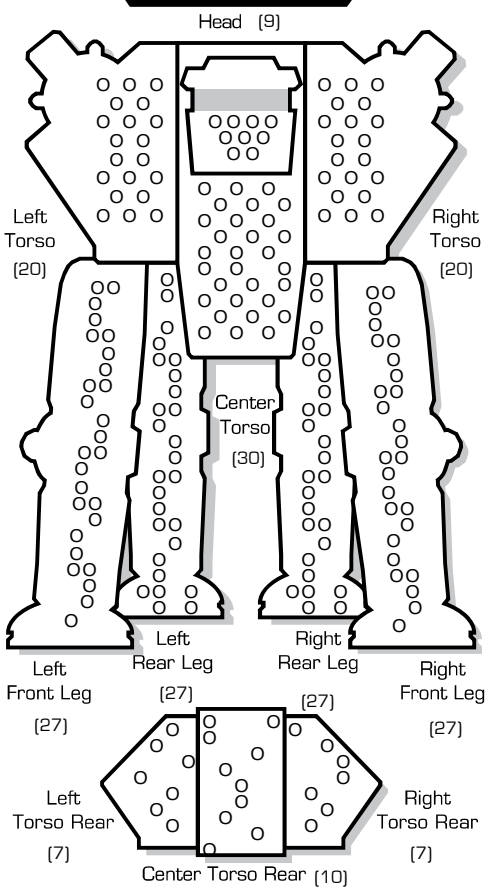
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser (R)
6. Medium Pulse Laser (R)

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER PPC

4-6
1. ER PPC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

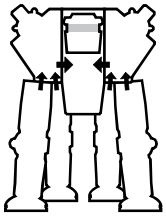
Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER Medium Laser

4-6
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

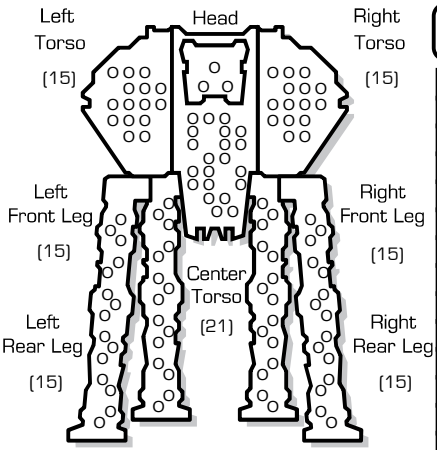
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken II

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 2-X AC	RT	1	2 [DB,C/F/S]	4	10	20	30
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
2	LB 2-X AC	LT	1	2 [DB,C/F/S]	4	10	20	30
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21

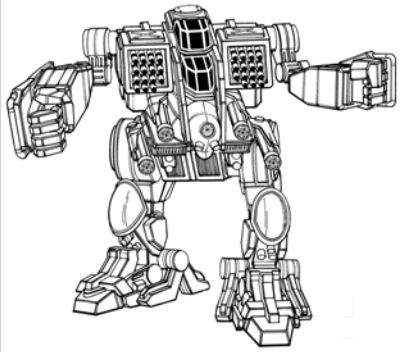
BV: 1,801

WARRIOR DATA

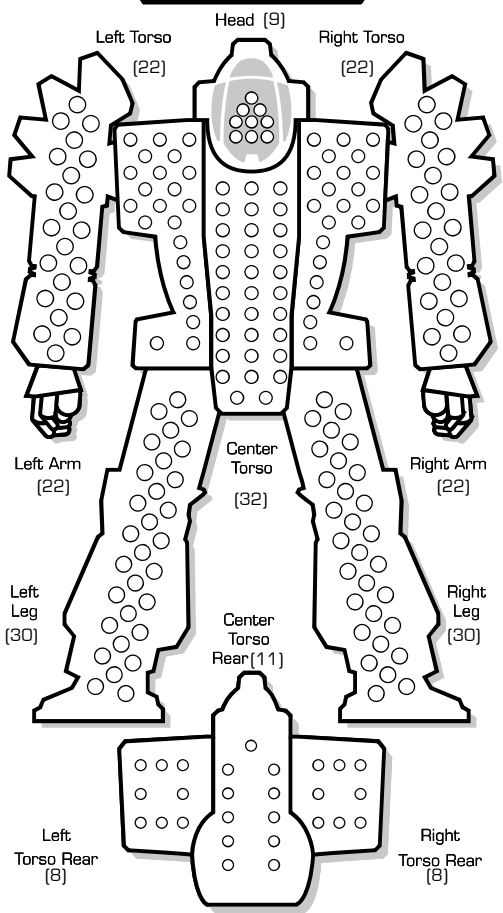
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. LRM 15
	4. LRM 15
	5. LB 2-X AC
	6. LB 2-X AC
4-6	1. LB 2-X AC
	2. LB 2-X AC
	3. LB 2-X AC
	4. LB 2-X AC
	5. Ammo (LRM 15) 8
	6. Ammo (LB-2X) 45

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

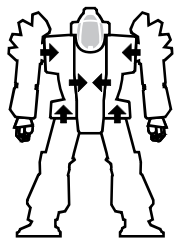
Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Endo Steel
	6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

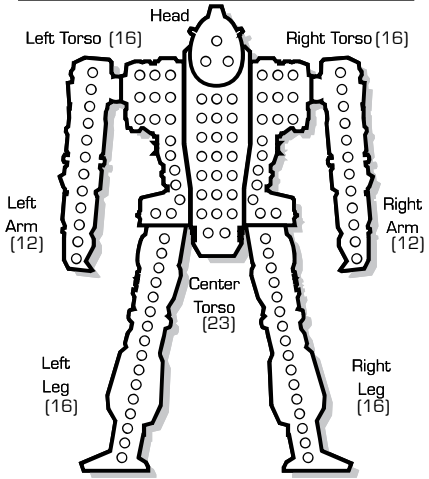
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. LRM 15
	4. LRM 15
	5. LB 2-X AC
	6. LB 2-X AC
4-6	1. LB 2-X AC
	2. LB 2-X AC
	3. LB 2-X AC
	4. LB 2-X AC
	5. Ammo (LRM 15) 8
	6. Ammo (LB-2X Cluster) 45

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken II 2

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/10	RT	3	10/Sht [DB,R/C]	—	6	12	18
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/10	LT	3	10/Sht [DB,R/C]	—	6	12	18

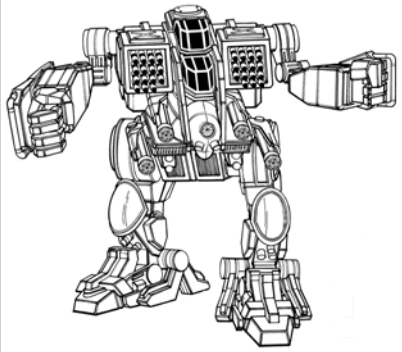
BV: 2,141

WARRIOR DATA

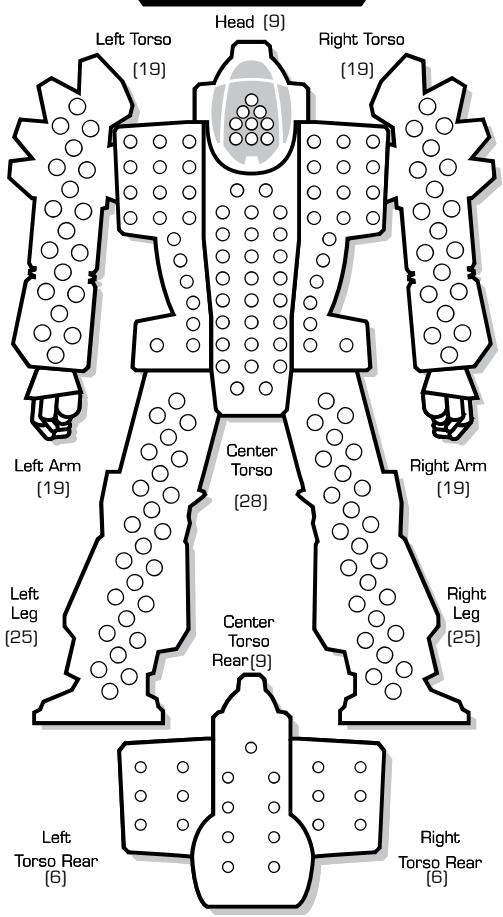
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Ultra AC/10
	4. Ultra AC/10
	5. Ultra AC/10
	6. Ultra AC/10
4-6	1. LRM 15
	2. LRM 15
	3. Ammo (LRM 15) 8
	4. Ammo (Ultra AC/10) 10
	5. Ammo (Ultra AC/10) 10
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Endo Steel
	6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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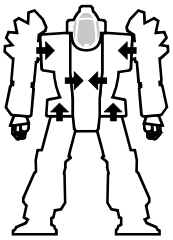


Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

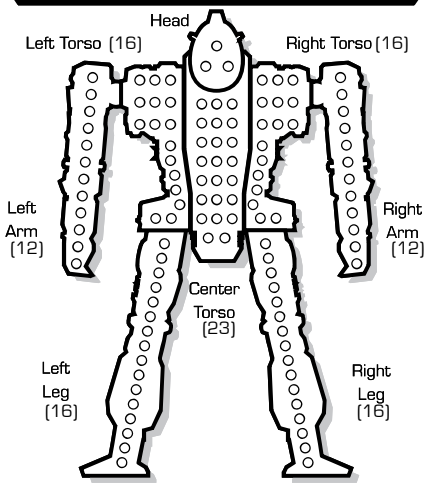
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Ultra AC/10
	4. Ultra AC/10
	5. Ultra AC/10
	6. Ultra AC/10
4-6	1. LRM 15
	2. LRM 15
	3. Ammo (LRM 15) 8
	4. Ammo (Ultra AC/10) 10
	5. Ammo (Ultra AC/10) 10
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken II 3

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C,F]	2	8	16	24
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	HAG/20	LT	4	20 [C,F]	2	8	16	24
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21

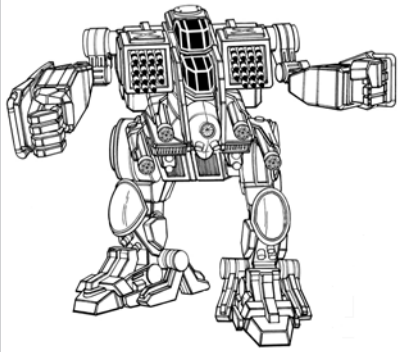
BV: 2,336

WARRIOR DATA

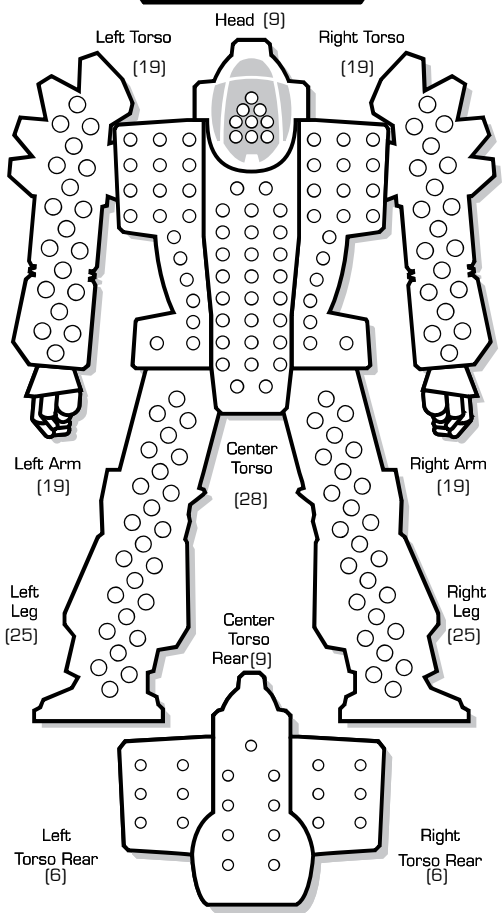
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (LRM 15) 8
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

4-6
1. HAG/20
2. HAG/20
3. LRM 15
4. LRM 15
5. Ammo (HAG 20) 6
6. Ammo (HAG 20) 6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

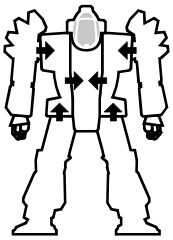
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (LRM 15) 8
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

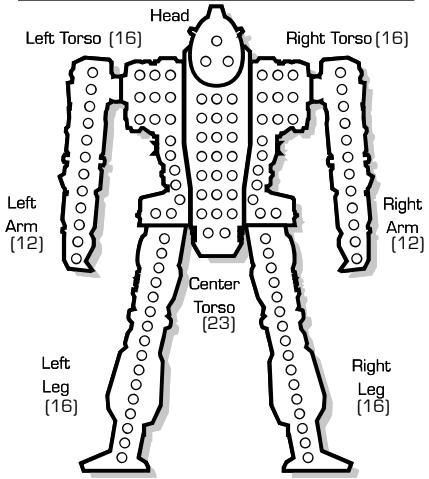
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

4-6
1. HAG/20
2. HAG/20
3. LRM 15
4. LRM 15
5. Ammo (HAG 20) 6
6. Ammo (HAG 20) 6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow

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 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cygnus

Movement Points:
Walking: 4
Running: 6

Tonnage: 95
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

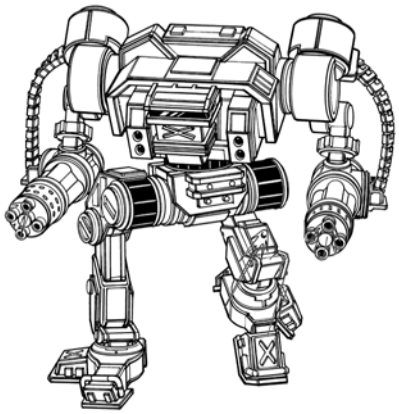
BV: 2,583

WARRIOR DATA

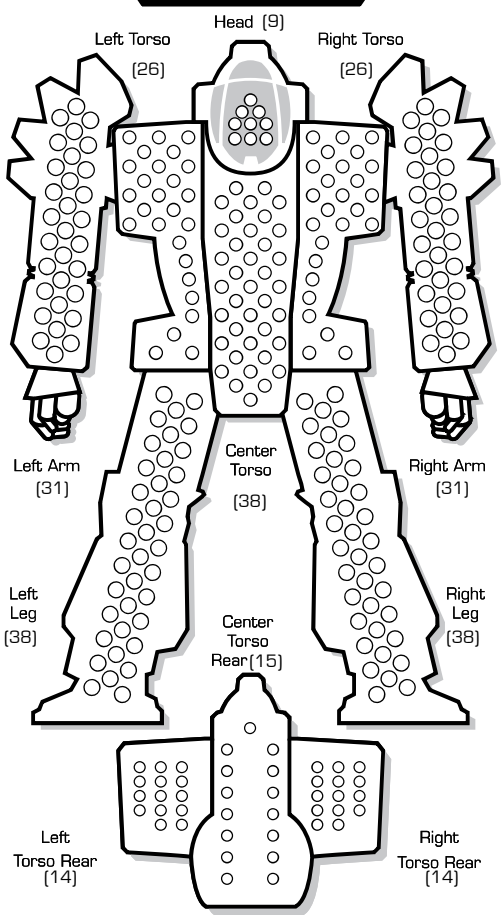
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10

4-6
4. Ammo (Ultra AC/10) 10
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

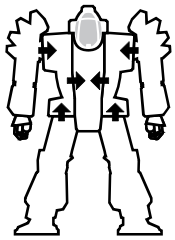
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ammo (Ultra AC/10) 10

4-6
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Targeting Computer
6. Targeting Computer

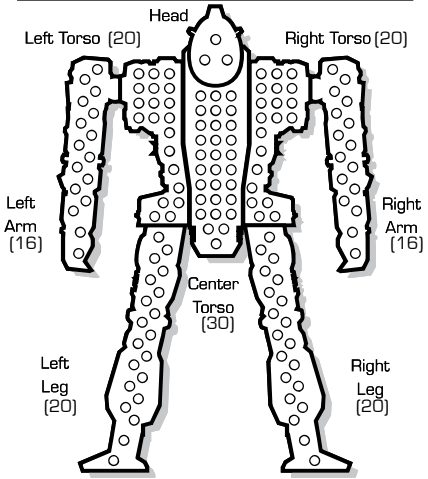
1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○ ○
25	–5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	–4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cygnus 2

Movement Points:
Walking: 4
Running: 6

Tonnage: 95
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	HAG/40	RA	8	40 [C,F]	2	8	16	24
1	HAG/40	LA	8	40 [C,F]	2	8	16	24

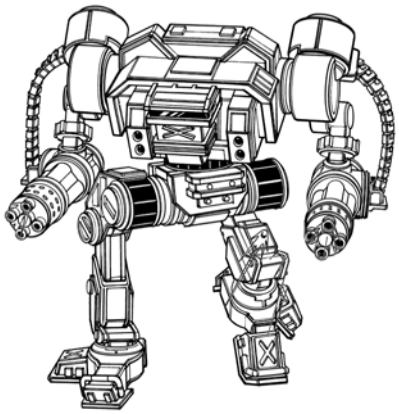
BV: 3,361

WARRIOR DATA

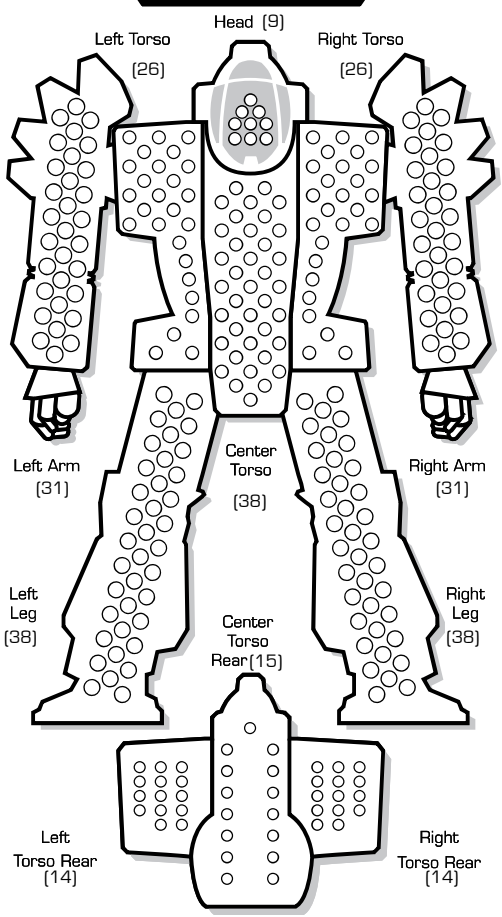
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

4-6:
1. HAG/40
2. HAG/40
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. ER Medium Laser
4. ER Medium Laser
5. Ammo (HAG 40) 3
6. Ammo (HAG 40) 3

4-6:
1. Ammo (HAG 40) 3
2. Ammo (HAG 40) 3
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

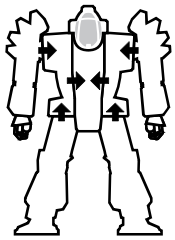
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

4-6:
1. HAG/40
2. HAG/40
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

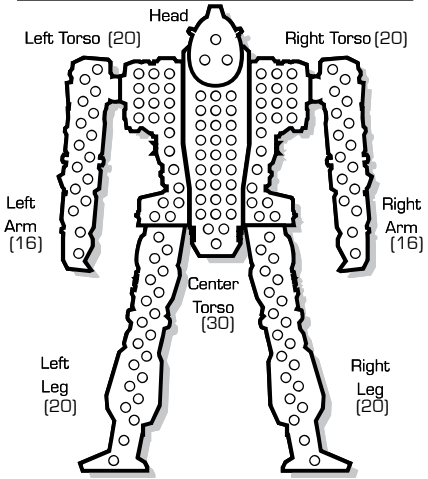
1-3:
3. ER Medium Laser
4. ER Medium Laser
5. Ammo (HAG 40) 3
6. Ammo (HAG 40) 3

4-6:
1. Ammo (HAG 40) 3
2. Ammo (HAG 40) 3
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cygnus 3

Movement Points:
Walking: 4
Running: 6

Tonnage: 95
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C,F]	2	8	16	24
1	HAG/20	LT	4	20 [C,F]	2	8	16	24
1	HAG/20	RA	4	20 [C,F]	2	8	16	24
1	HAG/20	LA	4	20 [C,F]	2	8	16	24

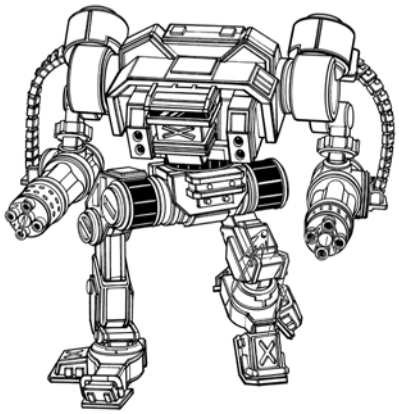
BV: 2,569

WARRIOR DATA

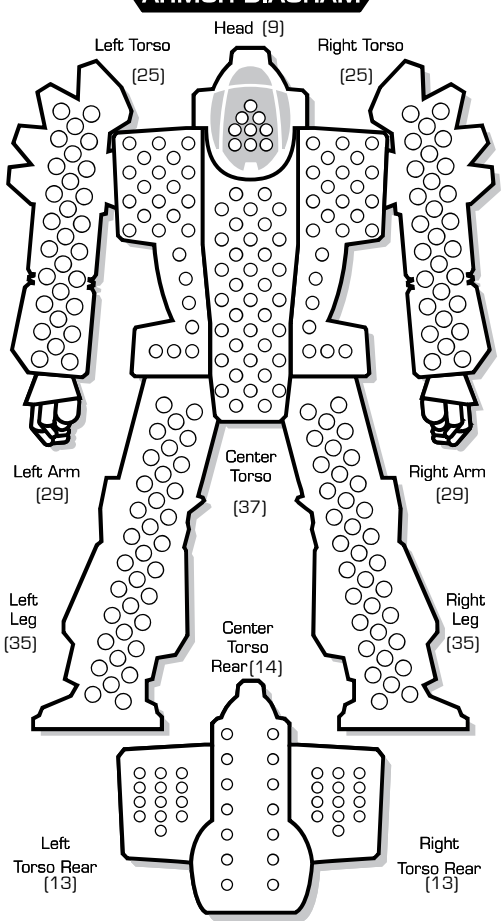
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Ammo (HAG 20) 6
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

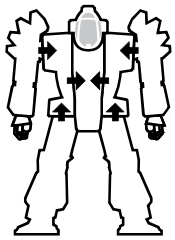
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Ammo (HAG 20) 6
5. Roll Again
6. Roll Again

Right Torso (CASE)

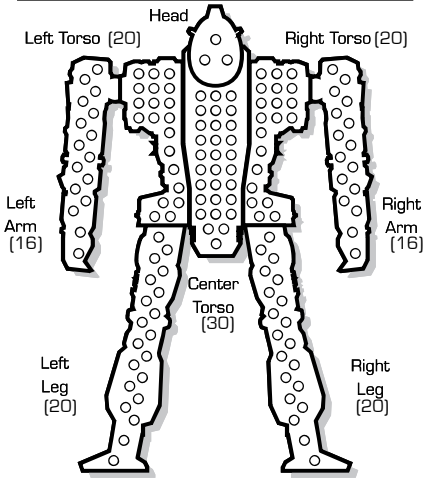
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
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
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
2	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
2	Ultra AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21

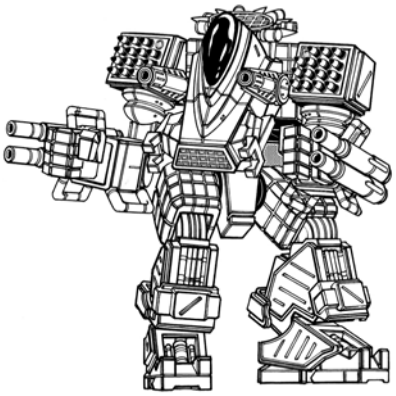
BV: 2,784

WARRIOR DATA

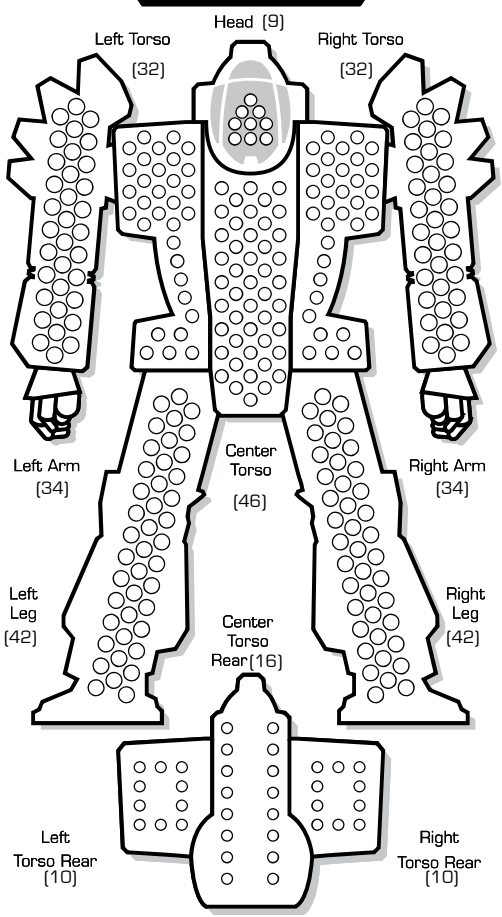
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/5
6. Ultra AC/5

1-3

1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Ultra AC/5
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1-3

1. LRM 15
2. LRM 15
3. Ammo (Ultra AC/5) 20
4. Ammo (Ultra AC/5) 20
5. Ammo (LRM 15) 8
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

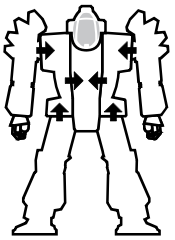
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/5
6. Ultra AC/5

1-3

1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Ultra AC/5
5. Endo Steel
6. Endo Steel

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1-3

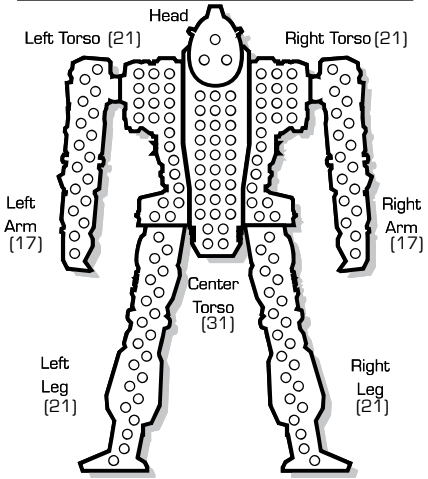
1. LRM 15
2. LRM 15
3. Ammo (Ultra AC/5) 20
4. Ammo (Ultra AC/5) 20
5. Ammo (LRM 15) 8
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter 2

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Jihad
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	LRM 15 w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	LRM 15 w/Artemis IV FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

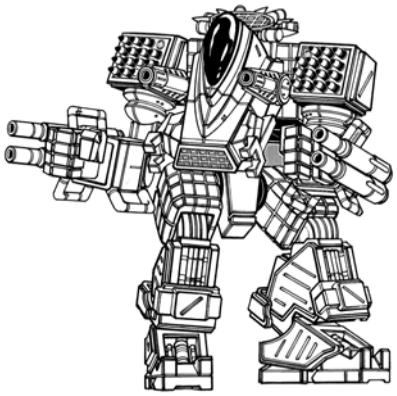
BV: 3,278

WARRIOR DATA

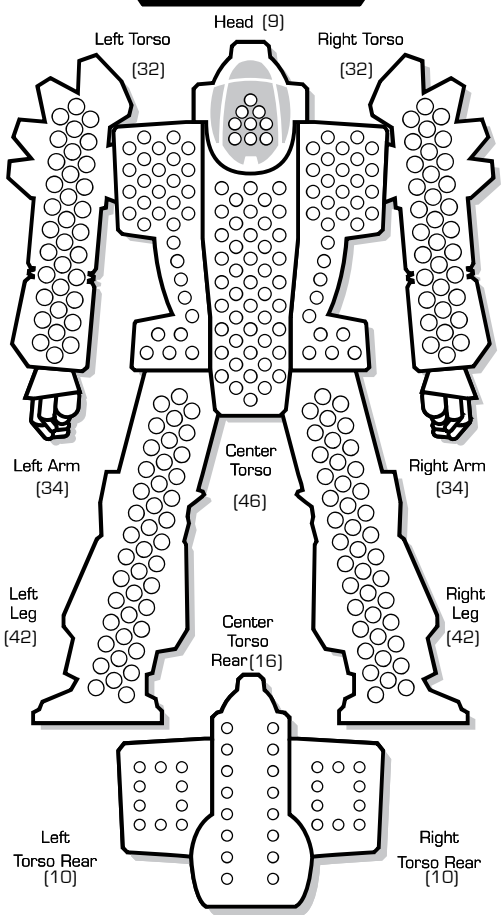
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

4-6
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Endo Steel

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3
4. ER PPC
5. ER PPC
6. LRM 15

1. LRM 15
2. Artemis IV FCS

4-6
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Ammo (LRM 15 Artemis) 8
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

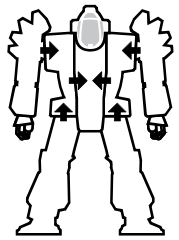
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Ultra AC/10

1. Ultra AC/10
2. Ultra AC/10

4-6
3. Ultra AC/10
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3
4. ER PPC
5. ER PPC
6. LRM 15

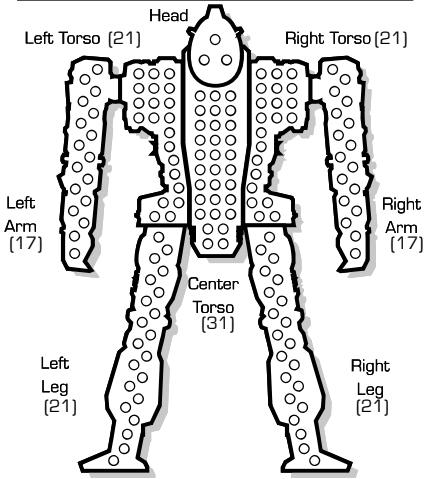
1. LRM 15
2. Artemis IV FCS

4-6
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Ammo (LRM 15 Artemis) 8
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter 3

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	HAG/30	RT	6	30 [C,F]	2	8	16	24
1	HAG/30	LT	6	30 [C,F]	2	8	16	24
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

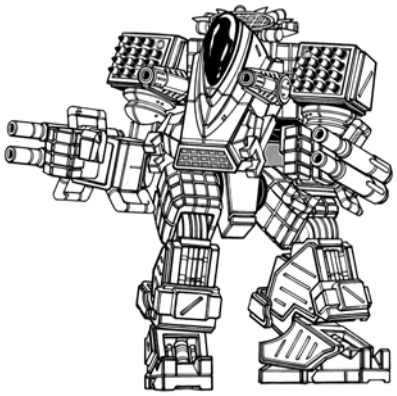
BV: 3,074

WARRIOR DATA

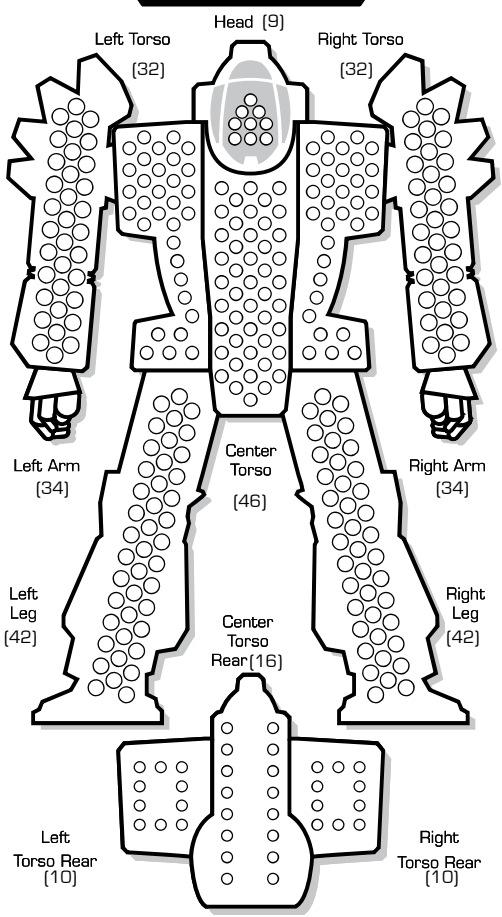
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

4-6
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG 30) 4
6. Endo Steel

Head

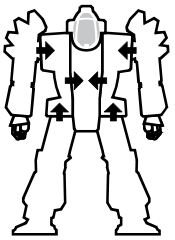
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

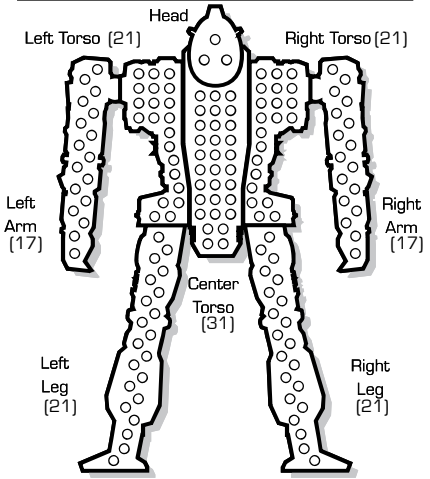
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

4-6
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG 30) 4
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
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
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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CLAN PROTOMECHS

BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Erinyes**
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 1) 5

PILOT DATA
Name: _____
Gunnery Skill: ____

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

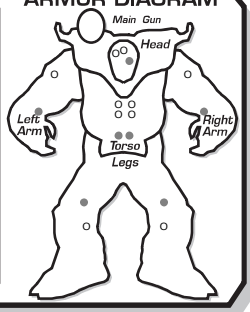
BV: 67

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Erinyes**
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 1) 5

PILOT DATA
Name: _____
Gunnery Skill: ____

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

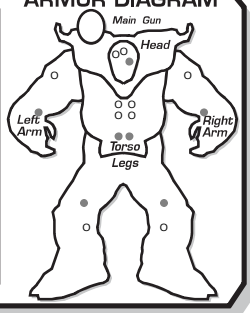
BV: 67

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Erinyes**
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 1) 5

PILOT DATA
Name: _____
Gunnery Skill: ____

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

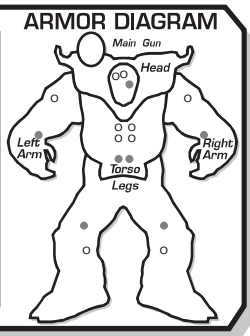
BV: 67

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Erinyes**
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 1) 5

PILOT DATA
Name: _____
Gunnery Skill: ____

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

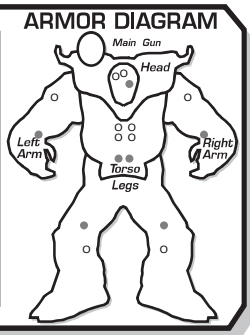
BV: 67

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Erinyes**
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 1) 5

PILOT DATA
Name: _____
Gunnery Skill: ____

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

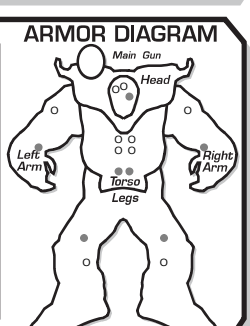
BV: 67

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Erinyes 2**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

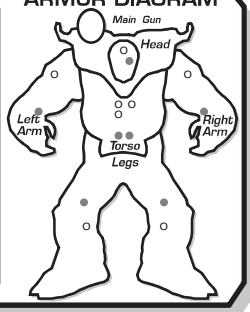
BV: 52

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Erinyes 2**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

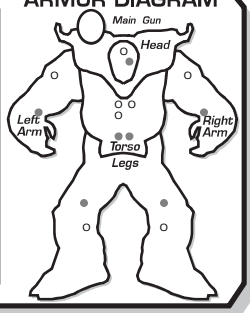
BV: 52

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Erinyes 2**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

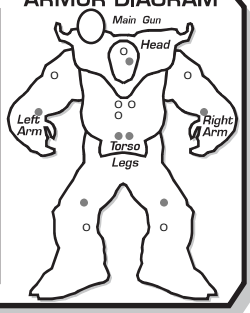
BV: 52

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Erinyes 2**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

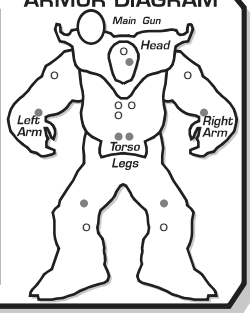
BV: 52

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Erinyes 2**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

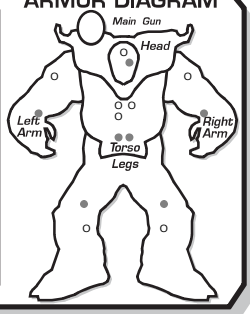
BV: 52

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Erinyes 3**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	–	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

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

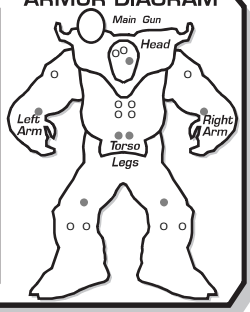
BV: 64

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Erinyes 3**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	–	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

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

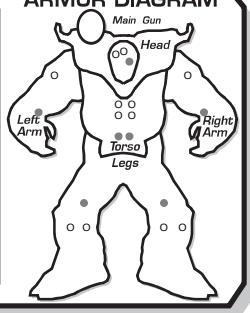
BV: 64

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Erinyes 3**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	–	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

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

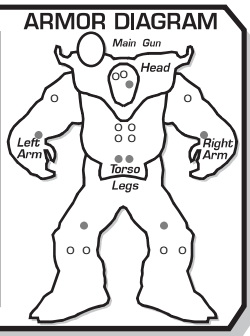
BV: 64

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Erinyes 3**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	–	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

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

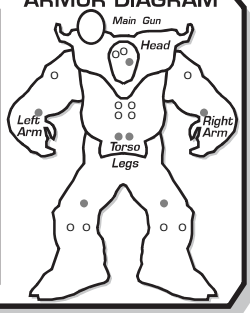
BV: 64

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Erinyes 3**
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	–	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

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

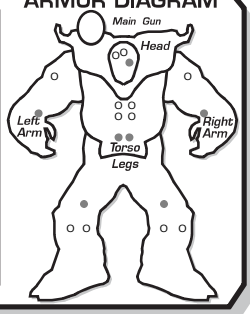
BV: 64

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops**
Tons: 3
Movement Points:
Walk/Run/Jump
9 / 14

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

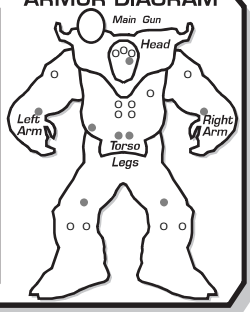
BV: 86

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Cecerops**
Tons: 3
Movement Points:
Walk/Run/Jump
9 / 14

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

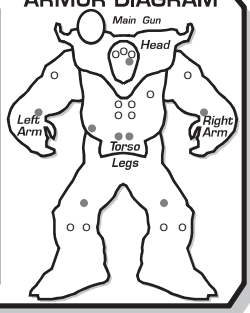
BV: 86

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Cecerops**
Tons: 3
Movement Points:
Walk/Run/Jump
9 / 14

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

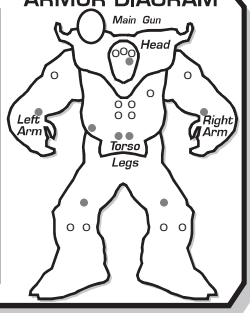
BV: 86

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Cecerops**
Tons: 3
Movement Points:
Walk/Run/Jump
9 / 14

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

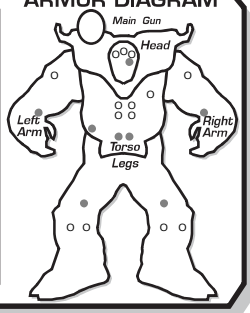
BV: 86

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Cecerops**
Tons: 3
Movement Points:
Walk/Run/Jump
9 / 14

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA
Name: _____
Gunnery Skill: ____

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

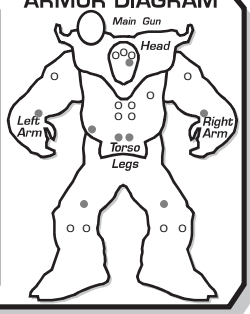
BV: 86

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops 2**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 1) 10

PILOT DATA
Name: _____
Gunnery Skill: ____

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

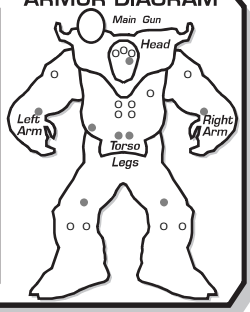
BV: 109

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Cecerops 2**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 1) 10

PILOT DATA
Name: _____
Gunnery Skill: ____

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

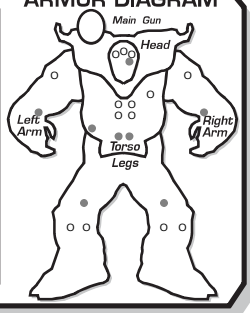
BV: 109

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Cecerops 2**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 1) 10

PILOT DATA
Name: _____
Gunnery Skill: ____

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

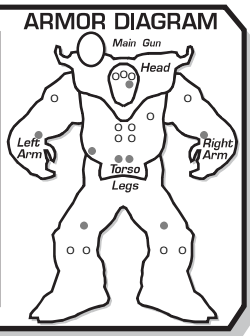
BV: 109

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Cecerops 2**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 1) 10

PILOT DATA
Name: _____
Gunnery Skill: ____

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

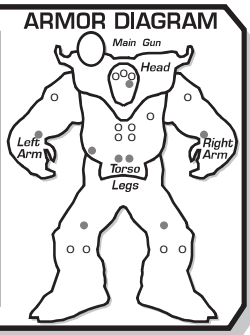
BV: 109

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Cecerops 2**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 1) 10

PILOT DATA
Name: _____
Gunnery Skill: ____

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

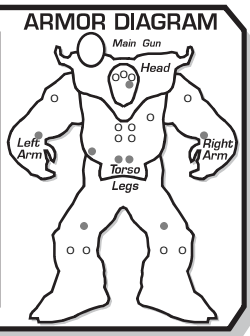
BV: 109

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops 3**
Tons: 3
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 11

PILOT DATA

Name: _____
Gunnery Skill: ____

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

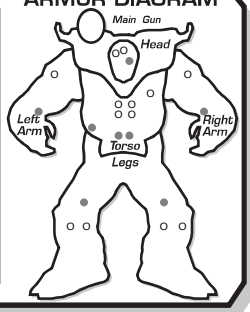
BV: 105

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Cecerops 3**
Tons: 3
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 11

PILOT DATA

Name: _____
Gunnery Skill: ____

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

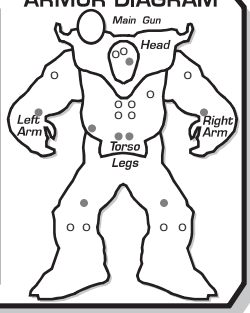
BV: 105

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Cecerops 3**
Tons: 3
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 11

PILOT DATA

Name: _____
Gunnery Skill: ____

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

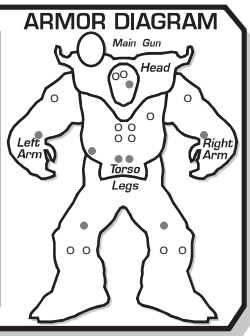
BV: 105

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Cecerops 3**
Tons: 3
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 11

PILOT DATA

Name: _____
Gunnery Skill: ____

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

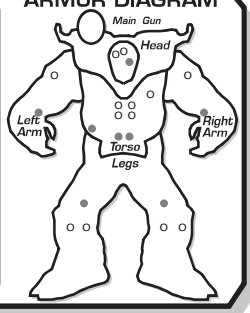
BV: 105

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Cecerops 3**
Tons: 3
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 11

PILOT DATA

Name: _____
Gunnery Skill: ____

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

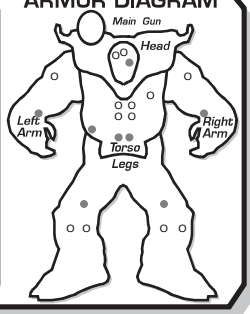
BV: 105

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

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

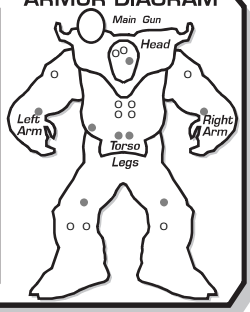
BV: 82

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

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

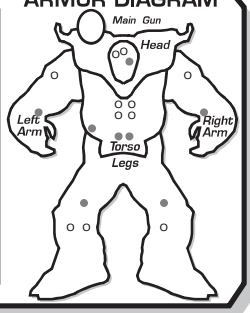
BV: 82

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

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

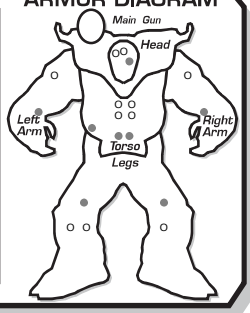
BV: 82

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

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

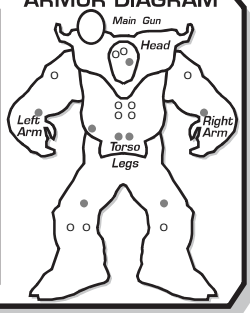
BV: 82

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

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

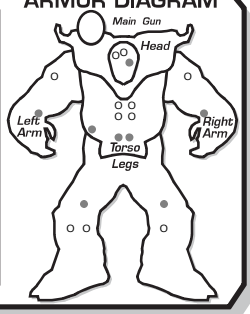
BV: 82

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

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

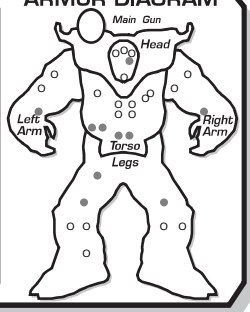
BV: 182

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Orc**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

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

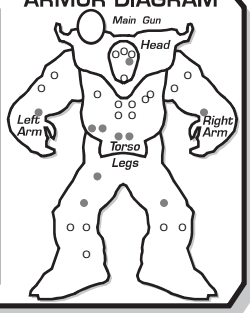
BV: 182

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Orc**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

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

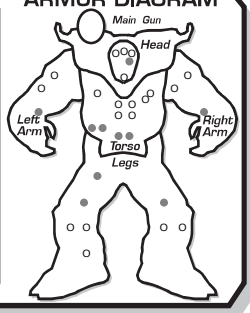
BV: 182

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Orc**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

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

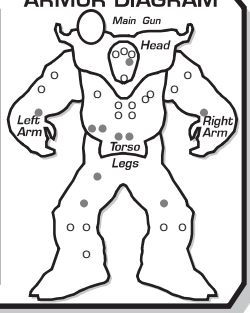
BV: 182

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Orc**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

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

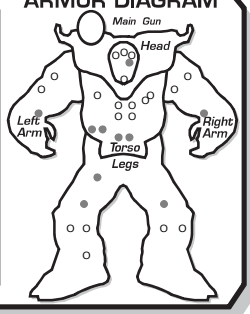
BV: 182

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Machine Gun) 10, (LRM 2) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

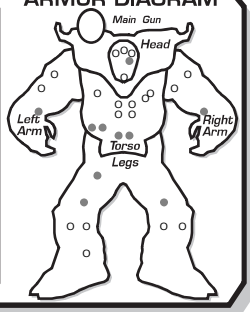
BV: 174

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Machine Gun) 10, (LRM 2) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

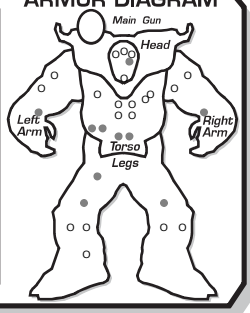
BV: 174

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Machine Gun) 10, (LRM 2) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

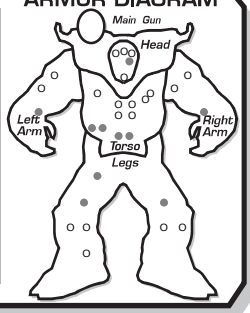
BV: 174

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Machine Gun) 10, (LRM 2) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

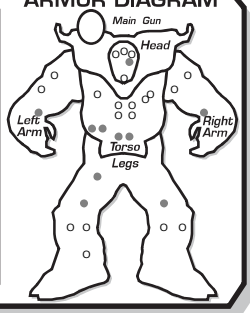
BV: 174

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 2	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Machine Gun) 10, (LRM 2) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

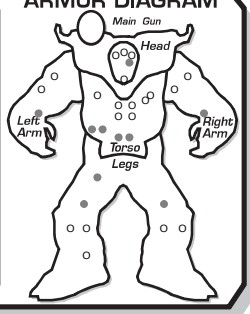
BV: 174

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc 3**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 3) 3, (SRM 1) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

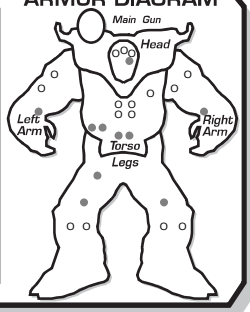
BV: 168

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Orc 3**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 3) 3, (SRM 1) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

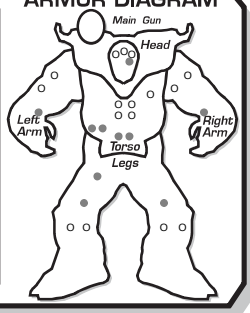
BV: 168

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Orc 3**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 3) 3, (SRM 1) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

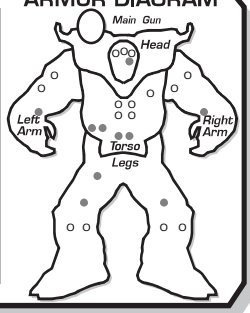
BV: 168

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Orc 3**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 3) 3, (SRM 1) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

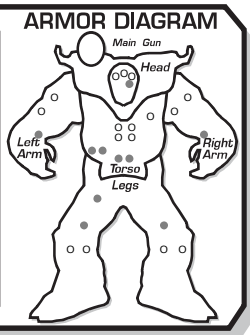
BV: 168

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Orc 3**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 3) 3, (SRM 1) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

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

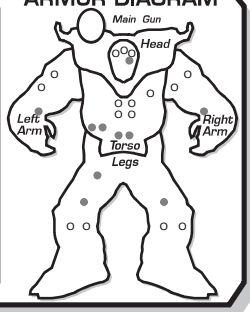
BV: 168

HIT LOCATIONS AND CRITICAL HITS

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

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (SRM 3) 3, (Machine Gun) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

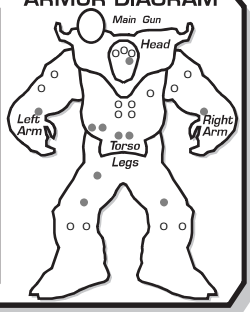
BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (SRM 3) 3, (Machine Gun) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

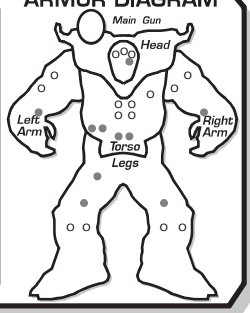
BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (SRM 3) 3, (Machine Gun) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

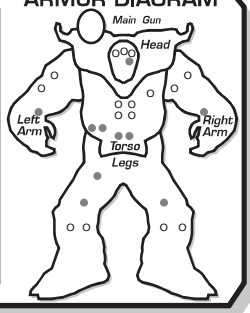
BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (SRM 3) 3, (Machine Gun) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

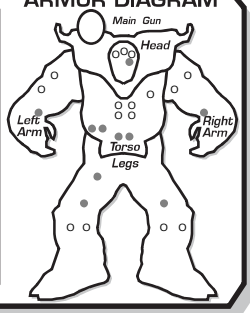
BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (SRM 3) 3, (Machine Gun) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

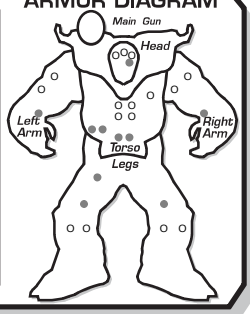
BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Procyon**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

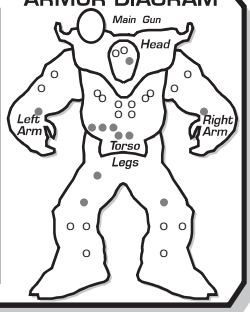
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

BV: 178

PROTOMECH 2

Type: **Procyon**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

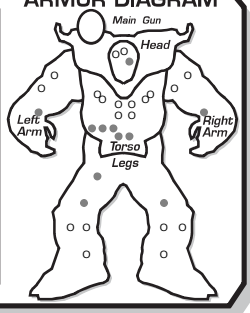
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

BV: 178

PROTOMECH 3

Type: **Procyon**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

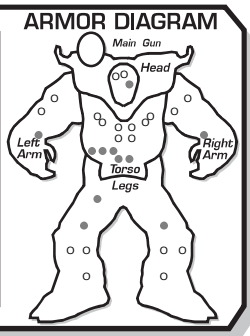
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

BV: 178

PROTOMECH 4

Type: **Procyon**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

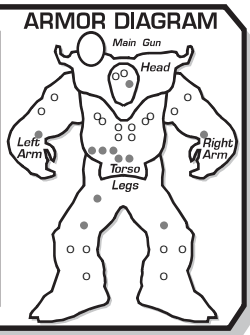
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

BV: 178

PROTOMECH 5

Type: **Procyon**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

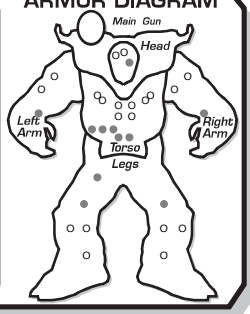
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

BV: 178

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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Procyon 2**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 4	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 4	1/Msl [M,C,S]	–	7	14	21

Ammo: (LRM 4) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

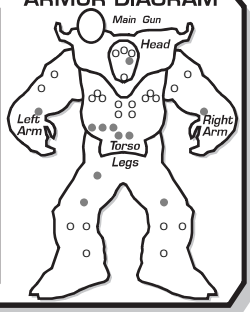
BV: 235

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Procyon 2**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 4	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 4	1/Msl [M,C,S]	–	7	14	21

Ammo: (LRM 4) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

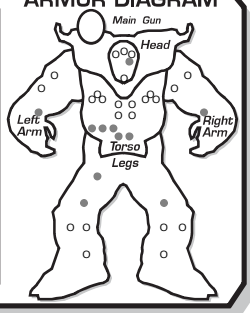
BV: 235

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Procyon 2**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 4	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 4	1/Msl [M,C,S]	–	7	14	21

Ammo: (LRM 4) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

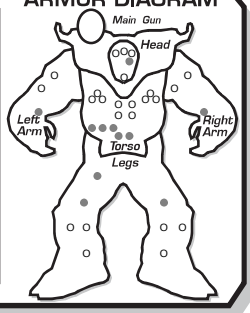
BV: 235

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Procyon 2**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 4	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 4	1/Msl [M,C,S]	–	7	14	21

Ammo: (LRM 4) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

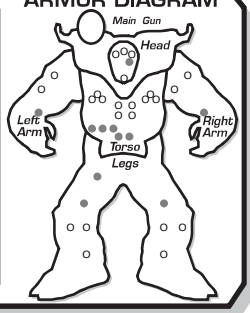
BV: 235

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Procyon 2**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 4	1/Msl [M,C,S]	–	7	14	21
Torso B:	LRM 4	1/Msl [M,C,S]	–	7	14	21

Ammo: (LRM 4) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

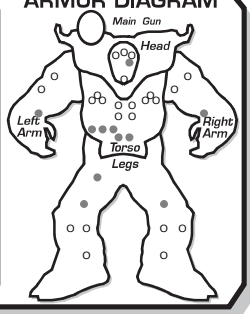
BV: 235

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Procyon 3**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	–	1	2	3

Ammo: (LRM 3) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

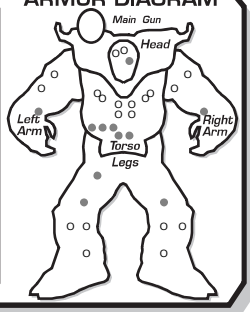
BV: 163

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Procyon 3**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	–	1	2	3

Ammo: (LRM 3) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

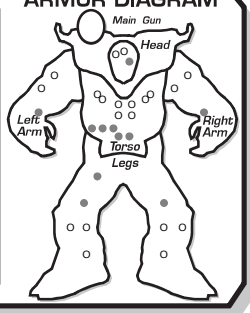
BV: 163

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Procyon 3**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	–	1	2	3

Ammo: (LRM 3) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

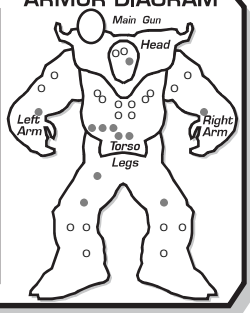
BV: 163

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Procyon 3**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	–	1	2	3

Ammo: (LRM 3) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

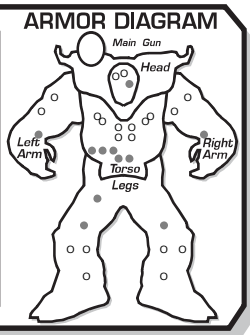
BV: 163

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Procyon 3**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	–	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	–	1	2	3

Ammo: (LRM 3) 6

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

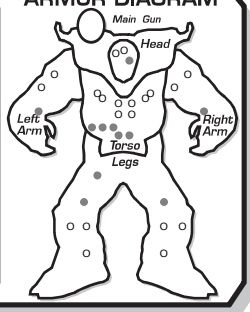
BV: 163

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Procyon 4**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/Msl [M,C]	–	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Streak SRM 3) 5, (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

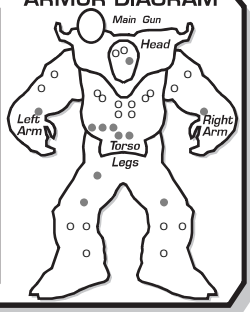
BV: 182

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Procyon 4**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/Msl [M,C]	–	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Streak SRM 3) 5, (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

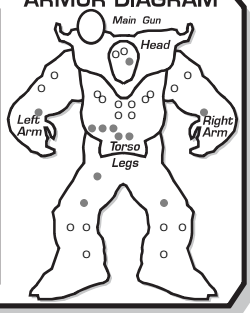
BV: 182

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Procyon 4**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/Msl [M,C]	–	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Streak SRM 3) 5, (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

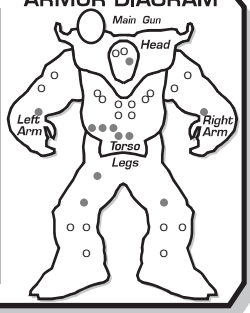
BV: 182

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Procyon 4**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/Msl [M,C]	–	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Streak SRM 3) 5, (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

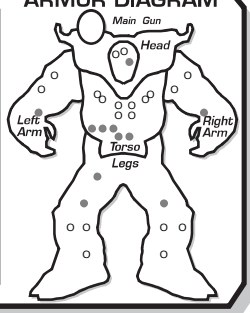
BV: 182

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Procyon 4**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/Msl [M,C]	–	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	–	1	2	3

Ammo: (Streak SRM 3) 5, (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

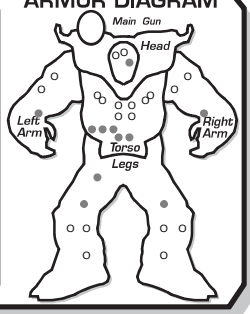
BV: 182

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Procyon 5**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Small Laser	5 [DE]	–	2	4	6

Ammo: (SRM 2) 5

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

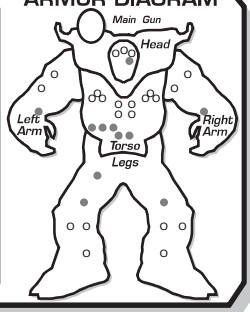
BV: 196

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Procyon 5**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Small Laser	5 [DE]	–	2	4	6

Ammo: (SRM 2) 5

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

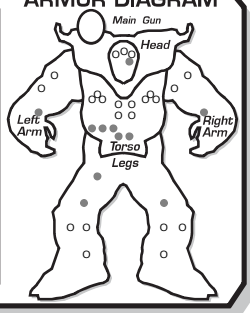
BV: 196

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Procyon 5**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Small Laser	5 [DE]	–	2	4	6

Ammo: (SRM 2) 5

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

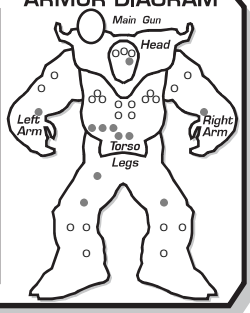
BV: 196

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Procyon 5**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Small Laser	5 [DE]	–	2	4	6

Ammo: (SRM 2) 5

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

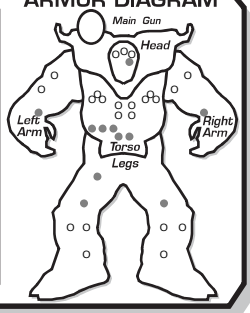
BV: 196

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Procyon 5**
Tons: 5
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Small Laser	5 [DE]	–	2	4	6

Ammo: (SRM 2) 5

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

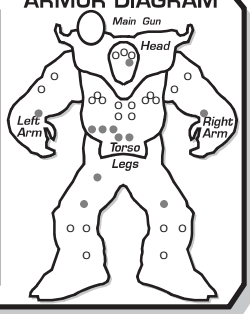
BV: 196

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

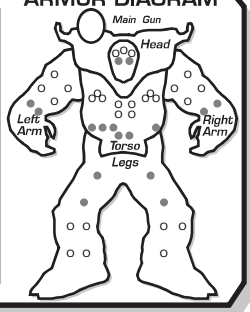
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

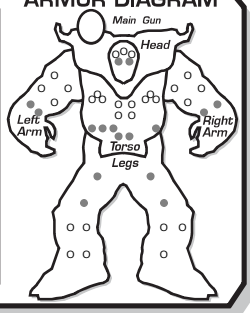
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

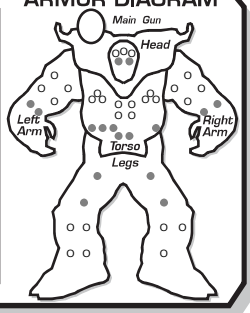
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

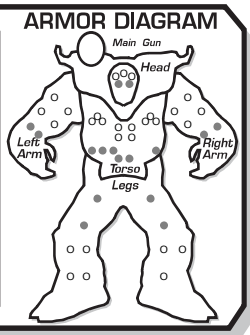
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

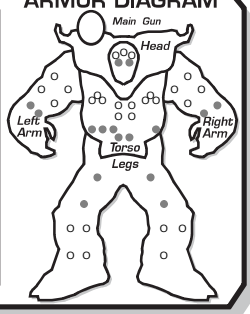
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

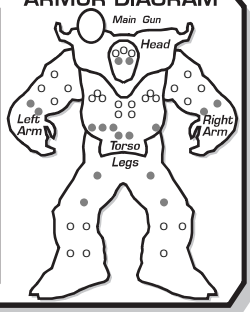
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

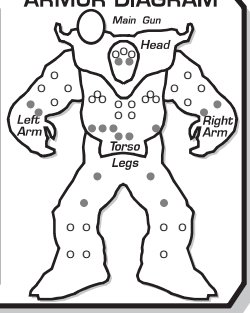
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

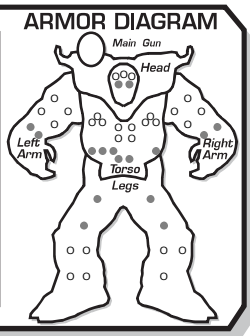
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

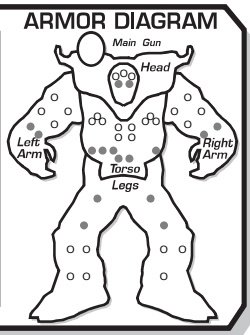
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

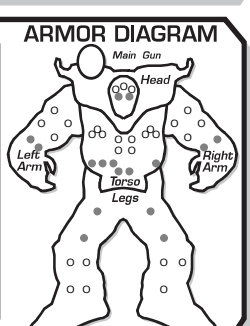
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Basilisk**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 2

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

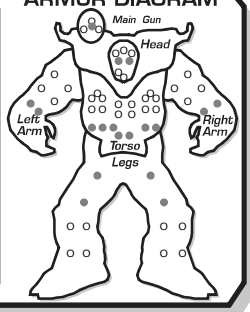
BV: 319

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Basilisk**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 2

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

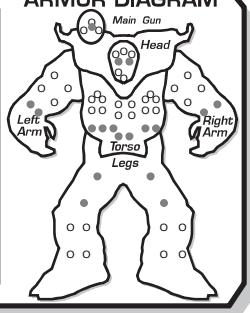
BV: 319

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Basilisk**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 2

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

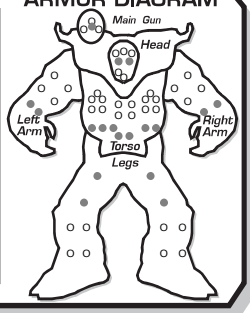
BV: 319

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Basilisk**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 2

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

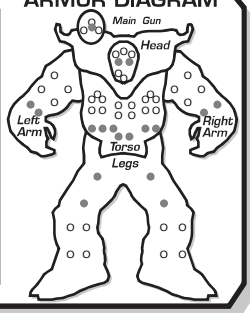
BV: 319

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Basilisk**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 2

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

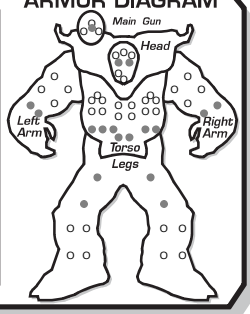
BV: 319

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Basilisk 2**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

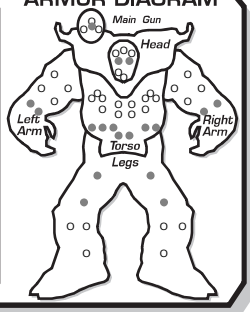
BV: 237

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Basilisk 2**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

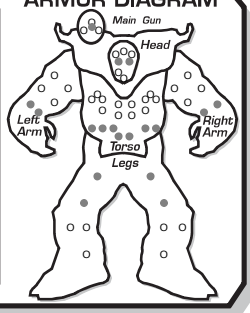
BV: 237

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Basilisk 2**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

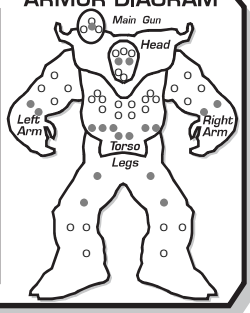
BV: 237

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Basilisk 2**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

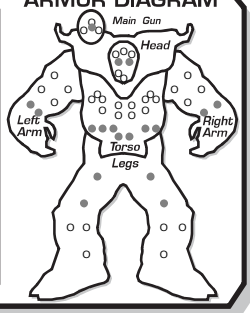
BV: 237

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Basilisk 2**
Tons: 7
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

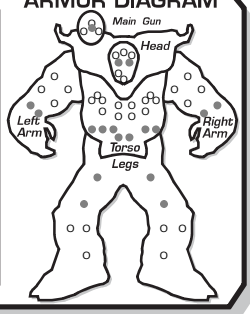
BV: 237

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Basilisk 3**
Tons: 7 (Experimental)
Movement Points:
Walk/Run/Jump
4 / 6 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

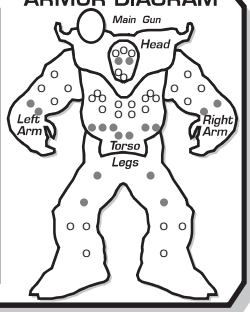
BV: 296

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Basilisk 3**
Tons: 7 (Experimental)
Movement Points:
Walk/Run/Jump
4 / 6 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

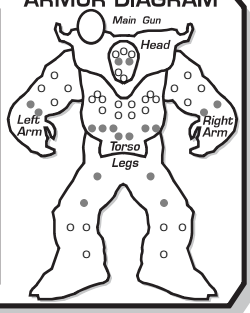
BV: 296

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Basilisk 3**
Tons: 7 (Experimental)
Movement Points:
Walk/Run/Jump
4 / 6 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

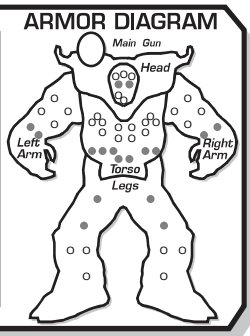
BV: 296

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Basilisk 3**
Tons: 7 (Experimental)
Movement Points:
Walk/Run/Jump
4 / 6 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

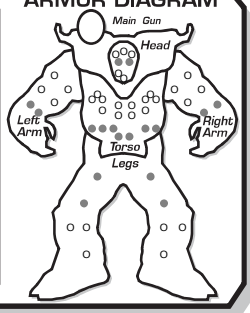
BV: 296

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Basilisk 3**
Tons: 7 (Experimental)
Movement Points:
Walk/Run/Jump
4 / 6 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

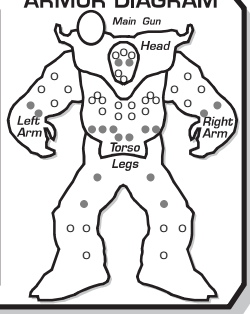
BV: 296

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Triton
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

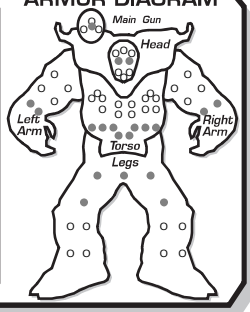
BV: 286

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Triton
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

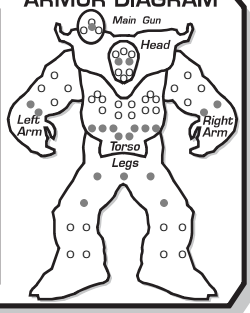
BV: 286

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Triton
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

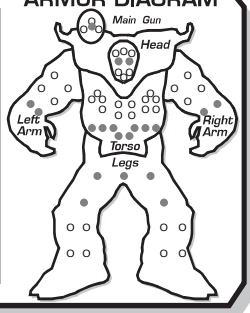
BV: 286

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Triton
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

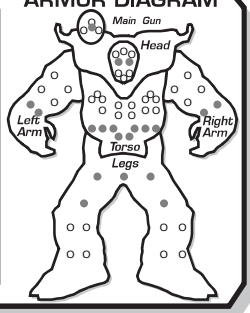
BV: 286

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Triton
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

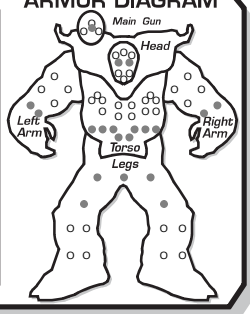
BV: 286

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Triton 2**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

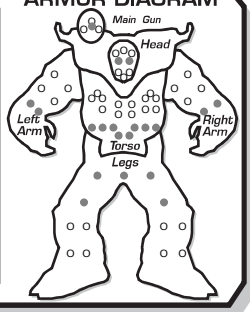
BV: 274

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Triton 2**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

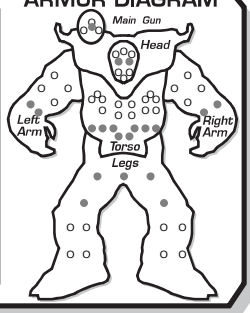
BV: 274

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Triton 2**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

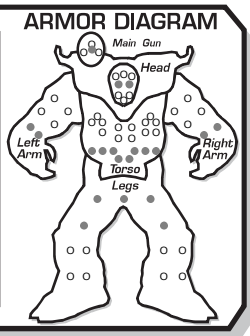
BV: 274

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Triton 2**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

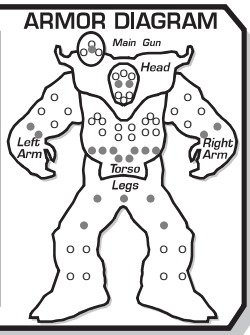
BV: 274

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Triton 2**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 3	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 3) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

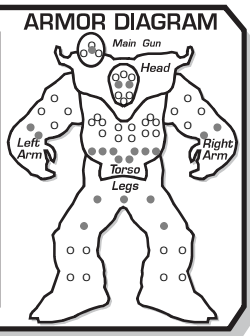
BV: 274

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Triton 3**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

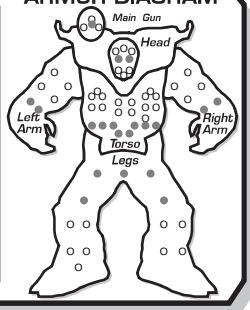
BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Triton 3**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

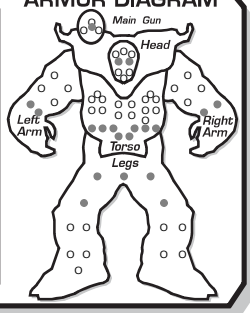
BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Triton 3**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

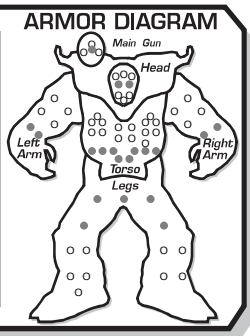
BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Triton 3**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

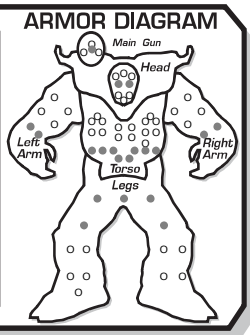
BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Triton 3**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

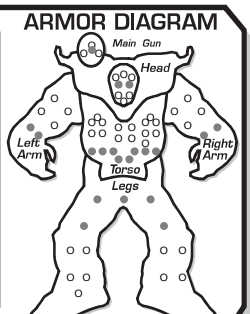
BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Triton 4**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

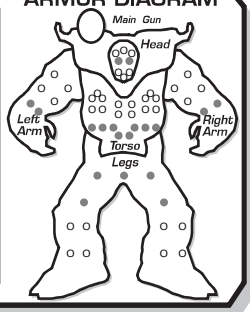
BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Triton 4**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

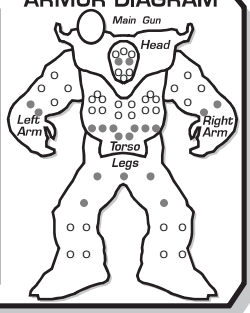
BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Triton 4**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

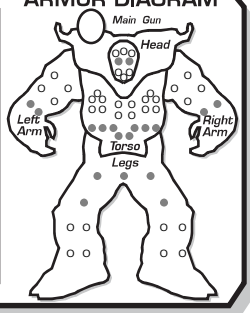
BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Triton 4**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

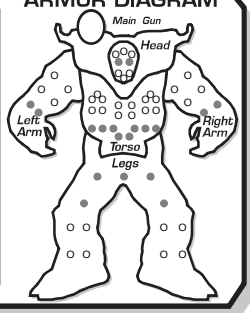
BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Triton 4**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

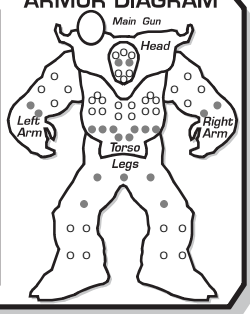
BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Delphyne**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

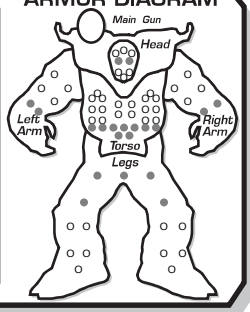
BV: 384

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Delphyne**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

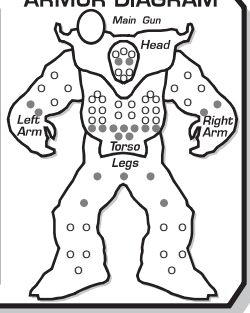
BV: 384

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Delphyne**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

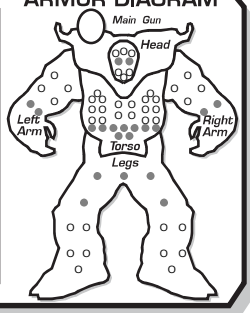
BV: 384

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Delphyne**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

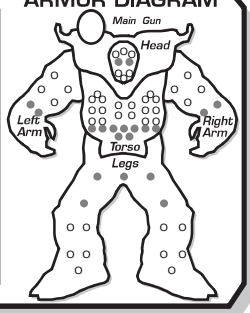
BV: 384

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Delphyne**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

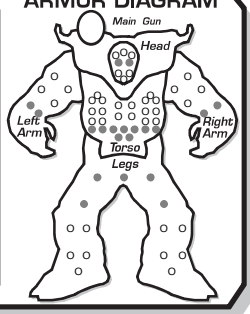
BV: 384

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Delphyne 2**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	–	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	–	1	2	4

Ammo: (SRM 3) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

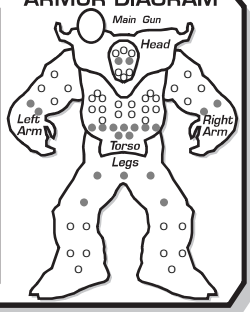
BV: 316

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Delphyne 2**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	–	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	–	1	2	4

Ammo: (SRM 3) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

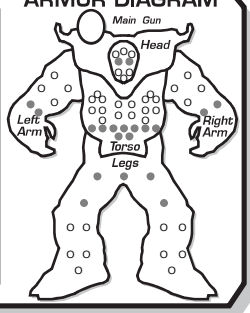
BV: 316

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Delphyne 2**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	–	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	–	1	2	4

Ammo: (SRM 3) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

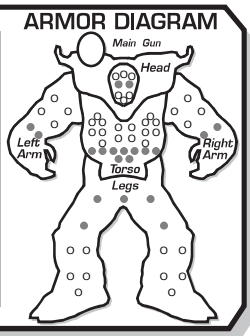
BV: 316

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Delphyne 2**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	–	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	–	1	2	4

Ammo: (SRM 3) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

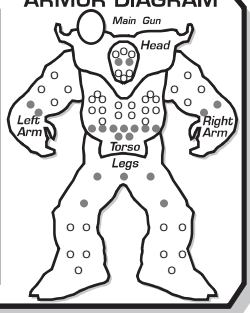
BV: 316

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Delphyne 2**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 3	2/Msl [M,C,S]	–	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	–	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	–	1	2	4

Ammo: (SRM 3) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

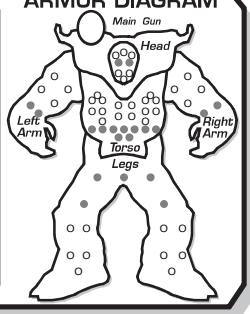
BV: 316

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Delphyne 3**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

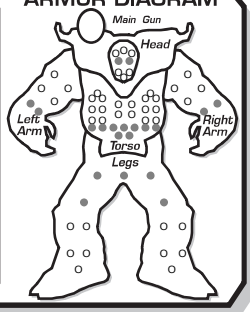
BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Delphyne 3**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

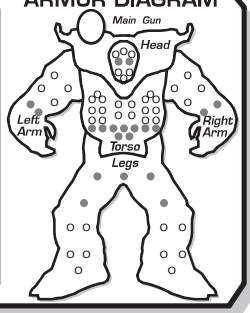
BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Delphyne 3**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

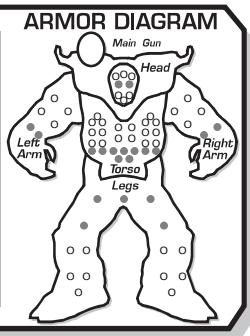
BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Delphyne 3**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

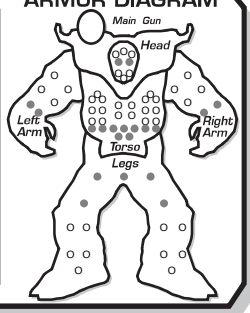
BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Delphyne 3**
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA
Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

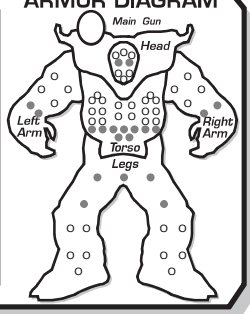
BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

***Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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