BATTLETECH™

RECORD SHEETS: 3145 UNABRIDGED



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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.

MERCENARIES
- Spectre Stealth Battle Armor
- Marauder Battle Armor
- Gun Trailers
- Gossamer VTOL
- Garrot Superheavy Transport
- Lamprey Transport Helicopter
- Kite Reconnaissance Vehicle
- Cardinal Transport
- Testudo Siege Tank
- Bishop Transport VTOL
- Savior Repair Vehicle
- Koshi (Standard)
- Cadaver
- Tiburon
- Stalking Spider II
- Black Hawk (Standard)
- Vulture IV
- Hound
- Jade Hawk
- Mad Cat IV
- HawkWolf
- Hippogriff ProtoMech
- Condottiere Assault Craft
- NL-45 "Gunboat"
- Nagasawa

CAPELLAN CONFEDERATION
- Amazon Battle Armor
- Shen Long Battle Armor
- Luduan Scout Vehicle
- Nisos Attack WiGE
- Shun Transport VTOL
- Predator Tank Destroyer
- Sheriff Infantry Support Vehicle
- Zahn Heavy Transport
- Pixiu Heavy Tank
- Arrow IV Assault Vehicle (AAV)
- Behemoth II Heavy Tank
- Gùn
- Anubis
- Yinghuochong
- Calliope
- Raven II
- Agrotera
- Vandal
- Catapult II
- Mortis
- Tian-zong
- Lu Wei Bing
- Saroyan Jump Bomber
- Y-2 Yùn
- Zhen Niao

DRACONIS COMBINE
- Kishi Battle Armor
- Oni Battle Armor
- Zou Heavy Battle Armor
- Saladin Mk II HCV
- Saracen Mk II HCV
- Scimitar Mk II HCV
- Shillelagh Missile Tank
- Cizin
- Kamakiri Attack VTOL
- Sekhmet Assault Vehicle
- Mamono IFV
- SM2 Heavy Artillery Vehicle
- NK-1C Narukami Heavy Tank
- Phoenix Hawk L
- Rokurokubi
- Avalanche
- Wendigo
- Exhumer
- Hitotsume Kozo
- Dragon II
- Shiro
- Hatamoto-Suna
- Tenshi
- Koroshiya
- Oo-Suzumebachi

FEDERATED SUNS
- PAB-28 Sniper Suit
- Sea Fox Amphibious Armor
- Fusilier Battle Armor
- Kruger Combat Car
- Marten Scout VTOL
- JI2A1 Attack APC
- Hasek Mechanized Combat Vehicle
- Sortek Assault Craft
- Zibler Fast Strike Tank
- Hanse MBT
- Sniper Artillery
- Paladin Defense System
- Destrier Siege Vehicle
- Prey Seeker
- Gunsmith
- Hollander III
- Scarecrow
- Antlion
- Centurion
- Vulpes
- Black Knight
- Templar III
- Atlas III
- Rondel
- Cutlass

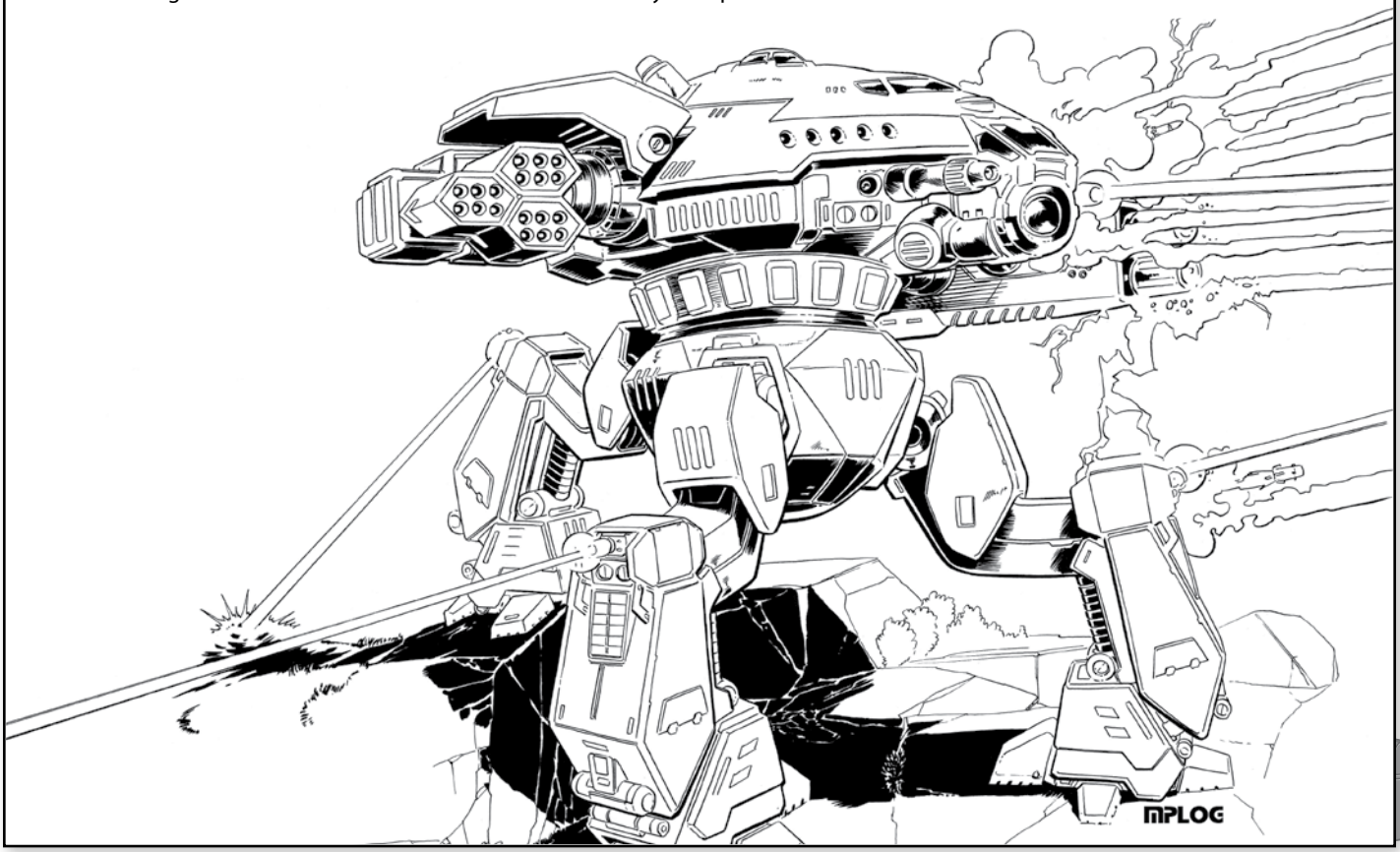
FREE WORLDS LEAGUE
- Leonidas Battle Armor
- Ogre Battle Armor
- Xiphos Assault Battle Armor
- Thang-Ta APC
- Red Kite Attack VTOL
- R10 Mechanized ICV
- Partisan AA Vehicle
- Bardiche Heavy Strike Tank
- Bulwark Assault Vehicle
- Gambit
- Havoc
- Violator
- Sarath
- Quasimodo
- Anzu
- Carronade
- Neanderthal
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- Juliano
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- Schildkröte Line Tank
- Manticore II Heavy Tank
- DI Schmitt Tank
- Kelswa Assault Tank
- Gulltoppr OmniMonitor
- Firestarter
- Jaguar
- Storm Raider
- Mongrel
- Gauntlet
- Scourge
- Ursa
- Götterdämmerung
- Zeus X
- Viking IIC
- King Crab
- Sternensturm
- Würger
- Trutzburg

REPUBLIC OF THE SPHERE
- Quirinus Battle Armor
- Simian Battle Armor
- Centaur Battle Armor
- Taranis Battle Armor
- Hawk Moth II Gunship
- Shandra Advanced Scout Vehicle
- Crane Heavy Transport
- MHI Amphibious APC
- Scapha Hovertank Prime
- JES III Missile Carrier
- MHI Defense AA Tank
- Celerity
- Jackalope
- Revenant
- Night Stalker
- Kheper
- Lament
- Uraeus
- Doloire
- Malice
- Poseidon
- Ares
- Schrack
- Simurgh
- Duat Military Transport

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- Constable Pacification Suit
- Buraq Fast Battle Armor
- Wraith Battle Armor
- Black Wolf Battle Armor
- Nacon Armored Scout
- Anat APC
- Skadi Swift Attack VTOL
- Skanda Light Tank
- Hadur Fast Support Vehicle
- Aesir Medium AA Vehicle
- Gurzil Support Tank
- Arion
- Cyllaros
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- Eyrie
- GDR-1D Gravedigger
- Gyrfalcon
- Vulture Mk III
- Loki Mk II
- Thor II
- Warwolf
- Shrike
- Kodiak II
- Tomahawk II



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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 (3081+)



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.



MERCENARIES

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Spectre — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

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BATTLE ARMOR: SQUAD 2

Type: Spectre — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

BATTLE ARMOR: SQUAD 3

Type: Spectre — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

BATTLE ARMOR: SQUAD 4

Type: Spectre — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

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BATTLE ARMOR: SQUAD 5

Type: Spectre — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

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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: Spectre (RA) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

BATTLE ARMOR: SQUAD 2

Type: Spectre (RA) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

BATTLE ARMOR: SQUAD 3

Type: Spectre (RA) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

BATTLE ARMOR: SQUAD 4

Type: Spectre (RA) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

BATTLE ARMOR: SQUAD 5

Type: Spectre (RA) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB,S]	–	3	5	8
Magnetic Clamps	[E]	–	–	–	–
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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

BV: 267/38

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
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SWARM ATTACK MODIFIERS TABLE

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	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
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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

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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: Marauder **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 238/46

BATTLE ARMOR: SQUAD 2

Type: Marauder **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 238/46

BATTLE ARMOR: SQUAD 3

Type: Marauder **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 238/46

BATTLE ARMOR: SQUAD 4

Type: Marauder **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 238/46

BATTLE ARMOR: SQUAD 5

Type: Marauder **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 238/46

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET



BATTLE ARMOR: SQUAD 1

Type: Marauder (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 321/46

BATTLE ARMOR: SQUAD 2

Type: Marauder (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 321/46

BATTLE ARMOR: SQUAD 3

Type: Marauder (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 321/46

BATTLE ARMOR: SQUAD 4

Type: Marauder (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 321/46

BATTLE ARMOR: SQUAD 5

Type: Marauder (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	–	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	–	2	4	6
Magnetic Clamps	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7
Support PPC	2 [DE]	–	2	5	7

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

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

BV: 321/46

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Ambush)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 10
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
6	Rocket Launcher 15	RR	1/Msl [M,C]	—	4	9	15

BV: 137

CREW DATA

Crew: _____

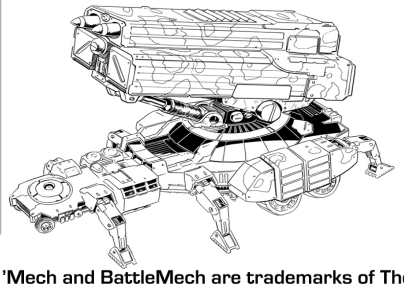
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

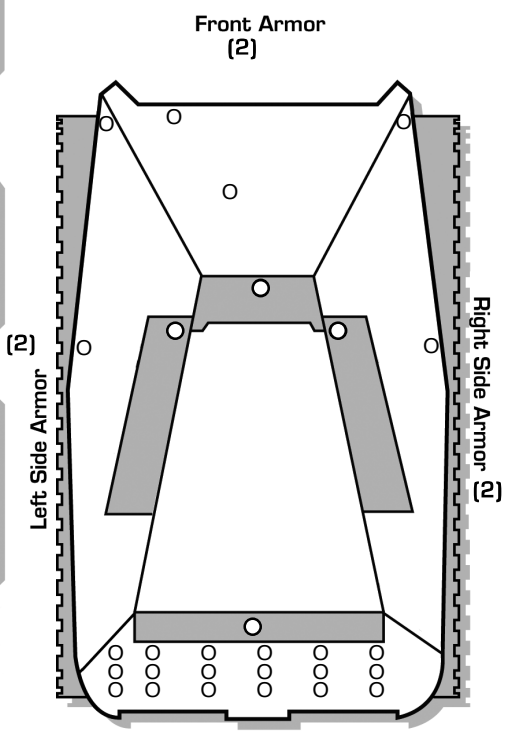
Driver Hit +2
Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Artillery/AAA)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Arrow IV	T	20 [AE,S,F]	—	1	2	8

Ammo: (Arrow IV Homing) 15, (Arrow IV) 15

BV: 452

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 ☐

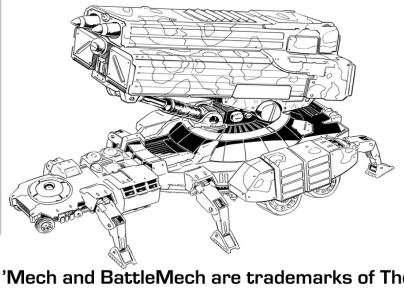
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

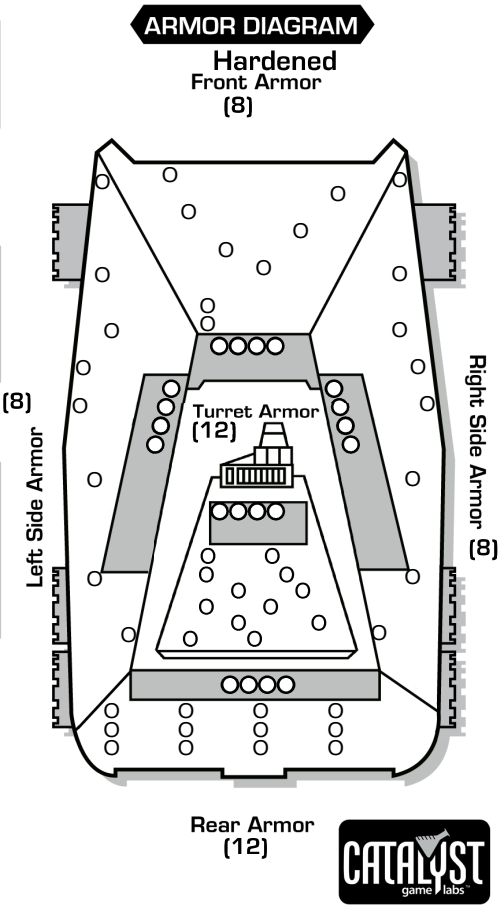
Stabilizers

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: Gun Trailer (LRM)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
3	LRM 10	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 72

BV: 407

CREW DATA

Crew: _____

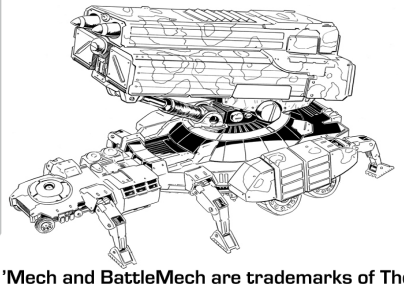
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

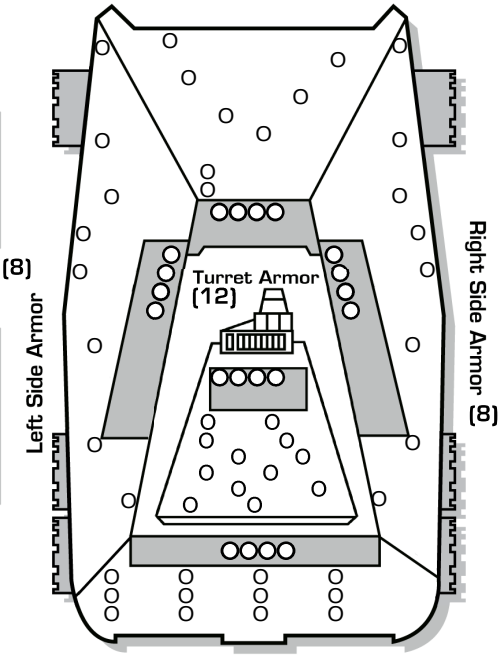
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Hardened
Front Armor
(8)



Rear Armor
(12)

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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: Gun Trailer (Mjolnir)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Improved Heavy Gauss Rifle	RR	22 [DB,X]	3	6	12	19
2	Vehicular Grenade Launcher	RR	[AE,OS]	—	—	—	1

Ammo: (Heavy Gauss) 4

BV: 502

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 ☐

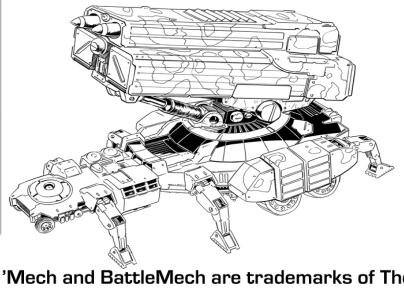
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

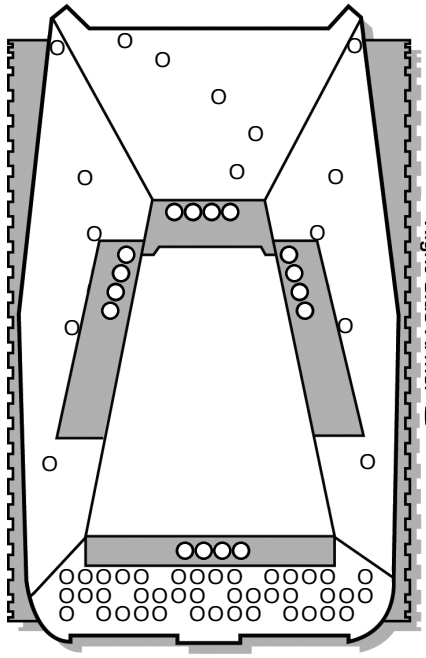
Rear ☐



ARMOR DIAGRAM

Stealth

Front Armor (5)



Left Side Armor (5)

Right Side Armor (5)

Rear Armor (41)

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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: Gun Trailer (SC)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Sniper Cannon	T	10 [DB,AE]	2	4	8	12

Ammo: (Sniper Cannon) 60

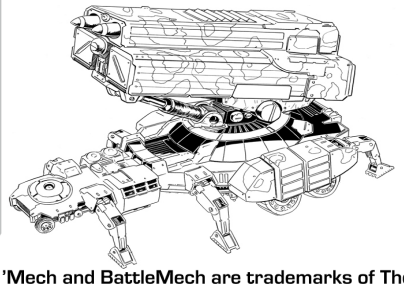
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CREW DATA

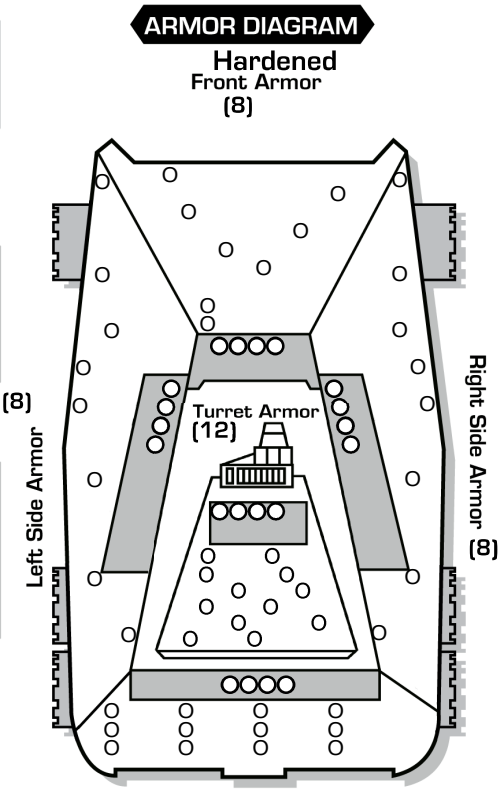
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Gun Trailer (Siege)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
3	'Mech Mortar 2	T	2/Msl [M,C,S]	6	7	14	21

Ammo: (Mortar SC 2) 72

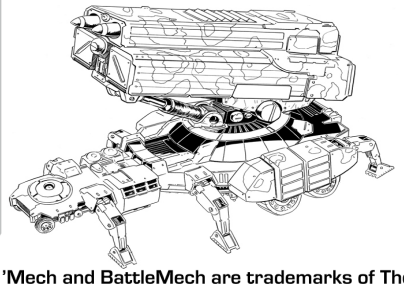
BV: 256

CREW DATA

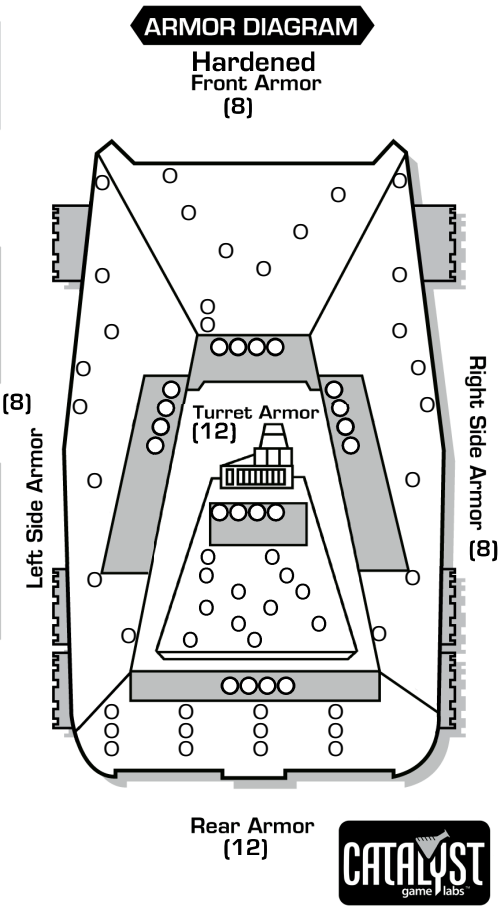
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Gun Trailer (Stronghold)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Machine Gun	RR	2 [DB,AI]	—	1	2	3
2	Vehicular Grenade Launcher	RR	[AE,OS]	—	—	—	1
1	LAC/5	T	5 [DB,S]	—	5	10	15

Infantry Compartment (4 tons)

Ammo: (Machine Gun) 100, (LAC/5) 40

BV: 224

CREW DATA

Crew: _____

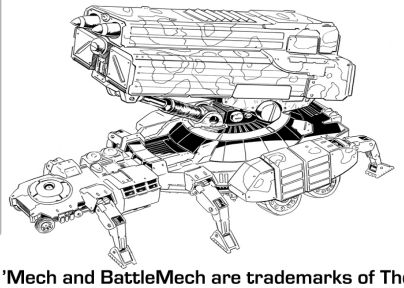
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

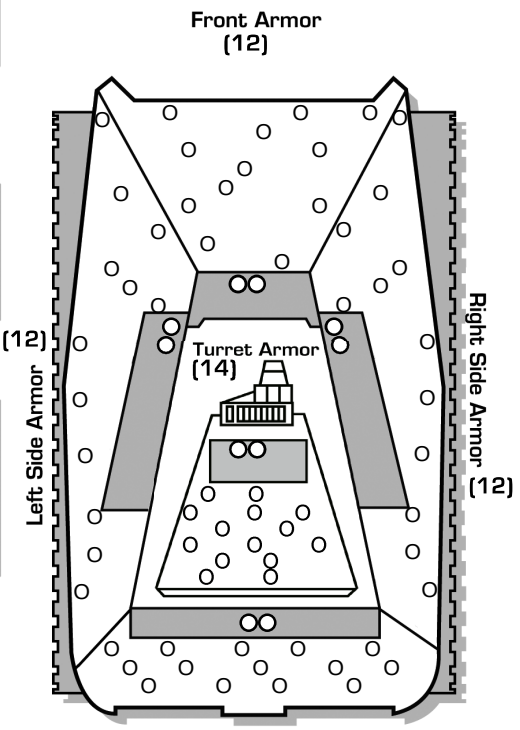
Driver Hit +2
Modifier to Driving Skill rolls

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: Gun Trailer (Thumper)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Thumper	T	15 [AE,S,F]	—	1	2	21

Ammo: (Thumper) 120

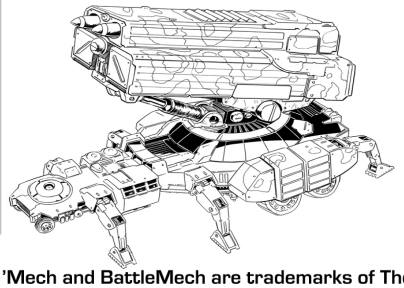
BV: 265

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

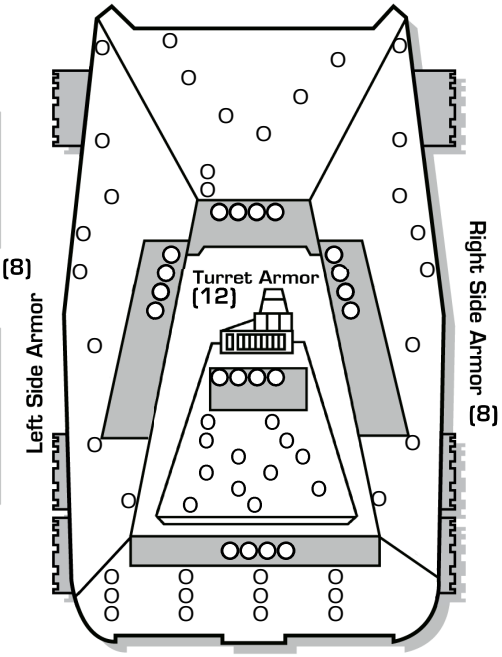
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Hardened
Front Armor
(8)



Rear Armor
(12)

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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: Gun Trailer (Thunderbolt)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Thunderbolt 20	T	20[M]	5	6	12	18

Ammo: (Thunderbolt 20) 18

BV: 513

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 ☐

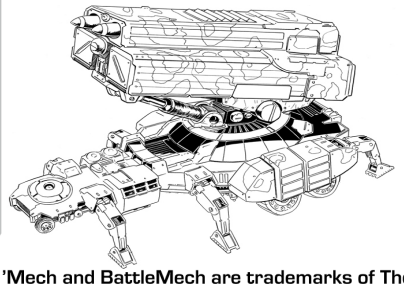
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

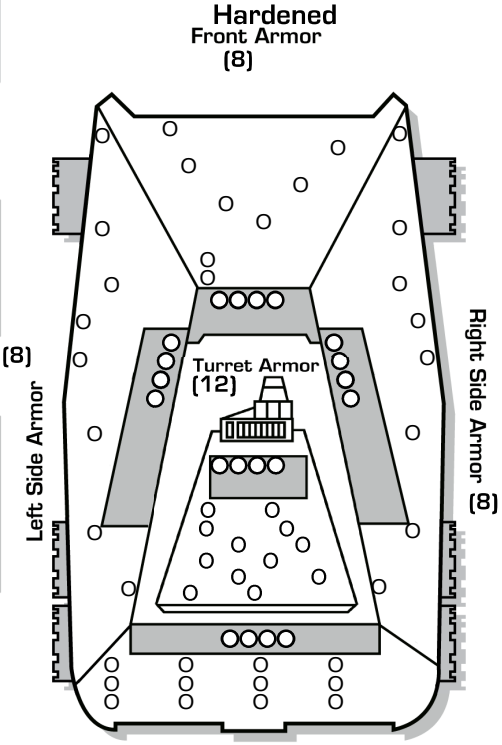
Stabilizers

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: Gun Trailer (Ultra)

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Ultra AC/20	T	20/Sht [DB,R/C]	—	3	7	10

Ammo: (Ultra AC/20) 30

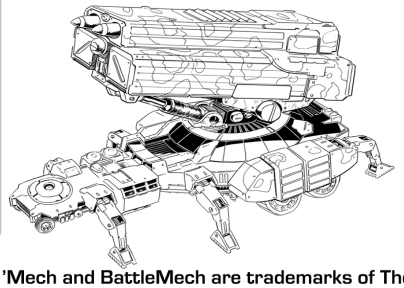
BV: 491

CREW DATA

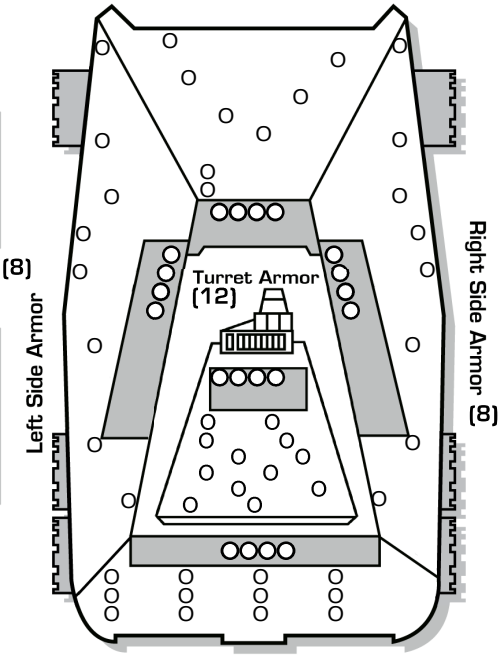
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Gossamer

Movement Points:
Cruising: 11
Flank: 17
Engine Type: Fusion Engine

Tonnage: 25
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	FR	7 [P]	—	4	8	12

BV: 1,091

CREW DATA

Crew: _____

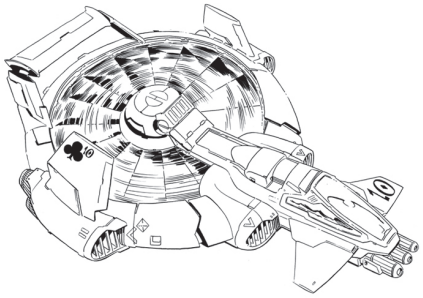
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

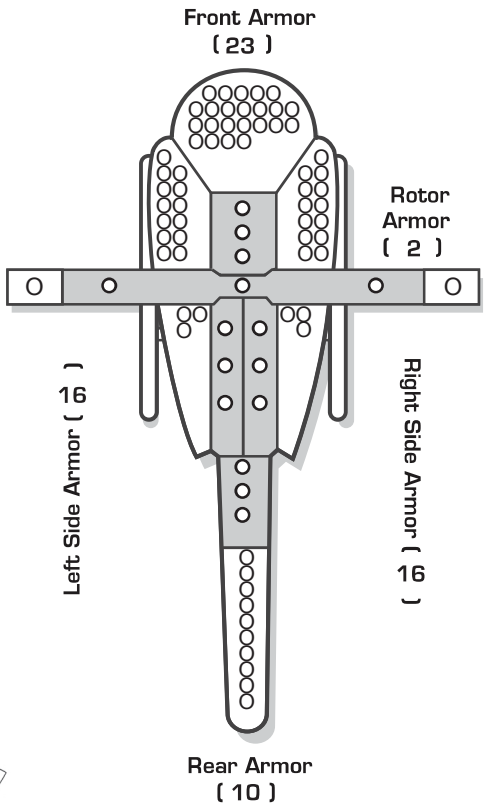
Pilot Hit +2
Modifier to Driving Skill rolls

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

	ATTACK DIRECTION		
2D6 Roll	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

	LOCATION HIT			
2D6 Roll	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: Gossamer (XL)

Movement Points:
Cruising: 11
Flank: 17
Engine Type: XL Fusion Engine

Tonnage: 25
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	FR [DB,C/F/S]	10	—	6	12	18

Ammo: (LB-10X) 10

BV: 663

CREW DATA

Crew: _____

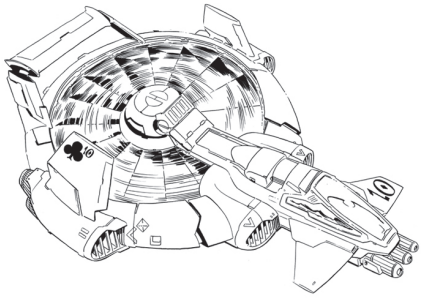
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

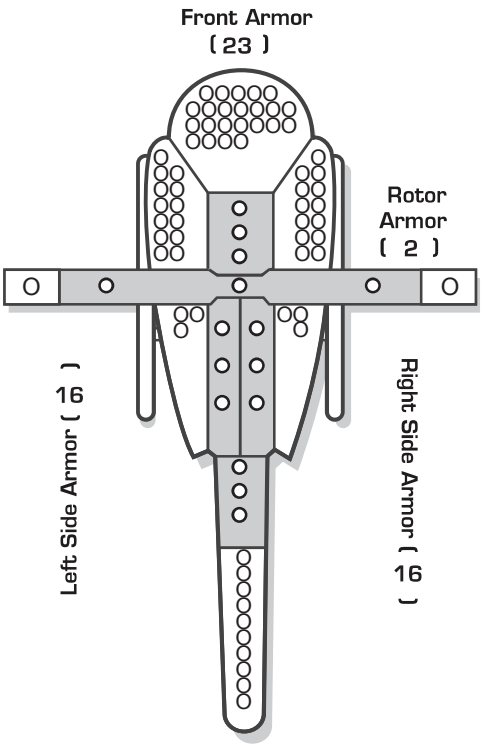
Pilot Hit +2
Modifier to Driving Skill rolls

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

	ATTACK DIRECTION		
2D6 Roll	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

	LOCATION HIT			
2D6 Roll	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™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Garrot Superheavy Transport

Movement Points:
Cruising: 5
Flank: 8
Engine Type: I.C.E.

Tonnage: 30
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Lift Hoist	BD	[E]	—	—	—	—
2	Light Machine Gun	T	1 [DB,AI]	—	2	4	6

Infantry Compartment(1 ton)

Ammo: (Light Machine Gun) 100

BV: 316

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

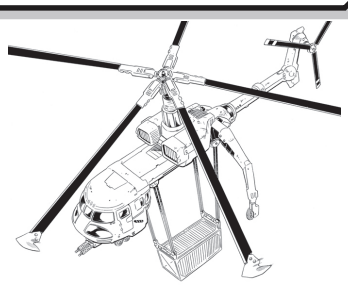
Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

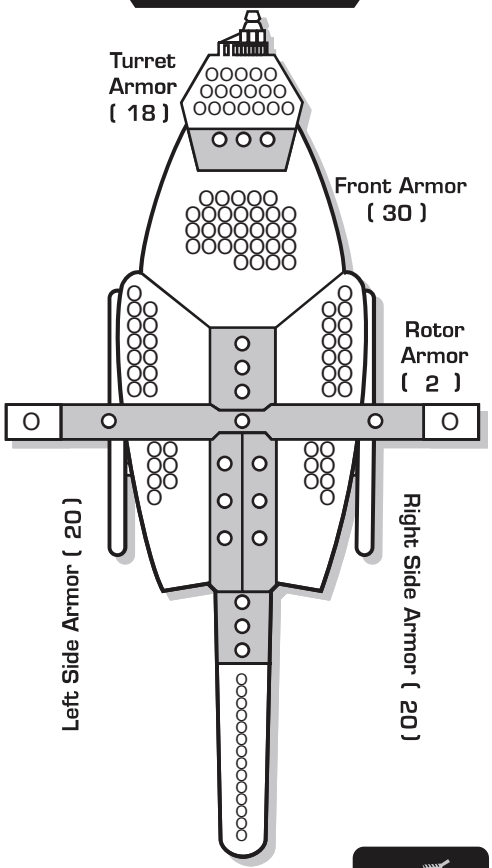
CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Turret Locked ☐
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐
*Move at Cruising speed only



ARMOR DIAGRAM



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Lamprey Transport Helicopter

Movement Points:
Cruising: 9
Flank: 14
Engine Type: Fusion Engine

Tonnage: 30
Tech Base: Inner Sphere (Intro)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

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

Infantry Compartment(4 tons)

Ammo: (SRM 4) 25, (Machine Gun) 100

BV: 478

CREW DATA

Crew: _____

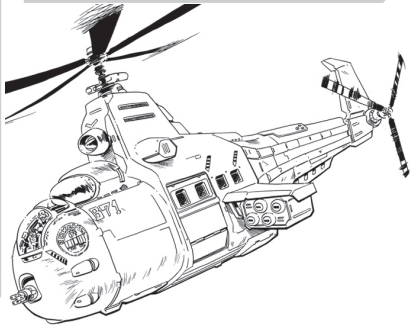
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

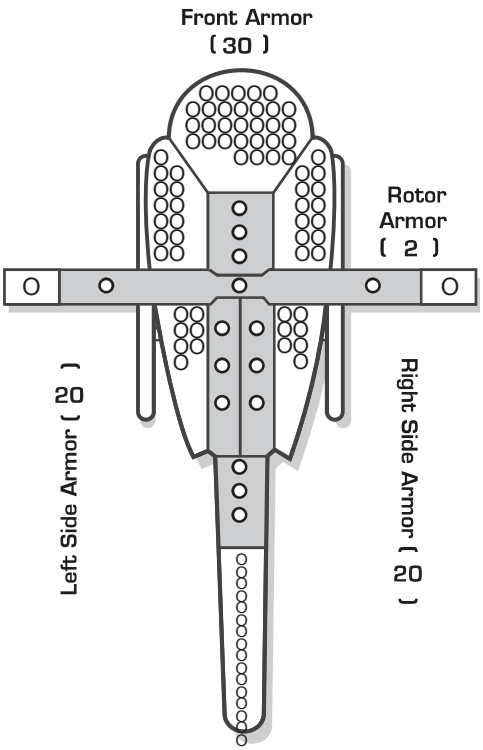
Pilot Hit +2
Modifier to Driving Skill rolls

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



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: Kite Reconnaissance Vehicle

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: Fuel Cell Engine

Tonnage: 30
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Active Probe	BD	[E]	—	—	—	5
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Armored Motive System	BD	[E]	—	—	—	—
2	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
2	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
1	Light TAG	T	0 [S]	—	3	6	9

Ammo: (SRM 2) 50, (AP Gauss) 40

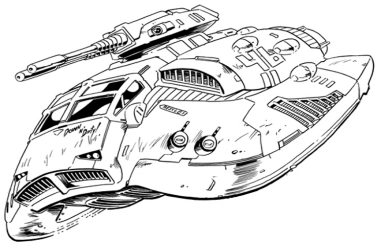
BV: 671

CREW DATA

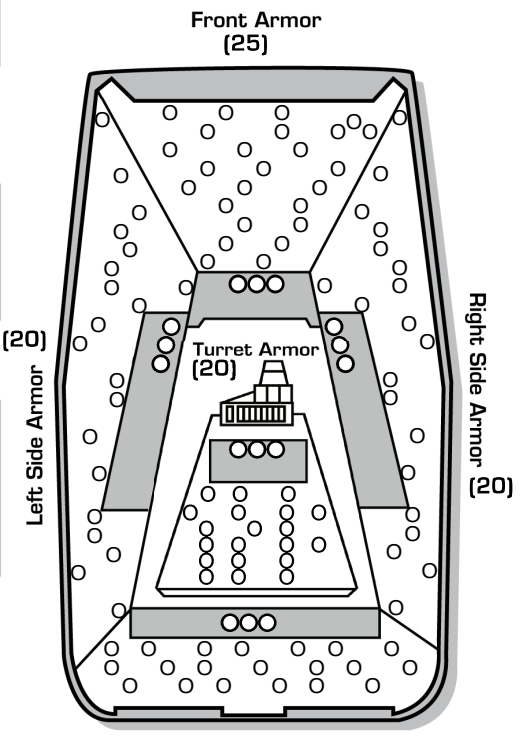
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Cardinal Transport

Movement Points:
Cruising: 8
Flank: 12
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	AP Gauss Rifle	FR	3 [DB,X]	—	3	6	9
1	LB 2-X AC	FR	2 [DB,C/F/S]	4	10	20	30
1	LRM 5	FR	1/Msl [M,C,S]	—	7	14	21

Infantry Compartment(10 tons)

Ammo: (AP Gauss) 40, (LRM 5) 24, (LB-2X) 45

BV: 641

CREW DATA

Crew: _____

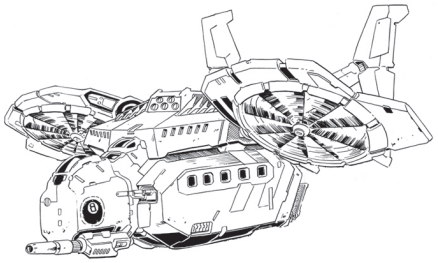
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

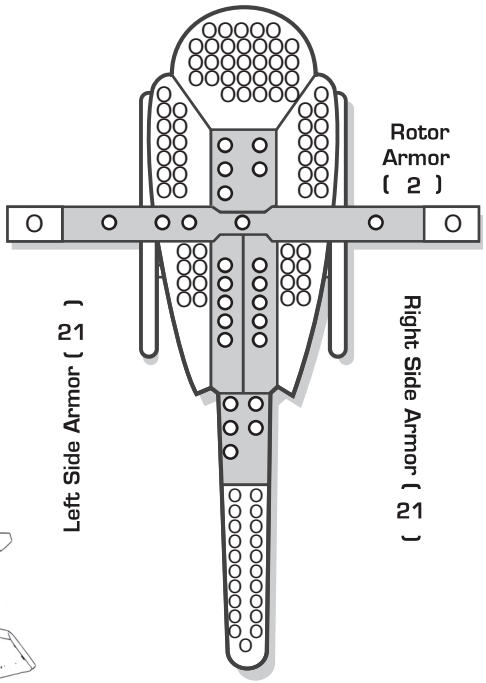
Pilot Hit +2
Modifier to Driving Skill rolls

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



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: Cardinal Transport (RAF)

Movement Points:
Cruising: 8
Flank: 12
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Mixed Tech (Clan)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 5 (IS)	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
3	Small Pulse Laser	FR	3 [P,AI]	—	2	4	6

Infantry Compartment(12 tons)

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 582

CREW DATA

Crew: _____

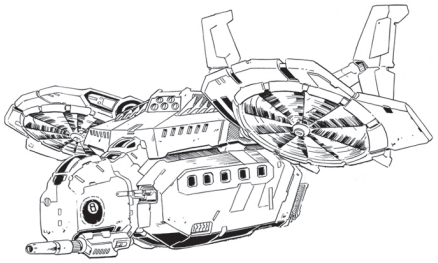
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

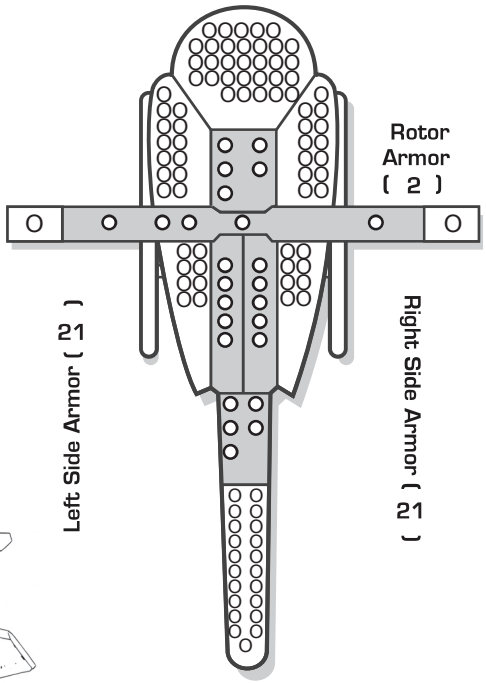
Pilot Hit +2
Modifier to Driving Skill rolls

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



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: Testudo Siege Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
1	Arrow IV	T	20 [AE,S,F]	—	1	2	8
1	Light Machine Gun	T	1 [DB,AI]	—	2	4	6
1	Ultra AC/10	T	10/Sht [DB,R/C]	—	6	12	18

Ammo (CASE): (Ultra AC/10) 30, (Light Machine Gun) 100
(Arrow IV Cluster) 5, (Arrow IV) 10

BV: 1,336

CREW DATA

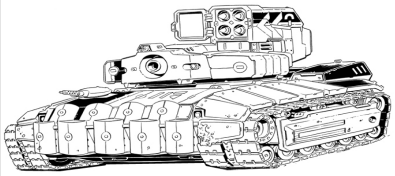
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

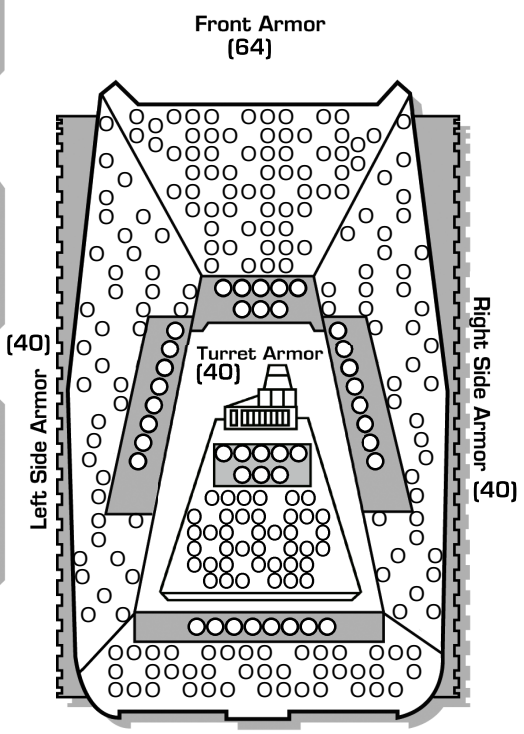
Driver Hit +2
Modifier to Driving Skill rolls

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™

SUPPORT V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Bishop Transport VTOL

Movement Points:
Cruising: 7
Flank: 11
Engine Type: Fuel Cell

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cargo Container (10 tons)	BD	[E]	–	–	–	–

Chassis Modifications: Environmental Sealing

BV: 199

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

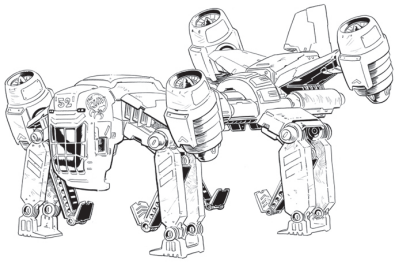
Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

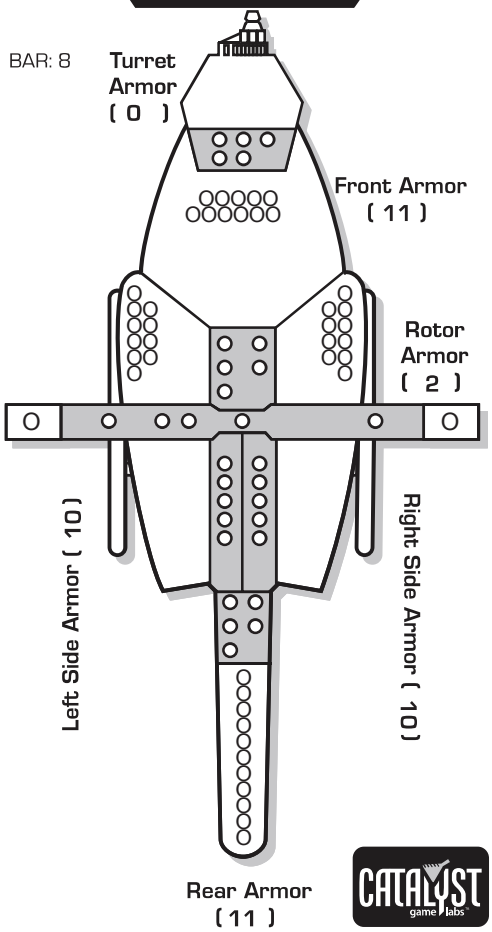
CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Turret Locked ☐
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐
*Move at Cruising speed only



ARMOR DIAGRAM



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Savior Repair Vehicle

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Mobile Field Base	BD	[E]	—	—	—	—
1	Small Laser	T	3 [DE]	—	1	2	3

Infantry Compartment (3 tons)
Cargo Space - 3.50 tons (1 door)
Chassis Modifications: Armored Chassis

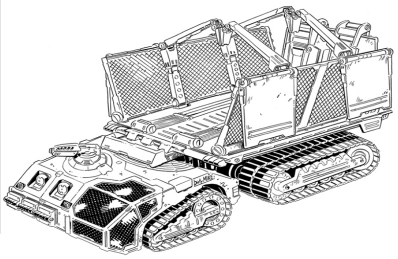
BV: 152

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

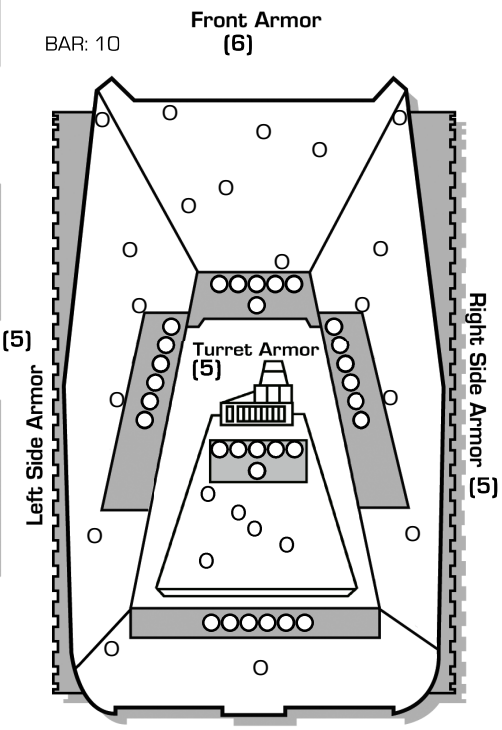
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

BAR: 10



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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™

'MECH RECORD SHEET

'MECH DATA

Type: Koshi (Standard)

Movement Points:
Walking: 7
Running: 11
Jumping: 6

Tonnage: 25
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	Light TAG	RT	0	0 [S]	—	3	6	9
2	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
2	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9

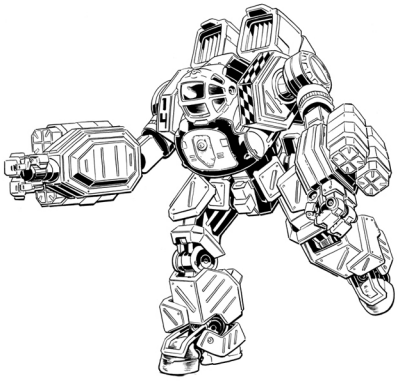
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WARRIOR DATA

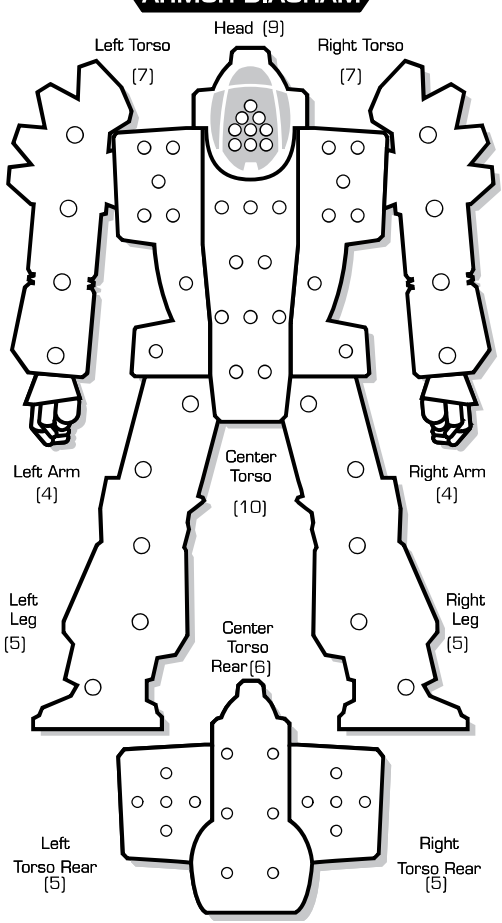
Name: _____

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. SRM 4
6. SRM 4

4-6
1. Ammo (SRM 4) 25
2. Endo Steel
3. Ferro-Fibrous
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. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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. Active Probe
5. Sensors
6. Life Support

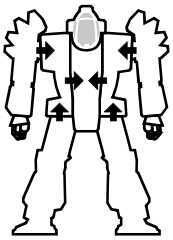
Center Torso

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. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. SRM 4

4-6
1. Ammo (SRM 4) 25
2. Ammo (SRM 4) 25
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

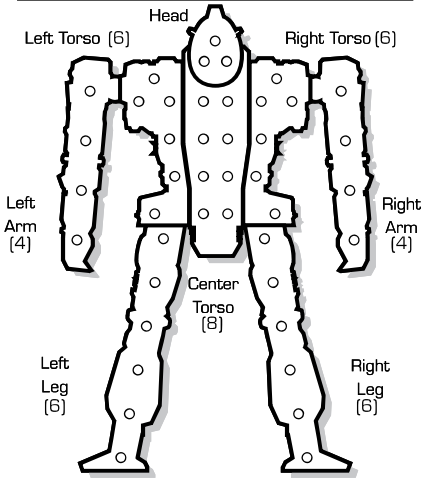
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Light TAG
3. Endo Steel
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. Endo Steel
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: Koshi (Standard) 2

Movement Points:		Tonnage:	25
Walking:	7	Tech Base:	Clan
Running:	11	Era:	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light TAG	RT	0	0 [S]	—	3	6	9
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

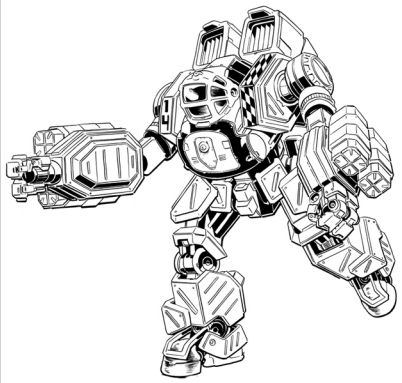
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WARRIOR DATA

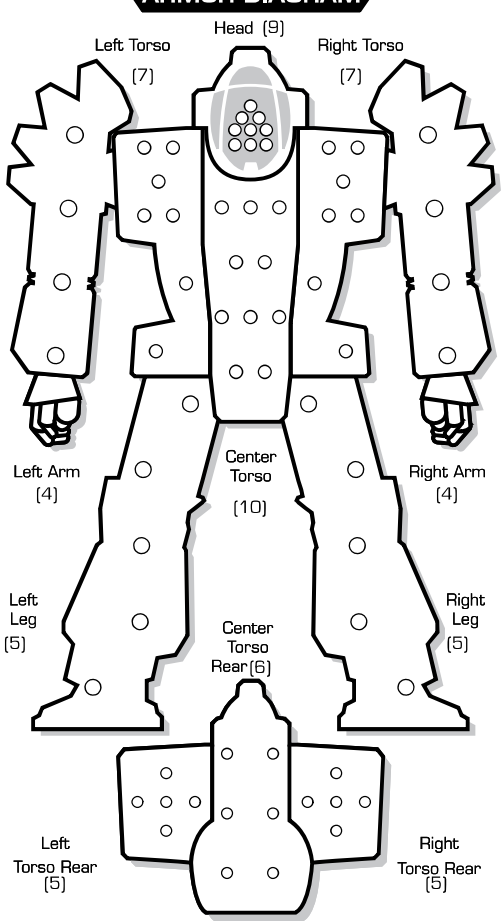
Name: _____

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. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
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. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

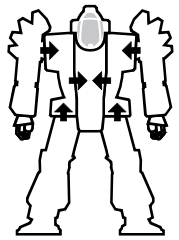
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. Ferro-Fibrous

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. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

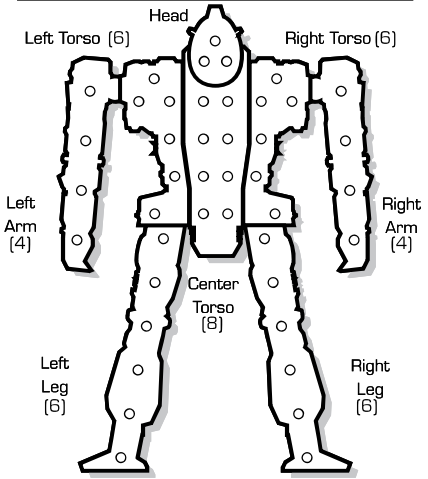
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Light TAG
3. Endo Steel
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. 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™

'MECH RECORD SHEET

'MECH DATA

Type: Koshi (Standard) 3

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 6

Tonnage: 25
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Light TAG	RT	0	0 [S]	—	3	6	9
1	ECM Suite	LT	—	[E]	—	—	—	6
3	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
3	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3

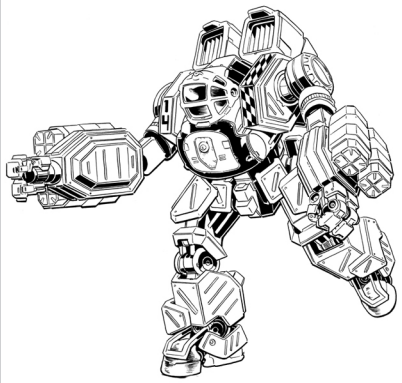
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WARRIOR DATA

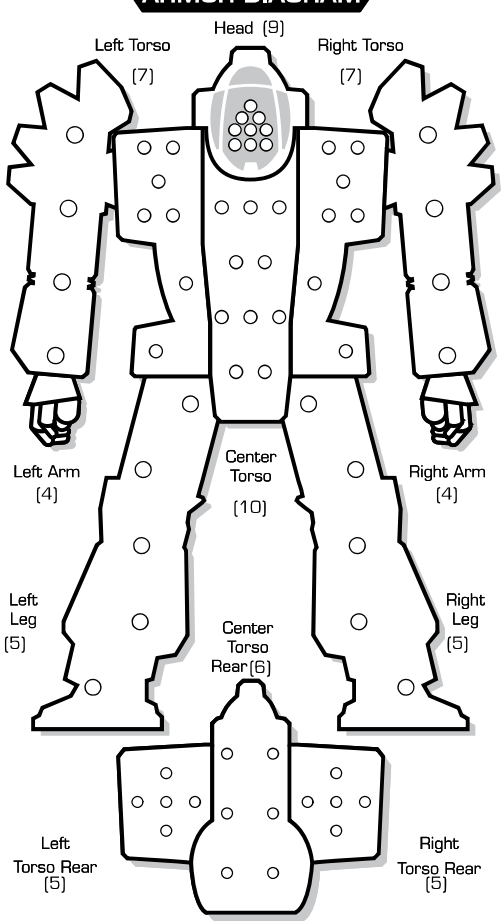
Name: _____

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. Heavy Small Laser
	6. Heavy Small Laser
4-6	1. Heavy Small Laser
	2. Endo Steel
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	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. ECM Suite
	5. Ferro-Fibrous
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

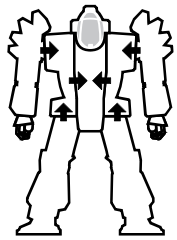
Head

1. Life Support
2. Sensors
3. Cockpit
4. 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. 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. Heavy Small Laser
	6. Heavy Small Laser
4-6	1. Heavy Small Laser
	2. Endo Steel
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Roll Again

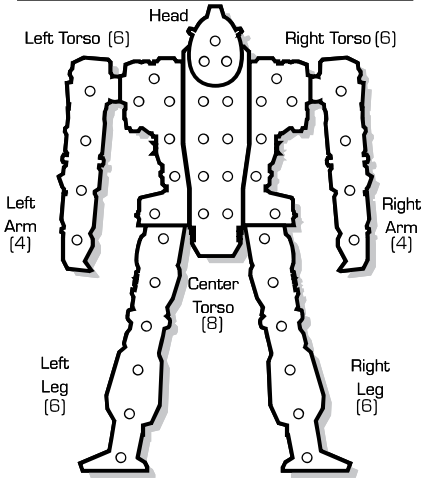
Right Torso

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. Light TAG
	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 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: Cadaver CVR-A1

Movement Points:
Walking: 8
Running: 12

Tonnage: 30
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

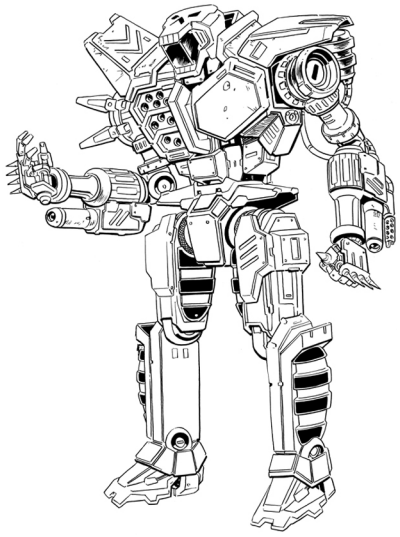
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WARRIOR DATA

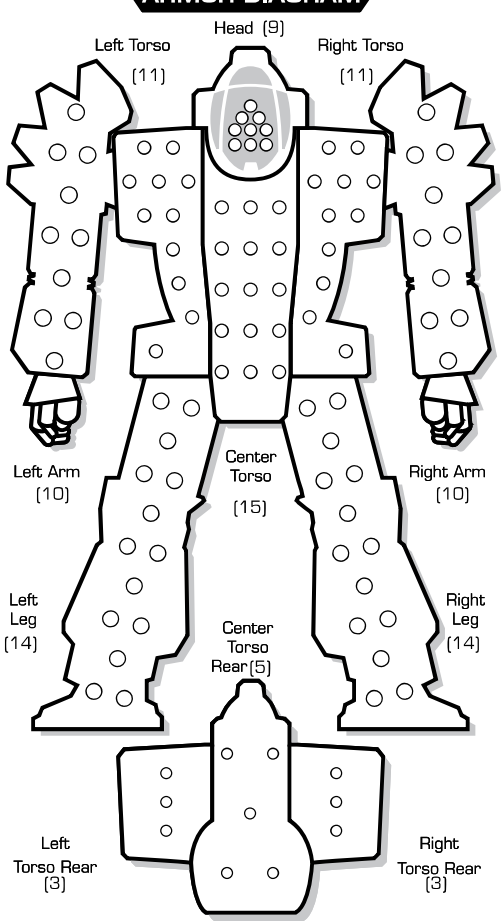
Name: _____

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. Flamer

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Guardian ECM Suite
2. Guardian ECM Suite
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. Ferro-Fibrous
6. Ferro-Fibrous

Head

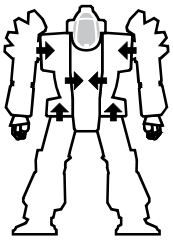
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. ER Medium Laser
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

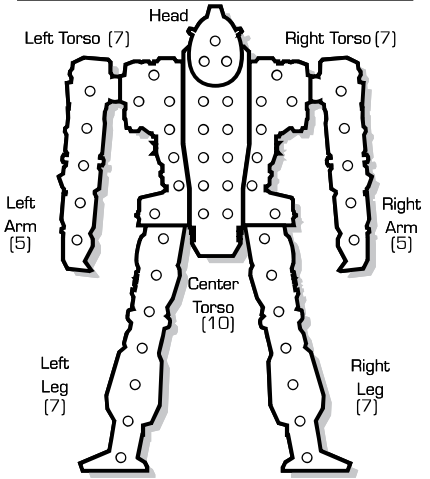
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 10
5. MRM 10
6. Ammo (MRM 10) 24

4-6:
1. Ammo (MRM 10) 24
2. CASE II
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. 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: Cadaver CVR-T1

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

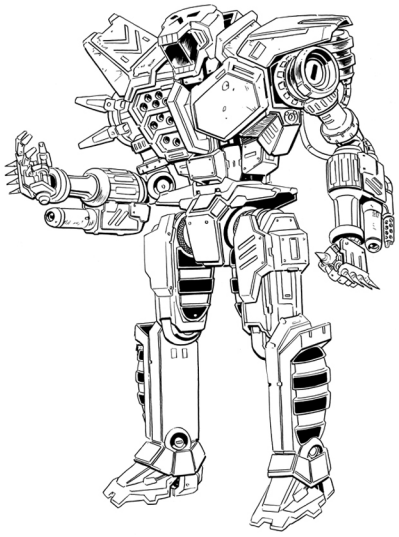
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WARRIOR DATA

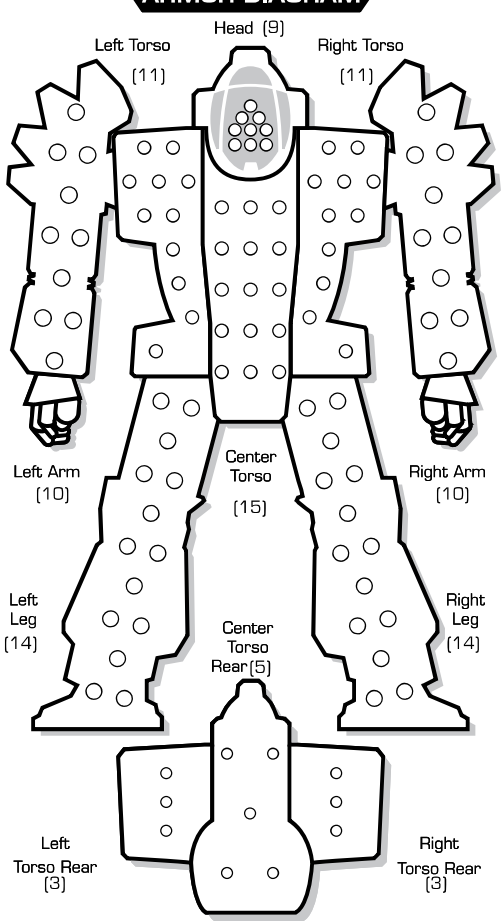
Name: _____

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. ER Flamer

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Angel ECM Suite
2. Angel ECM Suite
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. Roll Again
6. Roll Again

Head

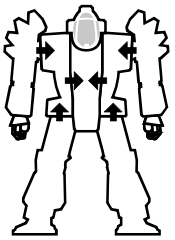
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. 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. Light PPC
6. Light PPC

4-6
1. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Torso

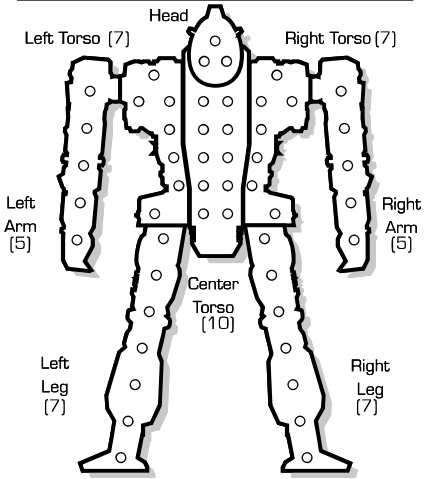
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rocket Launcher 10
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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. 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	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: Tiburon

Movement Points:
Walking: 7
Running: 11

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Watchdog CEWS	CT	—	[E]	—	—	—	4
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

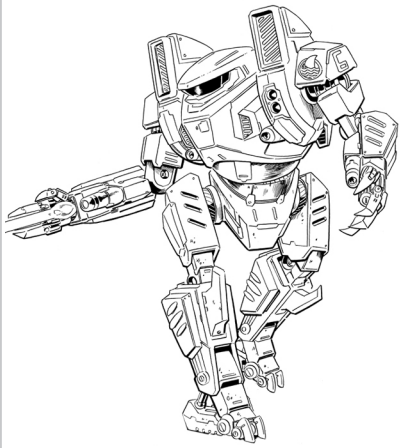
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WARRIOR DATA

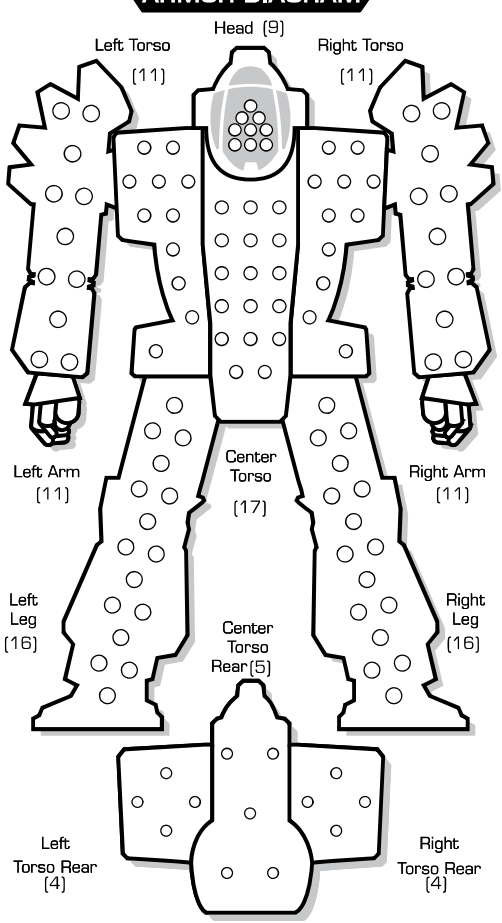
Name: _____

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. ER Medium Laser
2. ER Medium Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. SRM 2

4-6
1. Ammo (SRM 2) 50
2. CASE II
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

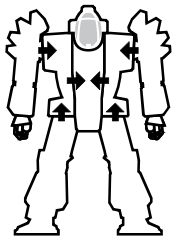
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

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. Watchdog CEWS
6. Watchdog CEWS

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. ER Medium Laser
2. ER Medium Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

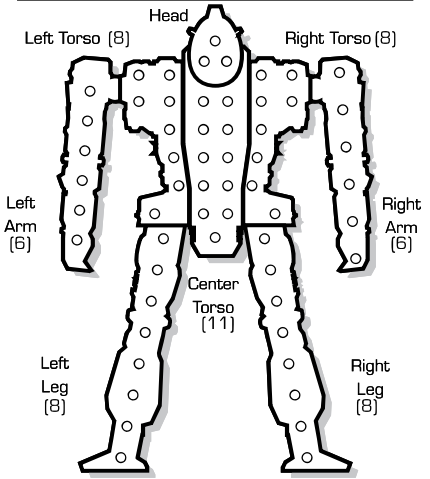
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. SRM 2

4-6
1. Endo Steel
2. Endo Steel
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. Double Heat Sink
6. Double Heat Sink

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Stalking Spider II

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 45
Tech Base: Clan (Advanced)
Era: Dark Age

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	Quad Turret	RT	—	[E]	—	—	—	—
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
2	Heavy Machine Gun	LT	0	3 [DB,AI]	—	1	2	—

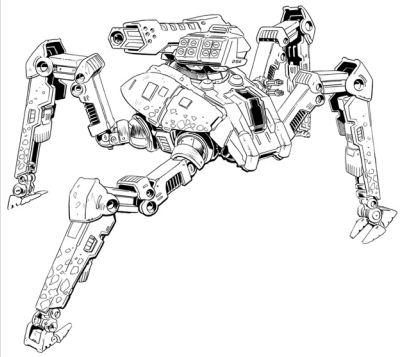
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WARRIOR DATA

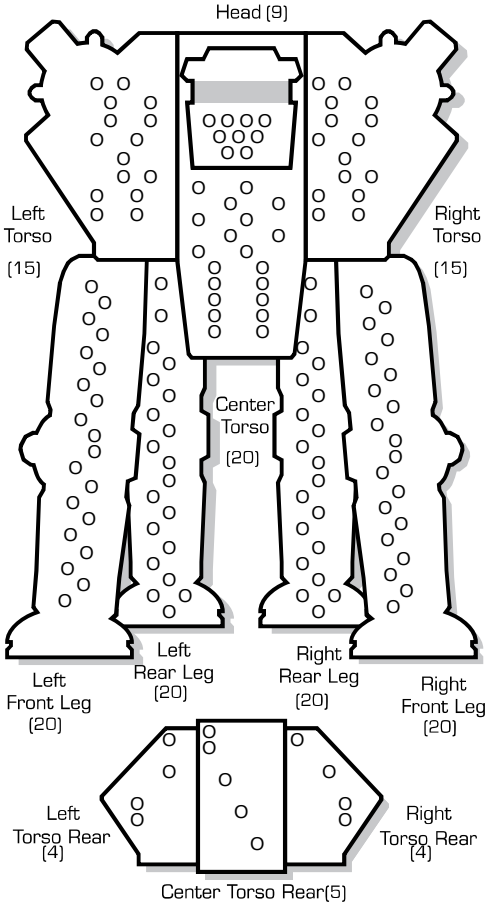
Name: _____

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. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

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. Jump Jet
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

Left Torso (CASE)
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

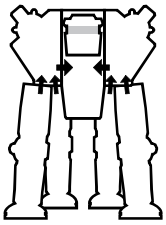
4-6:
1. Heavy Machine Gun
2. Heavy Machine Gun
3. Ammo (Heavy Machine Gun) 50
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Heavy Large Laser (T)
4. Heavy Large Laser (T)
5. Heavy Large Laser (T)
6. SRM 4 (T)

4-6:
1. SRM 4 (T)
2. Ammo (SRM 4) 25
3. Quad Turret
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

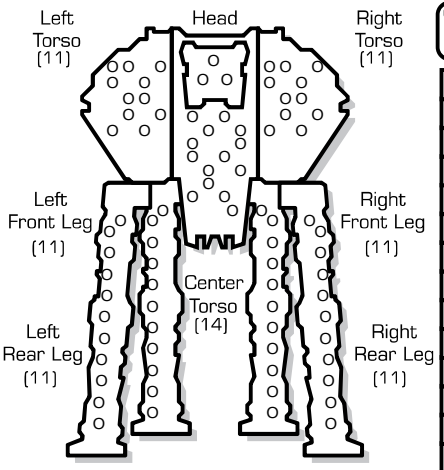
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
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	13 (26) 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
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	
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: Black Hawk (Standard)

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Jihad

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	LT	12	10 [DE]	—	8	15	25
2	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
2	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12

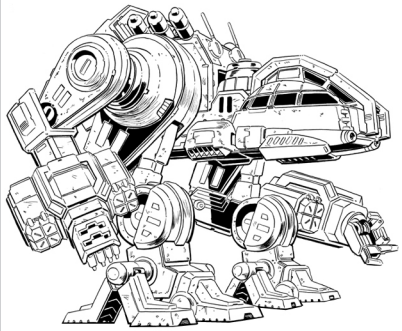
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WARRIOR DATA

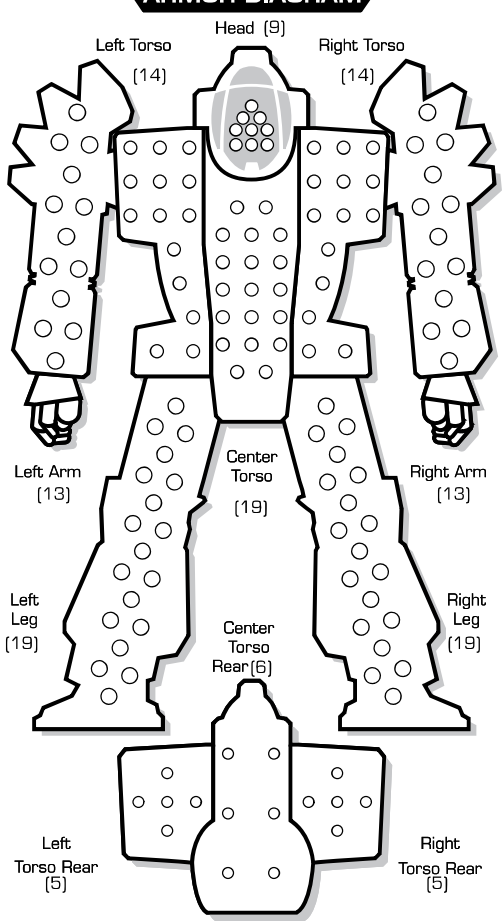
Name: _____

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. Streak SRM 4
6. Streak SRM 4

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
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. ER Large Laser
2. Ammo (Streak SRM 4) 25
3. Ammo (Streak SRM 4) 25
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. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

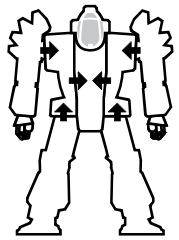
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Streak SRM 4
6. Streak SRM 4

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

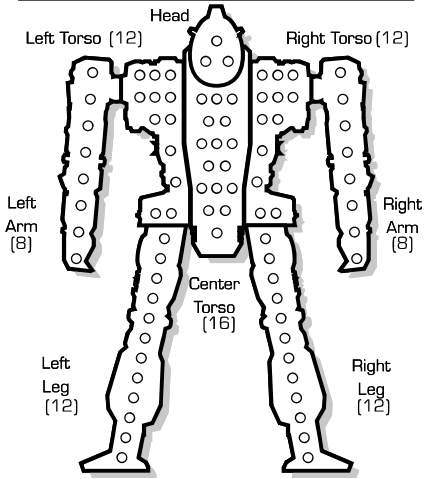
1-3

1. ER Large Laser
2. Ammo (Streak SRM 4) 25
3. Ammo (Streak SRM 4) 25
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. 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	14 (28) Double
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 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: Black Hawk (Standard) 2

Movement Points:		Tonnage:	50
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Dark Age
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	LT	12	10 [DE]	—	8	15	25
1	ATM 6	RA	4	[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 6	LA	4	[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

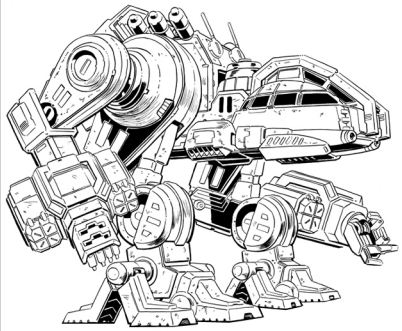
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WARRIOR DATA

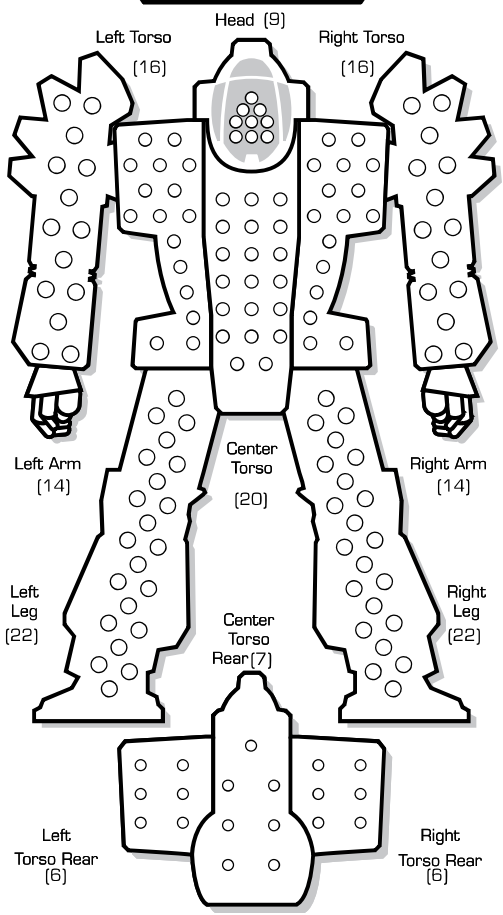
Name: _____

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
4. Hand Actuator
5. ATM 6
6. ATM 6

1. ATM 6
2. Ammo (ATM 6) 10
3. Ammo (ATM 6 ER) 10
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. ER Large Laser
2. Endo Steel
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. Jump Jet
6. Jump Jet

Head

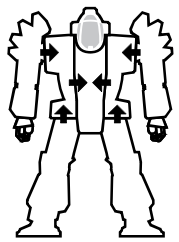
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. 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 (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ATM 6
6. ATM 6

1. ATM 6
2. Ammo (ATM 6) 10
3. Ammo (ATM 6 HE) 10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

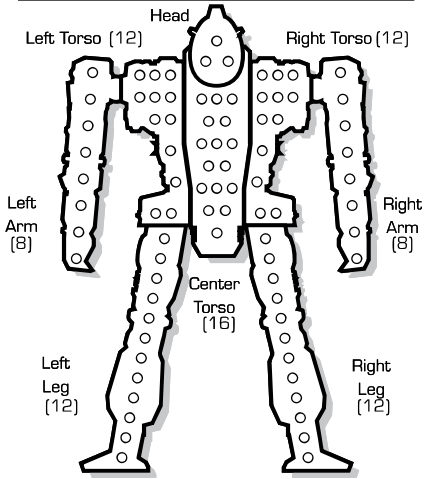
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. Endo Steel
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. 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	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: Black Hawk (Standard) 3

Movement Points:		Tonnage:	50
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Dark Age
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	LT	12	10 [DE]	—	8	15	25
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

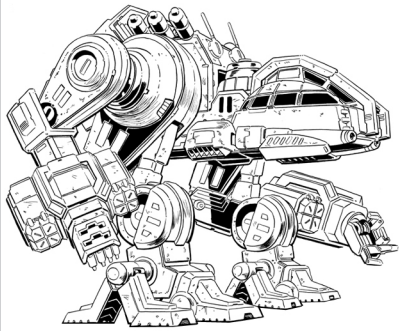
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WARRIOR DATA

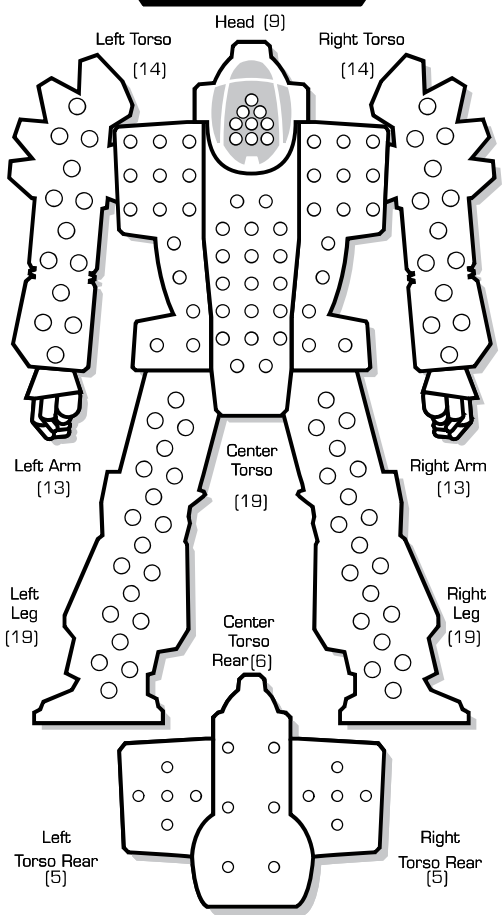
Name: _____

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. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

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. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
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. Jump Jet
6. Jump Jet

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

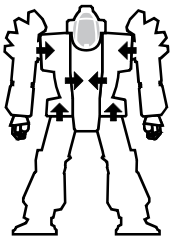
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

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. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6

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

1-3

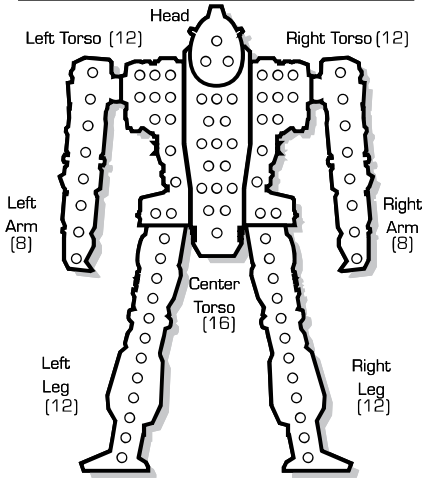
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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	22 (44) 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: Vulture Mk IV Prime

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Pulse Laser	CT	3	5 [P,AI]	—	2	4	6
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24

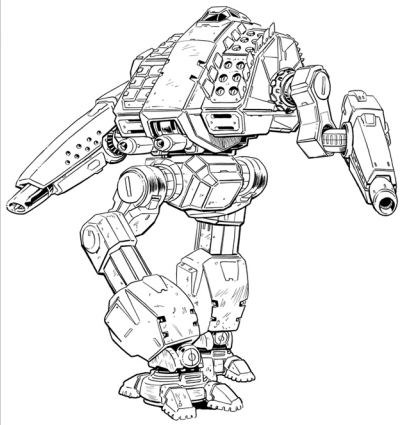
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WARRIOR DATA

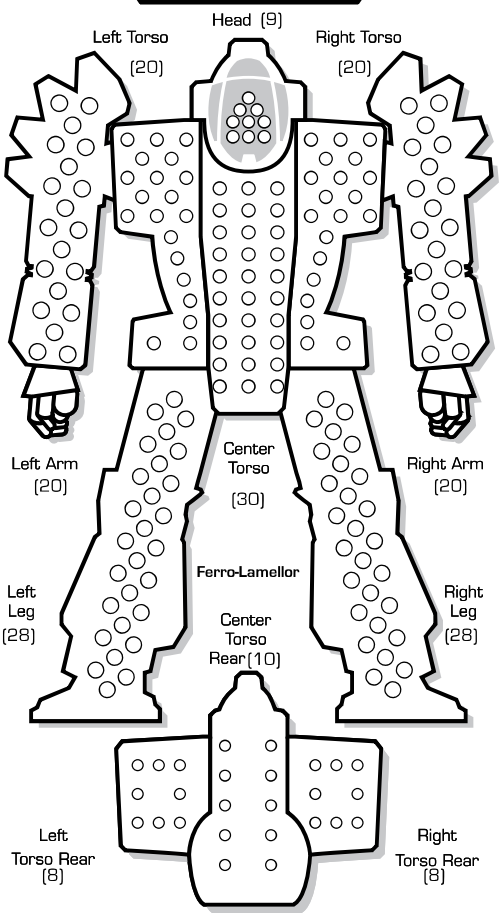
Name: _____

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. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Ammo (LB-5X) 20
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

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

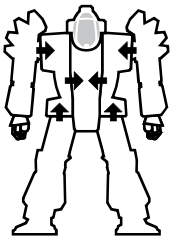
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Pulse Laser
6. ER Small Pulse Laser

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. ER PPC
4. ER PPC
5. Ferro-Lamellor
6. Ferro-Lamellor

1-3

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Endo Steel

1-3

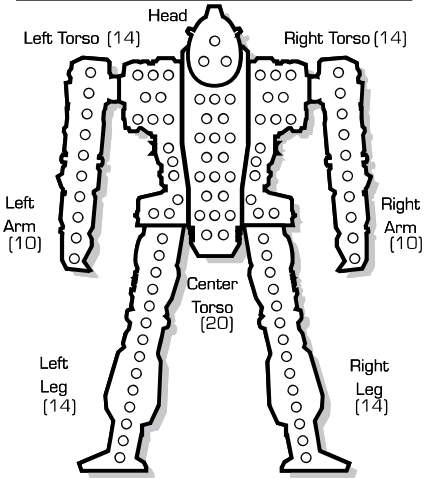
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

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+	○○
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: Vulture Mk IV A

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	5 [DE]	—	2	4	6
2	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
2	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

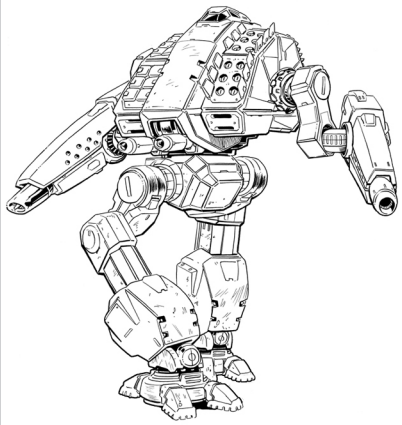
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WARRIOR DATA

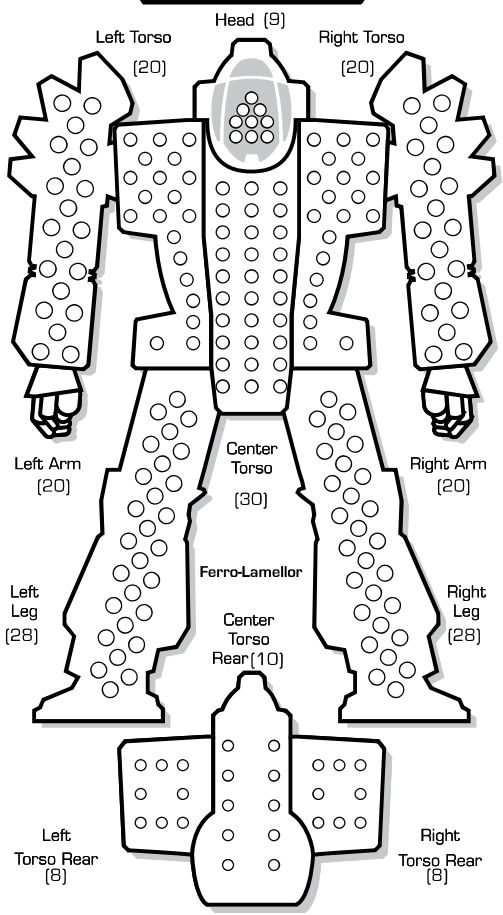
Name: _____

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. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. LRM 5
5. Ammo (LRM 5) 24
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

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

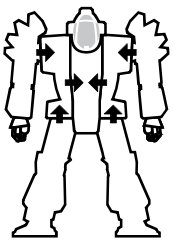
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. ER Small Laser

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. Large Pulse Laser
4. Large Pulse Laser
5. Ferro-Lamellor
6. Ferro-Lamellor

1-3

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. LRM 5
5. Ammo (LRM 5) 24
6. Endo Steel

1-3

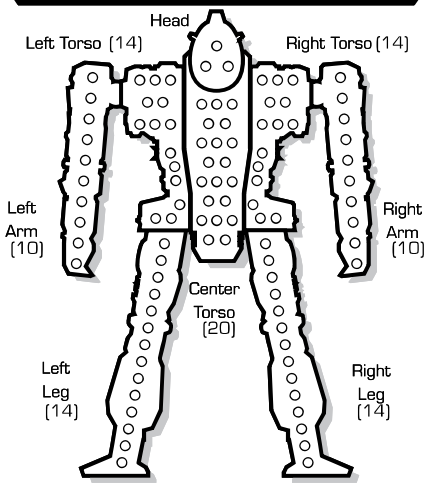
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

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: Vulture Mk IV B

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Streak LRM 15	RT	5	1/Msl [M,C]	—	7	14	21
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

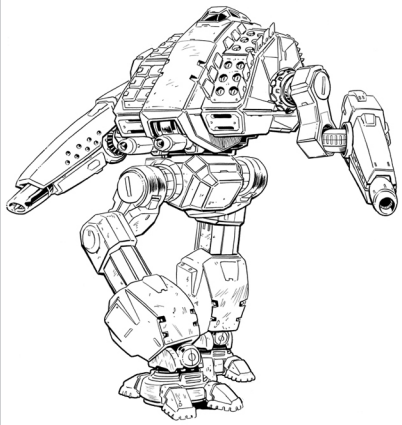
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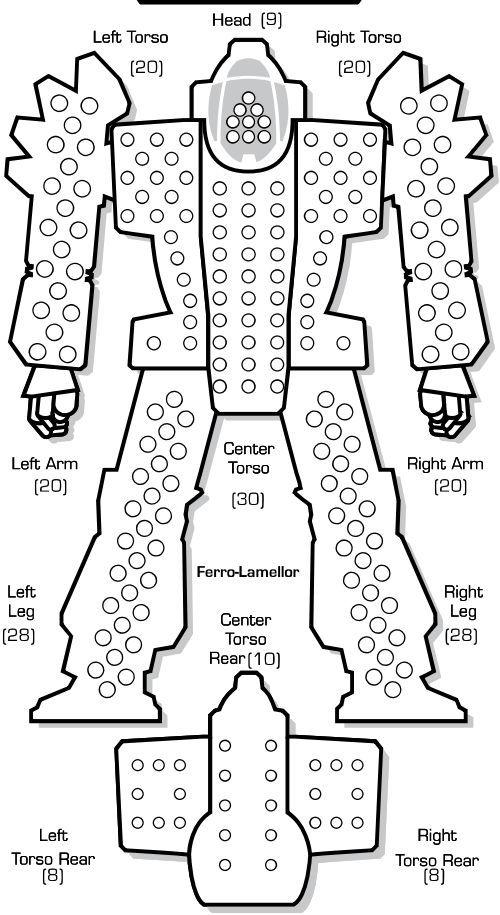
Name: _____

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. Ferro-Lamellor
	5. Ferro-Lamellor
	6. Ferro-Lamellor
4-6	1. Ferro-Lamellor
	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. Streak LRM 15
	4. Streak LRM 15
	5. Streak LRM 15
	6. Ammo (Streak LRM 15) 8
4-6	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. Ferro-Lamellor
6. Ferro-Lamellor

Head

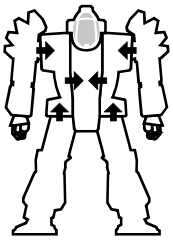
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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 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. ER PPC
	4. ER PPC
	5. Ferro-Lamellor
	6. Ferro-Lamellor
4-6	1. Ferro-Lamellor
	2. Ferro-Lamellor
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

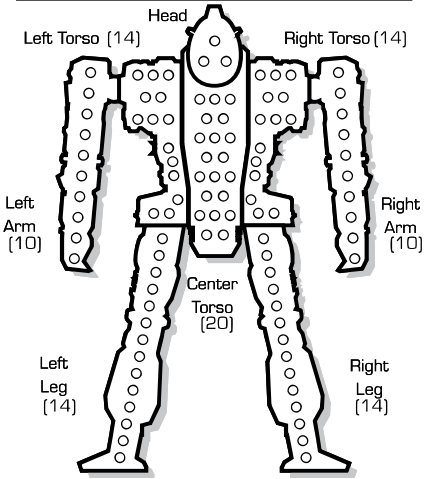
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Streak LRM 15
	4. Streak LRM 15
	5. Streak LRM 15
	6. Ammo (Streak LRM 15) 8
4-6	1. Endo Steel
	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. Ferro-Lamellor
6. Ferro-Lamellor

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+	○○
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: Vulture Mk IV C

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan (Advanced)
Era: Dark Age

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	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

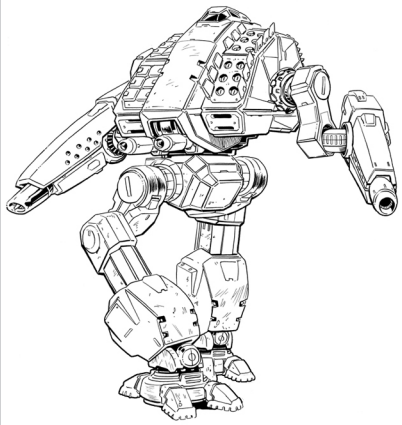
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WARRIOR DATA

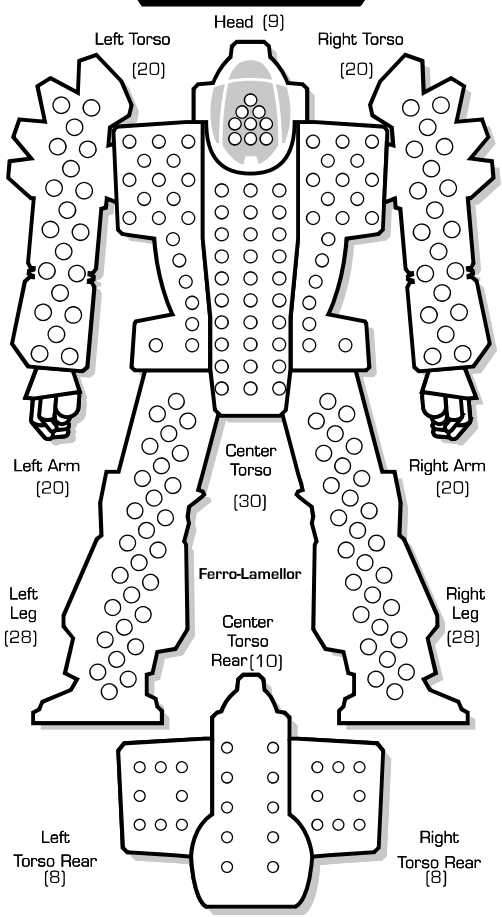
Name: _____

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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

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. Ferro-Lamellor
6. Ferro-Lamellor

Head

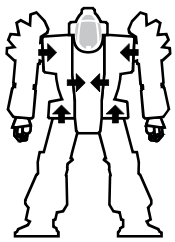
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. 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. Shoulder
2. Upper Arm Actuator
3. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Ferro-Lamellor

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

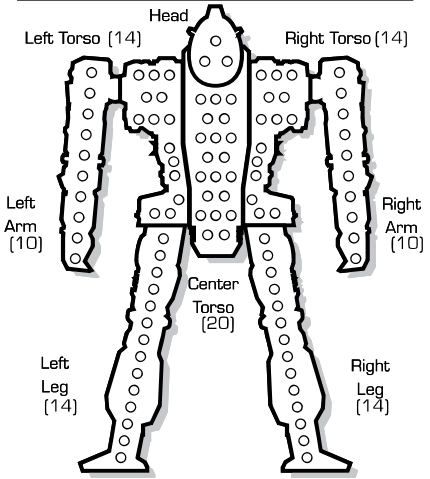
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Endo Steel
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. Ferro-Lamellor
6. Ferro-Lamellor

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	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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk IV D

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Micro Pulse Laser	CT	1	3 [P,AI]	—	1	2	3
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
1	Improved Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

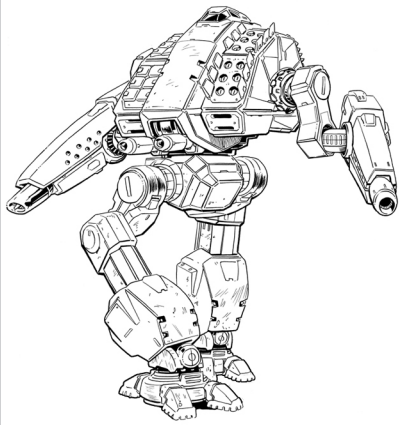
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WARRIOR DATA

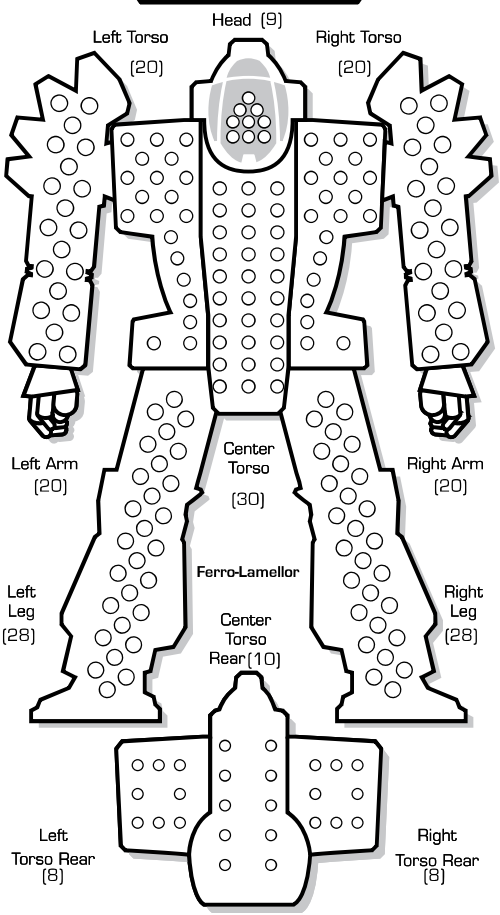
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1-3

1. Ammo (ATM 12) 5
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

1-3

1. ATM 12
2. Ammo (ATM 12 ER) 5
3. Ammo (ATM 12 HE) 5
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. Ferro-Lamellor
6. Ferro-Lamellor

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

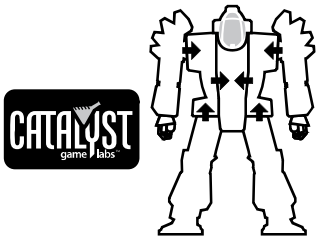
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Micro Pulse Laser
6. Micro Pulse Laser

4-6

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. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1-3

1. Ammo (ATM 12) 5
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

1-3

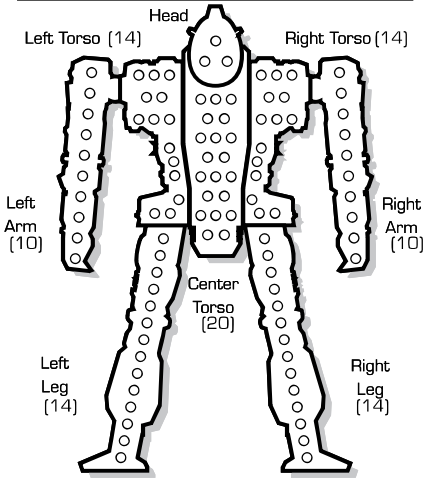
1. ATM 12
2. Ammo (ATM 12 ER) 5
3. Ammo (ATM 12 HE) 5
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

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: Hound HD-2F

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9

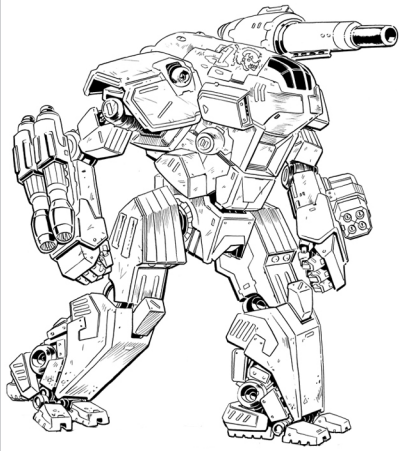
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WARRIOR DATA

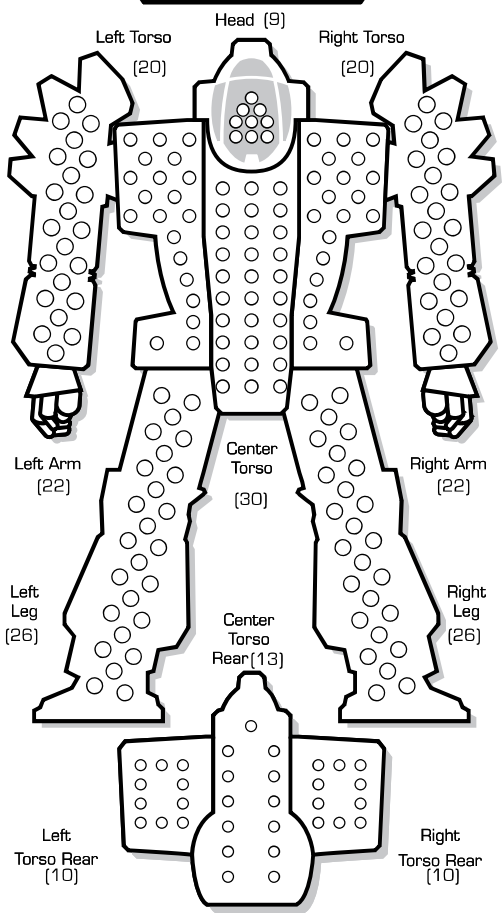
Name: _____

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. SRM 4
	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. LB 10-X AC
	2. LB 10-X AC
	3. LB 10-X AC
	4. LB 10-X AC
	5. LB 10-X AC
	6. LB 10-X AC
4-6	1. Ammo (LB 10-X) 10
	2. Ammo (LB 10-X Cluster) 10
	3. Ammo (SRM 4) 25
	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

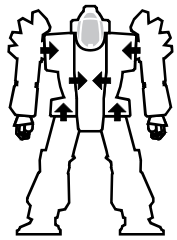
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. 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. 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

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Light PPC
	6. Light PPC
4-6	1. Light PPC
	2. Light PPC
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

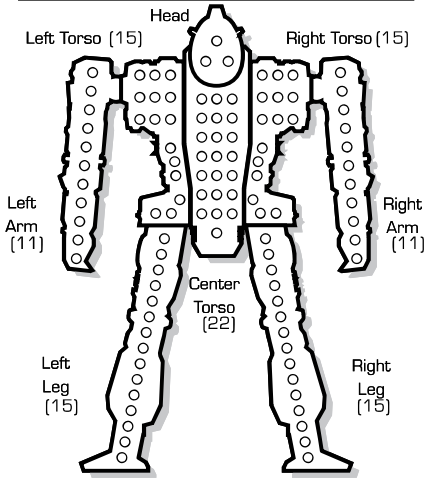
Right Torso

1-3	1. Heat Sink
	2. Heat Sink
	3. Medium Laser
	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. 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	15 (15) Single
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: Jade Hawk JHK-03

Movement Points:
- Walking: 5 [6]
- Running: 8 [12]
- Jumping: 4

Tonnage: 75
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Claw (IS)	RA	—	11	—	—	—	—
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Claw (IS)	LA	—	11	—	—	—	—
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6

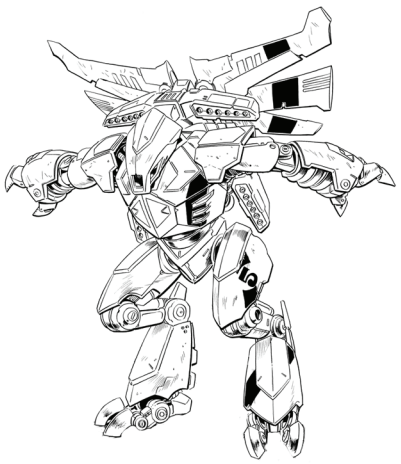
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WARRIOR DATA

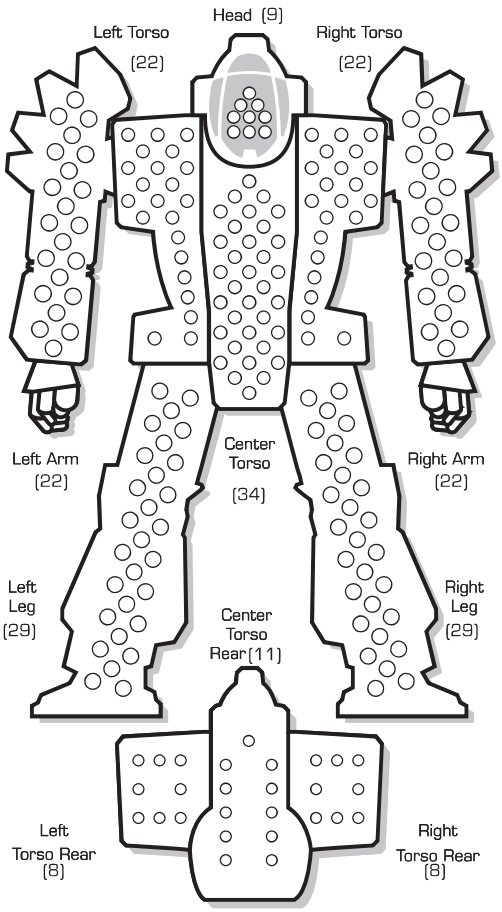
Name: _____

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. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Claw (IS)
2. Claw (IS)

4-6
3. ER Small Laser
4. ER Small Laser
5. Triple-Strength Myomer
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Ju

1. SRM 6
2. SRM 6

4-6
3. Ammo (SRM 6) 15
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. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

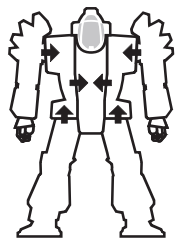
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. Jump Jet
6. Supercharger

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. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Claw (IS)
2. Claw (IS)

4-6
3. ER Small Laser
4. ER Small Laser
5. Triple-Strength Myomer
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

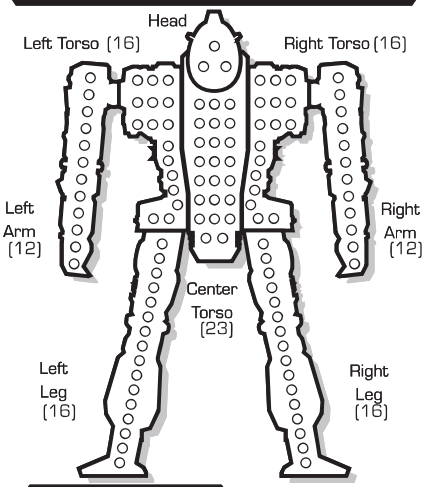
1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. SRM 6
2. SRM 6

4-6
3. Ammo (SRM 6) 15
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. 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+	
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: Jade Hawk JHK-04

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

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	Streak LRM 15	RT	5	1/Msl [M,C]	—	7	14	21
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
1	Claw (IS)	RA	—	11	—	—	—	—
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Claw (IS)	LA	—	11	—	—	—	—
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

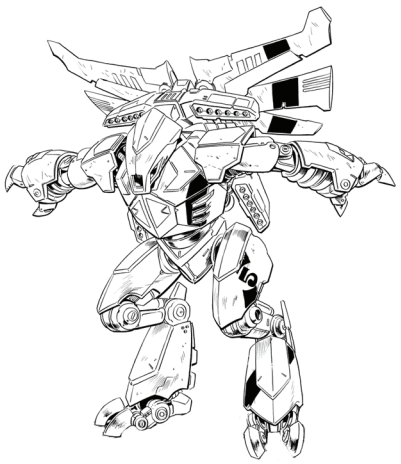
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WARRIOR DATA

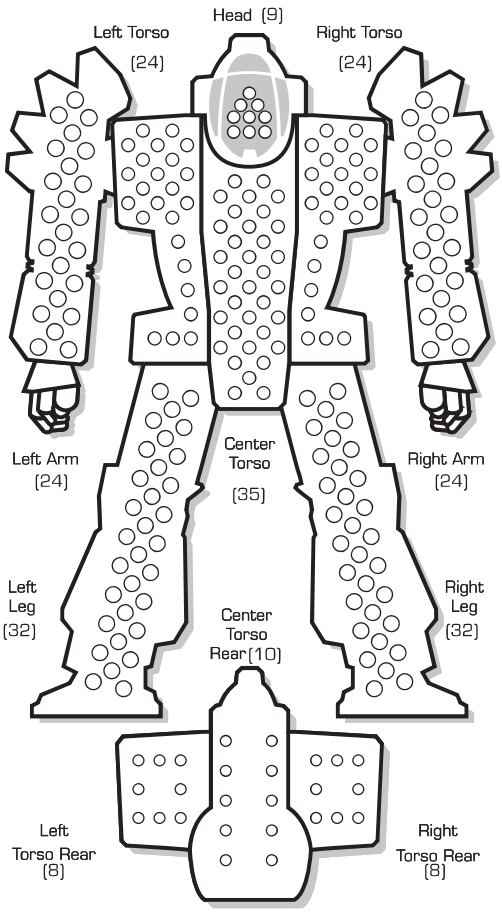
Name: _____

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. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Claw (IS)
2. Claw (IS)

4-6
3. ER Small Laser
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

1. Endo Steel
2. Ferro-Fibrous

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. Endo Steel
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

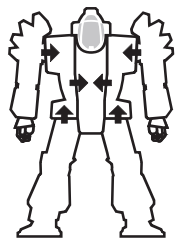
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Heavy Duty Gyro (IS)
5. Heavy Duty Gyro (IS)
6. Heavy Duty Gyro (IS)

1. Heavy Duty Gyro (IS)
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Ammo (Streak LRM 15) 8

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. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Claw (IS)
2. Claw (IS)

4-6
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

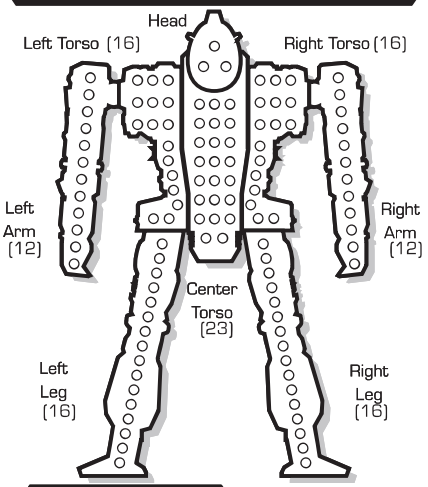
1. Endo Steel
2. Ferro-Fibrous

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. 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: Jade Hawk

Movement Points:
- Walking: 5
- Running: 8 [10]
- Jumping: 6

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	3
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6

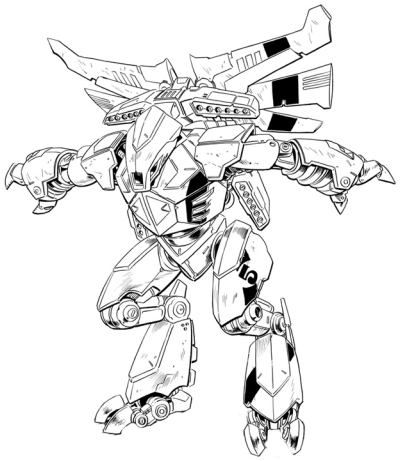
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WARRIOR DATA

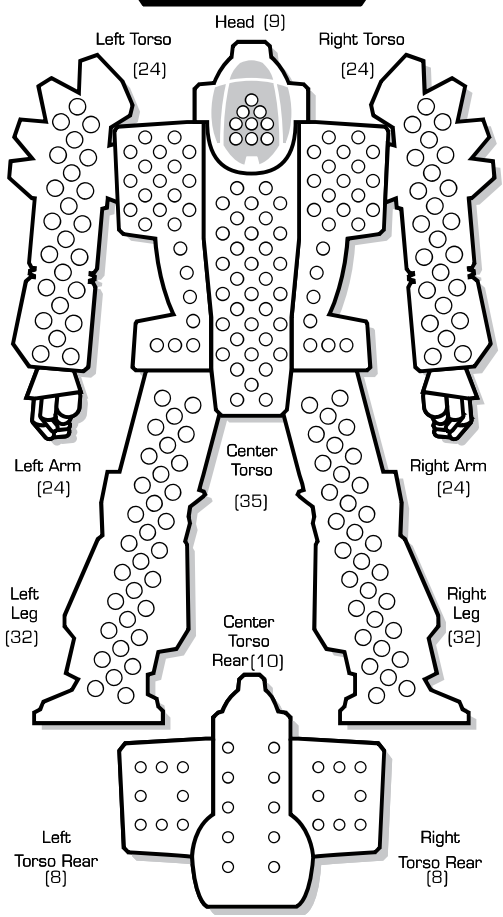
Name: _____

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
4. Hand Actuator
5. ER Small Laser
6. ER Small Laser

1-3

1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1-3

1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
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

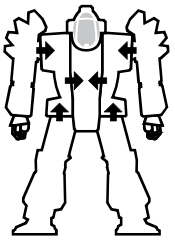
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Supercharger

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. ER Small Laser

1-3

1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

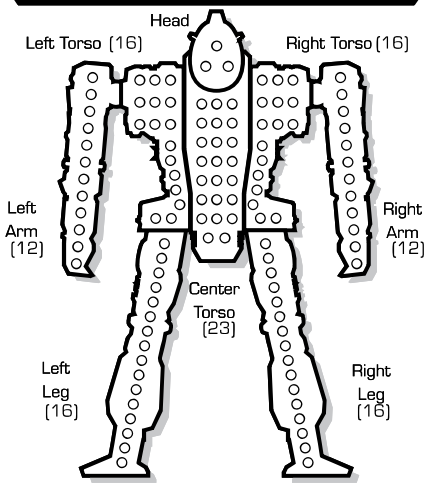
1-3

1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	13 (26) Laser
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: Jade Hawk 2

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
2	ATM 6	RT	4	[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
2	ATM 6	LT	4	[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 Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

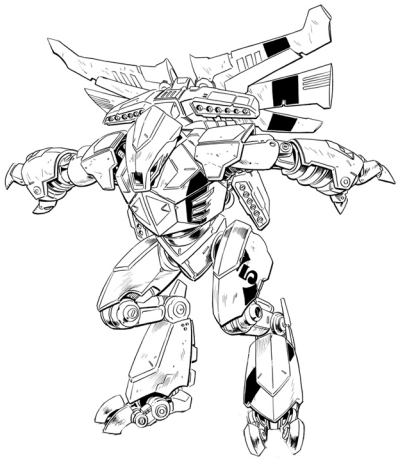
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WARRIOR DATA

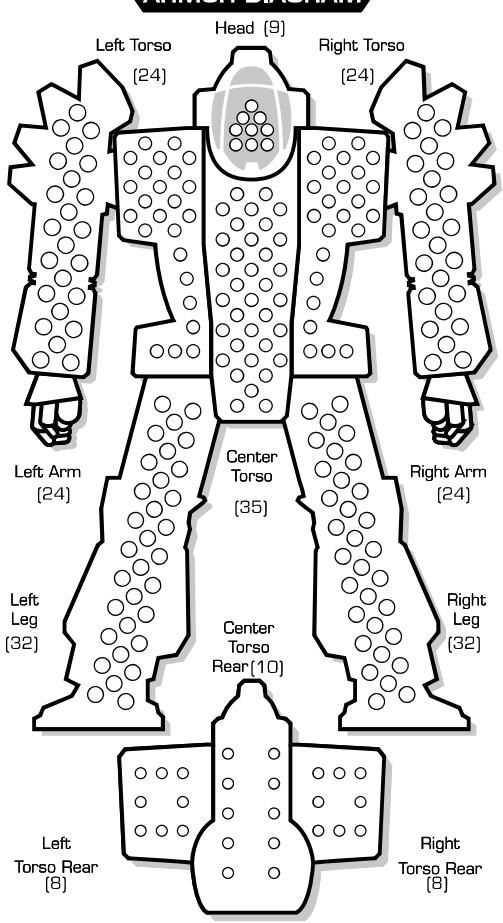
Name: _____

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 Large Laser
6. ER Small Laser

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 6

1-3

1. ATM 6
2. ATM 6
3. Ammo (ATM 6) 10
4. Ammo (ATM 6 ER) 10
5. Endo Steel
6. Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

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

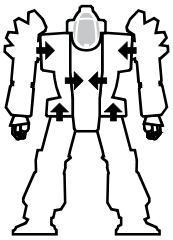
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Ferro-Fibrous

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. ER Large Laser
6. ER Small Laser

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 6

1-3

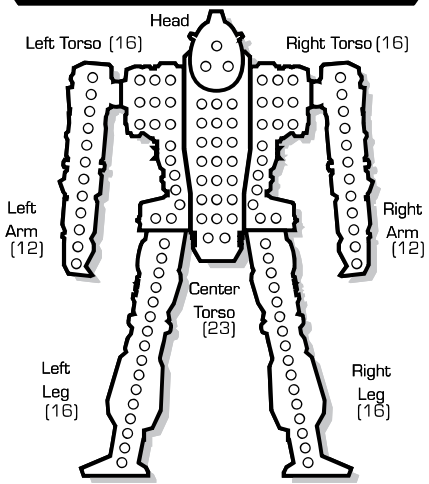
1. ATM 6
2. ATM 6
3. Ammo (ATM 6) 10
4. Ammo (ATM 6 HE) 10
5. Endo Steel
6. Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
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	15 (30) Laser
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 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: Jade Hawk 3

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
2	ATM 6	RT	4	[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
2	ATM 6	LT	4	[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 Small Laser	RA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

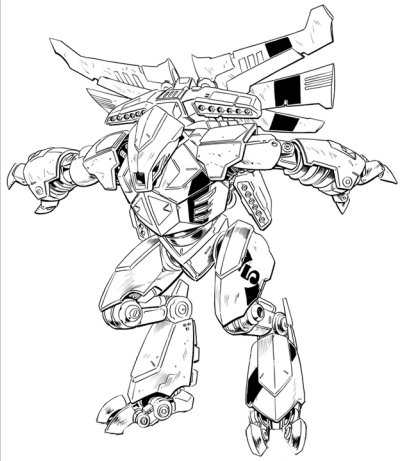
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WARRIOR DATA

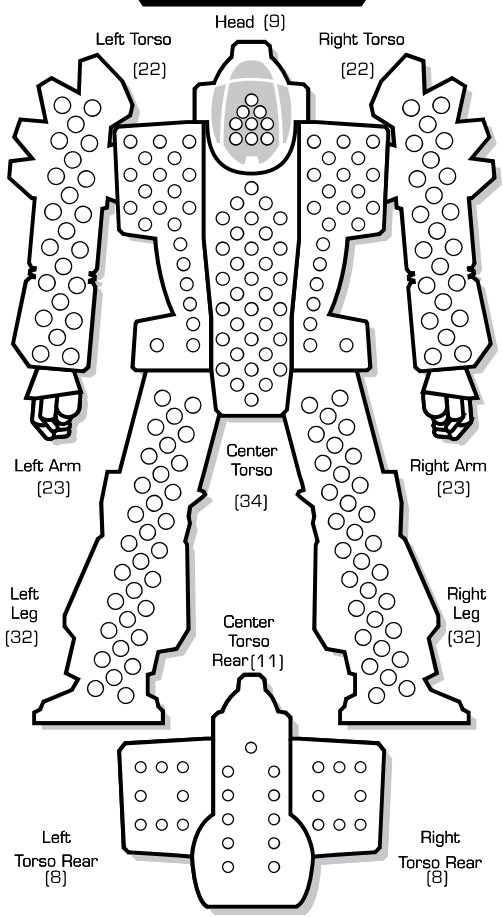
Name: _____

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 Pulse Laser
6. ER Small Laser

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ATM 6
6. ATM 6

1-3

1. ATM 6
2. ATM 6
3. ATM 6
4. ATM 6
5. Ammo (ATM 6) 10
6. Ammo (ATM 6 ER) 10

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

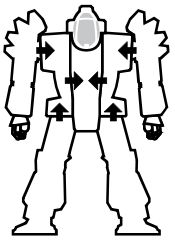
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Small 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. Medium Pulse Laser
6. ER Small Laser

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ATM 6
6. ATM 6

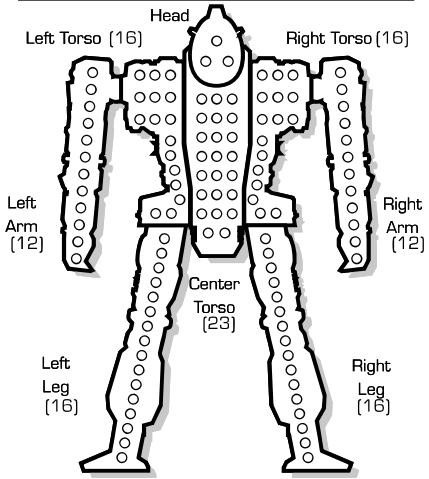
1-3

1. ATM 6
2. ATM 6
3. ATM 6
4. ATM 6
5. Ammo (ATM 6) 10
6. Ammo (ATM 6 HE) 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	12 (24) Laser
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: Mad Cat Mk IV Prime

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

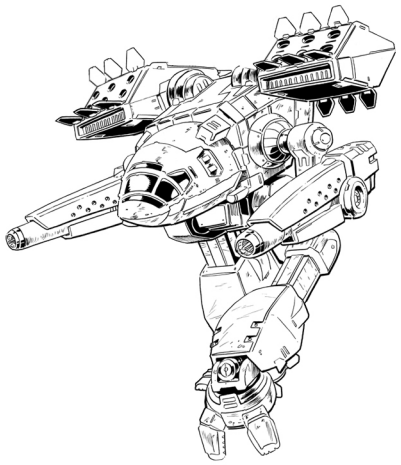
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WARRIOR DATA

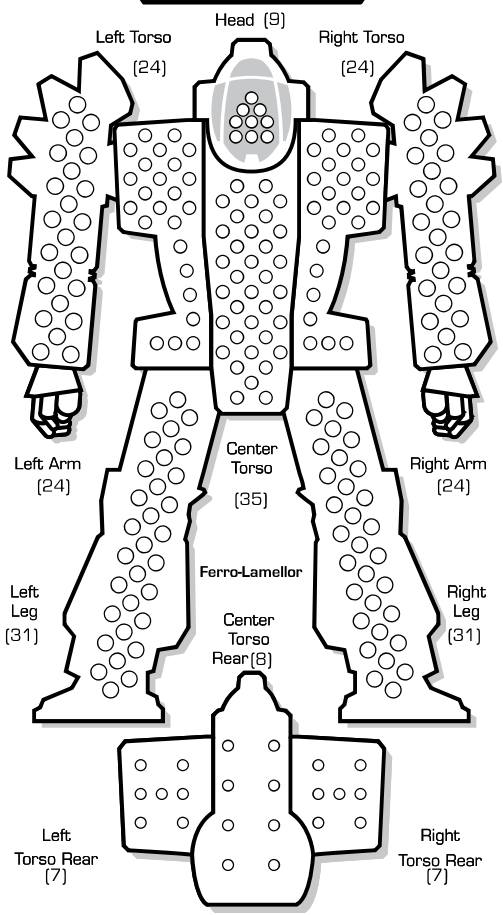
Name: _____

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. Ferro-Lamellor
6. Ferro-Lamellor

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Streak SRM 6
6. Streak SRM 6

1. Streak SRM 6 (R)
2. Streak SRM 6 (R)
3. Ammo (Streak SRM 6) 15
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. Endo Steel
6. Endo Steel

Head

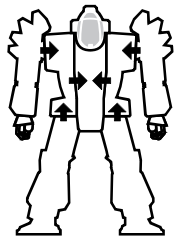
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. G Gyro
5. G Gyro
6. G Gyro

1. G Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL 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. ER PPC
4. ER PPC
5. Ferro-Lamellor
6. Ferro-Lamellor

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Right Torso (CASE)

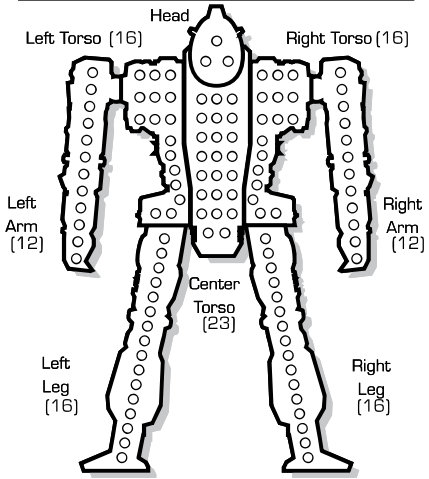
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

1. Streak SRM 6
2. Streak SRM 6
3. Streak SRM 6 (R)
4. Streak SRM 6 (R)
5. Ammo (Streak SRM 6) 15
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	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	

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: Mad Cat Mk IV A

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6
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	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
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	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

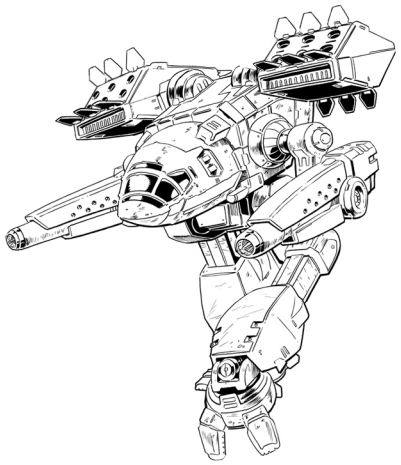
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WARRIOR DATA

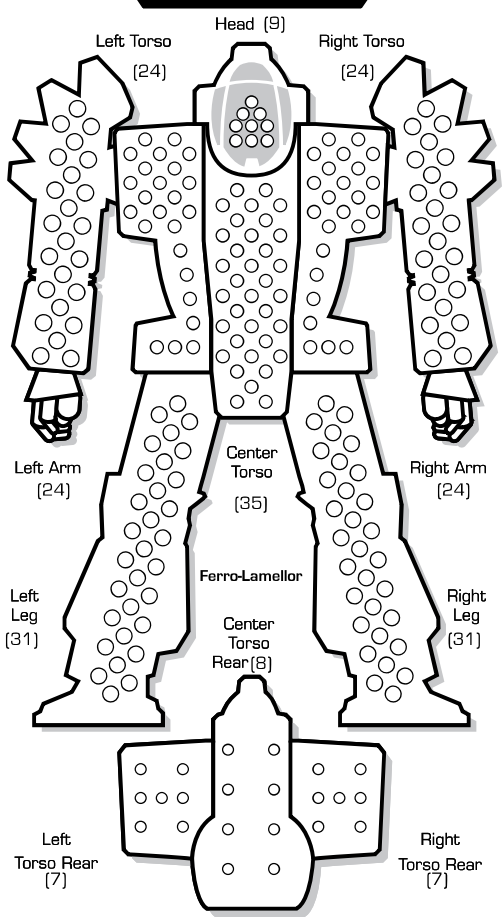
Name: _____

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. ER Large Laser
6. Ferro-Lamellor

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Left Torso (CASE)

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 9
6. ATM 9

1. ATM 9
2. ATM 9
3. Small Pulse Laser
4. Ammo (ATM 9) 7
5. Ammo (ATM 9 ER) 7
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

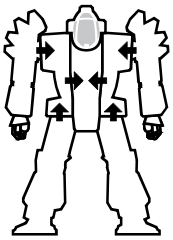
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Small Pulse Laser
6. Small Pulse 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. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Ferro-Lamellor

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Right Torso (CASE)

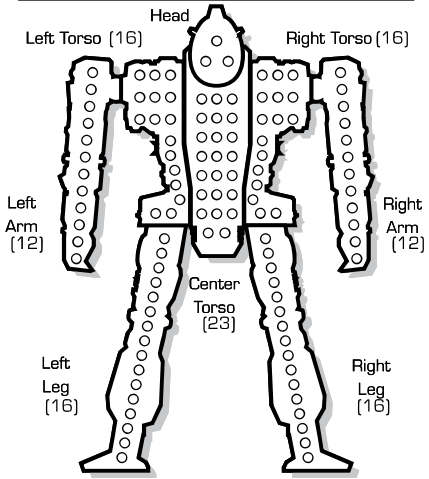
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 9
6. ATM 9

1. ATM 9
2. ATM 9
3. Small Pulse Laser
4. Ammo (ATM 9) 7
5. Ammo (ATM 9 HE) 7
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: Mad Cat Mk IV B

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/30	RT/RA	6	30 [C,F,X]	2	8	16	24
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	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

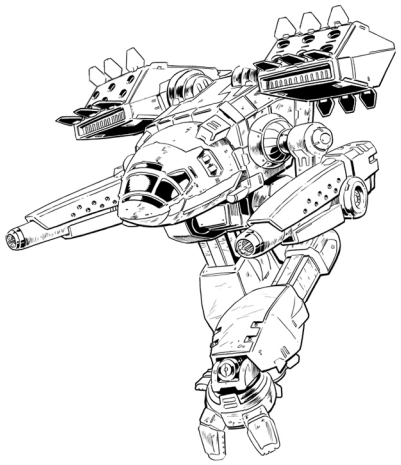
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WARRIOR DATA

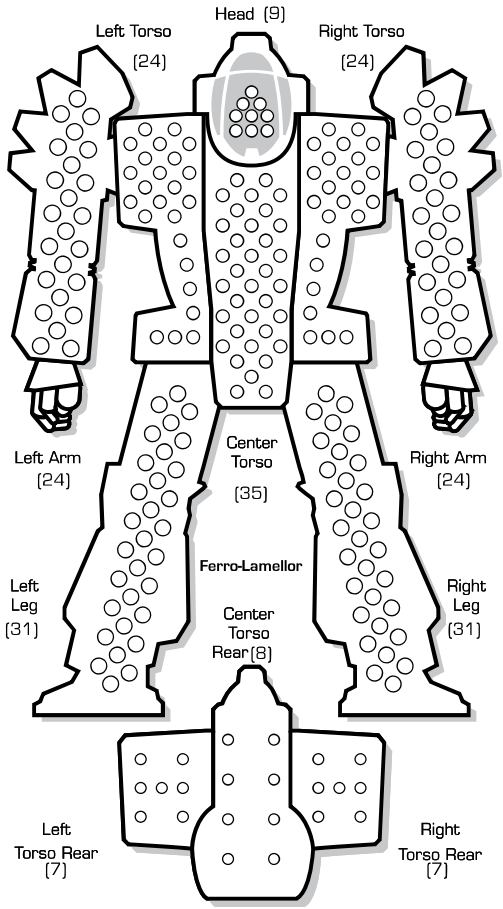
Name: _____

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. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Ferro-Lamellor

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Left Torso (CASE)

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 9
6. ATM 9

1. ATM 9
2. ATM 9
3. Ammo (ATM 9) 7
4. Ammo (ATM 9) 7
5. CASE II
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

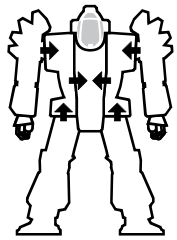
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ammo (HAG 30) 4
6. Roll Again

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/30
4. HAG/30
5. HAG/30
6. HAG/30

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

Right Torso

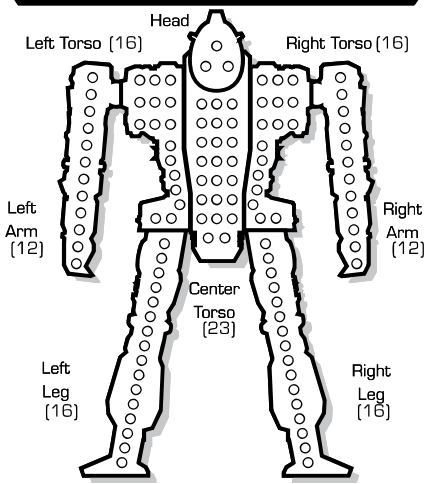
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. HAG/30
6. HAG/30

1. HAG/30
2. HAG/30
3. Ammo (HAG 30) 4
4. Ammo (HAG 30) 4
5. CASE II
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
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: Mad Cat Mk IV C

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	7 [P]	–	4	8	12
1	LRM 15 w/Artemis V FCS	RT	5	1/Msl [M,C,S]	–	7	14	21
1	LRM 15 w/Artemis V FCS	LT	5	1/Msl [M,C,S]	–	7	14	21
1	ER Large Laser	RA	12	10 [DE]	–	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	–	5	10	15
1	ER Large Laser	LA	12	10 [DE]	–	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	–	5	10	15

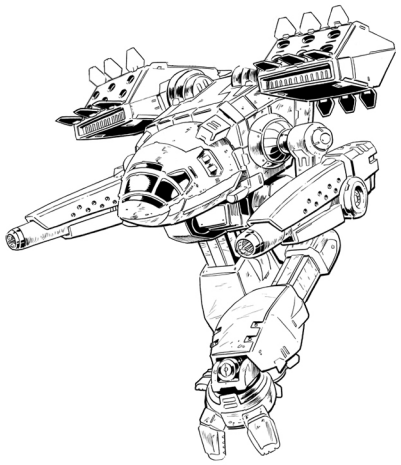
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WARRIOR DATA

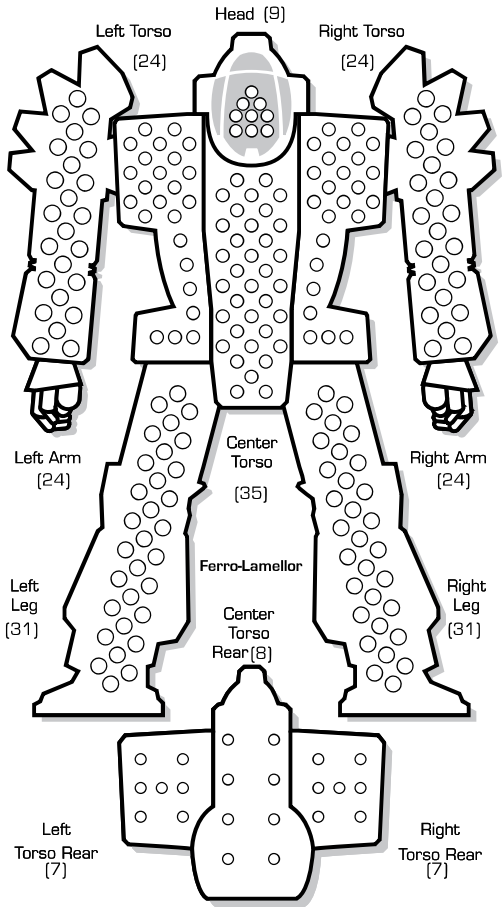
Name: _____

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. ER Large Laser
4. ER Medium Laser
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. LRM 15
6. LRM 15

4-6
1. Artemis V FCS
2. Artemis V FCS
3. Ammo (LRM 15 Artemis V) 8
4. Ammo (LRM 15 Artemis V) 8
5. CASE II
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

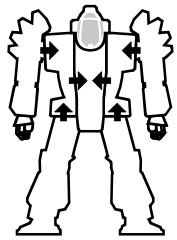
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

4-6
1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Medium Pulse Laser
6. Medium Pulse 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. ER Large Laser
4. ER Medium Laser
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Right Torso

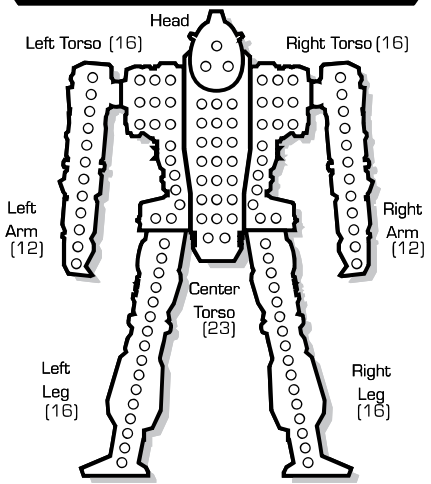
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. LRM 15
6. LRM 15

4-6
1. Artemis V FCS
2. Artemis V FCS
3. Ammo (LRM 15 Artemis V) 8
4. CASE II
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	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: Mad Cat Mk IV PR

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

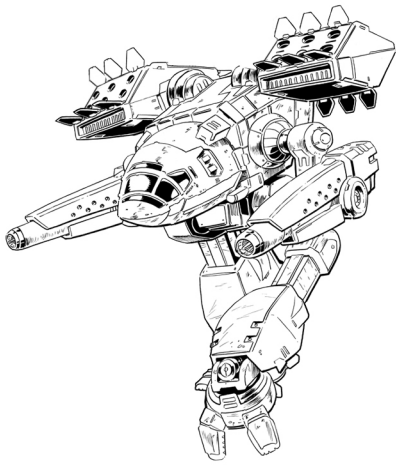
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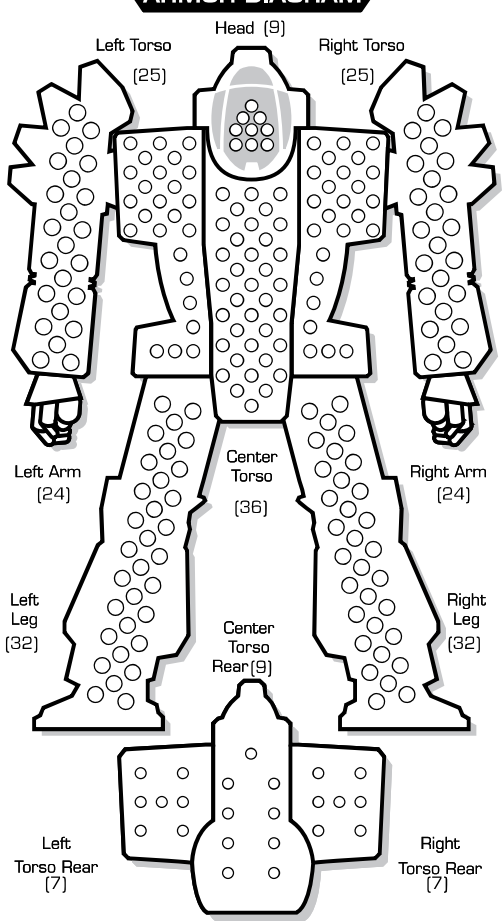
Name: _____

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
1-3	3.	ER PPC
	4.	ER PPC
	5.	Ferro-Fibrous
	6.	Ferro-Fibrous
	1.	Ferro-Fibrous
	2.	Roll Again
4-6	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Left Torso (CASE)

	1.	XL Fusion Engine
	2.	XL Fusion Engine
1-3	3.	Streak SRM 6
	4.	Streak SRM 6
	5.	ER Small Laser
	6.	Streak SRM 6 (R)
	1.	Streak SRM 6 (R)
	2.	Ammo (Streak SRM 6) 15
4-6	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

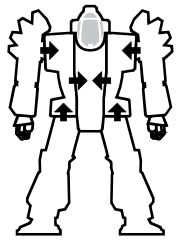
Head

	1.	Life Support
	2.	Sensors
	3.	Cockpit
	4.	Endo Steel
	5.	Sensors
	6.	Life Support

Center Torso

	1.	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.	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
1-3	3.	ER PPC
	4.	ER PPC
	5.	Ferro-Fibrous
	6.	Ferro-Fibrous
	1.	Ferro-Fibrous
	2.	Roll Again
4-6	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

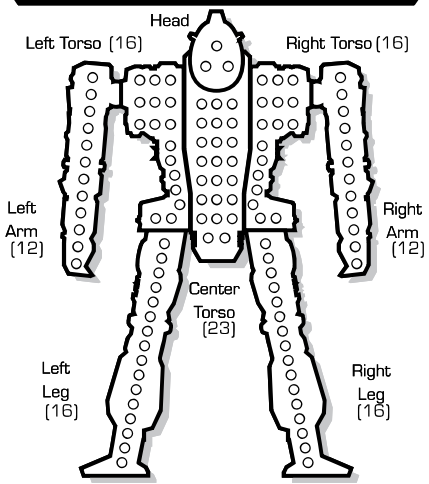
Right Torso (CASE)

	1.	XL Fusion Engine
	2.	XL Fusion Engine
1-3	3.	Streak SRM 6
	4.	Streak SRM 6
	5.	Streak SRM 6 (R)
	6.	Streak SRM 6 (R)
	1.	Ammo (Streak SRM 6) 15
	2.	Endo Steel
4-6	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.	Endo Steel
	6.	Endo Steel

INTERNAL STRUCTURE DIAGRAM



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	

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: Mad Cat Mk IV PR 2

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 3(R)	RT	2	[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 6	RT	4	[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 3(R)	LT	2	[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 6	LT	4	[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 Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

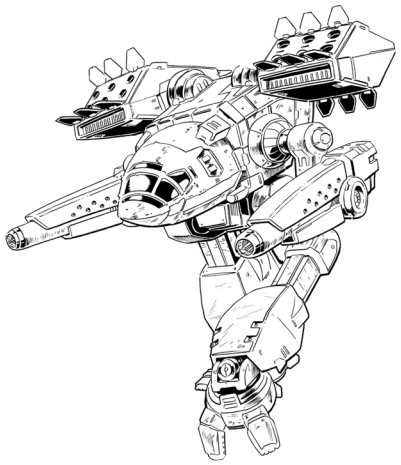
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WARRIOR DATA

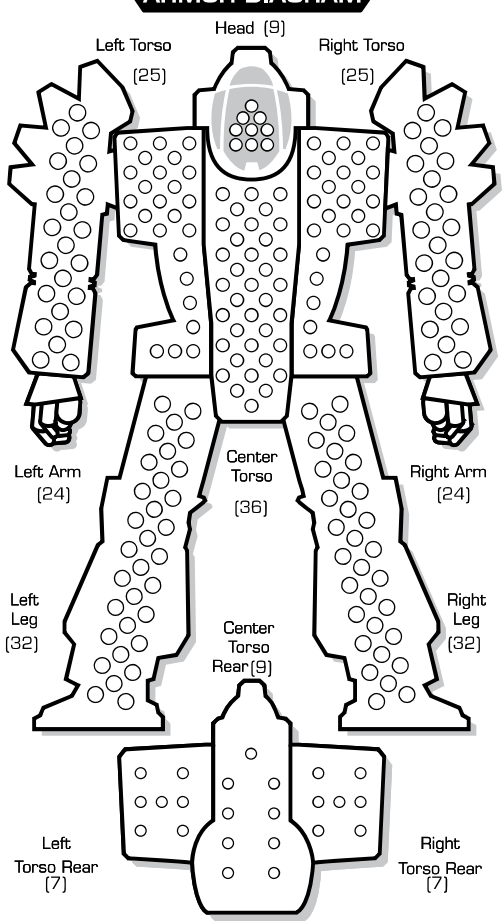
Name: _____

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 (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again (4-6)
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. ER Small Laser

1. ATM 3 (R) (4-6)
2. ATM 3 (R) (4-6)
3. Ammo (ATM 6 ER) 10 (4-6)
4. Ammo (ATM 6 HE) 10 (4-6)
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

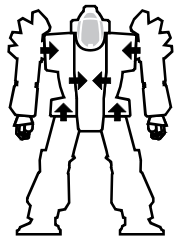
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Double Heat Sink (4-6)
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. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again (4-6)
5. Roll Again
6. Roll Again

Right Torso (CASE)

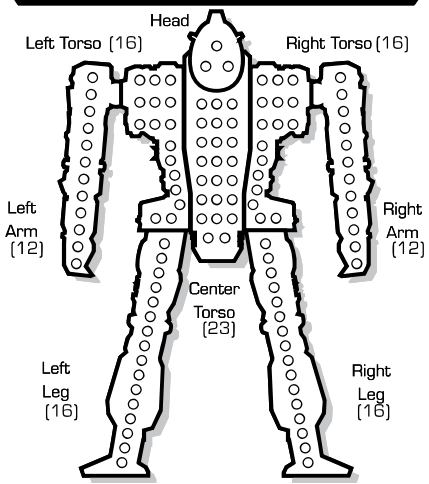
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. ATM 3 (R) (1-3)

1. ATM 3 (R) (4-6)
2. Ammo (ATM 3) 20 (4-6)
3. Ammo (ATM 6) 10 (4-6)
4. Endo Steel (4-6)
5. Ferro-Fibrous
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	16 (32) Double
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 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	
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: HawkWolf HWK-4F

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21

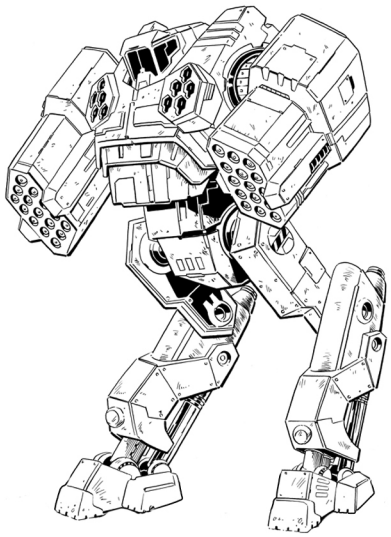
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WARRIOR DATA

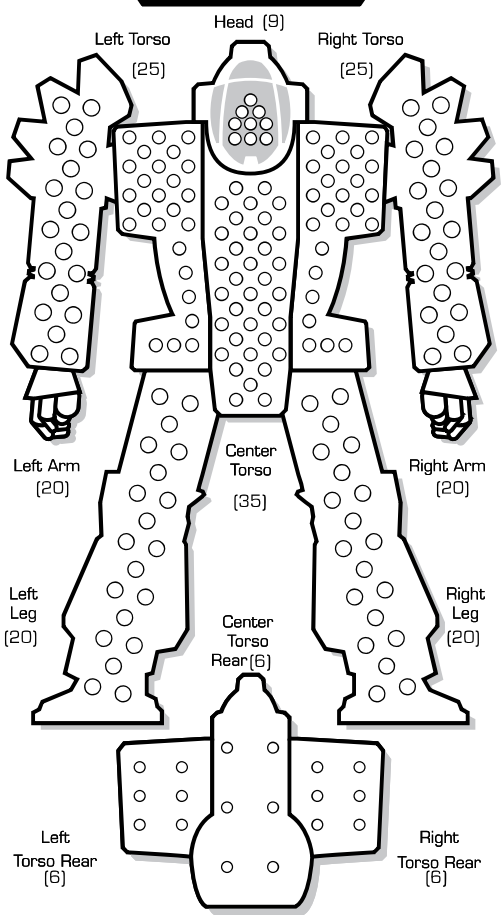
Name: _____

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. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. MML 5
2. MML 5
3. MML 5
4. Roll Again
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

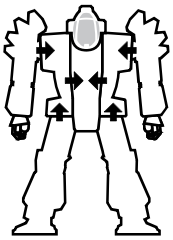
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. 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. 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. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

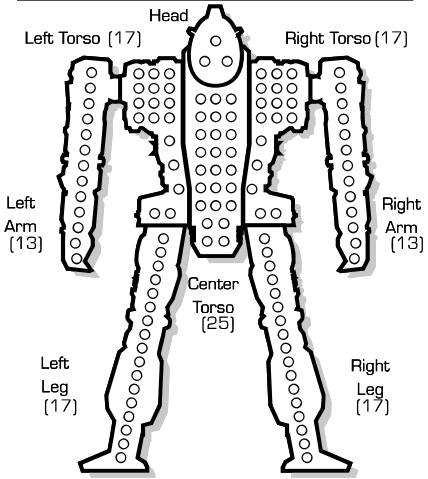
1. MML 5
2. MML 5
3. MML 5
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. CASE
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	14 (14) 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 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™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Hippogriff**
Tons: 8 (Advanced)
Movement Points:
Walk/Run/Jump
3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 2) 48

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

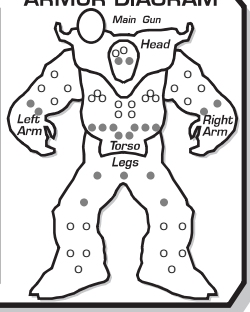
BV: 231

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: **Hippogriff**
Tons: 8 (Advanced)
Movement Points:
Walk/Run/Jump
3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 2) 48

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

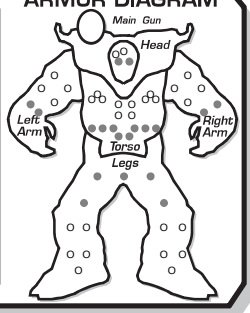
BV: 231

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: **Hippogriff**
Tons: 8 (Advanced)
Movement Points:
Walk/Run/Jump
3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 2) 48

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

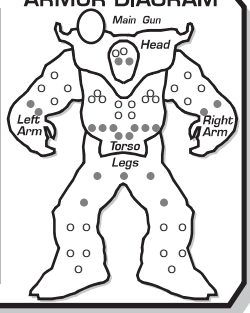
BV: 231

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: **Hippogriff**
Tons: 8 (Advanced)
Movement Points:
Walk/Run/Jump
3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 2) 48

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

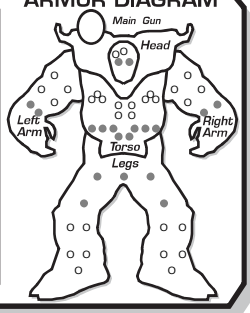
BV: 231

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: **Hippogriff**
Tons: 8 (Advanced)
Movement Points:
Walk/Run/Jump
3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 2) 48

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

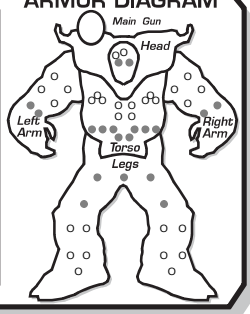
BV: 231

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



CATALYST game labs

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BATTLETECH

AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Condottiere

Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 150
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory

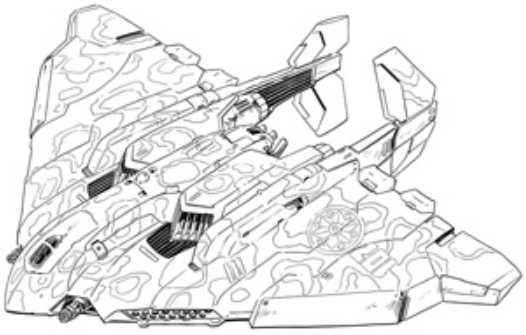
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—
1	LRM 15 [M,C,S] w/Artemis IV FCS	LS	5	12	12	12	—
1	LRM 15 [M,C,S] w/Artemis IV FCS	RS	5	12	12	12	—
3	ER Medium Laser [DE]	A	5	5	5	—	—

Cargo:
Cargo Space - 1 tons (1 door)

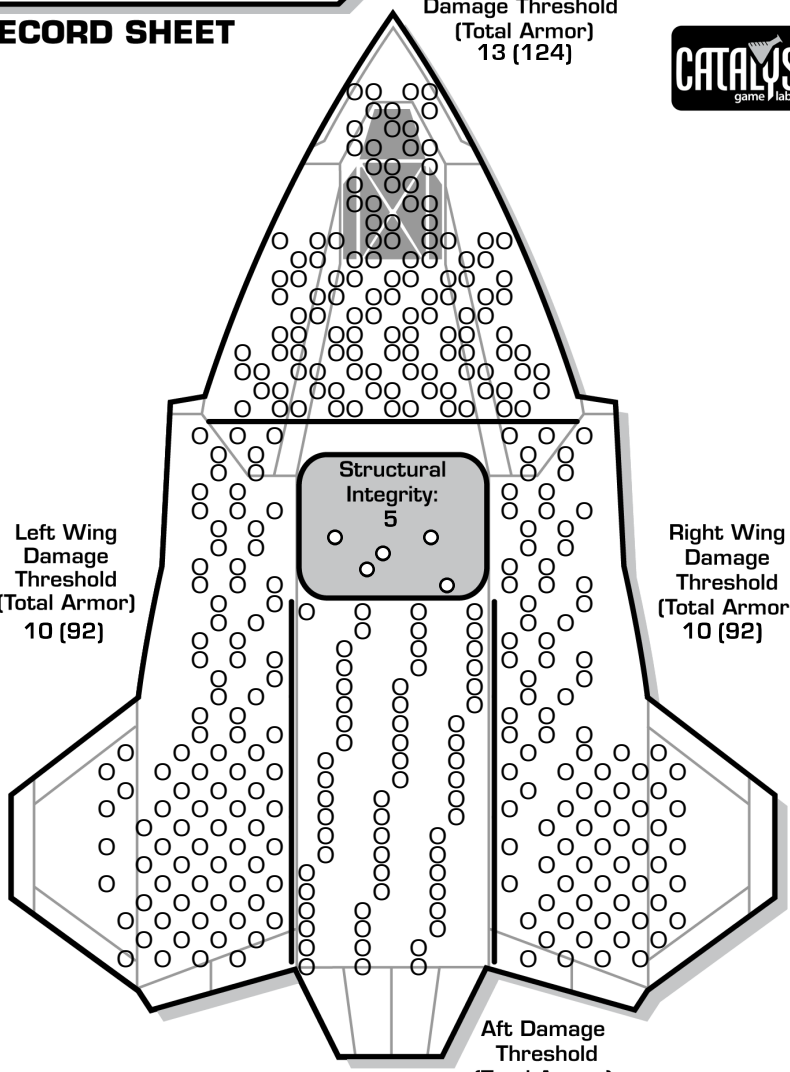
Ammo: (LRM 15 Artemis) 32, (RAC/5) 120
Fuel: 720 Points

BV: 2,054



ARMOR DIAGRAM

Standard Scale



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:
11 (22)
Double
O O
O
O
O
O
O
O
O
O
O
O

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

SPHEROID SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: NL-45 "Gunboat"

Thrust:
Safe Thrust: 5
Maximum Thrust: 8

Tonnage: 190
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory

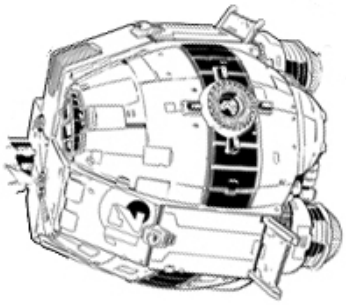
Standard Scale

Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Active Probe [E]	N	0	–	–	5	–
2	ER PPC [DE]	N	15	15	15	15	–
2	Rotary AC/5 [DB,R/C]	N	1	20	20	20	–
2	AMS [DB,PD]	LS	1	–	–	–	–
2	AMS [DB,PD]	RS	1	–	–	–	–
1	ECM Suite [E]	A	0	–	–	6	–
2	ER Large Laser [DE]	A	12	10	10	10	10

Cargo:
Battle Armor Bay - 1 Point (1 door)
Cargo Space - 0.50 tons (1 door)

Ammo (CASE): (RAC/5) 120, (AMS) 48
Fuel: 800 Points

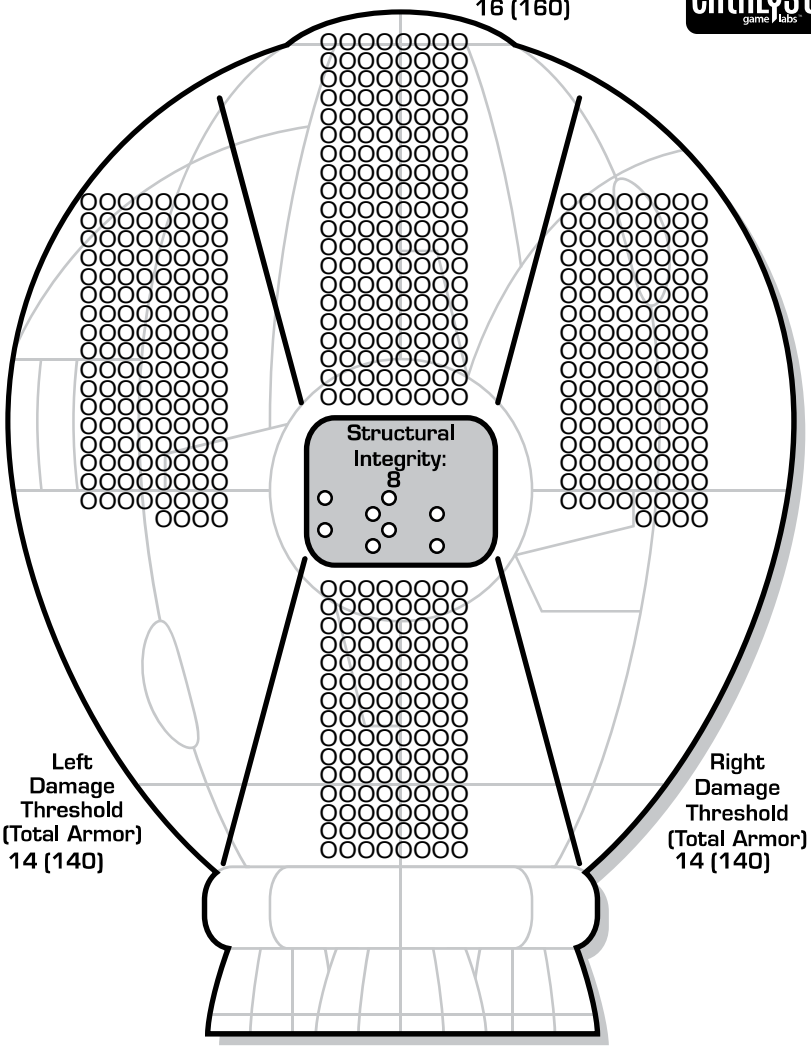
BV: 4,343



ARMOR DIAGRAM

Standard Scale

Nose
Damage Threshold
(Total Armor)
16 (160)



Left
Damage
Threshold
(Total Armor)
14 (140)

Right
Damage
Threshold
(Total Armor)
14 (140)

Aft Damage Threshold
(Total Armor)
12 (120)

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 Sinks:
21 (42)
Double

Heat Level*	Effects	
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O
27	Pilot Damage, avoid on 9+	O O
26	Shutdown, avoid on 10+	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+	

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)
74 (740)

ARMOR DIAGRAM
Standard Scale

CATALYST game labs™

DROPSHIP DATA

Type: Nagasawa

Name:
Thrust:
Safe Thrust: 8
Maximum Thrust: 12

Tonnage: 3,000
Tech Base: Clan
Era: Dark Age

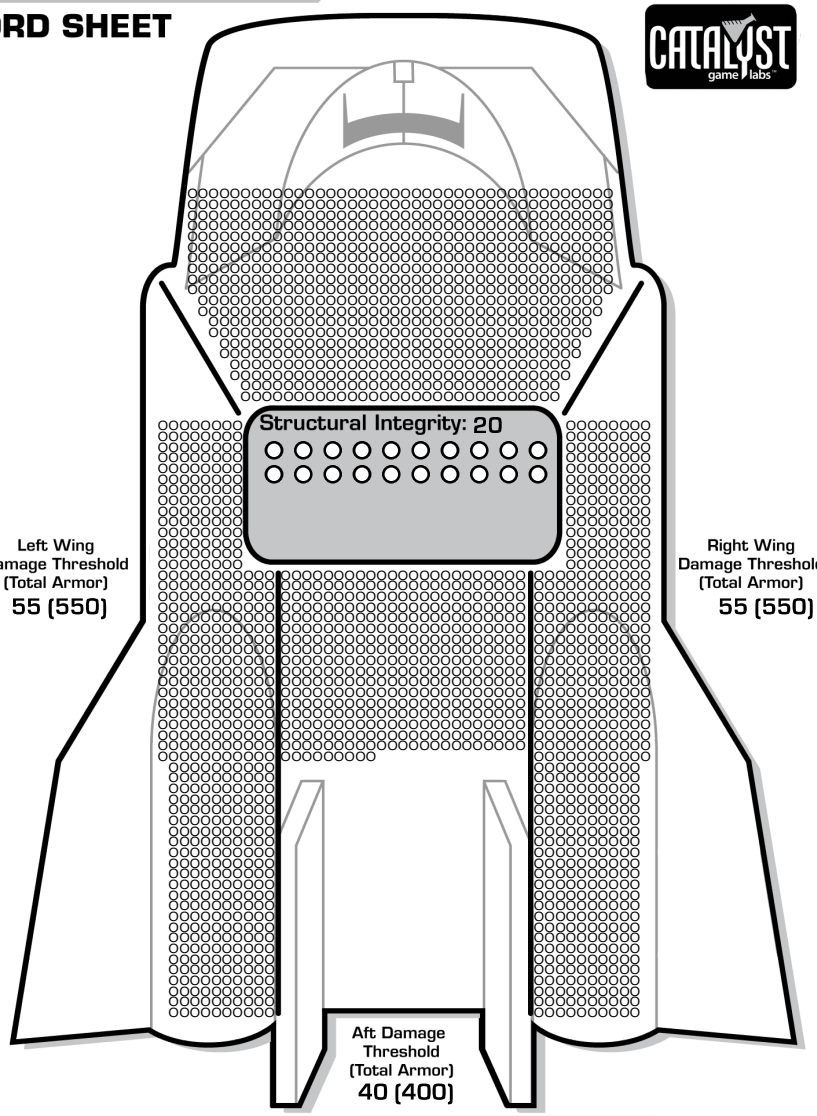
Weapons & Equipment Inventory

Standard Scale

	Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
5	ER PPC	N	75	8 [75]	8 [75]	8 [75]	—
5	Rotary AC/5 [600 rnds]	N	5	10 [100]	10 [100]	10 [100]	—
4	ER Large Laser	LW/RW	48	4 [40]	4 [40]	4 [40]	4 [40]
3	LRM 20 w/Artemis V FCS [60 rnds]	LW/RW	18	5 [48]	5 [48]	5 [48]	—
5	Laser AMS	LW/RW	25	2 [15]	Point Defense		
3	ER Large Laser	A	36	3 [30]	3 [30]	3 [30]	3 [30]
3	Large Pulse Laser	A	30	3 [30]	3 [30]	3 [30]	—
5	Laser AMS	A	25	2 [15]	Point Defense		

Cargo:
Bay 1: Small Craft - 1 unit (1 door)
Bay 2: Cargo Space - 207 tons (1 door)

BV: 22,644 **Fuel:** 7,500



Left Wing Damage Threshold (Total Armor)
55 (550)

Right Wing Damage Threshold (Total Armor)
55 (550)

Aft Damage Threshold (Total Armor)
40 (400)



CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

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

Crew: 13 **Marines:** 0
Passengers: 0
Other: 5 **Battle Armor:** 0
Life Boats/Escape Pods: 0/4

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:	105	Aft:	91
Left Wing:		Right Wing:	
Fwd:	91	Fwd:	91
Aft:	0	Aft:	0

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CAPELLAN CONFEDERATION

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Amazon [MRR] **Era:** Dark Age
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,AI]	–	2	4	6

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 328/63

BATTLE ARMOR: SQUAD 2

Type: Amazon [MRR] **Era:** Dark Age
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,AI]	–	2	4	6

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 328/63

BATTLE ARMOR: SQUAD 3

Type: Amazon [MRR] **Era:** Dark Age
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,AI]	–	2	4	6

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 328/63

BATTLE ARMOR: SQUAD 4

Type: Amazon [MRR] **Era:** Dark Age
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,AI]	–	2	4	6

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 328/63

BATTLE ARMOR: SQUAD 5

Type: Amazon [MRR] **Era:** Dark Age
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,AI]	–	2	4	6

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 328/63

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: Amazon [PPC] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 272/52

BATTLE ARMOR: SQUAD 2

Type: Amazon [PPC] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 272/52

BATTLE ARMOR: SQUAD 3

Type: Amazon [PPC] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 272/52

BATTLE ARMOR: SQUAD 4

Type: Amazon [PPC] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 272/52

BATTLE ARMOR: SQUAD 5

Type: Amazon [PPC] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 272/52

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

BATTLE ARMOR: SQUAD 1

Type: Shen Long [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 350/67

BATTLE ARMOR: SQUAD 2

Type: Shen Long [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 350/67

BATTLE ARMOR: SQUAD 3

Type: Shen Long [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 350/67

BATTLE ARMOR: SQUAD 4

Type: Shen Long [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 350/67

BATTLE ARMOR: SQUAD 5

Type: Shen Long [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 350/67

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: Shen Long [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 314/60

BATTLE ARMOR: SQUAD 2

Type: Shen Long [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 314/60

BATTLE ARMOR: SQUAD 3

Type: Shen Long [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 314/60

BATTLE ARMOR: SQUAD 4

Type: Shen Long [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 314/60

BATTLE ARMOR: SQUAD 5

Type: Shen Long [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

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

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 314/60

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)

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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: Shen Long [MRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
MRM 5	1/Msl [M,C]	–	3	8	15
Ammo ○○○○					

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

Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 352/68

BATTLE ARMOR: SQUAD 2

Type: Shen Long [MRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
MRM 5	1/Msl [M,C]	–	3	8	15
Ammo ○○○○					

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

Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 352/68

BATTLE ARMOR: SQUAD 3

Type: Shen Long [MRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
MRM 5	1/Msl [M,C]	–	3	8	15
Ammo ○○○○					

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

Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 352/68

BATTLE ARMOR: SQUAD 4

Type: Shen Long [MRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
MRM 5	1/Msl [M,C]	–	3	8	15
Ammo ○○○○					

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

Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 352/68

BATTLE ARMOR: SQUAD 5

Type: Shen Long [MRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
MRM 5	1/Msl [M,C]	–	3	8	15
Ammo ○○○○					

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

Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 352/68

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: Shen Long [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 4	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 398/77

BATTLE ARMOR: SQUAD 2

Type: Shen Long [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 4	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 398/77

BATTLE ARMOR: SQUAD 3

Type: Shen Long [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 4	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 398/77

BATTLE ARMOR: SQUAD 4

Type: Shen Long [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 4	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 398/77

BATTLE ARMOR: SQUAD 5

Type: Shen Long [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 4	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 398/77

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: Shen Long [Interdictor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Mimetic Armor [+3 - hexes moved]

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

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 276/53

BATTLE ARMOR: SQUAD 2

Type: Shen Long [Interdictor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Mimetic Armor [+3 - hexes moved]

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

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 276/53

BATTLE ARMOR: SQUAD 3

Type: Shen Long [Interdictor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Mimetic Armor [+3 - hexes moved]

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

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 276/53

BATTLE ARMOR: SQUAD 4

Type: Shen Long [Interdictor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Mimetic Armor [+3 - hexes moved]

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

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 276/53

BATTLE ARMOR: SQUAD 5

Type: Shen Long [Interdictor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Mimetic Armor [+3 - hexes moved]

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

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 276/53

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

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shen Long [Pop-Up Mine] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Pop-up Mine	4	—	—	—	—
Ammo 0 / 0 / 0 / 0					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 259/50

BATTLE ARMOR: SQUAD 2

Type: Shen Long [Pop-Up Mine] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Pop-up Mine	4	—	—	—	—
Ammo 0 / 0 / 0 / 0					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 259/50

BATTLE ARMOR: SQUAD 3

Type: Shen Long [Pop-Up Mine] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Pop-up Mine	4	—	—	—	—
Ammo 0 / 0 / 0 / 0					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 259/50

BATTLE ARMOR: SQUAD 4

Type: Shen Long [Pop-Up Mine] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Pop-up Mine	4	—	—	—	—
Ammo 0 / 0 / 0 / 0					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 259/50

BATTLE ARMOR: SQUAD 5

Type: Shen Long [Pop-Up Mine] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Pop-up Mine	4	—	—	—	—
Ammo 0 / 0 / 0 / 0					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

BV: 259/50

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Luduan Scout Vehicle

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
3	MagShot	T	2 [DB,X]	—	3	6	9
1	TAG	T	[E]	—	5	9	15

Ammo: (Magshot) 50

BV: 453

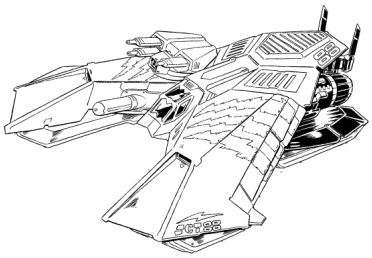
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

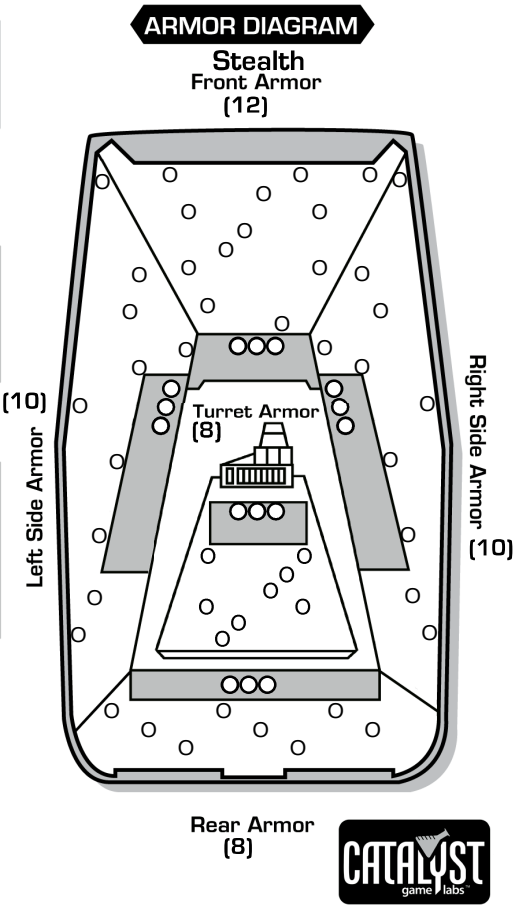
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Nisos Attack WiGE

Movement Points:
Cruising: 9
Flank: 14
Movement Type: WiGE
Engine Type: XL Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	T	10 [DE,H]	—	5	10	15
1	SRM 6	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 15, (Plasma Rifle) 20

BV: 1,090

CREW DATA

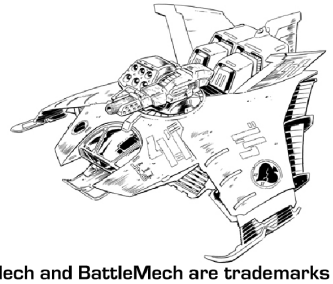
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

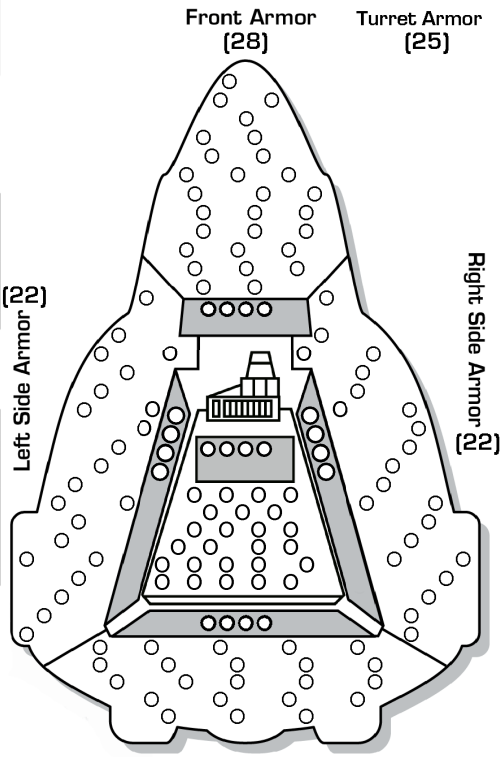
Driver Hit +2
Modifier to Driving Skill rolls

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: Nisos Attack WiGE (Support)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: WiGE
Engine Type: XL Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	Extended LRM 10	T	1/Msl [M,C,S]	10	12	22	38

Ammo: (ELRM 10) 18

BV: 1,010

CREW DATA

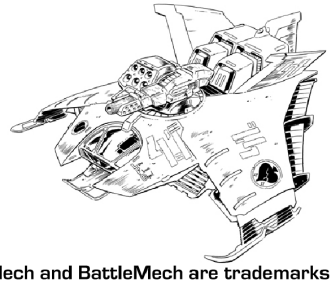
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

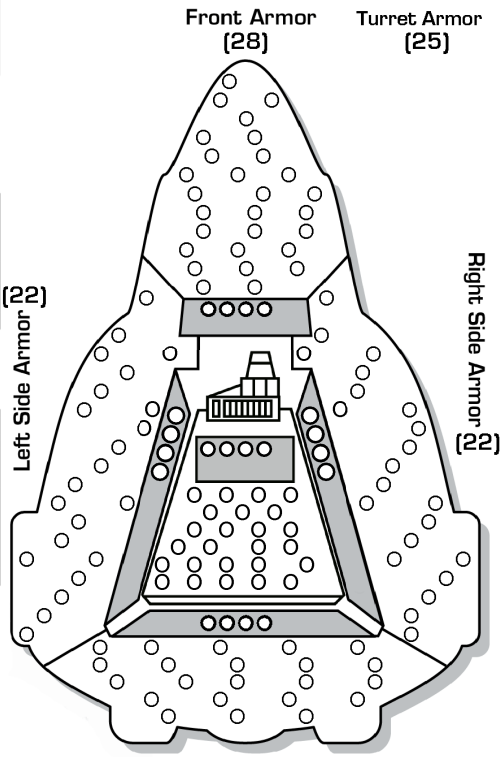
Driver Hit +2
Modifier to Driving Skill rolls

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™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Shun Transport VTOL

Movement Points:
Cruising: 7
Flank: 11
Engine Type: XL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng (hexes)
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	MagShot	FR	2 [DB,X]	—	3	6	9
1	TAG	FR	[E]	—	5	9	15

Infantry Compartment(12 tons)

Ammo: (Magshot) 50

BV: 499

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

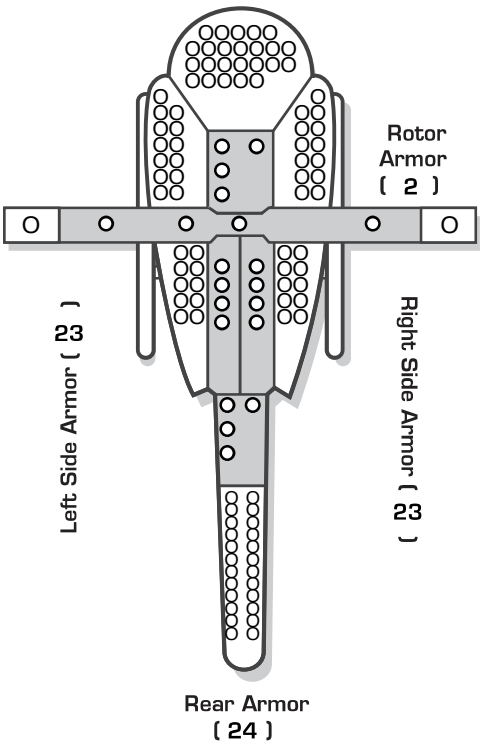
Pilot Hit +2
Modifier to Driving Skill rolls

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



CATALYST game labs

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: Predator Tank Destroyer (Original)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 45
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/20	FR	20 [DB,S]	—	3	6	9

Ammo: (AC/20) 5

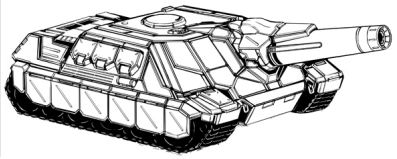
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CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

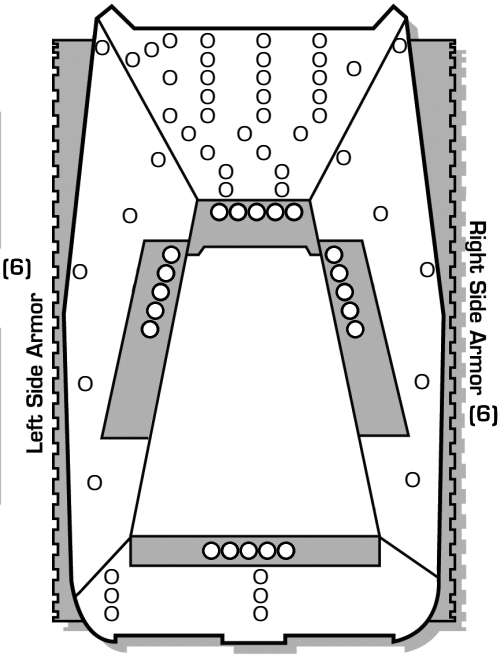
CRITICAL DAMAGE

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 (30)



Rear Armor (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: Predator Tank Destroyer

Movement Points:
Cruising: 6
Flank: 9
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

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

Ammo: (LB 20-X Cluster) 5, (LB 20-X) 5

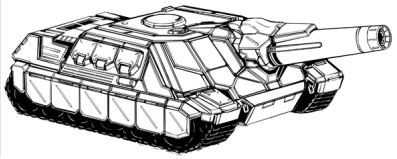
BV: 775

CREW DATA

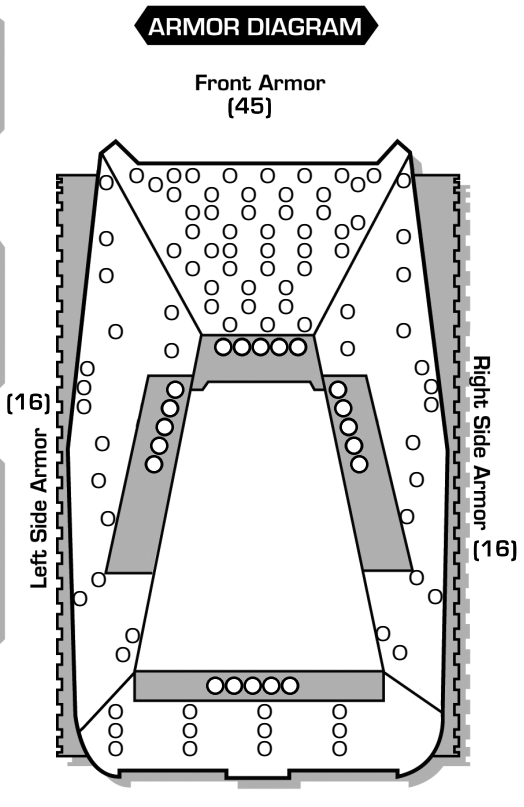
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 Modifier to all Skill rolls
Driver Hit +2 Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sheriff Infantry Support Tank

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fuel Cell Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	B-Pod	FR [DB,PD,AI,X,OS]	1	—	—	—	—
1	B-Pod	RS [DB,PD,AI,X,OS]	1	—	—	—	—
1	B-Pod	LS [DB,PD,AI,X,OS]	1	—	—	—	—
1	B-Pod	RR [DB,PD,AI,X,OS]	1	—	—	—	—
2	LAC/5	T [DB,S]	5	—	5	10	15

Ammo (CASE): (LAC/5) 80

BV: 810

CREW DATA

Crew: _____

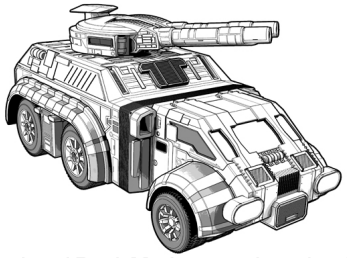
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

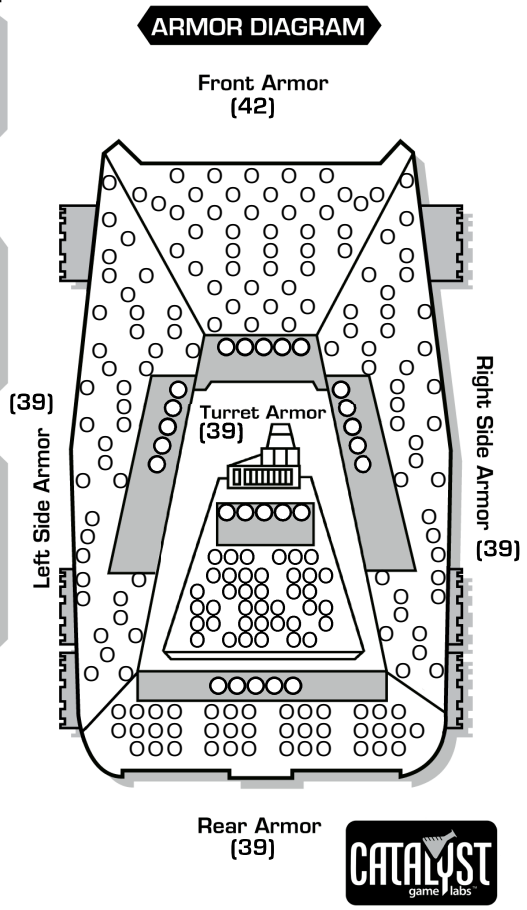
Driver Hit +2
Modifier to Driving Skill rolls

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™

ADVANCED GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Zahn Heavy Transport

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fuel Cell Engine

Tonnage: 65
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 7	RT	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	TAG	RT	[E]	—	5	9	15
2	Vehicle Flamer	FT	2 [DE,H,AI]	—	1	2	3

Infantry Compartment (8 tons)

Ammo: (MML 7/LRM) 34, (Flamer) 40, (MML 7/SRM) 14

Cost: 792 **BV:**

CREW DATA

Crew: _____

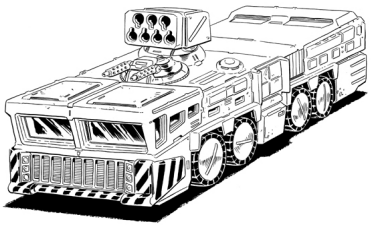
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

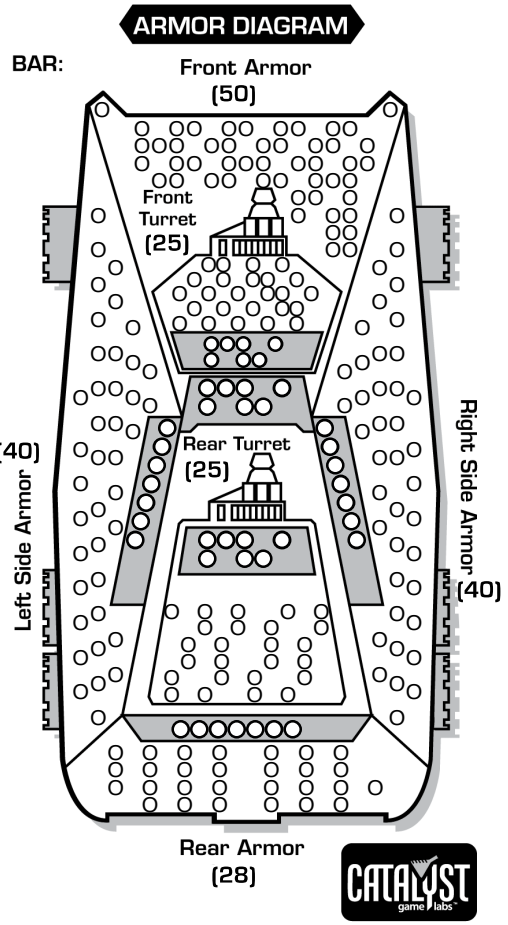
CRITICAL DAMAGE

Front Turret Locked ☐ Engine Hit ☐
Rear Turret Locked ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Ft. Turret ☐ Rr. Turret ☐



ARMOR DIAGRAM

BAR:



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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: Pixiu Heavy Tank

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Vehicle Flamer	FR	2 [DE,H,AI]	—	1	2	3
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: (Flamer) 20, (Thunderbolt 5) 12, (Gauss) 16

BV: 1,450

CREW DATA

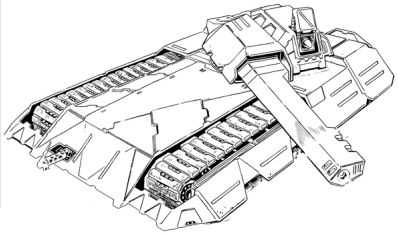
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

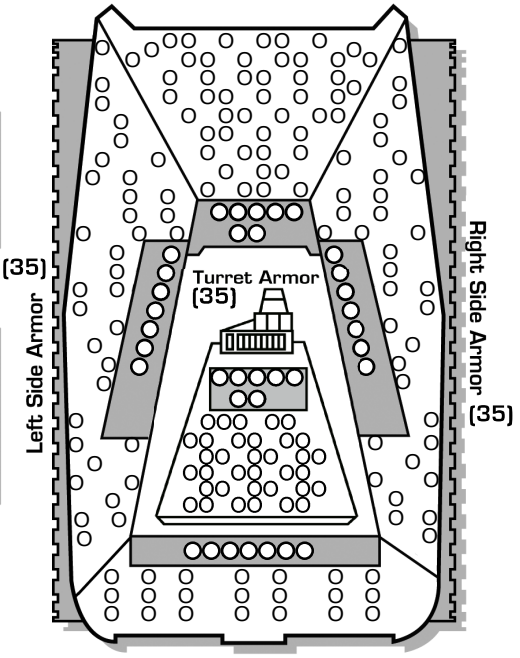
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Stealth
Front Armor (50)



Rear Armor (21)

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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™

ADVANCED GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Arrow IV Assault Vehicle

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	RS	—	—	—	—	—
1	AMS	LS	—	—	—	—	—
1	Trailer Hitch	RR	[E]	—	—	—	—
1	Arrow IV	RT	20 [AE,S,F]	—	1	2	8
2	Medium VSP Laser	FT	9/7/5 [P,V]	—	2	5	9

Ammo (CASE): (AMS) 24, (Arrow IV Homing) 10, (Arrow IV) 10

Cost: 1,404 **BV:**

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

Front Turret Locked ☐ Engine Hit ☐

Rear Turret Locked ☐

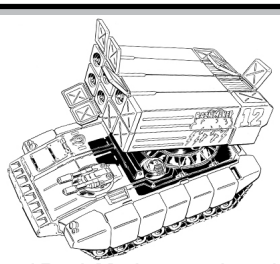
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

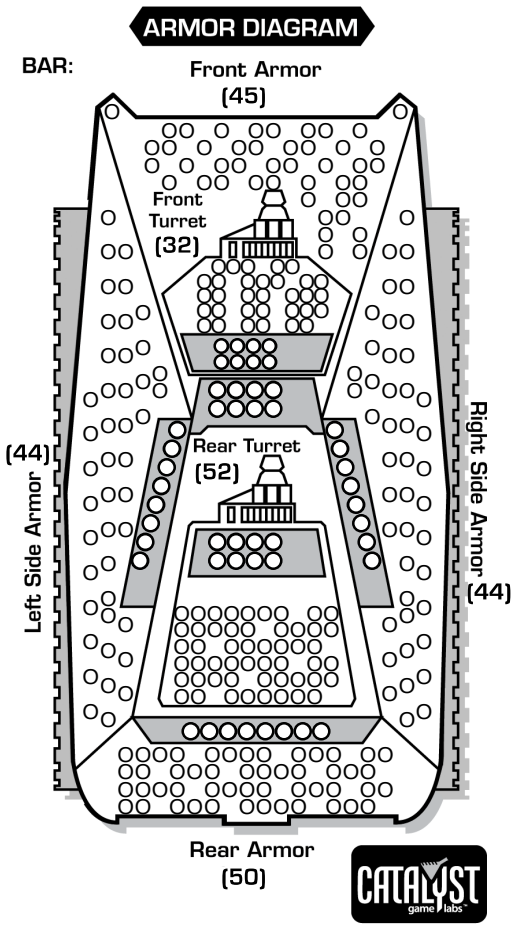
Front ☐ Left ☐ Right ☐

Rear ☐ Ft. Turret ☐ Rr. Turret ☐



ARMOR DIAGRAM

BAR:



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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: Behemoth II Heavy Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
4	Rocket Launcher 10	T	1/Msl [M,C]	—	5	11	18
8	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: (Thunderbolt 5) 96, (Gauss) 16

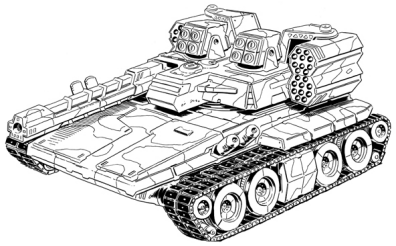
BV: 1,903

CREW DATA

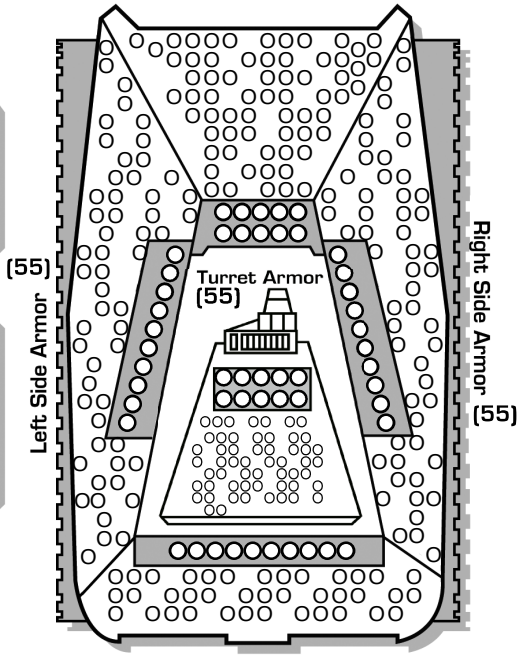
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Behemoth II Heavy Tank (Support)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	T	8 [DE]	—	7	14	19
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	LRM 20	T	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 20) 24, (Gauss) 16, (Streak SRM 4) 25

BV: 1,781

CREW DATA

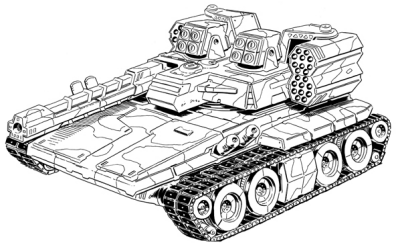
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

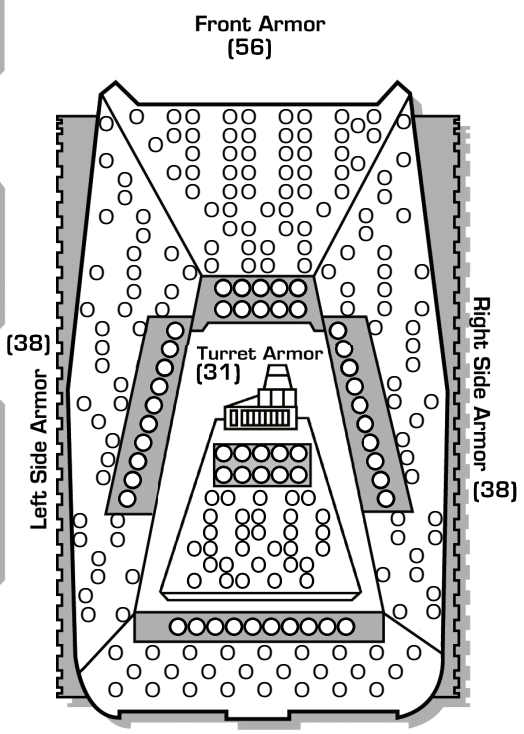
Driver Hit +2
Modifier to Driving Skill rolls

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™

'MECH RECORD SHEET

'MECH DATA

Type: Gùn GN-20

Movement Points:
Walking: 5
Running: 8

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

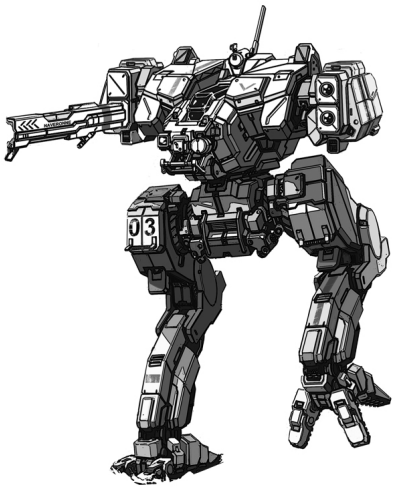
BV: 775

WARRIOR DATA

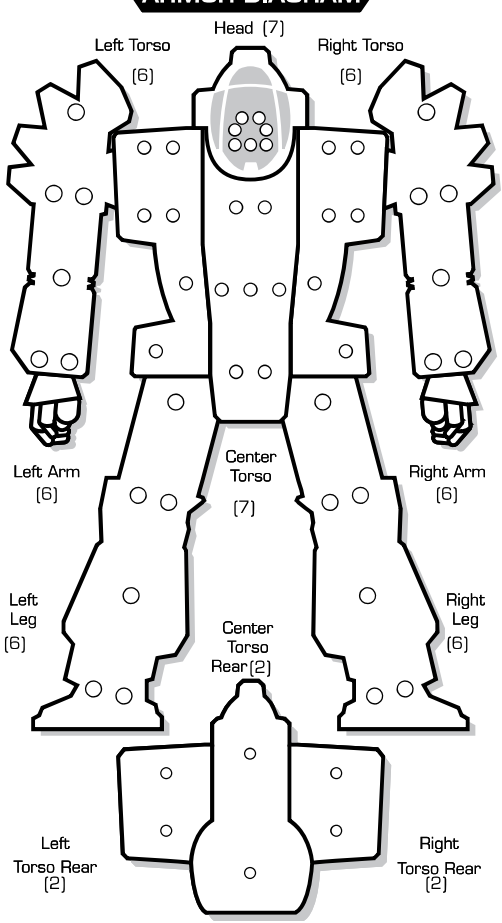
Name: _____

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. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
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. 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

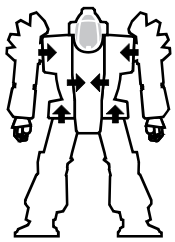
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. 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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Plasma Rifle

1. Plasma Rifle
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

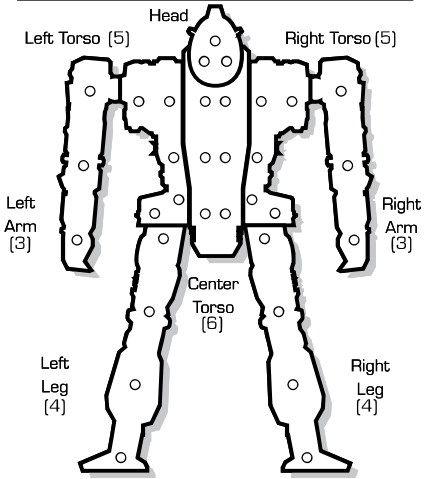
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
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. 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: Gùn GN-20A

Movement Points:
Walking: 5
Running: 8

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

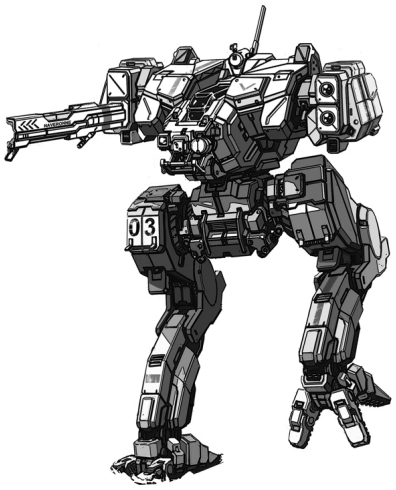
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WARRIOR DATA

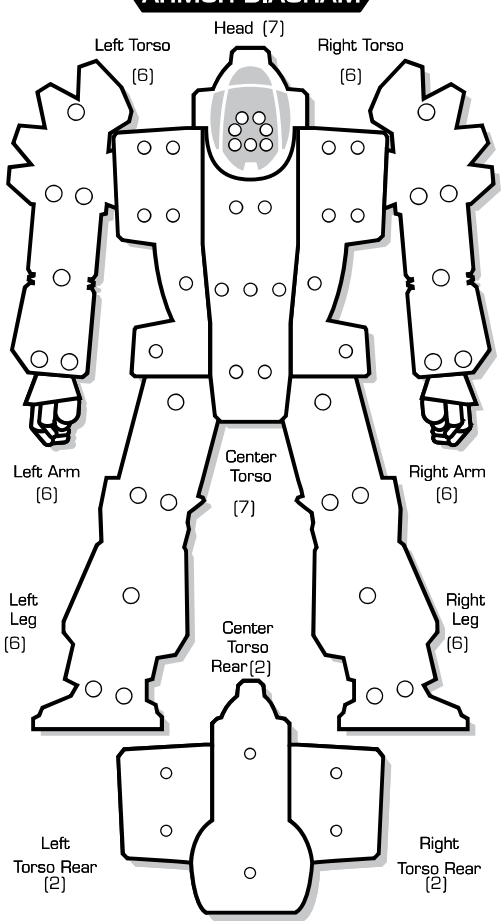
Name: _____

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. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
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. 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

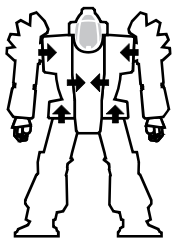
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. 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. 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

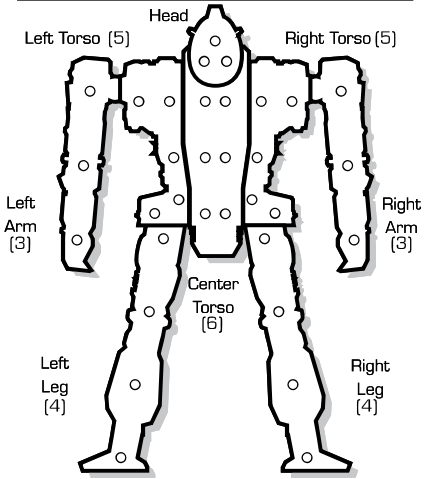
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Endo Steel
2. Endo Steel
3. 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 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: Gùn GN-20B

Movement Points:
Walking: 5
Running: 8

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	TAG	LA	0	[E]	—	5	9	15

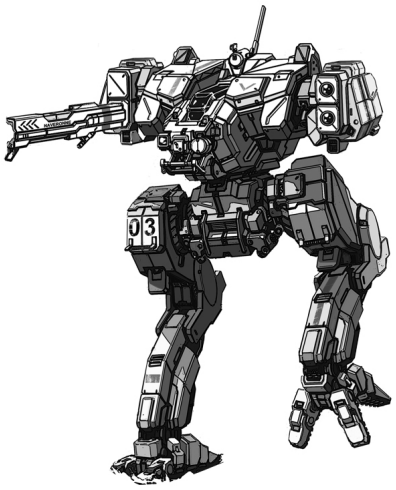
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WARRIOR DATA

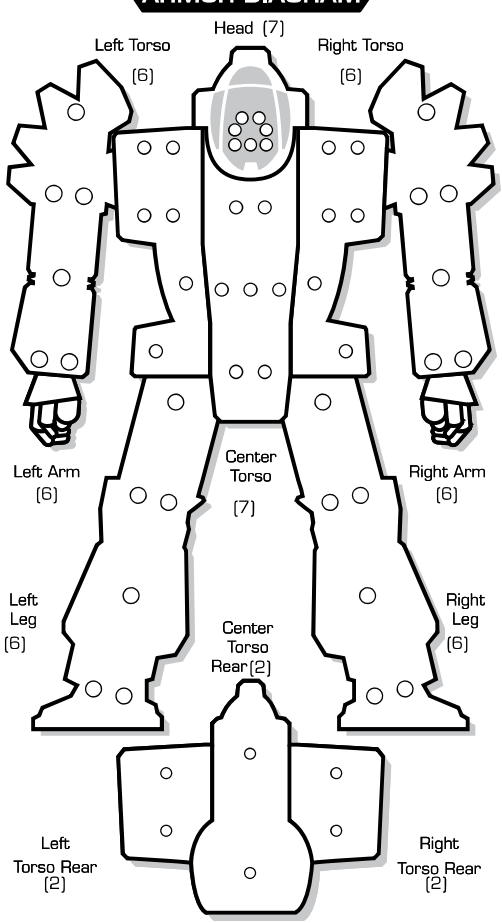
Name: _____

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. TAG

1. Endo Steel
2. Endo Steel
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. Bloodhound Active Probe
2. Bloodhound Active Probe
3. Bloodhound Active Probe
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. Roll Again
6. Roll Again

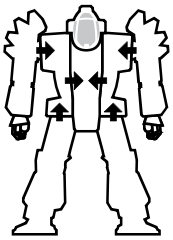
Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. 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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1. ER Large Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

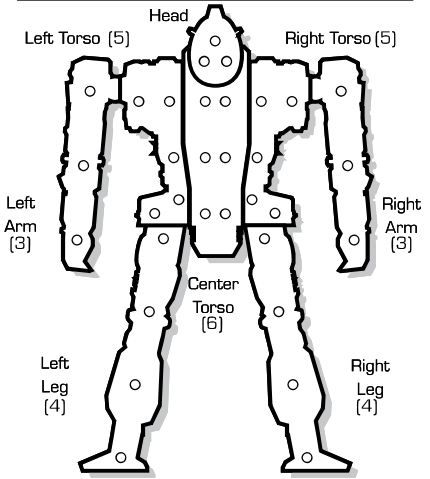
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Angel ECM Suite
2. Angel ECM Suite
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. 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
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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Anubis ANB-5Y

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

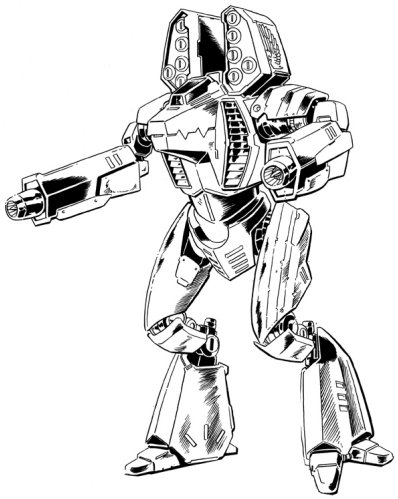
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WARRIOR DATA

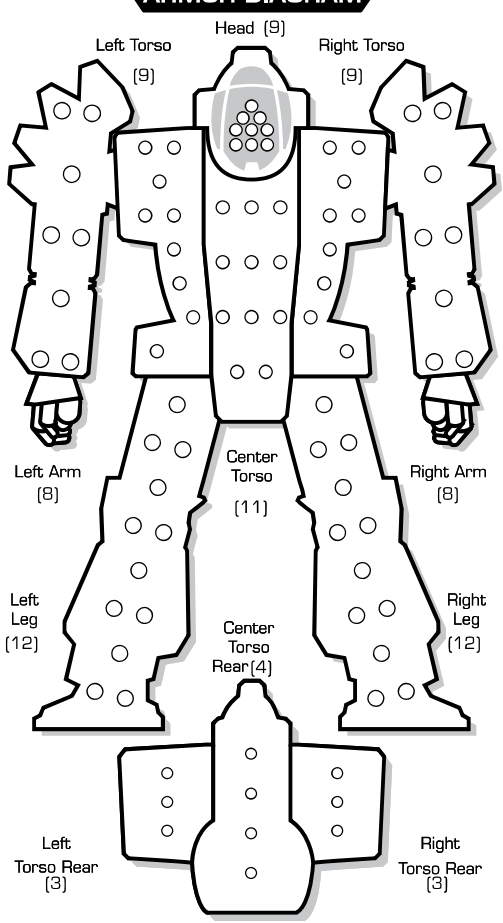
Name: _____

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. Light PPC
5. Light PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Stealth
6. Stealth

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. LRM 5
2. Endo Steel
3. Endo Steel

4-6
4. Stealth
5. Stealth
6. Roll Again

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. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

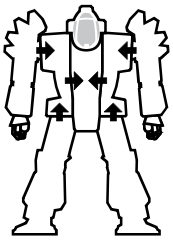
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL 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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Light PPC
5. Light PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Stealth
6. Stealth

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

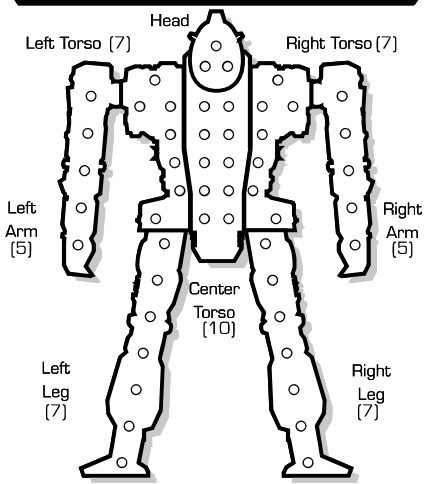
1. LRM 5
2. Ammo (LRM 5) 24
3. Endo Steel

4-6
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: Anubis ANB-5Z

Movement Points:
Walking: 7
Running: 11

Tonnage: 30
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

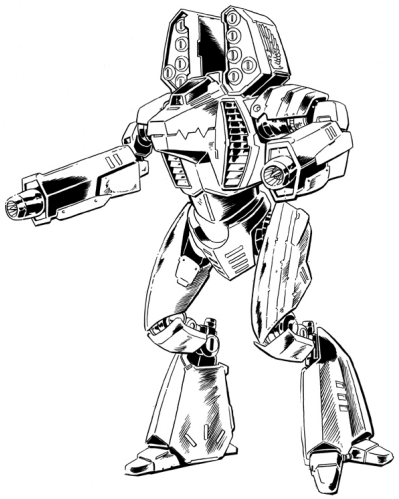
BV: 1,066

WARRIOR DATA

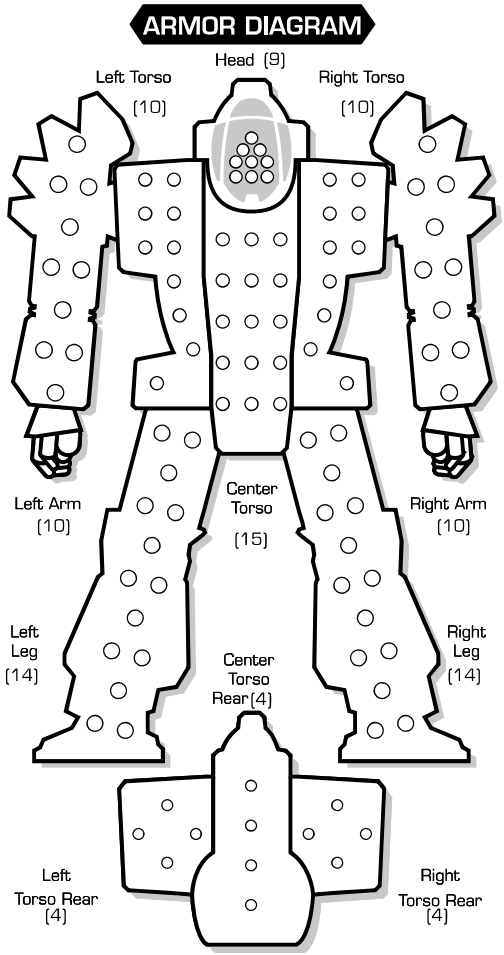
Name: _____

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. ER Medium Laser
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Stealth
	5. Stealth
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
4-6	1. Streak SRM 4
	2. Endo Steel
	3. Endo Steel
	4. Stealth
	5. Stealth
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

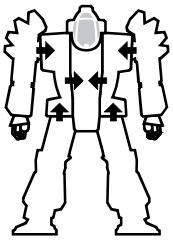
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

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. Guardian ECM Suite
	6. Guardian ECM Suite

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. ER Medium Laser
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Stealth
	5. Stealth
	6. Roll Again

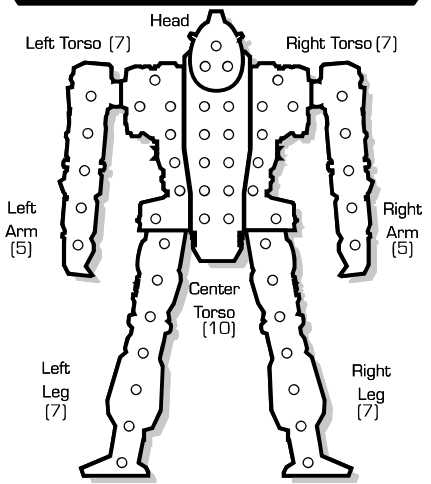
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
4-6	1. Streak SRM 4
	2. Ammo (Streak SRM 4) 25
	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: Yinghuochong YHC-3E

Movement Points:		Tonnage:	35
Walking:	6	Tech Base:	Mixed Tech (I.S.)
Running:	9	Era:	Dark Age
Jumping:	8		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser	HD	—	[E]	—	—	—	—
1	TAG	RA	0	[E]	—	5	9	15
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

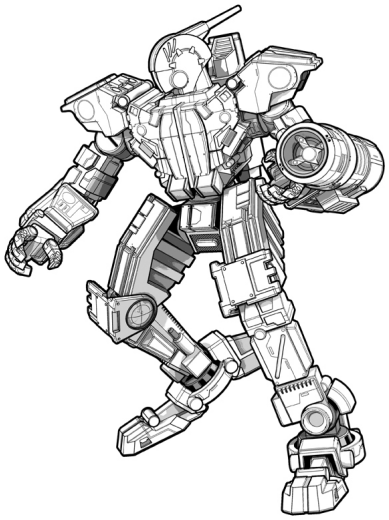
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WARRIOR DATA

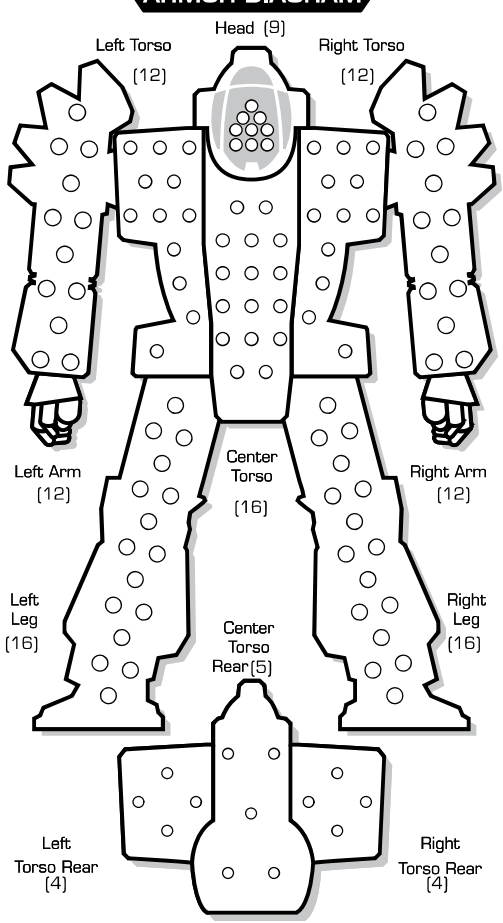
Name: _____

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 PPC (Clan)
6. ER PPC (Clan)

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

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

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6

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. Remote Sensor Dispenser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

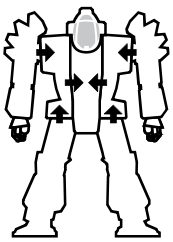
1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. TAG
6. Light Ferro-Fibrous

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. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

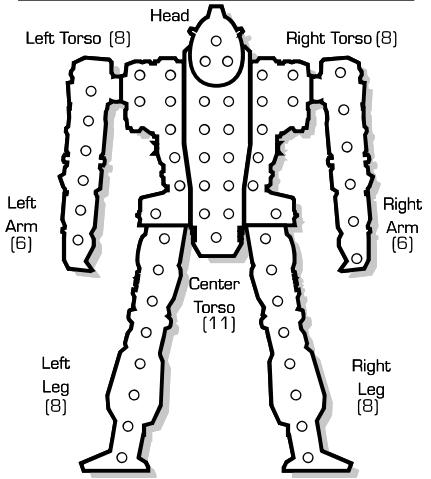
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6

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	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: Yinghuochong YHC-3Y

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 8

Tonnage: 35

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser	HD	—	[E]	—	—	—	—
1	TAG	RA	0	[E]	—	5	9	15
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15

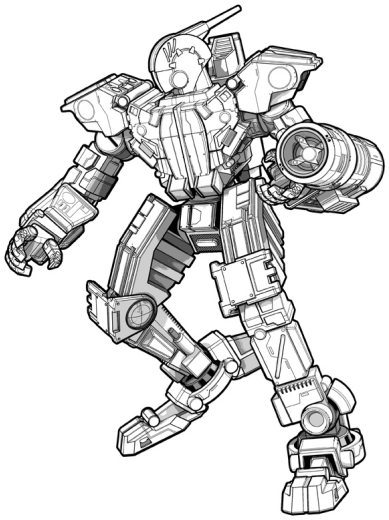
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WARRIOR DATA

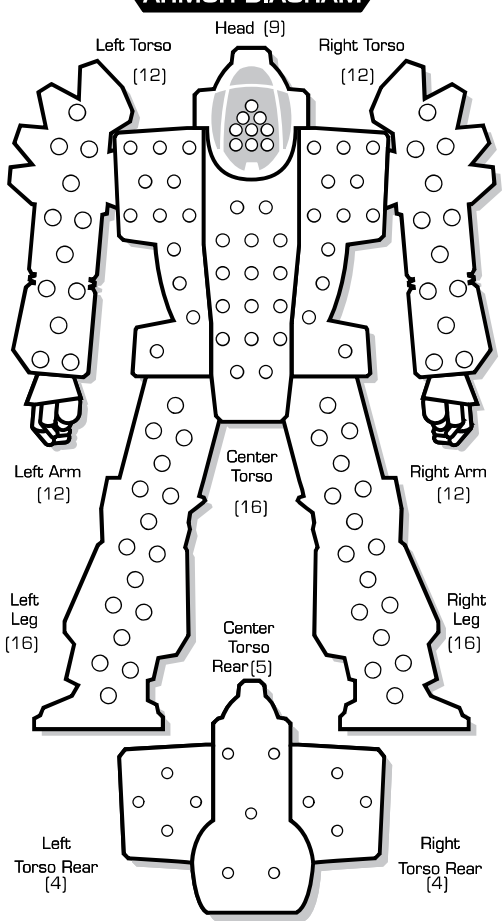
Name: _____

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. TSEMP Cannon
6. TSEMP Cannon

1. TSEMP Cannon
2. TSEMP Cannon
3. TSEMP Cannon
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

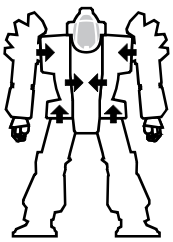
Head
1. Life Support
2. Sensors
3. Cockpit
4. Remote Sensor Dispenser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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
4. Hand Actuator
5. TAG
6. Light Ferro-Fibrous

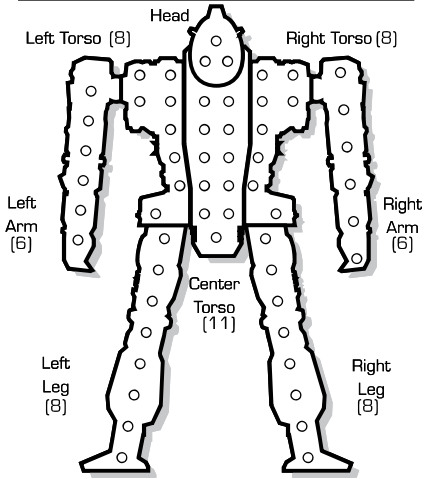
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

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. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

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	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: Calliope CAL-1MAF

Movement Points:
Walking: 5
Running: 8

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	Plasma Rifle	RA	10	10 [DE,H]	–	5	10	15

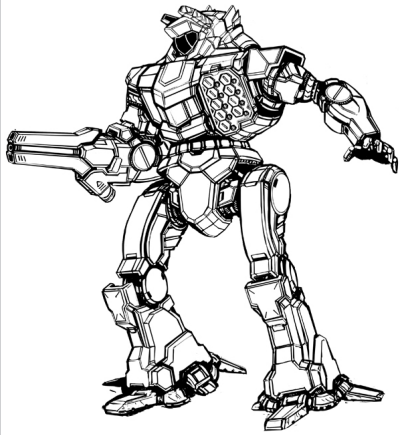
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WARRIOR DATA

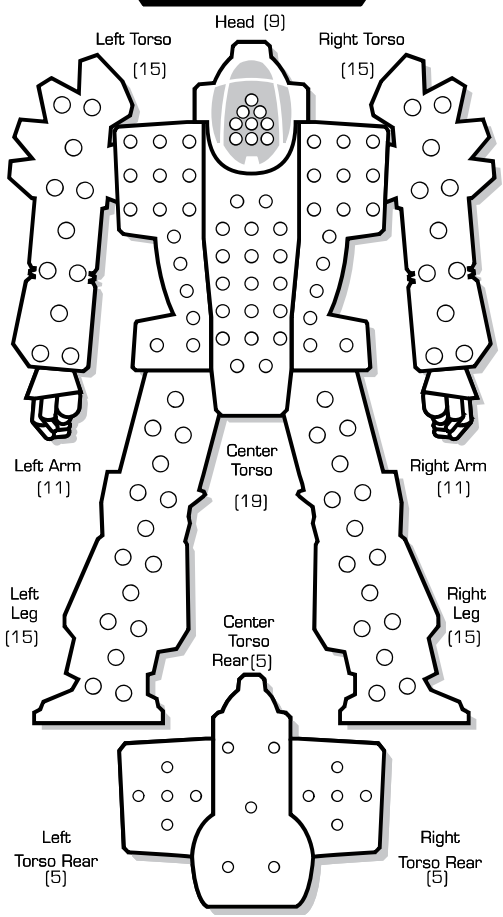
Name: _____

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. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. Ammo (MML 9/LRM) 13

1-3

1. Ammo (MML 9/SRM) 11
2. CASE
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. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

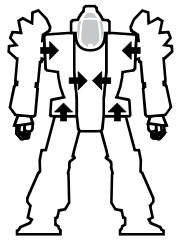
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Fusion Engine

1-3

1. Fusion Engine
2. Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
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. Plasma Rifle
5. Plasma Rifle
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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (Plasma Rifle) 10
5. Ammo (Plasma Rifle) 10
6. Endo Steel

1-3

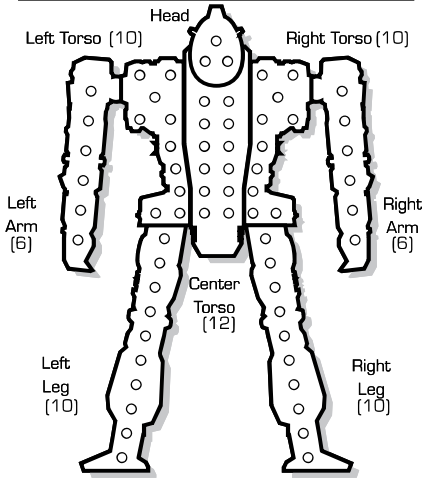
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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	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: Raven II RVN-5X

Movement Points:
Walking: 7
Running: 11

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15

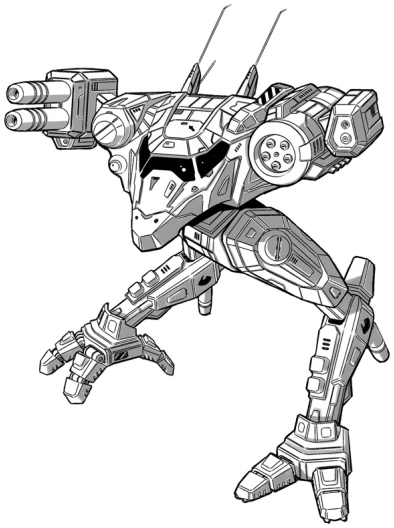
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WARRIOR DATA

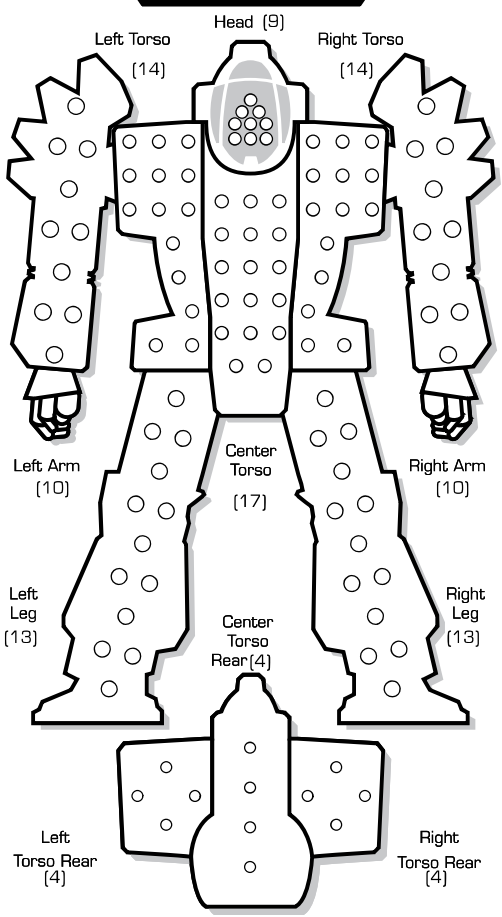
Name: _____

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. TSEMP Cannon (1-3)
4. TSEMP Cannon (1-3)
5. TSEMP Cannon (1-3)
6. TSEMP Cannon (1-3)
1. TSEMP Cannon
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Stealth
6. Stealth

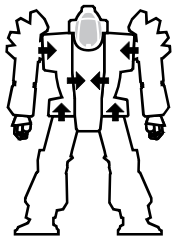
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. MML 5 (1-3)
5. MML 5 (1-3)
6. MML 5 (1-3)
1. Ammo (MML 5/LRM) 24
2. Ammo (MML 5/SRM) 20
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Stealth
6. Stealth

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. 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 (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



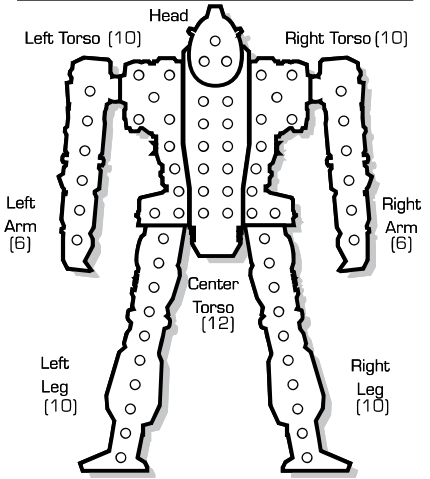
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser (1-3)
4. ER Medium Laser (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)
1. Endo Steel
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Stealth
6. Stealth

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Angel ECM Suite (1-3)
5. Angel ECM Suite (1-3)
6. Bloodhound Active Probe (1-3)
1. Bloodhound Active Probe
2. Bloodhound Active Probe
3. Endo Steel (4-6)
4. Endo Steel (4-6)
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: Agrotera AGT-1A

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 8

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	–	5	9	15
1	Small Pulse Laser	RT	2	3 [P,AI]	–	1	2	3
1	Small Pulse Laser	LT	2	3 [P,AI]	–	1	2	3
1	Medium Pulse Laser	RA	4	6 [P]	–	2	4	6
1	Medium VSP Laser	RA	7	9/7/5 [P,V]	–	2	5	9
1	AES	LA	–	[E]	–	–	–	–
1	ER PPC	LA	15	10 [DE]	–	7	14	23

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

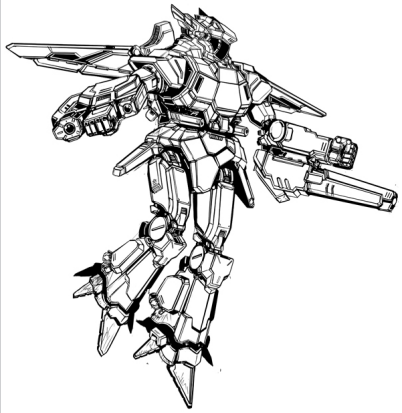
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WARRIOR DATA

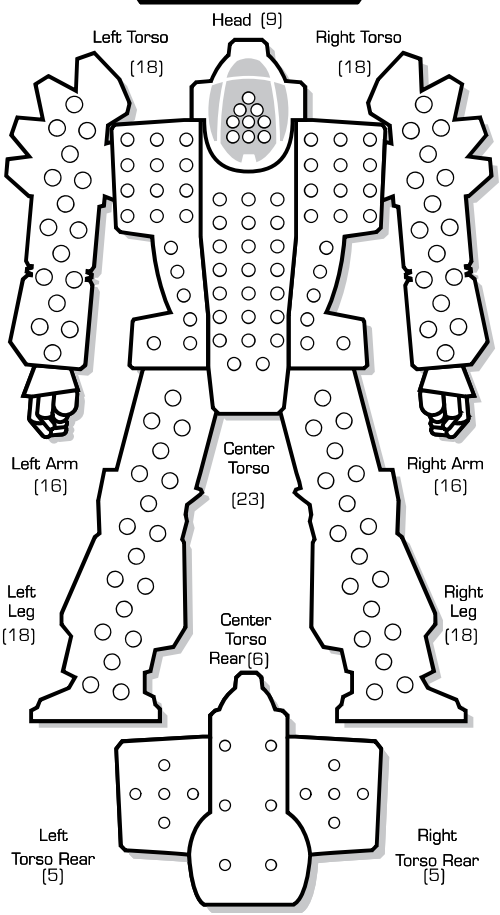
Name: _____

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 PPC
6. ER PPC

1. ER PPC
2. AES
3. AES
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Partial Wing
5. Partial Wing
6. Partial Wing

1. Partial Wing
2. Jump Jet
3. Small Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

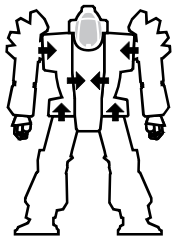
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. Medium VSP Laser
6. Medium VSP Laser

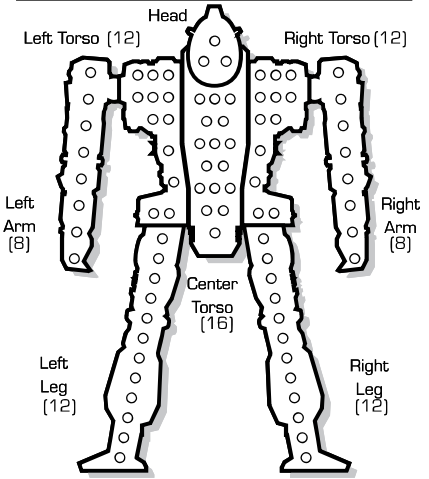
1. Medium Pulse Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Partial Wing
5. Partial Wing
6. Partial Wing

1. Partial Wing
2. Jump Jet
3. Small Pulse Laser
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. Jump Jet
6. Jump Jet

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

10 (23) 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: Vandal LI-O

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	C^3 Boosted Slave	HD	—	[E]	—	—	—	—
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15

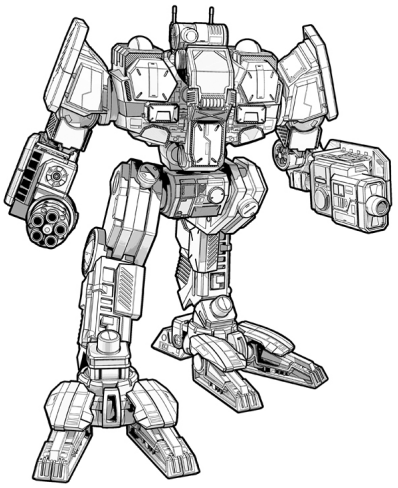
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WARRIOR DATA

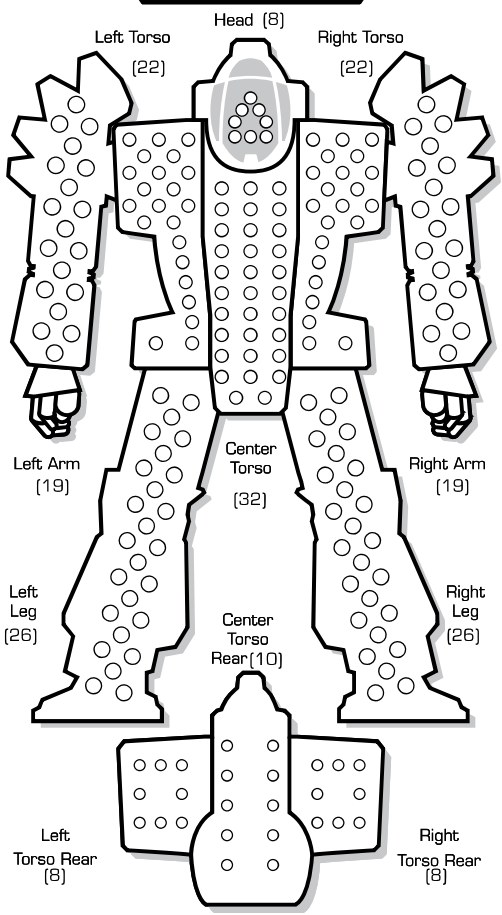
Name: _____

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. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Supercharger
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

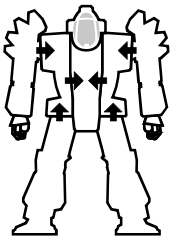
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Sensors
2. Sensors
3. Angel ECM Suite
4. Angel ECM Suite
5. C^3 Boosted Slave
6. C^3 Boosted Slave

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. Torso-Mounted Cockpit
6. Sensors

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. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

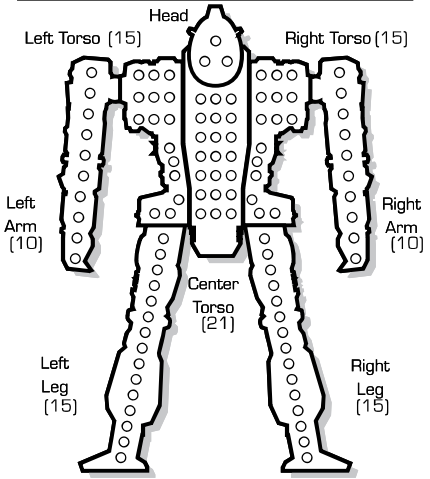
1. Rotary AC/5
2. Rotary AC/5
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

1. CASE II
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: Vandal LI-OA

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 4

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	C³ Boosted Master	RA	0	[E]	—	5	9	15
1	Laser AMS	RA	7	— [PD]	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	PPC Capacitor	LA	5	[E]	—	—	—	—

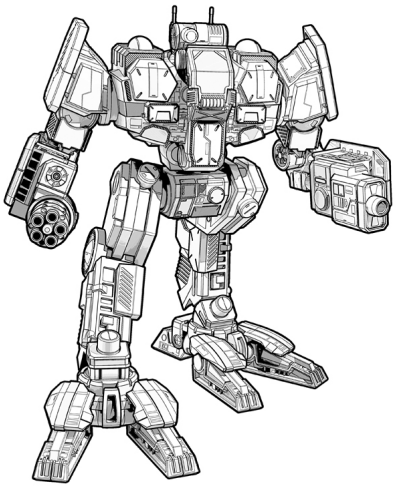
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WARRIOR DATA

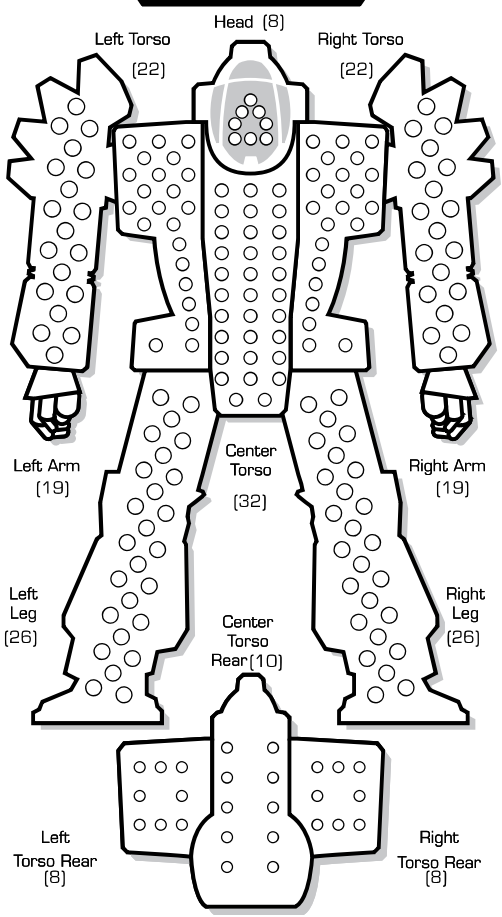
Name: _____

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. PPC Capacitor
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Jump Jet
6. Jump Jet

1. Supercharger
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

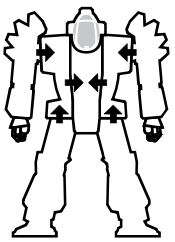
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Sensors
2. Sensors
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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. Torso-Mounted Cockpit
6. Sensors

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. Laser AMS
4. Laser AMS
5. C³ Boosted Master
6. C³ Boosted Master

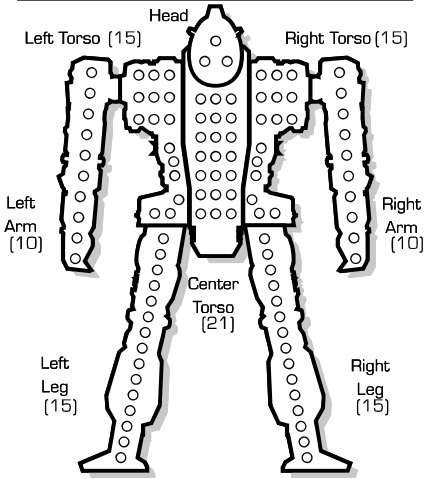
1. C³ Boosted Master
2. C³ Boosted Master
3. C³ Boosted Master
4. C³ Boosted Master
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Jump Jet
3. Jump Jet
4. SRM 4
5. Ammo (SRM 4) 25
6. CASE II

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: Vandal LI-OB

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	C^3 Boosted Slave	HD	—	[E]	—	—	—	—
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Vehicular Mine Dispenser(R)	RT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Flamer	RA	4	2 [DE,H,AI]	—	3	5	7
1	Medium Vibroblade	RA	5	10	—	—	—	—
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	TAG	LA	0	[E]	—	5	9	15

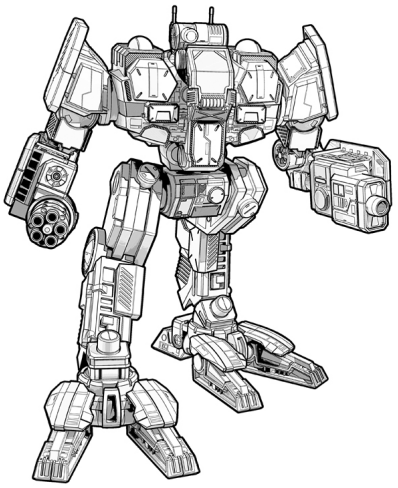
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WARRIOR DATA

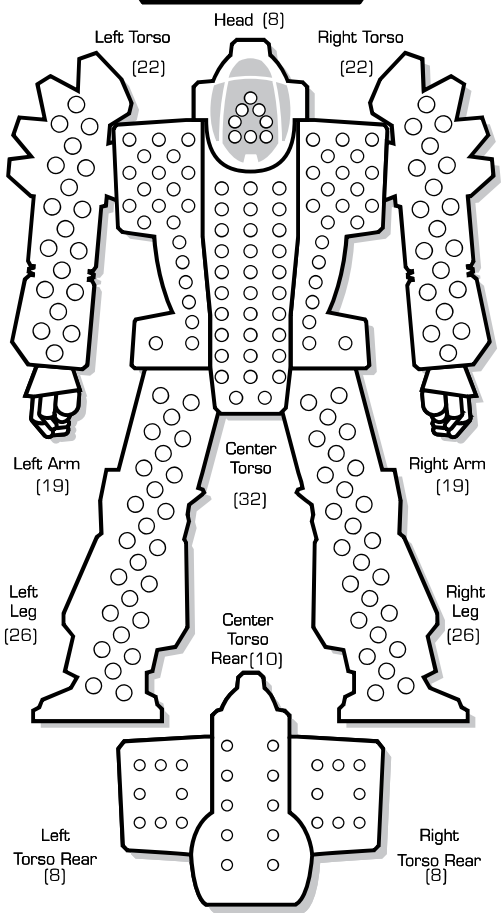
Name: _____

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. Snub-Nose PPC
4. Snub-Nose PPC
5. TAG
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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Targeting Computer
6. Targeting Computer

1-3

1. Supercharger
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
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. Sensors
2. Sensors
3. Angel ECM Suite
4. Angel ECM Suite
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Center Torso

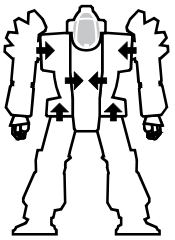
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Torso-Mounted Cockpit
6. Sensors

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Flamer
6. Medium Vibroblade

1-3

1. Medium Vibroblade
2. Endo Steel
3. Endo Steel
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. Life Support
5. MML 5
6. MML 5

1-3

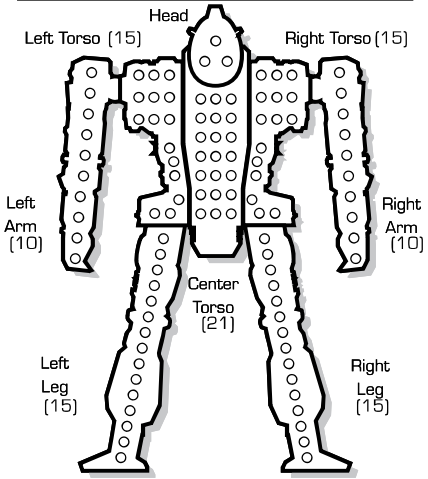
1. MML 5
2. Ammo (MML 5/LRM) 24
3. Ammo (MML 5/SRM) 20
4. Ammo (MML 5/SRM) 20
5. Vehicular Mine Dispenser (R)
6. CASE II

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	○
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: Catapult II CPLT-L7

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
1	TSEMP Cannon	LT	10	0 [DE,X]	—	5	10	15
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21

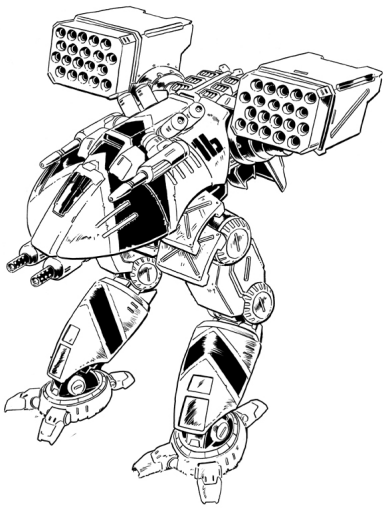
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WARRIOR DATA

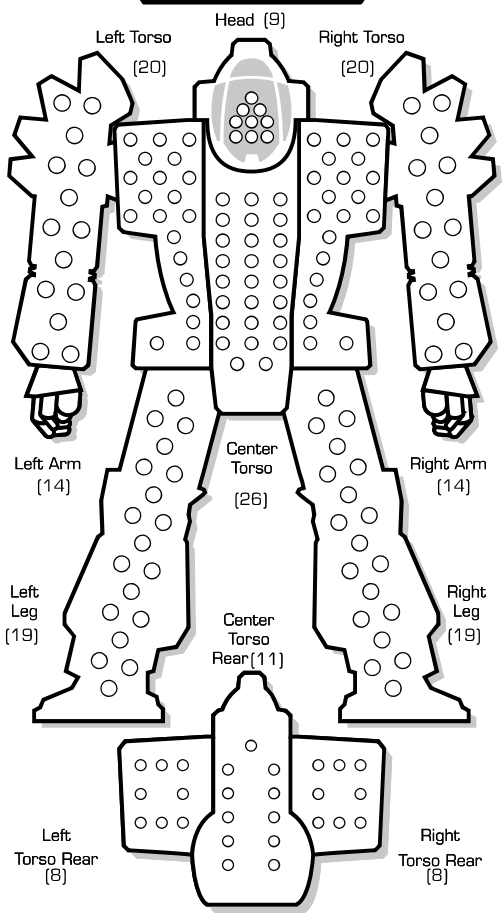
Name: _____

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. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. LRM 20 (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. TSEMP Cannon (1-3)
1. TSEMP Cannon (4-6)
2. TSEMP Cannon (4-6)
3. TSEMP Cannon (4-6)
4. TSEMP Cannon (4-6)
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

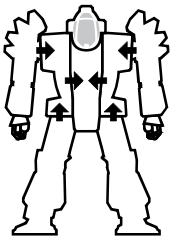
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. ER Medium Laser
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



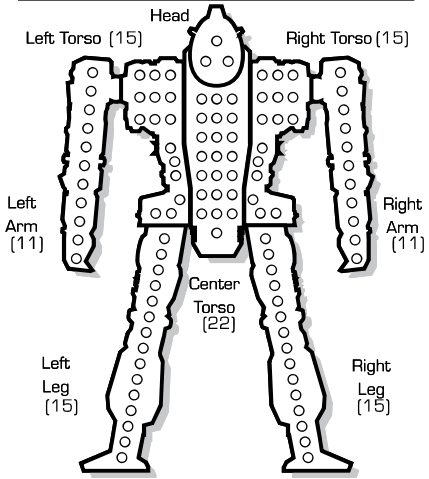
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. LRM 20 (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. TSEMP Cannon (1-3)
1. TSEMP Cannon (4-6)
2. TSEMP Cannon (4-6)
3. TSEMP Cannon (4-6)
4. TSEMP Cannon (4-6)
5. Ammo (LRM 20) 6
6. Ammo (LRM 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	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: Catapult II CPLT-L7L

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	MML 9	RA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	LA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

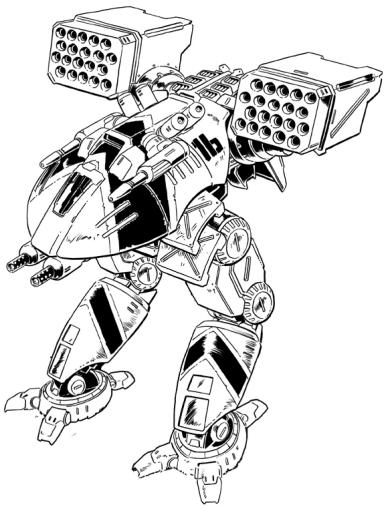
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WARRIOR DATA

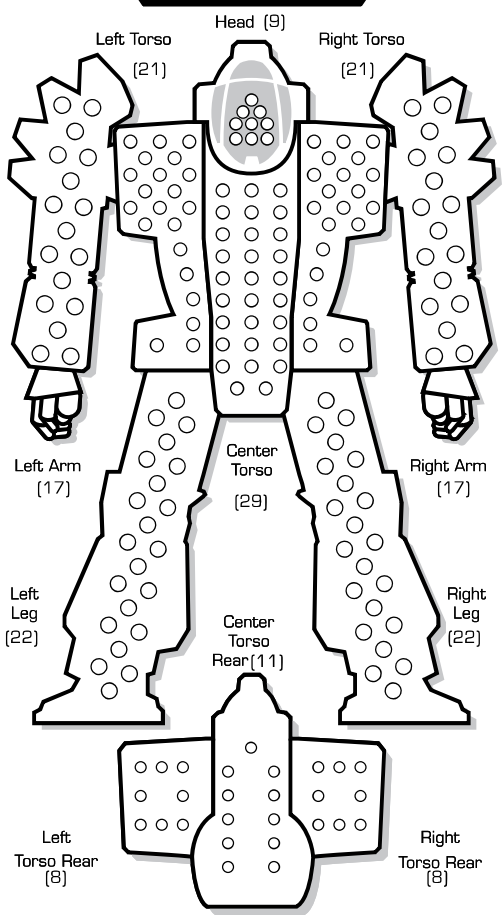
Name: _____

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 9 (1-3)
4. MML 9 (1-3)
5. MML 9 (1-3)
6. MML 9 (1-3)
1. MML 9
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

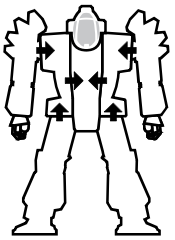
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. Plasma Rifle (1-3)
1. Plasma Rifle
2. Ammo (Plasma Rifle) 10
3. Ammo (MML 9/LRM) 13 (4-6)
4. Ammo (MML 9/SRM) 11 (4-6)
5. Heat-Dissipating (4-6)
6. Heat-Dissipating (4-6)

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 (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Heat-Dissipating (4-6)
6. Heat-Dissipating (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



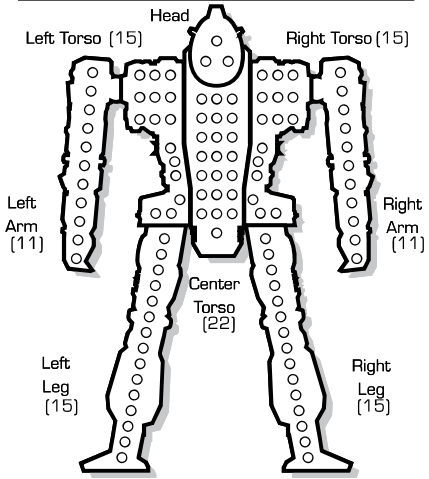
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. MML 9 (1-3)
4. MML 9 (1-3)
5. MML 9 (1-3)
6. MML 9 (1-3)
1. MML 9
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. Plasma Rifle (1-3)
1. Plasma Rifle
2. Ammo (Plasma Rifle) 10
3. Ammo (MML 9/LRM) 13 (4-6)
4. Ammo (MML 9/SRM) 11 (4-6)
5. Heat-Dissipating (4-6)
6. Heat-Dissipating (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: Mortis MS-1A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	CT	3	1/Msl [M,C]	—	5	11	18
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	AES	RA	—	[E]	—	—	—	—
1	Hatchet	RA	—	15	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

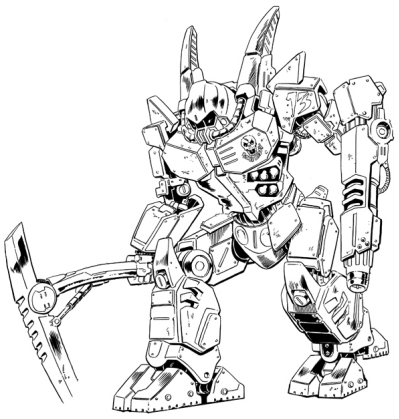
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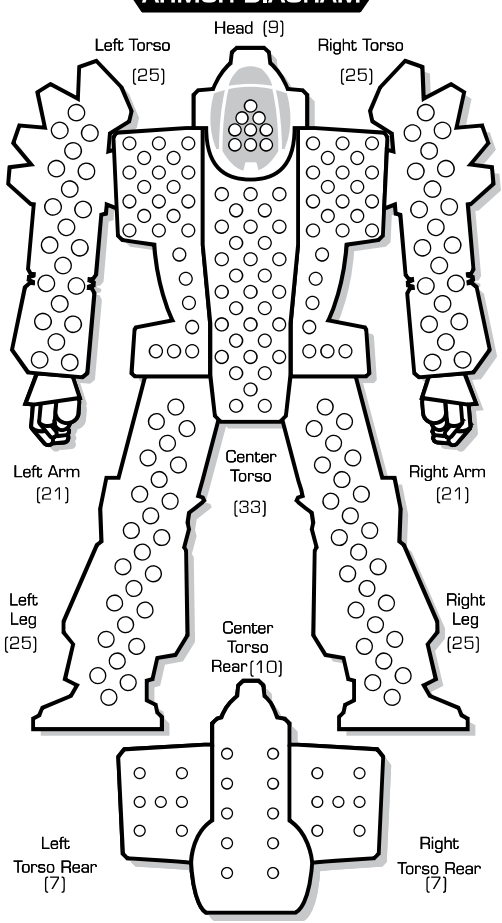
Name: _____

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. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC

4-6:
2. AES
3. AES
4. AES
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel

4-6:
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. 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

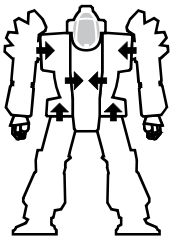
1-3:
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro

4-6:
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Rocket Launcher 10

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. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet
3. Hatchet

4-6:
4. AES
5. AES
6. AES

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

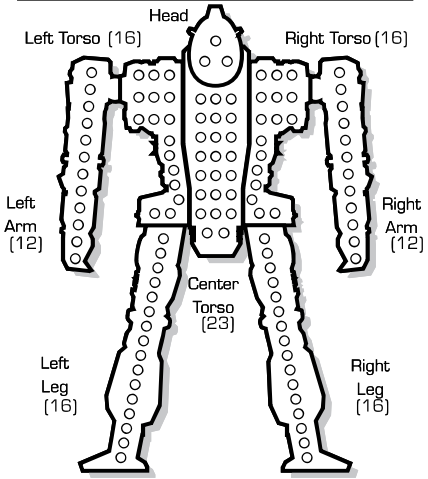
1-3:
4. Jump Jet
5. Jump Jet
6. MML 5

1. MML 5
2. MML 5

4-6:
3. Ammo (MML 5/LRM) 24
4. Ammo (MML 5/SRM) 20
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. Roll Again

INTERNAL STRUCTURE DIAGRAM



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	

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: Mortis MS-1P

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	CT	3	1/Msl [M,C]	—	5	11	18
1	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
1	Hatchet	RA	—	15	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15

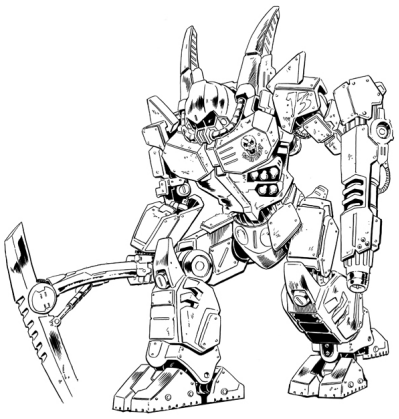
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WARRIOR DATA

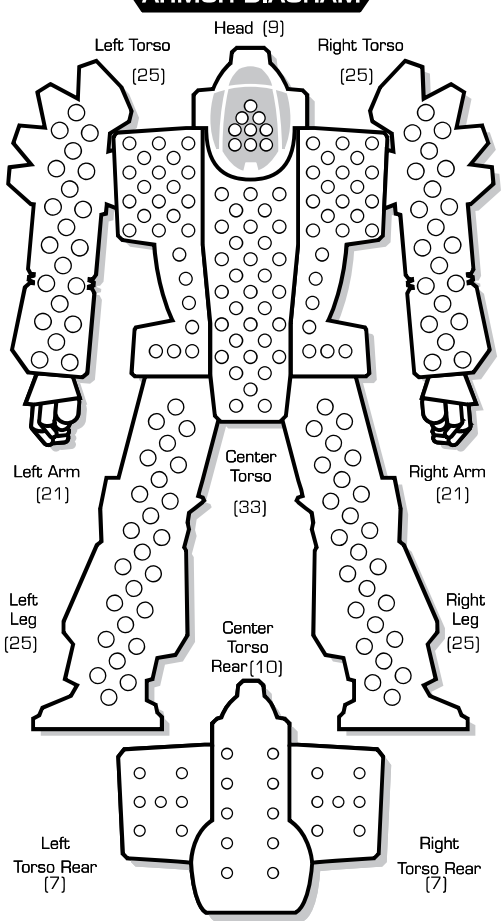
Name: _____

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. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

1. Large VSP Laser

4-6:
2. AES
3. AES
4. AES
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel

4-6:
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. 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

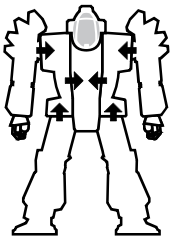
1-3:
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro

4-6:
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Rocket Launcher 10

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. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet
3. Hatchet

4-6:
4. AES
5. AES
6. AES

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

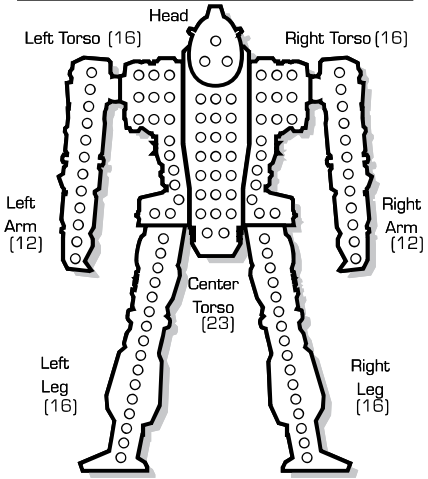
1-3:
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. TSEMP Cannon

1. TSEMP Cannon

4-6:
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
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. 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: Tian-Zong TNZ-N1

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

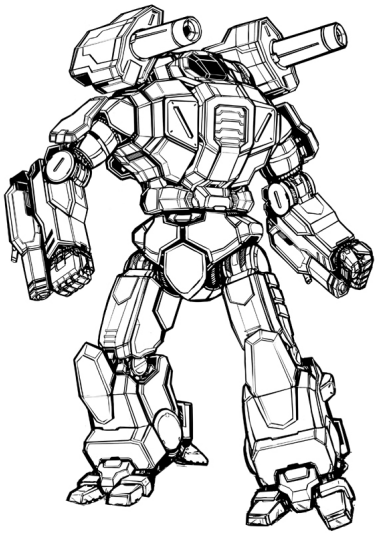
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WARRIOR DATA

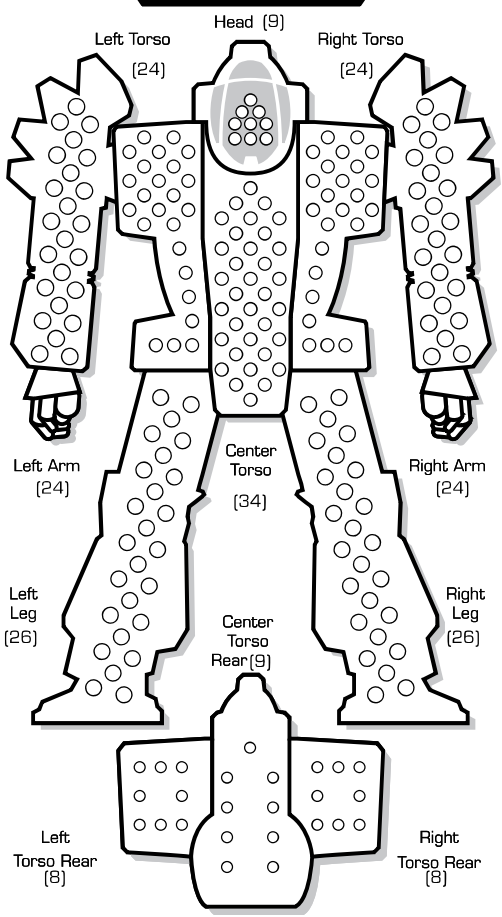
Name: _____

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. Ammo (Gauss) 8

4-6
1. Ammo (Gauss) 8
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Stealth
6. Stealth

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Stealth
6. Stealth

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

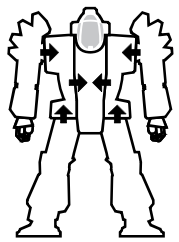
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

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. Angel ECM Suite
6. Angel 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 Medium Laser
6. Ammo (Gauss) 8

4-6
1. Ammo (Gauss) 8
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Stealth
6. Stealth

Right Torso

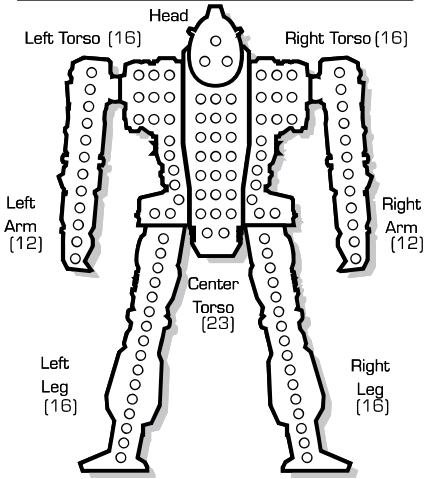
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
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	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: Tian-Zong TNZ-N2

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

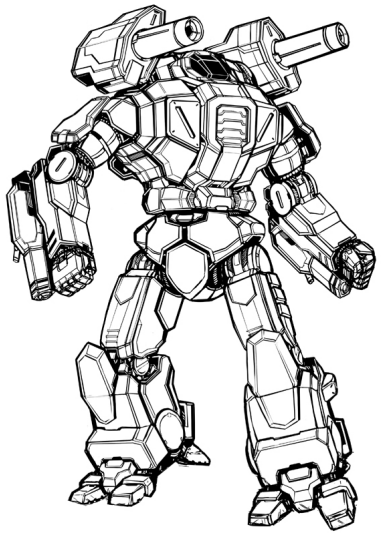
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WARRIOR DATA

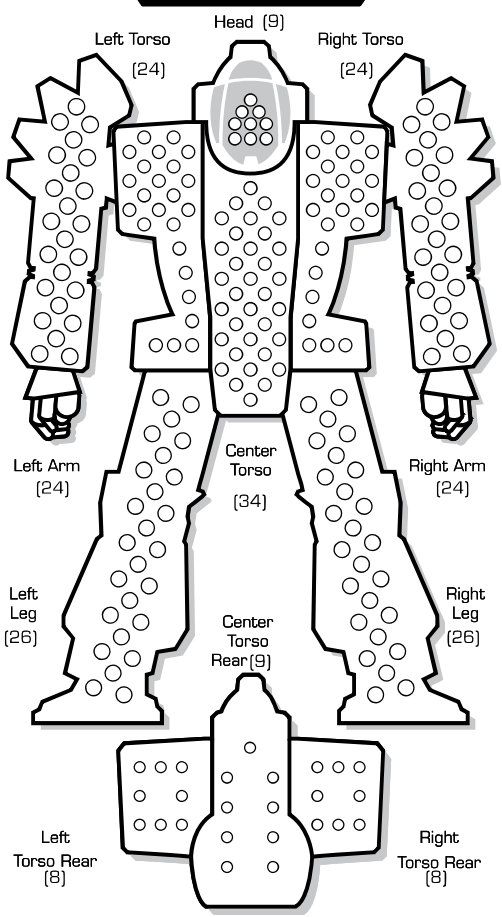
Name: _____

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 Large Laser
6. ER Large Laser

1-3

1. Endo-Composite
2. Endo-Composite
3. Endo-Composite
4. Stealth
5. Stealth
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1-3

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Light Gauss) 16
4. Stealth
5. Stealth
6. Roll Again

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. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

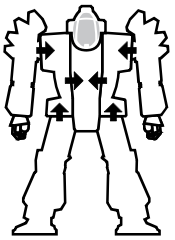
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Angel ECM Suite
6. Angel ECM Suite

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 Laser
6. ER Large Laser

1-3

1. Endo-Composite
2. Endo-Composite
3. Endo-Composite
4. Stealth
5. Stealth
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1-3

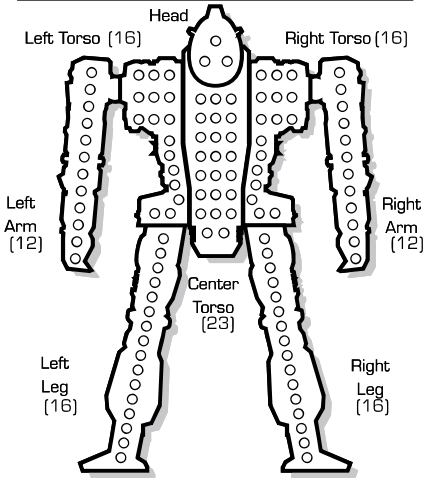
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Light Gauss) 16
4. Stealth
5. Stealth
6. Roll Again

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 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: Tian-Zong TNZ-N3

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

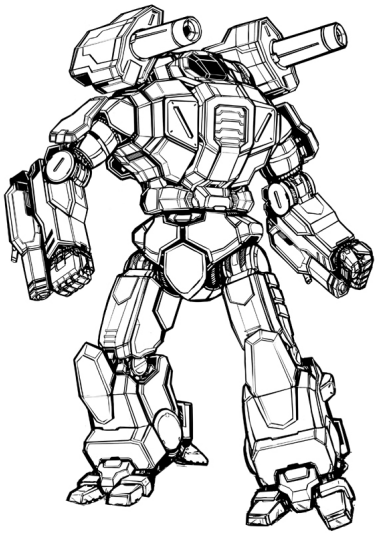
BV: 2,072

WARRIOR DATA

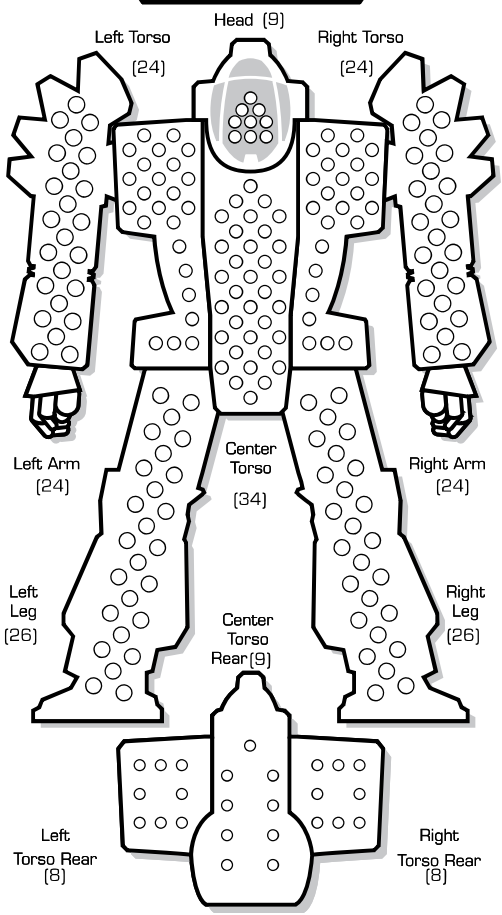
Name: _____

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. Light PPC
6. Light PPC

1-3

1. Ammo (Gauss) 8
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Stealth
6. Stealth

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
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. Ammo (Gauss) 8
6. Endo-Composite

Center Torso

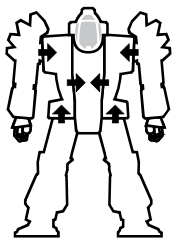
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Angel ECM Suite
6. Angel ECM Suite

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. Light PPC
6. Light PPC

1-3

1. Ammo (Gauss) 8
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Stealth
6. Stealth

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

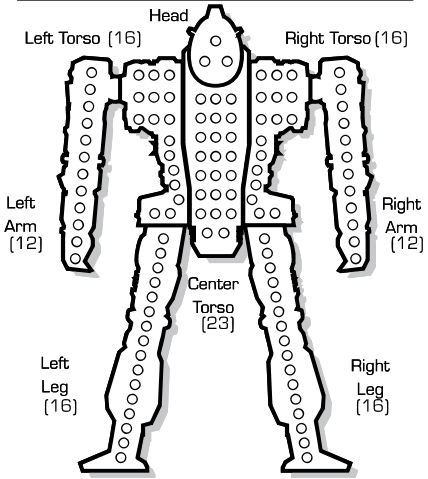
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Stealth
6. Stealth

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: Lu Wei Bing LN-4B

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 85
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	Light PPC	LA	5	5 [DE]	3	6	12	18

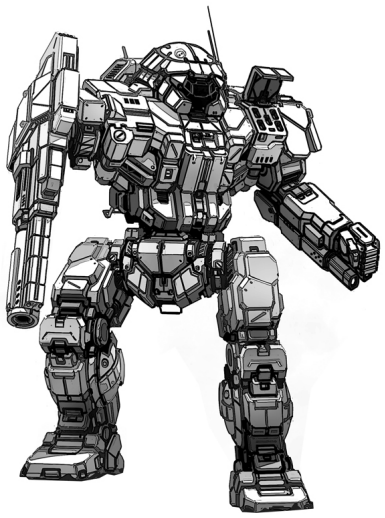
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WARRIOR DATA

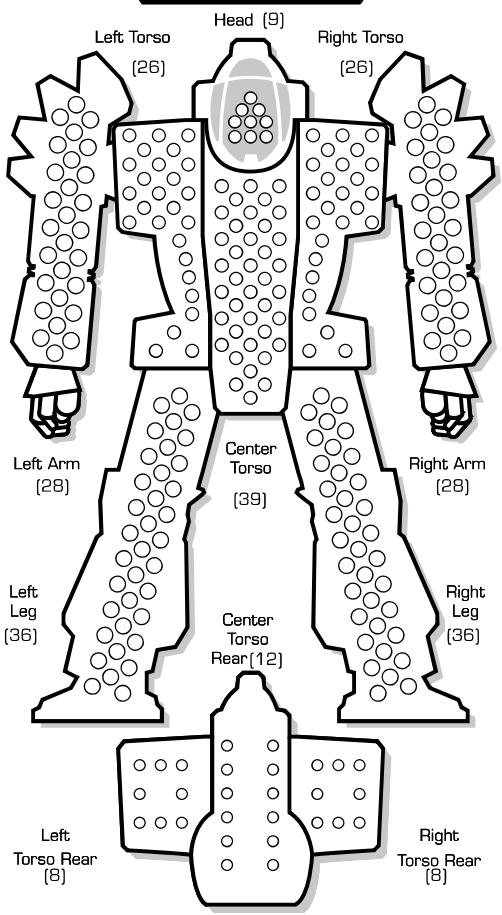
Name: _____

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. Light PPC
6. Light PPC

1. Light PPC
2. Light PPC
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. MML 5
6. MML 5

1. MML 5
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

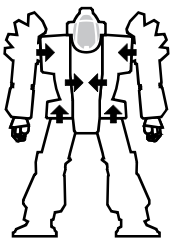
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. O Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. Angel ECM Suite
6. Angel 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. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

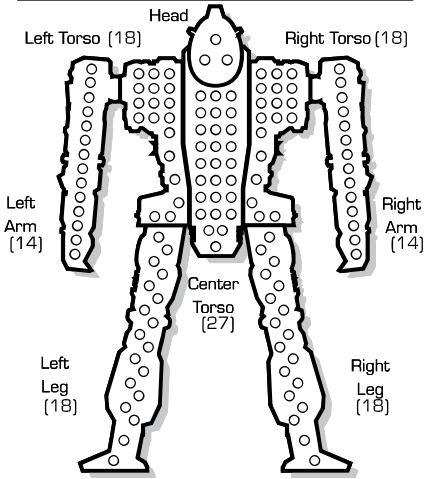
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. LB 20-X AC
6. Ammo (LB 20-X) 5

1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X Cluster) 5
3. Ammo (LB 20-X Cluster) 5
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. CASE II

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™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: Saroyan Jump Bomber

Thrust:
Safe Thrust: 8
Maximum Thrust: 12
VSTOL

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory

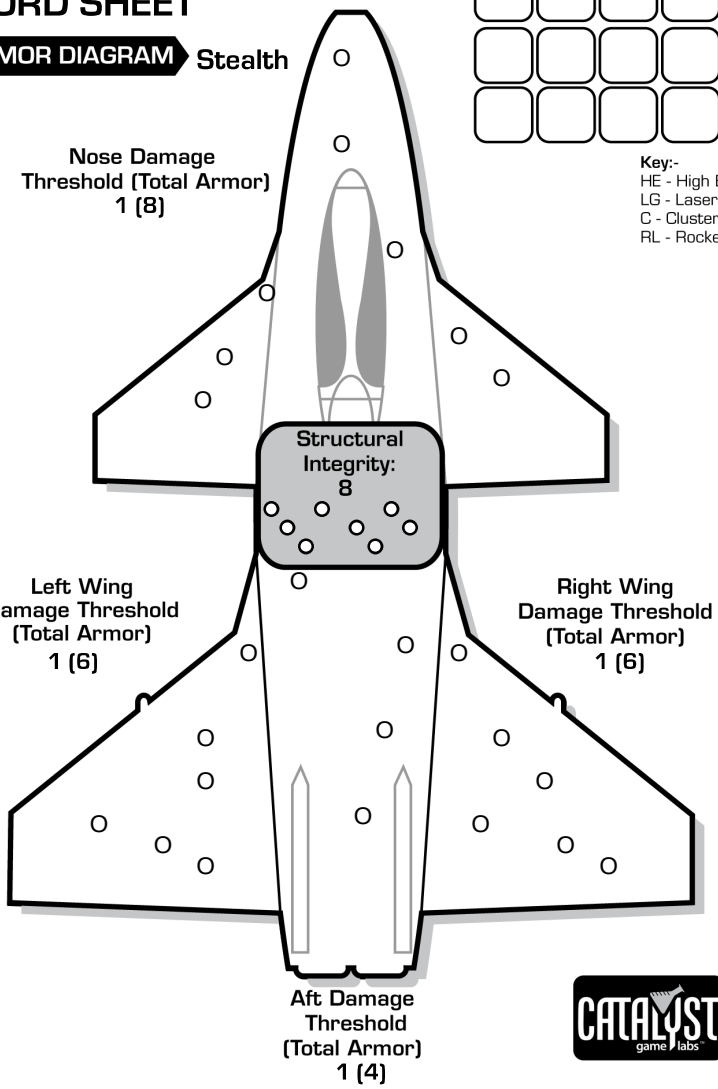
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	TAG]	N	0	—	—	—	—
1	Guardian ECM Suite [E]	A	0	—	—	6	—

Fuel: 640 Points

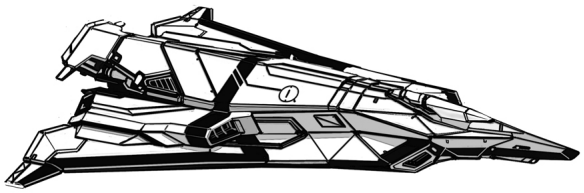
BV: 192

ARMOR DIAGRAM — Stealth



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	

GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

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										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1–4	3
5–8	2
9–12	1
13+	0

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Yùn Y-2

Thrust:
Safe Thrust: 5
Maximum Thrust: 8

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory

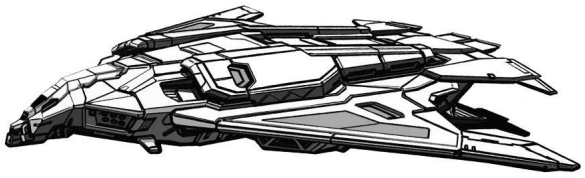
Standard Scale

Qty	Type	Loc.	Ht	SRV (0–6)	MRV (6–12)	LRV (13–20)	ERV (21–25)
1	ER Medium Laser [DE]	N	5	5	5	–	–
2	Streak SRM 6 [M,C]	N	4	12	–	–	–
1	Guardian ECM Suite [E]	A	0	–	–	6	–

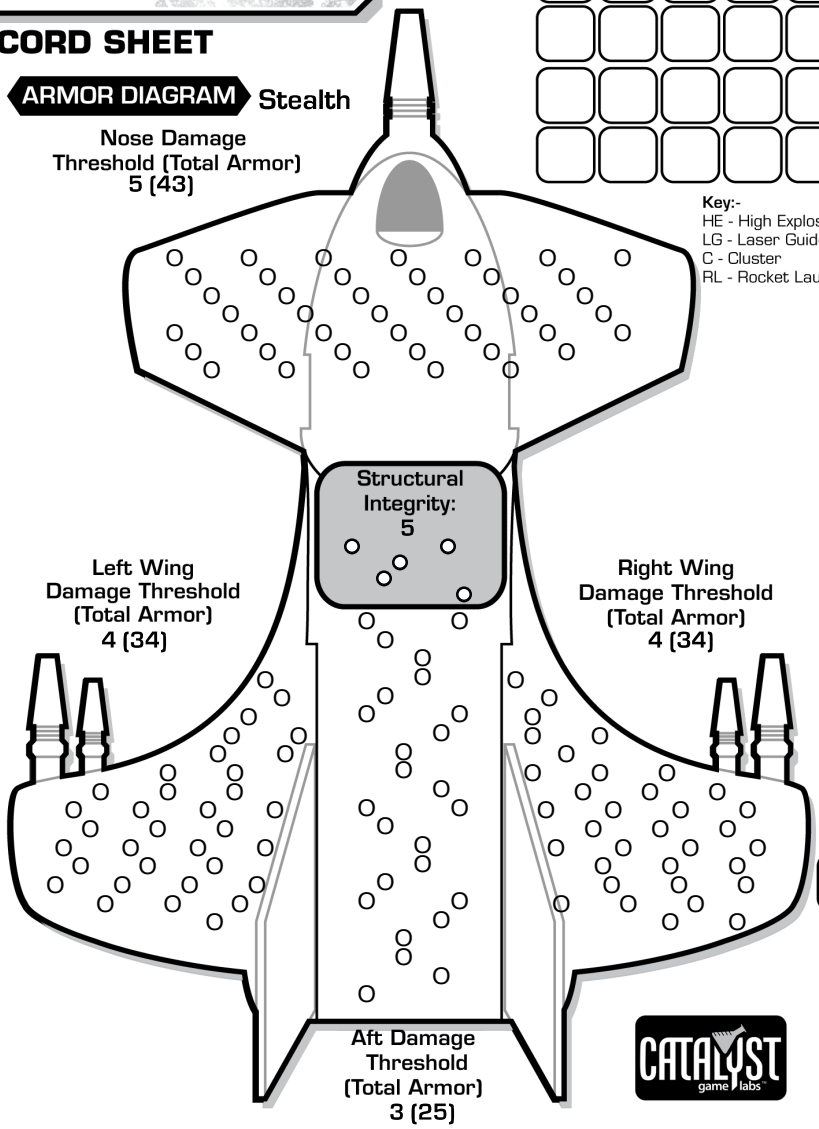
Cargo:
Infantry Compartment (4 tons)

Ammo: (Streak SRM 6) 30
Fuel: 400 Points

BV: 953



ARMOR DIAGRAM — Stealth



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
O O
O O
O
O
O
O
O
O
O
O

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 SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Zhen Niao

Thrust:
Safe Thrust: 5
Maximum Thrust: 8

Tonnage: 140
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

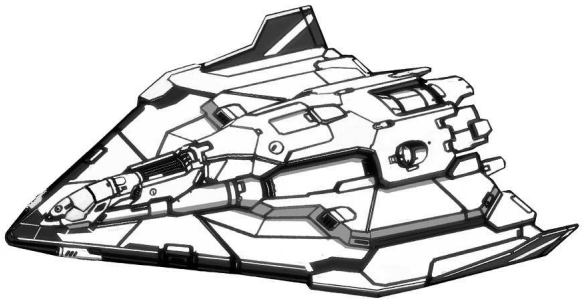
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Beagle Active Probe [E]	N	0	—	—	4	—
2	ER Medium Laser [DE]	A	5	5	5	—	—
1	Guardian ECM Suite [E]	A	0	—	—	6	—
1	Hyperspectral Imager [E]	A	0	—	—	—	—
1	Space Mine Dispenser [E]	A	0	—	—	—	—

Cargo:
Cargo Space - 3 tons (1 door)

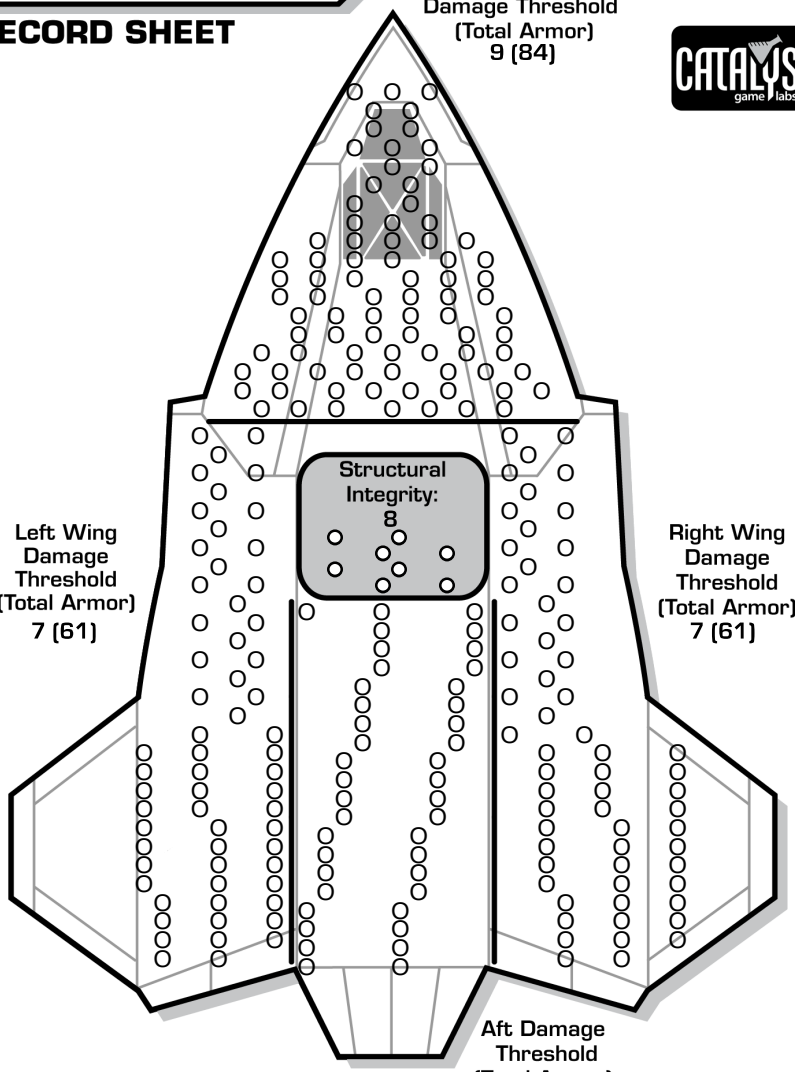
Fuel: 1920 Points

BV: 1,148



ARMOR DIAGRAM

Standard Scale



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:
5 (10)
Double
O
O
O
O
O

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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DRACONIS COMBINE

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Kishi — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Vibro Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Mechanical Jump Booster	[E]	—	—	—	—

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 197/38

BATTLE ARMOR: SQUAD 2

Type: Kishi — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Vibro Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Mechanical Jump Booster	[E]	—	—	—	—

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 197/38

BATTLE ARMOR: SQUAD 3

Type: Kishi — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Vibro Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Mechanical Jump Booster	[E]	—	—	—	—

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 197/38

BATTLE ARMOR: SQUAD 4

Type: Kishi — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Vibro Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Mechanical Jump Booster	[E]	—	—	—	—

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 197/38

BATTLE ARMOR: SQUAD 5

Type: Kishi — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 4 — **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Vibro Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Mechanical Jump Booster	[E]	—	—	—	—

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 197/38

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [Bearhunter] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	–	–	1	2
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–

Armor: Fire Resistant

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

BV: 267/51

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Oni [Bearhunter] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	–	–	1	2
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–

Armor: Fire Resistant

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

BV: 267/51

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Oni [Bearhunter] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	–	–	1	2
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–

Armor: Fire Resistant

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

BV: 267/51

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Oni [Bearhunter] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	–	–	1	2
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–

Armor: Fire Resistant

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

BV: 267/51

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Oni [Bearhunter] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	–	–	1	2
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–

Armor: Fire Resistant

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

BV: 267/51

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: Oni [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 2

Type: Oni [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 3

Type: Oni [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 4

Type: Oni [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 5

Type: Oni [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 387/74

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [PPC] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 331/64

BATTLE ARMOR: SQUAD 2

Type: Oni [PPC] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 331/64

BATTLE ARMOR: SQUAD 3

Type: Oni [PPC] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 331/64

BATTLE ARMOR: SQUAD 4

Type: Oni [PPC] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 331/64

BATTLE ARMOR: SQUAD 5

Type: Oni [PPC] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	–	–	–	–
Extended Life Support	[E]	–	–	–	–
Heavy Battle Vibro Claw	[E]	–	–	–	–
Support PPC	2 [DE]	–	2	5	7

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 331/64

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: Oni [Narc] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc	[M]	—	2	4	5
Ammo ○○○○/○○○○/○○○○/○○○○					
ECM Suite	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 2

Type: Oni [Narc] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc	[M]	—	2	4	5
Ammo ○○○○/○○○○/○○○○/○○○○					
ECM Suite	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 3

Type: Oni [Narc] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc	[M]	—	2	4	5
Ammo ○○○○/○○○○/○○○○/○○○○					
ECM Suite	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 4

Type: Oni [Narc] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc	[M]	—	2	4	5
Ammo ○○○○/○○○○/○○○○/○○○○					
ECM Suite	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 5

Type: Oni [Narc] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Compact Narc	[M]	—	2	4	5
Ammo ○○○○/○○○○/○○○○/○○○○					
ECM Suite	[E]	—	—	—	—
Extended Life Support	[E]	—	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—	—

Armor: Fire Resistant

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

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 299/57

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)

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*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: Zou **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Medium Laser	5 [DE]	–	3	6	9

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

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

BV: 381/73

BATTLE ARMOR: SQUAD 2

Type: Zou **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Medium Laser	5 [DE]	–	3	6	9

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

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

BV: 381/73

BATTLE ARMOR: SQUAD 3

Type: Zou **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Medium Laser	5 [DE]	–	3	6	9

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

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

BV: 381/73

BATTLE ARMOR: SQUAD 4

Type: Zou **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Medium Laser	5 [DE]	–	3	6	9

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

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

BV: 381/73

BATTLE ARMOR: SQUAD 5

Type: Zou **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Medium Laser	5 [DE]	–	3	6	9

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

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

BV: 381/73

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 (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Zou (C3) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,AI]	—	2	4	6

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

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

BV: 290/56

BATTLE ARMOR: SQUAD 2

Type: Zou (C3) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,AI]	—	2	4	6

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

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

BV: 290/56

BATTLE ARMOR: SQUAD 3

Type: Zou (C3) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,AI]	—	2	4	6

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

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

BV: 290/56

BATTLE ARMOR: SQUAD 4

Type: Zou (C3) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,AI]	—	2	4	6

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

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

BV: 290/56

BATTLE ARMOR: SQUAD 5

Type: Zou (C3) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Medium Recoilless Rifle	3 [DB,AI]	—	2	4	6

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

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

BV: 290/56

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin Mk II HCV

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

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
1	Streak SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 4) 25

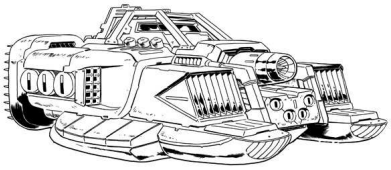
BV: 862

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

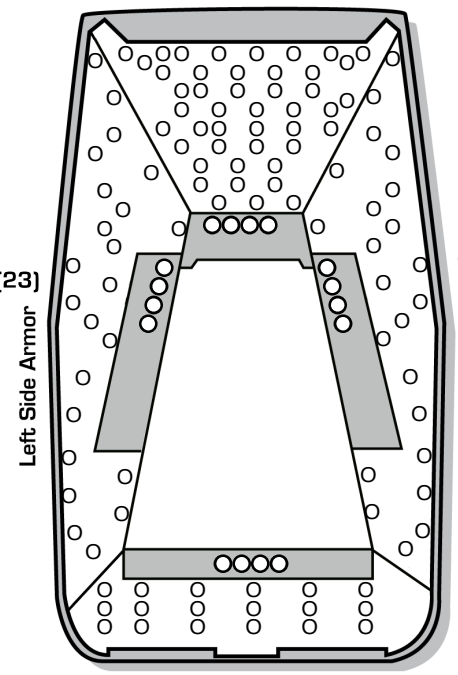
CRITICAL DAMAGE

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 (45)



Left Side Armor (23)
Right Side Armor (23)
Rear Armor (18)

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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: Saladin Mk II HCV (BC3)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	BD	[E]	—	—	—	—
2	Rocket Launcher 10	FR	1/Msl [M,C]	—	5	11	18
1	Snub-Nose PPC	FR	10/8/5 [DE,V]	—	9	13	15

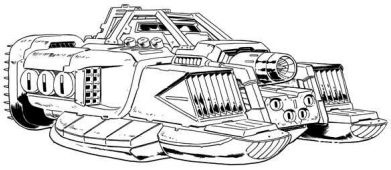
BV: 793

CREW DATA

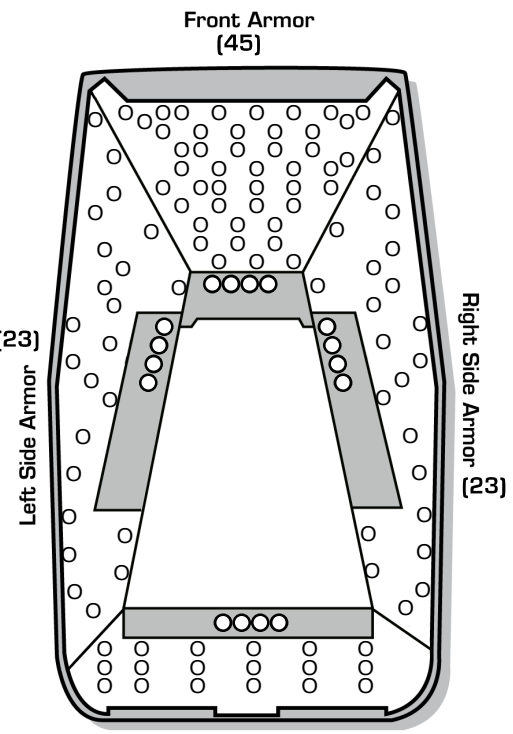
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saracen Mk II HCV

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	MML 7	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14

BV: 837

CREW DATA

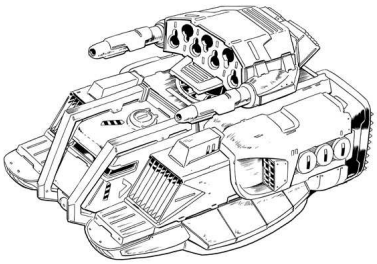
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

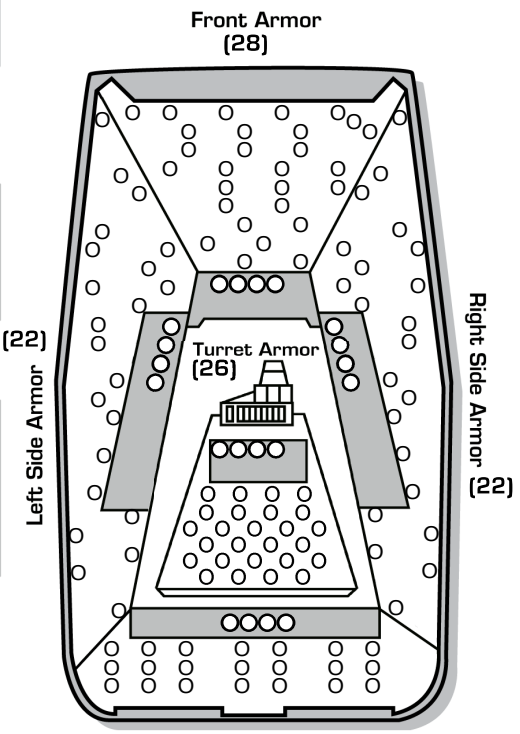
Driver Hit +2
Modifier to Driving Skill rolls

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: Saracen Mk II HCV (BC3)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	BD	[E]	—	—	—	—
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	MML 5	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

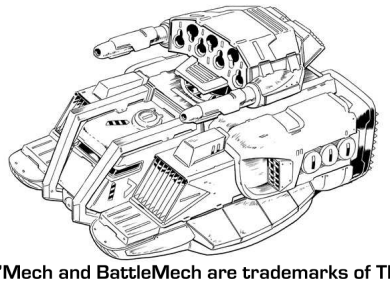
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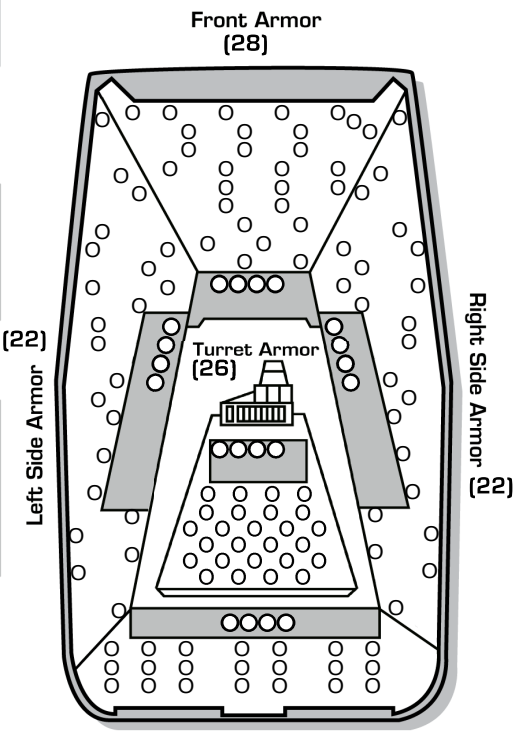
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scimitar Mk II HCV

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Small Laser	FR	3 [DE]	—	2	4	5
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	Small Laser	FR	3 [DE]	—	1	2	3
1	SRM 4	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

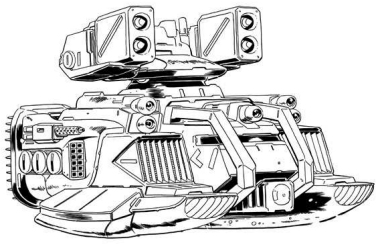
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CREW DATA

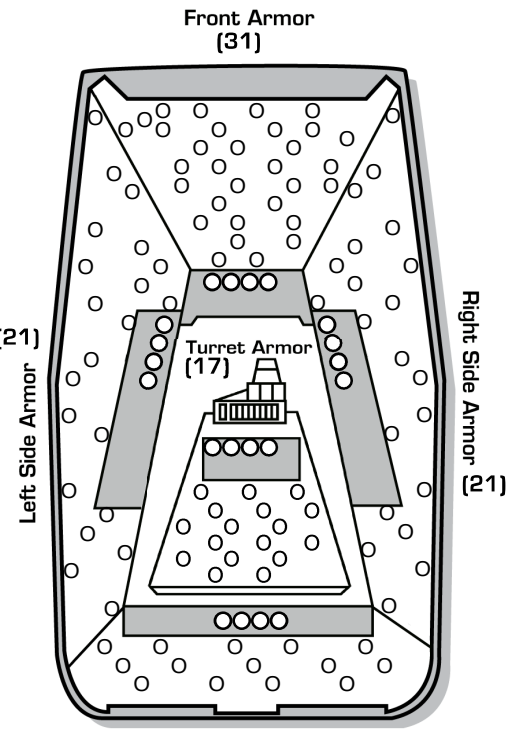
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scimitar Mk II HCV (BC3)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	BD	[E]	—	—	—	—
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 4	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 25

BV: 665

CREW DATA

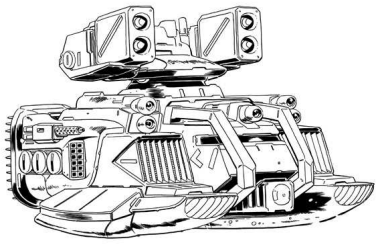
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

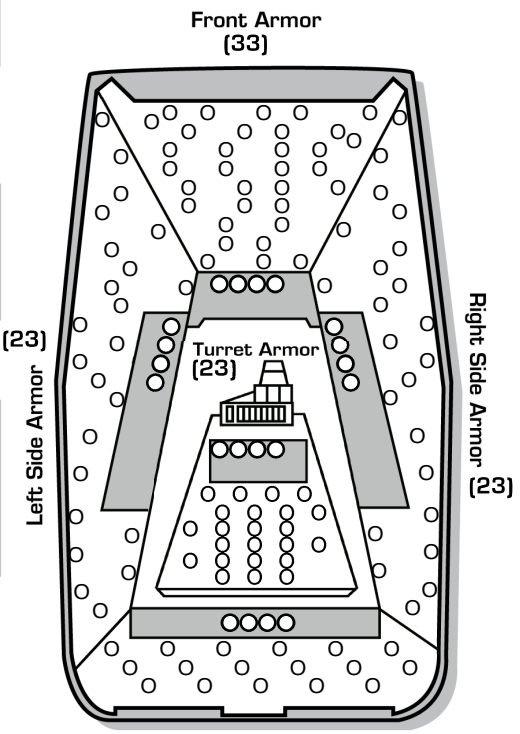
Driver Hit +2
Modifier to Driving Skill rolls

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: Scimitar Mk II HCV (3136 Upgrade)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
4	Small Laser	FR	3 [DE]	—	1	2	3
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 4	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 25

BV: 783

CREW DATA

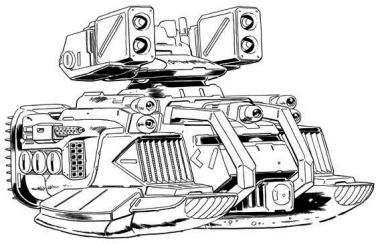
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

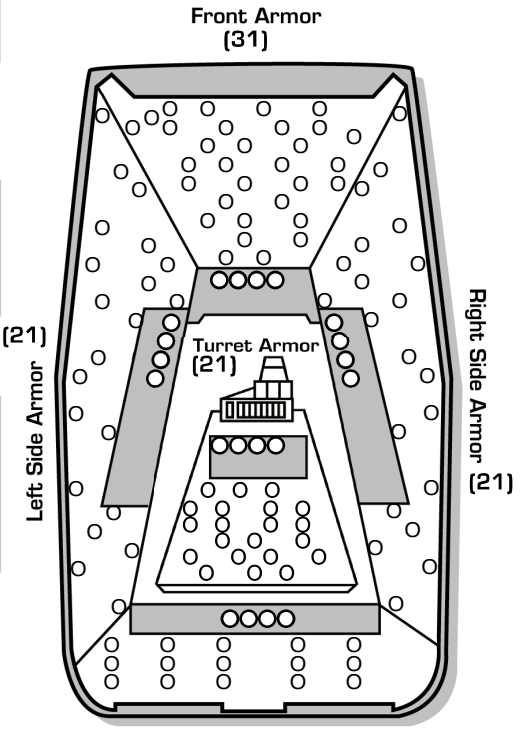
Driver Hit +2
Modifier to Driving Skill rolls

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: Shillelagh Missile Tank

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
3	MML 5	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 5/LRM) 48, (MML 5/SRM) 40
(Light Machine Gun) 100

BV: 669

CREW DATA

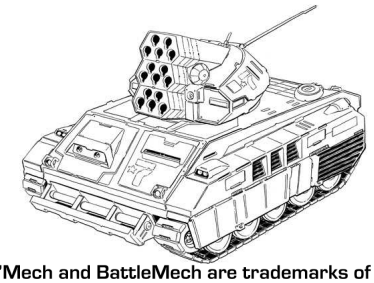
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

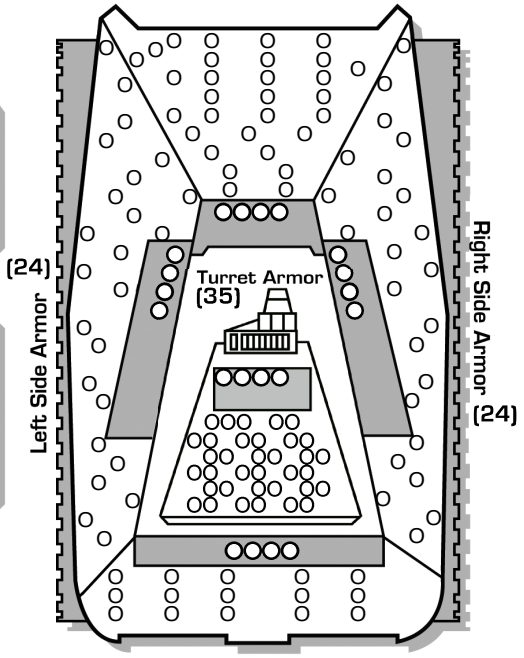
Driver Hit +2
Modifier to Driving Skill rolls

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: Shillelagh Missile Tank (Original)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	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

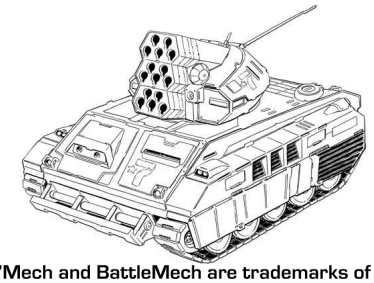
BV: 584

CREW DATA

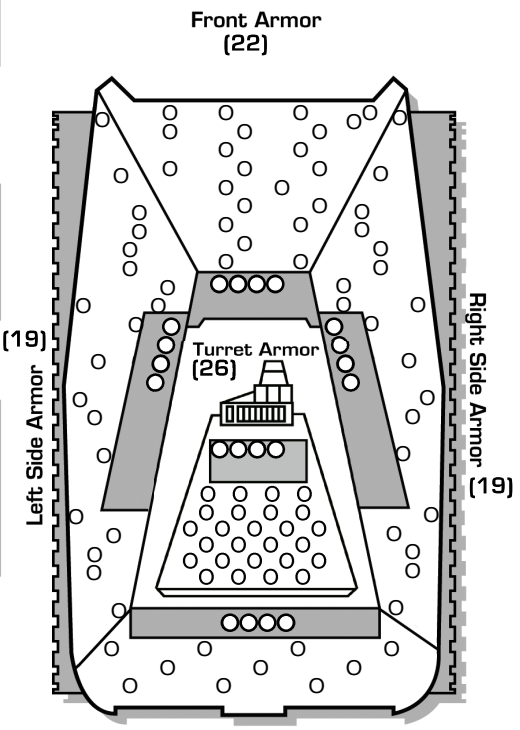
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Cizin

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
4	ER Medium Laser	T	7 [DE]	—	5	10	15

Ammo (CASE): (SRM 2) 50

BV: 1,762

CREW DATA

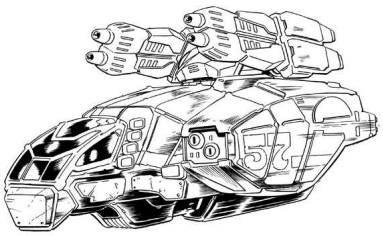
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

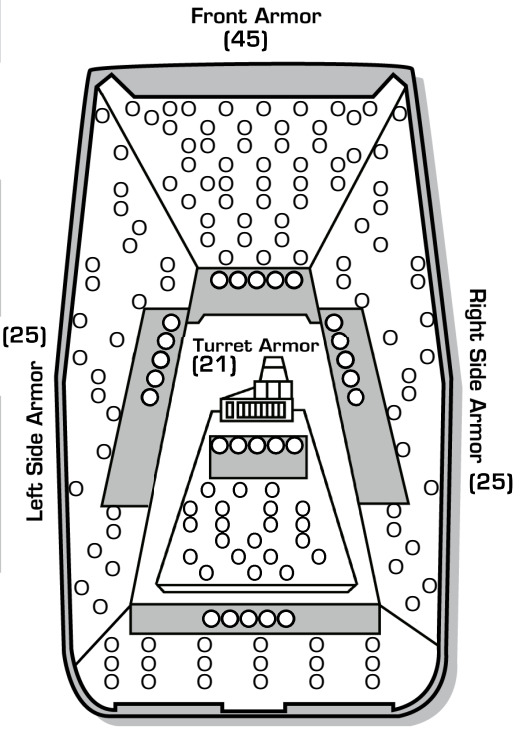
Driver Hit +2
Modifier to Driving Skill rolls

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: Cizin (Support)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
1	Streak LRM 15	FR	1/Msl [M,C]	—	7	14	21
1	ER Large Laser	T	10 [DE]	—	8	15	25

Ammo (CASE): (Streak LRM 15) 16

BV: 1,932

CREW DATA

Crew: _____

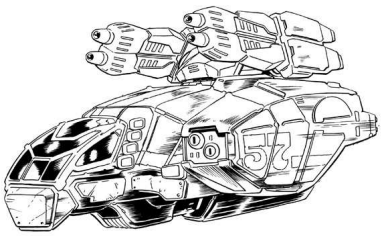
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

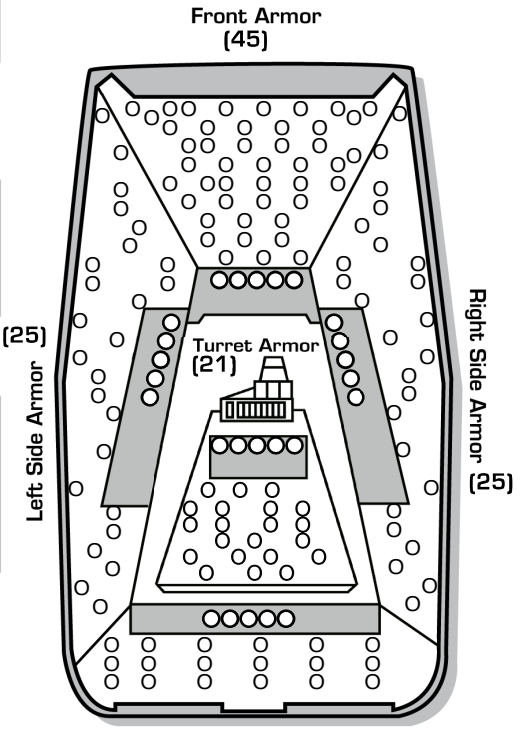
Driver Hit +2
Modifier to Driving Skill rolls

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™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kamakiri Attack VTOL

Movement Points:
Cruising: 7
Flank: 11
Movement Type: VTOL
Engine Type: XL Fusion Engine

Tonnage: 55
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	PPC	FR	10 [DE]	3	6	12	18
2	Thunderbolt 10	FR	10 [M]	5	6	12	18

Ammo: (Thunderbolt 10) 18

BV: 1,378

CREW DATA

Crew:

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all Skill rolls

Pilot Hit +2
Modifier to Driving Skill rolls

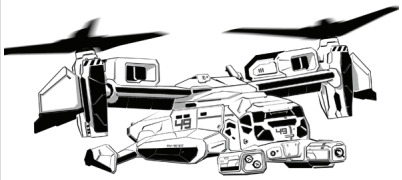
CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

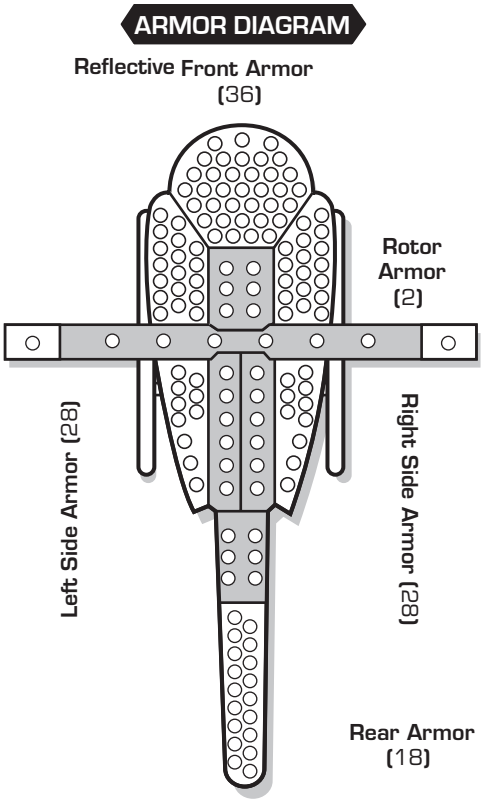
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kamakiri Attack VTOL (Gauss)

Movement Points:
Cruising: 7
Flank: 11
Movement Type: VTOL
Engine Type: XL Fusion Engine

Tonnage: 55
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	FR	22 [DB, X]	3	6	12	19

Ammo: (Heavy Gauss) 16

BV: 1,552

CREW DATA

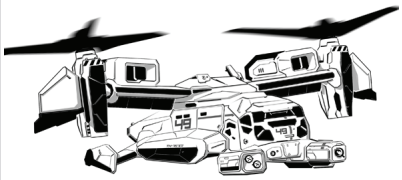
Crew:
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all Skill rolls

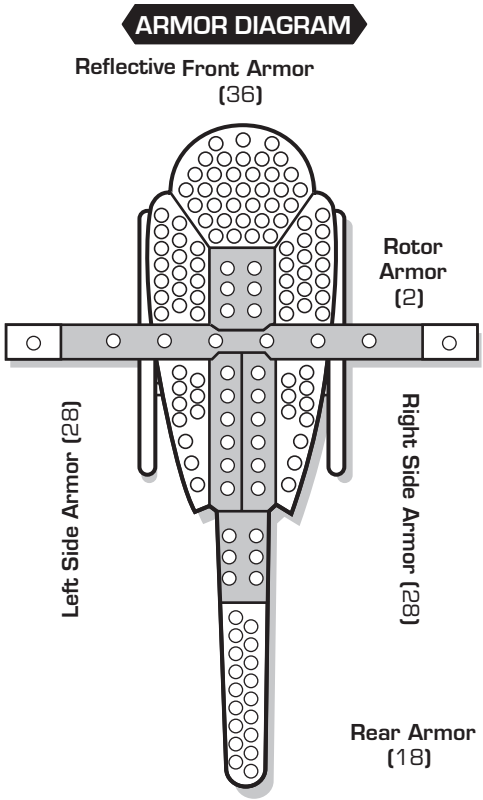
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sekhmet Assault Vehicle

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	AP Gauss Rifle	FR	3 [DB,AI,X]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C,S]	—	3	6	9
2	Large Pulse Laser	T	10 [P]	—	6	14	20

Ammo (CASE): (AP Gauss) 40, (SRM 6) 30

BV: 1,606

CREW DATA

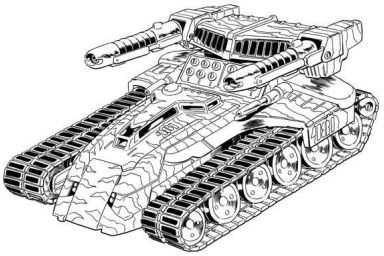
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

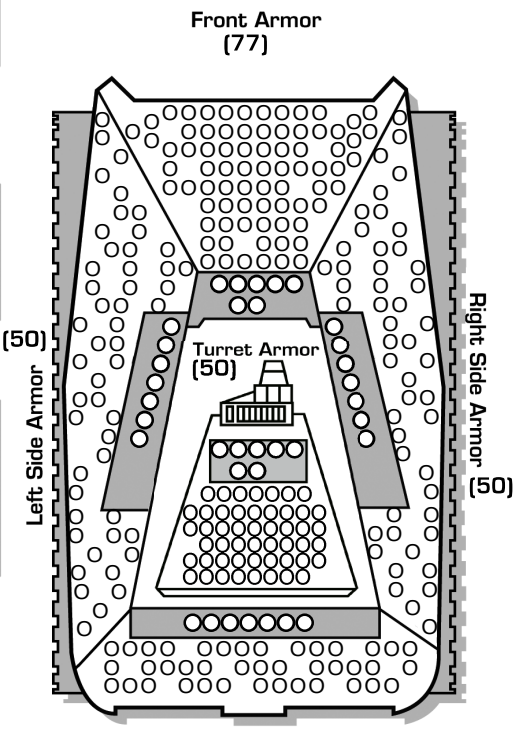
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ 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: Mamono IFV

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Machine Gun	RS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	—	2	4	6
1	AMS	T	—	—	—	—	—
1	MRM 40 w/Apollo FCS	T	1/Msl [M,C]	—	3	8	15
1	Snub-Nose PPC	T	10/8/5 [DE,V]	—	9	13	15

Infantry Compartment (8 tons)
Chassis Modifications: Limited Amphibious

Ammo (CASE): (AMS) 12, (MRM 40) 12, (Light Machine Gun) 100

BV: 1,422

CREW DATA

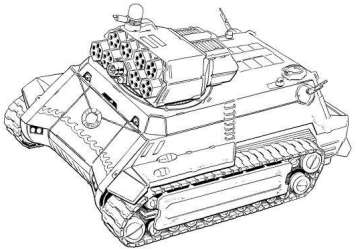
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

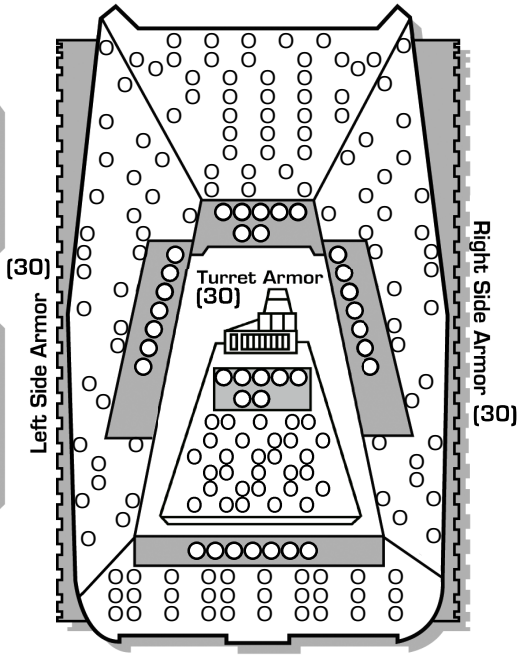
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Reflective
Front Armor
(40)



Rear Armor
(30)

CATALYST game labs™

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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: SM2 Heavy Artillery Vehicle

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Sniper	FR	20 [AE,S,F]	—	1	2	18
1	Heavy Machine Gun	RS	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun	LS	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun	RR	3 [DB,AI]	—	1	2	—

Chassis Modifications: Limited Amphibious

Ammo (CASE): (Heavy Machine Gun) 50, (Sniper) 50

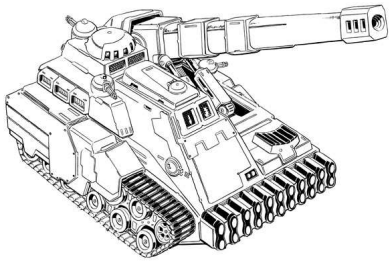
BV: 1,028

CREW DATA

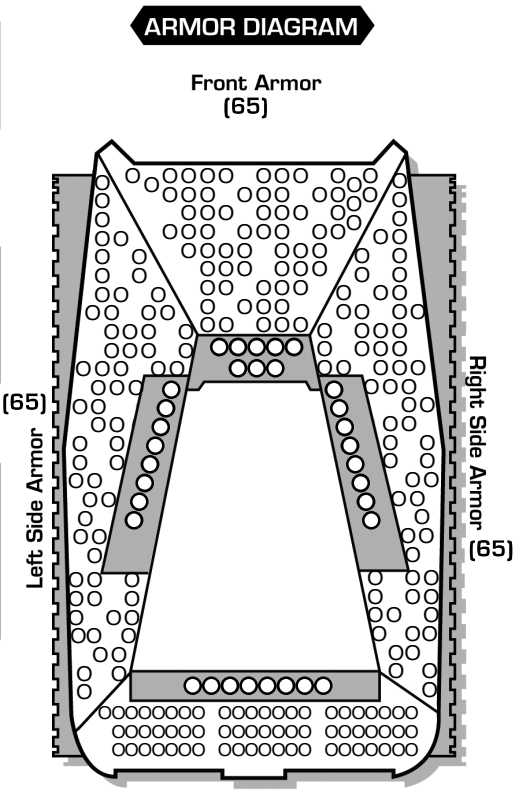
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM2 Heavy Artillery Vehicle (LTC)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Long Tom Cannon	FR	20 [DB,AE]	4	6	13	20
1	Heavy Machine Gun	RS	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun	LS	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun	RR	3 [DB,AI]	—	1	2	—

Chassis Modifications: Limited Amphibious

Ammo (CASE): (Heavy Machine Gun) 50, (Long Tom Cannon) 25

BV: 1,422

CREW DATA

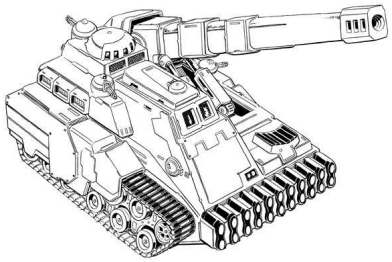
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

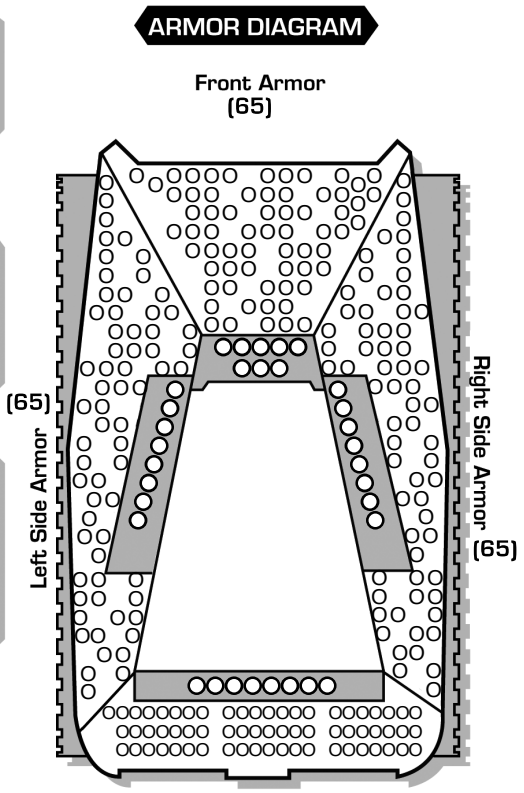
Driver Hit +2
Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Narukami Heavy Tank NK-1C

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 90
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	—	—	—	—	—
1	AMS	T	—	—	—	—	—
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	PPC	T	10 [DE]	3	6	12	18

Ammo (CASE): (AMS) 24, (Gauss) 16

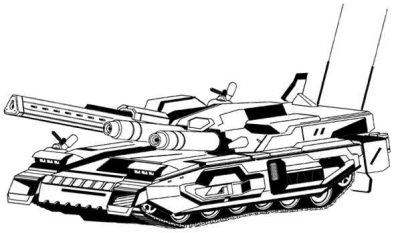
BV: 1,719

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

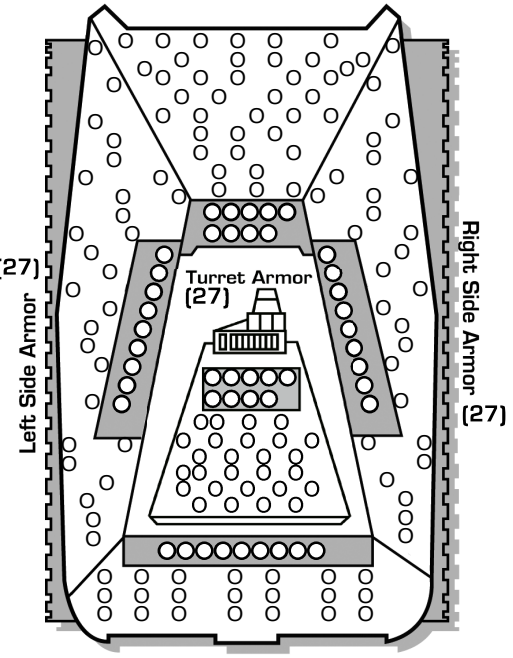
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Hardened Front Armor (38)



Rear Armor (21)

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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: Narukami Heavy Tank NK-BC3

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 90
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	BD	[E]	—	—	—	—
1	AMS	FR	—	—	—	—	—
1	AMS	T	—	—	—	—	—
2	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 2 (I-OS)	T	2/Msl [M,C,S]	—	3	6	9

Ammo (CASE): (AMS) 24, (Gauss) 32

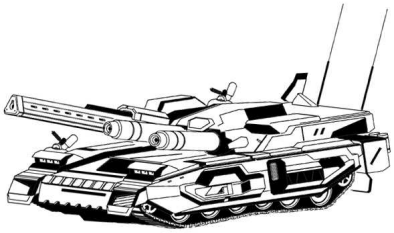
BV: 1,859

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

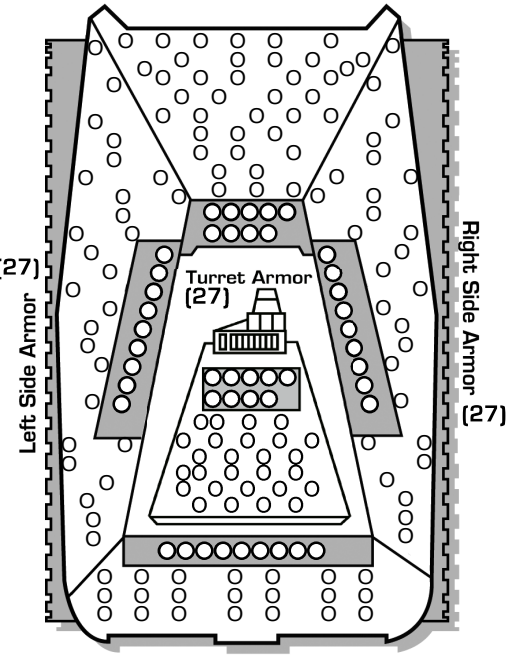
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Hardened Front Armor (38)



Rear Armor (21)

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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

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk L PXH-11K

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Heavy Machine Gun	RA	0	3 [DB,AI]	—	1	2	—
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
2	Heavy Machine Gun	LA	0	3 [DB,AI]	—	1	2	—
1	MML 3	LA	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

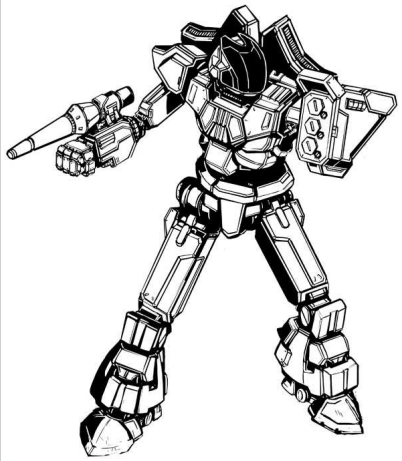
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WARRIOR DATA

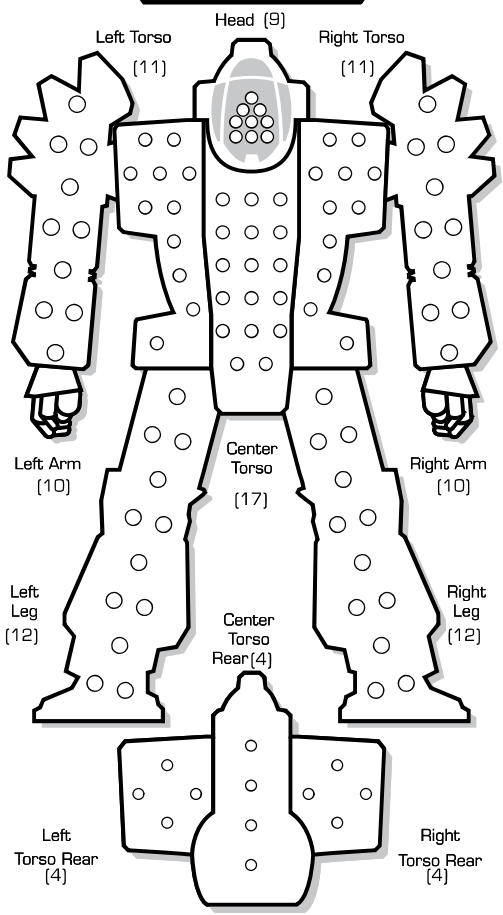
Name: _____

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. MML 3

1. MML 3
2. Heavy Machine Gun
3. Heavy Machine Gun
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Ammo (MML 3/LRM) 40
2. Ammo (MML 3/SRM) 33
3. Ammo (Heavy Machine Gun) 50
4. CASE
5. Endo Steel
6. Endo Steel

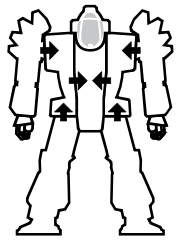
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. TSEMP Cannon
6. TSEMP Cannon

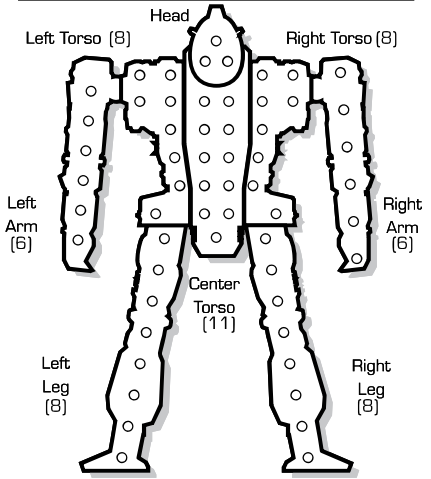
1. TSEMP Cannon
2. TSEMP Cannon
3. TSEMP Cannon
4. ER Medium Laser
5. Heavy Machine Gun
6. Endo Steel

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. Jump Jet
2. Jump Jet
3. Jump Jet
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 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: Phoenix Hawk L PXH-11K2

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	PPC Capacitor	RA	5	[E]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	MML 3	LA	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

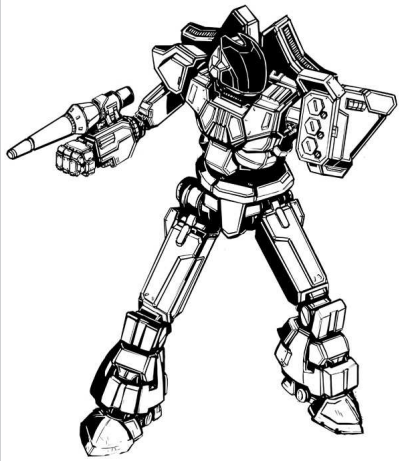
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WARRIOR DATA

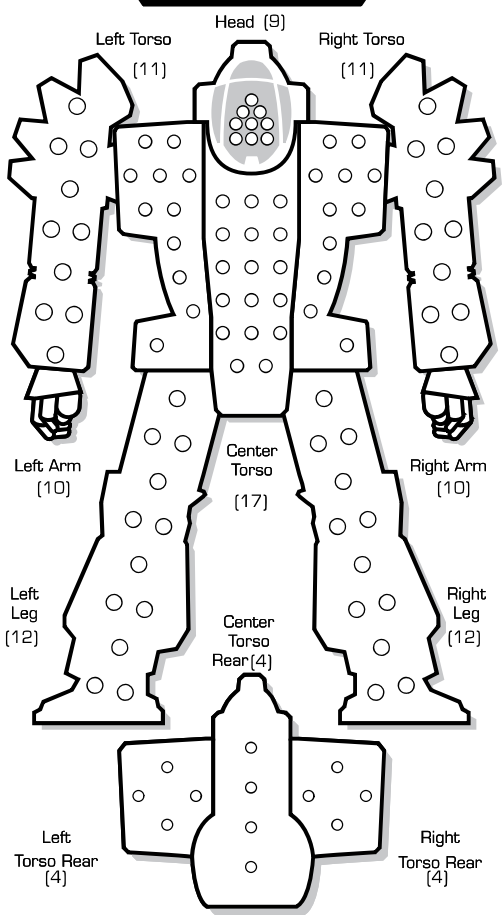
Name: _____

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 (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. MML 3 (1-3)

1. MML 3 (1-3)
2. Endo Steel
3. Endo Steel
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. Jump Jet (1-3)

1. Ammo (MML 3/LRM) 40
2. Ammo (MML 3/SRM) 33
3. Coolant Pod (4-6)
4. CASE II (4-6)
5. Endo Steel (4-6)
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

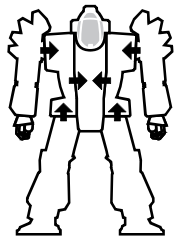
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. XL Gyro (1-3)
5. XL Gyro (1-3)
6. XL Gyro (1-3)

1. XL Gyro (4-6)
2. XL Gyro (4-6)
3. XL Gyro (4-6)
4. XL Fusion Engine (4-6)
5. XL Fusion Engine (4-6)
6. XL Fusion Engine (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 (1-3)
4. Hand Actuator (1-3)
5. Snub-Nose PPC (1-3)
6. Snub-Nose PPC (1-3)

1. PPC Capacitor
2. ER Medium Laser
3. ER Medium Laser (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Roll Again (4-6)

Right Torso

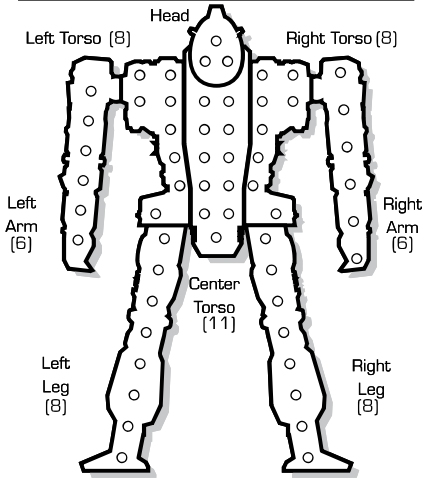
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)

1. Jump Jet (4-6)
2. Jump Jet (4-6)
3. Jump Jet (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
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 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
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2
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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rokurokubi RK-4K

Movement Points:
Walking: 7
Running: 10

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	RA	–	5	–	–	–	–
1	ER PPC	LA	15	10 [DE]	–	7	14	23

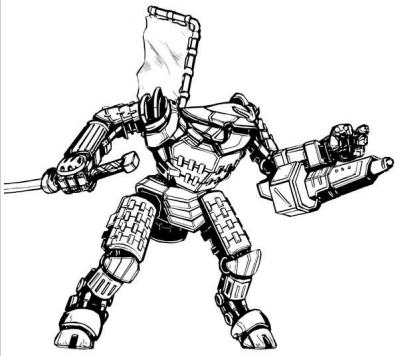
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WARRIOR DATA

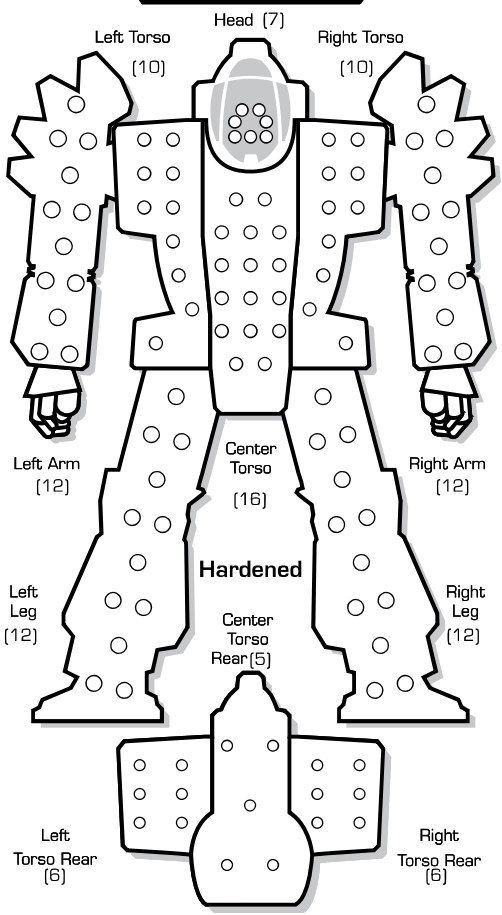
Name: _____

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 PPC
6. ER PPC

4-6
1. ER PPC
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
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

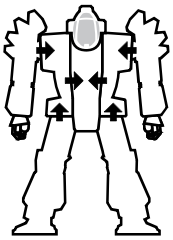
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. Sword
6. Sword

4-6
1. Sword
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

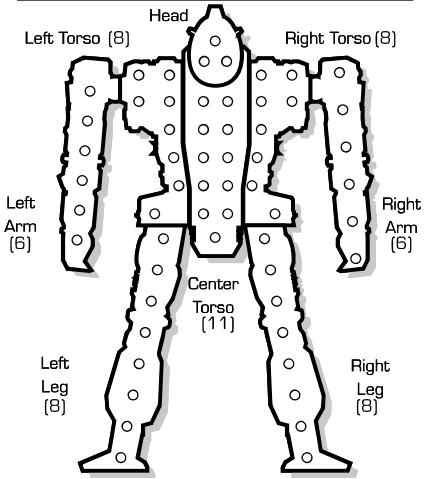
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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 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: Rokurokubi RK-4T

Movement Points:
Walking: 7
Running: 10

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	RA	—	5	—	—	—	—
1	LAC/5	LA	1	5 [DB,S]	—	5	10	15

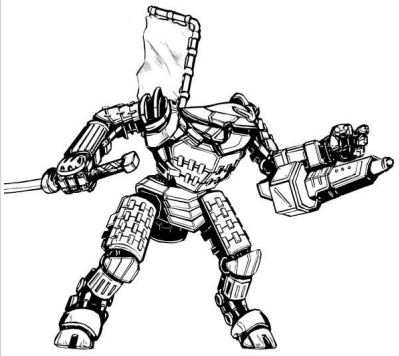
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WARRIOR DATA

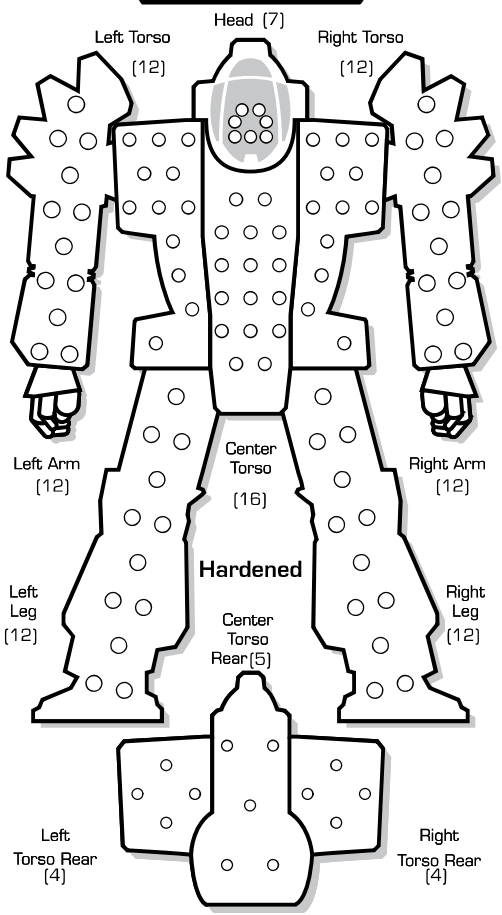
Name: _____

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. LAC/5
6. LAC/5

4-6
1. Ammo (LAC/5) 20
2. Ammo (LAC/5) 20
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
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

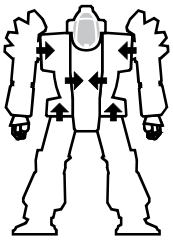
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. Sword
6. Sword

4-6
1. Sword
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

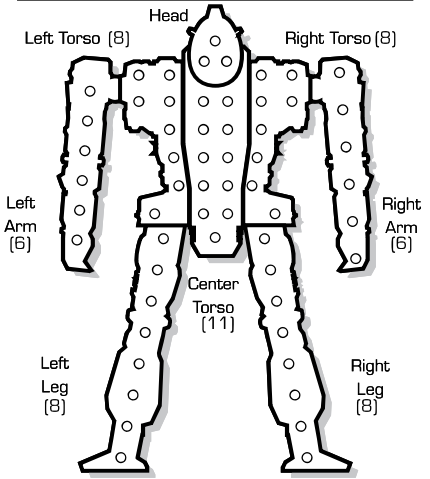
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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 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*
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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Rokurokubi RK-4X

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 35
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Small Vibroblade	RA	3	7	—	—	—	—
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

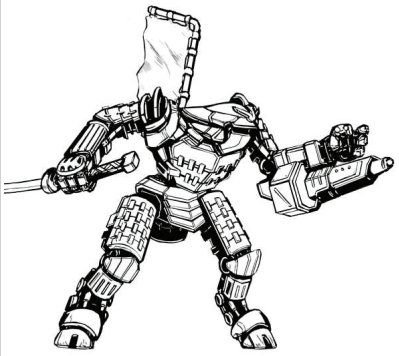
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WARRIOR DATA

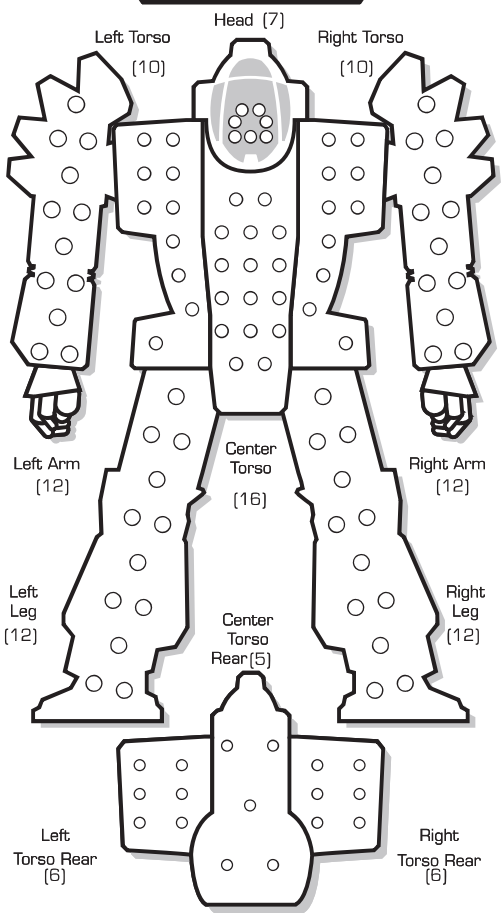
Name: _____

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 PPC (Clan)
	6.	ER PPC (Clan)
4-6	1.	Ballistic-Reinforced
	2.	Ballistic-Reinforced
	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.	Guardian ECM Suite
	5.	Guardian ECM Suite
	6.	Supercharger
4-6	1.	Endo Steel
	2.	Endo Steel
	3.	Endo Steel
	4.	Ballistic-Reinforced
	5.	Ballistic-Reinforced
	6.	Ballistic-Reinforced

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

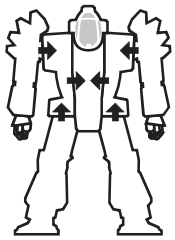
Head

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.	XL Gyro
	5.	XL Gyro
	6.	XL Gyro
4-6	1.	XL Gyro
	2.	XL Gyro
	3.	XL Gyro
	4.	XL Fusion Engine
	5.	XL Fusion Engine
	6.	XL 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.	Small Vibroblade
	6.	Ballistic-Reinforced
4-6	1.	Ballistic-Reinforced
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

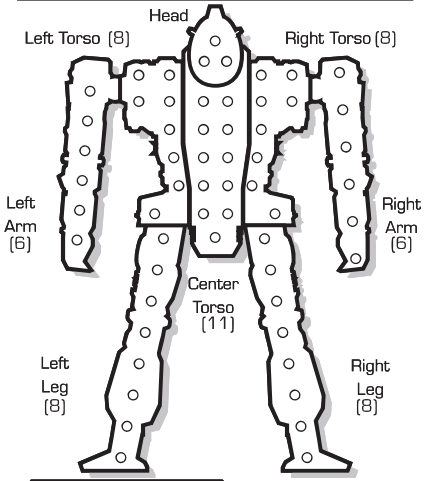
Right Torso

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Endo Steel
	5.	Endo Steel
	6.	Endo Steel
4-6	1.	Endo Steel
	2.	Endo Steel
	3.	Endo Steel
	4.	Ballistic-Reinforced
	5.	Ballistic-Reinforced
	6.	Ballistic-Reinforced

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: Avalanche AVL-10

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

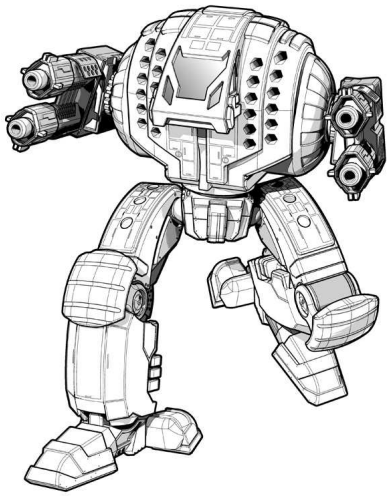
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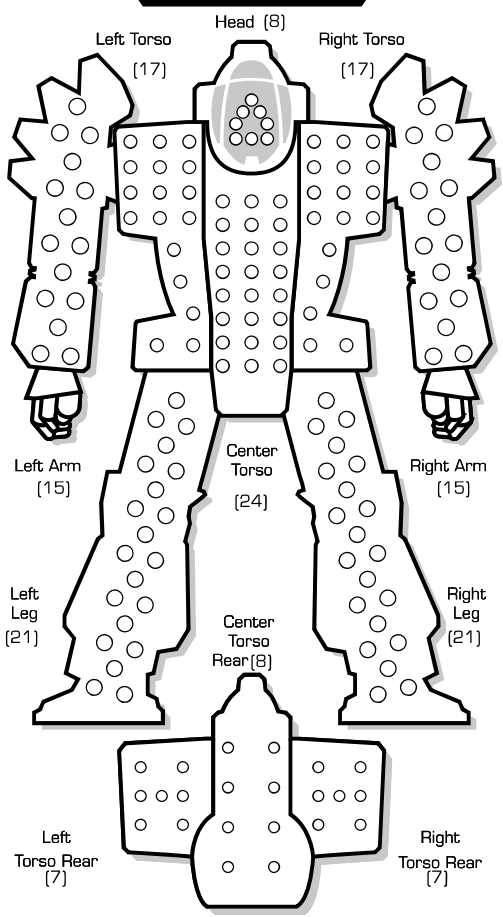
Name: _____

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 Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

Left Torso
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

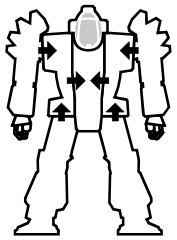
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. 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. Endo Steel

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. ER Medium Laser
5. Endo Steel
6. Endo Steel

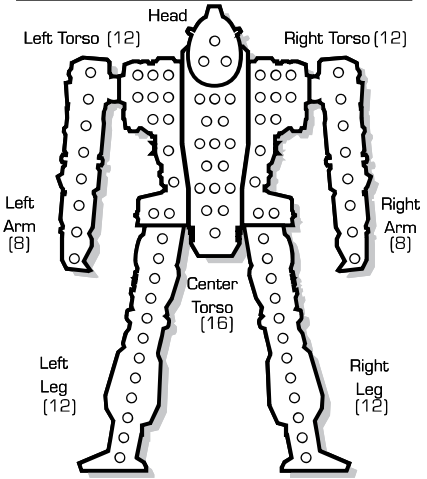
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

1. CASE
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. 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	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: Avalanche AVL-10A

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	SRM 4	RL	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	LL	3	2/Msl [M,C,S]	—	3	6	9

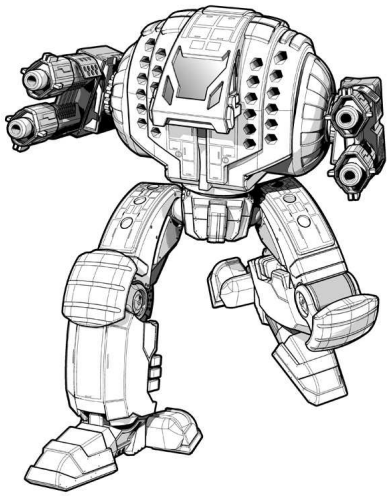
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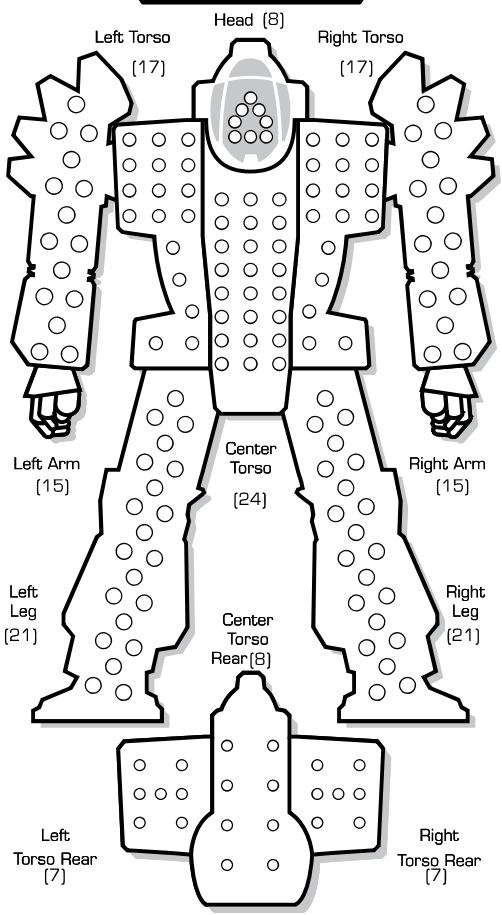
Name: _____

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 Medium Laser
4. ER Medium Laser
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. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

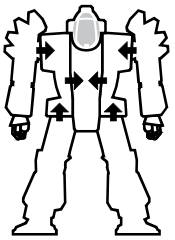
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
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. Endo Steel

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. ER Medium Laser
5. Endo Steel
6. Endo Steel

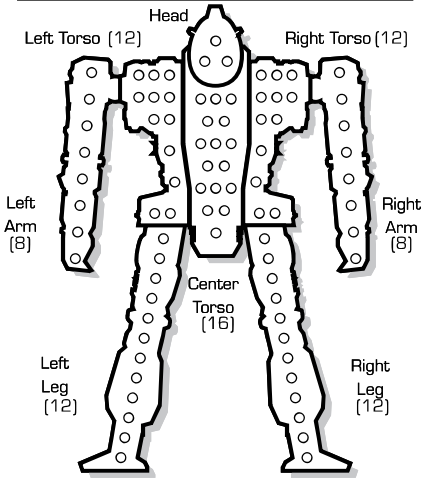
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Ammo (SRM 4) 25

1. CASE
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. SRM 4
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™

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10B

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	Thunderbolt 5	LT	3	5[M]	5	6	12	18
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

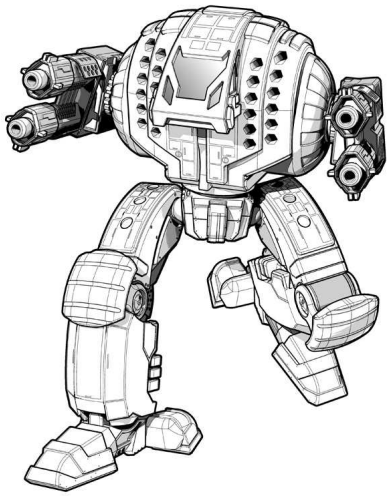
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WARRIOR DATA

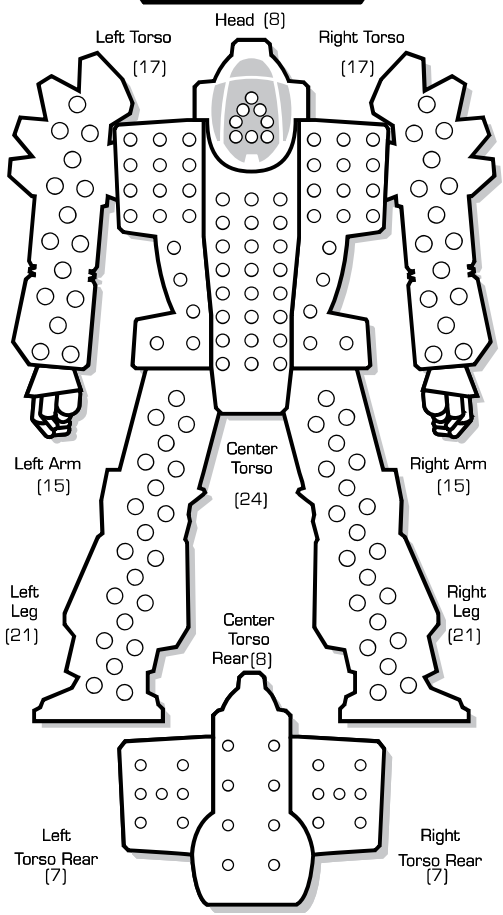
Name: _____

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. Light PPC
4. Light PPC
5. ER Medium Laser
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

Left Torso

1. Jump Jet
2. Jump Jet
3. Thunderbolt 5
4. Endo Steel
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 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

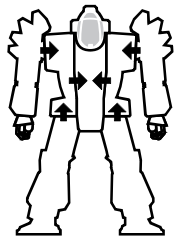
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Light PPC
4. Light PPC
5. ER Medium Laser
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 Torso

1. Jump Jet
2. Jump Jet
3. Thunderbolt 5
4. Ammo (Thunderbolt 5) 12
5. Ammo (Thunderbolt 5) 12
6. CASE

1-3

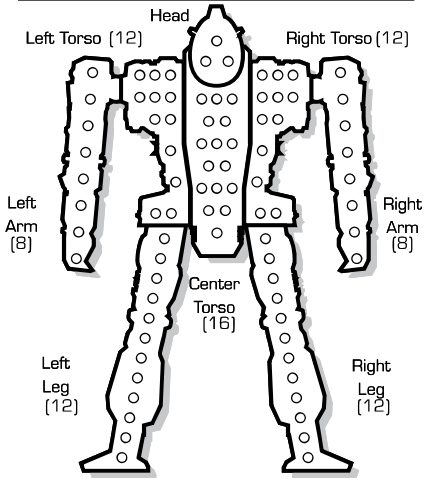
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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	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: Avalanche AVL-10C

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small X-Pulse Laser	RT	3	3 [P,AI]	—	2	4	5
1	Small X-Pulse Laser	LT	3	3 [P,AI]	—	2	4	5
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	LAC/5	LA	1	5 [DB,S]	—	5	10	15

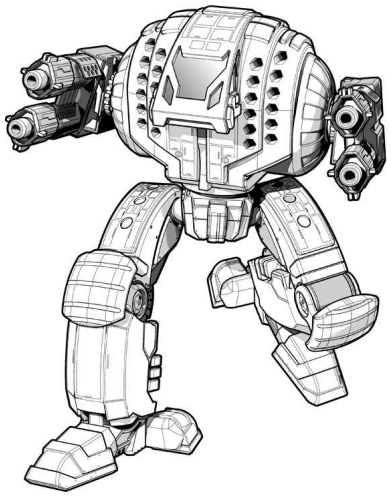
BV: 1,341

WARRIOR DATA

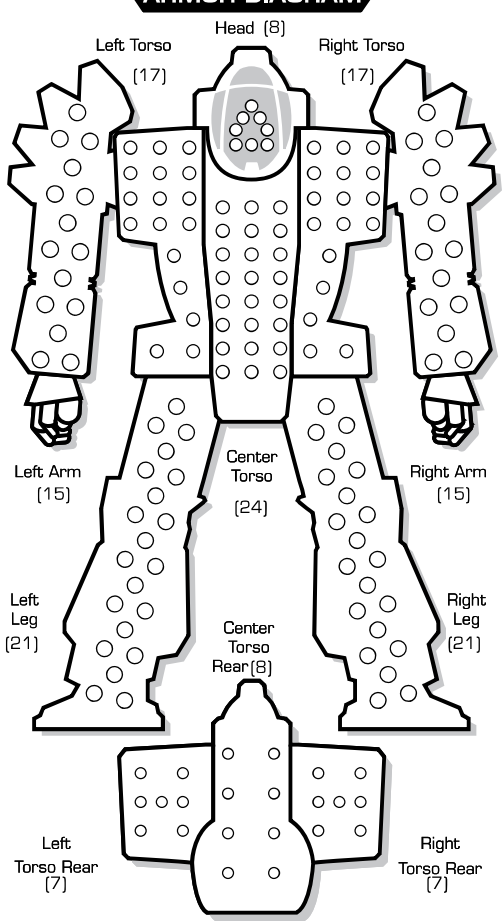
Name: _____

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. LAC/5
4. LAC/5
5. ER Medium Laser
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

Left Torso

1. Jump Jet
2. Jump Jet
3. Small X-Pulse Laser
4. Endo Steel
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 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

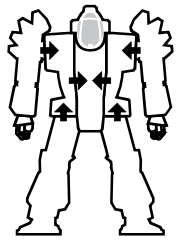
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. LAC/5
4. LAC/5
5. ER Medium Laser
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 Torso

1. Jump Jet
2. Jump Jet
3. Small X-Pulse Laser
4. Ammo (LAC/5) 20
5. Ammo (LAC/5) 20
6. CASE

1-3

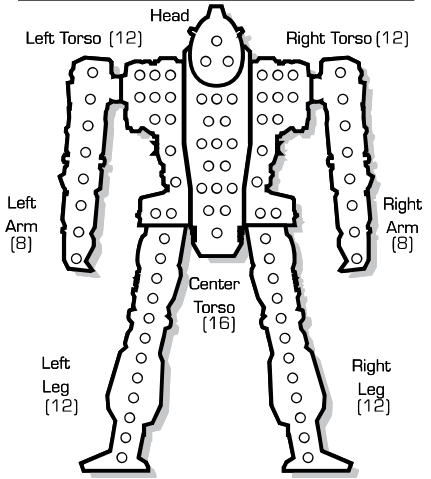
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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	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: Avalanche AVL-10N

Movement Points:		Tonnage:	50
Walking:	5	Tech Base:	Mixed Tech (I.S.)
Running:	8	Era:	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer (Clan)	LT	—	[E]	—	—	—	—
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

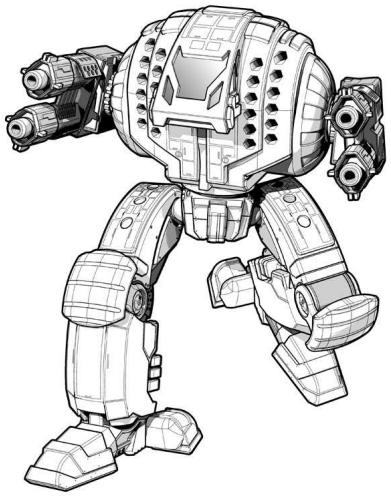
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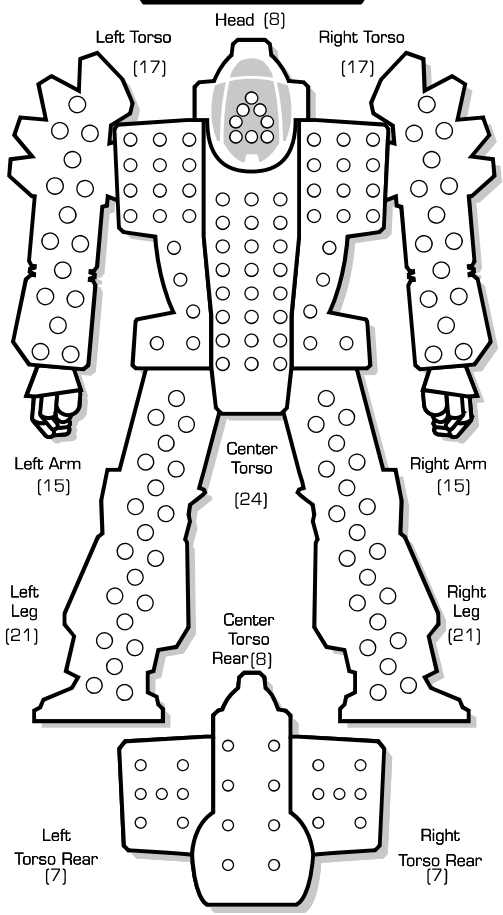
Name: _____

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 (Clan)
4. ER PPC (Clan)
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. Jump Jet
2. Jump Jet
3. Targeting Computer (Clan)
4. Targeting Computer (Clan)
5. Targeting Computer (Clan)
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. Roll Again
6. Roll Again

Head

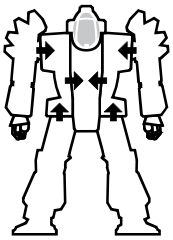
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. Endo Steel

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. LAC/5
4. LAC/5
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 Torso

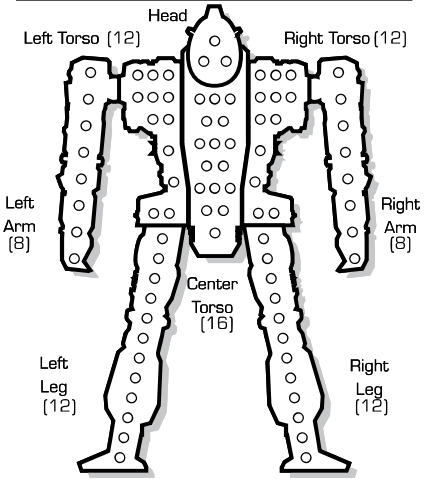
1. Jump Jet
2. Jump Jet
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. CASE
6. Endo Steel

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. 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	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: Avalanche AVL-10R

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	ATM 3 (Clan)	RL	2	[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 3 (Clan)	LL	2	[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

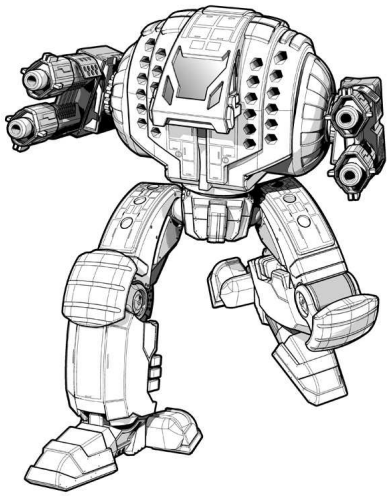
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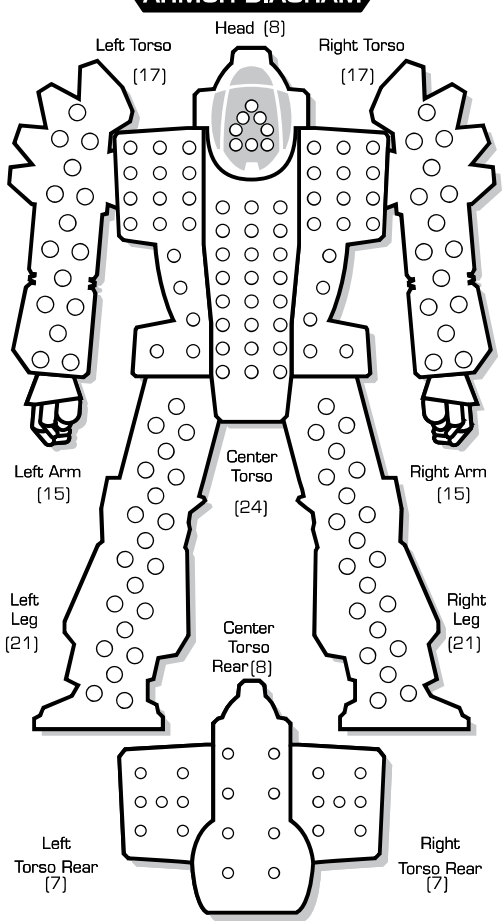
Name: _____

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 Medium Laser (Clan)
4. ER Medium Laser (Clan)
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. Jump Jet
2. Jump Jet
3. LRM 10 (Clan)
4. Endo Steel
5. Endo Steel
6. Endo Steel

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. ATM 3 (Clan)
6. ATM 3 (Clan)

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

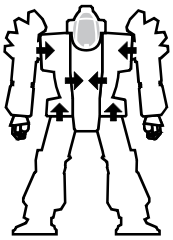
Center Torso

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. Endo Steel

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. ER Medium Laser (Clan)
4. ER Medium Laser (Clan)
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 Torso

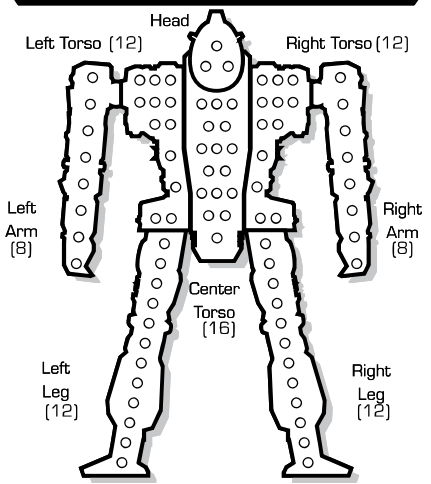
1. Jump Jet
2. Jump Jet
3. LRM 10 (Clan)
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. Ammo (ATM 3) 20

1. Ammo (ATM 3) 20
2. CASE
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. ATM 3 (Clan)
6. ATM 3 (Clan)

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: Wendigo Prime

Movement Points:
Walking: 6
Running: 9

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	HD	4	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

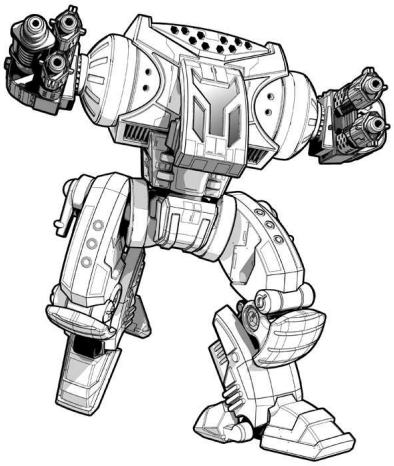
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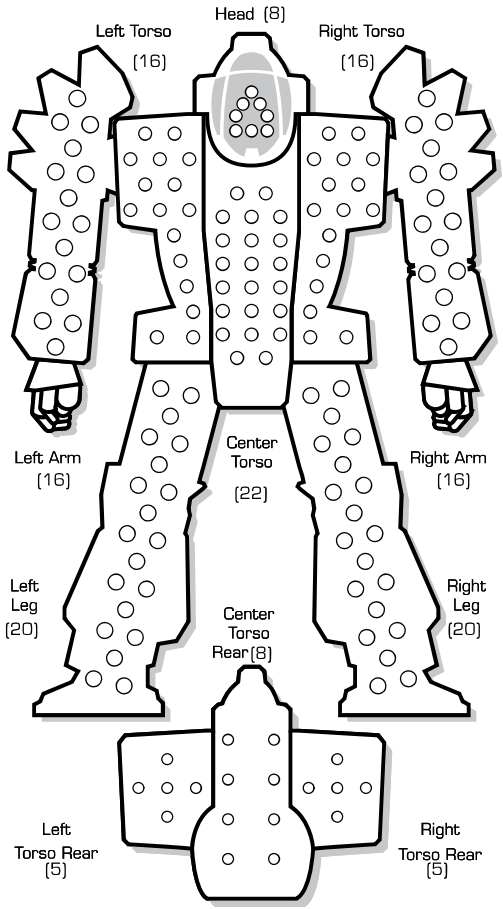
Name: _____

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. Streak SRM 6
4. Streak SRM 6
5. ER Medium Laser
6. ER Medium Laser

1. Reflective
2. Reflective
3. Reflective
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Ammo (Streak SRM 6) 15
5. Endo Steel
6. Endo Steel

1. Reflective
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

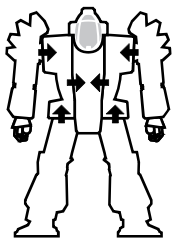
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head (CASE)
1. Sensors
2. Sensors
3. LRM 10
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

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. Torso-Mounted Cockpit
6. Sensors

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. ER Medium Laser
5. Ultra AC/2
6. Ultra AC/2

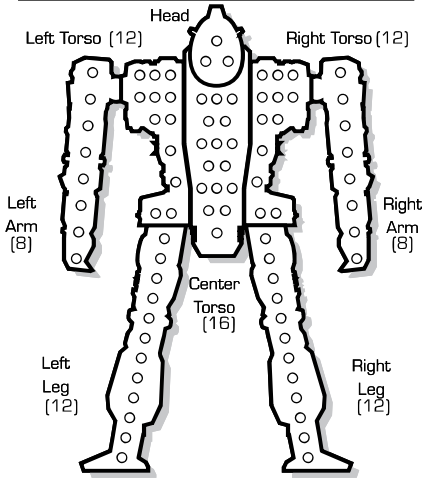
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Ammo (Ultra AC/2) 45
5. Endo Steel
6. Endo Steel

1. Reflective
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. 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	14 (28) Double
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 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: Wendigo A

Movement Points:
Walking: 6
Running: 9

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	HD	5	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

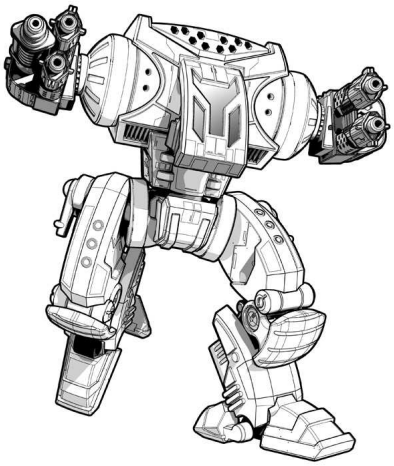
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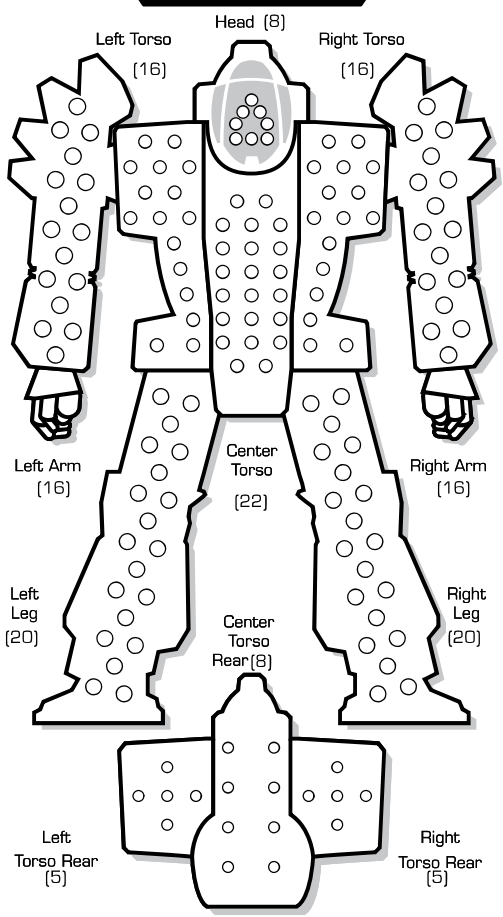
Name: _____

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. Large Pulse Laser
4. Large Pulse Laser
5. Reflective
6. Reflective

1. Reflective
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. Life Support
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

1. Endo Steel
2. Reflective
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

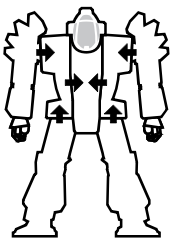
Head (CASE)
1. Sensors
2. Sensors
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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. Torso-Mounted Cockpit
6. Sensors

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. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

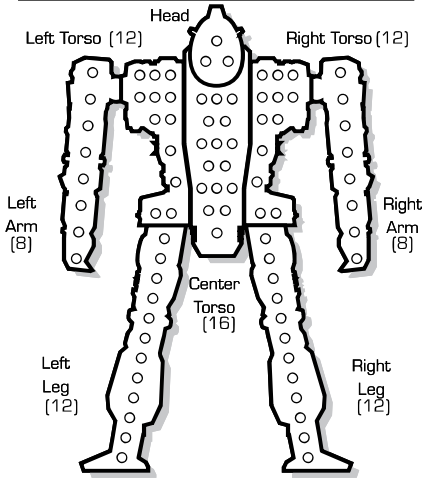
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

1. Endo Steel
2. Reflective
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

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	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wendigo B

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 8

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
3	ER Small Laser	HD	2	5 [DE]	—	2	4	6
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

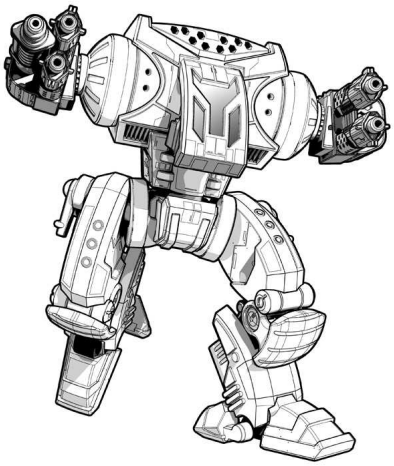
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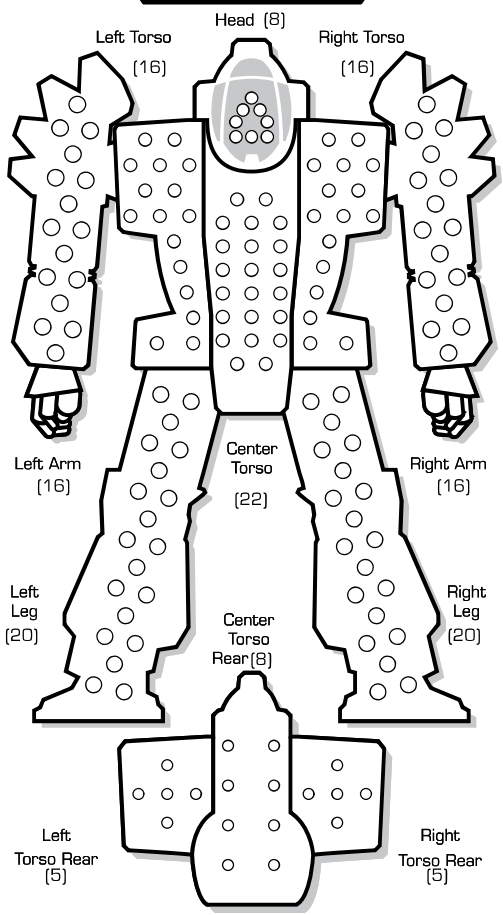
Name: _____

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. ER Medium Laser
2. ER Medium Laser
3. ER Small Laser
4. Reflective
5. Reflective
6. Reflective

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
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. Endo Steel
5. Endo Steel
6. Reflective

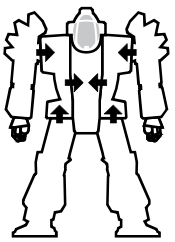
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head
1. Sensors
2. Sensors
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ECM Suite

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. Torso-Mounted Cockpit
6. Sensors

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

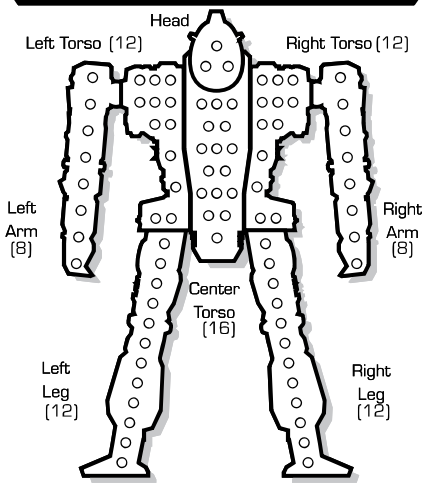
1. ER Medium Laser
2. ER Medium Laser
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
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. Endo Steel
5. Endo Steel
6. Reflective

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	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	

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: Wendigo C

Movement Points:
Walking: 6
Running: 9 [12]

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Improved Heavy Medium Laser	HD	7	10 [DE,X]	—	3	6	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
1	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21

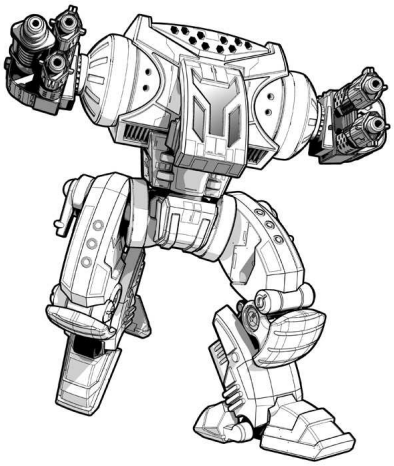
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WARRIOR DATA

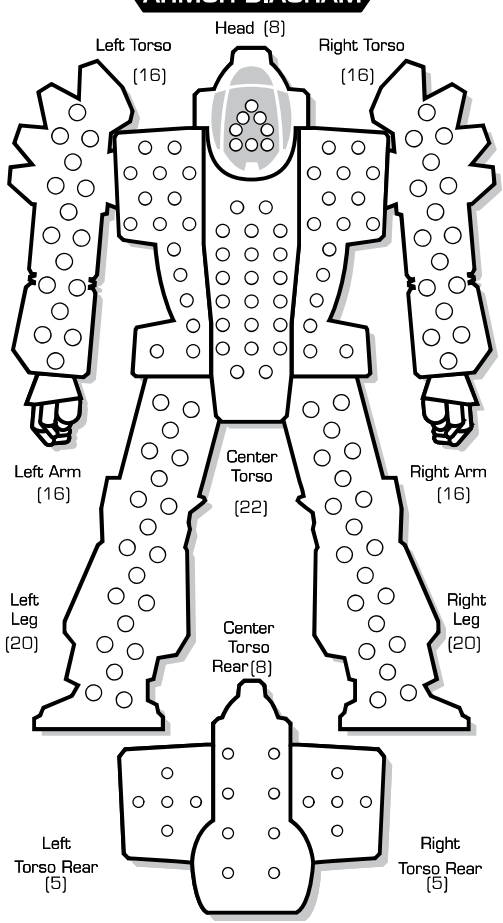
Name: _____

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. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Reflective

1-3

1. Reflective
2. Reflective
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. ER Small Laser
5. Ammo (Streak LRM 15) 8
6. Ammo (Streak LRM 15) 8

1-3

1. Endo Steel
2. Endo Steel
3. Reflective
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 (CASE)
1. Sensors
2. Sensors
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

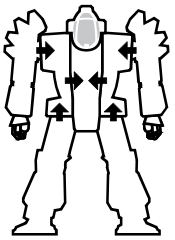
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Torso-Mounted Cockpit
6. Sensors

4-6

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. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large 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

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Double Heat Sink
5. Double Heat Sink
6. Supercharger

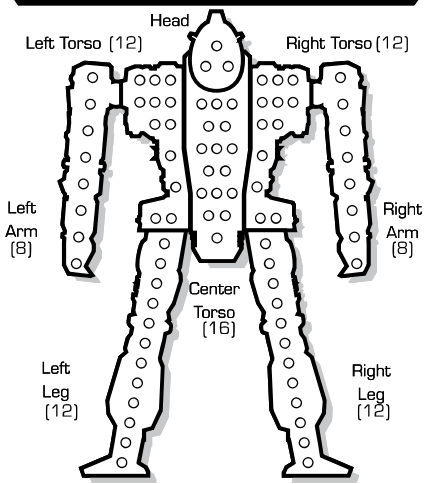
1-3

1. Endo Steel
2. Endo Steel
3. Reflective
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 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
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: Wendigo-VP Prime

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 4

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

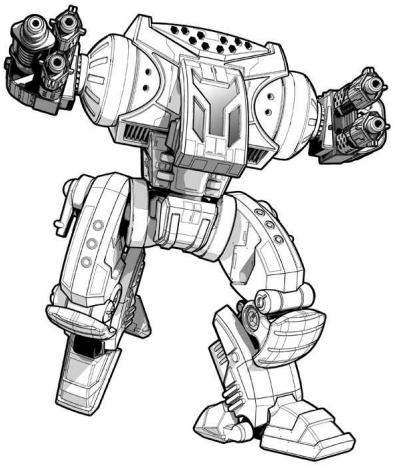
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WARRIOR DATA

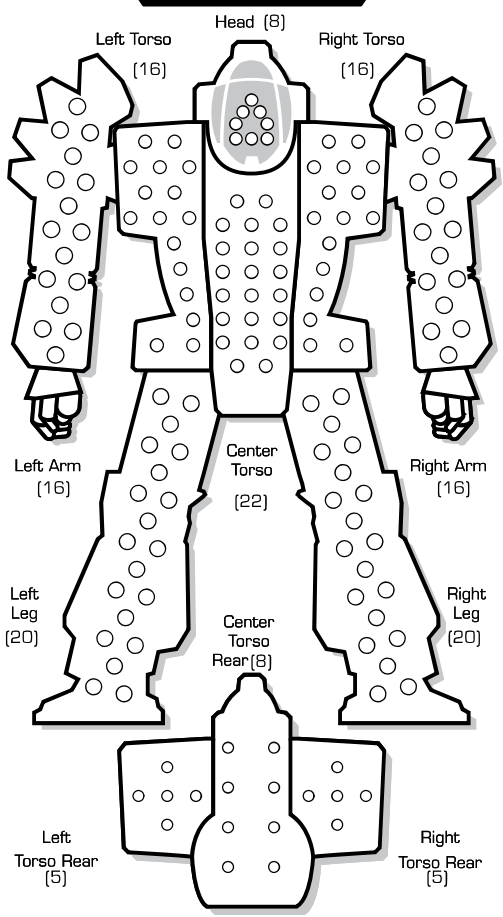
Name: _____

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. 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. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Reflective
5. Reflective
6. Reflective

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel
2. Reflective
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

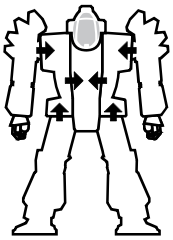
1. Sensors
2. Sensors
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

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. Torso-Mounted Cockpit
6. Sensors

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. Medium Pulse Laser
6. Medium Pulse Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

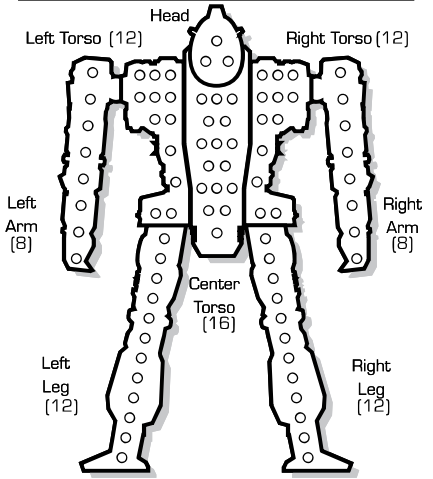
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel
2. Reflective
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

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: Wendigo-VP A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 8

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AP Gauss Rifle	HD	1	3 [DB,AI,X]	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

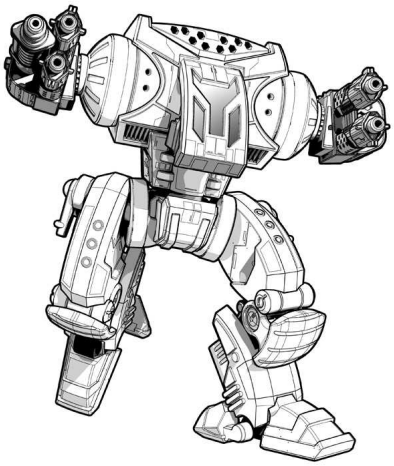
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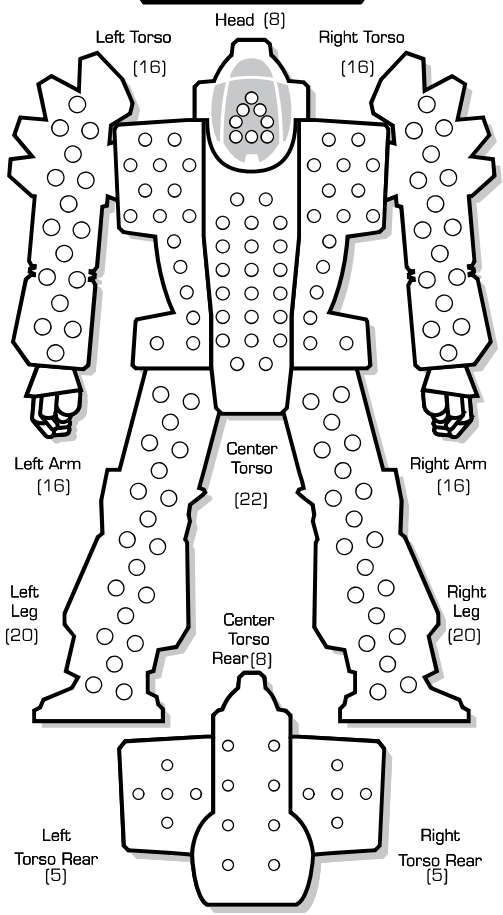
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Large Laser
2. AP Gauss Rifle
3. Reflective
4. Reflective
5. Reflective
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
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. Endo Steel
5. Endo Steel
6. Reflective

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head (CASE)
1. Sensors
2. Sensors
3. AP Gauss Rifle
4. Ammo (AP Gauss) 40
5. Targeting Computer
6. Targeting Computer

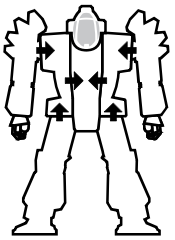
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Torso-Mounted Cockpit
6. Sensors

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Large Laser
2. AP Gauss Rifle
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

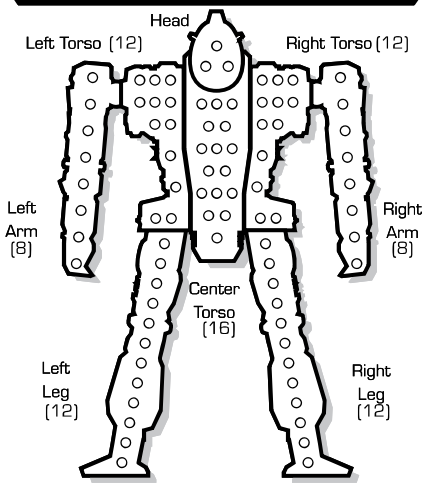
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Endo Steel
5. Endo Steel
6. Reflective

4-6

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+	○○
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: Exhumer EXR-2X

Movement Points:
Walking: 6
Running: 9

Tonnage: 55
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	CT	4	1/Msl [M,C]	—	3	8	15
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

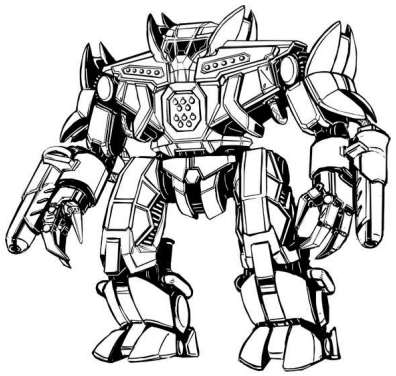
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WARRIOR DATA

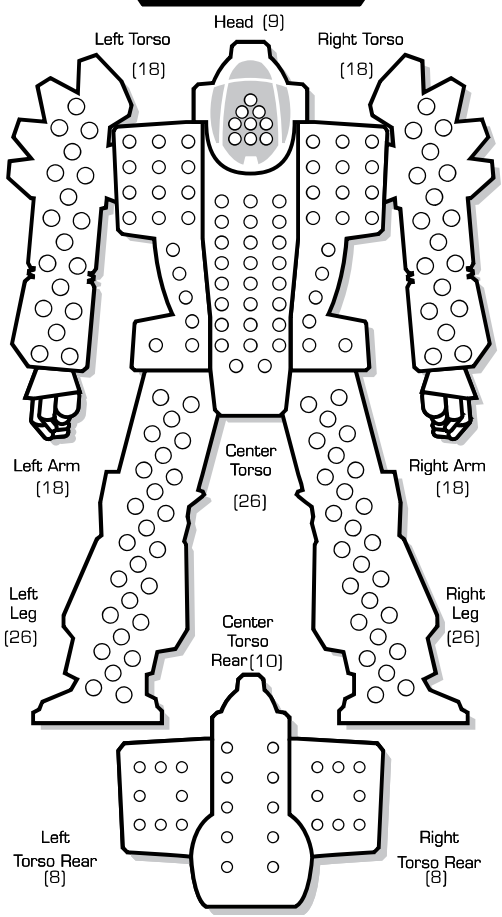
Name: _____

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 Large Laser
6. ER Large Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 5
5. Ammo (LRM 5) 24
6. Ammo (MRM 10) 24

4-6
1. CASE II
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. Ferro-Fibrous
6. Roll Again

Head

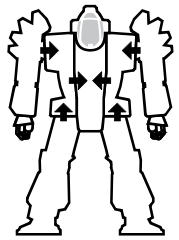
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. MRM 10
6. MRM 10

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. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

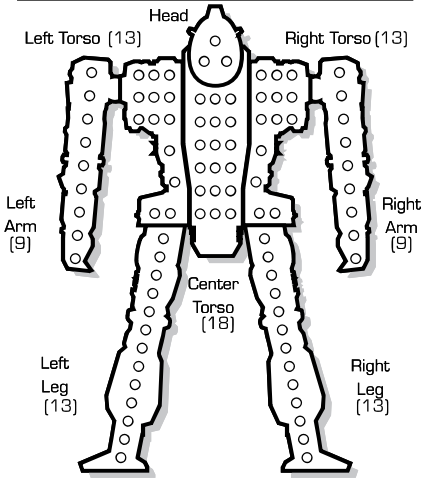
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 5
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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. Ferro-Fibrous
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 (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: Exhumer EXR-3P

Movement Points:
Walking: 6 [7]
Running: 9 [11]

Tonnage: 55
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

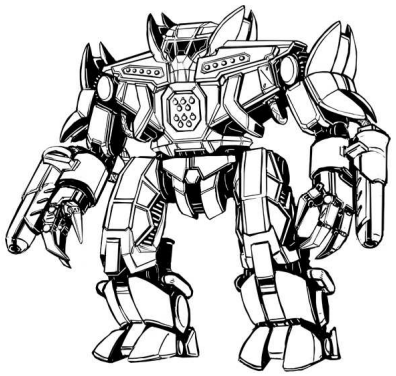
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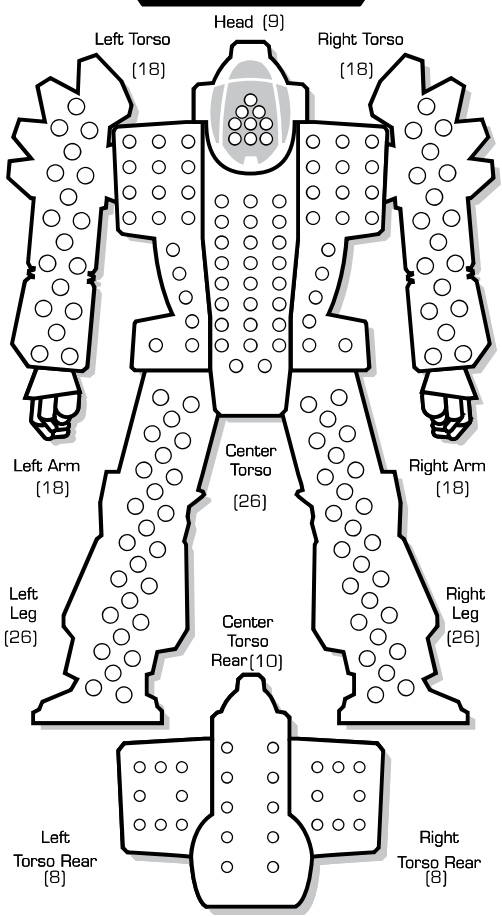
Name: _____

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. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 2
5. Ammo (SRM 2) 50
6. Ammo (SRM 2) 50

4-6
1. Ammo (SRM 2) 50
2. CASE II
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. Endo Steel

Head

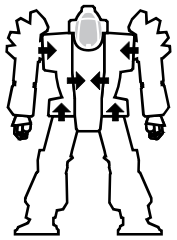
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. SRM 2
6. ER Small 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. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Right Torso

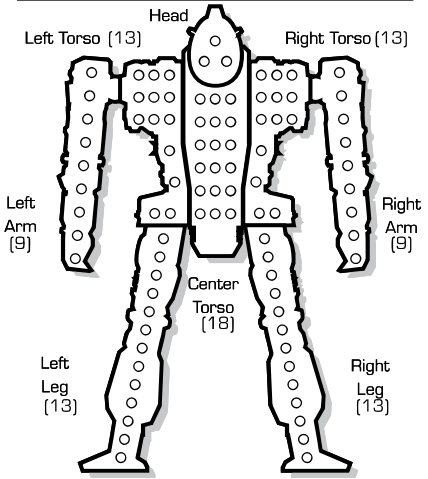
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 2
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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. 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: Hitotsume Kozo HKZ-1F

Movement Points:
- Walking: 6 [7]
- Running: 8 [10]
- Jumping: 4

Tonnage: 55

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

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	Hatchet	RA	—	11	—	—	—	—
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

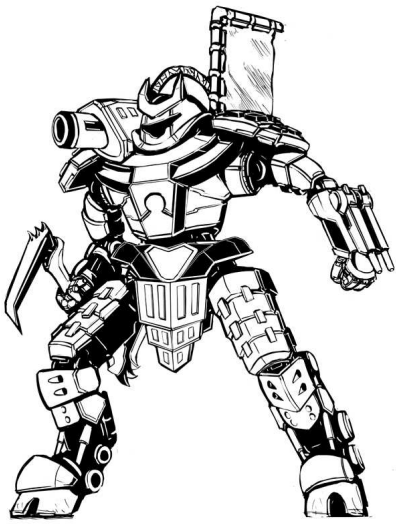
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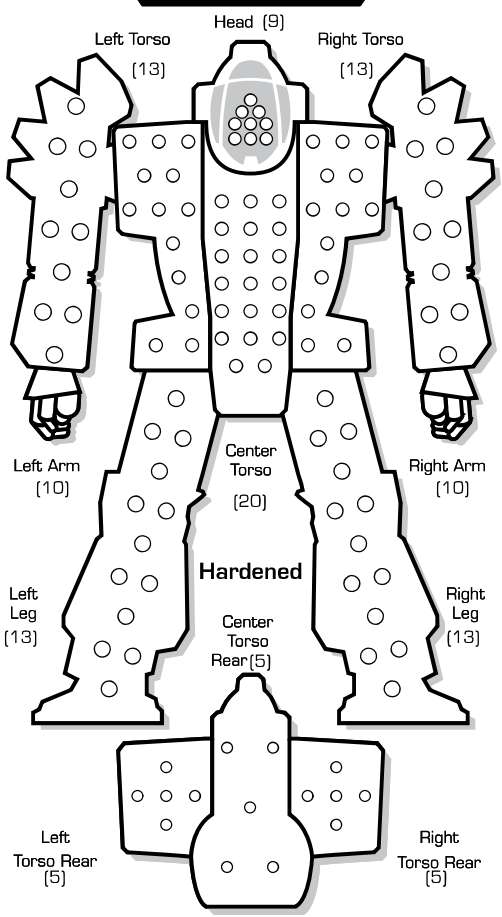
Name: _____

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. ER Medium Laser
6. ER Medium Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
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. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

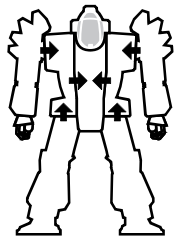
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

4-6
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

1-3
4. Hand Actuator
5. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet

4-6
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

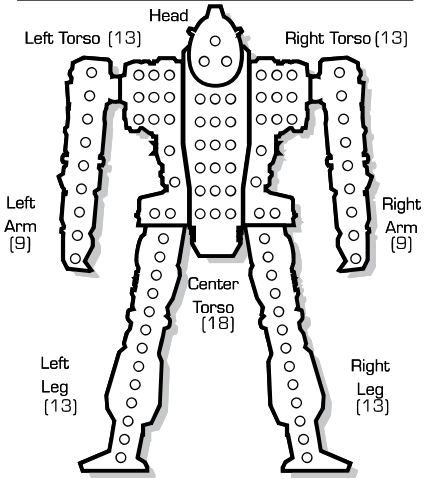
1-3
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Heavy PPC

1. Heavy PPC
2. Heavy PPC

4-6
3. Heavy PPC
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	12 (24) 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: Hitotsume Kozo HKZ-1P

Movement Points:
- Walking: 5 [6]
- Running: 7 [8]
- Jumping: 4

Tonnage: 55

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

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	Hatchet	RA	—	11	—	—	—	—
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

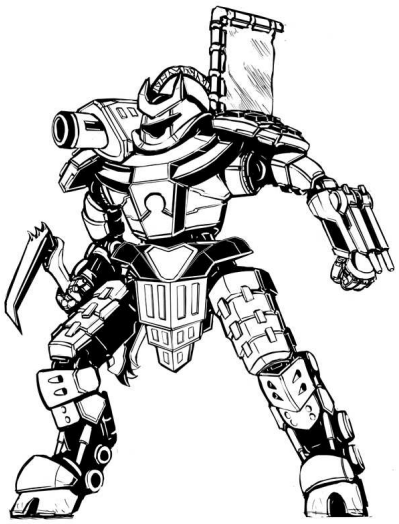
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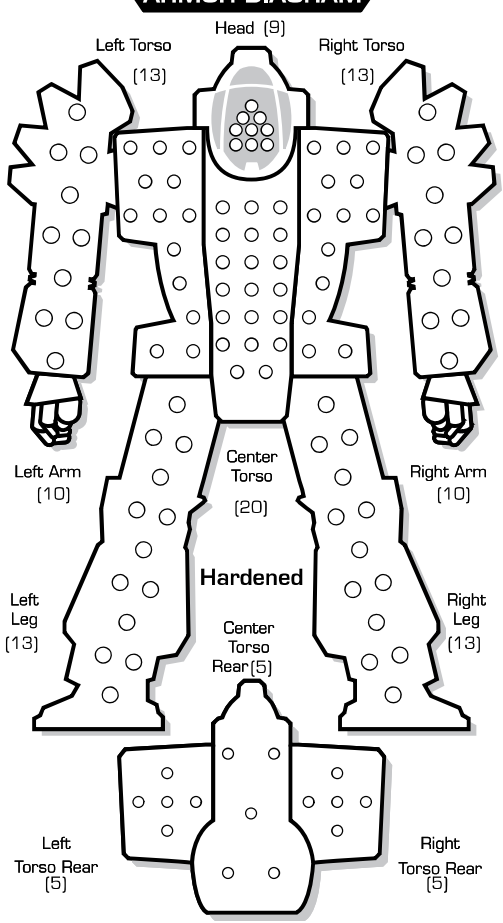
Name: _____

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 Pulse Laser
6. Medium Pulse Laser

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Ammo (Ultra AC/10) 10

1-3

1. Ammo (Ultra AC/10) 10
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. XL Gyro
5. XL Gyro
6. XL Gyro

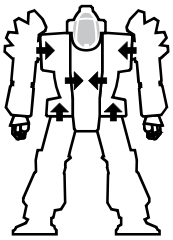
1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. Hatchet
6. Hatchet

1-3

1. Hatchet
2. Hatchet
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Ultra AC/10

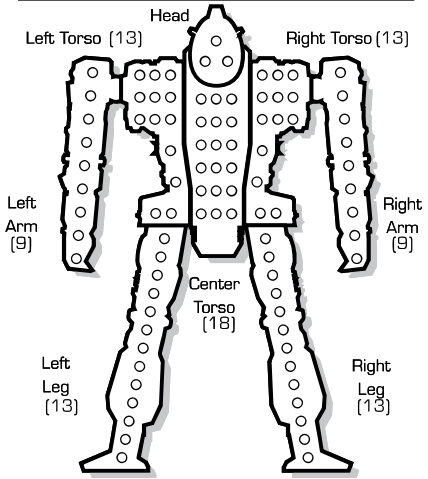
1-3

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 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: Dragon II DRG-11K

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	CT/LT	10	20 [AE,S,F]	—	1	2	8
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

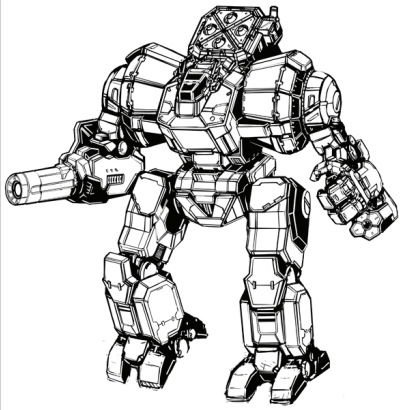
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WARRIOR DATA

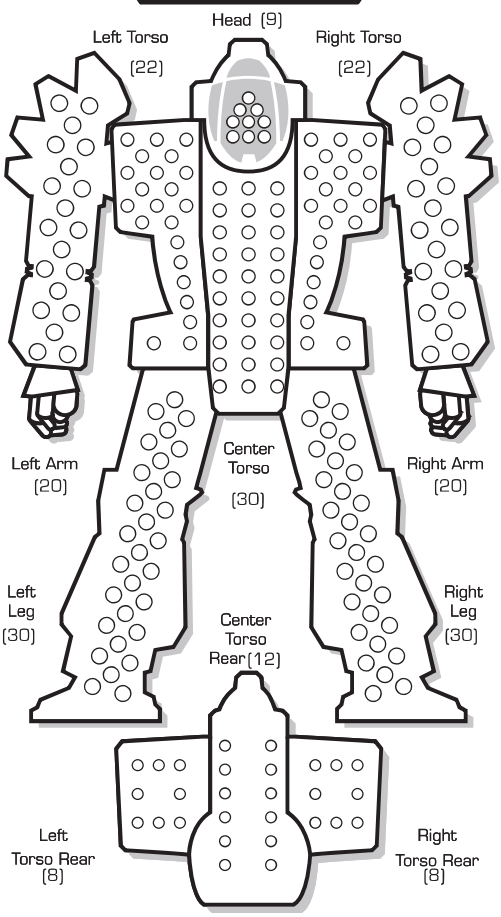
Name: _____

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. Medium X-Pulse Laser
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

1-3
1. Arrow IV
2. Arrow IV
3. Arrow IV
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

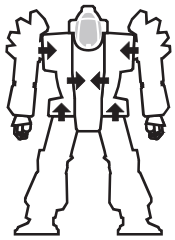
1. Life Support
2. Sensors
3. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Fusion Engine

4-6
1. Fusion Engine
2. Fusion Engine
3. Arrow IV
4. Arrow IV
5. Arrow IV
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. 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

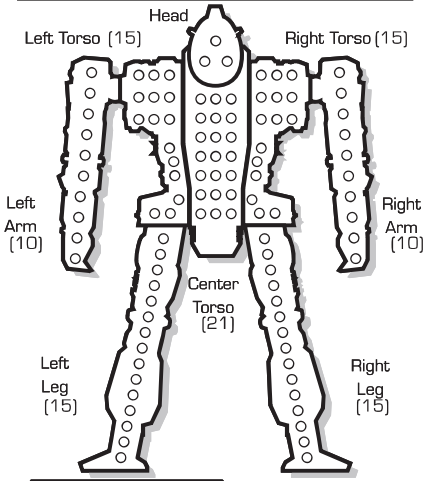
1-3
1. Ammo (Arrow IV) 5
2. Ammo (Arrow IV) 5
3. Ammo (Arrow IV Cluster) 5
4. CASE II
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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: Dragon II DRG-11R

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 65
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV (Clan)	CT/LT	10	20 [AE,S,F]	—	1	2	9
1	B-Pod	CT	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser (Clan)	LA	4	7 [P]	—	4	8	12

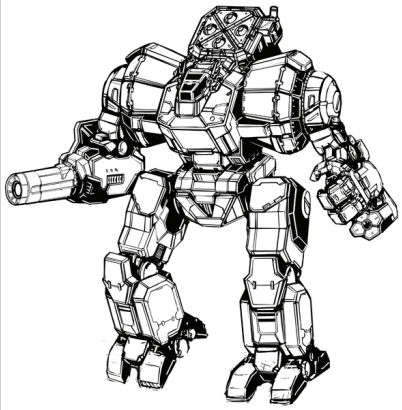
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WARRIOR DATA

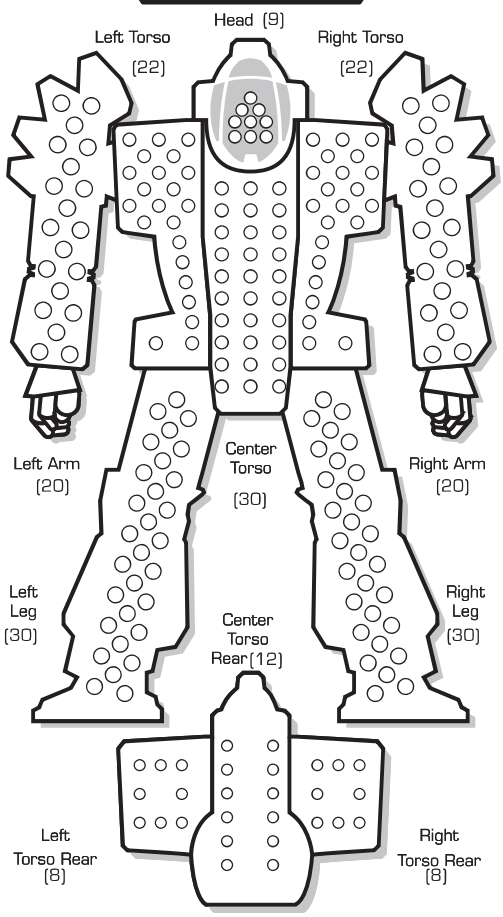
Name: _____

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. Medium Pulse Laser (Clan)
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

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Arrow IV (Clan)
5. Arrow IV (Clan)
6. Arrow IV (Clan)

4-6
1. Arrow IV (Clan)
2. Arrow IV (Clan)
3. Arrow IV (Clan)
4. Arrow IV (Clan)
5. Arrow IV (Clan)
6. Arrow IV (Clan)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

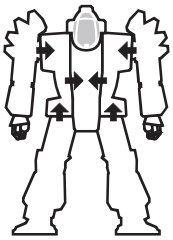
1. Life Support
2. Sensors
3. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

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. Arrow IV (Clan)
4. Arrow IV (Clan)
5. Arrow IV (Clan)
6. B-Pod

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. ER PPC (Clan)
5. ER PPC (Clan)
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

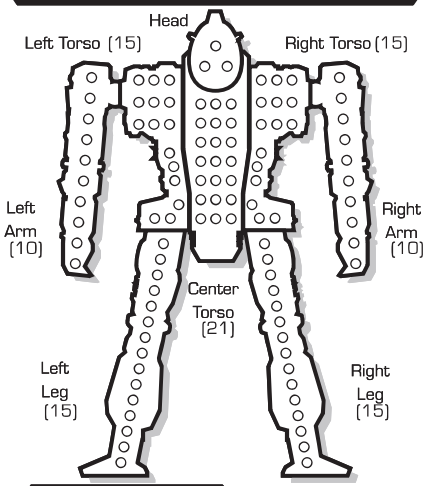
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Arrow IV) 5
5. Ammo (Arrow IV) 5
6. Ammo (Arrow IV Cluster) 5

4-6
1. MASC
2. MASC
3. MASC
4. CASE II
5. Light Ferro-Fibrous
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: Shiro SH-1V

Movement Points:
Walking: 5
Running: 7

Tonnage: 75
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
2	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Sword	RA	—	9	—	—	—	—
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	9	18	27

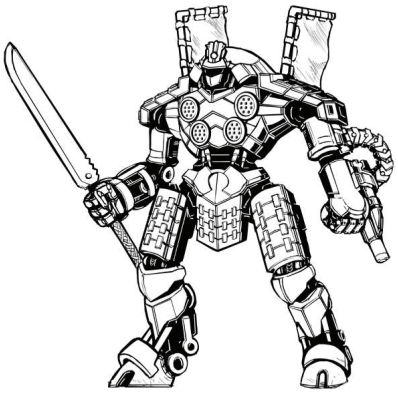
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WARRIOR DATA

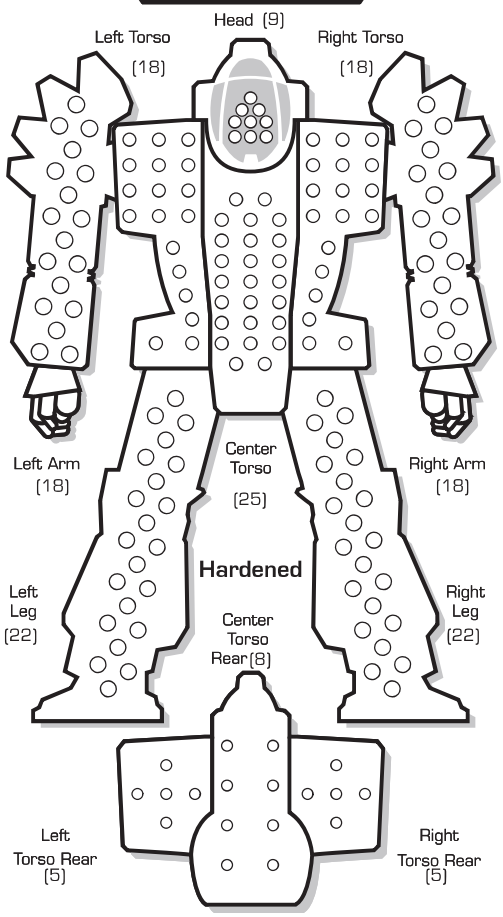
Name: _____

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. LB 2-X AC
6. LB 2-X AC

4-6
1. LB 2-X AC
2. LB 2-X AC
3. Ammo (LB 2-X) 45
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. LRM 10 (Clan)
5. LRM 10 (Clan)
6. Guardian ECM Suite

4-6
1. Guardian ECM Suite
2. Endo Steel
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. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

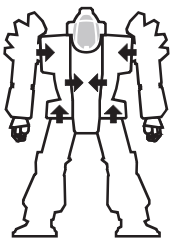
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Sword
6. Sword

4-6
1. Sword
2. Sword
3. Sword
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

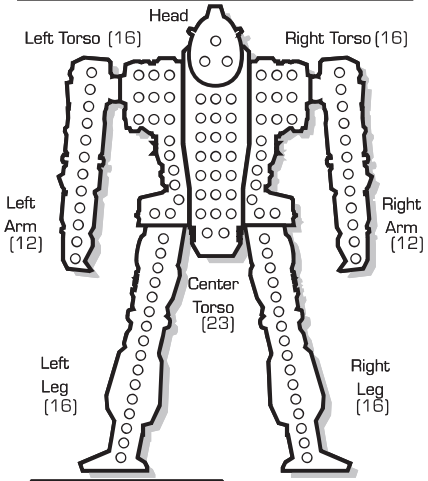
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 10 (Clan)
5. LRM 10 (Clan)
6. Ammo (LRM 10) 12

4-6
1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
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. 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: Shiro SH-2P

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
2	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Sword	RA	—	9	—	—	—	—
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

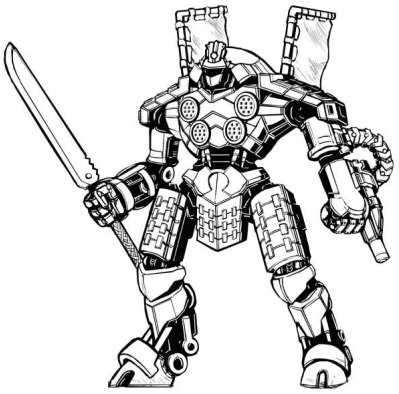
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WARRIOR DATA

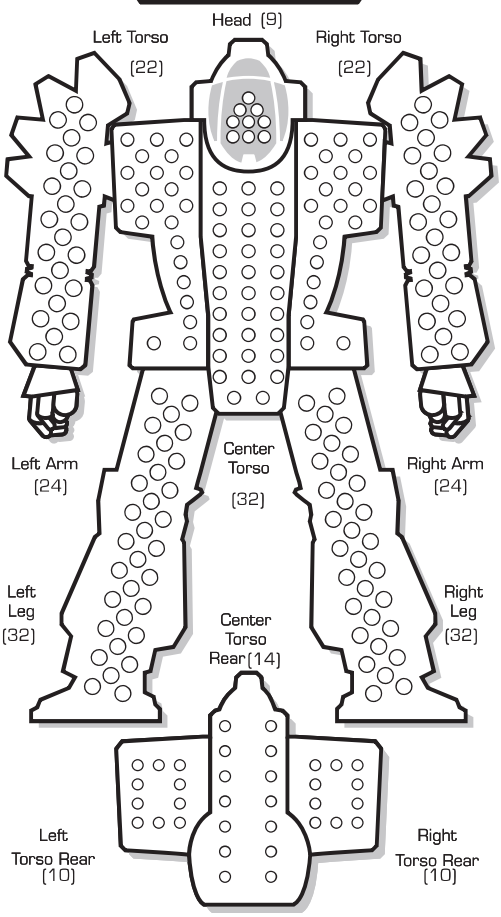
Name: _____

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 PPC (Clan)
	6. ER PPC (Clan)
4-6	1. Endo Steel
	2. Endo Steel
	3. Ballistic-Reinforced
	4. Ballistic-Reinforced
	5. Ballistic-Reinforced
	6. Ballistic-Reinforced

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. LRM 10 (Clan)
	5. LRM 10 (Clan)
	6. Coolant Pod
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Ballistic-Reinforced
	5. Ballistic-Reinforced
	6. Ballistic-Reinforced

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Endo Steel
6.	Endo Steel

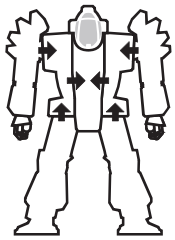
Head

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. XL Gyro
	5. XL Gyro
	6. XL Gyro
4-6	1. XL Gyro
	2. XL Gyro
	3. XL Gyro
	4. XL Fusion Engine
	5. XL Fusion Engine
	6. XL 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. Sword
	6. Sword
4-6	1. Sword
	2. Sword
	3. Sword
	4. Endo Steel
	5. Endo Steel
	6. Ballistic-Reinforced

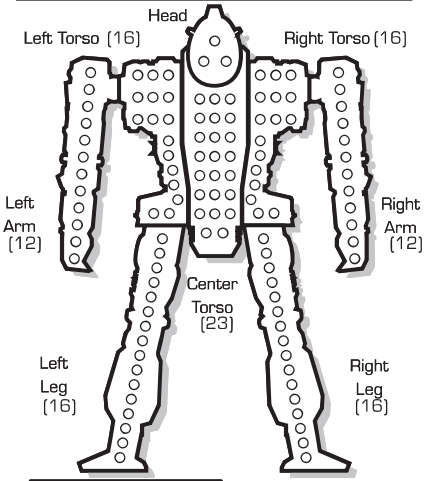
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. LRM 10 (Clan)
	5. LRM 10 (Clan)
	6. Ammo (LRM 10) 12
4-6	1. Ammo (LRM 10) 12
	2. Ammo (LRM 10) 12
	3. Endo Steel
	4. Endo Steel
	5. Ballistic-Reinforced
	6. Ballistic-Reinforced

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: Hatamoto-Suna HTM-30S

Movement Points:
Walking: 3
Running: 5

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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	MRM 20 w/Apollo FCS	RT	6	1/Msl [M,C]	—	3	8	15
1	MRM 20 w/Apollo FCS	LT	6	1/Msl [M,C]	—	3	8	15
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

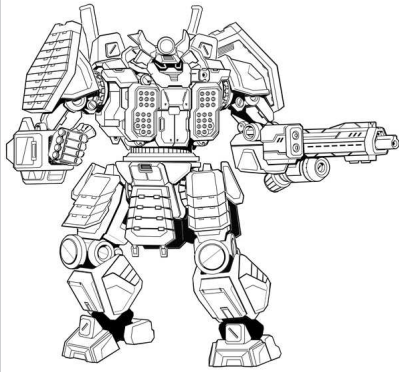
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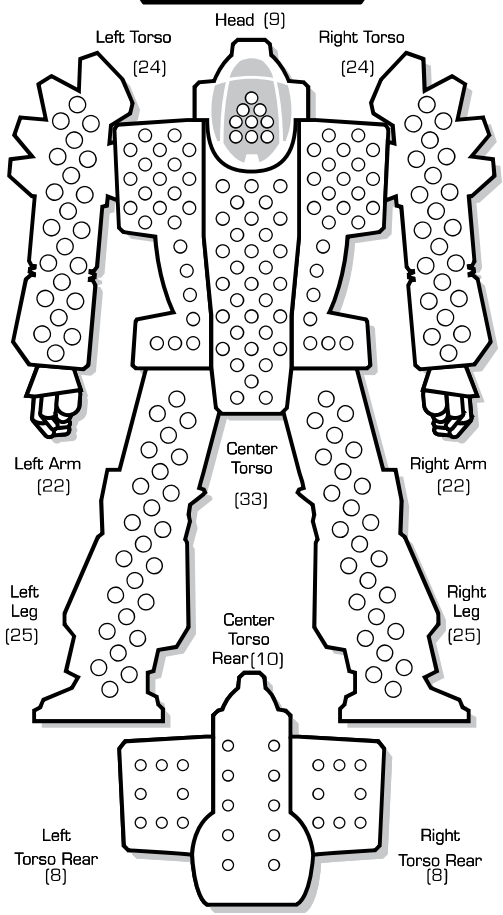
Name: _____

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. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. Roll Again
6. Roll Again

Left Torso

1-3
1. MRM 20
2. MRM 20
3. MRM 20
4. MRM Apollo FCS
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6
1. Ammo (Gauss) 8
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. Ballistic-Reinforced
6. Ballistic-Reinforced

Head

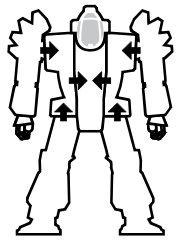
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. 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. Ballistic-Reinforced
6. Ballistic-Reinforced

4-6
1. Ballistic-Reinforced
2. Ballistic-Reinforced
3. Ballistic-Reinforced
4. Ballistic-Reinforced
5. Roll Again
6. Roll Again

Right Torso

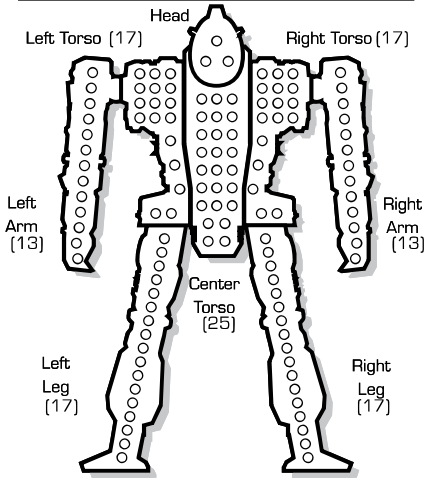
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MRM 20
5. MRM 20
6. MRM 20

4-6
1. MRM Apollo FCS
2. Ammo (MRM 20) 12
3. Ammo (MRM 20) 12
4. Ammo (MRM 20) 12
5. CASE
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ballistic-Reinforced
6. Ballistic-Reinforced

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: Hatamoto-Godai HTM-30Z

Movement Points:
Walking: 3
Running: 5

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	C³ Boosted Master	RT	0	[E]	—	5	9	15
1	Laser AMS (Clan)	RT	5	— [PD]	—	—	—	—
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	C³ Boosted Master	LT	0	[E]	—	5	9	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Extended LRM 15	LA	8	1/Msl [M,C,S]	10	12	22	38

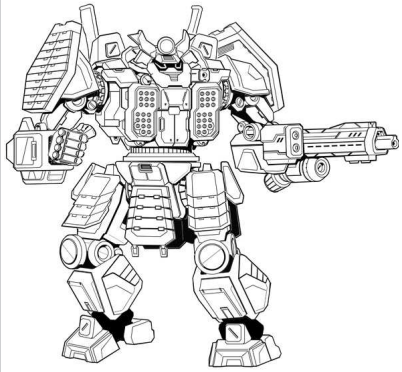
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WARRIOR DATA

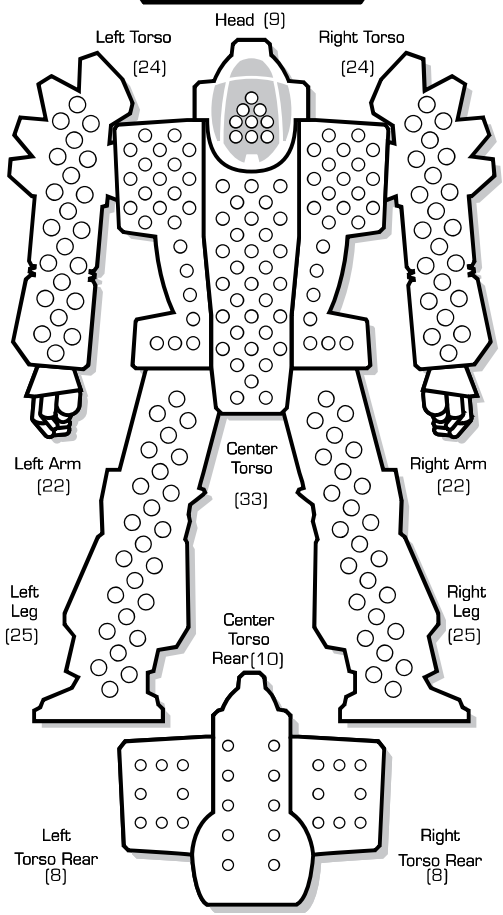
Name: _____

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. Extended LRM 15
5. Extended LRM 15
6. Extended LRM 15

1. Extended LRM 15
2. Extended LRM 15
3. Extended LRM 15

4-6
4. Ammo (ELRM 15) 6
5. Ammo (ELRM 15) 6
6. Ammo (ELRM 15) 6

Left Torso
1-3
1. C³ Boosted Master
2. C³ Boosted Master
3. C³ Boosted Master
4. C³ Boosted Master
5. C³ Boosted Master
6. C³ Boosted Master

4-6
1. Bloodhound Active Probe
2. Bloodhound Active Probe
3. Bloodhound Active Probe
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ballistic-Reinforced
6. Ballistic-Reinforced

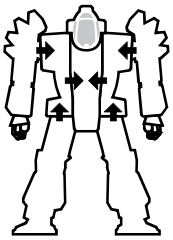
Head
1. Life Support
2. Sensors
3. O Command Console
4. O Command Console
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. 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
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser (Clan)
6. ER Medium Laser (Clan)

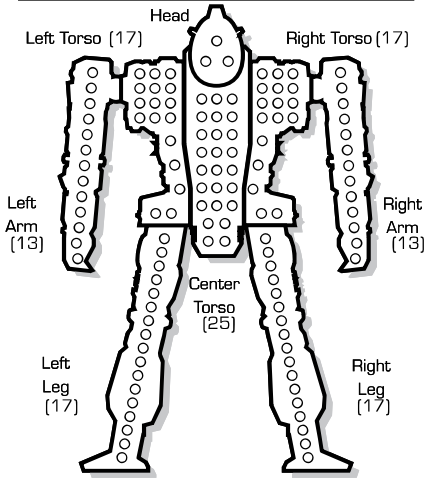
4-6
1. Ballistic-Reinforced
2. Ballistic-Reinforced
3. Ballistic-Reinforced
4. Ballistic-Reinforced
5. Ballistic-Reinforced
6. Ballistic-Reinforced

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. C³ Boosted Master
5. C³ Boosted Master
6. C³ Boosted Master

4-6
1. C³ Boosted Master
2. C³ Boosted Master
3. C³ Boosted Master
4. Laser AMS (Clan)
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ballistic-Reinforced
6. Ballistic-Reinforced

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: Tenshi TN-10-O

Movement Points:
Walking: 3
Running: 5 [6]

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
5	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Rocket Launcher 10	RL	3	1/Msl [M,C]	—	5	11	18
1	Rocket Launcher 10	LL	3	1/Msl [M,C]	—	5	11	18

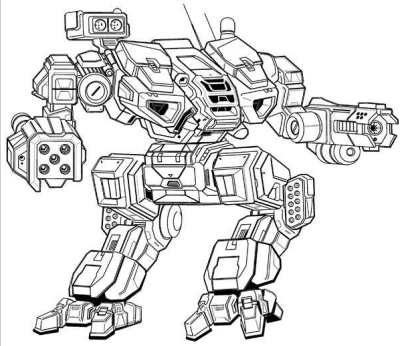
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WARRIOR DATA

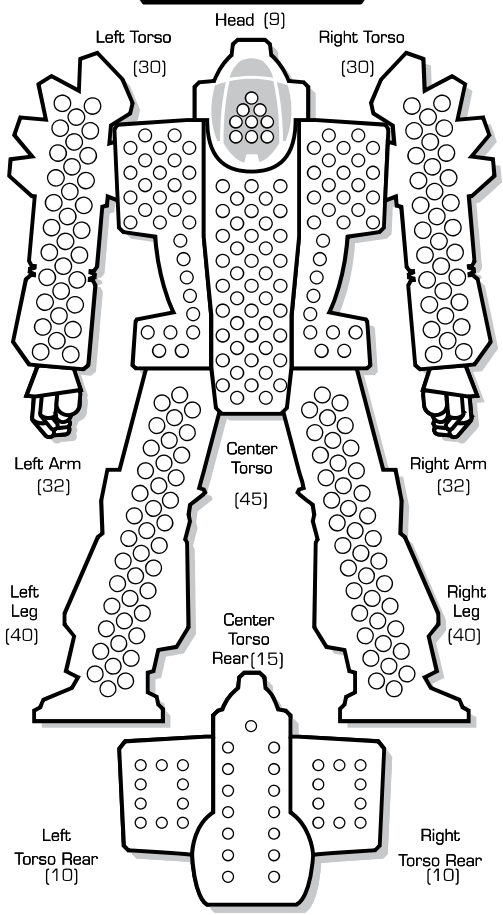
Name: _____

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. 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. Ammo (Gauss) 8
6. Ammo (Gauss) 8

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. Guardian ECM Suite
4. Guardian ECM Suite
5. Endo-Composite
6. Endo-Composite

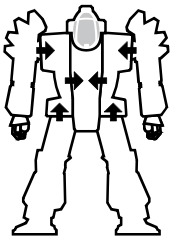
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Rocket Launcher 10
6. Endo-Composite

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Supercharger

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. Light PPC
6. Light PPC

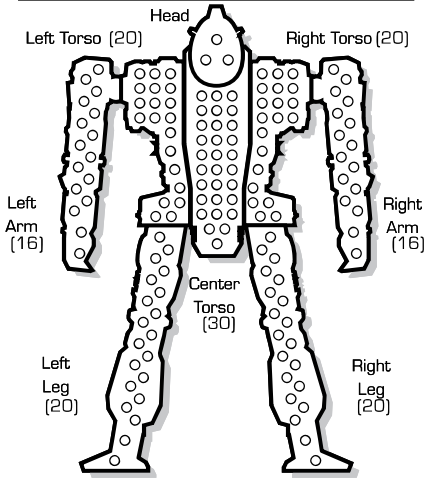
1. Light PPC
2. Light PPC
3. Light PPC
4. Light PPC
5. Light PPC
6. Light PPC

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo-Composite
6. Endo-Composite

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Rocket Launcher 10
6. Endo-Composite

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
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: Tenshi TN-10-OA

Movement Points:
Walking: 3
Running: 5

Tonnage: 95
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large VSP Laser	CT	10	11/9/7 [P,V]	—	4	8	15
1	MRM 30 w/Apollo FCS	LT	10	1/Msl [M,C]	—	3	8	15
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15

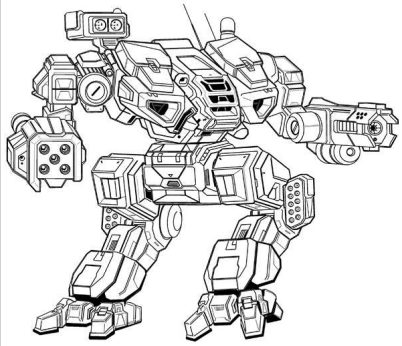
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WARRIOR DATA

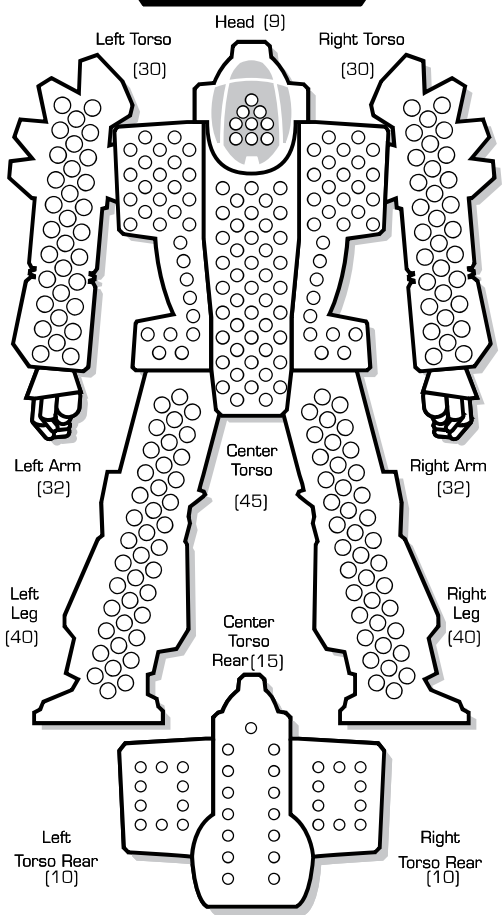
Name: _____

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. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. MRM 30
4. MRM 30
5. MRM 30
6. MRM 30

1. MRM 30
2. MRM Apollo FCS
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Coolant Pod
6. Endo-Composite

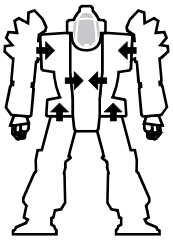
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1. Light Fusion Engine
2. Light Fusion Engine
3. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP 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. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

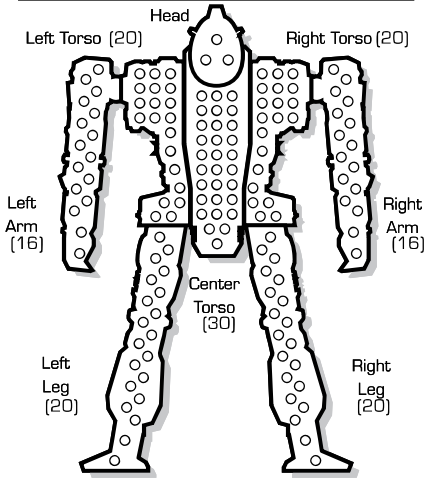
1. Double Heat Sink
2. Double Heat Sink
3. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ammo (MRM 30) 8

1. Ammo (MRM 30) 8
2. CASE II
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Coolant Pod
6. Endo-Composite

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

'MECH DATA

Type: Tenshi TN-10-OB

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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	Medium Pulse Laser	LT	4	6 [P]	–	2	4	6
1	Streak SRM 6	RA	4	2/Msl [M,C]	–	3	6	9
1	TSEMP Cannon	RA	10	0 [DE,X]	–	5	10	15
1	Streak SRM 6	LA	4	2/Msl [M,C]	–	3	6	9
1	TSEMP Cannon	LA	10	0 [DE,X]	–	5	10	15

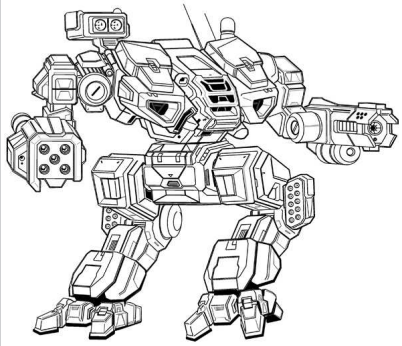
BV: 3,002

WARRIOR DATA

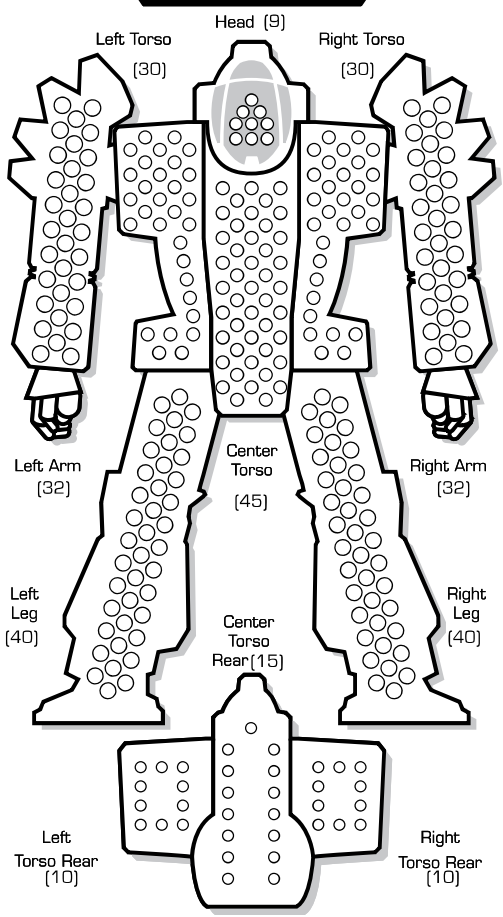
Name: _____

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. Streak SRM 6

1. Streak SRM 6
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Ammo (Streak SRM 6) 15
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

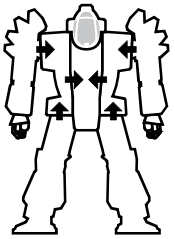
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo-Composite

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
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. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Streak SRM 6

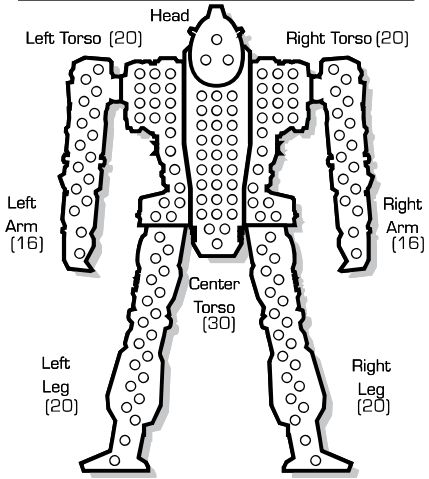
1. Streak SRM 6
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
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. Ammo (Streak SRM 6) 15
5. Endo-Composite
6. Endo-Composite

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo-Composite

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

'MECH DATA

Type: Tenshi TN-10-OR

Movement Points:
Walking: 3
Running: 5

Tonnage: 95
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Extended LRM 20	RT	10	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 20	LT	10	1/Msl [M,C,S]	10	12	22	38
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

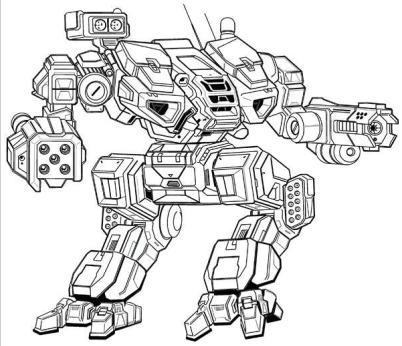
BV: 2,237

WARRIOR DATA

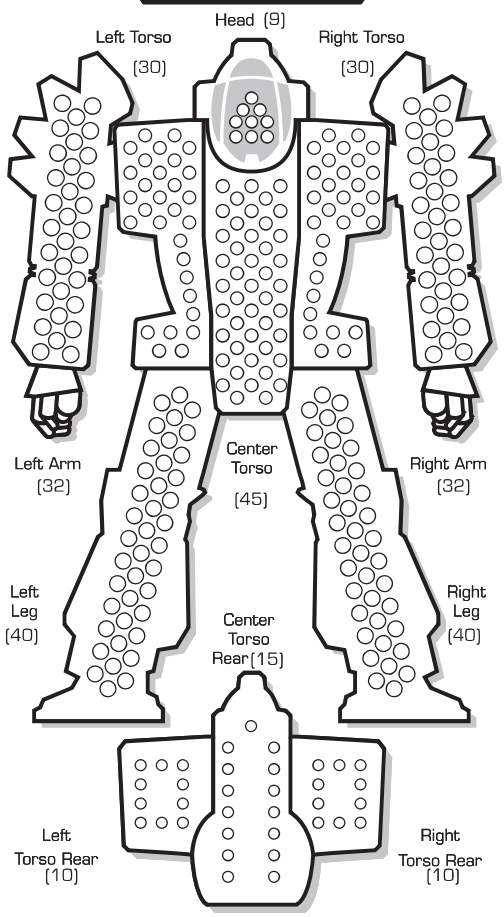
Name: _____

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. ER Medium Laser (Clan)
4. ER Medium Laser (Clan)
5. Ammo (ELRM 20) 4
6. Ammo (ELRM 20) 4

1. Ammo (ELRM 20) 4
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. Extended LRM 20
4. Extended LRM 20
5. Extended LRM 20
6. Extended LRM 20

1. Extended LRM 20
2. Extended LRM 20
3. Extended LRM 20
4. Extended LRM 20
5. Endo-Composite
6. Endo-Composite

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Roll Again

Head

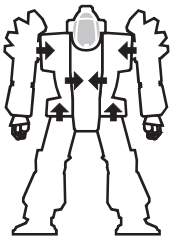
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium 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. ER Medium Laser (Clan)
4. ER Medium Laser (Clan)
5. Ammo (ELRM 20) 4
6. Ammo (ELRM 20) 4

1. Ammo (ELRM 20) 4
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

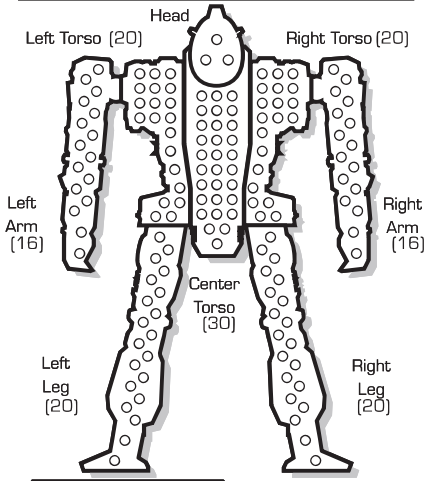
1. Light Fusion Engine
2. Light Fusion Engine
3. Extended LRM 20
4. Extended LRM 20
5. Extended LRM 20
6. Extended LRM 20

1. Extended LRM 20
2. Extended LRM 20
3. Extended LRM 20
4. Extended LRM 20
5. Endo-Composite
6. Endo-Composite

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
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 (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™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Koroshiya KOS-1A

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 95
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

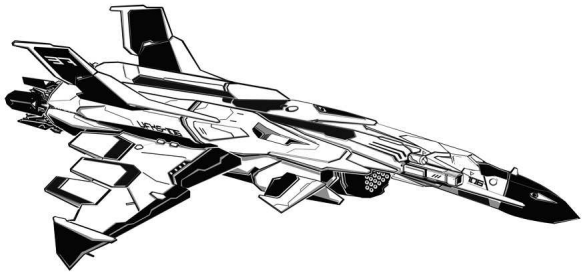
Weapons & Equipment Inventory

Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Heavy PPC [DE]	N	15	15	15	–	–
1	MRM 40 [M,C] w/Apollo FCS	N	12	24	24	–	–
1	Angel ECM Suite [E]	A	0	–	–	6	–

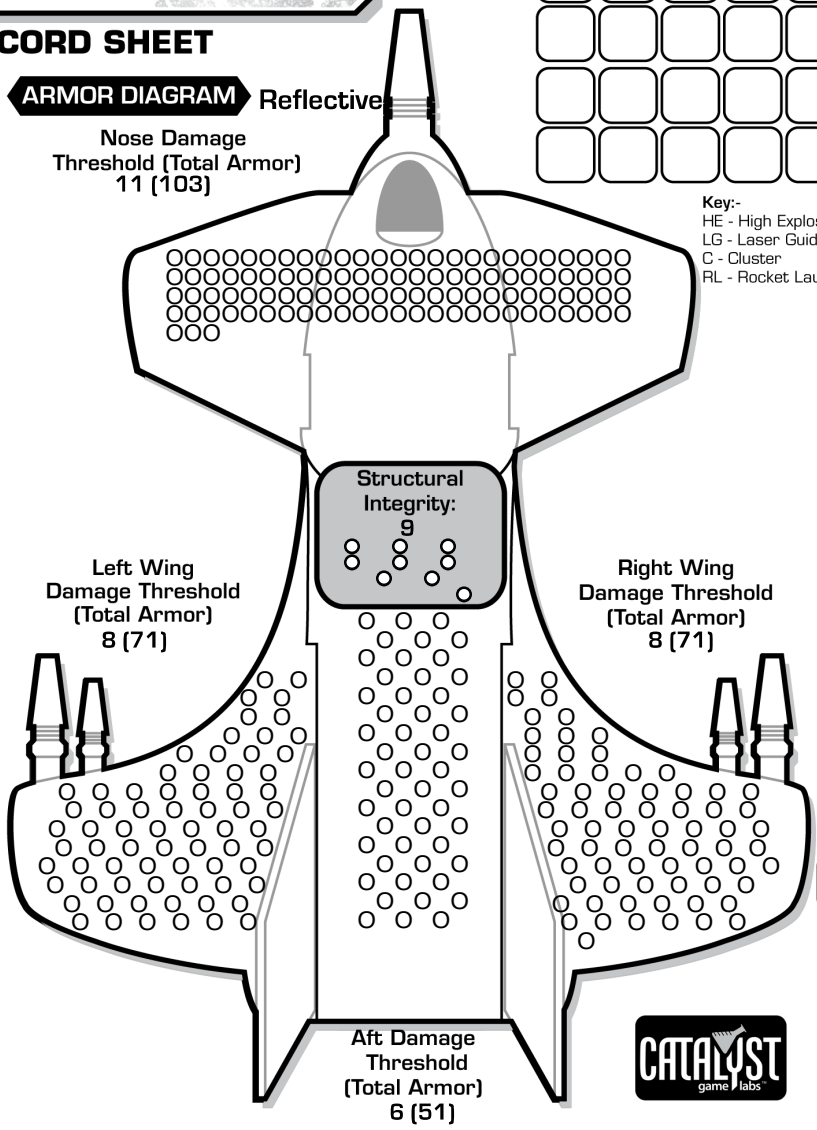
Ammo: (MRM 40) 12
Fuel: 400 Points

BV: 2,877



ARMOR DIAGRAM

Reflective



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: 21 (42) 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 SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Oo-Suzumebachi

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 170
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

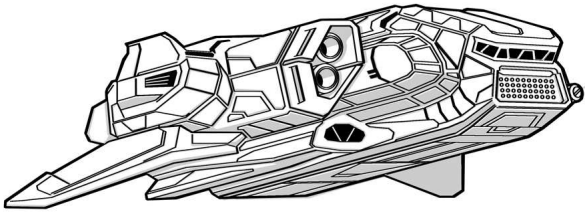
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	MRM 40 [M,C] w/Apollo FCS	N	12	24	24	–	–
3	AMS [DB,PD]	LS	1	–	–	–	–
3	AMS [DB,PD]	RS	1	–	–	–	–
2	ER Medium Laser [DE]	A	5	5	5	–	–

Cargo:
Infantry Compartment (12 tons)
Cargo Space - 1 tons (1 door)

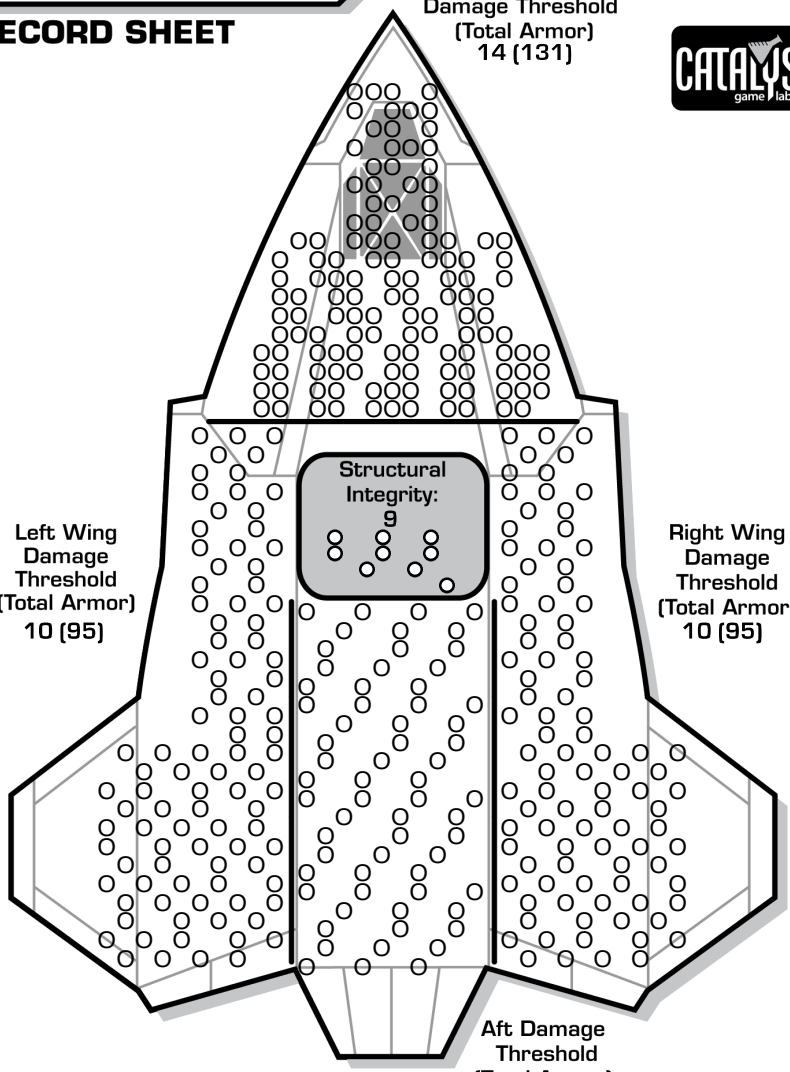
Ammo: (AMS) 48, (MRM 40) 12
Fuel: 800 Points

BV: 1,750



ARMOR DIAGRAM

Standard Scale



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: 8 (16) Double

O O O O O O O O O O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

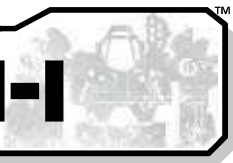
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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FEDERATED SUNS

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: PAB-28 **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

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

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

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 119/23

BATTLE ARMOR: SQUAD 2

Type: PAB-28 **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

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

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

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 119/23

BATTLE ARMOR: SQUAD 3

Type: PAB-28 **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

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

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

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 119/23

BATTLE ARMOR: SQUAD 4

Type: PAB-28 **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

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

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

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 119/23

BATTLE ARMOR: SQUAD 5

Type: PAB-28 **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

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

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

1 ○○○
2 ○○○
3 ○○○
4 ○○○

BV: 119/23

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Sea Fox **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 1 **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Cutting Torch	[E]	—	—	—	—
Light Machine Gun (Body)	1 [DB,AI]	—	2	4	6
Mechanical Jump Booster	[E]	—	—	—	—
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)

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

BV: 130/25

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○

BATTLE ARMOR: SQUAD 2

Type: Sea Fox **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 1 **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Cutting Torch	[E]	—	—	—	—
Light Machine Gun (Body)	1 [DB,AI]	—	2	4	6
Mechanical Jump Booster	[E]	—	—	—	—
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)

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

BV: 130/25

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○

BATTLE ARMOR: SQUAD 3

Type: Sea Fox **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 1 **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Cutting Torch	[E]	—	—	—	—
Light Machine Gun (Body)	1 [DB,AI]	—	2	4	6
Mechanical Jump Booster	[E]	—	—	—	—
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)

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

BV: 130/25

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○

BATTLE ARMOR: SQUAD 4

Type: Sea Fox **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 1 **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Cutting Torch	[E]	—	—	—	—
Light Machine Gun (Body)	1 [DB,AI]	—	2	4	6
Mechanical Jump Booster	[E]	—	—	—	—
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)

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

BV: 130/25

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○

BATTLE ARMOR: SQUAD 5

Type: Sea Fox **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 1 **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Cutting Torch	[E]	—	—	—	—
Light Machine Gun (Body)	1 [DB,AI]	—	2	4	6
Mechanical Jump Booster	[E]	—	—	—	—
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)

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

BV: 130/25

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: Fusilier — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Magshot	2 [DB]	–	3	6	9

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

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑
BV: 348/67

BATTLE ARMOR: SQUAD 2

Type: Fusilier — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Magshot	2 [DB]	–	3	6	9

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

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑
BV: 348/67

BATTLE ARMOR: SQUAD 3

Type: Fusilier — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Magshot	2 [DB]	–	3	6	9

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

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑
BV: 348/67

BATTLE ARMOR: SQUAD 4

Type: Fusilier — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Magshot	2 [DB]	–	3	6	9

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

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑
BV: 348/67

BATTLE ARMOR: SQUAD 5

Type: Fusilier — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Magshot	2 [DB]	–	3	6	9

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

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑
BV: 348/67

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: Fusilier (Upgrade) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Plasma Rifle	2 [DE,H]	–	2	4	6

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

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

BV: 382/73

BATTLE ARMOR: SQUAD 2

Type: Fusilier (Upgrade) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Plasma Rifle	2 [DE,H]	–	2	4	6

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

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

BV: 382/73

BATTLE ARMOR: SQUAD 3

Type: Fusilier (Upgrade) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Plasma Rifle	2 [DE,H]	–	2	4	6

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

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

BV: 382/73

BATTLE ARMOR: SQUAD 4

Type: Fusilier (Upgrade) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Plasma Rifle	2 [DE,H]	–	2	4	6

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

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

BV: 382/73

BATTLE ARMOR: SQUAD 5

Type: Fusilier (Upgrade) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Plasma Rifle	2 [DE,H]	–	2	4	6

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

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

BV: 382/73

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kruger Combat Car

Movement Points:
Cruising: 7
Flank: 11
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 10
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12

BV: 429

CREW DATA

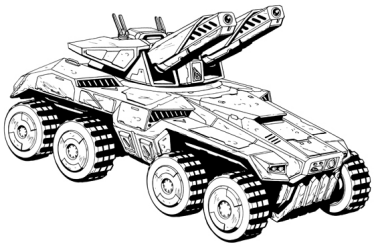
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

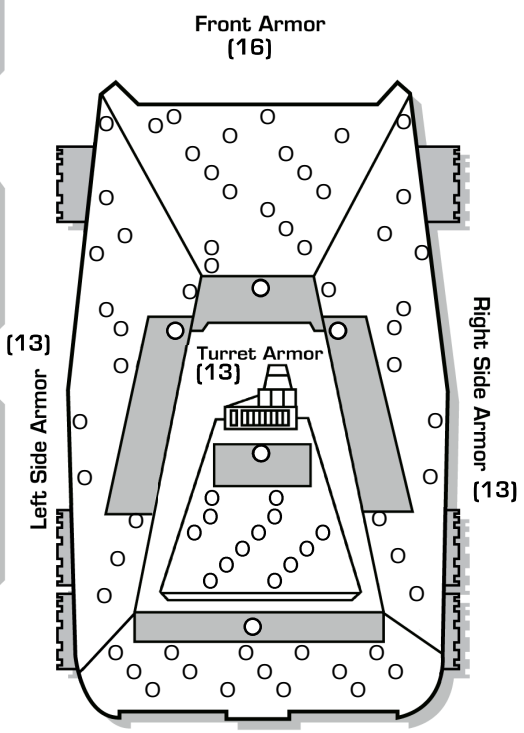
Driver Hit +2
Modifier to Driving Skill rolls

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: Kruger Combat Car (Original)

Movement Points:
Cruising: 7
Flank: 11
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 10
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	T	5 [DE]	—	3	6	9

BV: 336

CREW DATA

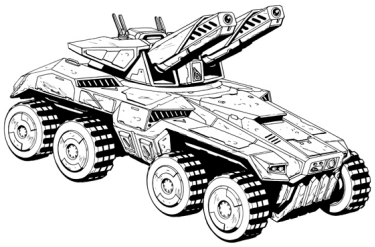
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

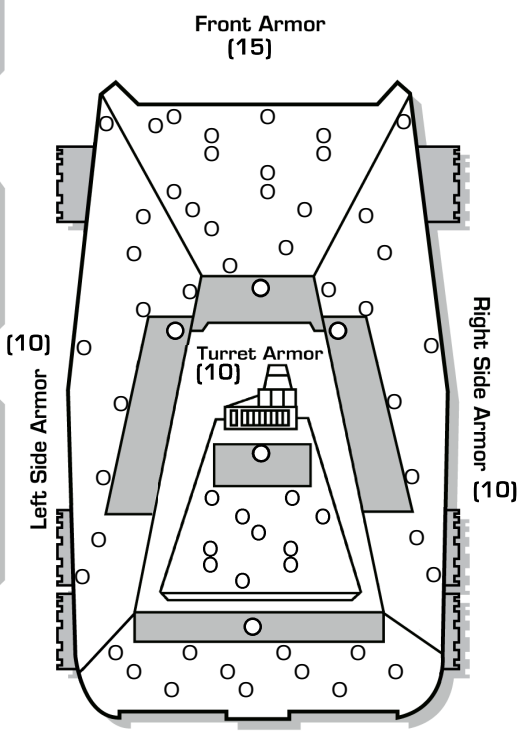
Driver Hit +2
Modifier to Driving Skill rolls

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™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Marten Scout VTOL

Movement Points:
Cruising: 13
Flank: 20
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere
Era: Succession Wars

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	Remote Sensor Dispenser	RR	[E]	–	–	–	–

Infantry Compartment(1 ton)

Ammo: (SRM 2) 50, (Remote Sensors) 30

BV: 179

CREW DATA

Crew: _____

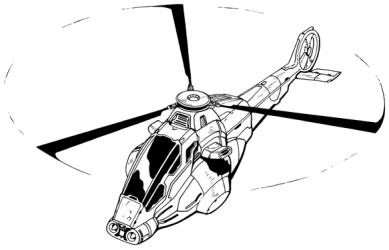
Gunnery Skill: ___ **Driving Skill:** ___

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

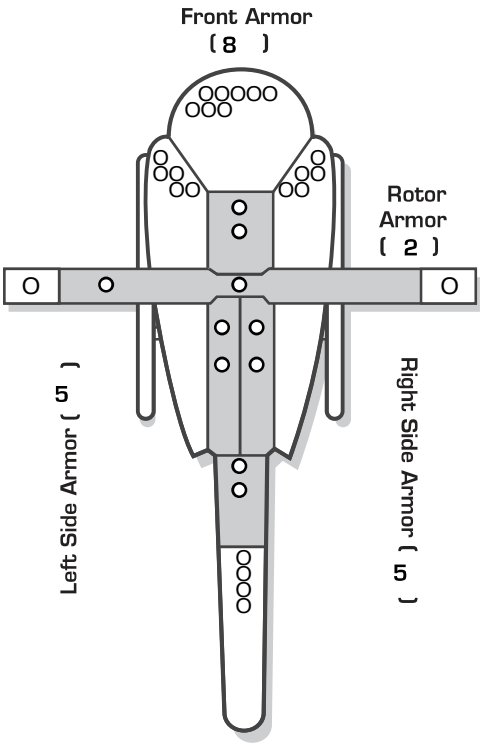
Pilot Hit [+2]
Modifier to Driving Skill rolls

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



CATALYST game labs

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: Marten Scout VTOL (Infantry)

Movement Points:
Cruising: 13
Flank: 20
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser	RR	[E]	–	–	–	–

Infantry Compartment(3 tons)

Ammo: (Remote Sensors) 30

BV: 107

CREW DATA

Crew: _____

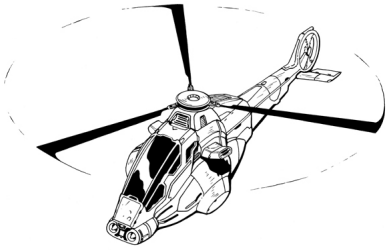
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

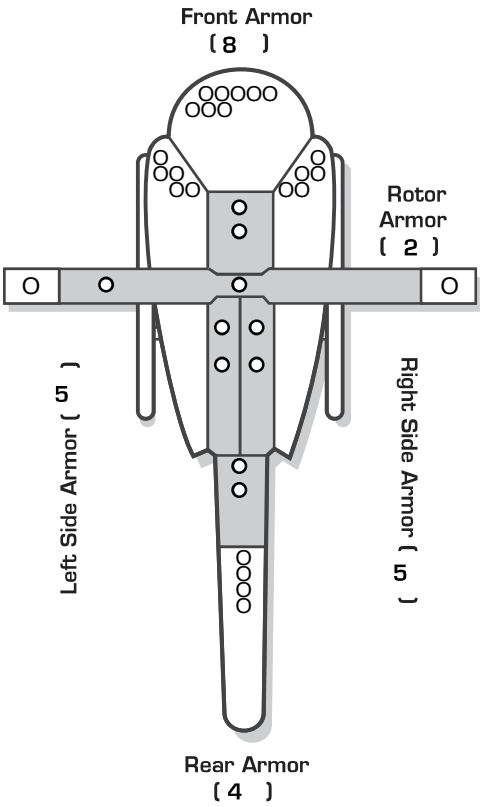
Pilot Hit +2
Modifier to Driving Skill rolls

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



CATALYST game labs

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: JI2A1 Attack APC

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fuel Cell Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

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

Infantry Compartment (4 tons)

Ammo: (SRM 4) 25

BV: 435

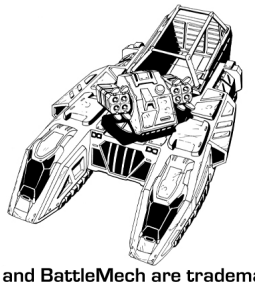
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

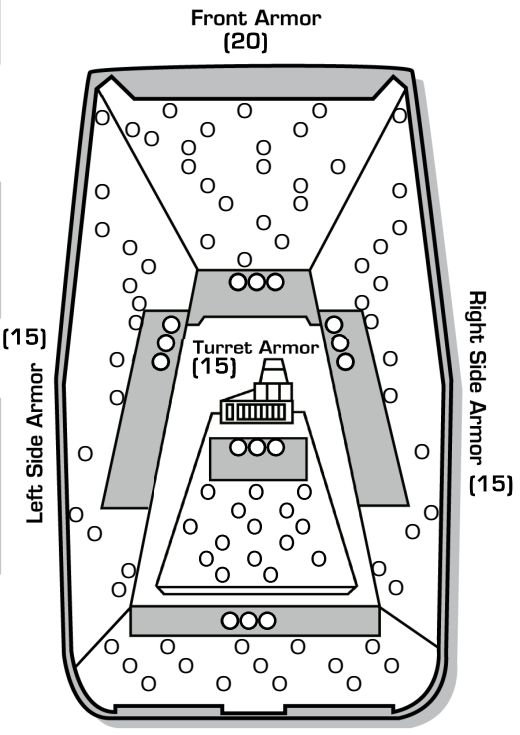
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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

	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: JI2A1 Attack APC (MML)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fuel Cell Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MML 3	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Infantry Compartment (4 tons)

Ammo: (MML 3/SRM) 33, (MML 3/LRM) 40

BV: 396

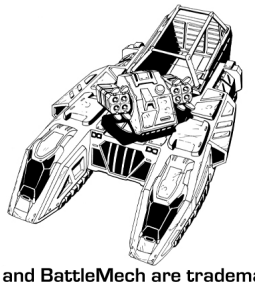
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

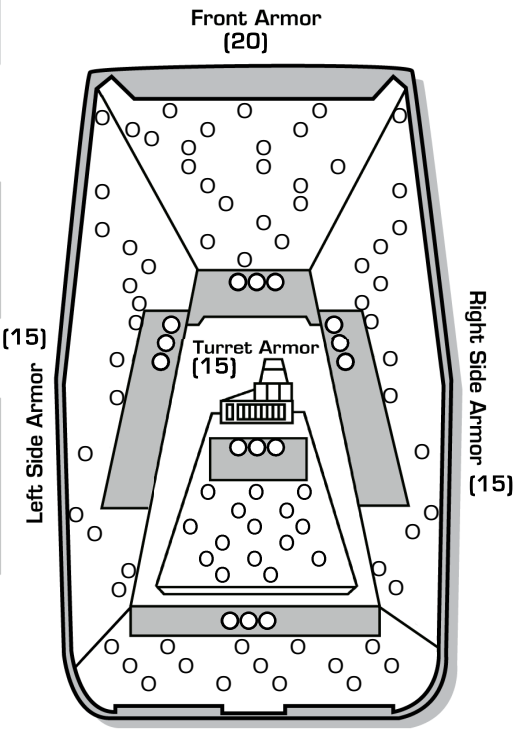
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Hasek Mechanized Combat Vehicle

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: Light Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	PPC	T	10 [DE]	3	6	12	18
1	Small Pulse Laser	T	3 [P,AI]	—	1	2	3

Infantry Compartment (4 tons)

BV: 841

CREW DATA

Crew: _____

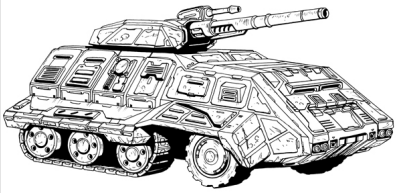
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

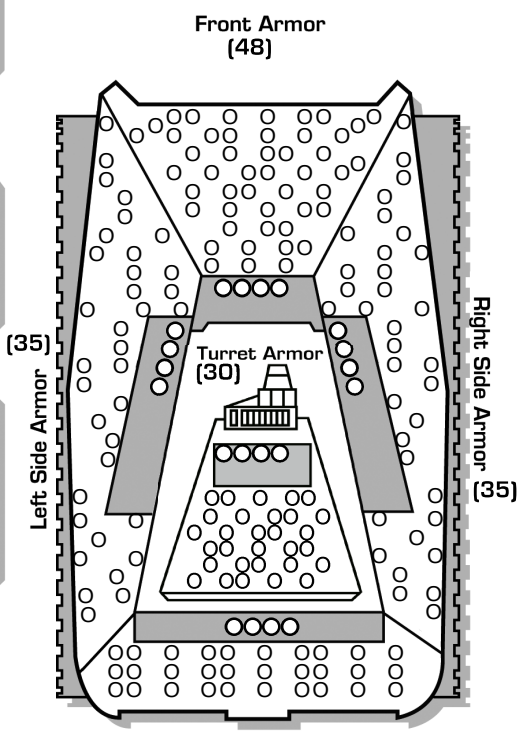
Driver Hit +2
Modifier to Driving Skill rolls

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: Sortek Assault Craft

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	—	—	—	—	—
2	Rotary AC/2	FR	2/Sht [DB,R/C]	—	6	12	18

Ammo: (AMS) 12, (RAC/2) 90

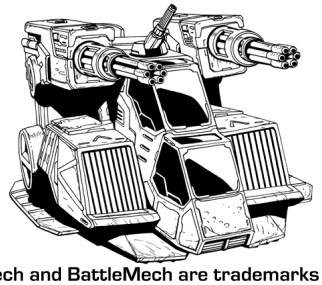
BV: 937

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

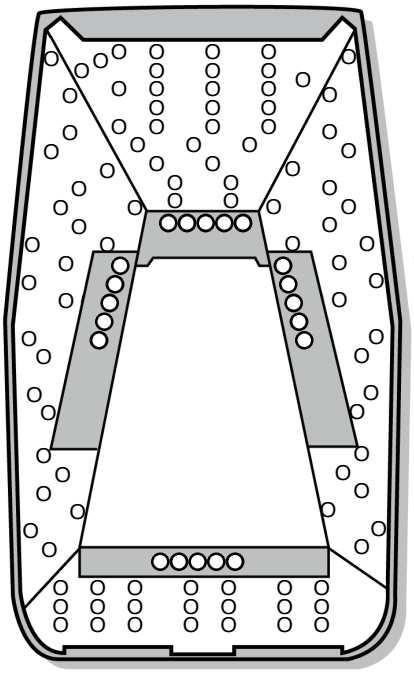
CRITICAL DAMAGE

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 (30)
Left Side Armor (24)
Right Side Armor (24)
Rear Armor (21)



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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: Sortek Assault Craft (Interdictor)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Light Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	C^3 Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	AMS	FR	—	—	—	—	—
2	Light PPC	FR	5 [DE]	3	6	12	18

Ammo: (AMS) 12

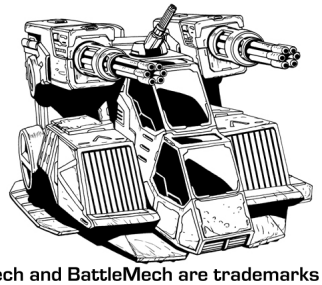
BV: 884

CREW DATA

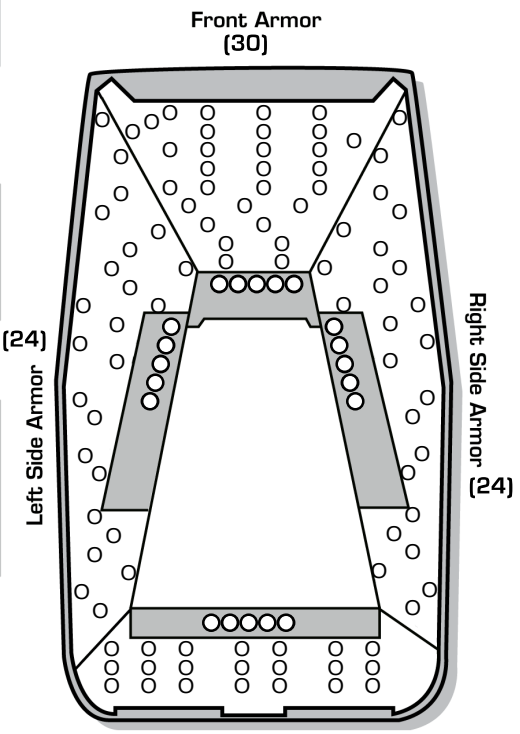
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Zibler Strike Tank Prime

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
4	Medium Laser	T	5 [DE]	—	3	6	9
3	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo (CASE): (Streak SRM 4) 25

BV: 1,205

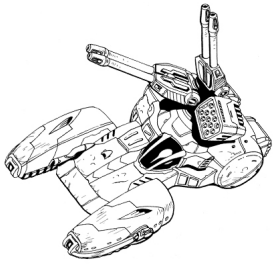
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

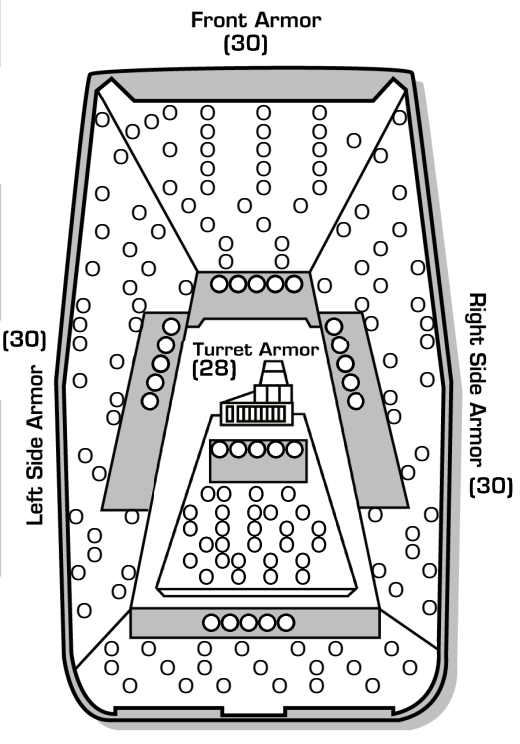
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Zibler Strike Tank A

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	LAC/2	T	2 [DB,S]	—	6	12	18

Ammo (CASE): (LAC/2) 90

BV: 664

CREW DATA

Crew: _____

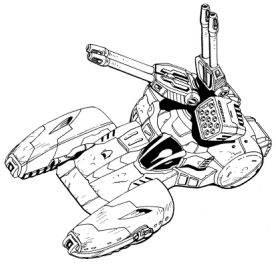
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

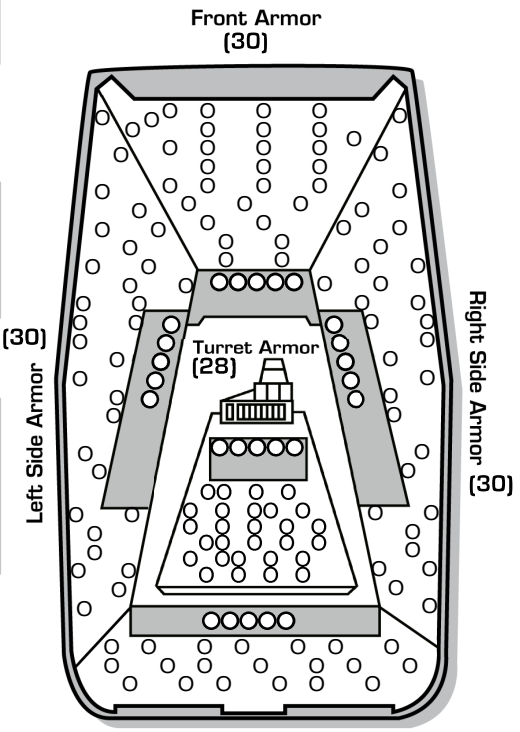
Driver Hit +2
Modifier to Driving Skill rolls

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: Zibler Strike Tank B

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
4	Light Machine Gun	T	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	T	[T]	—	—	—	—

Ammo (CASE): (LB 10-X Cluster) 10, (LB 10-X) 10
(Light Machine Gun) 100

BV: 1,072

CREW DATA

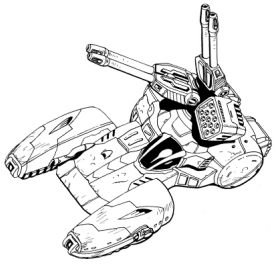
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

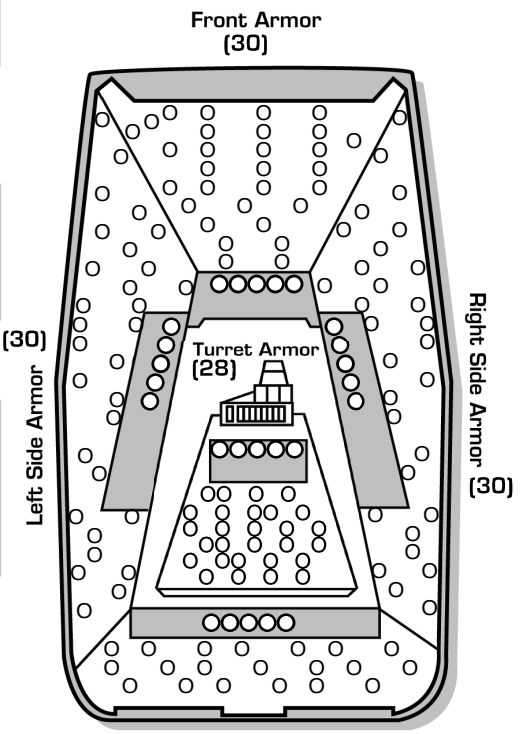
Driver Hit +2
Modifier to Driving Skill rolls

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: Zibler Strike Tank C

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
2	MML 7	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	Snub-Nose PPC	T	10/8/5 [DE,V]	—	9	13	15

Ammo (CASE): (MML 7/LRM) 17, (MML 7/SRM) 14

BV: 1,017

CREW DATA

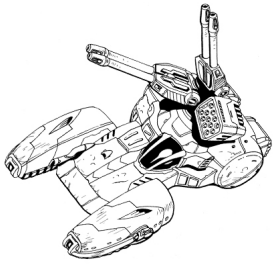
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

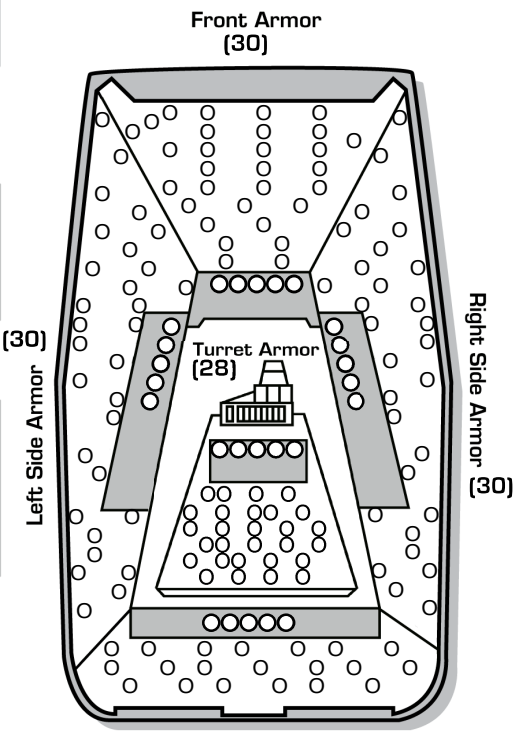
Driver Hit +2
Modifier to Driving Skill rolls

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: Zibler Strike Tank D

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	BD	[E]	—	—	—	—
1	Heavy PPC	T	15 [DE]	3	6	12	18

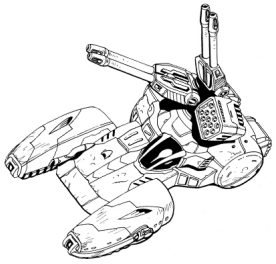
BV: 1,021

CREW DATA

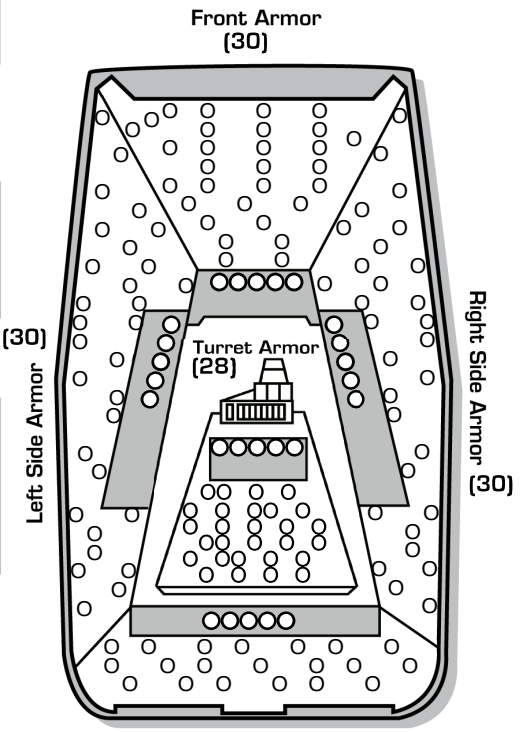
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Hanse MBT

Movement Points:
Cruising: 4
Flank: 6 [8]
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 75
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LAC/5	FR	5 [DB,S]	—	5	10	15
2	Plasma Rifle	FR	10 [DE,H]	—	5	10	15
2	Light Machine Gun	RSpo	1 [DB,AI]	—	2	4	6
2	Light Machine Gun	LSpo	1 [DB,AI]	—	2	4	6

Ammo (CASE): (LAC/5) 40, (Light Machine Gun) 100 (Plasma Rifle) 40

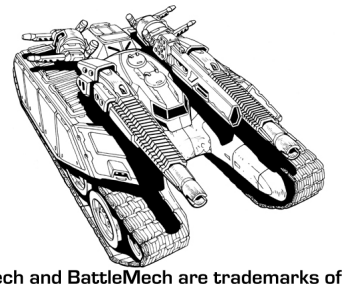
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CREW DATA

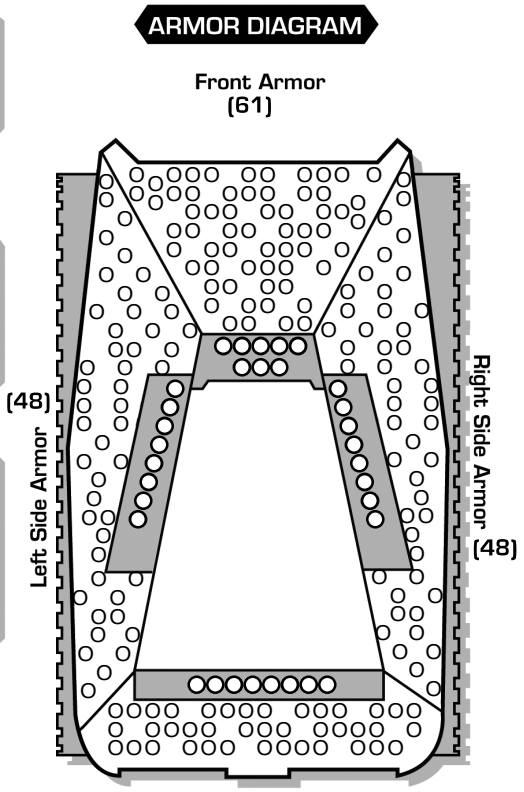
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sniper Artillery

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (4 ton)	BD	[E]	—	—	—	—
2	ER Small Laser	FR	3 [DE]	—	2	4	5
1	Sniper	FR	20 [AE,S,F]	—	1	2	18
1	Trailer Hitch	RR	[E]	—	—	—	—
2	Machine Gun	T	2 [DB,AI]	—	1	2	3

Chassis Modifications: Limited Amphibious

Ammo (CASE): (Sniper) 70, (Machine Gun) 200

BV: 895

CREW DATA

Crew: _____

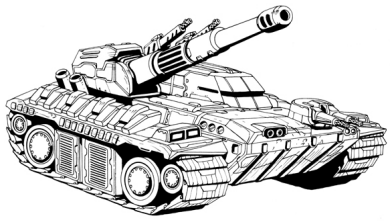
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

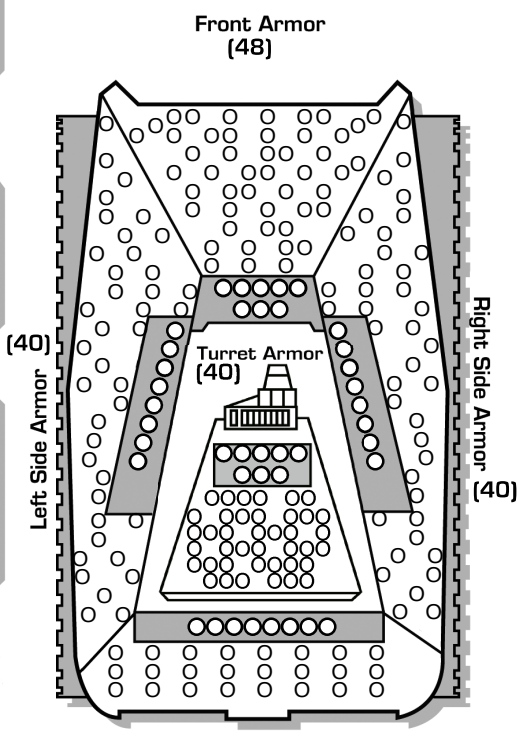
Driver Hit +2
Modifier to Driving Skill rolls

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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Paladin Defense System

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 130
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (1 ton)	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Trailer Hitch	RR	[E]	—	—	—	—
2	Long Tom	T	25 [AE,S,F]	—	1	2	30

Ammo (CASE): (Long Tom) 30

BV: 1,624

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 ☐

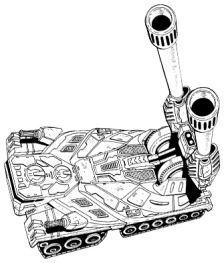
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

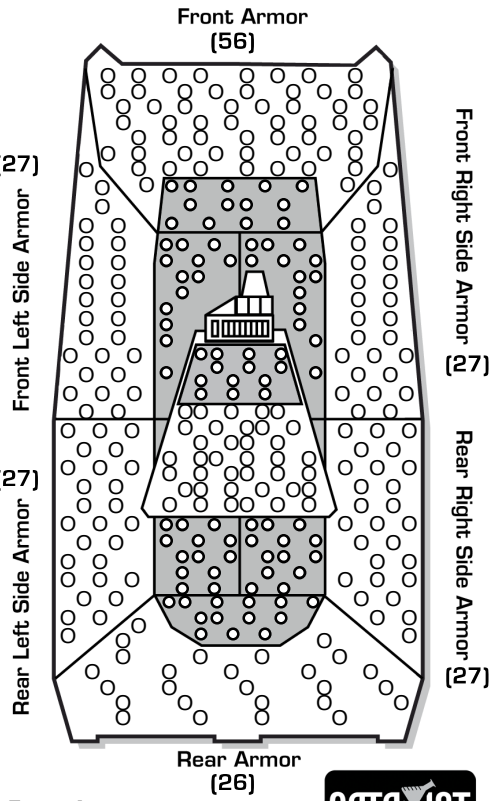
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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SUPER-HEAVY VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION			
2D6 Roll	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.

SUPER-HEAVY 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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Destrier Siege Vehicle

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 200
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C³ Slave	BD	[E]	–	–	–	–
1	Communications Equipment (1 ton)	BD	[E]	–	–	–	–
1	Guardian ECM Suite	BD	[E]	–	–	–	6
1	AMS	FRRS	[PD] [PD]	–	0	0	–
2	Light Machine Gun	FRRS	1 [DB,AI]	–	2	4	6
1	AMS	FRLS	[PD] [PD]	–	0	0	–
2	Light Machine Gun	FRLS	1 [DB,AI]	–	2	4	6
1	AMS	RR	[PD] [PD]	–	0	0	–
2	Light Machine Gun	RR	1 [DB,AI]	–	2	4	6
1	Trailer Hitch	RR	[E]	–	–	–	–
1	AMS	T	[PD] [PD]	–	0	0	–
2	ER Medium Laser	T	5 [DE]	–	4	8	12
2	Long Tom Cannon	T	20 [DB,AE]	4	6	13	20

Cargo:
Infantry Compartment (4 tons)

Ammo (CASE): (Long Tom Cannon) 40, (AMS) 48 (Light Machine Gun) 200

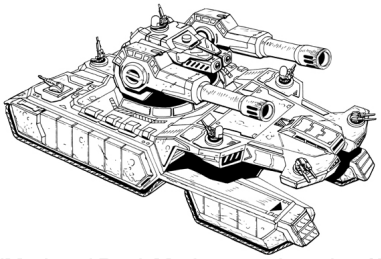
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CREW DATA

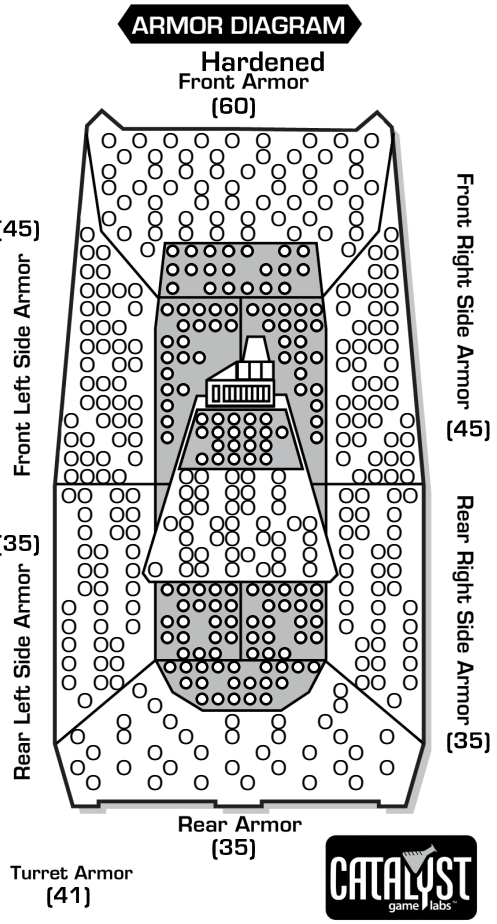
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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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SUPER-HEAVY VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION			
2D6 Roll	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.

SUPER-HEAVY 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: Ballista Artillery Trailer

Movement Points:
Cruising: 0
Flank: 0
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
1	Communications Equipment (4 ton)	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Trailer Hitch	FR	[E]	—	—	—	—
1	AMS	RSpo	—	—	—	—	—
2	Light Machine Gun	RSpo	1 [DB,AI]	—	2	4	6
1	AMS	LSpo	—	—	—	—	—
2	Light Machine Gun	LSpo	1 [DB,AI]	—	2	4	6
1	AMS	RR	—	—	—	—	—
2	Light Machine Gun	RR	1 [DB,AI]	—	2	4	6
1	Trailer Hitch	RR	[E]	—	—	—	—
1	AMS	T	—	—	—	—	—
2	Arrow IV	T	20[AE,S,F]	—	1	2	8
2	ER Medium Laser	T	5 [DE]	—	4	8	12

Infantry Compartment (4 tons)

Ammo (CASE): (AMS) 48, (Arrow IV Homing) 20
(Light Machine Gun) 200, (Arrow IV) 20

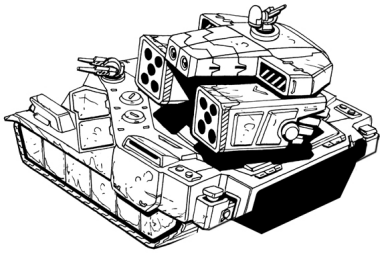
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CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

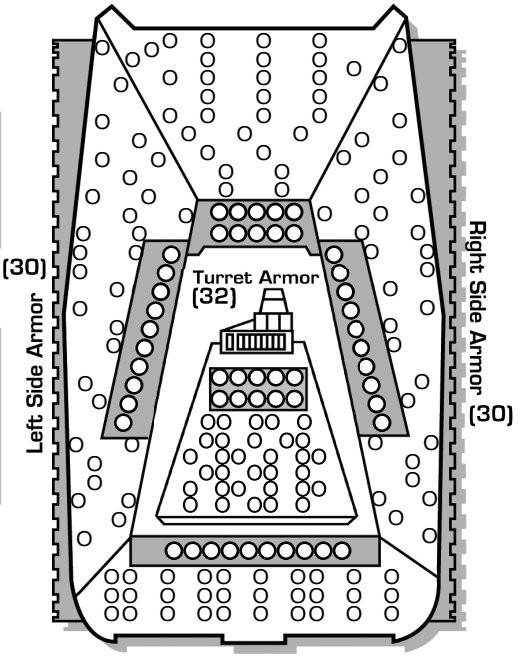
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Hardened
Front Armor
(30)



Rear Armor
(30)

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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™

'MECH RECORD SHEET

'MECH DATA

Type: Prey Seeker PY-SR10

Movement Points:
Walking: 12
Running: 18

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Re-engineered Laser	RT	7	6 [DE]	—	3	6	9
1	Medium Re-engineered Laser	LT	7	6 [DE]	—	3	6	9

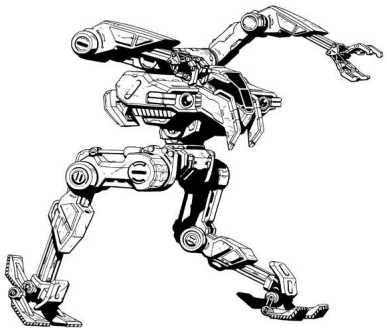
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WARRIOR DATA

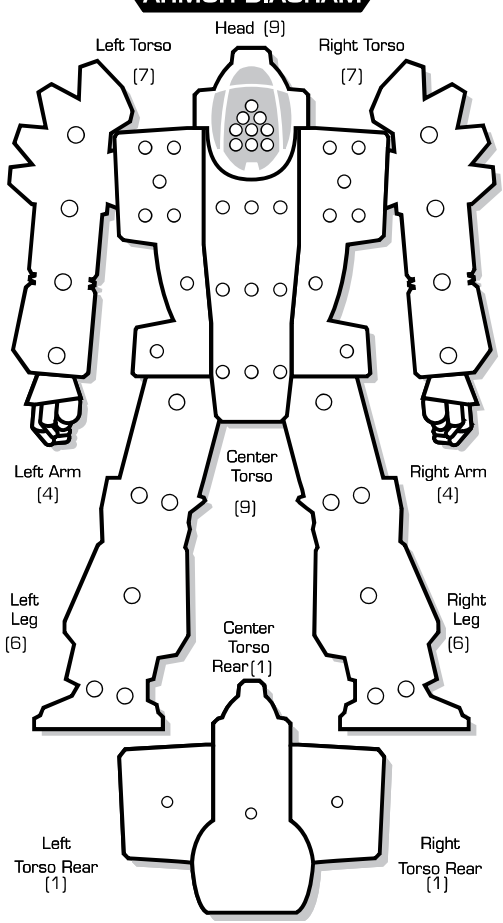
Name: _____

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. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. XXL Fusion Engine
	6. XXL Fusion Engine
4-6	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. Medium Re-engineered Laser
	5. Medium Re-engineered 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

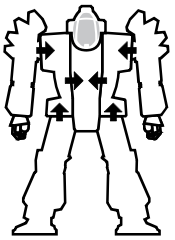
Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Endo Steel
6. Roll Again

Center Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XL Gyro
	5. XL Gyro
	6. XL Gyro
4-6	1. XL Gyro
	2. XL Gyro
	3. XL Gyro
	4. XXL Fusion Engine
	5. XXL Fusion Engine
	6. XXL 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. Double Heat Sink
	6. Double Heat Sink
4-6	1. Double Heat Sink
	2. Endo Steel
	3. Endo Steel
	4. Roll Again
	5. Roll Again
	6. Roll Again

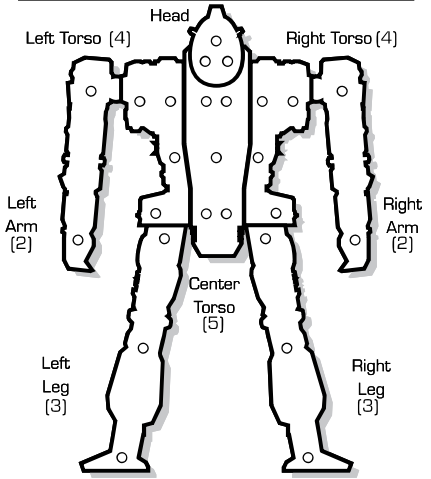
Right Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. XXL Fusion Engine
	6. XXL Fusion Engine
4-6	1. Double Heat Sink
	2. Double Heat Sink
	3. Double Heat Sink
	4. Medium Re-engineered Laser
	5. Medium Re-engineered Laser
	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: Gunsmith CH11-NG

Movement Points:
Walking: 10
Running: 15 [20]

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

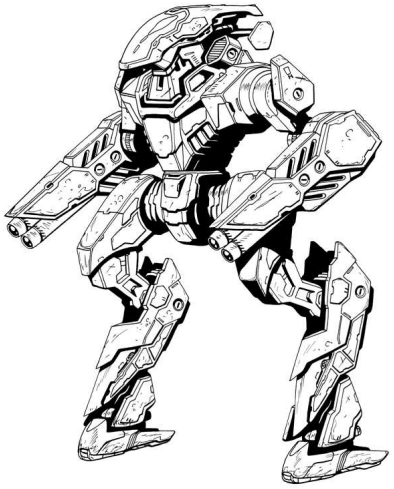
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WARRIOR DATA

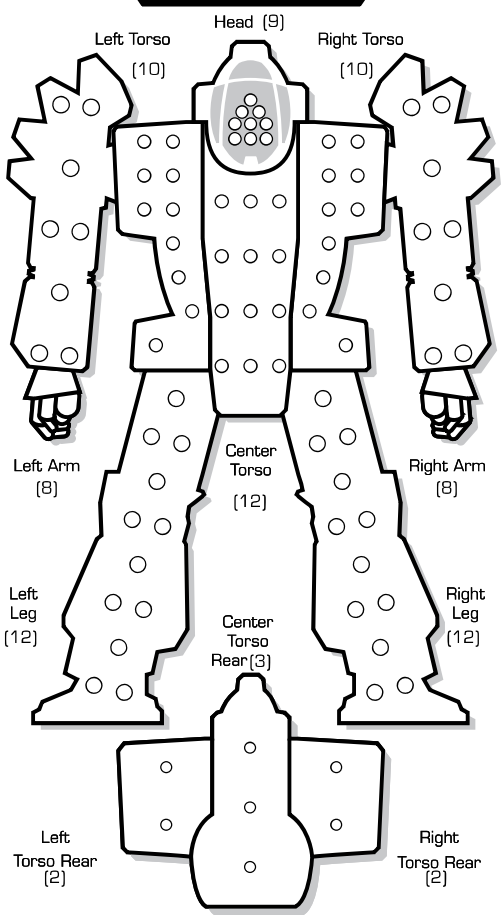
Name: _____

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. Medium X-Pulse Laser
5. Medium X-Pulse Laser
6. Endo Steel

4-6
1. Endo Steel
2. Reflective
3. Reflective
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. MASC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Reflective
6. Reflective

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

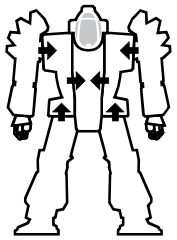
1. Life Support
2. Sensors
3. Cockpit
4. Reflective
5. Sensors
6. Life Support

Center Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. Medium X-Pulse Laser
5. Medium X-Pulse Laser
6. Endo Steel

4-6
1. Endo Steel
2. Reflective
3. Reflective
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

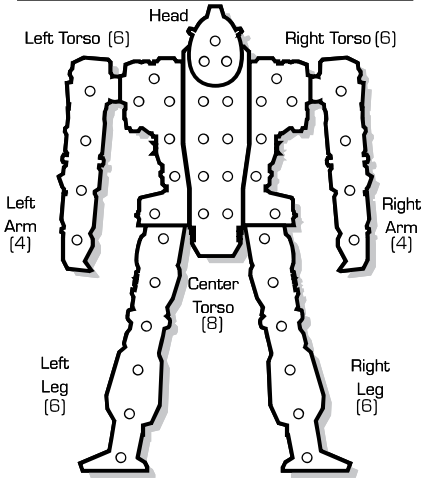
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Reflective
5. Reflective
6. Reflective

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: Hollander III BZK-D1

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

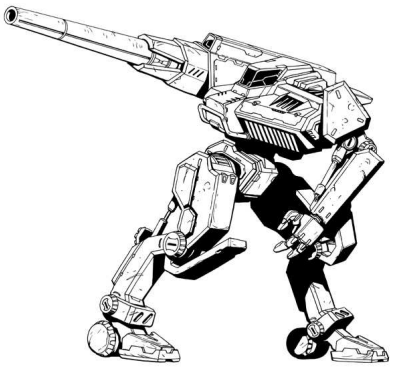
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WARRIOR DATA

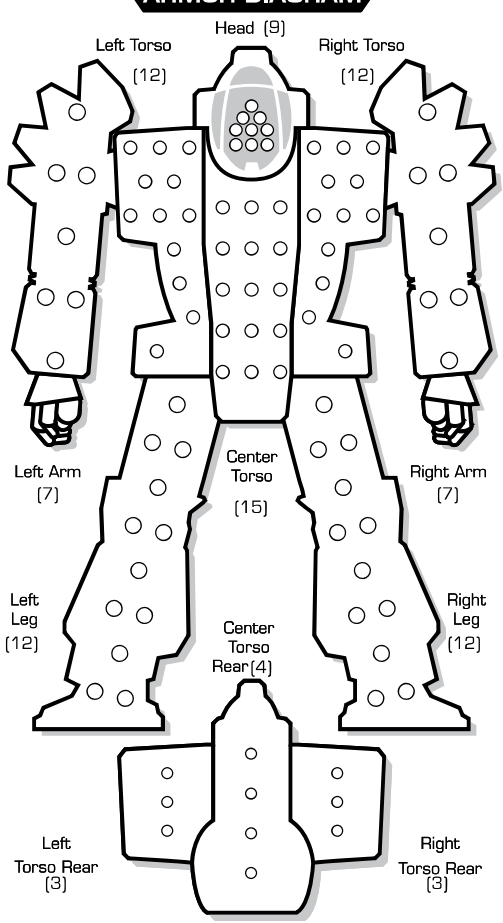
Name: _____

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. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

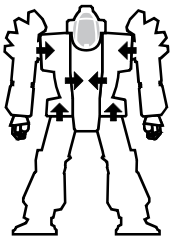
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Ammo (Ultra AC/10) 10
6. CASE II

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. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Torso

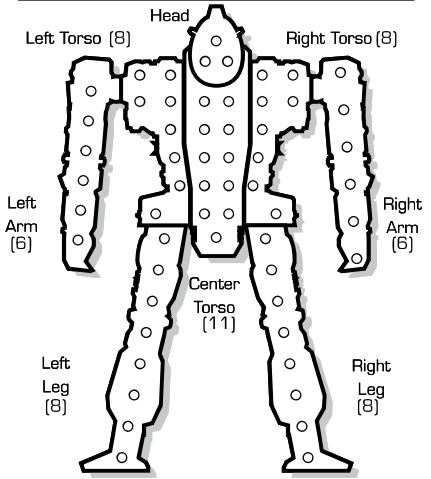
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Supercharger
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
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: Hollander III BZK-D2

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

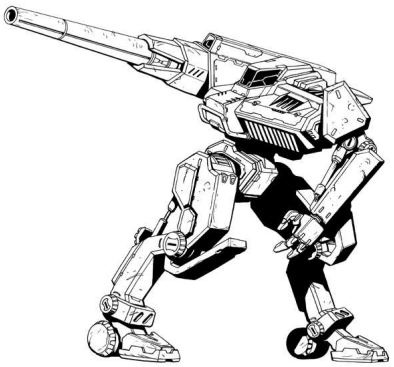
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WARRIOR DATA

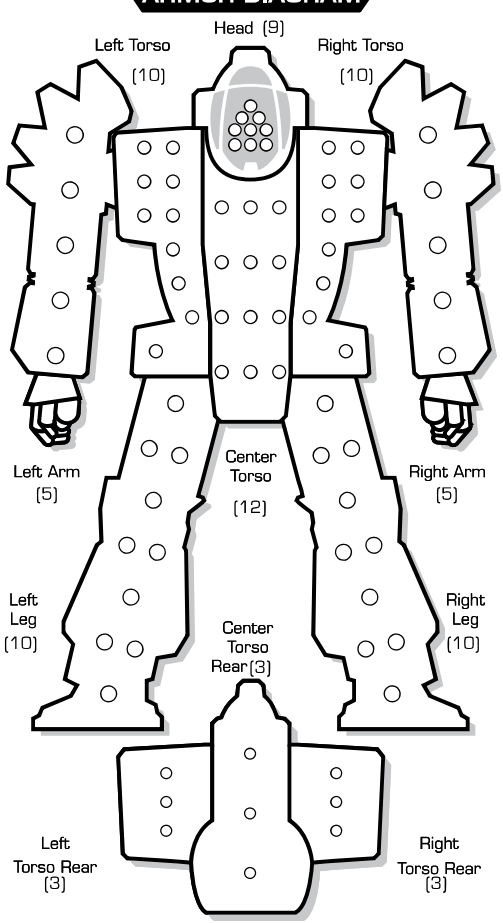
Name: _____

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. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

4-6

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

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

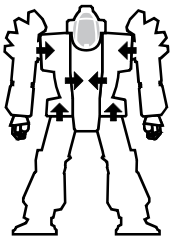
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Supercharger

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. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

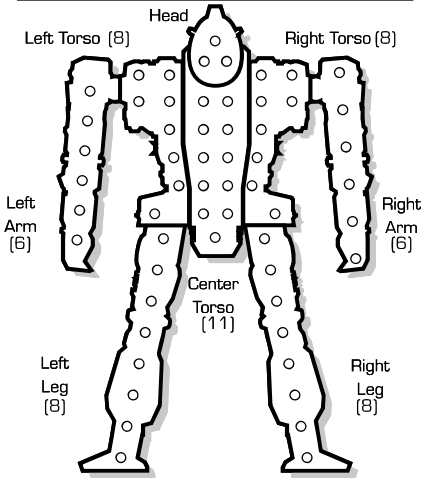
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Endo Steel
6. Roll Again

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: Hollander III BZK-D3

Movement Points:
Walking: 6
Running: 9 [12]

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
2	Medium Laser	LT	3	5 [DE]	—	3	6	9

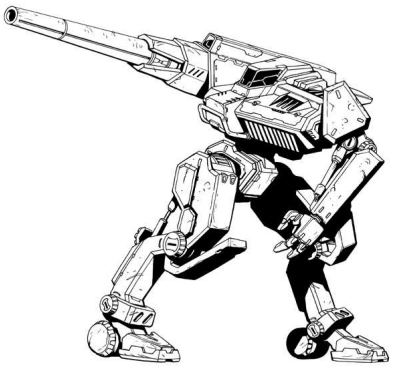
BV: 1,575

WARRIOR DATA

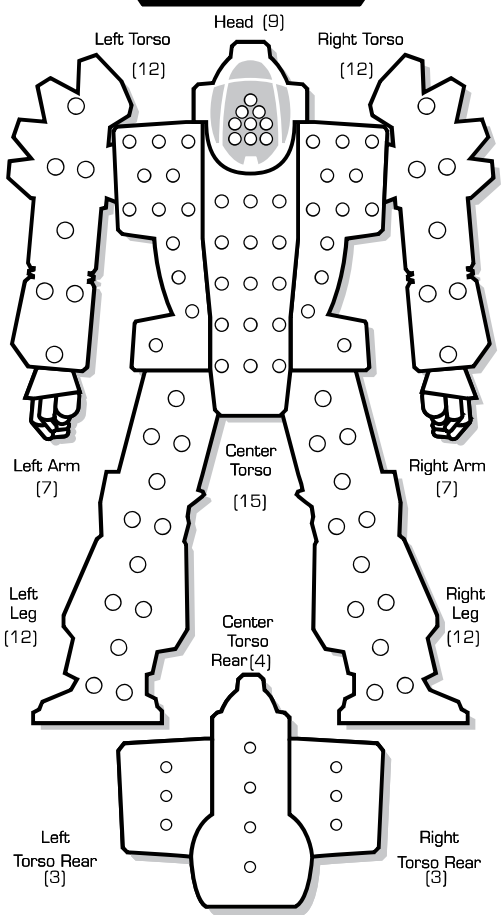
Name: _____

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. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

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. Angel ECM Suite
4. Angel ECM Suite
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

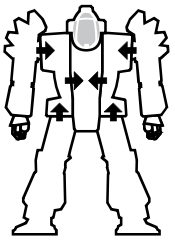
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

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. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Supercharger

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. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Torso

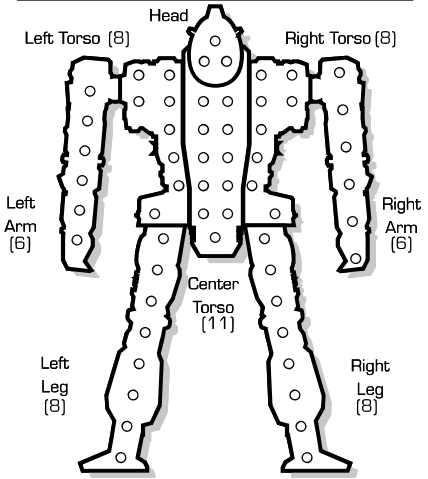
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
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: Scarecrow UCU-F4

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 3

Tonnage: 40
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer	CT	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
4	Light Machine Gun (Clan)	RA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array (Clan)	RA	—	[T]	—	—	—	—
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
4	Light Machine Gun (Clan)	LA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array (Clan)	LA	—	[T]	—	—	—	—
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	B-Pod	RL	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	B-Pod	LL	0	1 [DB,PD,AI,X,OS]	—	—	—	—

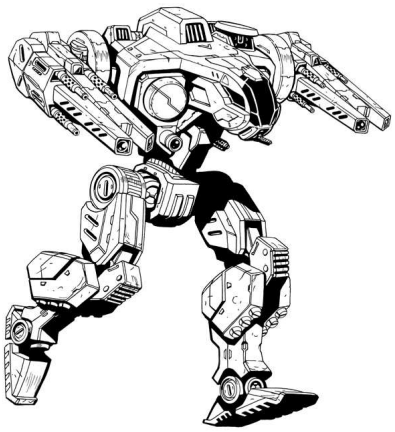
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WARRIOR DATA

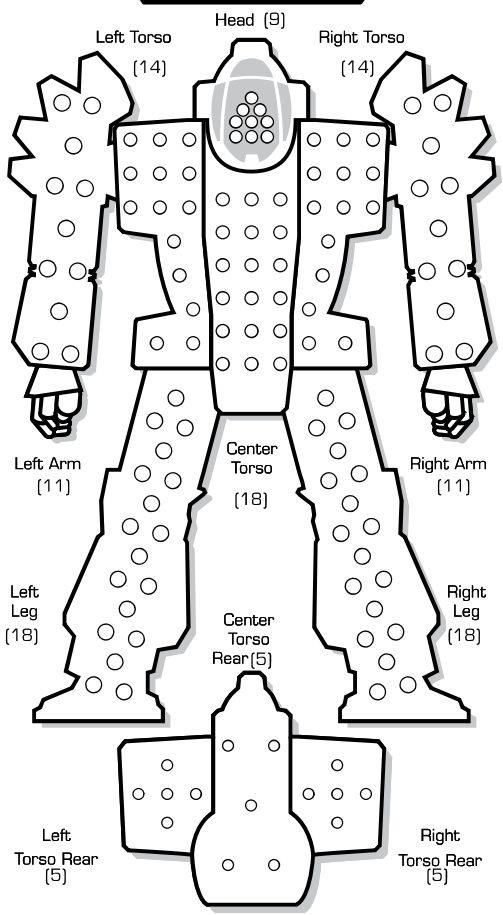
Name: _____

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 Medium Laser (Clan)
4. Medium Pulse Laser
5. Light Machine Gun (Clan)
6. Light Machine Gun (Clan)

1. Light Machine Gun (Clan)
2. Light Machine Gun (Clan)
3. Light Machine Gun Array (Clan)
4. Endo-Composite
5. Endo-Composite
6. Chameleon Light Polarization Shield

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. Jump Jet
2. Bloodhound Active Probe
3. Bloodhound Active Probe
4. Bloodhound Active Probe
5. Endo-Composite
6. Chameleon Light Polarization Shield

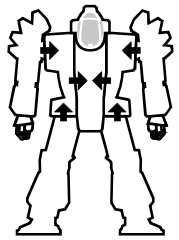
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. Chameleon Light Polarization Shield

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Flamer
5. Sensors
6. Life Support

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. Jump Jet
4. ER Medium Laser (Clan)
5. ER Flamer
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. ER Medium Laser (Clan)
4. Medium Pulse Laser
5. Light Machine Gun (Clan)
6. Light Machine Gun (Clan)

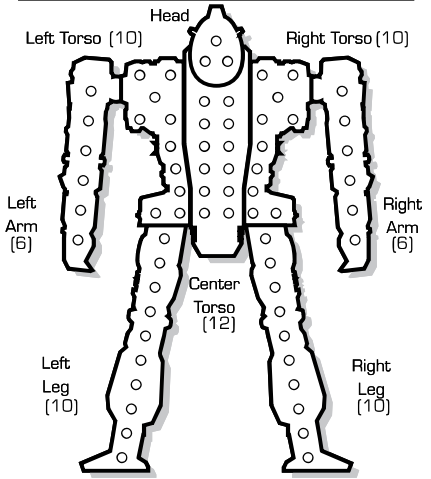
1. Light Machine Gun (Clan)
2. Light Machine Gun (Clan)
3. Light Machine Gun Array (Clan)
4. Endo-Composite
5. Endo-Composite
6. Chameleon Light Polarization Shield

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. Jump Jet
2. Ammo (Light Machine Gun) 100
3. CASE II
4. Endo-Composite
5. Endo-Composite
6. Chameleon Light Polarization Shield

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. Chameleon Light Polarization Shield

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: Scarecrow UCU-F4r "Hobbled Scarecrow"

Movement Points:		**Tonnage:**	40
Walking:	5	**Tech Base:**	Mixed Tech (I.S.)
Running:	8	**Era:**	Dark Age
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer	CT	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	B-Pod	RL	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	B-Pod	LL	0	1 [DB,PD,AI,X,OS]	—	—	—	—

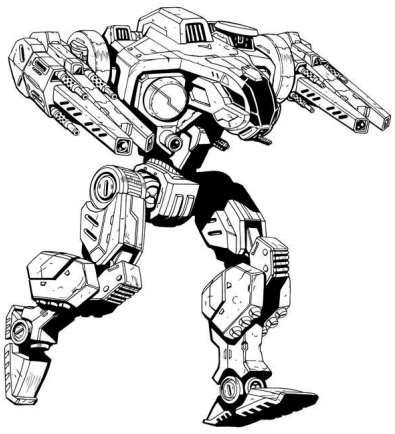
BV: 1,433

WARRIOR DATA

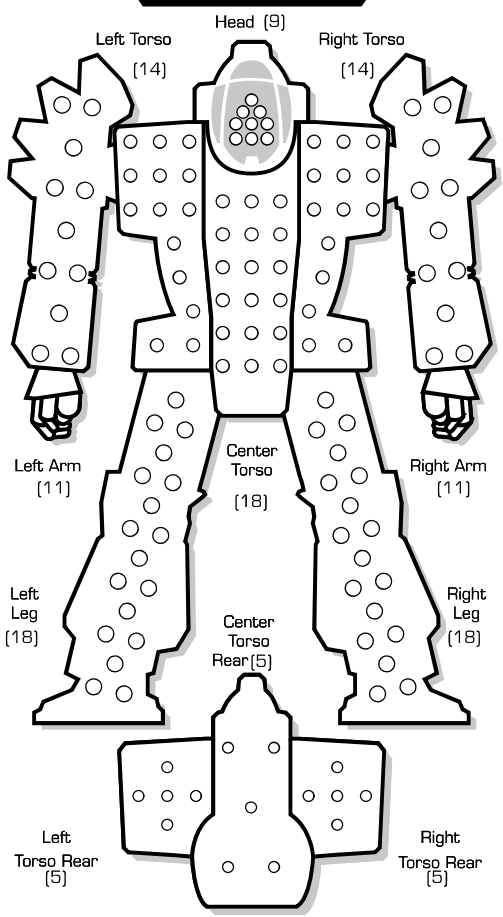
Name: _____

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 Medium Laser (Clan)
4. Medium Pulse Laser
5. Medium Laser
6. Endo-Composite

1-3

1. Endo-Composite
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Bloodhound Active Probe
3. Bloodhound Active Probe
4. Bloodhound Active Probe
5. Endo-Composite
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Flamer
5. Sensors
6. Life Support

Center Torso

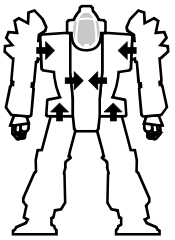
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER Medium Laser (Clan)
5. ER Flamer
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. ER Medium Laser (Clan)
4. Medium Pulse Laser
5. Medium Laser
6. Endo-Composite

1-3

1. Endo-Composite
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

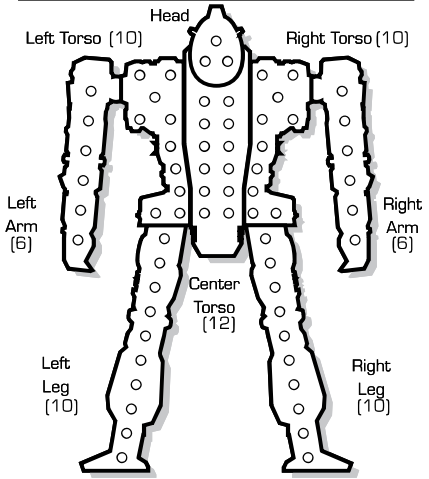
1. Jump Jet
2. Medium Laser
3. CASE II
4. Endo-Composite
5. Endo-Composite
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Antlion LK-3D

Movement Points:
Walking: 5
Running: 8

Tonnage: 45
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	HD	0	1 [DB,AI]	—	2	4	6
1	'Mech Mortar 4 (Clan)	RT	5	2/Msl [M,C,S]	6	7	14	21
1	'Mech Mortar 4 (Clan)	LT	5	2/Msl [M,C,S]	6	7	14	21
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—

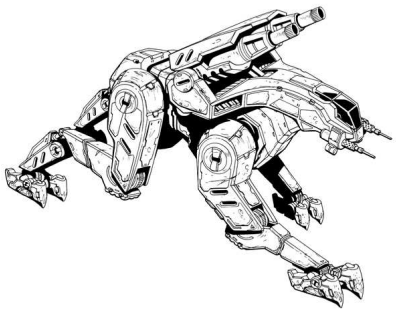
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WARRIOR DATA

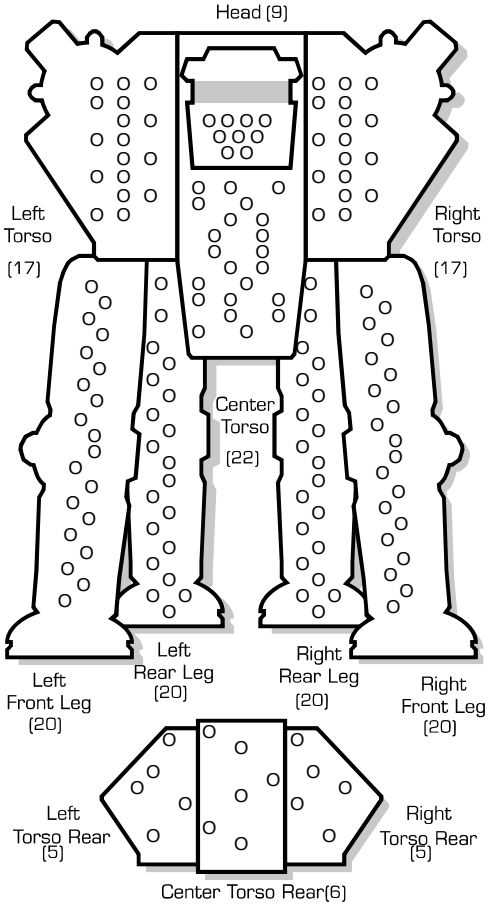
Name: _____

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. Small Cockpit
4. Sensors
5. Light Machine Gun
6. Light Machine Gun

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Light Machine Gun) 100
6. Light Ferro-Fibrous

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

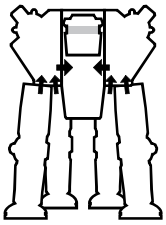
4-6
1. 'Mech Mortar 4 (Clan)
2. 'Mech Mortar 4 (Clan)
3. Bloodhound Active Probe
4. Bloodhound Active Probe
5. Bloodhound Active Probe
6. Remote Sensor Dispenser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. 'Mech Mortar 4 (Clan)
5. 'Mech Mortar 4 (Clan)
6. Ammo (Mortar SC 4) 6

4-6
1. Ammo (Mortar SC 4) 6
2. Ammo (Mortar SC 4) 6
3. Ammo (Mortar SC 4) 6
4. Ammo (Mortar SC 4) 6
5. Ammo (Mortar SC 4) 6
6. CASE II

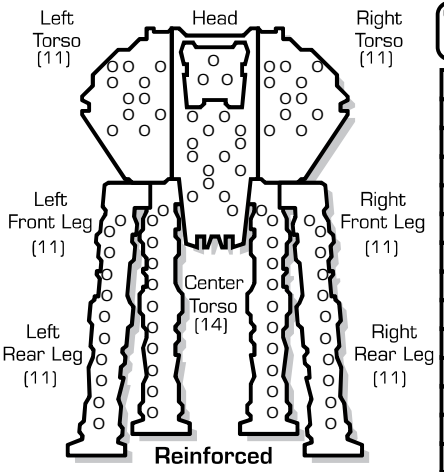
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous



Damage Transfer Diagram

Right Rear 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	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	
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: Centurion CN11-O

Movement Points:
Walking: 5
Running: 8

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

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	ER Medium Laser(R)	CT	5	5 [DE]	—	4	8	12
1	LRM 10 w/Artemis IV FCS	LT	4	1/Msl [M,C,S]	6	7	14	21
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18

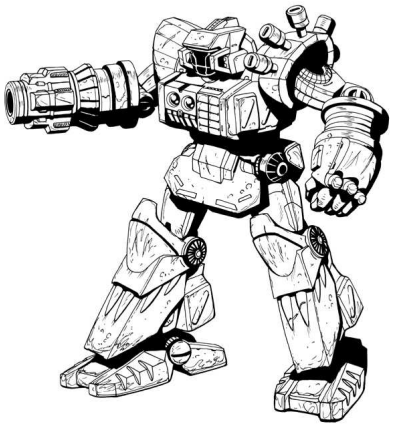
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WARRIOR DATA

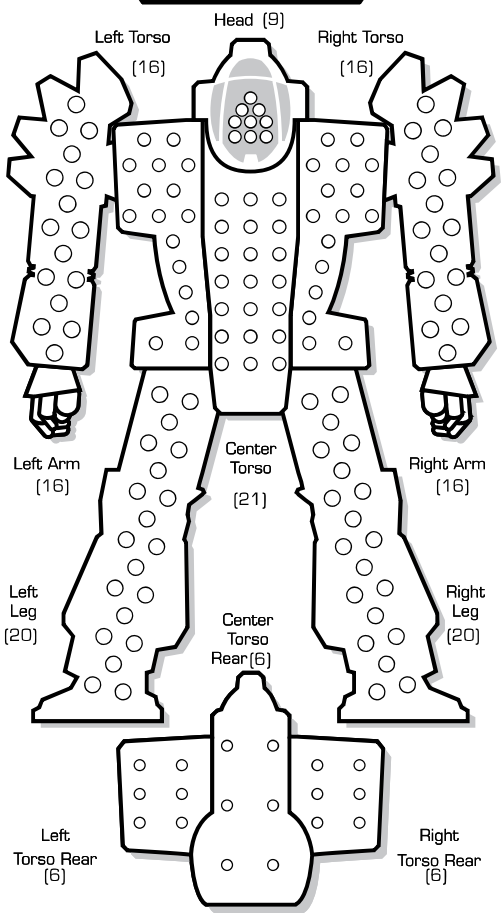
Name: _____

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. Endo Steel
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. LRM 10
5. LRM 10
6. Artemis IV FCS

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
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. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

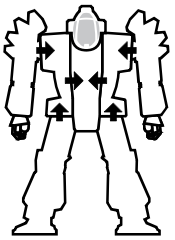
1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser (R)
5. Roll Again
6. Roll Again

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. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. LB 10-X AC
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. Ammo (LRM 10 Artemis) 12

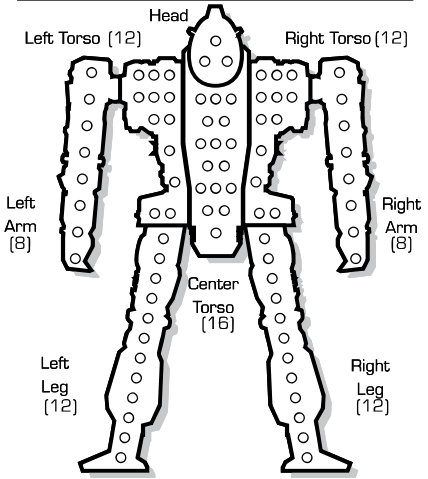
1-3

1. Ammo (LRM 10 Artemis) 12
2. CASE II
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: Centurion CN11-OA

Movement Points:
Walking: 5
Running: 8

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

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	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15

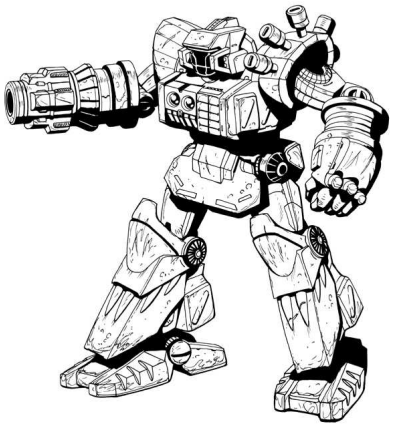
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WARRIOR DATA

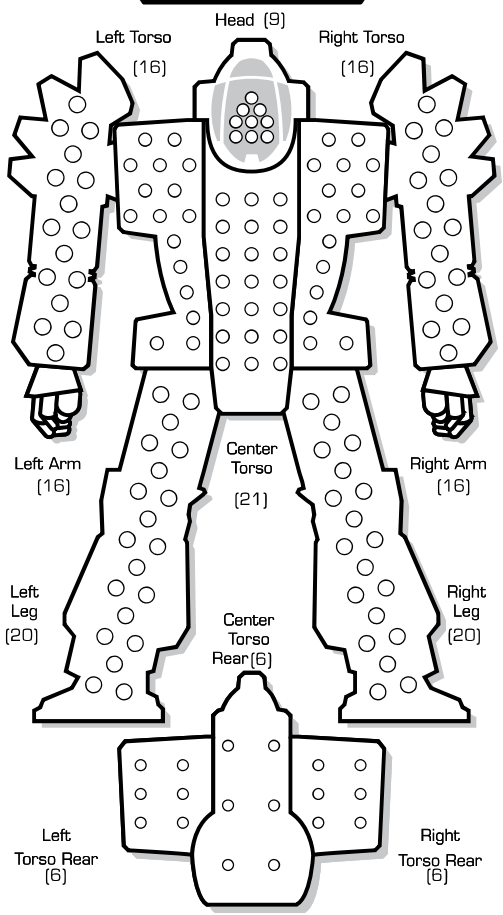
Name: _____

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. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 9
5. MML 9
6. MML 9

1. MML 9
2. MML 9
3. Artemis IV FCS
4. Endo Steel
5. Endo Steel
6. Endo Steel

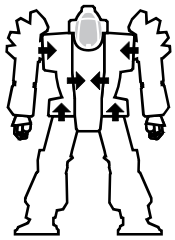
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. ER Medium Laser
4. Roll Again
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. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

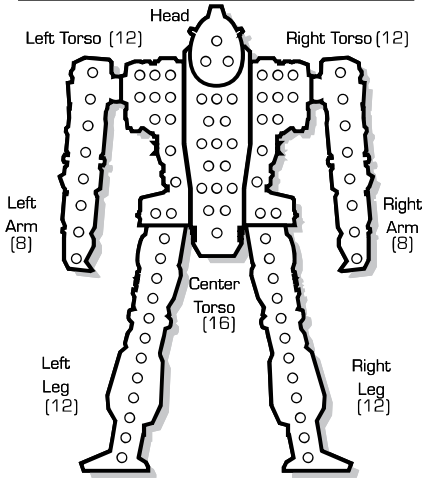
1. Rotary AC/5
2. Rotary AC/5
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

1. Ammo (MML 9 LRM Artemis) 13
2. Ammo (MML 9 SRM Artemis) 11
3. CASE II
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: Centurion CN11-OB

Movement Points:
Walking: 5
Running: 8

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
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

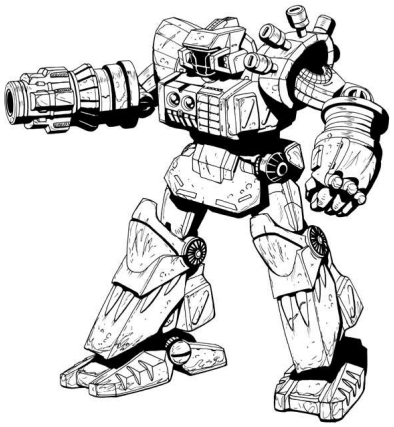
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WARRIOR DATA

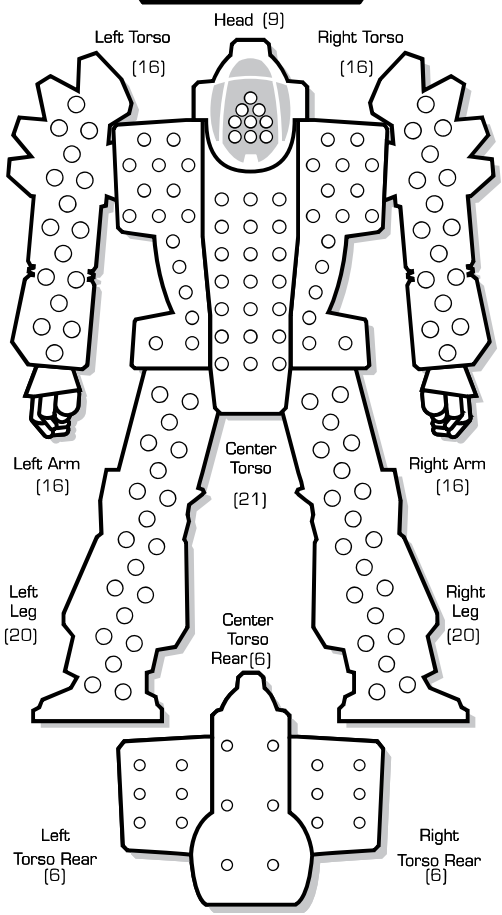
Name: _____

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. Endo Steel
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. MML 7
5. MML 7
6. MML 7

1-3

1. MML 7
2. Artemis IV FCS
3. Endo Steel
4. Endo Steel
5. Endo Steel
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. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

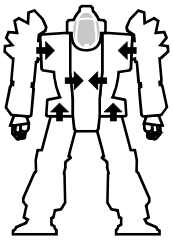
1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Roll Again

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. 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. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (MML 7 LRM Artemis) 17
5. Ammo (MML 7 SRM Artemis) 14
6. Guardian ECM Suite

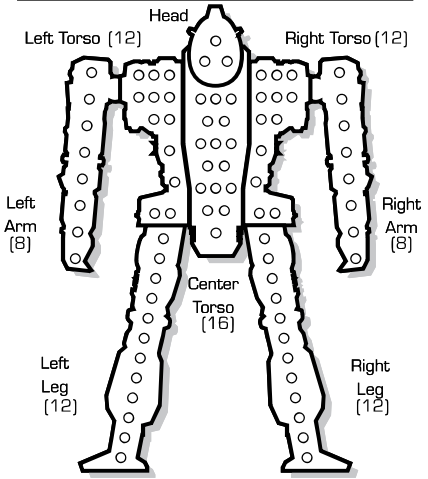
1-3

1. Guardian ECM Suite
2. CASE II
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	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: Centurion CN11-OC

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	CT	—	[E]	—	—	—	—
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	CT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 10 w/Artemis IV FCS	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15

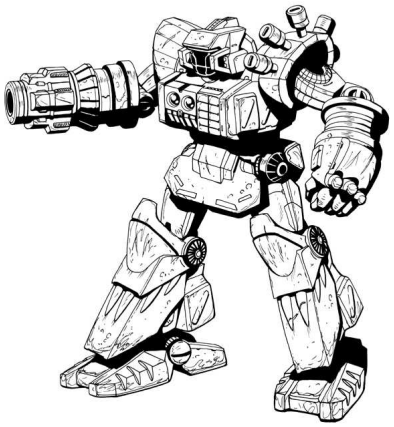
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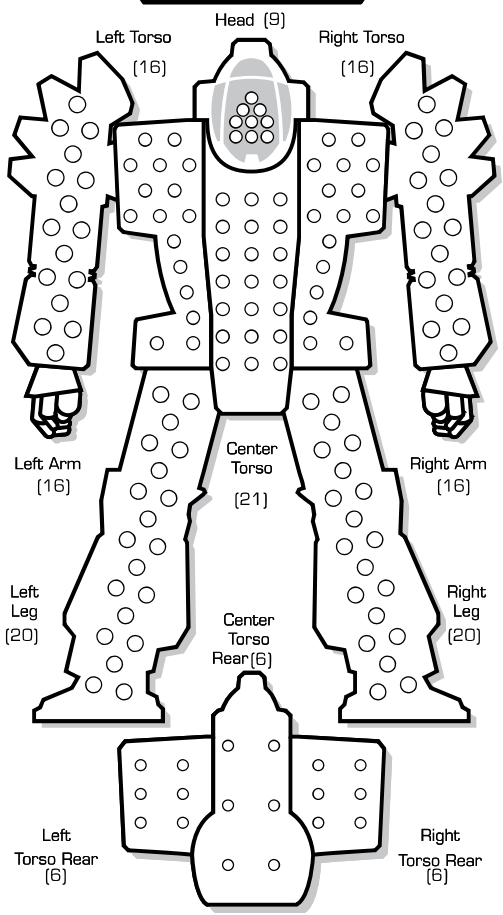
Name: _____

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. Endo Steel
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. Jump Jet
5. Jump Jet
6. LRM 10

1-3

1. LRM 10
2. Artemis IV FCS
3. Endo Steel
4. Endo Steel
5. Endo Steel
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. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

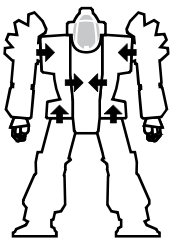
1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER Medium Laser
5. ER Medium Laser (R)
6. C^3 Slave

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. Plasma Rifle
5. Plasma Rifle
6. Ammo (Plasma Rifle) 10

1-3

1. Ammo (Plasma Rifle) 10
2. Endo Steel
3. Endo Steel
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. Jump Jet
5. Jump Jet
6. Ammo (LRM 10 Artemis) 12

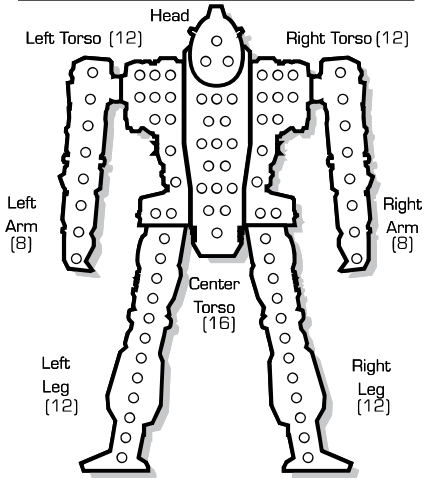
1-3

1. Ammo (LRM 10 Artemis) 12
2. Guardian ECM Suite
3. Guardian ECM Suite
4. CASE II
5. Endo Steel
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: Centurion CN11-OD

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 50

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
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
	w/Artemis IV FCS							
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
1	Hatchet	RA	—	10	—	—	—	—
1	Medium Shield	LA	—	5	—	—	—	—

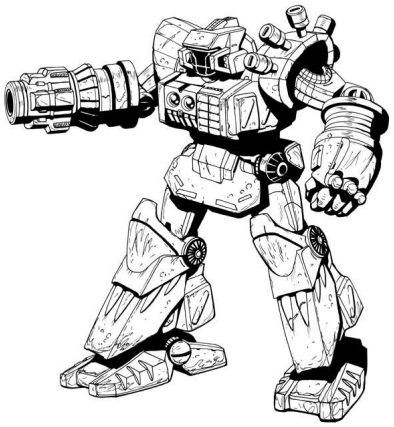
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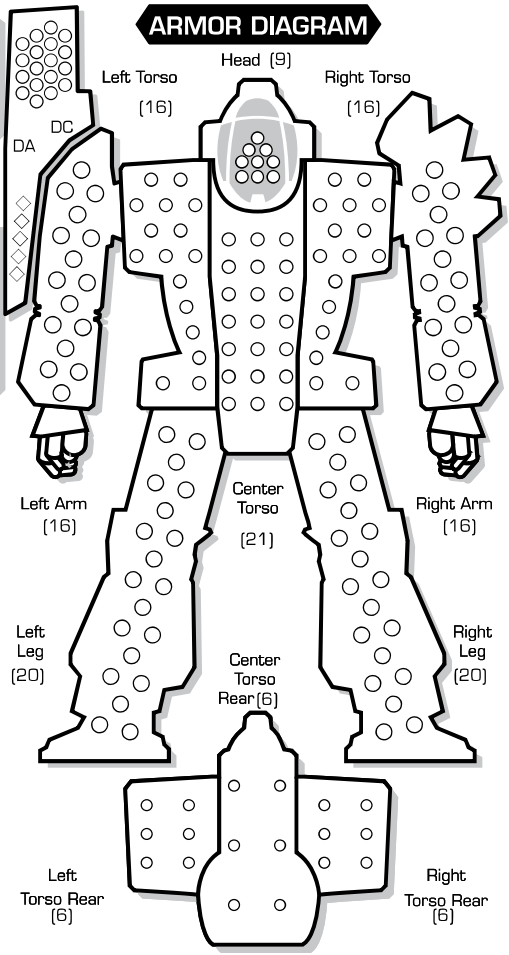
Name: _____

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. Medium Shield
6. Medium Shield

4-6
1. Medium Shield
2. Medium Shield
3. Medium Shield
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Ammo (MML 9 LRM Artemis) 13

4-6
1. Ammo (MML 9 SRM Artemis) 11
2. ER Small Laser (R)
3. CASE II
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

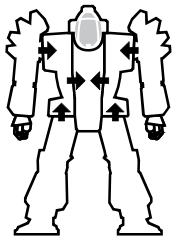
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. ER Medium Laser
4. ER Medium Laser
5. Beagle Active Probe
6. Beagle Active Probe

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. Hatchet
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

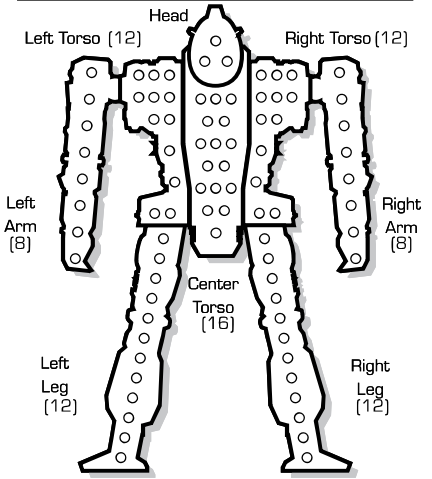
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. MML 9

4-6
1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. Artemis IV FCS
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: Centurion CN11-OE

Movement Points:
Walking: 5
Running: 8

Tonnage: 50
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	CT	—	[E]	—	—	—	—
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

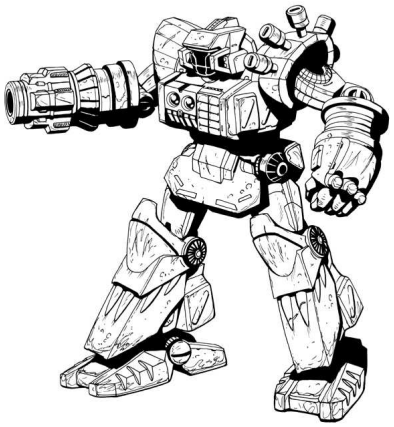
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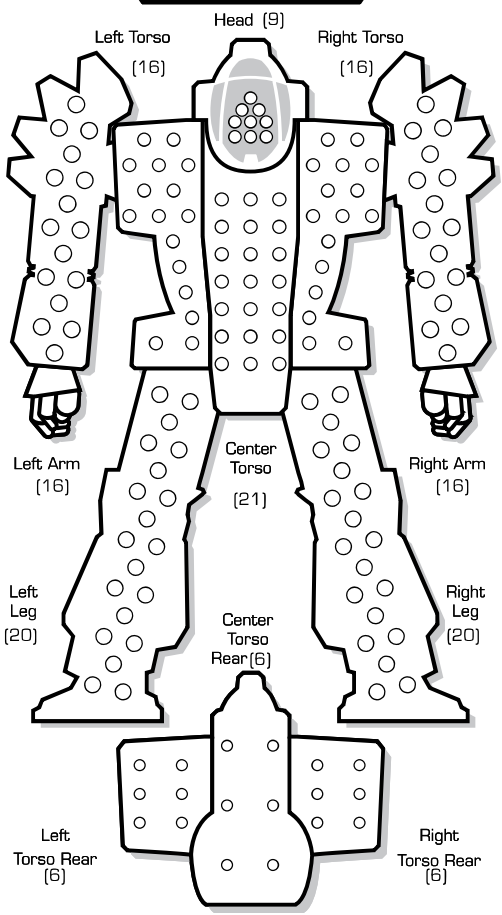
Name: _____

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. Endo Steel
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. Angel ECM Suite
5. Angel ECM Suite
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 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. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

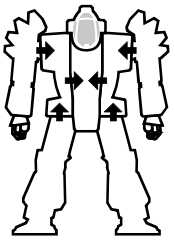
1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. C^3 Boosted Slave
6. C^3 Boosted Slave

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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Endo Steel

1-3

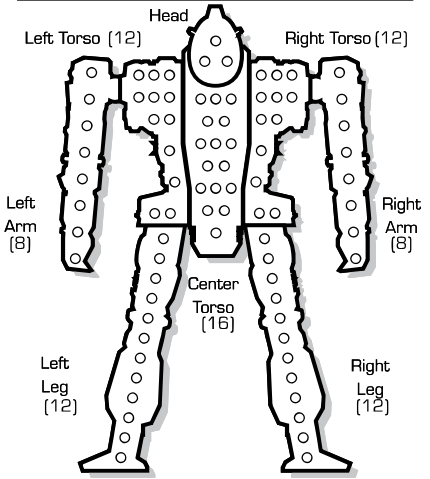
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right 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: Vulpes VLP-1D

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 60
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	—	5	10	15
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25

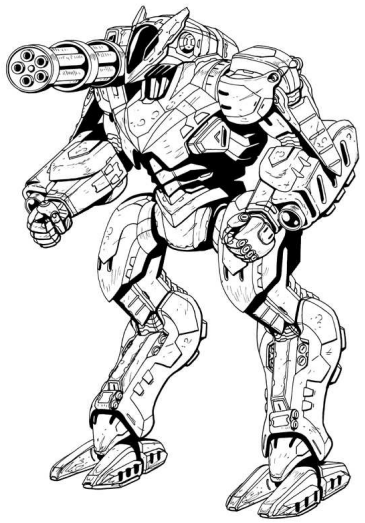
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WARRIOR DATA

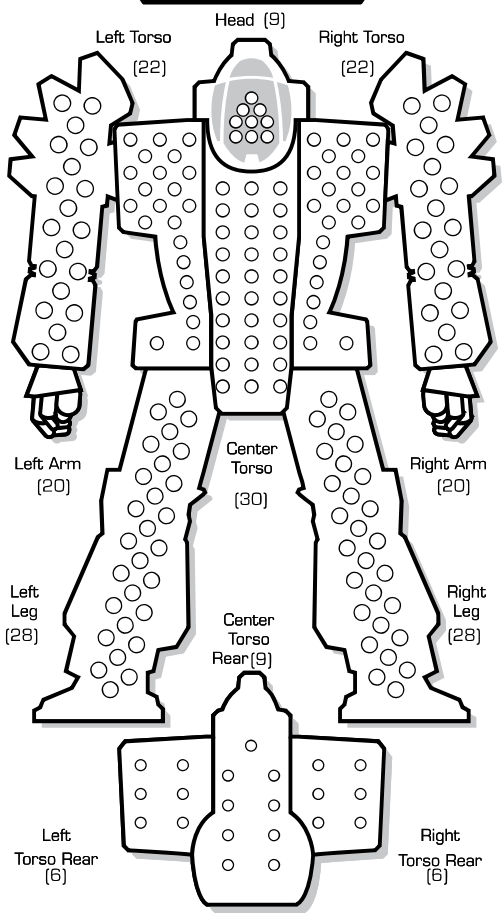
Name: _____

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 Large Laser (Clan)
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

1. MASC
2. MASC
3. MASC
4. CASE
5. Stealth
6. Stealth

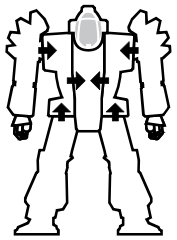
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL 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. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

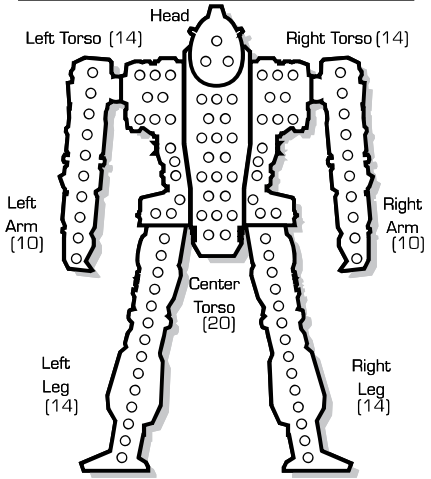
1. Double Heat Sink
2. ER Large Laser (Clan)
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
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	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: Black Knight BLK-NT-2Y

Movement Points:
Walking: 3
Running: 5

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Shield	RA	—	5	—	—	—	—
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	LA	10	10 [DE]	3	6	12	18

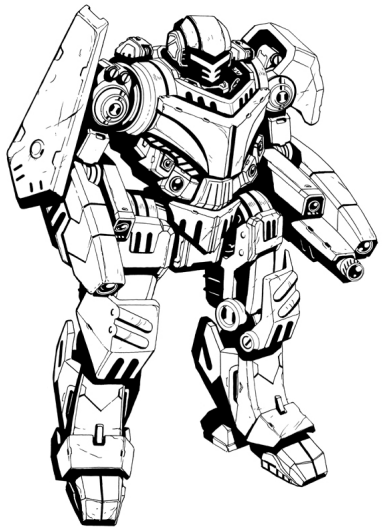
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WARRIOR DATA

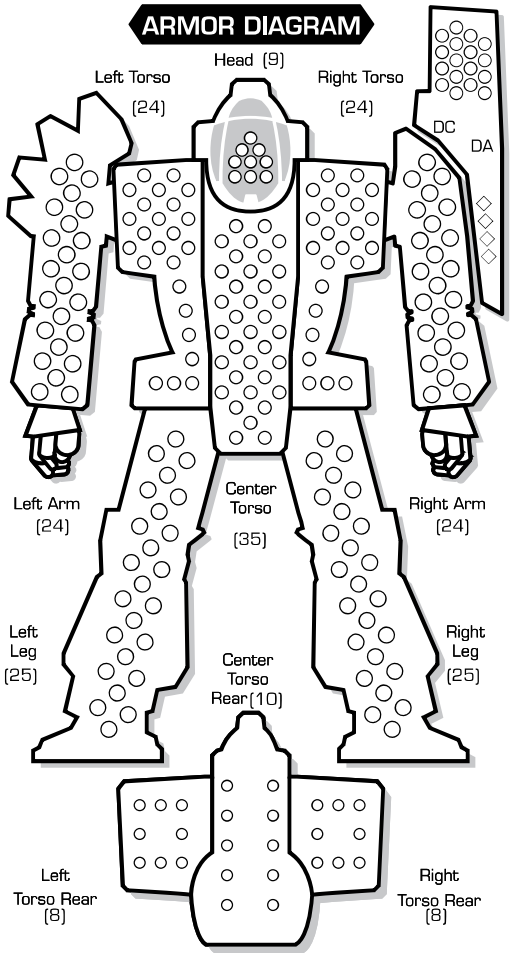
Name: _____

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. PPC
2. PPC

4-6
3. PPC
4. Large Laser
5. Large Laser
6. Medium Laser

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Medium Laser
5. Beagle Active Probe
6. Beagle Active Probe

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso

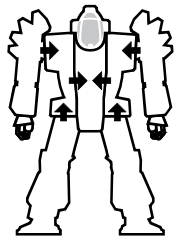
1. XL Fusion Engine
2. XL Fusion Engine

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. 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

1-3
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1. Medium Shield
2. Medium Shield

4-6
3. Medium Shield
4. Medium Shield
5. Medium Shield
6. Endo-Composite

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Medium Laser
5. Targeting Computer
6. Targeting Computer

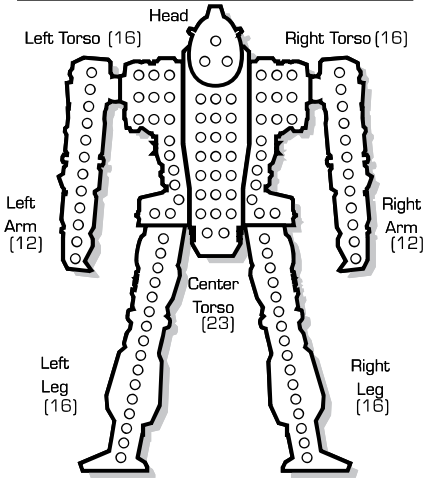
1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Targeting Computer
5. Endo-Composite
6. Endo-Composite

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

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: Black Knight BLK-NT-3A

Movement Points:
Walking: 4
Running: 6

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	–	4	8	12
1	ER Small Laser	RT	2	3 [DE]	–	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	–	4	8	12
1	ER Small Laser	LT	2	3 [DE]	–	2	4	5
1	ER Large Laser	RA	12	8 [DE]	–	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	–	4	8	12
1	Medium Shield	RA	–	5	–	–	–	–
1	ER Large Laser	LA	12	8 [DE]	–	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	–	4	8	12
1	Flamer	LA	3	2 [DE,H,AI]	–	1	2	3

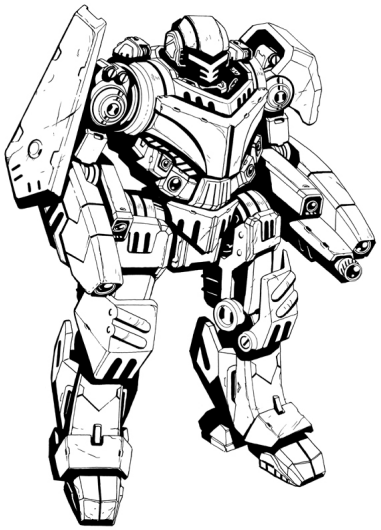
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WARRIOR DATA

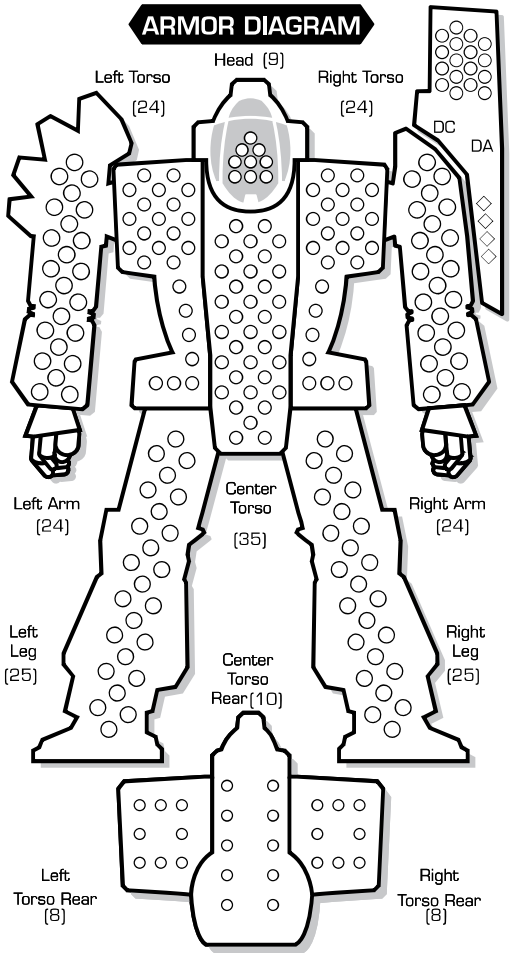
Name: _____

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. ER Large Laser
5. ER Large Laser
6. ER Medium Laser

1-3

1. Flamer
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Small Laser
6. Endo-Composite

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
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

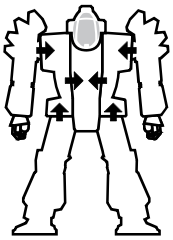
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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. ER Large Laser
5. ER Large Laser
6. ER Medium Laser

1-3

1. Medium Shield
2. Medium Shield
3. Medium Shield
4. Medium Shield
5. Medium Shield
6. Roll Again

4-6

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

1-3

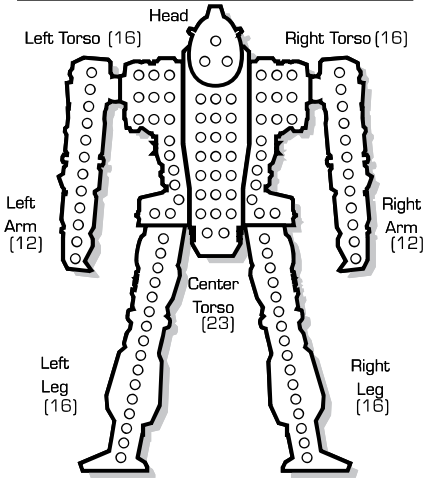
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Small Laser
6. Endo-Composite

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

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: Black Knight BLK-NT-3B

Movement Points:
Walking: 4 [5]
Running: 6 [8]

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3 [DE]	–	1	2	3
1	Small Pulse Laser	RT	2	3 [P,AI]	–	1	2	3
1	Small Laser	LT	1	3 [DE]	–	1	2	3
1	Small Pulse Laser	LT	2	3 [P,AI]	–	1	2	3
1	ER PPC	RA	15	10 [DE]	–	7	14	23
1	ER Small Laser	RA	2	3 [DE]	–	2	4	5
1	Medium Shield	RA	–	5	–	–	–	–
1	ER PPC	LA	15	10 [DE]	–	7	14	23
1	ER Small Laser	LA	2	3 [DE]	–	2	4	5

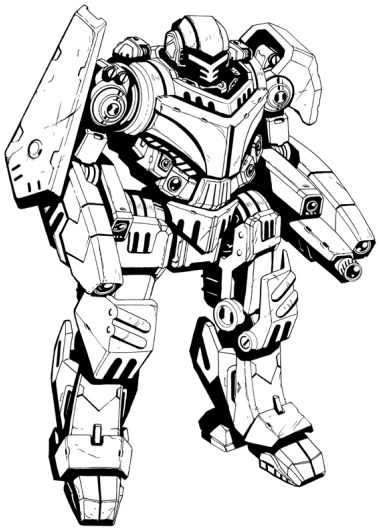
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WARRIOR DATA

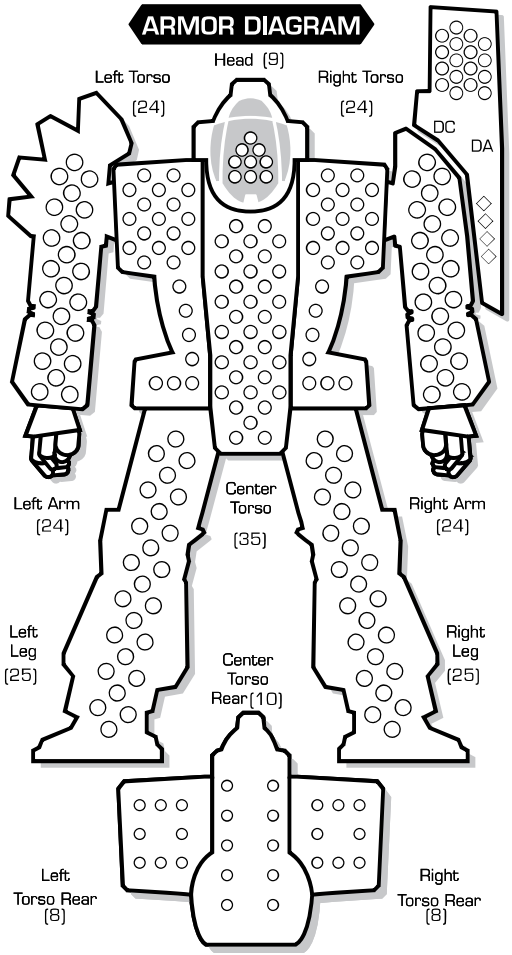
Name: _____

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. ER Small Laser
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Small Pulse Laser
2. Small Laser
3. Endo-Composite

4-6
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-Composite
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

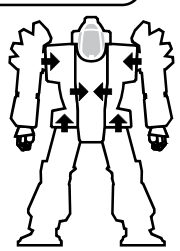
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
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. ER PPC
5. ER PPC
6. ER PPC

1. ER Small Laser

4-6
2. Medium Shield
3. Medium Shield
4. Medium Shield
5. Medium Shield
6. Medium Shield

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

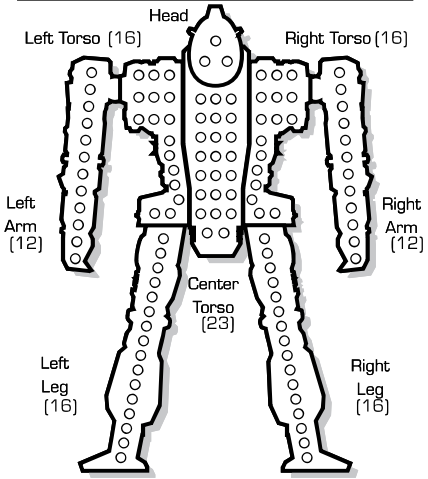
1. Small Pulse Laser
2. Small Laser

4-6
3. Endo-Composite
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

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: Black Knight BLK-NT-4D

Movement Points:
Walking: 3
Running: 5

Tonnage: 75
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	Small Pulse Laser (Clan)	RT	2	3 [P,AI]	—	2	4	6
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	Small Pulse Laser (Clan)	LT	2	3 [P,AI]	—	2	4	6
1	ER Small Laser (Clan)	RA	2	5 [DE]	—	2	4	6
1	Medium Shield	RA	—	5	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23
1	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15

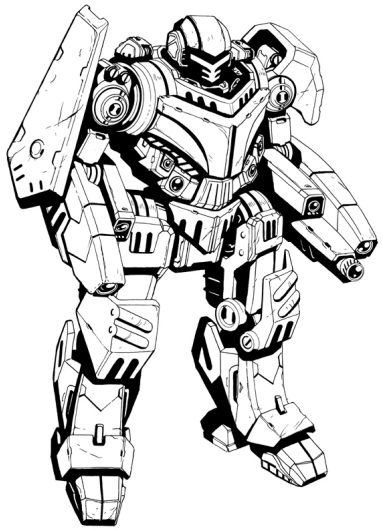
BV: 2,280

WARRIOR DATA

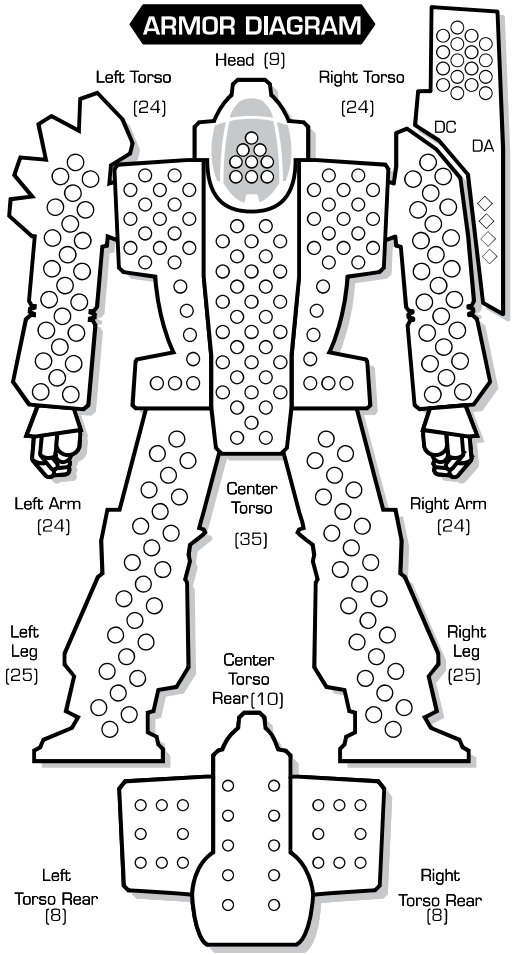
Name: _____

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. ER PPC (Clan)
5. ER PPC (Clan)
6. Plasma Rifle

1. Plasma Rifle
2. ER Small Laser (Clan)
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1. Double Heat Sink (Clan)
2. ER Medium Laser (Clan)
3. Small Pulse Laser (Clan)
4. Ammo (Plasma Rifle) 10
5. Ammo (Plasma Rifle) 10
6. Endo-Composite

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

Head

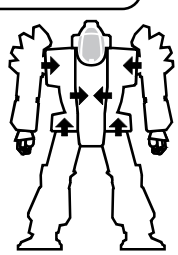
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

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. Angel ECM Suite
6. Angel 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. Plasma Rifle
5. Plasma Rifle
6. ER Small Laser (Clan)

1. Medium Shield
2. Medium Shield
3. Medium Shield
4. Medium Shield
5. Medium Shield
6. Endo-Composite

Right Torso

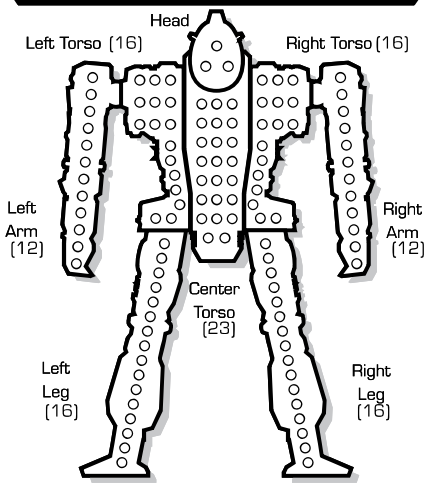
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1. Double Heat Sink (Clan)
2. ER Medium Laser (Clan)
3. Small Pulse Laser (Clan)
4. Ammo (Plasma Rifle) 10
5. Endo-Composite
6. Endo-Composite

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

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: Black Knight BLK-NT-5H

Movement Points:
Walking: 3
Running: 5

Tonnage: 75
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	Small Pulse Laser (Clan)	RT	2	3 [P,AI]	—	2	4	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	Small Pulse Laser (Clan)	LT	2	3 [P,AI]	—	2	4	6
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser (Clan)	RA	2	5 [DE]	—	2	4	6
1	Medium Shield	RA	—	5	—	—	—	—
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23
1	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6

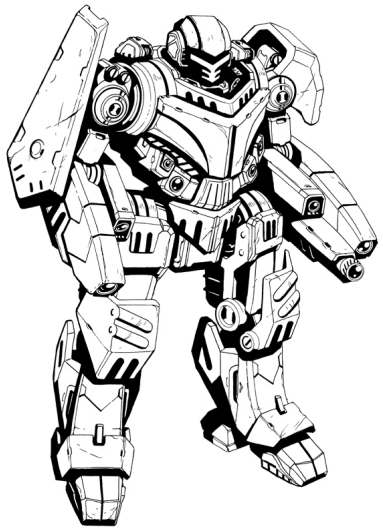
BV: 2,423

WARRIOR DATA

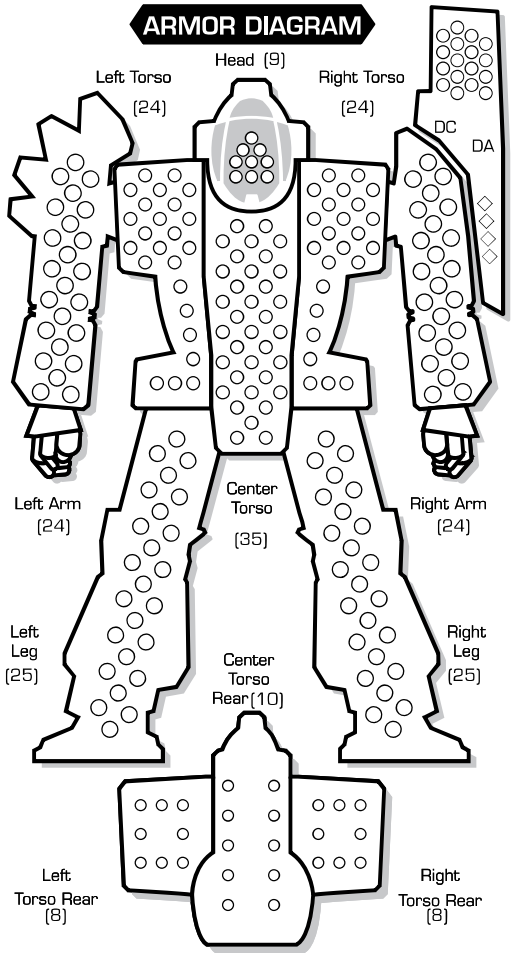
Name: _____

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. ER PPC (Clan)
5. ER PPC (Clan)
6. ER Large Laser (Clan)

4-6
1. ER Small Laser (Clan)
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. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

4-6
1. Double Heat Sink (Clan)
2. Double Heat Sink (Clan)
3. ER Medium Laser (Clan)
4. Small Pulse Laser (Clan)
5. Endo-Composite
6. Endo-Composite

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

Head

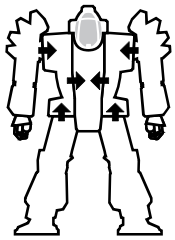
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

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. Endo-Composite
6. Endo-Composite

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. ER Large Laser (Clan)
5. ER Small Laser (Clan)
6. Medium Shield

4-6
1. Medium Shield
2. Medium Shield
3. Medium Shield
4. Medium Shield
5. Roll Again
6. Roll Again

Right Torso

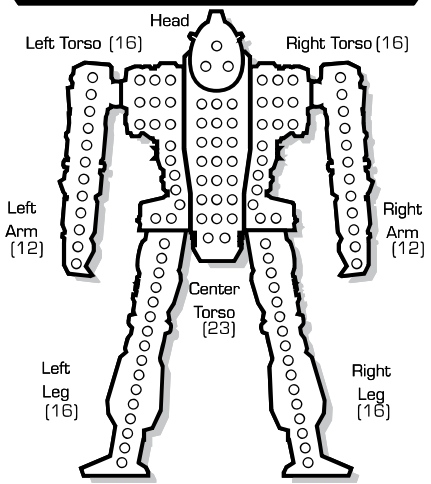
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser (Clan)
4. Small Pulse Laser (Clan)
5. Targeting Computer
6. Targeting Computer

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo-Composite
5. Endo-Composite
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

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: Templar III TLR2-O

Movement Points:
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER PPC	LA	15	10 [DE]	—	7	14	23

BV: 2,028

WARRIOR DATA

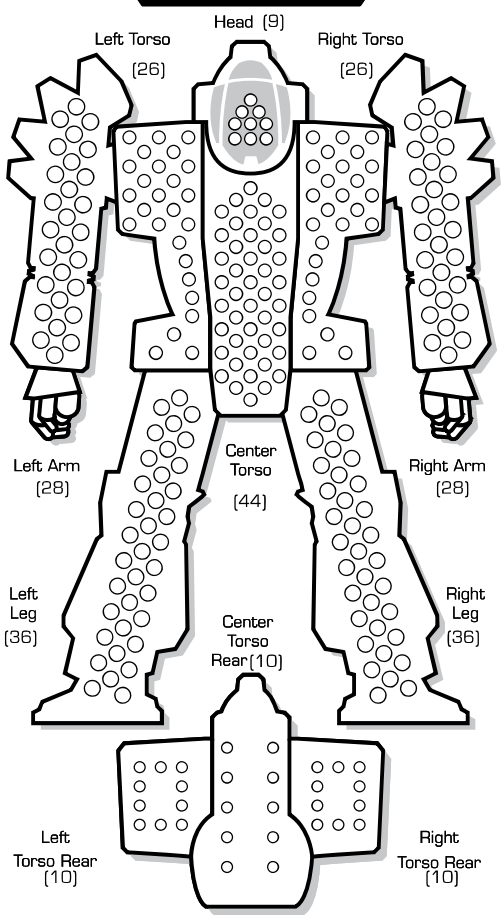
Name: _____

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. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
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. 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

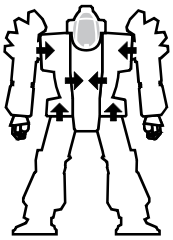
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. 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 Small Laser
6. ER Small Laser

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

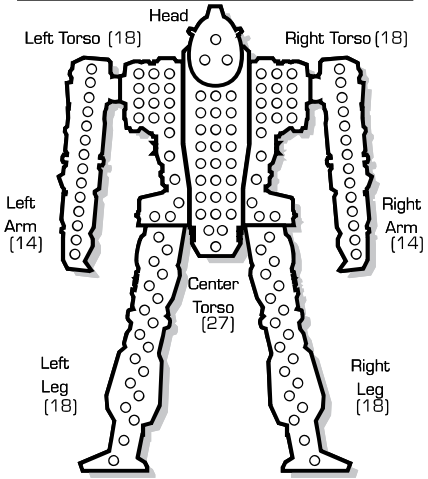
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER PPC
6. ER Medium Laser

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. SRM 4

1. Ammo (SRM 4) 25
2. CASE
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	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: Templar III TLR2-OA

Movement Points:
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	Large Pulse Laser	RA	10	9 [P]	–	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	–	2	4	6
1	Large Pulse Laser	LA	10	9 [P]	–	3	7	10
1	Medium Pulse Laser	LA	4	6 [P]	–	2	4	6

BV: 1,677

WARRIOR DATA

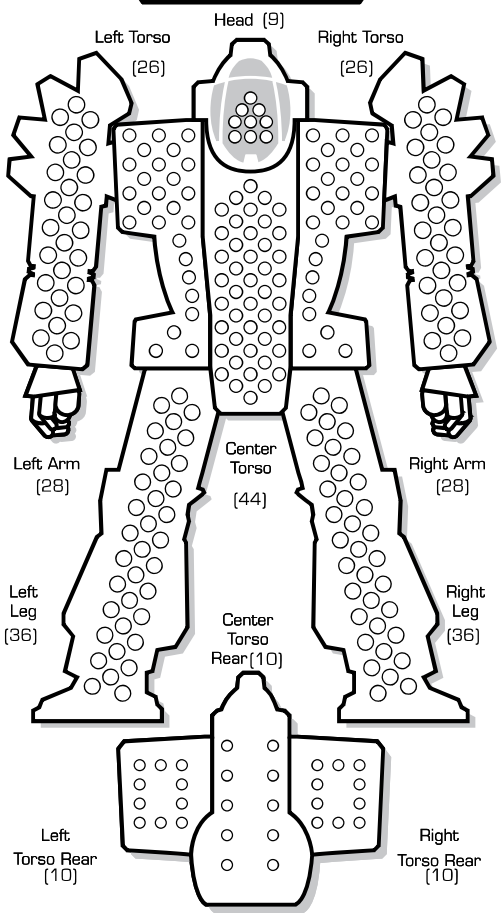
Name: _____

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. MML 7
4. MML 7
5. MML 7
6. MML 7

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
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

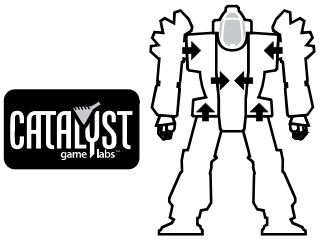
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

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. 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

1-3
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

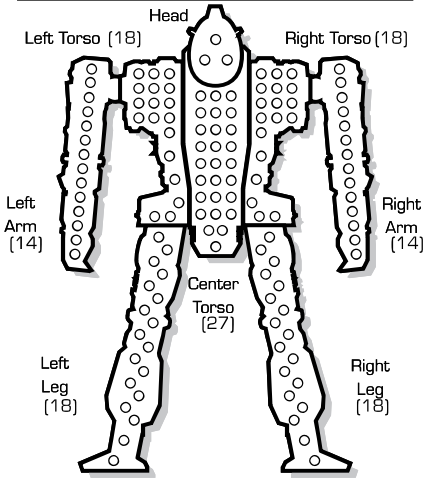
1-3
3. MML 7
4. MML 7
5. MML 7
6. MML 7

1. Ammo (MML 7/LRM) 17
2. Ammo (MML 7/SRM) 14

4-6
3. CASE
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	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+	
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: Templar III TLR2-OB

Movement Points:
Walking: 4
Running: 6 [8]
Jumping: 4

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
4	Small X-Pulse Laser	RT	3	3 [P,AI]	—	2	4	5
1	ER PPC	LT	15	10 [DE]	—	7	14	23
2	Small X-Pulse Laser	LT	3	3 [P,AI]	—	2	4	5
1	Hatchet	RA	—	17	—	—	—	—
1	Chain Whip	LA	—	3	—	—	—	—

BV: 1,919

WARRIOR DATA

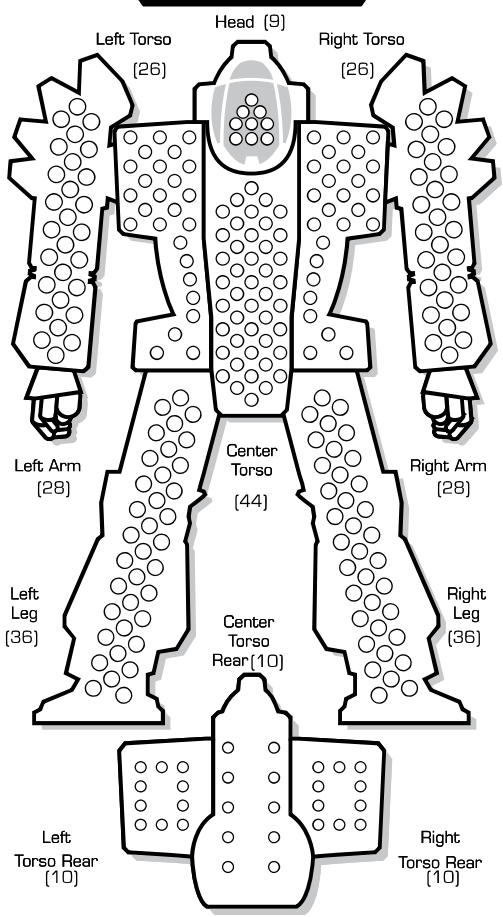
Name: _____

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. Chain Whip
6. Chain Whip

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
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. ER PPC
6. ER PPC

4-6:
1. ER PPC
2. Small X-Pulse Laser
3. Small X-Pulse Laser
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

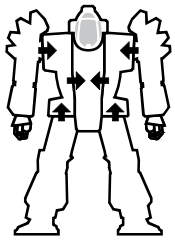
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

4-6:
1. Heavy Duty Gyro
2. Light Fusion Engine
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

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6:
1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet
5. Roll Again
6. Roll Again

Right Torso

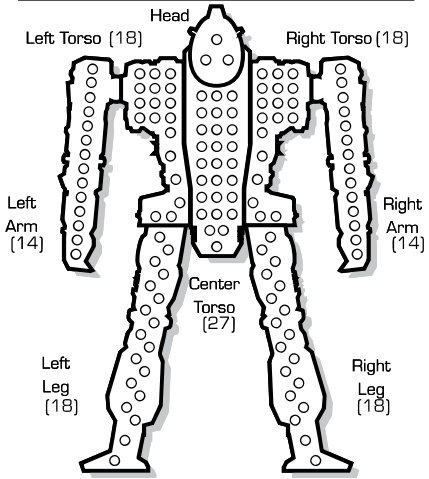
1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Small X-Pulse Laser
6. Small X-Pulse Laser

4-6:
1. Small X-Pulse Laser
2. Small X-Pulse Laser
3. CASE
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	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: Templar III TLR2-OC

Movement Points:
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	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	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Large Re-engineered Laser	LA	10	9 [DE]	—	5	10	15

BV: 1,968

WARRIOR DATA

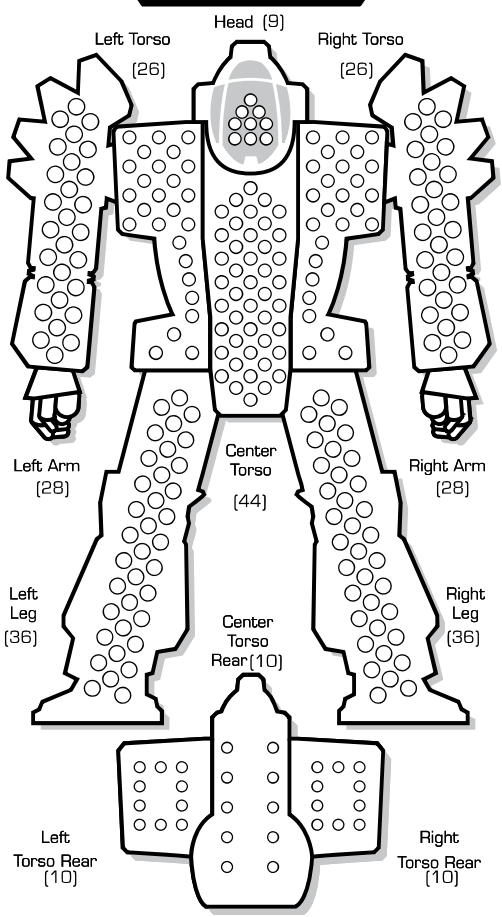
Name: _____

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. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. ER Medium 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 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. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

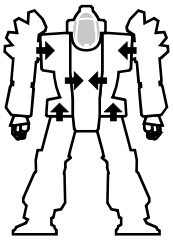
1-3

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Small Laser
6. Roll Again

4-6

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. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1-3

1. Rotary AC/5
2. Rotary AC/5
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. ER Medium Laser
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

1-3

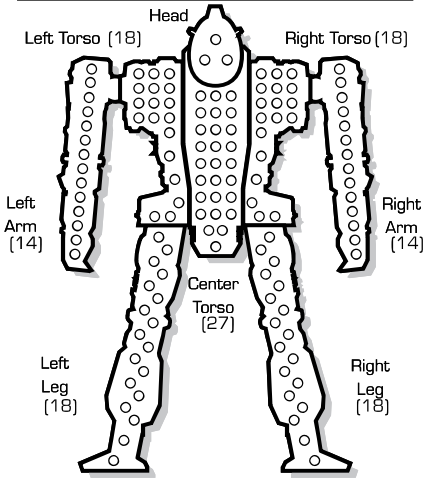
1. Ammo (Streak SRM 6) 15
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

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: Templar III TLR2-OD

Movement Points:
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Re-engineered Laser	CT	7	6 [DE]	—	3	6	9
1	Medium Re-engineered Laser	RT	7	6 [DE]	—	3	6	9
2	Medium Re-engineered Laser	LT	7	6 [DE]	—	3	6	9
1	LB 10-X AC (Clan)	RA	2	10 [DB,C/F/S]	—	6	12	18
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

BV: 2,041

WARRIOR DATA

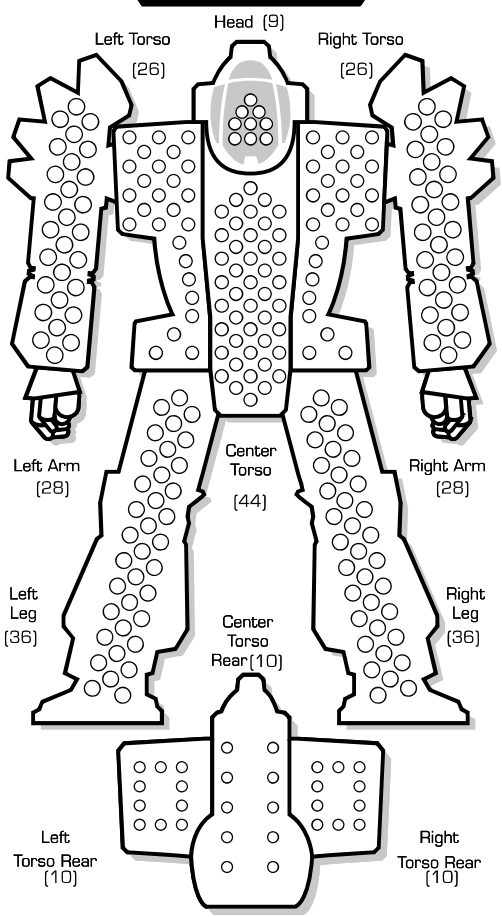
Name: _____

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. ER PPC (Clan)
4. ER PPC (Clan)
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. Medium Re-engineered Laser
4. Medium Re-engineered Laser
5. Medium Re-engineered Laser
6. Medium Re-engineered Laser

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

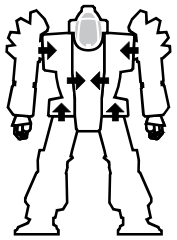
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. Medium Re-engineered Laser
6. Medium Re-engineered Laser

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. LB 10-X AC (Clan)
4. LB 10-X AC (Clan)
5. LB 10-X AC (Clan)
6. LB 10-X AC (Clan)

1. LB 10-X AC (Clan)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

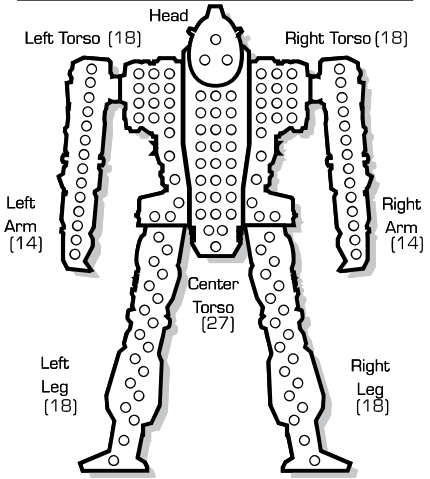
1. Light Fusion Engine
2. Light Fusion Engine
3. Medium Re-engineered Laser
4. Medium Re-engineered Laser
5. Ammo (LB-10X) 10
6. Ammo (LB-10X) 10

1. Ammo (LB-10X Cluster) 10
2. CASE
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	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: Atlas III AS7-D2

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Streak LRM 20 (Clan)	RT	6	1/Msl [M,C]	—	7	14	21
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	HAG/30 (Clan)	RA	6	30 [C,F,X]	2	8	16	24
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

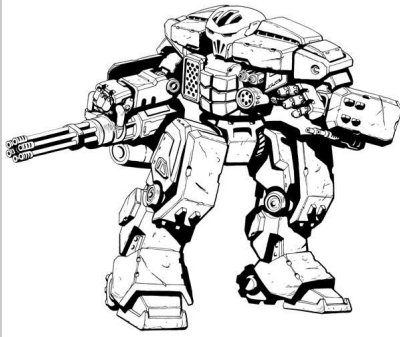
BV: 2,890

WARRIOR DATA

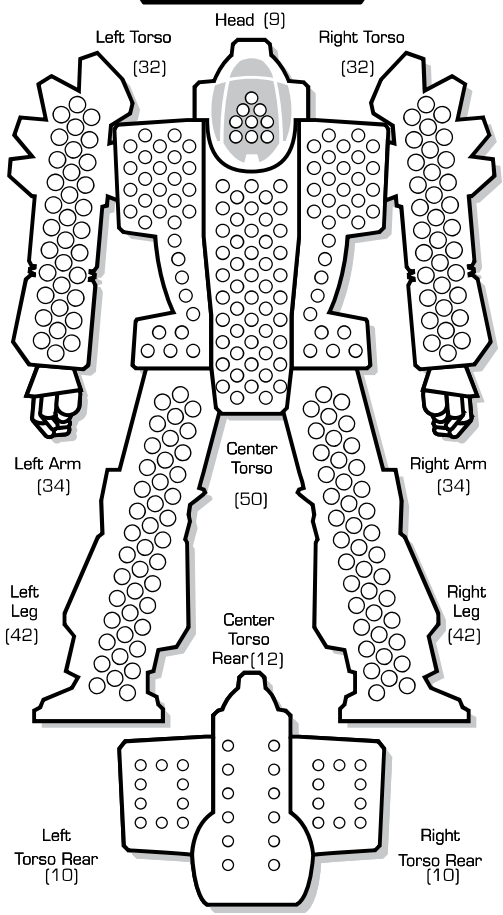
Name: _____

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 X-Pulse Laser
6. Medium X-Pulse Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. CASE II
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

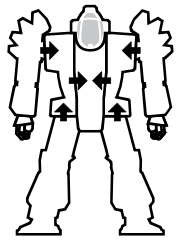
1. Life Support
2. Sensors
3. O Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. Angel ECM Suite
6. Angel 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. HAG/30 (Clan)
6. HAG/30 (Clan)

1. HAG/30 (Clan)
2. HAG/30 (Clan)
3. HAG/30 (Clan)
4. HAG/30 (Clan)
5. HAG/30 (Clan)
6. HAG/30 (Clan)

Right Torso

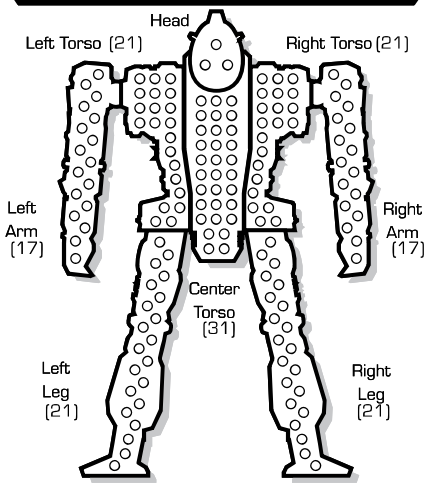
1. Streak LRM 20 (Clan)
2. Streak LRM 20 (Clan)
3. Streak LRM 20 (Clan)
4. Streak LRM 20 (Clan)
5. Streak LRM 20 (Clan)
6. Ammo (Streak LRM 20) 6

1. Ammo (Streak LRM 20) 6
2. Ammo (HAG 30) 4
3. Ammo (HAG 30) 4
4. Ammo (HAG 30) 4
5. Ammo (HAG 30) 4
6. CASE II

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: Atlas III AS7-D3

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Streak LRM 20 (Clan)	RT	6	1/Msl [M,C]	—	7	14	21
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Radical Heat Sink System	LT	—	[E]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	—	6	12	18
1	Small Shield	RA	—	3	—	—	—	—
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Small Shield	LA	—	3	—	—	—	—

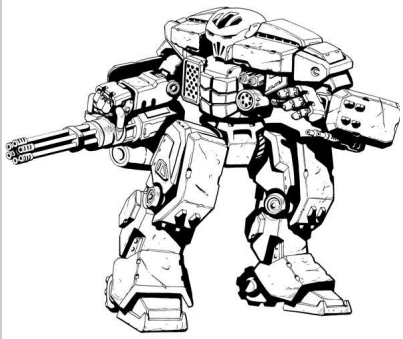
BV: 2,564

WARRIOR DATA

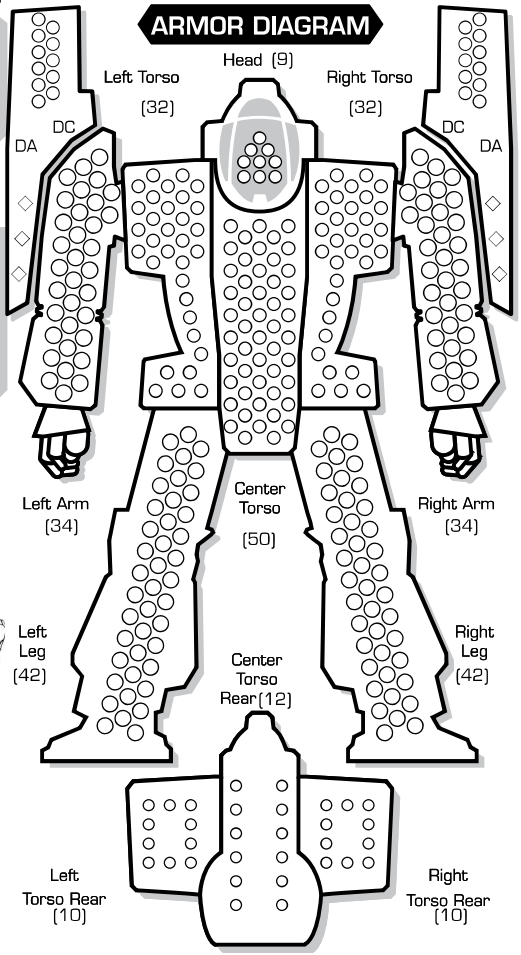
Name: _____

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. Medium X-Pulse Laser
6. Medium X-Pulse Laser

4-6
1. Small Shield
2. Small Shield
3. Small Shield
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. Streak SRM 6
2. Streak SRM 6
3. Medium X-Pulse Laser
4. Medium X-Pulse Laser
5. Ammo (Streak SRM 6) 15
6. Radical Heat Sink System

4-6
1. Radical Heat Sink System
2. Radical Heat Sink System
3. CASE II
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

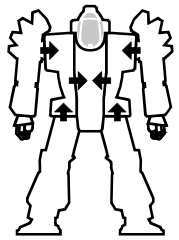
1. Life Support
2. Sensors
3. O Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. Angel ECM Suite
6. Angel 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. Rotary AC/2
6. Rotary AC/2

4-6
1. Rotary AC/2
2. Ammo (RAC/2) 45
3. Ammo (RAC/2) 45
4. Small Shield
5. Small Shield
6. Small Shield

Right Torso

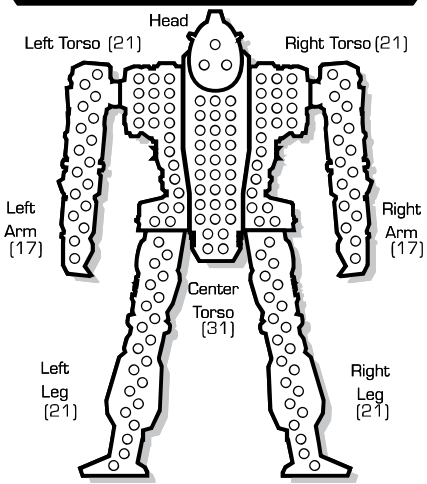
1-3
1. Streak LRM 20 (Clan)
2. Streak LRM 20 (Clan)
3. Streak LRM 20 (Clan)
4. Streak LRM 20 (Clan)
5. Streak LRM 20 (Clan)
6. Ammo (Streak LRM 20) 6

4-6
1. Ammo (Streak LRM 20) 6
2. CASE II
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	12 (24) 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™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rondel RDL-01C

Thrust:
Safe Thrust: 8
Maximum Thrust: 12

Tonnage: 55
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

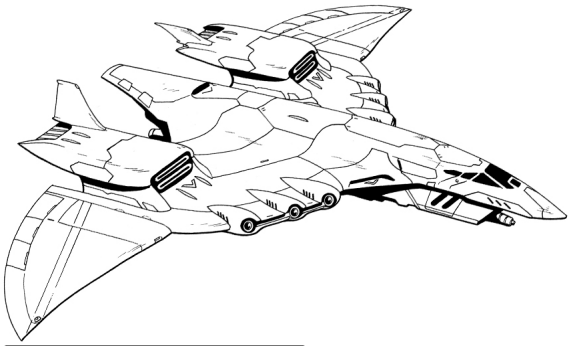
Weapons & Equipment Inventory

Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Rotary AC/5 [DB,R/C]	N	1	20	20	–	–
3	ER Medium Laser [DE]	LW	5	5	5	–	–
3	ER Medium Laser [DE]	RW	5	5	5	–	–

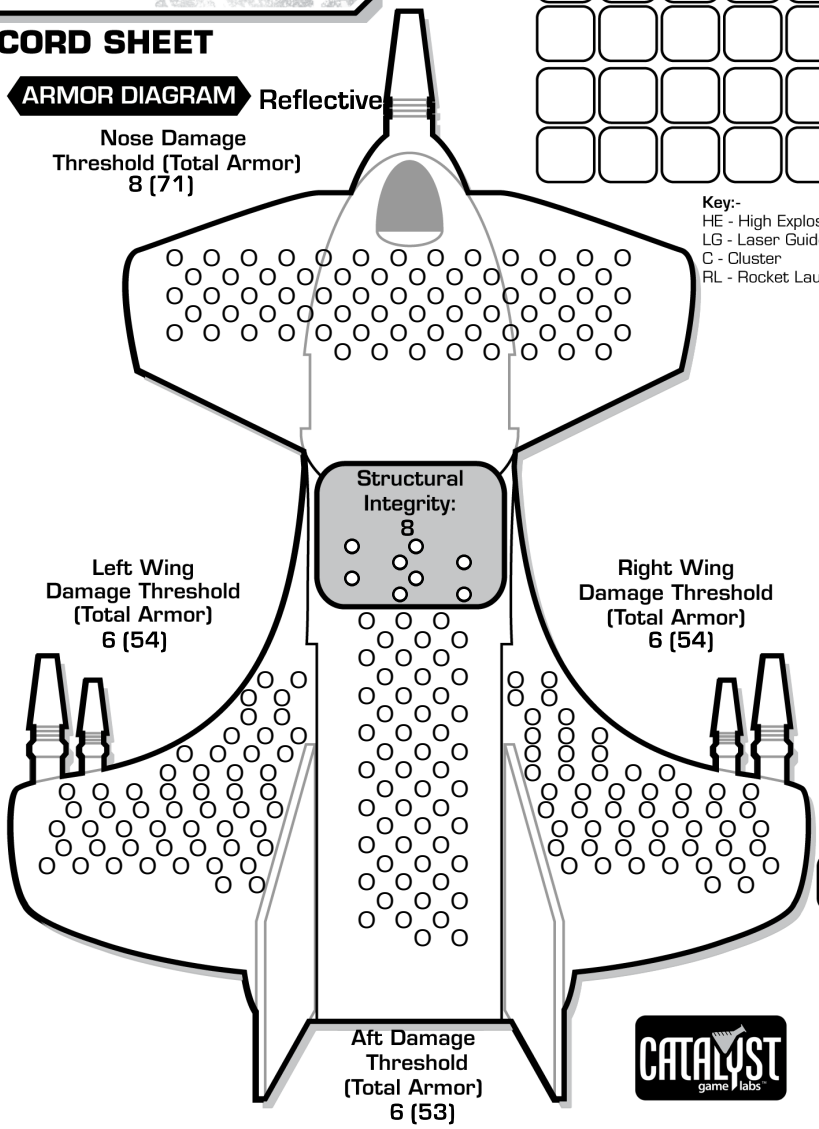
Ammo: (RAC/5) 60
Fuel: 400 Points

BV: 2,332



ARMOR DIAGRAM

Reflective



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:
11 (22)
Double
O O
O
O
O
O
O
O
O
O
O
O

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: Cutlass CUT-01D

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

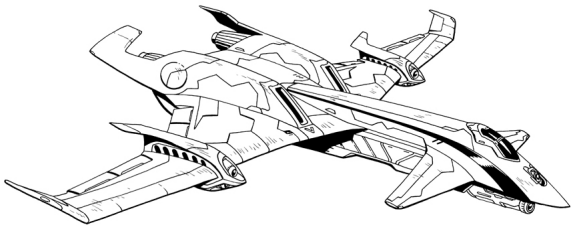
Weapons & Equipment Inventory

Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Beagle Active Probe [E]	N	0	–	–	4	–
1	ER Large Laser [DE]	N	12	8	8	8	–
1	Gauss Rifle [DB,X]	N	1	15	15	15	–
1	Guardian ECM Suite [E]	N	0	–	–	6	–
2	ER Medium Laser [DE]	LW	5	5	5	–	–
2	ER Medium Laser [DE]	RW	5	5	5	–	–

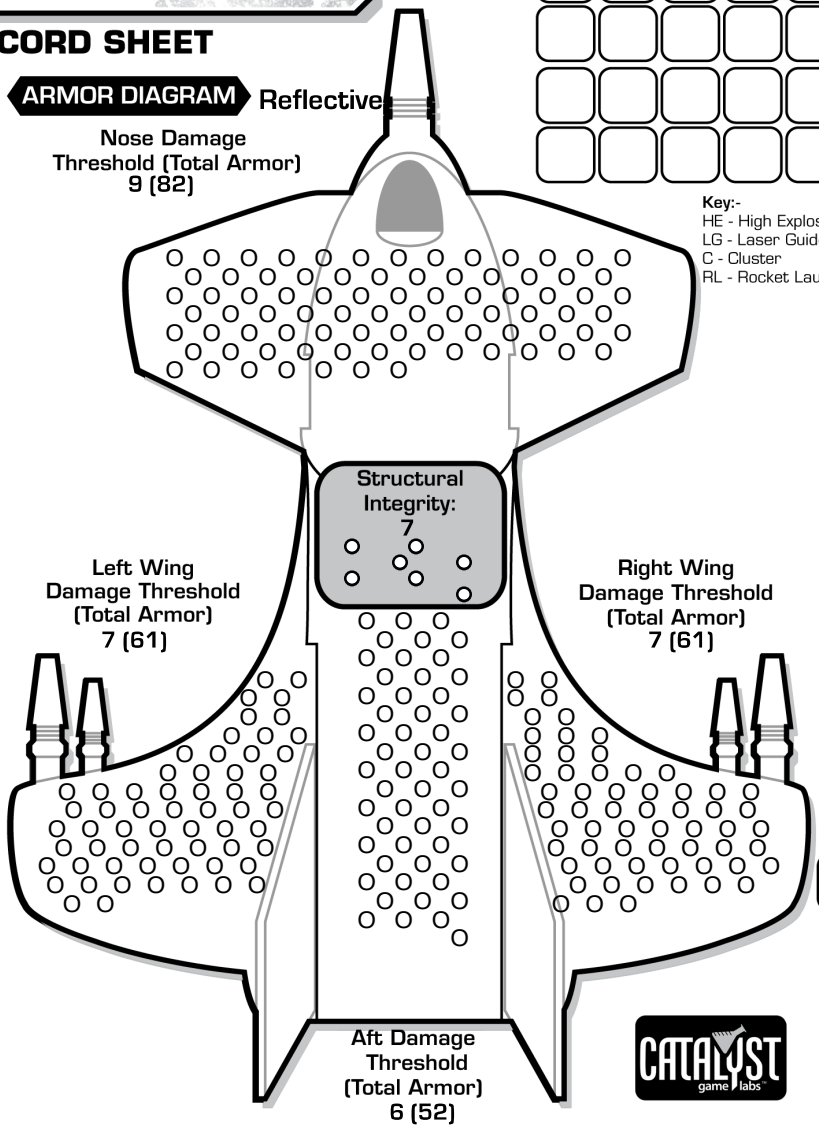
Ammo: (Gauss) 16
Fuel: 400 Points

BV: 2,680



ARMOR DIAGRAM

Reflective



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
O O
O O
O
O
O
O
O
O
O
O

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: Cutlass CUT-01E

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

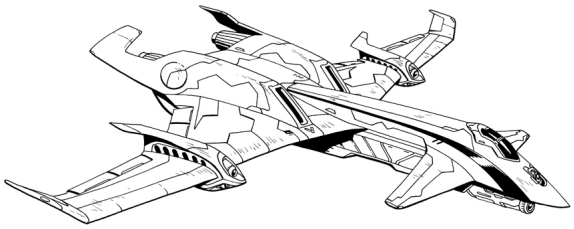
Weapons & Equipment Inventory

Standard Scale

Qty	Type	Loc.	Ht	SRV (0–6)	MRV (6–12)	LRV (13–20)	ERV (21–25)
1	Beagle Active Probe [E]	N	0	—	—	4	—
1	ER Large Laser [DE]	N	12	8	8	8	—
1	Extended LRM 20 [M,C,S]	N	10	12	12	12	12
1	Guardian ECM Suite [E]	N	0	—	—	6	—

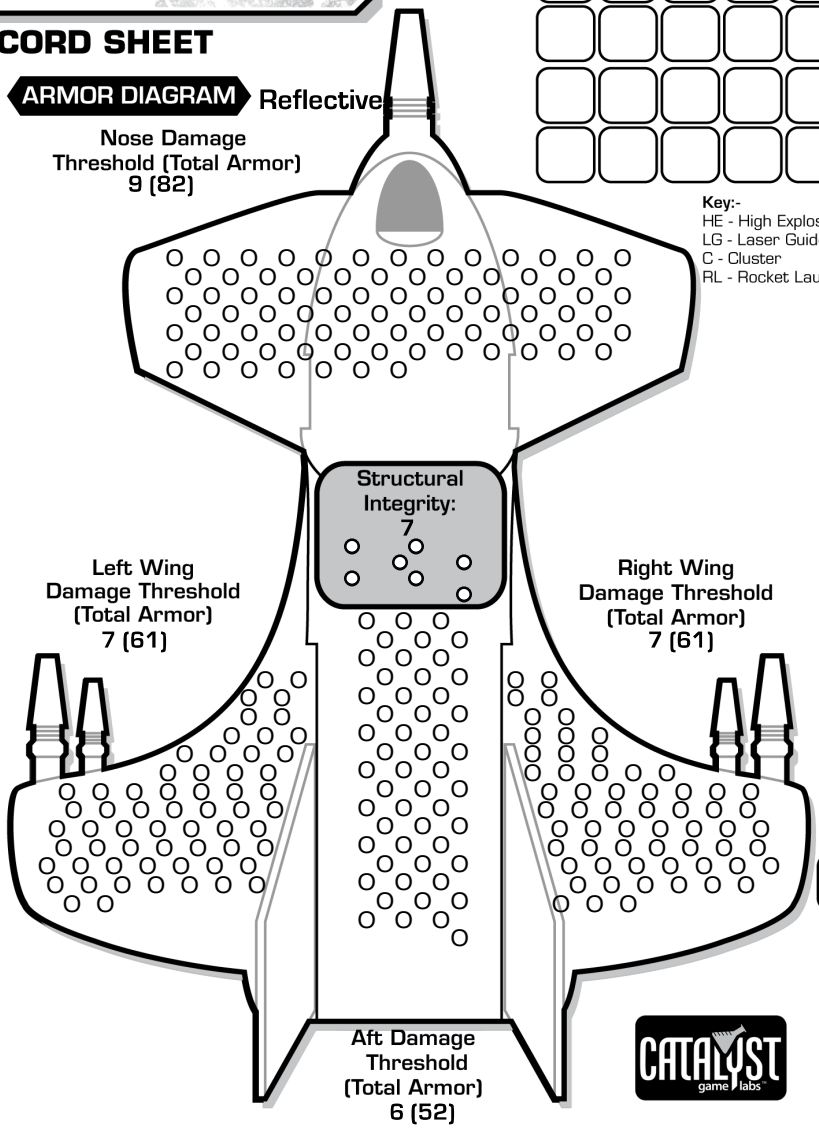
Ammo: (ELRM 20) 16
Fuel: 400 Points

BV: 2,234



ARMOR DIAGRAM

Reflective



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:
11 (22)
Double
O O
O
O
O
O
O
O
O
O
O
O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

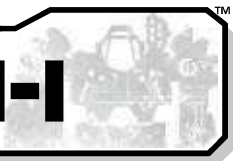
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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FREE WORLDS LEAGUE

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Leonidas [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
David Light Gauss Rifle	1 [DB]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 2

Type: Leonidas [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
David Light Gauss Rifle	1 [DB]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 3

Type: Leonidas [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
David Light Gauss Rifle	1 [DB]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 4

Type: Leonidas [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
David Light Gauss Rifle	1 [DB]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 187/36

BATTLE ARMOR: SQUAD 5

Type: Leonidas [David] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
David Light Gauss Rifle	1 [DB]	—	3	5	8
Heavy Battle Claw	[E]	—	—	—	—

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

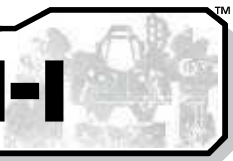
TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

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: Leonidas [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 171/33

BATTLE ARMOR: SQUAD 2

Type: Leonidas [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 171/33

BATTLE ARMOR: SQUAD 3

Type: Leonidas [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 171/33

BATTLE ARMOR: SQUAD 4

Type: Leonidas [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 171/33

BATTLE ARMOR: SQUAD 5

Type: Leonidas [MG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 171/33

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: Leonidas [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

BV: 147/28

BATTLE ARMOR: SQUAD 2

Type: Leonidas [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

BV: 147/28

BATTLE ARMOR: SQUAD 3

Type: Leonidas [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

BV: 147/28

BATTLE ARMOR: SQUAD 4

Type: Leonidas [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

BV: 147/28

BATTLE ARMOR: SQUAD 5

Type: Leonidas [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Battle Claw	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

BV: 147/28

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: Leonidas [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
IS Light TAG	[E]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 131/25

BATTLE ARMOR: SQUAD 2

Type: Leonidas [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
IS Light TAG	[E]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 131/25

BATTLE ARMOR: SQUAD 3

Type: Leonidas [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
IS Light TAG	[E]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 131/25

BATTLE ARMOR: SQUAD 4

Type: Leonidas [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
IS Light TAG	[E]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 131/25

BATTLE ARMOR: SQUAD 5

Type: Leonidas [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	—	—	—	2
Heavy Battle Claw	[E]	—	—	—	—
IS Light TAG	[E]	—	3	6	9

Armor: Standard Stealth (+1/+1/+2)

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

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 131/25

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Leonidas [Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	–	–	–	2
Heavy Battle Claw	[E]	–	–	–	–
Improved Sensors	[E]	–	–	–	2

Armor: Standard Stealth (+1/+1/+2)

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 138/27

BATTLE ARMOR: SQUAD 2

Type: Leonidas [Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	–	–	–	2
Heavy Battle Claw	[E]	–	–	–	–
Improved Sensors	[E]	–	–	–	2

Armor: Standard Stealth (+1/+1/+2)

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 138/27

BATTLE ARMOR: SQUAD 3

Type: Leonidas [Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	–	–	–	2
Heavy Battle Claw	[E]	–	–	–	–
Improved Sensors	[E]	–	–	–	2

Armor: Standard Stealth (+1/+1/+2)

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 138/27

BATTLE ARMOR: SQUAD 4

Type: Leonidas [Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	–	–	–	2
Heavy Battle Claw	[E]	–	–	–	–
Improved Sensors	[E]	–	–	–	2

Armor: Standard Stealth (+1/+1/+2)

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 138/27

BATTLE ARMOR: SQUAD 5

Type: Leonidas [Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Angel ECM Suite	[E]	–	–	–	2
Heavy Battle Claw	[E]	–	–	–	–
Improved Sensors	[E]	–	–	–	2

Armor: Standard Stealth (+1/+1/+2)

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

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○

BV: 138/27

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: Ogre **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	–	–	–	–
SRM 2 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○○○○○○○○○					

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

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

BV: 280/54

BATTLE ARMOR: SQUAD 2

Type: Ogre **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	–	–	–	–
SRM 2 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○○○○○○○○○					

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

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

BV: 280/54

BATTLE ARMOR: SQUAD 3

Type: Ogre **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	–	–	–	–
SRM 2 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○○○○○○○○○					

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

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

BV: 280/54

BATTLE ARMOR: SQUAD 4

Type: Ogre **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	–	–	–	–
SRM 2 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○○○○○○○○○					

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

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

BV: 280/54

BATTLE ARMOR: SQUAD 5

Type: Ogre **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	–	–	–	–
SRM 2 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○○○○○○○○○					

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

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

BV: 280/54

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: Ogre (Interdictor) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Heavy Battle Claw (2)	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○○					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 342/66

BATTLE ARMOR: SQUAD 2

Type: Ogre (Interdictor) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Heavy Battle Claw (2)	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○○					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 342/66

BATTLE ARMOR: SQUAD 3

Type: Ogre (Interdictor) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Heavy Battle Claw (2)	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○○					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 342/66

BATTLE ARMOR: SQUAD 4

Type: Ogre (Interdictor) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Heavy Battle Claw (2)	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○○					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 342/66

BATTLE ARMOR: SQUAD 5

Type: Ogre (Interdictor) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Heavy Battle Claw (2)	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○○○○○					

Armor: Mimetic Armor (+3 - hexes moved)

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 342/66

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: Xiphos A **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Magshot	2 [DB]	—	3	6	9

Armor: Reactive

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 397/76

BATTLE ARMOR: SQUAD 2

Type: Xiphos A **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Magshot	2 [DB]	—	3	6	9

Armor: Reactive

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 397/76

BATTLE ARMOR: SQUAD 3

Type: Xiphos A **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Magshot	2 [DB]	—	3	6	9

Armor: Reactive

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 397/76

BATTLE ARMOR: SQUAD 4

Type: Xiphos A **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Magshot	2 [DB]	—	3	6	9

Armor: Reactive

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 397/76

BATTLE ARMOR: SQUAD 5

Type: Xiphos A **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Magshot	2 [DB]	—	3	6	9

Armor: Reactive

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

1 ○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○

BV: 397/76

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 (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Xiphos B **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Plasma Rifle	2 [DE,H]	—	2	4	6
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 2

Type: Xiphos B **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Plasma Rifle	2 [DE,H]	—	2	4	6
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 3

Type: Xiphos B **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Plasma Rifle	2 [DE,H]	—	2	4	6
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 4

Type: Xiphos B **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Plasma Rifle	2 [DE,H]	—	2	4	6
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 5

Type: Xiphos B **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Plasma Rifle	2 [DE,H]	—	2	4	6
SRM 1 (OS)	2/Msl [M,C,S]	—	3	6	9

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

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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BATTLETECH™



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Xiphos C **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heat Sensor	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 2

Type: Xiphos C **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heat Sensor	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 3

Type: Xiphos C **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heat Sensor	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 4

Type: Xiphos C **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heat Sensor	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

BATTLE ARMOR: SQUAD 5

Type: Xiphos C **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heat Sensor	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 357/69

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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thang-Ta APC

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 10
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	T	3 [DE]	—	2	4	5

Infantry Compartment (1 ton)

BV: 241

CREW DATA

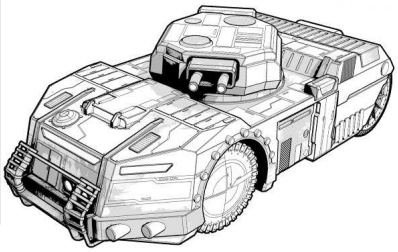
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

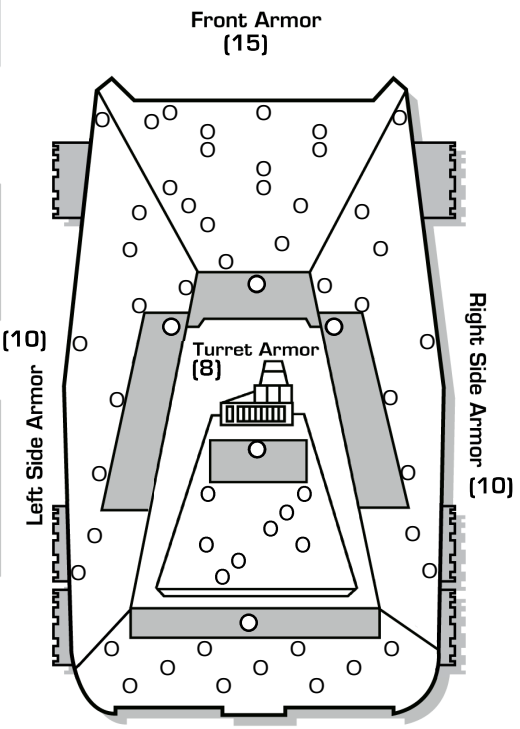
Driver Hit +2
Modifier to Driving Skill rolls

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

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Red Kite Attack VTOL

Movement Points:
Cruising: 11
Flank: 17
Engine Type: Fuel Cell

Tonnage: 25
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Chem Laser (Clan)	FR	5 [DE]	—	3	6	9
4	Medium Chem Laser (Clan)	T	5 [DE]	—	3	6	9

Ammo: (Medium Chemical Laser) 90

BV: 835

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

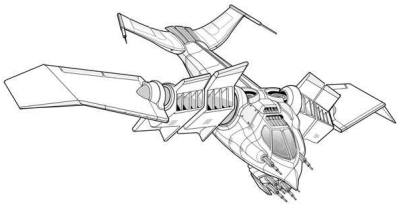
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

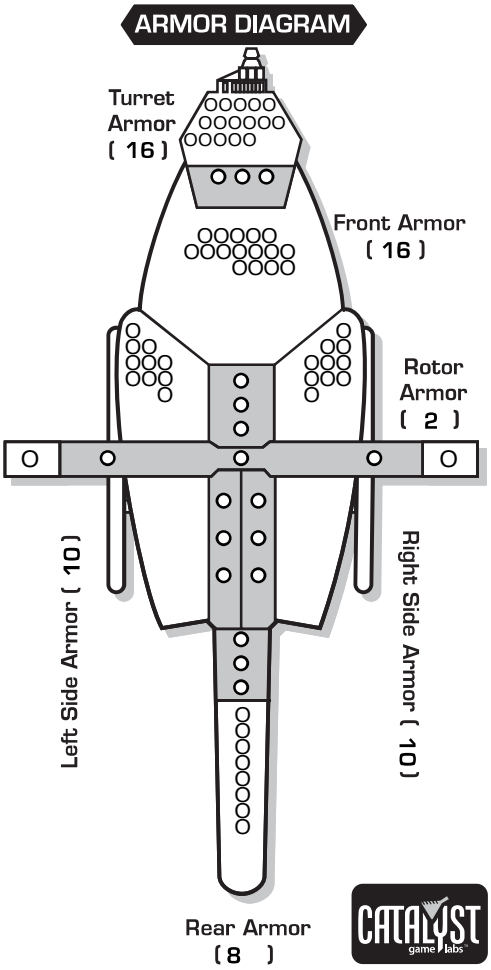
Flight Stabilizer* +3 Engine Hit
Turret Locked
Sensor Hits +1 +2 +3 D

Stabilizers
Front Left Turret
Rear Right

*Move at Cruising speed only



ARMOR DIAGRAM



CATALYST game labs

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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: R10 Mechanized ICV Prime

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9

Infantry Compartment (12 tons)

Ammo (CASE): (SRM 6) 30

BV: 746

CREW DATA

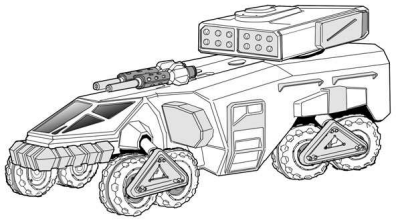
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

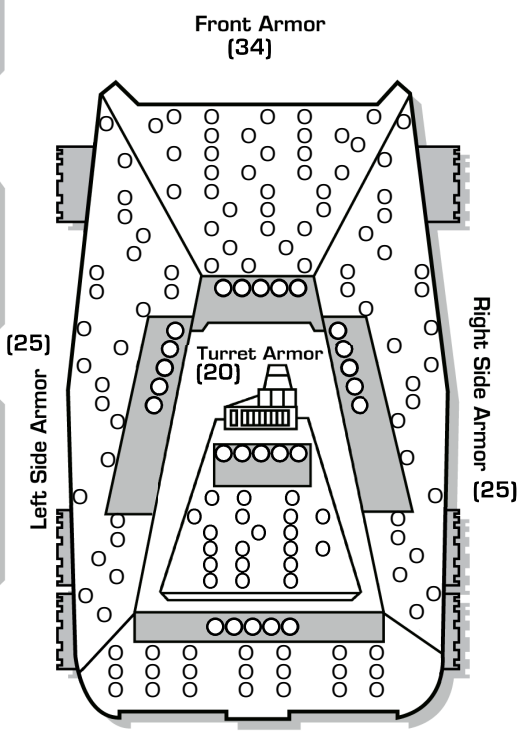
Driver Hit +2
Modifier to Driving Skill rolls

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: R10 Mechanized ICV A

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	FR	5 [DE]	—	3	6	9
2	LAC/5	T	5 [DB,S]	—	5	10	15
2	Medium Laser	T	5 [DE]	—	3	6	9

Infantry Compartment (4 tons)

Ammo (CASE): (LAC/5) 40

BV: 839

CREW DATA

Crew: _____

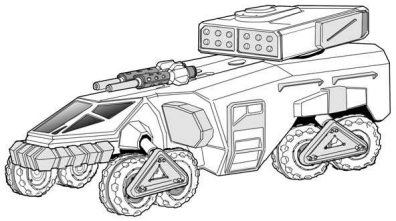
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

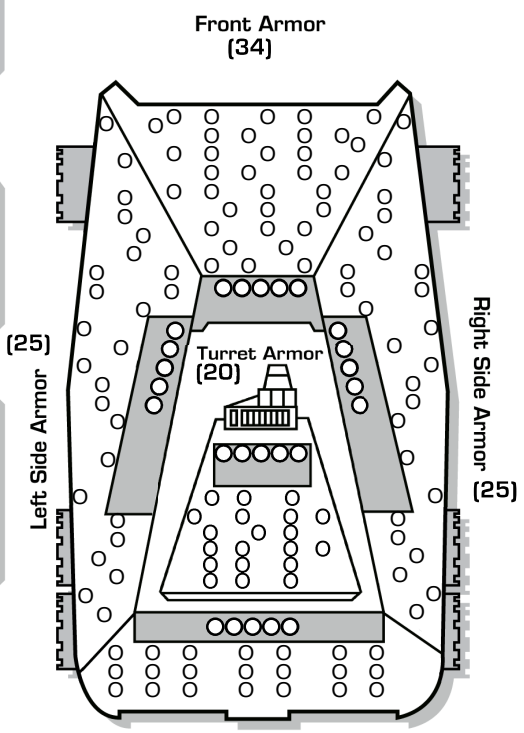
Driver Hit +2
Modifier to Driving Skill rolls

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: R10 Mechanized ICV B

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

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	Small Pulse Laser	FR	3 [P,AI]	—	1	2	3
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18

Infantry Compartment (4 tons)

Ammo (CASE): (LB 10-X Cluster) 10, (LB 10-X) 10

BV: 756

CREW DATA

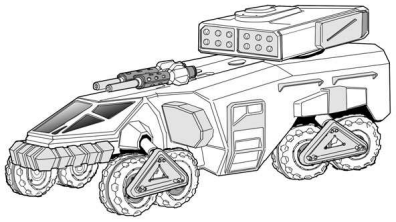
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

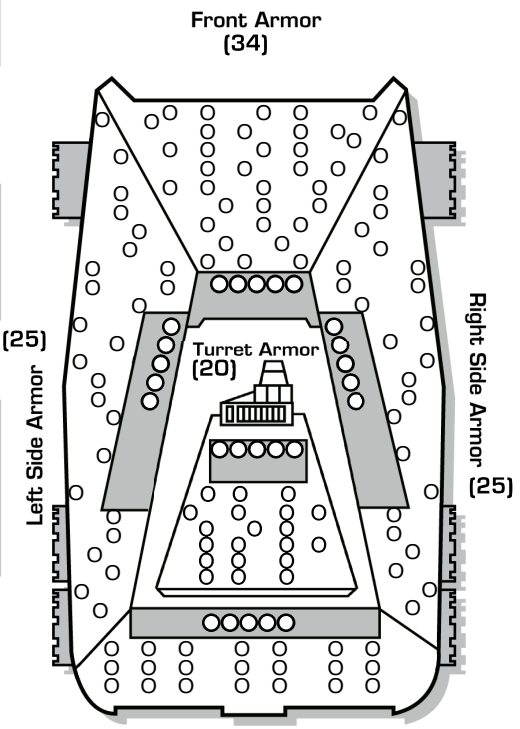
Driver Hit +2
Modifier to Driving Skill rolls

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: R10 Mechanized ICV (Coolant Truck)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Vehicle Flamer	FR	2 [DE,H,AI]	—	1	2	3

Liquid Cargo Space - 20.93 tons

Ammo: (Flamer) 20

BV: 355

CREW DATA

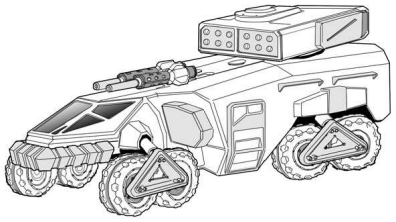
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

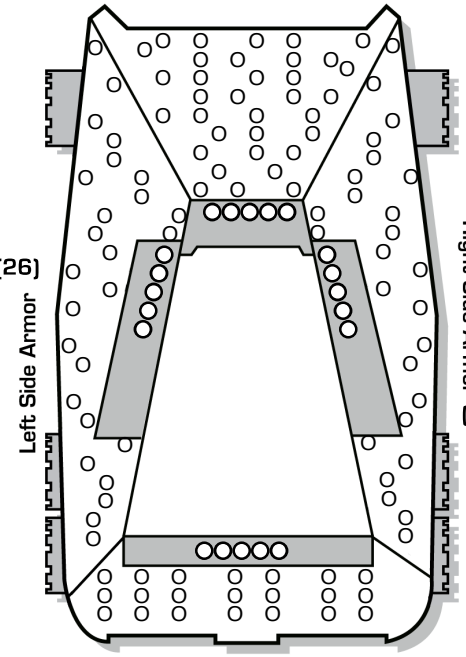
CRITICAL DAMAGE

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 (34)



Left Side Armor (26)

Right Side Armor (26)

Rear Armor (21)

CATALYST game labs™

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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: Partisan AA Vehicle

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	T	5 [DB,C/F/S]	3	7	14	21

Ammo: (LB 5-X Cluster) 20, (LB 5-X) 40

BV: 597

CREW DATA

Crew: _____

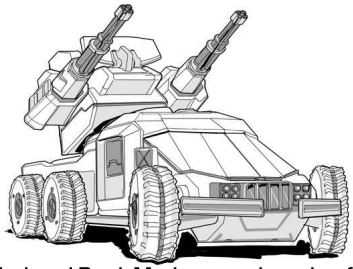
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

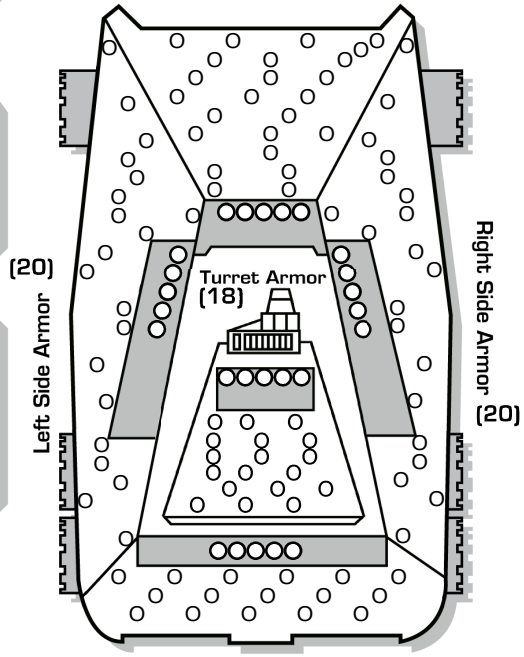
Driver Hit +2
Modifier to Driving Skill rolls

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: Partisan AA Vehicle (3134 Upgrade)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Light Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	HVAC/2	T	2 [DB]	3	10	20	35
1	Rocket Launcher 10	T	1/Msl [M,C]	—	5	11	18

Ammo (CASE): (HVAC/2) 60

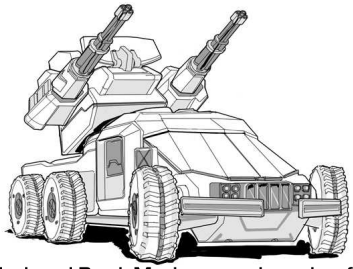
BV: 553

CREW DATA

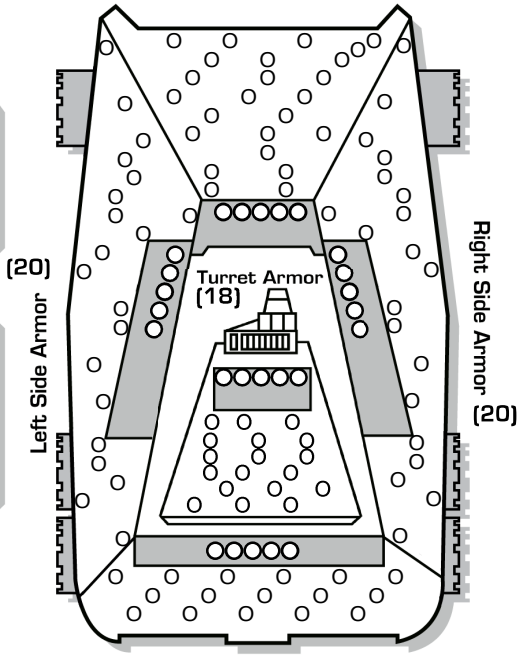
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Bardiche Heavy Strike Tank

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 7	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
2	MagShot	RSpo	2 [DB,X]	—	3	6	9
2	MagShot	LSpo	2 [DB,X]	—	3	6	9
2	Vehicular Mine Dispenser	RR	[E]	—	—	—	—
1	iNarc	T	[M]	—	4	9	15
2	Light PPC	T	5 [DE]	3	6	12	18

Ammo: (MML 7 LRM Narc) 17, (Magshot) 100, (iNarc) 20
(MML 7 SRM Narc) 28

BV: 1,305

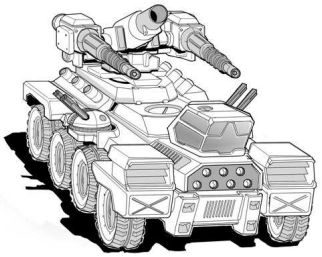
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

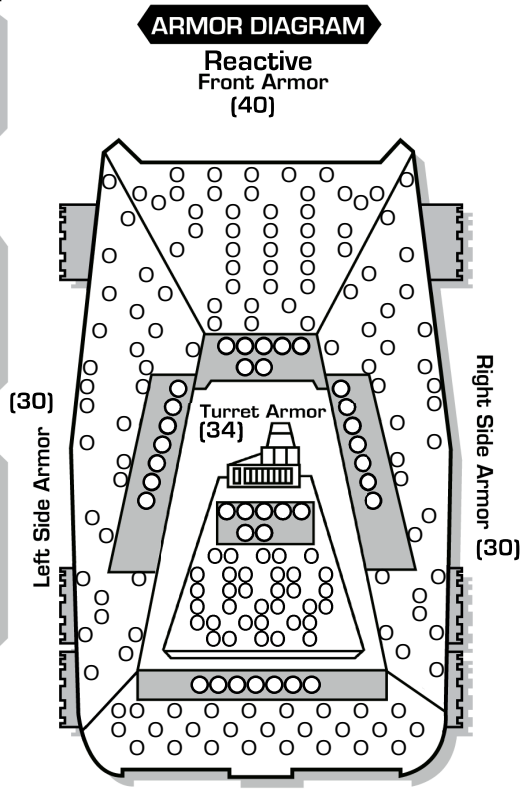
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Bardiche Heavy Strike Tank (Minesweeper)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Mine Sweeper	FR	[E]	—	—	—	—
1	MML 3	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
2	MagShot	RSpo	2 [DB,X]	—	3	6	9
2	MagShot	LSpo	2 [DB,X]	—	3	6	9
4	Vehicular Mine Dispenser	RR	[E]	—	—	—	—
1	Heavy PPC	T	15 [DE]	3	6	12	18

Ammo: (MML 3/SRM) 33, (Magshot) 100
(MML 3/LRM) 40

BV: 1,198

CREW DATA

Crew: _____

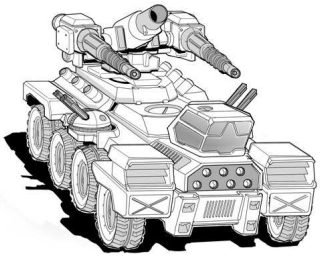
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

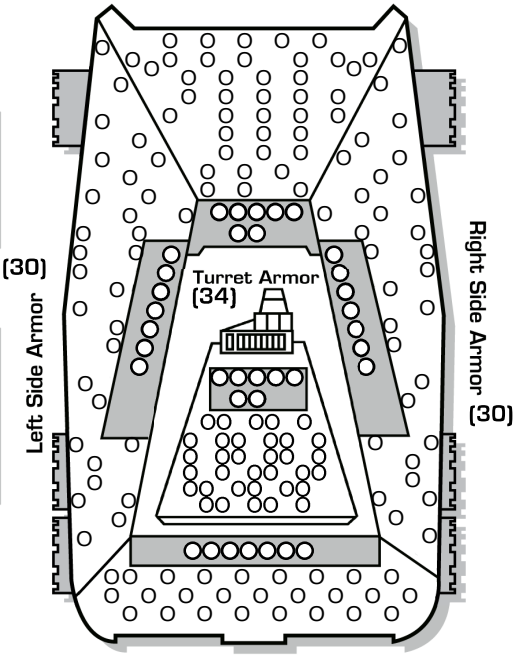
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Reactive Front Armor (40)



Rear Armor (26)

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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: Bulwark Assault Vehicle

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 85
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	FR	22 [DB,X]	3	6	12	19
1	Heavy PPC	T	15 [DE]	3	6	12	18

Ammo: (iHeavy Gauss) 16

BV: 1,737

CREW DATA

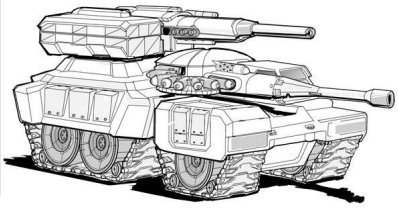
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

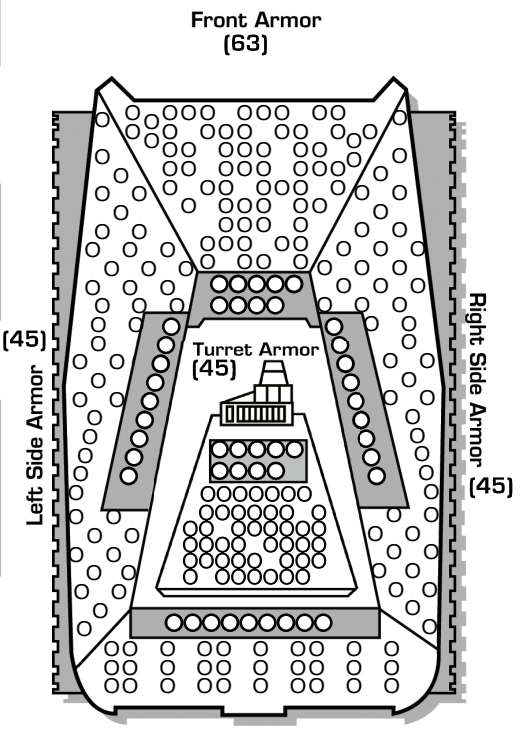
Driver Hit +2
Modifier to Driving Skill rolls

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: Bulwark Assault Vehicle (Original)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 85
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Heavy Gauss Rifle	FR	25/20/10 [DB,X]	4	6	13	20
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16, (Heavy Gauss) 16

BV: 1,681

CREW DATA

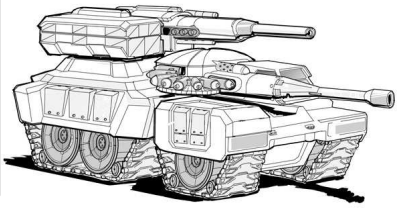
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

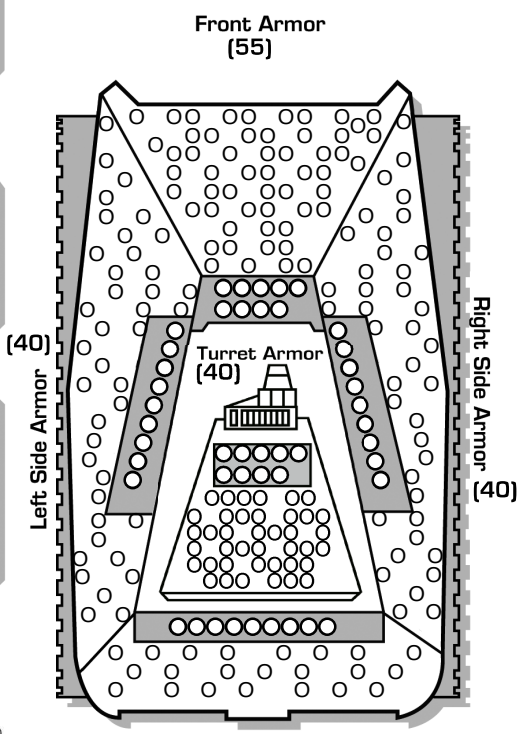
Driver Hit +2
Modifier to Driving Skill rolls

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™

'MECH RECORD SHEET

'MECH DATA

Type: Gambit GBT-1G

Movement Points:
Walking: 7
Running: 11

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

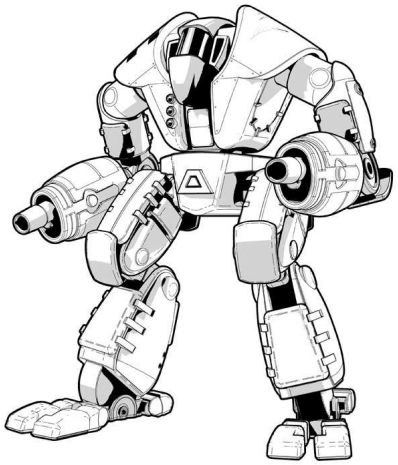
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WARRIOR DATA

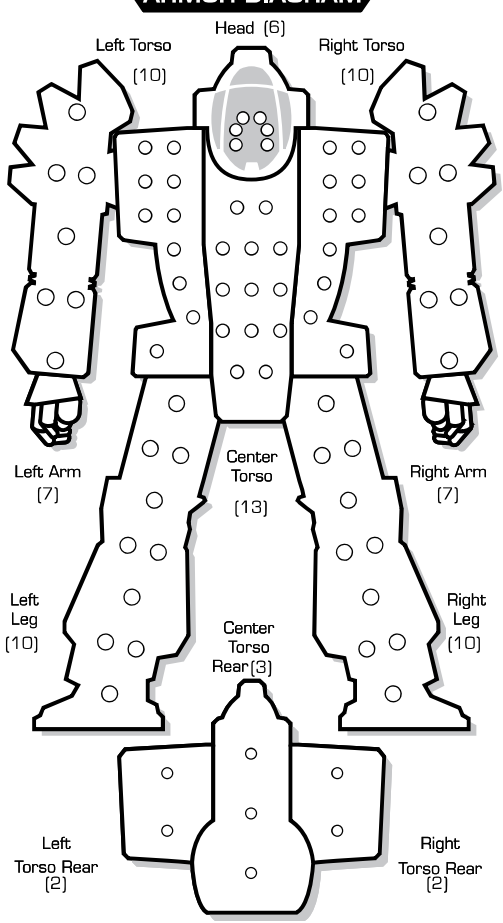
Name: _____

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. Light PPC
5. Light PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Roll Again
4. Roll Again
5. Roll Again
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. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

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. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

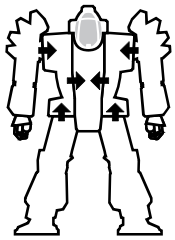
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

4-6
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

1-3
4. Light PPC
5. Light PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

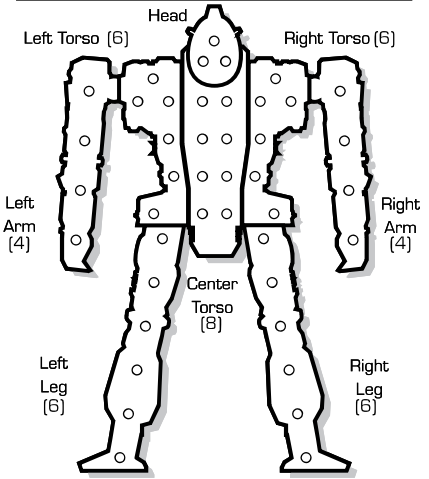
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. MML 3

1. MML 3
2. Ammo (MML 3/LRM) 40

4-6
3. CASE
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. 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	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: Gambit GBT-1L

Movement Points:
Walking: 7
Running: 11

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	[E]	—	5	9	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

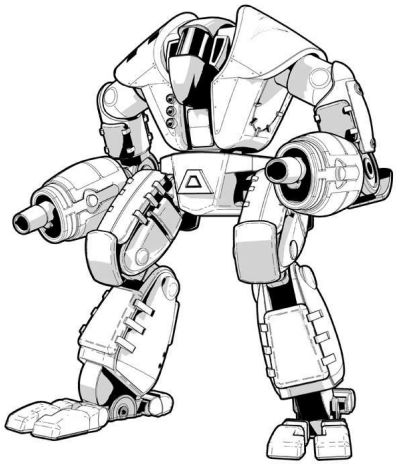
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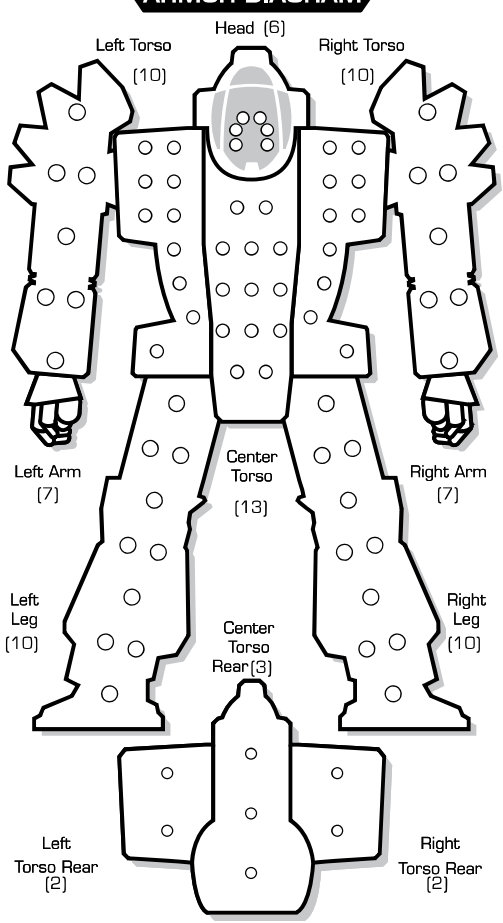
Name: _____

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. Light PPC
1-3 5. Light PPC

6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6 3. Roll Again
4-6 4. Roll Again

5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3 3. Double Heat Sink
1-3 4. Double Heat Sink
1-3 5. Double Heat Sink
1-3 6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6 3. Endo Steel
4-6 4. Endo Steel
4-6 5. Endo Steel
6. Endo Steel

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. Light Fusion Engine
2. Light Fusion Engine

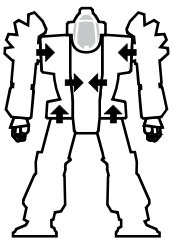
1-3 3. Light Fusion Engine
1-3 4. XL Gyro
1-3 5. XL Gyro
1-3 6. XL Gyro

1. XL Gyro
2. XL Gyro

4-6 3. XL Gyro
4-6 4. Light Fusion Engine
4-6 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

1-3 3. Lower Arm Actuator
1-3 4. Light PPC
1-3 5. Light PPC

6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6 3. Roll Again
4-6 4. Roll Again

5. Roll Again
6. Roll Again

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3 3. Double Heat Sink
1-3 4. Double Heat Sink
1-3 5. Double Heat Sink
1-3 6. Targeting Computer

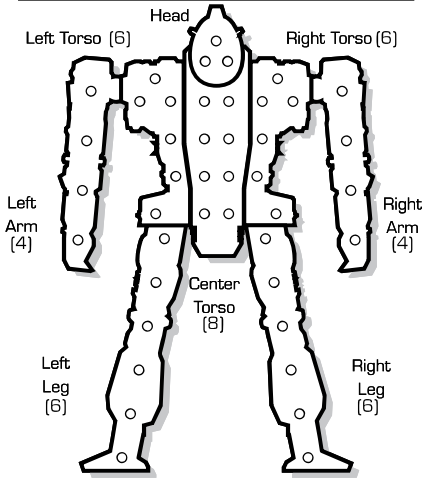
1. Targeting Computer
2. TAG

4-6 3. Endo Steel
4-6 4. Endo Steel
4-6 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 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: Havoc HVC-P6

Movement Points:		**Tonnage:**	35
Walking:	8	**Tech Base:**	Inner Sphere
Running:	12	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

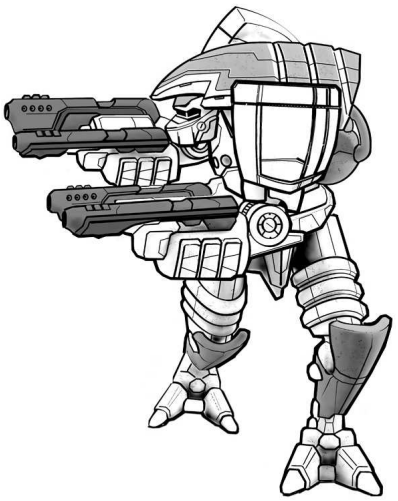
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WARRIOR DATA

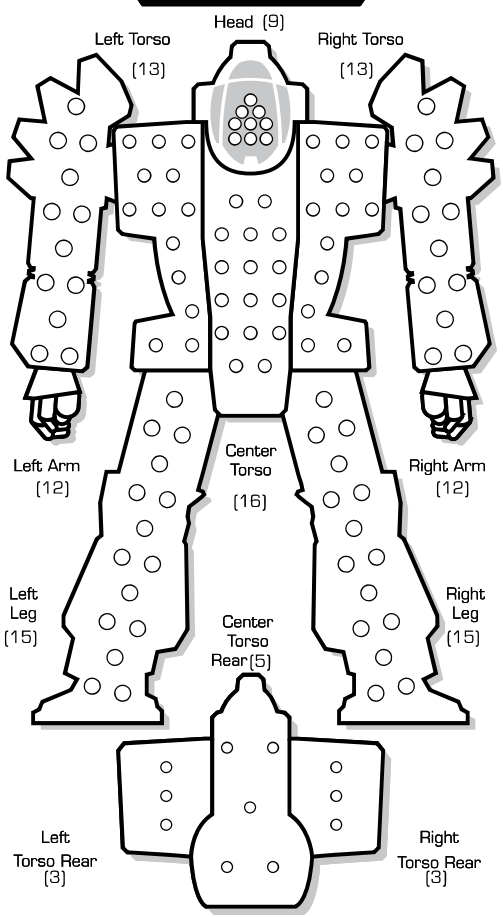
Name: _____

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. ER Medium Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Ammo (SRM 4) 25

4-6
1. Ammo (SRM 4) 25
2. CASE II
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. Ferro-Fibrous

Head

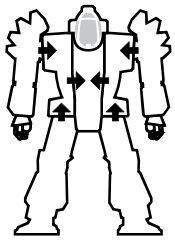
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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. SRM 4

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



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. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

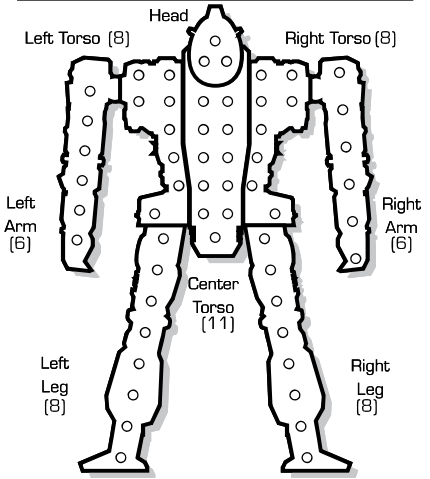
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Endo Steel

4-6
1. Endo Steel
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. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



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	

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: Violator VT-U1

Movement Points:
Walking: 5
Running: 8

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10 w/Apollo FCS	RT	4	1/Msl [M,C]	—	3	8	15
1	MRM 10 w/Apollo FCS	LT	4	1/Msl [M,C]	—	3	8	15
1	Mining Drill	RA	—	4	—	—	—	—
1	Claw	LA	—	7	—	—	—	—

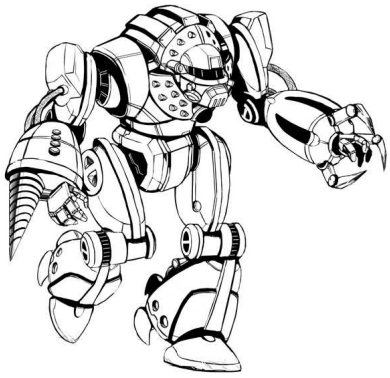
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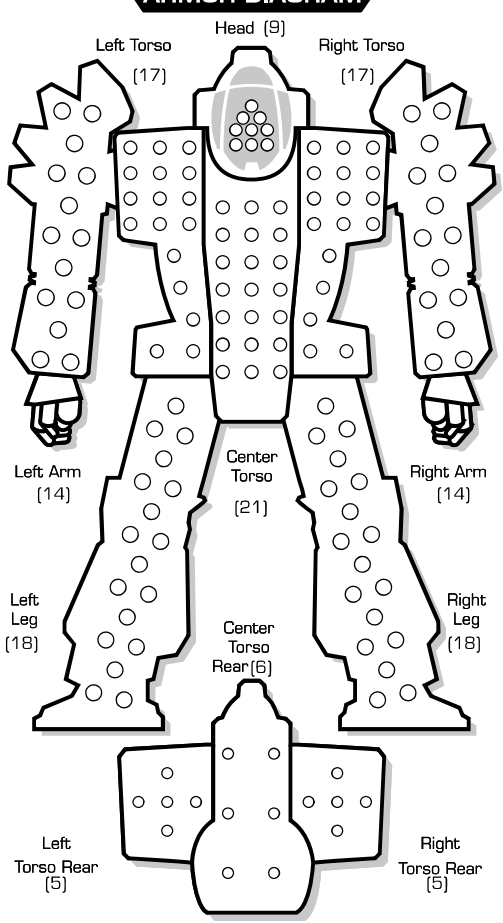
Name: _____

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. Claw
5. Claw
6. Claw

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. MRM 10
5. MRM 10
6. MRM Apollo FCS

1. Ammo (MRM 10) 24
2. Ammo (MRM 10) 24

4-6
3. CASE
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. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. O Cockpit
4. Roll Again
5. Sensors
6. Life Support

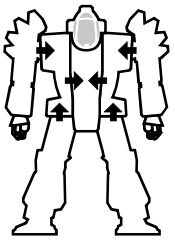
Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. 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

1-3
3. Lower Arm Actuator
4. Mining Drill
5. Mining Drill
6. Mining Drill

1. Mining Drill
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1. MRM 10
2. MRM 10

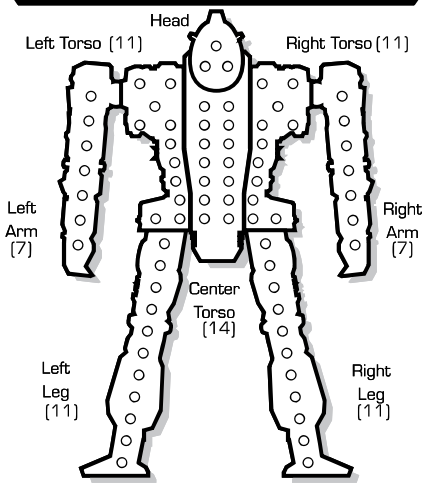
1-3
3. MRM Apollo FCS
4. Endo Steel
5. Roll Again
6. Roll Again

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. 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: Violator VT-U3

Movement Points:
Walking: 5
Running: 8

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	CT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	RT	4	2/Msl [M,C,S]	–	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	–	3	6	9
1	Mining Drill	RA	–	4	–	–	–	–
1	Claw	LA	–	7	–	–	–	–

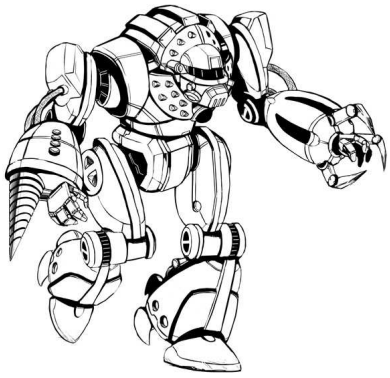
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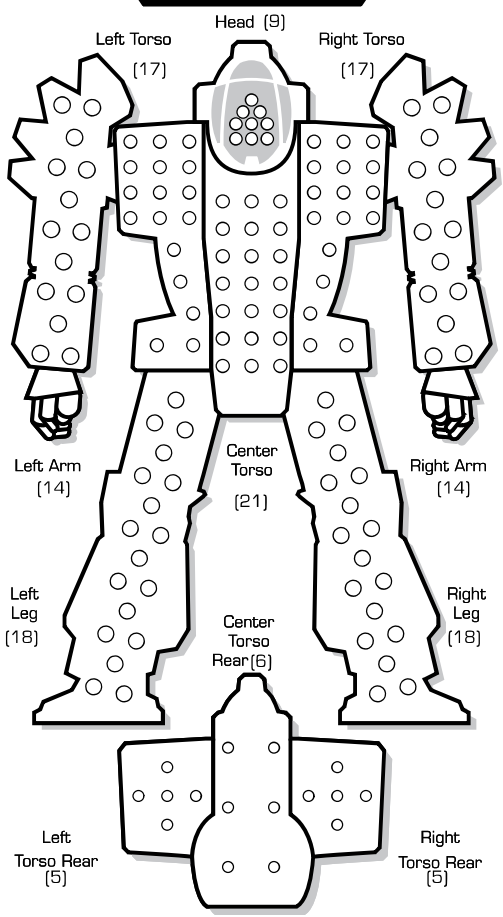
Name: _____

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. Claw
5. Claw
6. Claw

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

4-6
1. Ammo (LRM 5) 24
2. CASE
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

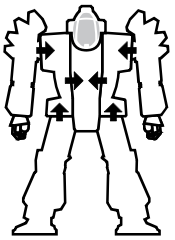
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. O Cockpit
4. Roll Again
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. LRM 5
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. Mining Drill
5. Mining Drill
6. Mining Drill

1. Mining Drill
2. Endo Steel

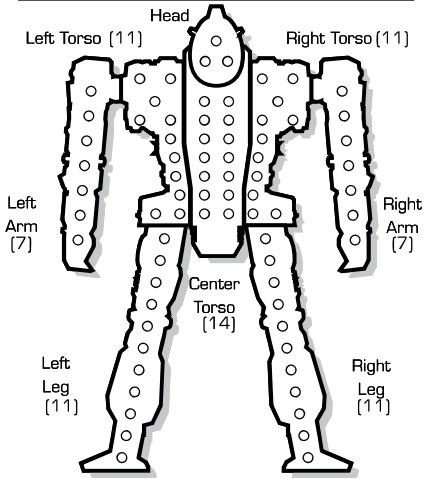
4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1-3
1. SRM 6
2. SRM 6
3. Endo Steel
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. 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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Sarath SRTH-10

Movement Points:
Walking: 5 [6]
Running: 8 [9]

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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 Medium Laser	CT	5	5 [DE]	–	4	8	12
1	Spikes	CT	–	[E]	–	–	–	–
1	ER Medium Laser	RT	5	5 [DE]	–	4	8	12
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Quad Turret	RT	–	[E]	–	–	–	–
1	Spikes	RT	–	[E]	–	–	–	–
1	Beagle Active Probe	LT	–	[E]	–	–	–	4
1	Spikes	LT	–	[E]	–	–	–	–
1	Spikes	FRL	–	[E]	–	–	–	–
1	Spikes	FLL	–	[E]	–	–	–	–

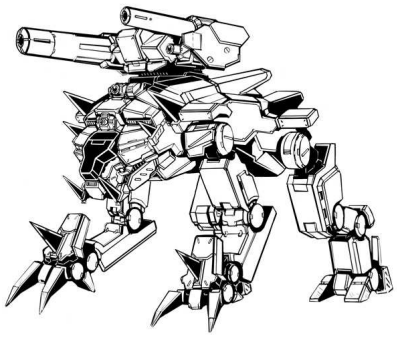
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WARRIOR DATA

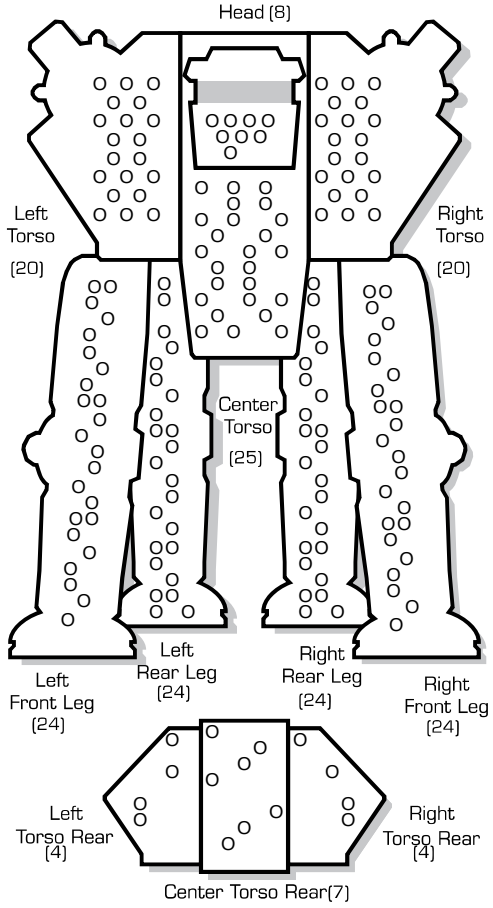
Name: _____

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. ER Small Laser
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. Spikes

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Spikes
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Spikes
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. Spikes

4-6:
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

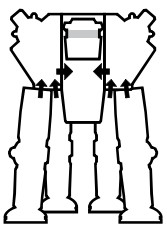
Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heavy PPC (T)
5. Heavy PPC (T)
6. Heavy PPC (T)

4-6:
1. Heavy PPC (T)
2. Light PPC (T)
3. Light PPC (T)
4. ER Medium Laser (T)
5. Quad Turret
6. Spikes

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

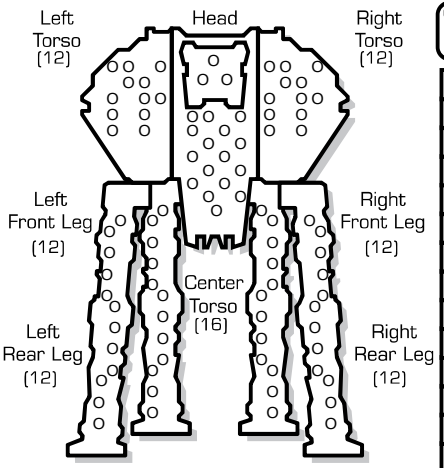
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



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	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	
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: Sarath SRTH-10A

Movement Points:
- Walking: 5 [6]
- Running: 8 [9]
- Jumping: 5

Tonnage: 50
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

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 (Clan)	CT	2	5 [DE]	—	2	4	6
2	LRM 15 (Clan)	RT	5	1/Msl [M,C,S]	—	7	14	21
2	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Quad Turret	RT	—	[E]	—	—	—	—

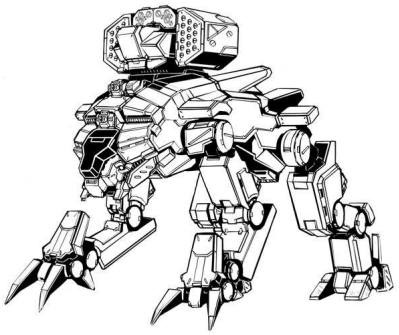
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WARRIOR DATA

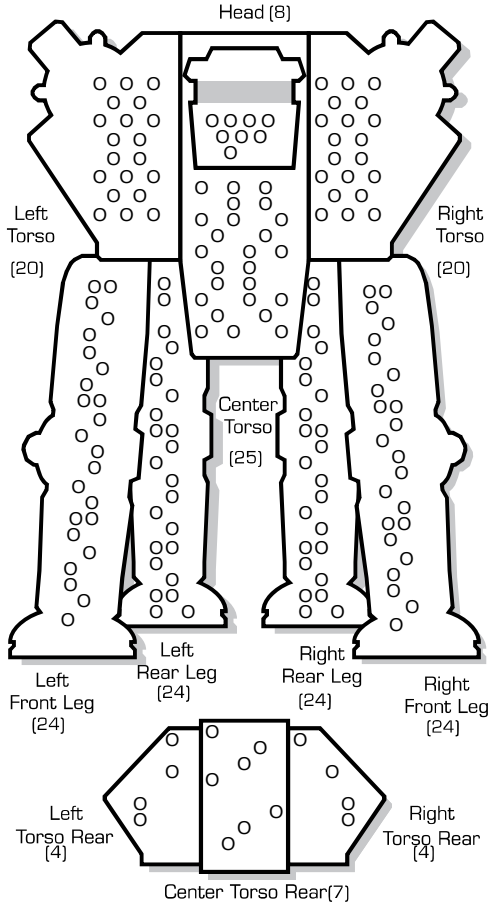
Name: _____

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. ER Small Laser
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (MML 3/LRM) 40

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. ER Small Laser (Clan)

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (MML 3/SRM) 33

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Triple-Strength Myomer

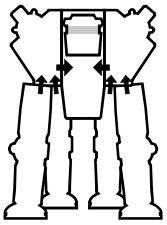
4-6
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15 (Clan) (T)
5. LRM 15 (Clan) (T)
6. LRM 15 (Clan) (T)

4-6
1. LRM 15 (Clan) (T)
2. MML 3 (T)
3. MML 3 (T)
4. MML 3 (T)
5. MML 3 (T)
6. Quad Turret

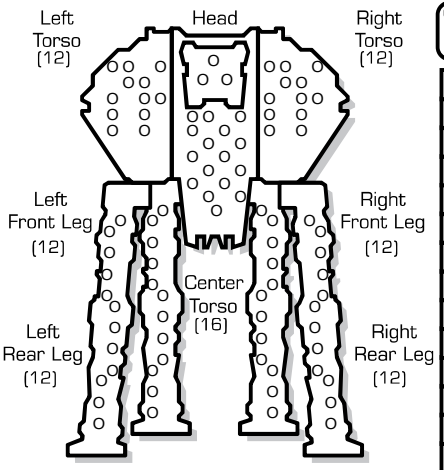
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (LRM 15) 8



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (LRM 15) 8

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	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	
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: Sarath SRTH-10B

Movement Points:
Walking: 5 [6]
Running: 8 [9]

Tonnage: 50
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	–	2	4	5
4	ER Flamer	RT	4	2 [DE,H,AI]	–	3	5	7
2	Medium Laser	RT	3	5 [DE]	–	3	6	9
1	Plasma Rifle	RT	10	10 [DE,H]	–	5	10	15
1	Quad Turret	RT	–	[E]	–	–	–	–
1	Talons (Clan)	Legs	–	15	–	–	–	–

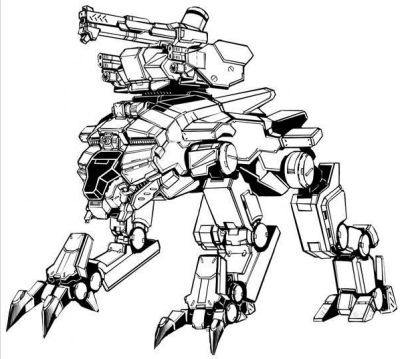
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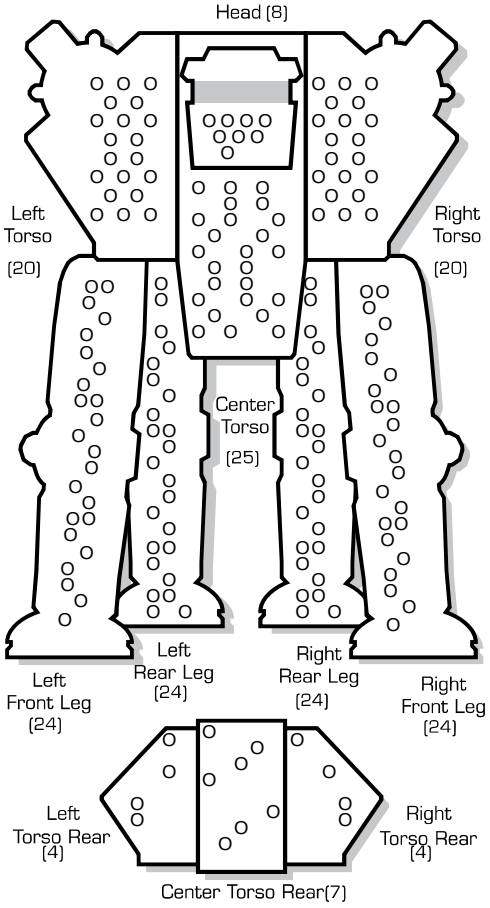
Name: _____

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. ER Small Laser
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons (Clan)
6. Talons (Clan)

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons (Clan)
6. Talons (Clan)

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

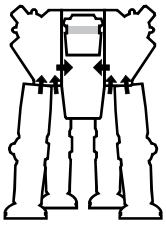
Center Torso
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Plasma Rifle (T)
5. Plasma Rifle (T)
6. Medium Laser (T)

4-6
1. Medium Laser (T)
2. ER Flamer (T)
3. ER Flamer (T)
4. ER Flamer (T)
5. ER Flamer (T)
6. Quad Turret

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

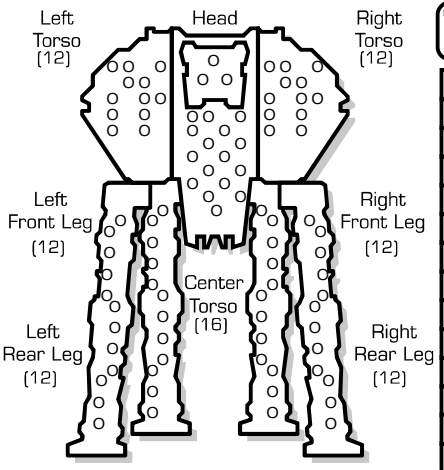
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons (Clan)
6. Talons (Clan)



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons (Clan)
6. Talons (Clan)

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	O 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	
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: Quasimodo QSM-3D

Movement Points:
- Walking: 5 [6]
- Running: 8 [9]
- Jumping: 5

Tonnage: 55
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
3	Medium VSP Laser	RT	7	9/7/5 [P,V]	—	2	5	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Blue Shield Particle Field Damper	LL	—	[E]	—	—	—	—

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

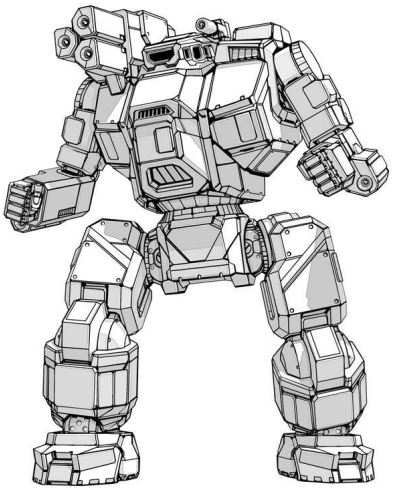
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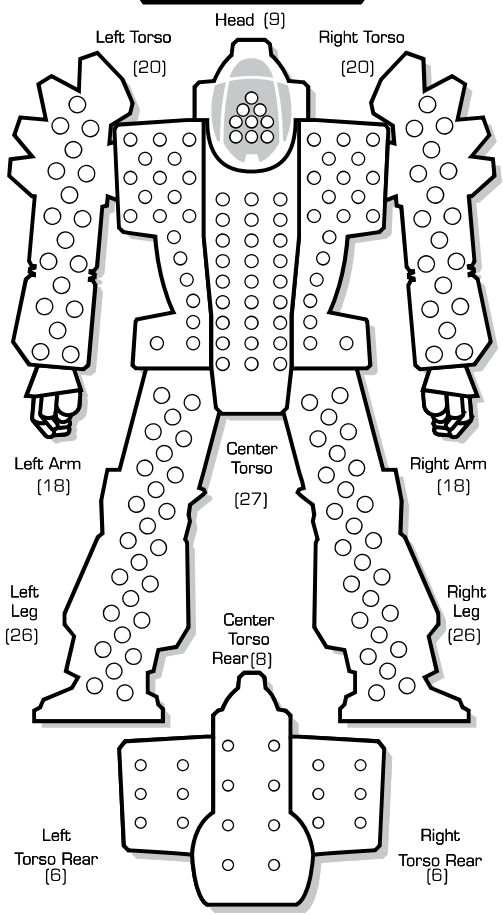
Name: _____

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. Triple-Strength Myomer

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Blue Shield Particle Field Damper
4. Roll Again
5. Roll Again
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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Blue Shield Particle Field Damper
6. Roll Again

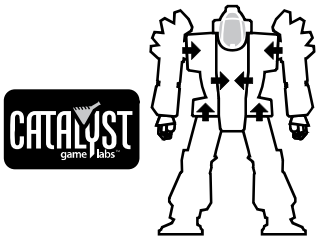
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Blue Shield Particle Field Damper

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small 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. Jump Jet
6. Blue Shield Particle Field Damper

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

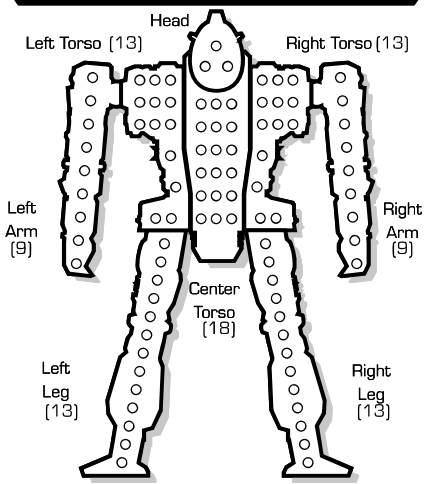
1. Double Heat Sink
2. ER Medium Laser
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Blue Shield Particle Field Damper

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Medium VSP Laser
6. Medium VSP Laser

1. Medium VSP Laser
2. Medium VSP Laser
3. Medium VSP Laser
4. Medium VSP Laser
5. Blue Shield Particle Field Damper
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Blue Shield Particle Field Damper

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: Anzu ZU-G60

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	PPC Capacitor	RA	5	[E]	—	—	—	—
1	Ultra AC/10	LA	4	10/Sht [DB,R/C]	—	6	12	18

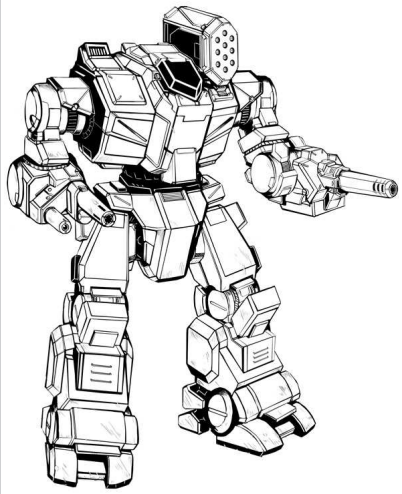
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WARRIOR DATA

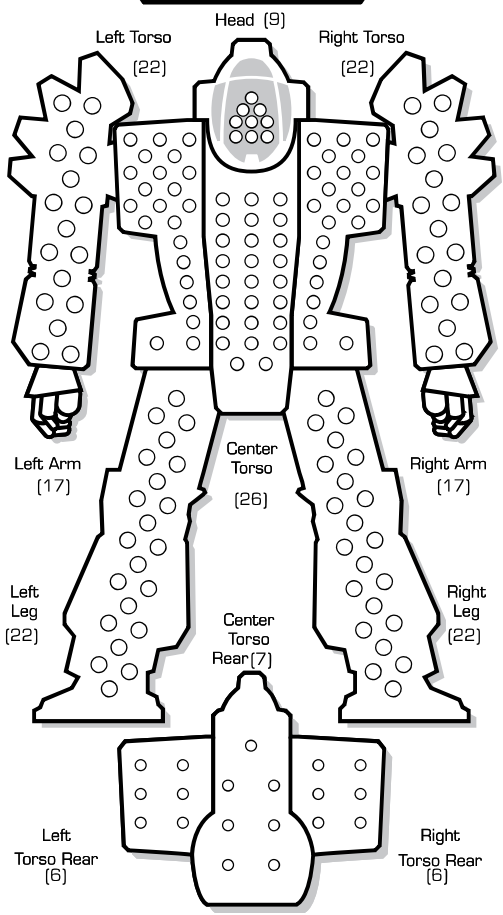
Name: _____

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. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6:
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Endo Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. LRM 10
5. LRM 10
6. Ammo (LRM 10) 12

4-6:
1. Ammo (LRM 10) 12
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. CASE II
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

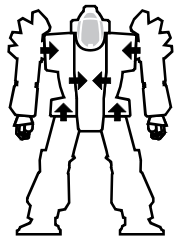
Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Light PPC
5. Light PPC
6. PPC Capacitor

4-6:
1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

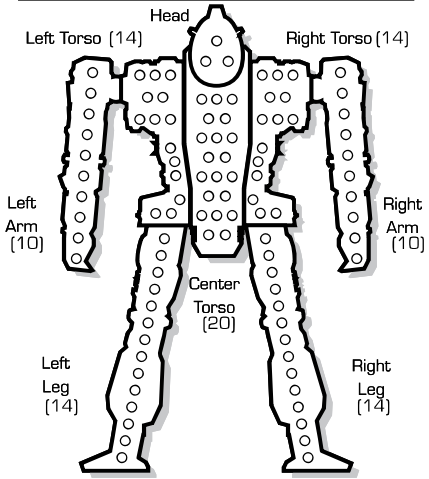
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Endo Steel
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. 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	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: Anzu ZU-J70

Movement Points:			
Walking:	4	Tonnage:	60
Running:	6	Tech Base:	Inner Sphere
Jumping:	4	Era:	Dark Age

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	MML 7	LT	4	[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	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Rotary AC/5	LA	1	5/Sht [DB,R/C]	—	5	10	15

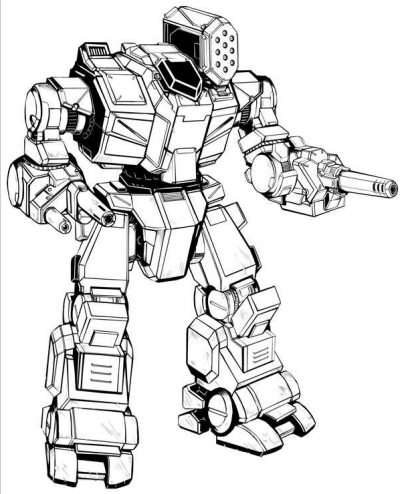
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WARRIOR DATA

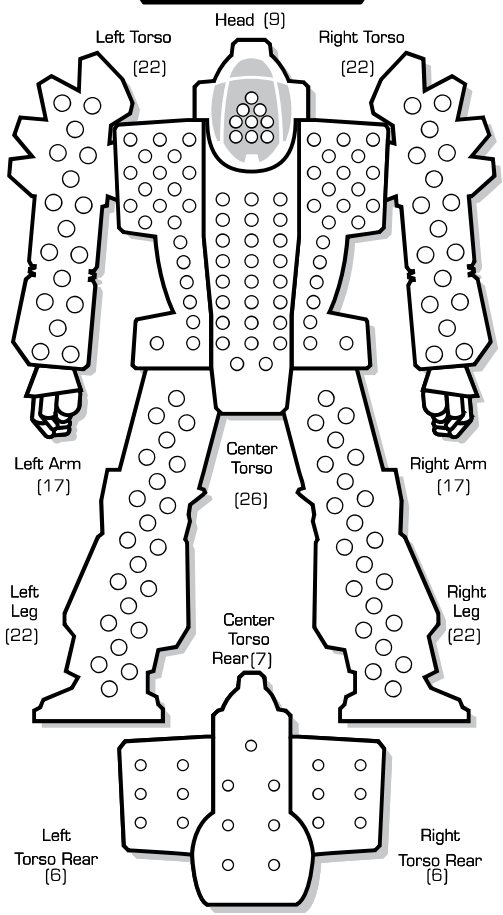
Name: _____

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. 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. CASE II

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

4-6:
1. MML 7
2. Ammo (MML 7/LRM) 17
3. Ammo (MML 7/SRM) 14
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. CASE II

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. ER Small Laser
5. Sensors
6. Life Support

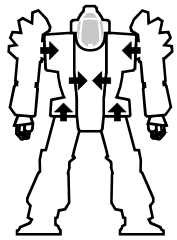
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Snub-Nose PPC
5. Snub-Nose PPC
6. ER Medium Laser

4-6:
1. Endo Steel
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

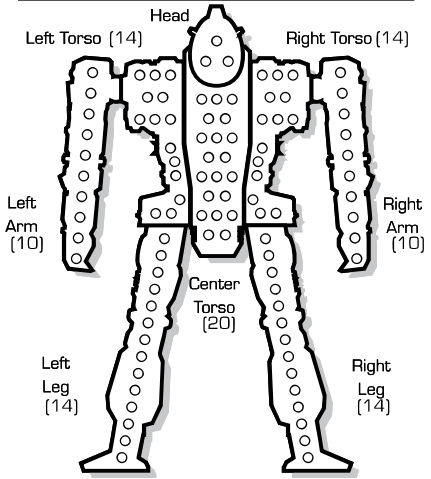
1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Endo Steel
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. 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	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: Carronade CRN-7M

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age

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	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Silver Bullet Gauss Rifle	LA	1	15 [DB,C/F/X]	2	7	15	22

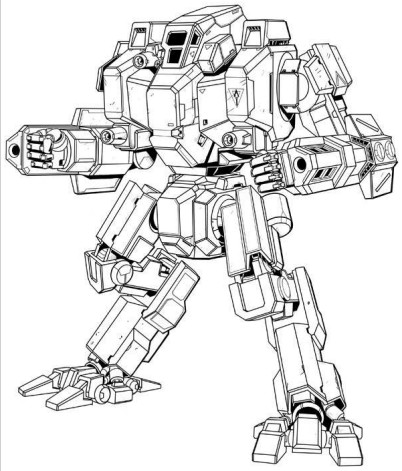
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WARRIOR DATA

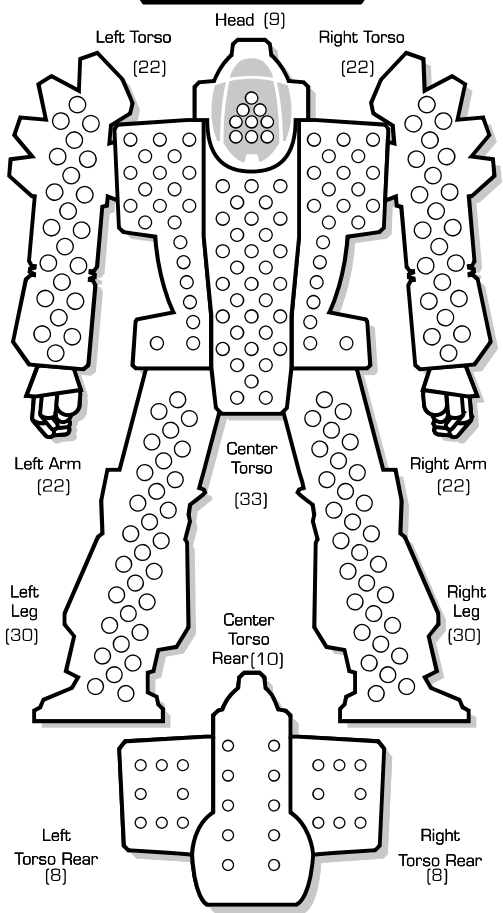
Name: _____

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. 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. Silver Bullet Gauss Rifle
5. Silver Bullet Gauss Rifle
6. CASE II

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo (Silver Bullet) 8
6. Ammo (Silver Bullet) 8

4-6
1. Endo Steel
2. Endo Steel
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. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

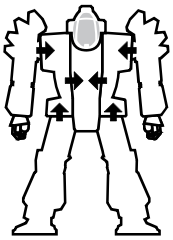
Center Torso

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. CASE II

Right Torso

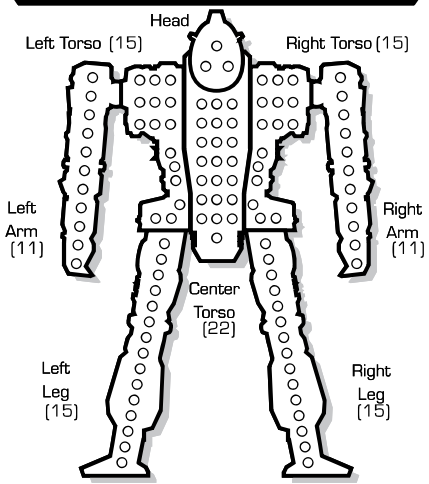
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6
1. Endo Steel
2. Endo Steel
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. 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: Neanderthal NTL-AG

Movement Points:
Walking: 5 [6]
Running: 8 [9]

Tonnage: 80
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	M-Pod	HD	0	15 [DB,X,OS]	–	1	2	3
1	Guardian ECM Suite	CT	–	[E]	–	–	–	6
1	M-Pod	RT	0	15 [DB,X,OS]	–	1	2	3
1	PPC Capacitor	RT	5	[E]	–	–	–	–
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	–	9	13	15
1	M-Pod	LT	0	15 [DB,X,OS]	–	1	2	3
1	PPC Capacitor	LT	5	[E]	–	–	–	–
1	Snub-Nose PPC	LT	10	10/8/5 [DE,V]	–	9	13	15
1	Hatchet	RA	–	16	–	–	–	–

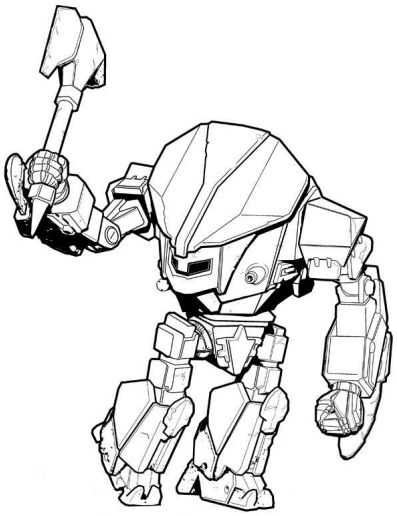
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WARRIOR DATA

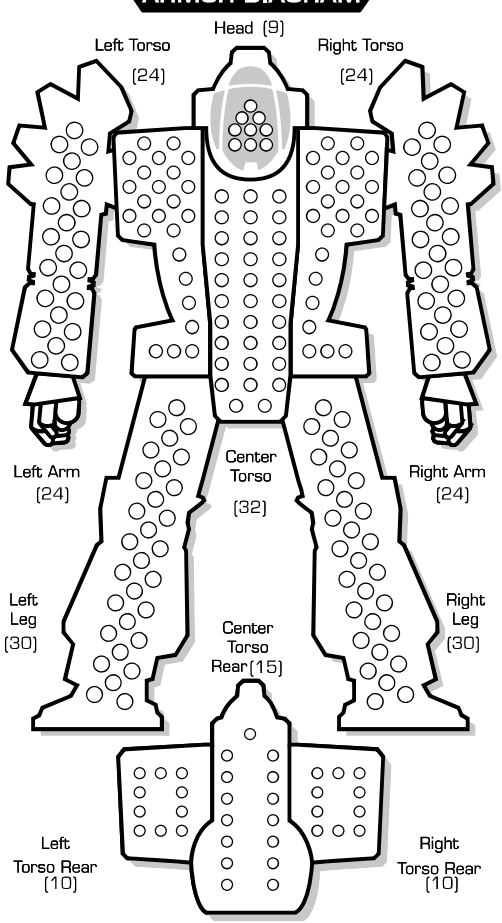
Name: _____

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. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6
1. Triple-Strength Myomer
2. Triple-Strength Myomer
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. Snub-Nose PPC
5. Snub-Nose PPC
6. PPC Capacitor

4-6
1. M-Pod
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. M-Pod
5. Sensors
6. Life Support

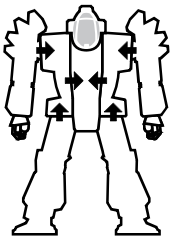
Center Torso

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. Guardian ECM Suite
6. Guardian ECM Suite

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. Hatchet
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Torso

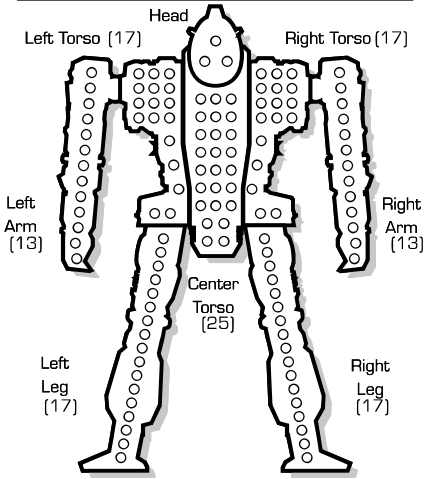
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. PPC Capacitor

4-6
1. M-Pod
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
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	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: Neanderthal NTL-UG

Movement Points:
Walking: 5 [6]
Running: 8 [9]

Tonnage: 80
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Hatchet	RA	—	16	—	—	—	—
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

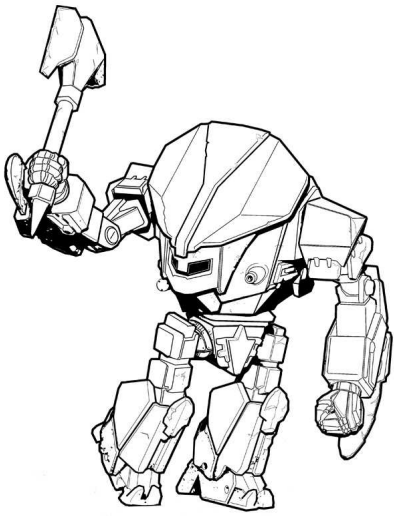
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WARRIOR DATA

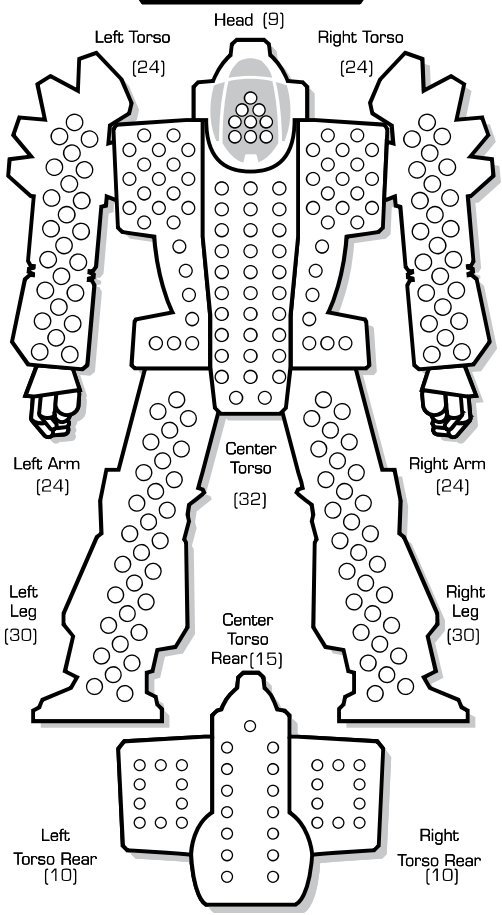
Name: _____

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. Large Pulse Laser
6. Large Pulse Laser

1-3

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Large Laser
5. Large Laser
6. Small Laser

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

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. Roll Again
5. Sensors
6. Life Support

Center Torso

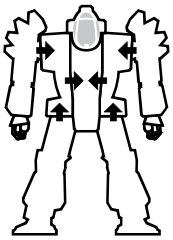
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

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. Hatchet
6. Hatchet

1-3

1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Large Laser
5. Large Laser
6. Small Laser

1-3

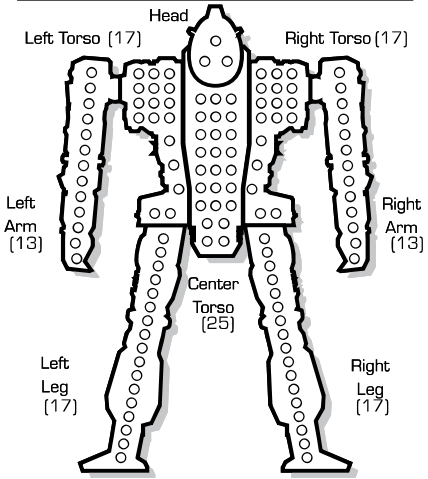
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

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: Stalker II STK-9A

Movement Points:
Walking: 3
Running: 4

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Extended LRM 10	RT	6	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 10	LT	6	1/Msl [M,C,S]	10	12	22	38
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

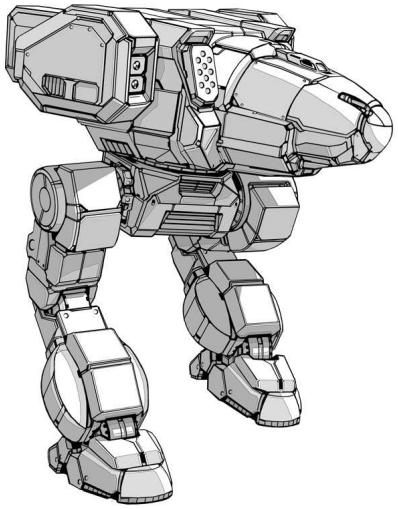
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WARRIOR DATA

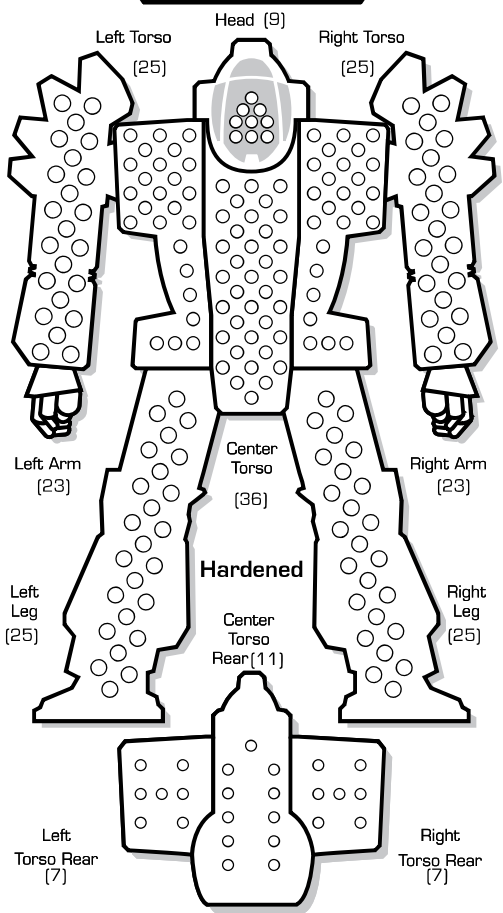
Name: _____

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 Laser
4. Medium Laser
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. Life Support
2. Extended LRM 10
3. Extended LRM 10
4. Extended LRM 10
5. Extended LRM 10
6. Ammo (ELRM 10) 9

4-6
1. Ammo (ELRM 10) 9
2. CASE II
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. Endo Steel
6. Endo Steel

Head

1. Sensors
2. Sensors
3. Medium Laser
4. Medium Laser
5. Targeting Computer
6. Targeting Computer

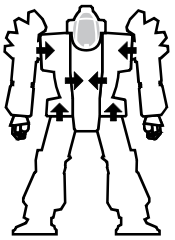
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Fusion Engine

4-6
1. Fusion Engine
2. Fusion Engine
3. Torso-Mounted Cockpit
4. Sensors
5. Medium Laser
6. Medium 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. Medium Laser
4. Medium Laser
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

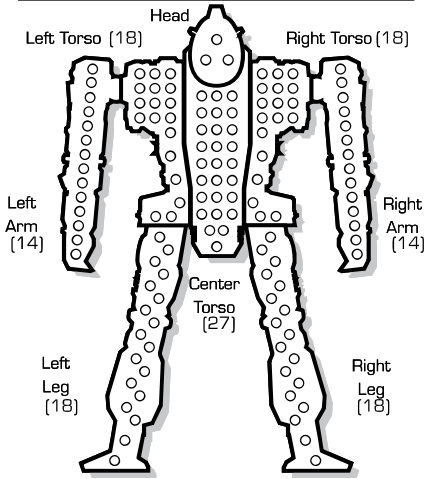
1-3
1. Life Support
2. Extended LRM 10
3. Extended LRM 10
4. Extended LRM 10
5. Extended LRM 10
6. Ammo (ELRM 10) 9

4-6
1. Ammo (ELRM 10) 9
2. CASE II
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. 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: Juliano JLN-5M

Movement Points:
Walking: 4
Running: 6

Tonnage: 90
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

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 Large Laser	CT	12	8 [DE]	—	7	14	19
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	Streak SRM 6 (Clan)	RA	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	Streak SRM 6 (Clan)	LA	4	2/Msl [M,C]	—	4	8	12

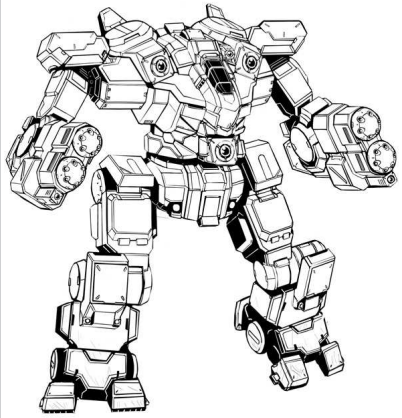
BV: 2,105

WARRIOR DATA

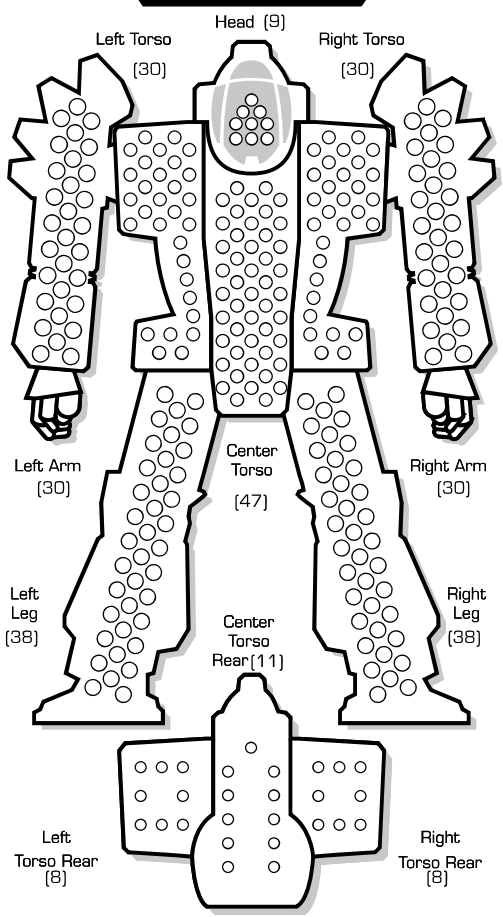
Name: _____

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. Lower Arm Actuator

1-3
4. Streak SRM 6 (Clan)
5. Streak SRM 6 (Clan)
6. Streak SRM 6 (Clan)

1. Streak SRM 6 (Clan)
2. ER Medium Laser

4-6
3. Ammo (Streak SRM 6) 15
4. Ammo (Streak SRM 6) 15
5. CASE II
6. Endo-Composite

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser

4-6
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. O Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

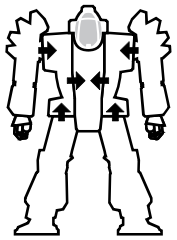
1. XL Fusion Engine
2. XL Fusion Engine

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. 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. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Streak SRM 6 (Clan)
5. Streak SRM 6 (Clan)
6. Streak SRM 6 (Clan)

1. Streak SRM 6 (Clan)
2. ER Medium Laser

4-6
3. Ammo (Streak SRM 6) 15
4. Ammo (Streak SRM 6) 15
5. CASE II
6. Light Ferro-Fibrous

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

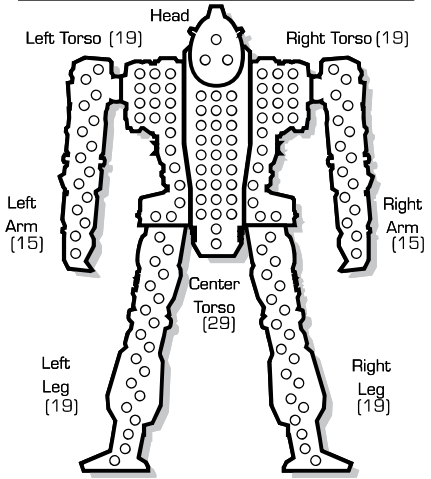
1. ER Large Laser
2. ER Large Laser

4-6
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
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	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™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Picaroon CSR-F100

Thrust:
Safe Thrust: 8
Maximum Thrust: 12

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

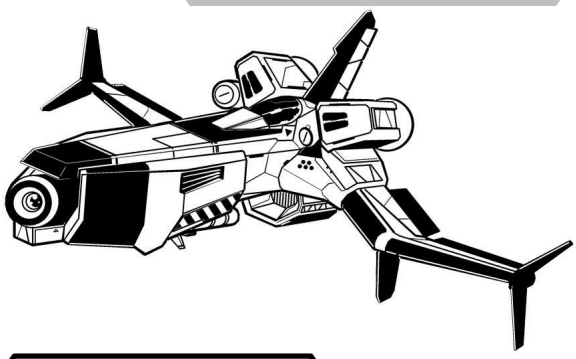
Weapons & Equipment Inventory

Standard Scale

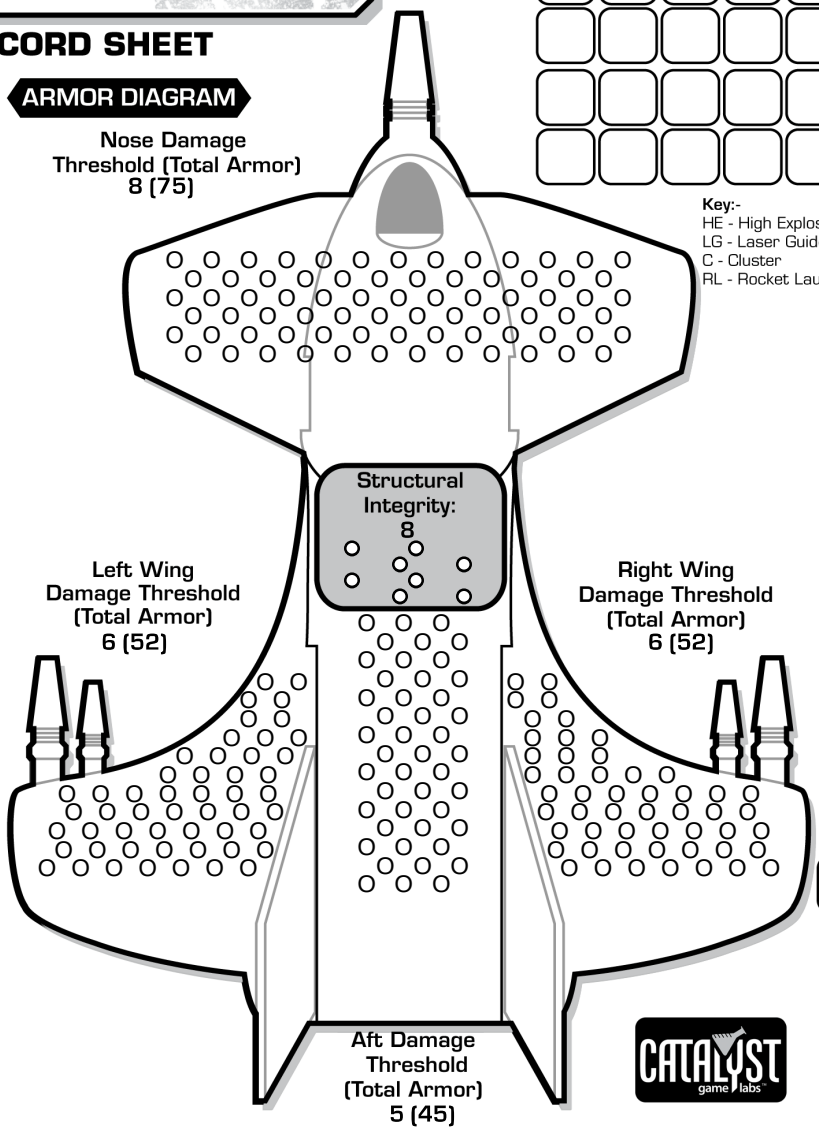
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Heavy PPC [DE]	N	15	15	15	–	–

Fuel: 400 Points

BV: 1,290



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: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	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: Aquila AQA-1M

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 55
Tech Base: Inner Sphere
Era: Dark Age

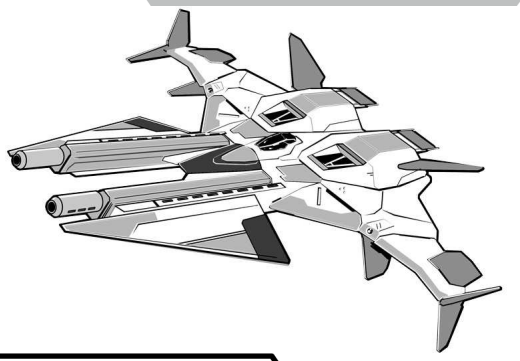
Weapons & Equipment Inventory

Standard Scale

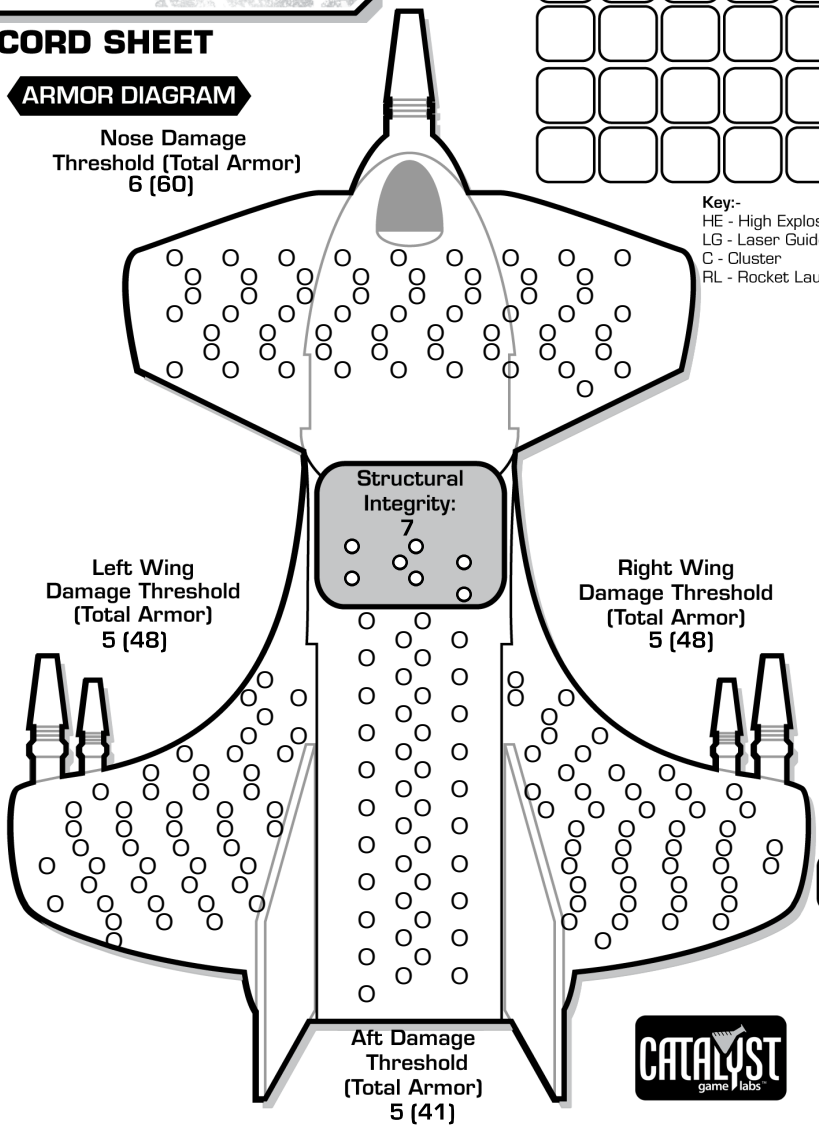
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Light Gauss Rifle [DB,X]	N	1	8	8	8	8
1	ER Medium Laser [DE]	LW	5	5	5	—	—
1	ER Medium Laser [DE]	RW	5	5	5	—	—

Ammo: (Light Gauss) 48
Fuel: 320 Points

BV: 1,489



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:
10 (20)
Double
O
O
O
O
O
O
O
O
O
O

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: Shikra SKR-4M

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 90
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

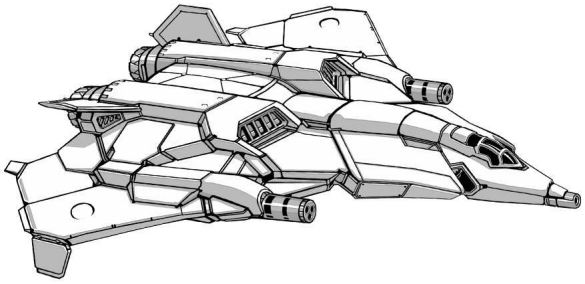
Weapons & Equipment Inventory

Standard Scale

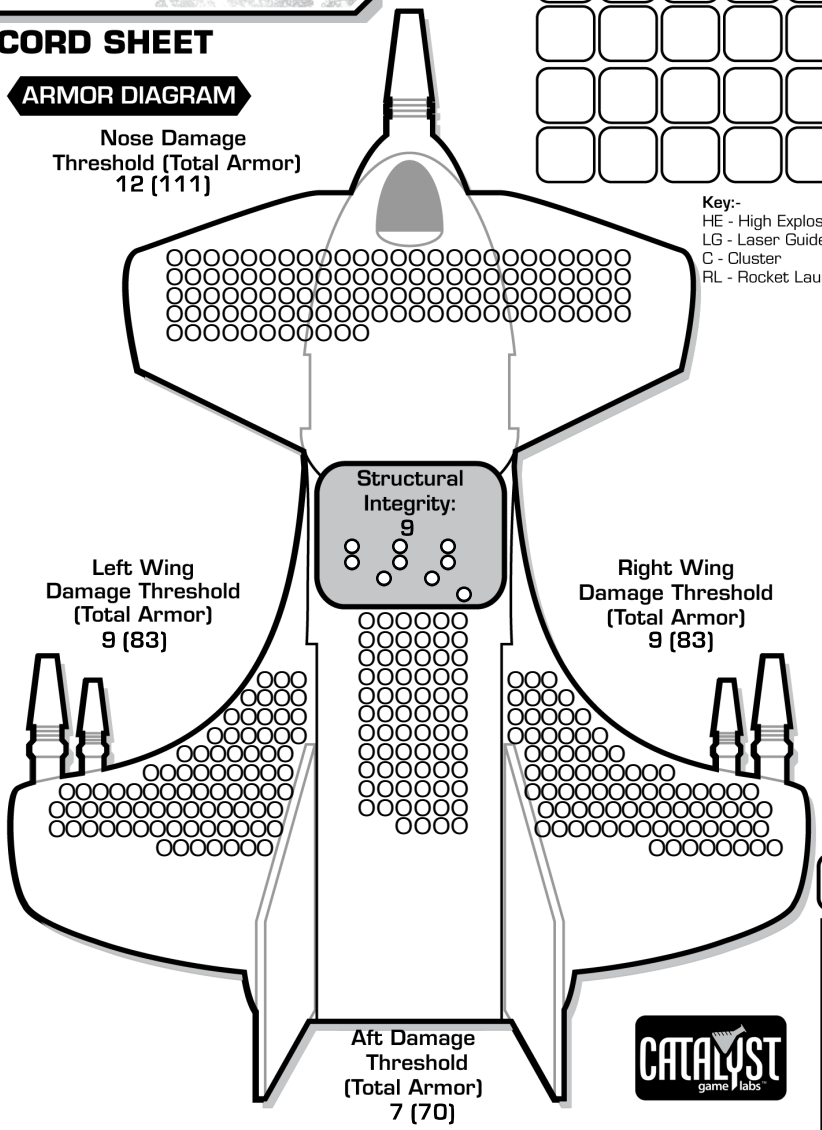
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
1	Ultra AC/10 (Clan) [DB,R/C]	LW	3	15	15	—	—
1	Ultra AC/10 (Clan) [DB,R/C]	RW	3	15	15	—	—
2	Chaff Pod [E]	A	0	—	—	—	—
1	Medium Pulse Laser [P]	A	4	6	—	—	—

Ammo: (Ultra AC/10) 60, (Gauss) 24
Fuel: 400 Points

BV: 2,649



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:
10 (20) Double
O
O
O
O
O
O
O
O
O
O

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 SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Caerleon

Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 195
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory

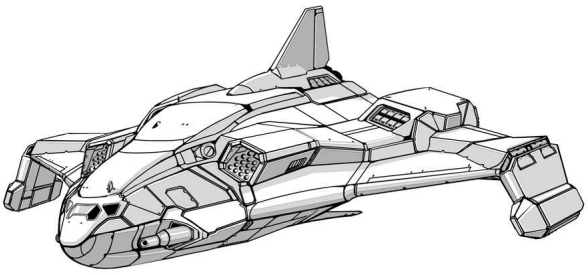
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Light Gauss Rifle [DB,X]	N	1	8	8	8	8
2	LRM 15 [M,C,S] w/Artemis IV FCS	N	5	12	12	12	—
2	ER Medium Laser [DE]	A	5	5	5	—	—

Cargo:
Infantry Compartment (20 tons)
Cargo Space - 4.50 tons (1 door)

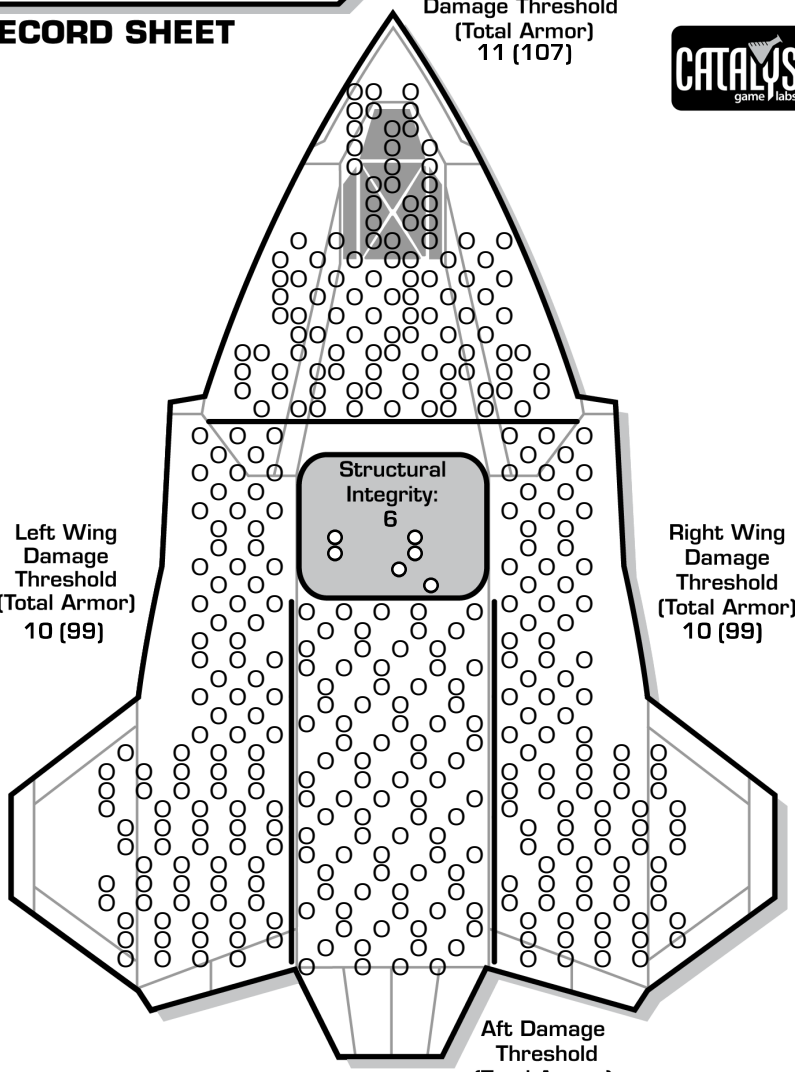
Ammo: (Light Gauss) 32, (LRM 15 Artemis) 32
Fuel: 1200 Points

BV: 1,885



ARMOR DIAGRAM

Standard Scale



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	Heat Sinks: 8 (16) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
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+	

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) 26 (251)

ARMOR DIAGRAM

Standard Scale

CATALYST game labs

DROPSHIP DATA

Type: Seleucus Infantry Transport

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

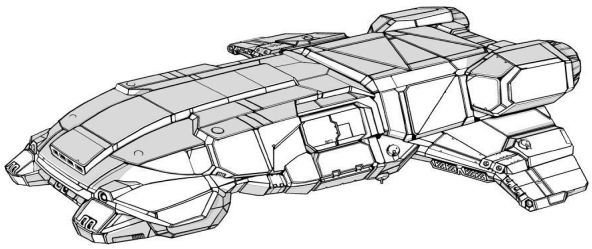
Tonnage: 2,600
Tech Base: Inner Sphere
Era: Dark Age

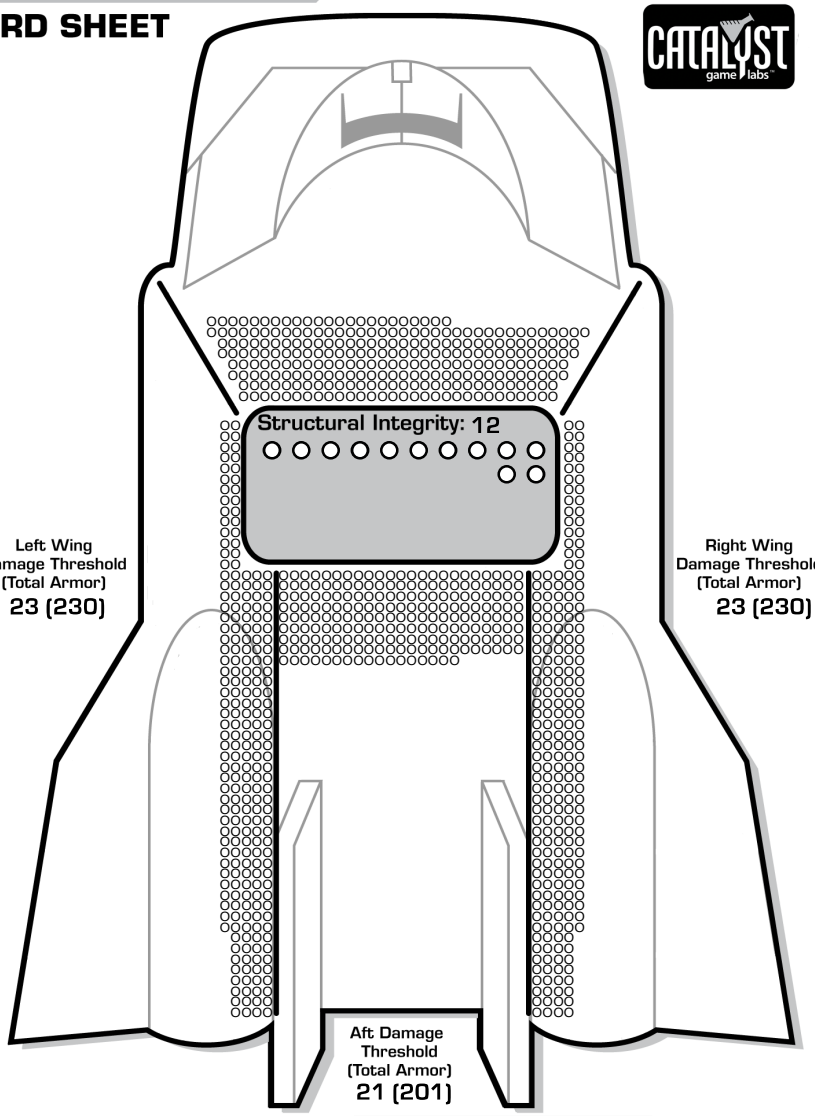
Weapons & Equipment Inventory

	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)	—
4	Light Gauss Rifle [64 rnds]	N	4	3 (32)	3 (32)	3 (32)	3 (32)
2	ER Large Laser	N	34	3 (26)	3 (26)	2 (16)	—
2	ER Medium Laser	N					
1	ER PPC	LW/RW	15	1 (10)	1 (10)	1 (10)	—
2	Extended LRM 20 [32 rnds]	LW/RW	20	2 (24)	2 (24)	2 (24)	2 (24)
2	ER Large Laser	LW/RW	44	4 (36)	4 (36)	2 (16)	—
4	ER Medium Laser	LW/RW					
3	AMS [72 rnds]	LW/RW	3	1 (9)	Point Defense		
3	AMS [72 rnds]	LW(R)/RW(R)	3	1 (9)	Point Defense		
2	LRM 20 w/ Artemis IV FCS [30 rnds]	A	12	3 (32)	3 (32)	3 (32)	—
2	ER Large Laser	A	34	3 (26)	3 (26)	2 (16)	—
2	ER Medium Laser	A					

Cargo:
Bay 1: Battle Armor Bay - 20 Squads (5 doors)
Bay 2: Light Vehicle Bay - 12 units (1 door)
Bay 3: Cargo Space - 217 tons (1 door)

BV: 7,306 **Fuel:** 6,000





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

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

Crew: 21 **Marines:** 0
Passengers: 0
Other: 180 **Battle Armor:** 0
Life Boats/Escape Pods: 4/4

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: 102 (204) Double

Heat Generation Per Arc

Nose:	68	Aft:	46
Left Wing:		Right Wing:	
Fwd:	82	Fwd:	82
Aft:	3	Aft:	3

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BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor) 24 (231)

ARMOR DIAGRAM

Standard Scale

CATALYST game labs

DROPSHIP DATA

Type: Gorgon Carrier

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

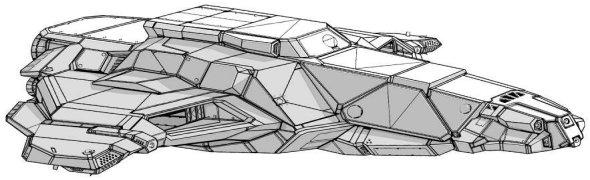
Tonnage: 6,800
Tech Base: Inner Sphere
Era: Dark Age

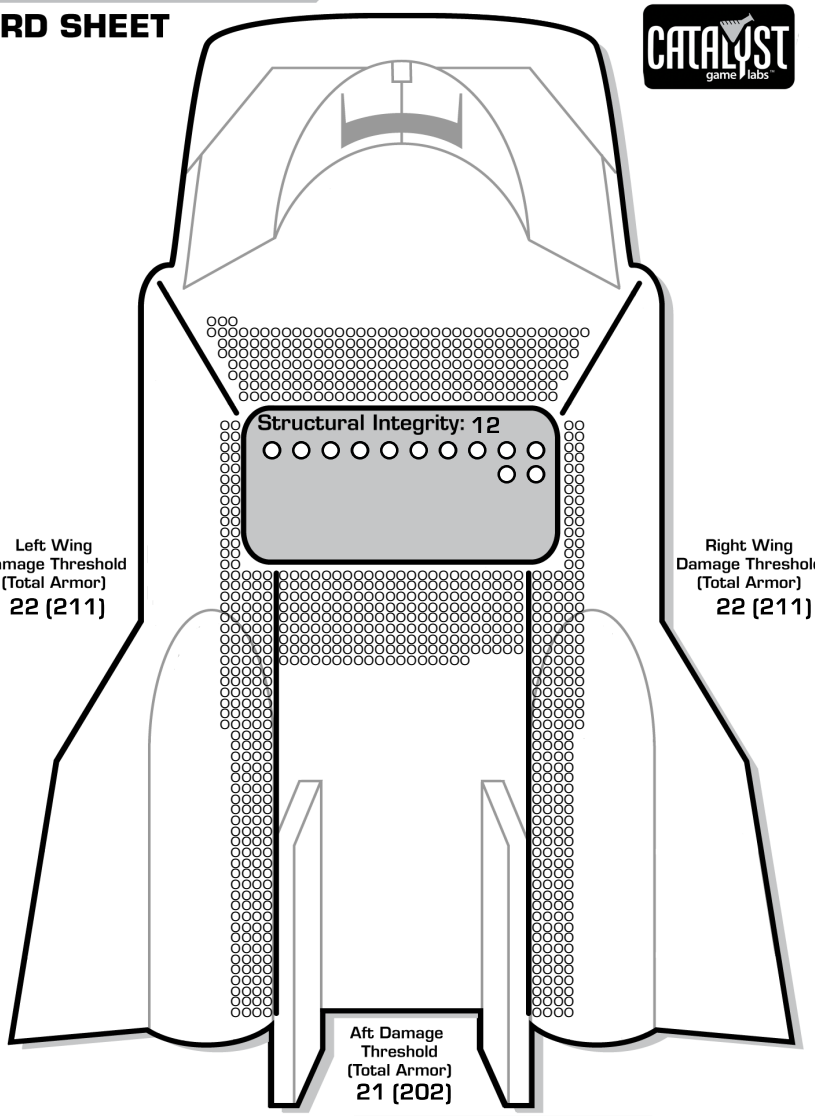
Weapons & Equipment Inventory

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
3	ER PPC	N	45	3 (30)	3 (30)	3 (30)	—
3	Gauss Rifle [48 rnds]	N	3	5 (45)	5 (45)	5 (45)	—
2	LRM 15 w/Artemis IV FCS [32 rnds]	LW/RW	10	2 (24)	2 (24)	2 (24)	—
1	Heavy PPC	LW/RW	15	2 (15)	2 (15)	—	—
3	AMS [72 rnds]	LW/RW	3	1 (9)	Point Defense		
2	LRM 15 w/Artemis IV FCS [32 rnds]	A	10	2 (24)	2 (24)	2 (24)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—
3	AMS [72 rnds]	A	3	1 (9)	Point Defense		

Cargo:
Bay 1: Aerospace Fighter Bay - 18 units (3 doors)
Bay 2: Cargo Space - 1,002 tons (1 door)

BV: 6,133 **Fuel:** 15,000





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: 36 **Battle Armor:** 0
Life Boats/Escape Pods: 3/3

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: 88 (176) Double

Heat Generation Per Arc

Nose:	48	Aft:	33
Left Wing:		Right Wing:	
Fwd:	28	Fwd:	28
Aft:	0	Aft:	0

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LYRAN COMMONWEALTH

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Infiltrator [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Firedrake Needler	1 [DB,AI]	–	1	2	3
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 216/42

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Firedrake Needler	1 [DB,AI]	–	1	2	3
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 216/42

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Firedrake Needler	1 [DB,AI]	–	1	2	3
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 216/42

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Firedrake Needler	1 [DB,AI]	–	1	2	3
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 216/42

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Firedrake] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Firedrake Needler	1 [DB,AI]	–	1	2	3
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 216/42

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: Gray Death Infiltrator [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

BV: 200/39

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

BV: 200/39

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

BV: 200/39

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

BV: 200/39

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

BV: 200/39

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: Gray Death Infiltrator [Sensor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Improved Sensors	[E]	–	–	–	2
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 208/40

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Sensor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Improved Sensors	[E]	–	–	–	2
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 208/40

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Sensor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Improved Sensors	[E]	–	–	–	2
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 208/40

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Sensor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Improved Sensors	[E]	–	–	–	2
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 208/40

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Sensor] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Improved Sensors	[E]	–	–	–	2
Parafoil	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 208/40

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: Gray Death Infiltrator [Remote Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Remote Sensor Dispenser	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 200/39

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Remote Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Remote Sensor Dispenser	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 200/39

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Remote Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Remote Sensor Dispenser	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 200/39

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Remote Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Remote Sensor Dispenser	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 200/39

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Remote Sensors] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Remote Sensor Dispenser	[E]	–	–	–	–

Armor: Basic Stealth (+0/+1/+2)

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

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 200/39

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)

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: Gray Death Infiltrator [Mines] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Mine	[E]	–	–	–	–

Ammo 00 / 00 / 00 / 00

Armor: Basic Stealth (+0/+1/+2)

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

BV: 232/45

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Mines] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Mine	[E]	–	–	–	–

Ammo 00 / 00 / 00 / 00

Armor: Basic Stealth (+0/+1/+2)

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

BV: 232/45

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Mines] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Mine	[E]	–	–	–	–

Ammo 00 / 00 / 00 / 00

Armor: Basic Stealth (+0/+1/+2)

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

BV: 232/45

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Mines] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Mine	[E]	–	–	–	–

Ammo 00 / 00 / 00 / 00

Armor: Basic Stealth (+0/+1/+2)

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

BV: 232/45

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Mines] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
Parafoil	[E]	–	–	–	–
Mine	[E]	–	–	–	–

Ammo 00 / 00 / 00 / 00

Armor: Basic Stealth (+0/+1/+2)

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

BV: 232/45

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: Cuchulainn **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)

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

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

BV: 836/119

BATTLE ARMOR: SQUAD 2

Type: Cuchulainn **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)

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

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

BV: 836/119

BATTLE ARMOR: SQUAD 3

Type: Cuchulainn **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)

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

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

BV: 836/119

BATTLE ARMOR: SQUAD 4

Type: Cuchulainn **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)

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

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

BV: 836/119

BATTLE ARMOR: SQUAD 5

Type: Cuchulainn **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)

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

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

BV: 836/119

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: Cuchulainn (IS) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 2

Type: Cuchulainn (IS) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 3

Type: Cuchulainn (IS) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 4

Type: Cuchulainn (IS) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 5

Type: Cuchulainn (IS) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
ER Medium Pulse Laser (DWP)	7 [P]	–	5	9	14

must detach DWP before moving full ground speed

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 621/119

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: Fenrir II [ML] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	–	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [ML] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	–	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [ML] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	–	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [ML] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	–	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [ML] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	–	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

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: Fenrir II [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 424/81

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 424/81

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 424/81

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 424/81

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [MRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6
Medium Recoilless Rifle	3 [DB,AI]	–	2	4	6

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 424/81

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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BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Fenrir II [LRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
LRM 4 (Clan)	1/Msl [M,C,S]	–	7	14	21
Ammo ○○○○○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [LRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
LRM 4 (Clan)	1/Msl [M,C,S]	–	7	14	21
Ammo ○○○○○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [LRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
LRM 4 (Clan)	1/Msl [M,C,S]	–	7	14	21
Ammo ○○○○○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [LRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
LRM 4 (Clan)	1/Msl [M,C,S]	–	7	14	21
Ammo ○○○○○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [LRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
LRM 4 (Clan)	1/Msl [M,C,S]	–	7	14	21
Ammo ○○○○○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

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: Fenrir II [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 5 (Clan)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 5 (Clan)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 5 (Clan)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 5 (Clan)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [SRM] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
SRM 5 (Clan)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○○○					

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

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: Fenrir II [AI] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3

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

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

BV: 344/66

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [AI] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3

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

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

BV: 344/66

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [AI] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3

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

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

BV: 344/66

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [AI] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3

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

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

BV: 344/66

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [AI] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC (Clan)β	[DB,AI]	—	—	1	2
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3

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

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

BV: 344/66

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Winterhawk APC

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fuel Cell Engine

Tonnage: 20
Tech Base: Inner Sphere
Era: Clan Invasion

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	Machine Gun	T	2 [DB,AI]	—	1	2	3

Infantry Compartment (4 tons)

Ammo: (SRM 2) 50, (Machine Gun) 100

BV: 204

CREW DATA

Crew: _____

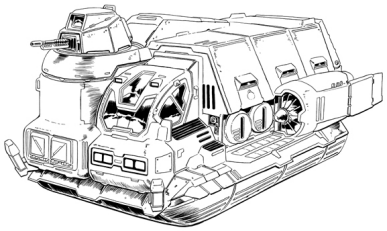
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

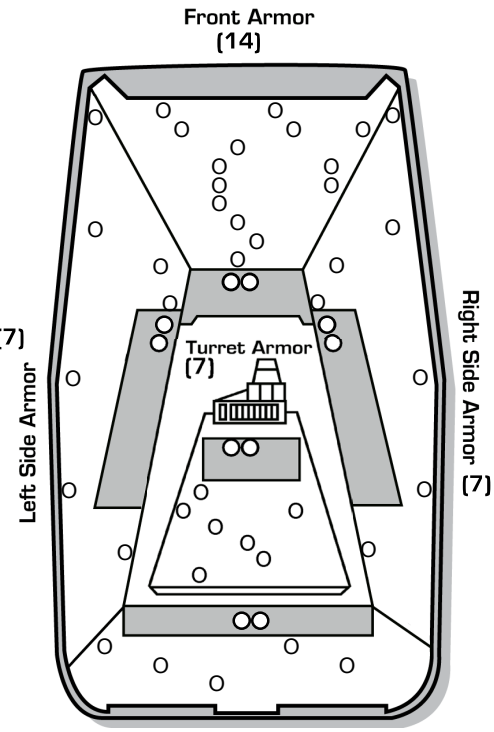
Driver Hit +2
Modifier to Driving Skill rolls

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™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: DI Multipurpose VTOL

Movement Points:
Cruising: 9
Flank: 14
Engine Type: Light Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	TAG	FR	[E]	—	5	9	15
1	Light PPC	T	5 [DE]	3	6	12	18

Infantry Compartment(4 tons)

BV: 542

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

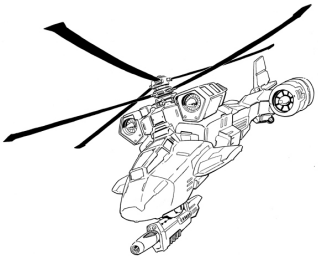
Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

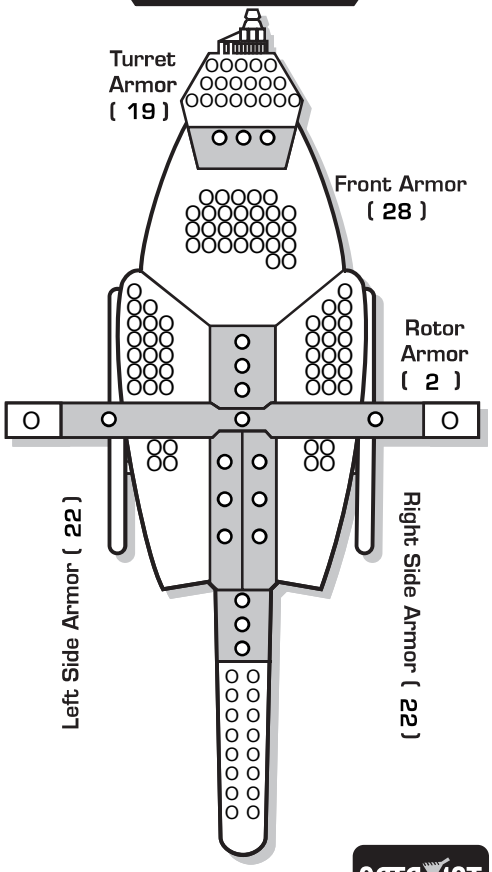
CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Turret Locked ☐
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐
*Move at Cruising speed only



ARMOR DIAGRAM



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: DI Multipurpose VTOL (Gunship)

Movement Points:
Cruising: 9
Flank: 14
Engine Type: Light Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 7	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	Light PPC	T	5 [DE]	3	6	12	18

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14

BV: 711

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

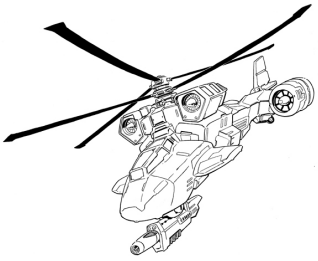
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

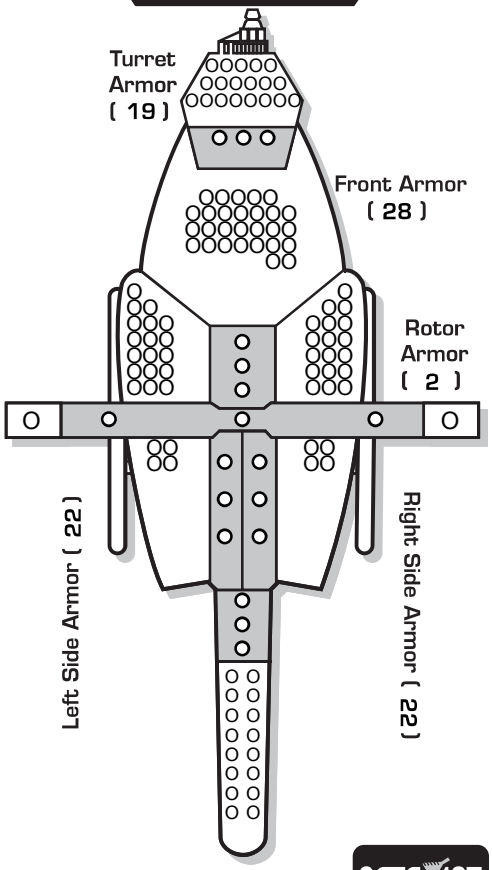
Flight Stabilizer* +3 Engine Hit ☐
Turret Locked ☐
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Swallow Attack WiGE (Original)

Movement Points:
Cruising: 7
Flank: 11
Movement Type: WiGE
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flotation Hull	BD	[E]	—	—	—	—
1	Rotary AC/5	FR	5/Sht [DB,R/C]	—	5	10	15
1	Snub-Nose PPC	FR	10/8/5 [DE,V]	—	9	13	15

Ammo: (RAC/5) 60

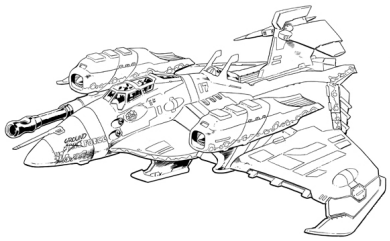
BV: 1,408

CREW DATA

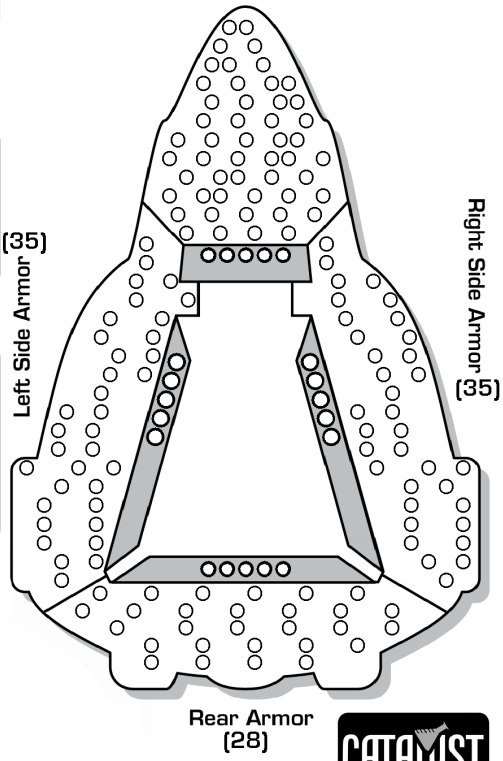
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Swallow Attack WiGE

Movement Points:
Cruising: 7
Flank: 11
Movement Type: WiGE
Engine Type: XL Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flotation Hull	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	LB 20-X AC	FR	20 [DB,C/F/S]	—	4	8	12

Ammo: (LB 20-X Cluster) 5, (LB 20-X) 10

BV: 1,313

CREW DATA

Crew: _____

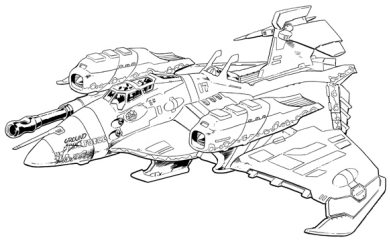
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

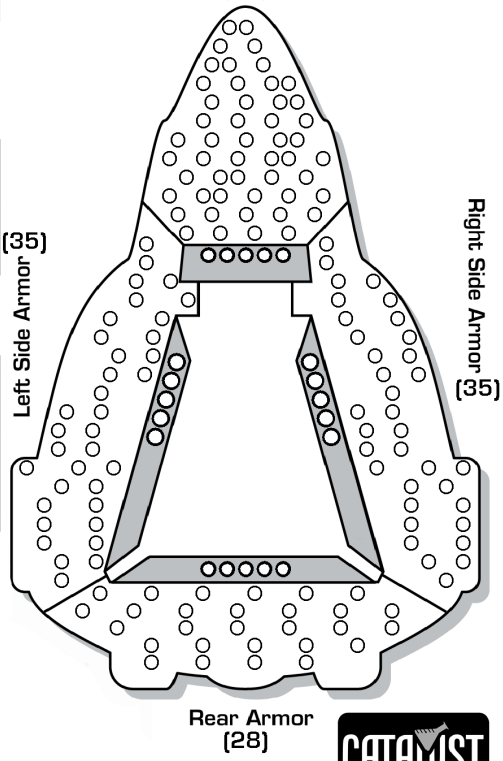
Driver Hit +2
Modifier to Driving Skill rolls

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: Schildkröte Line Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	AMS	T	—	—	—	—	—
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Light PPC	T	5 [DE]	3	6	12	18

Ammo (CASE): (AMS) 12, (LB 10-X Cluster) 10, (LB 10-X) 20

BV: 1,009

CREW DATA

Crew: _____

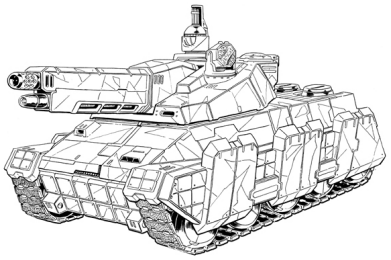
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

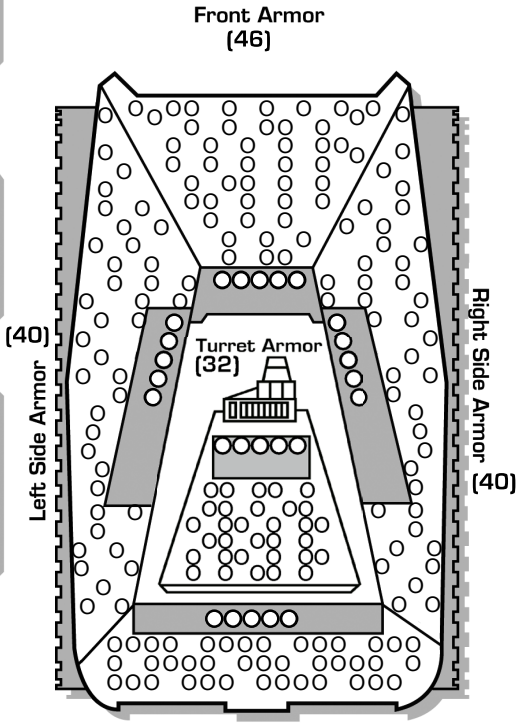
Driver Hit +2
Modifier to Driving Skill rolls

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: Schildkröte Line Tank (HPPC)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	AMS	T	—	—	—	—	—
1	Heavy PPC	T	15 [DE]	3	6	12	18
1	SRM 2	T	2/Msl [M,C,S]	—	3	6	9

Ammo (CASE): (SRM 2) 50, (AMS) 12

BV: 1,057

CREW DATA

Crew: _____

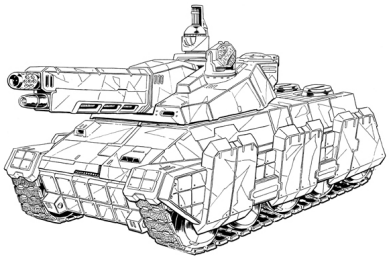
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

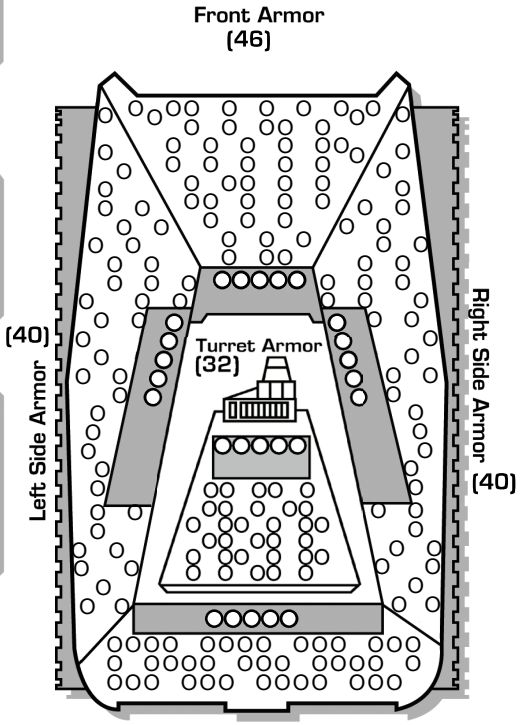
Driver Hit +2
Modifier to Driving Skill rolls

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: Manticore II Heavy Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XXL Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	Enhanced LRM 10	T	1/Msl [M,C,S]	3	7	14	21
1	Heavy PPC	T	15 [DE]	3	6	12	18

Chassis Modifications: Fully Amphibious

Ammo: (NLRM 10) 24

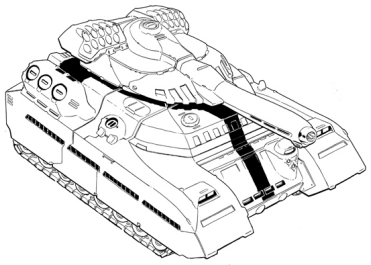
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CREW DATA

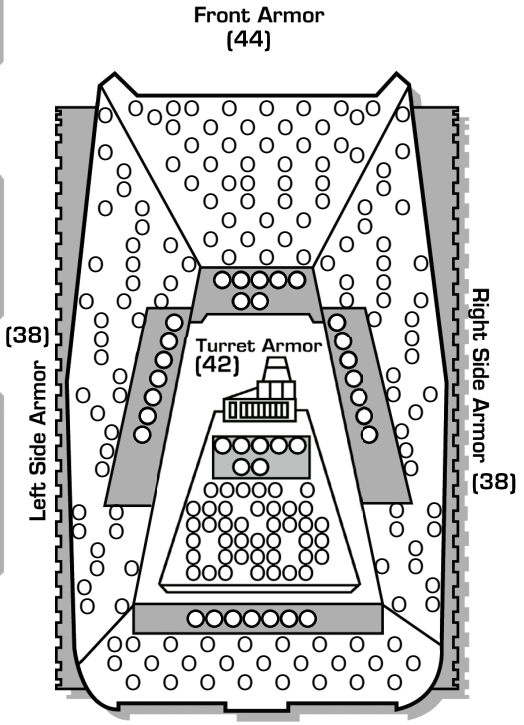
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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 Schmitt Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Flamer	FR	2 [DE,H,AI]	—	1	2	3
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
4	Medium Laser	T	5 [DE]	—	3	6	9
2	Rotary AC/5	T	5/Sht [DB,R/C]	—	5	10	15

Ammo: (Machine Gun) 100, (RAC/5) 80, (LRM 15) 16

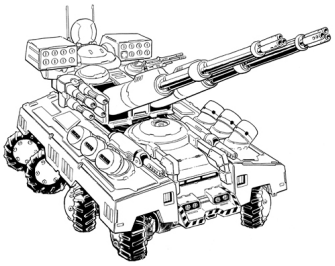
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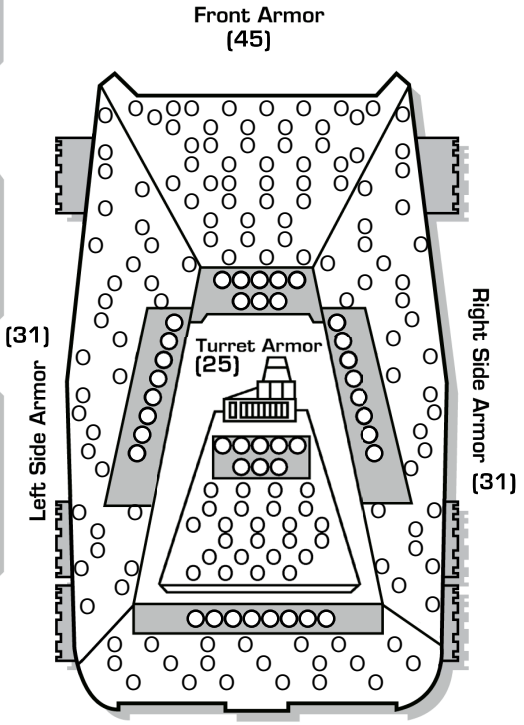
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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 Schmitt Tank (Targeting Computer)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	Vehicle Flamer	FR	2 [DE,H,AI]	—	1	2	3
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
4	Medium Laser	T	5 [DE]	—	3	6	9
2	Rotary AC/5	T	5/Sht [DB,R/C]	—	5	10	15

Ammo: (Machine Gun) 100, (Flamer) 20, (RAC/5) 80 (LRM 15) 16

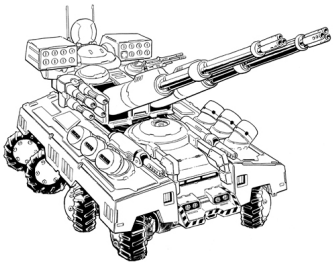
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CREW DATA

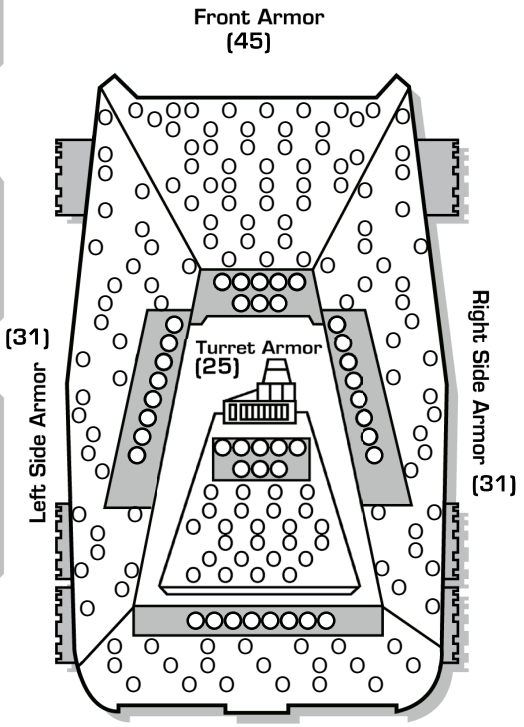
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Kelswa Assault Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
2	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Heavy Machine Gun	T	3 [DB,AI]	—	1	2	—

Ammo (CASE): (Heavy Machine Gun) 50, (Gauss) 40

BV: 1,748

CREW DATA

Crew: _____

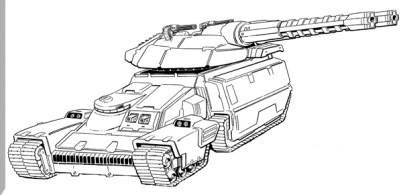
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

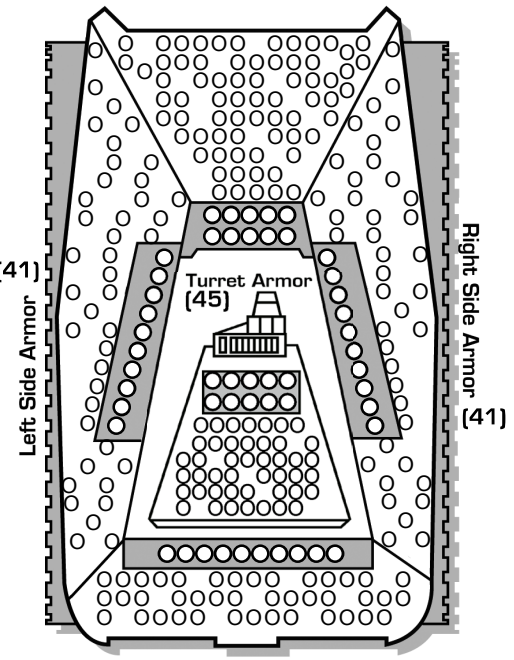
CRITICAL DAMAGE

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 (70)



Rear Armor (41)

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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

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gulltoppr OmniMonitor Prime

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 190
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	AMS	TU	[PD] [PD]	—	0	0	—
1	Long Tom Cannon	TU	20 [DB,AE]	4	6	13	20
2	Gauss Rifle	FT	15 [DB,X]	2	7	15	22

Ammo (CASE): (Long Tom Cannon) 15, (AMS) 24, (Gauss) 32

BV: 3,151

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

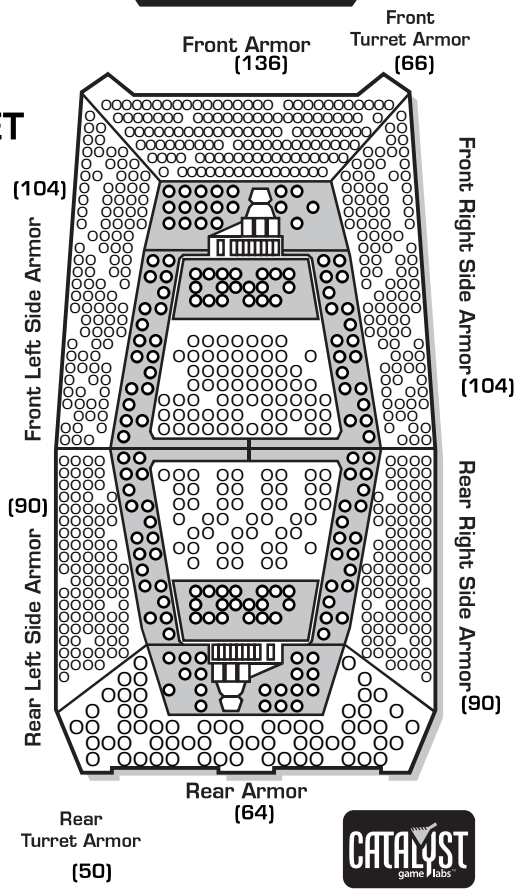
Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Front Turret Locked ☐ Engine Hit ☐
Rear Turret Locked ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Ft. Turret ☐ Rr. Turret ☐

ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION			
2D6 Roll	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.

SUPER-HEAVY 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

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gulltoppr OmniMonitor A

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 190
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite (Clan)	BD	[E]	—	—	—	6
1	Targeting Computer (Clan)	BD	[E]	—	—	—	—
3	LRM 20 (Clan) w/Artemis V FCS	TU	1/Msl [M,C,S]	—	7	14	21
2	Gauss Rifle (Clan)	FT	15 [DB,X]	2	7	15	22

Ammo (CASE): (Gauss) 32, (LRM 20 Artemis V) 48

BV: 3,668

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

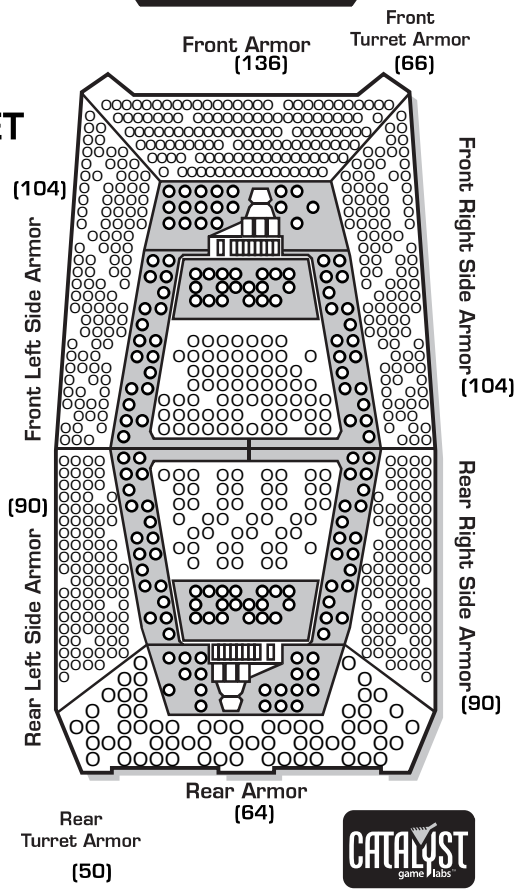
Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Front Turret Locked ☐ Engine Hit ☐
Rear Turret Locked ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Ft. Turret ☐ Rr. Turret ☐

ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION			
2D6 Roll	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.

SUPER-HEAVY 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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gulltoppr OmniMonitor B

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 190
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	C^3 Boosted Master	BD	[E]	—	5	9	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Long Tom Cannon	TU	20 [DB,AE]	4	6	13	20
1	Long Tom Cannon	FT	20 [DB,AE]	4	6	13	20

Ammo (CASE): (Long Tom Cannon) 40

BV: 2,861

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

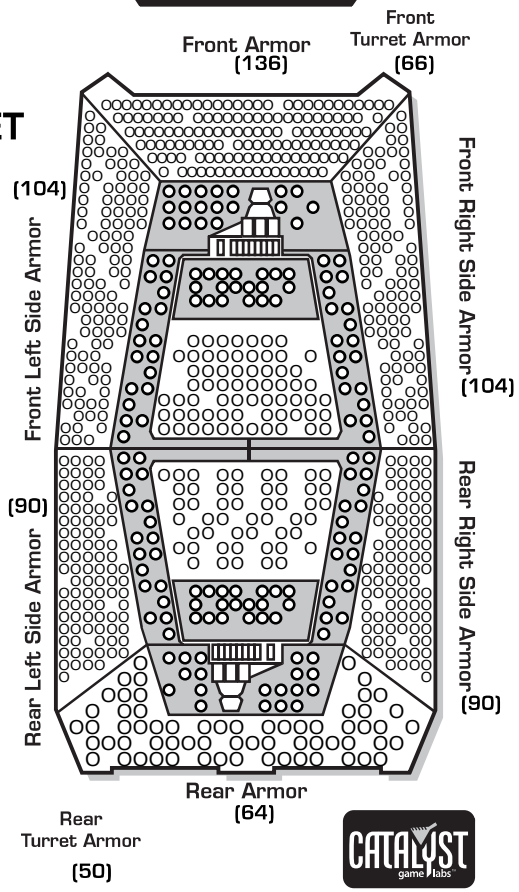
Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Front Turret Locked ☐ Engine Hit ☐
Rear Turret Locked ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Ft. Turret ☐ Rr. Turret ☐

ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION			
2D6 Roll	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.

SUPER-HEAVY 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

'MECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-M2

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Dark Age
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
3	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
3	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

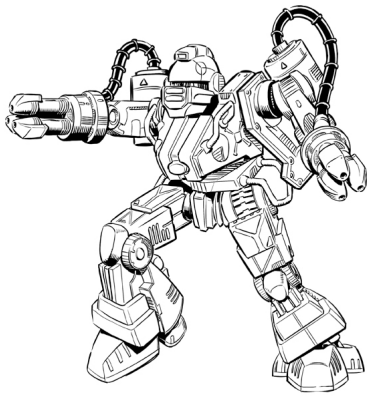
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WARRIOR DATA

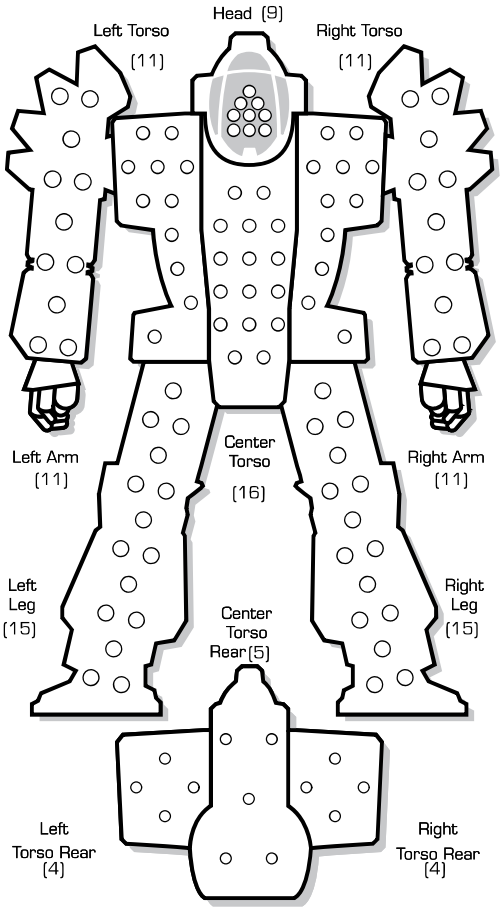
Name: _____

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. Flamer
2. Flamer
3. Flamer
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. Jump Jet
5. Jump Jet
6. Jump Jet

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. Roll Again
6. Roll Again

Head

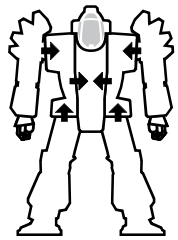
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

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. 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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Flamer
2. Flamer
3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

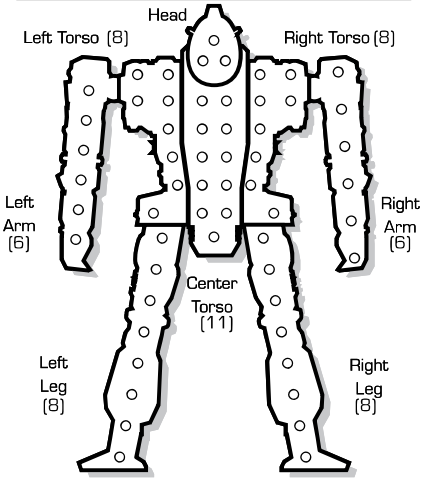
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6
1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

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	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	

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: Firestarter FS9-M3

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9 [12]	**Era:**	Dark Age
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	TAG	RT	0	[E]	—	5	9	15
3	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

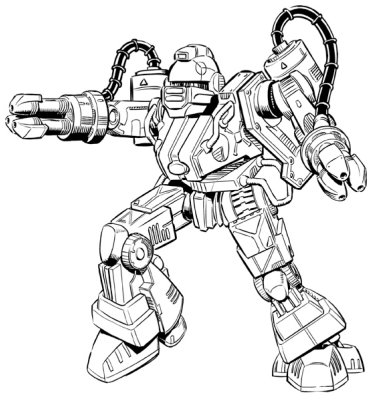
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WARRIOR DATA

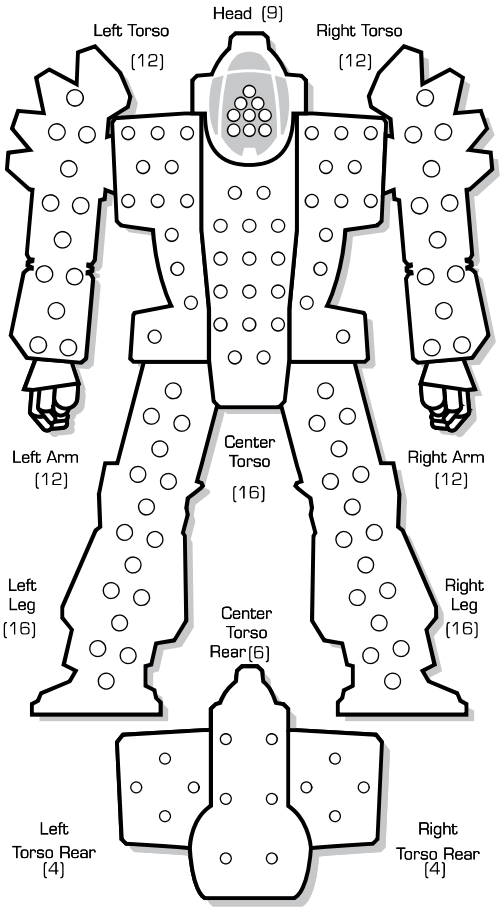
Name: _____

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. ER Small 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 Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

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. Roll Again
6. Roll Again

Head

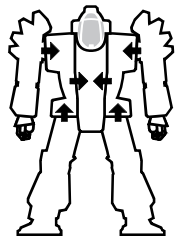
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Flamer
2. Flamer
3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

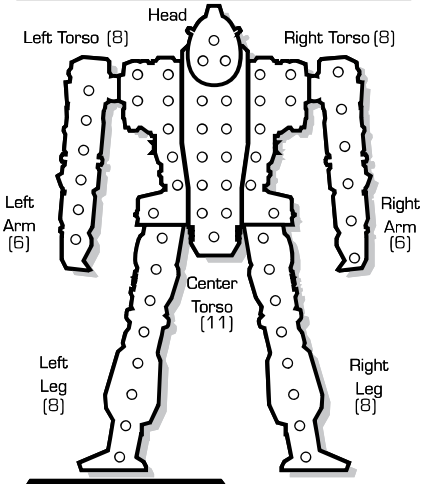
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. TAG
5. Endo-Steel
6. Endo-Steel

4-6
1. Endo-Steel
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. 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	○
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: Firestarter FS9-M4

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	6	12	18

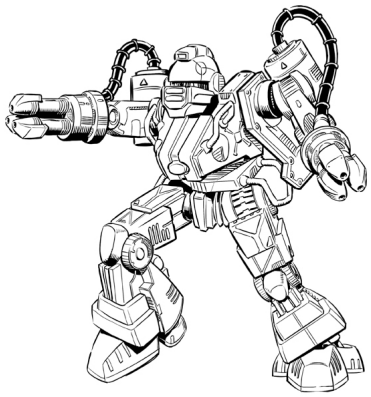
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WARRIOR DATA

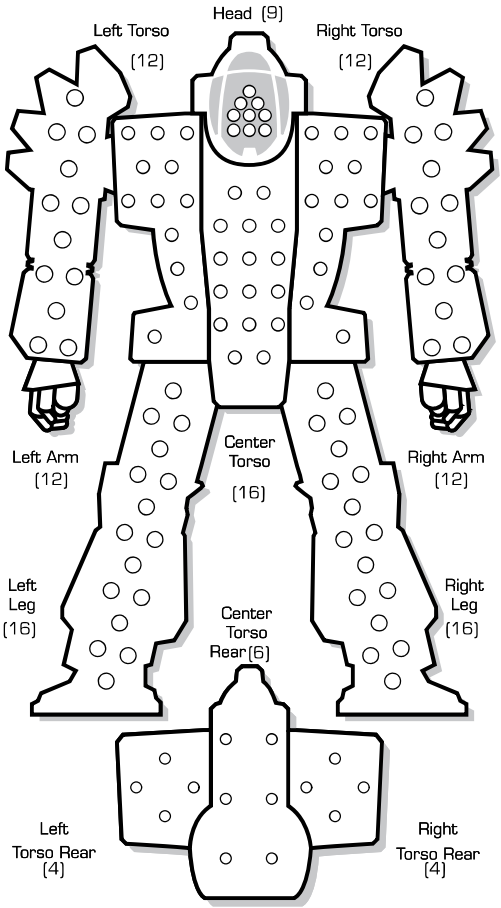
Name: _____

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. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Jump Jet

4-6
4. Ammo (RAC/2) 45
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. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

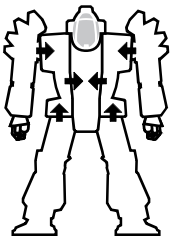
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
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

CATALYST game labs



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. Double Heat Sink

1. Flamer
2. Flamer
3. Flamer

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Jump Jet
5. Jump Jet
6. Jump Jet

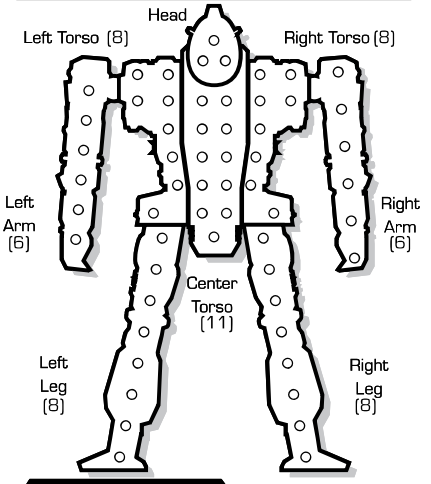
1. Endo-Steel
2. Endo-Steel
3. Endo-Steel

4-6
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 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
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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Jaguar

Movement Points:
Walking: 8
Running: 12

Tonnage: 35
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[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
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Quad Turret	RT	—	[E]	—	—	—	—
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9

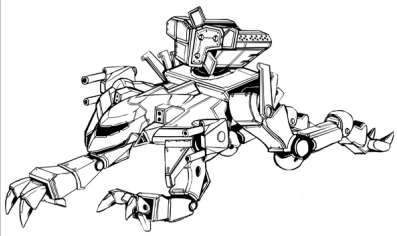
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WARRIOR DATA

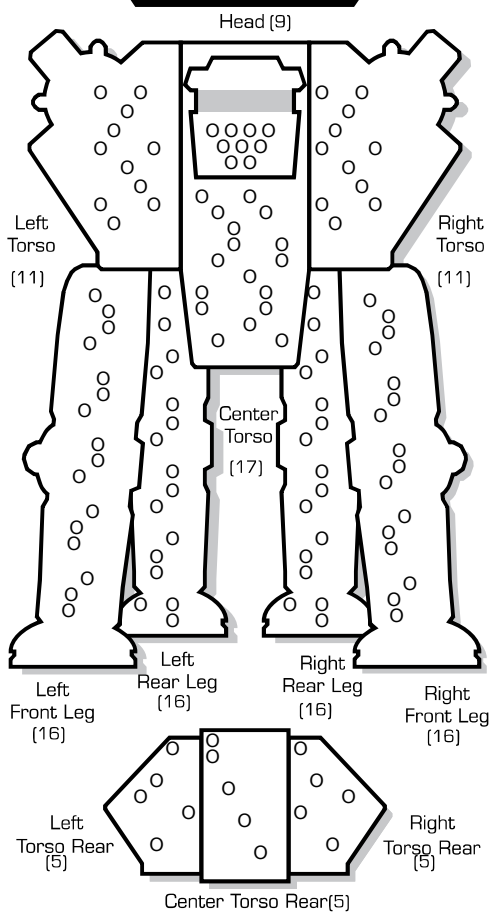
Name: _____

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. Endo-Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo-Steel
6. Endo-Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. ATM 6 (T)
6. ATM 6 (T)

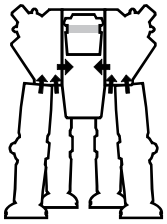
1. ATM 6 (T)
2. SRM 2
3. Ammo (ATM 6) 10
4. Ammo (ATM 6) 10
5. Quad Turret
6. Roll Again

1-3

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

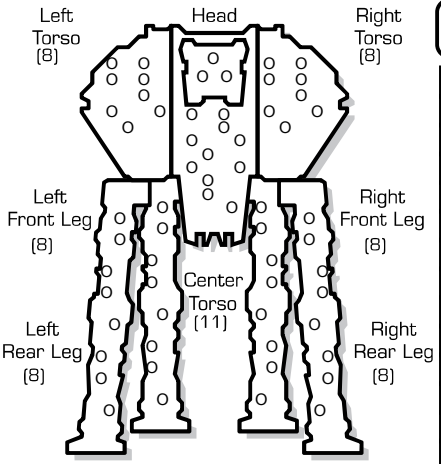
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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	
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
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5*
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3
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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Jaguar 2

Movement Points:
Walking: 8
Running: 12

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	CT	—	[E]	—	—	—	5
1	Light TAG	CT	0	[E]	—	3	6	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
3	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
3	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12

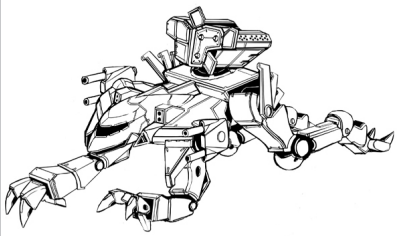
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WARRIOR DATA

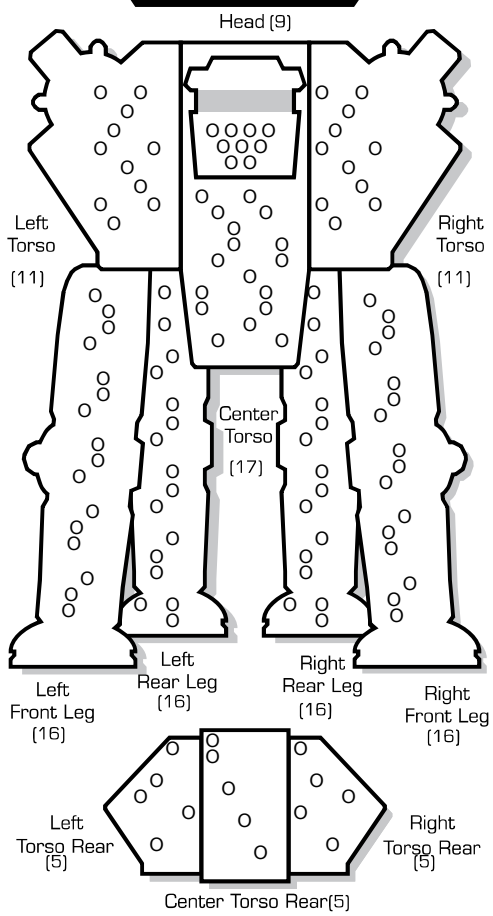
Name: _____

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. Endo-Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Medium Pulse Laser
5. Machine Gun
6. Machine Gun

1-3

1. Machine Gun
2. Machine Gun Array
3. Ammo (Machine Gun) 100
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Active Probe
6. Light TAG

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Medium Pulse Laser
5. Machine Gun
6. Machine Gun

1-3

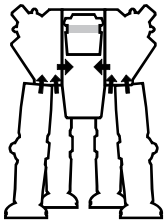
1. Machine Gun
2. Machine Gun Array
3. Targeting Computer
4. Targeting Computer
5. Endo-Steel
6. Endo-Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

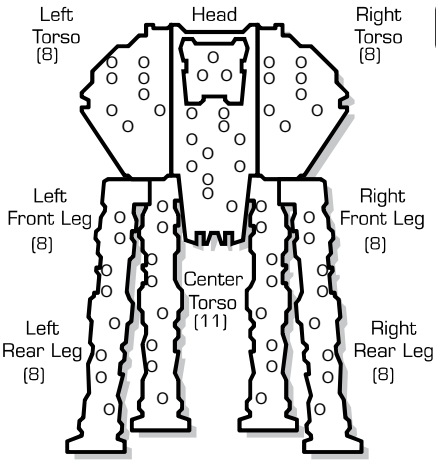
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
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	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	
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: Storm Raider STM-R1

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	–	9	–	–	–	–
1	AC/10	LA	3	10 [DB,S]	–	5	10	15

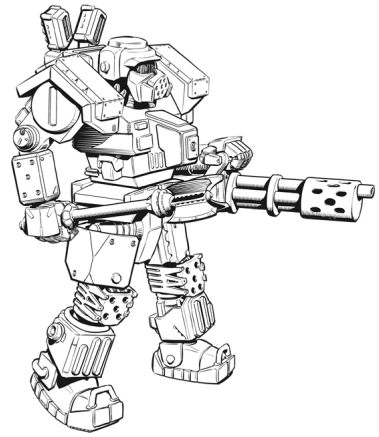
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WARRIOR DATA

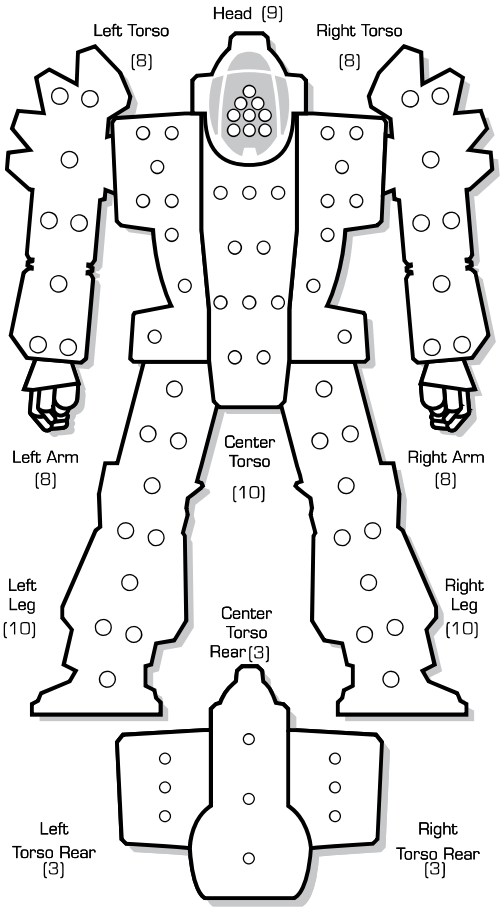
Name: _____

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. AC/10
6. AC/10

1. AC/10
2. AC/10

4-6 3. AC/10
4. AC/10
5. AC/10

6. Endo-Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Ammo (AC/10) 10

1. CASE
2. Endo-Steel

4-6 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

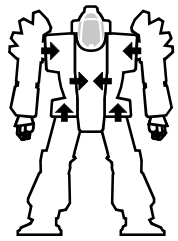
1. XL Fusion Engine
2. XL Fusion Engine

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 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. Hand Actuator

5. Mace
6. Mace

1. Mace
2. Mace

4-6 3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3 4. Endo-Steel
5. Endo-Steel
6. Roll Again

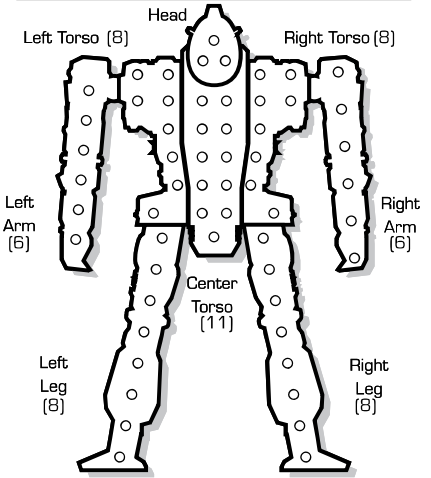
1. Roll Again
2. Roll Again

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. Endo-Steel

INTERNAL STRUCTURE DIAGRAM



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	

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: Storm Raider STM-R2

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9 [12]	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	9	—	—	—	—
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	2	6	13	20

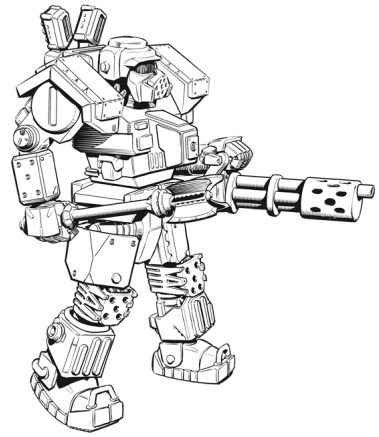
BV: 671

WARRIOR DATA

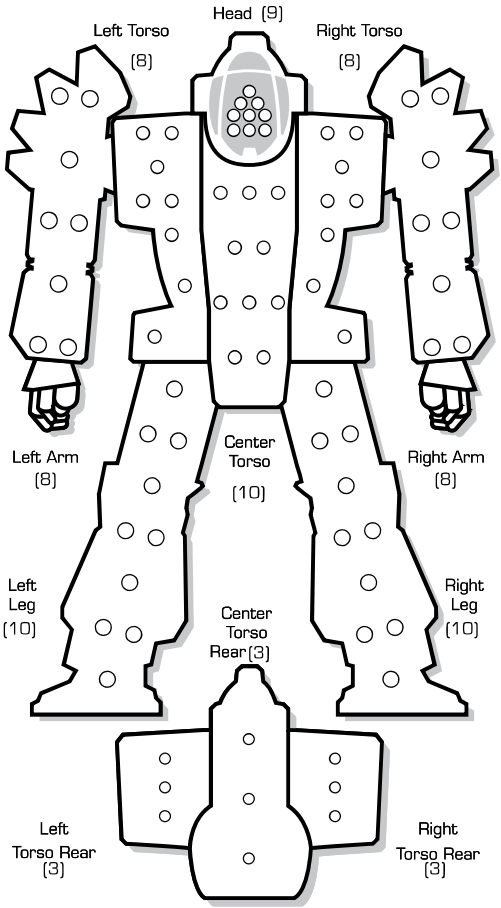
Name: _____

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. Ultra AC/5
6. Ultra AC/5

4-6
1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Ammo (Ultra AC/5) 20

4-6
1. Ammo (Ultra AC/5) 20
2. CASE
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. Endo-Steel
6. Endo-Steel

Head

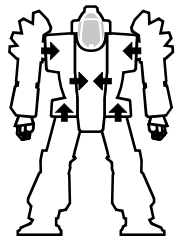
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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. 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. Mace
6. Mace

4-6
1. Mace
2. Mace
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso

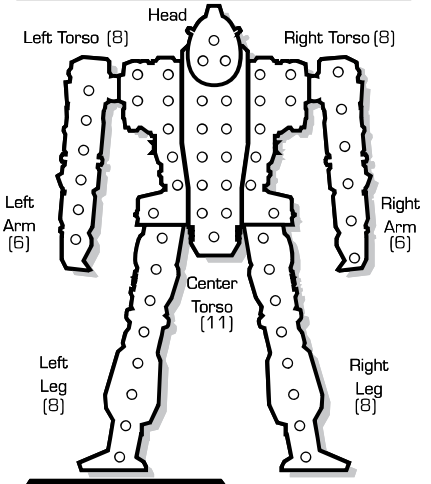
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo-Steel
5. Endo-Steel
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right 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 (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	

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: Storm Raider STM-R3

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9 [12]	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	9	—	—	—	—
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	6	12	18

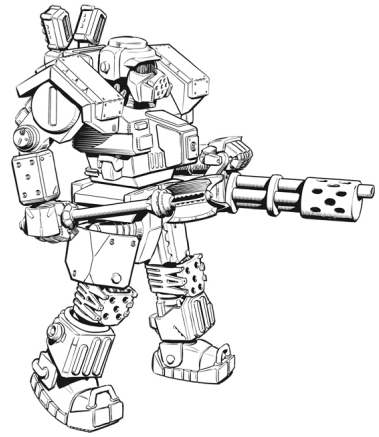
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WARRIOR DATA

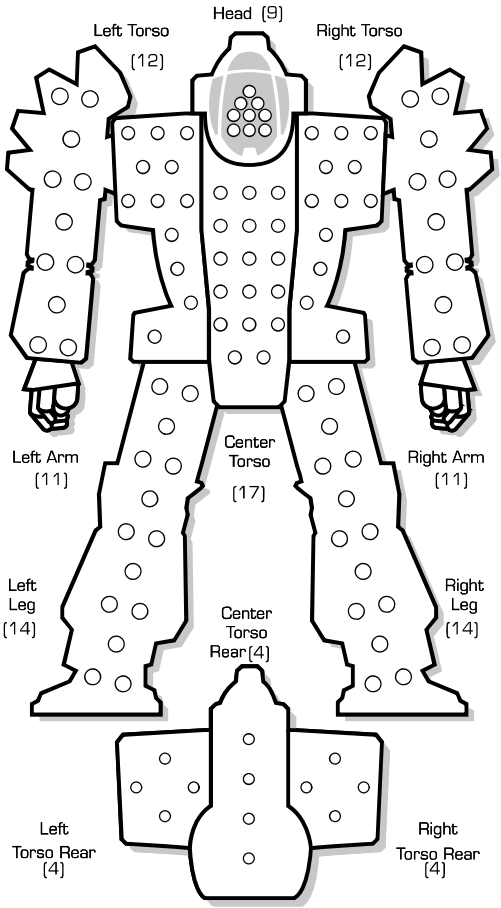
Name: _____

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. Rotary AC/2
6. Rotary AC/2

4-6
1. Rotary AC/2
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Ammo (RAC/2) 45

4-6
1. CASE
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

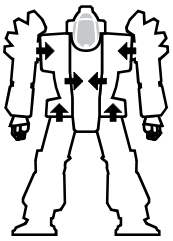
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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. 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. Mace
6. Mace

4-6
1. Mace
2. Mace
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso

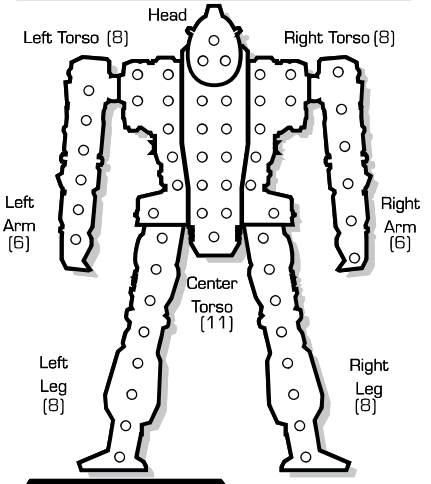
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo-Steel
5. Endo-Steel
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right 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 (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	

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: Storm Raider STM-R4

Movement Points:
Walking: 6
Running: 9

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	–	9	–	–	–	–
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	–	6	12	18

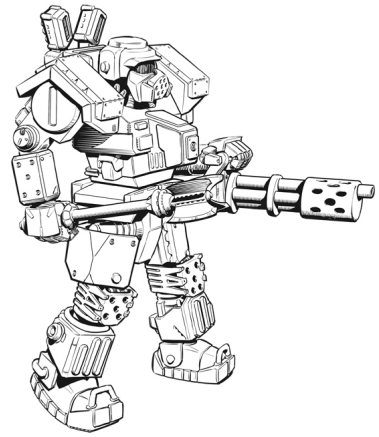
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WARRIOR DATA

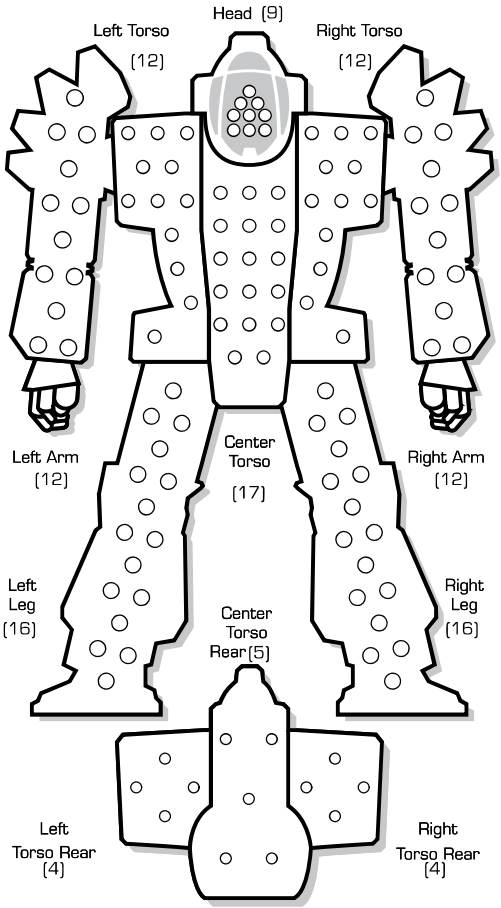
Name: _____

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. Rotary AC/2
6. Rotary AC/2

4-6
1. Rotary AC/2
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Ammo (RAC/2) 45

4-6
1. CASE II
2. Endo-Steel
3. Endo-Steel
4. Impact-Resistant
5. Impact-Resistant
6. Impact-Resistant

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head

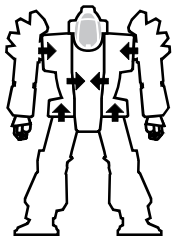
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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. 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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Mace
6. Mace

4-6
1. Mace
2. Mace
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso

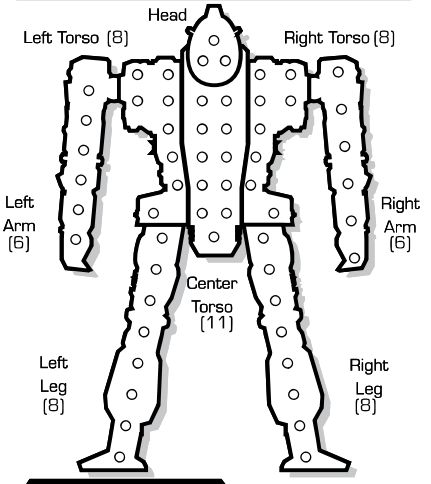
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo-Steel
5. Endo-Steel
6. Impact-Resistant

4-6
1. Impact-Resistant
2. Impact-Resistant
3. Impact-Resistant
4. Impact-Resistant
5. Impact-Resistant
6. Impact-Resistant

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 (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	

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: Mongrel MGL-T1

Movement Points:		**Tonnage:**	50
Walking:	7	**Tech Base:**	Mixed Tech (Clan)
Running:	11	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Retractable Blade	RA	—	5	—	—	—	—
1	AC/5 (IS)	LA	1	5 [DB,S]	3	6	12	18

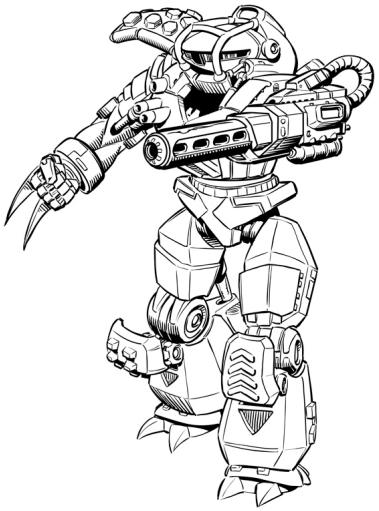
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WARRIOR DATA

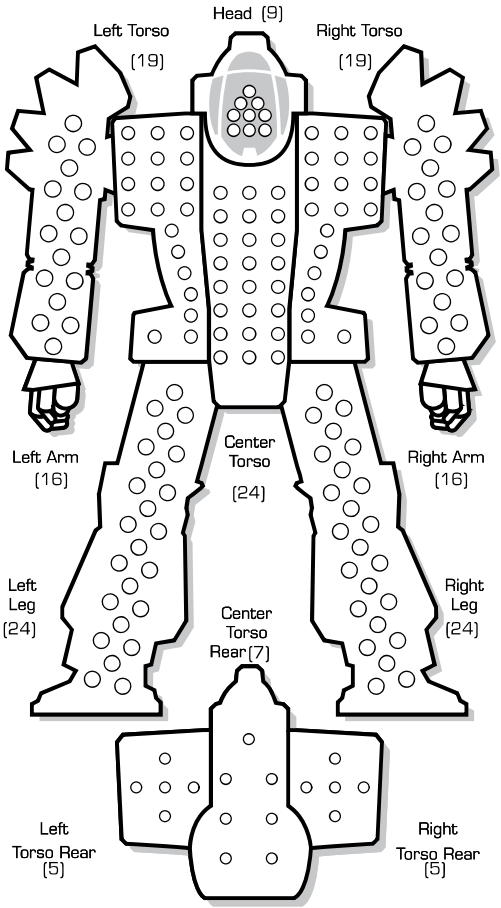
Name: _____

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. AC/5 (IS)
4. AC/5 (IS)
5. AC/5 (IS)
6. AC/5 (IS)

4-6:
1. Ammo (AC/5) 20
2. Reactive
3. Reactive
4. Reactive
5. Reactive
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Endo-Steel
4. Endo-Steel
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 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

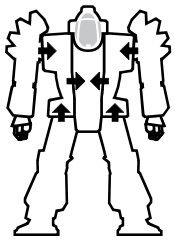
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3:
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 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. Hand Actuator
5. Retractable Blade
6. Retractable Blade

4-6:
1. Retractable Blade
2. Retractable Blade
3. Reactive
4. Reactive
5. Reactive
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

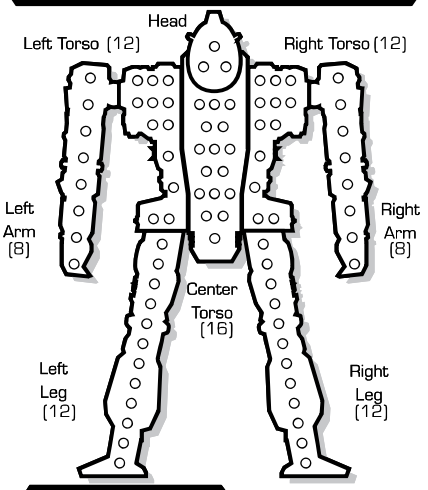
1-3:
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Endo-Steel

4-6:
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. 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	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: Mongrel MGL-T2

Movement Points:
Walking: 7
Running: 11

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	6
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
1	Retractable Blade	RA	—	5	—	—	—	—
1	ProtoMech AC/8	LA	2	8 [DB,S]	—	3	7	10

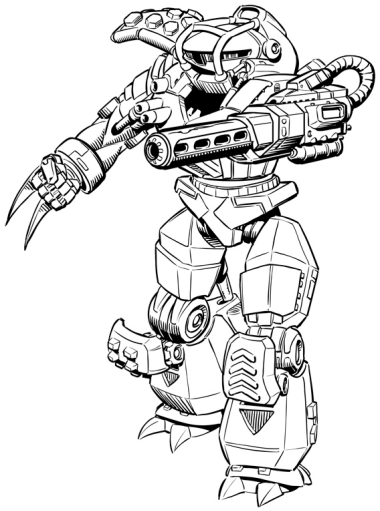
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WARRIOR DATA

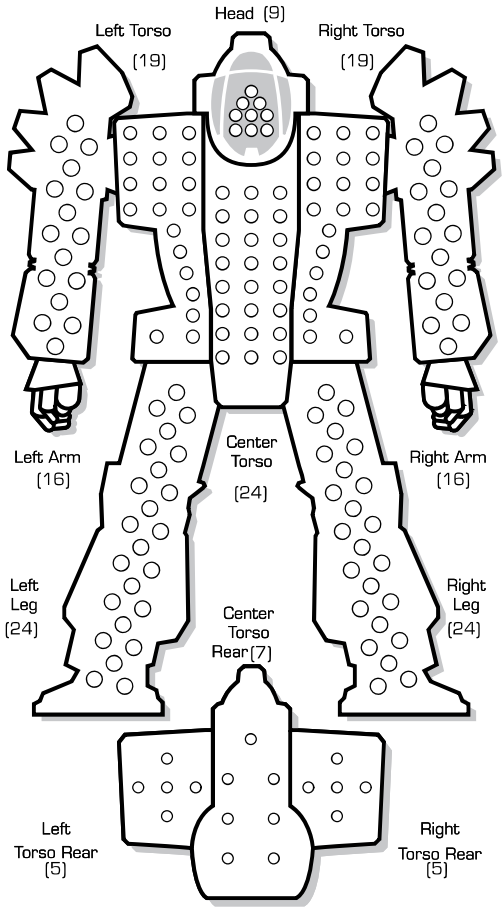
Name: _____

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. ProtoMech AC/8
4. ProtoMech AC/8
5. ProtoMech AC/8
6. ProtoMech AC/8

1. Ammo (Proto AC/8) 10
2. Reactive
3. Reactive
4. Reactive
5. Reactive
6. Reactive

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Endo-Steel
4. Endo-Steel
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

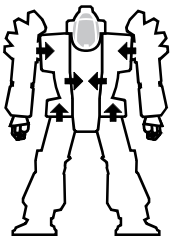
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. ECM Suite
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. Retractable Blade
6. Retractable Blade

1. Retractable Blade
2. Retractable Blade
3. AES
4. AES
5. Reactive
6. Reactive

Right Torso

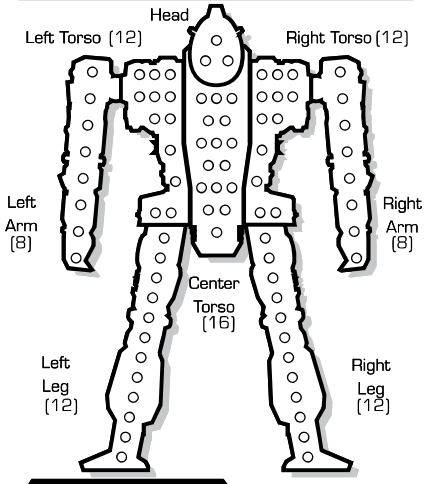
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Endo-Steel

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. 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	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: Gauntlet GTL-10

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8 [13]	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Thunderbolt 10	LA	5	10[M]	5	6	12	18

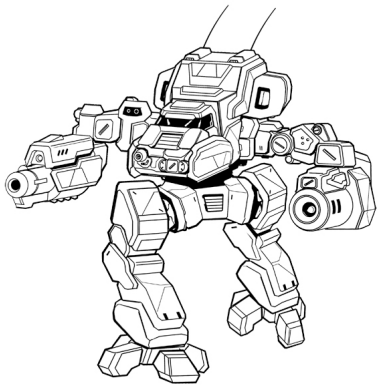
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WARRIOR DATA

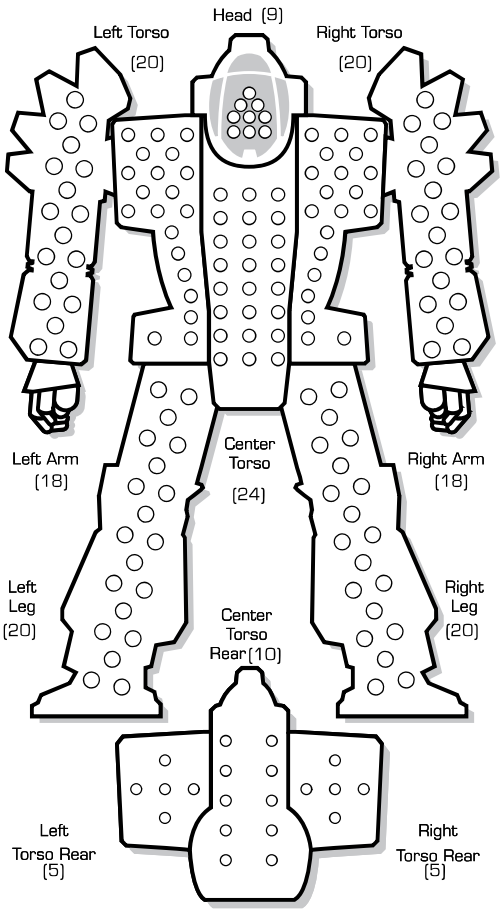
Name: _____

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. Thunderbolt 10 (1-3)
4. Thunderbolt 10 (1-3)
5. Endo-Steel
6. Endo-Steel

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (Thunderbolt 10) 6 (1-3)
4. Ammo (Thunderbolt 10) 6 (1-3)
5. CASE
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Endo-Steel (4-6)
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

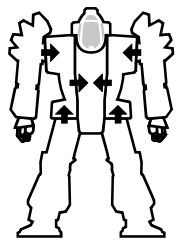
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine (4-6)
5. Supercharger
6. Light 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. Heavy PPC (1-3)
4. Heavy PPC (1-3)
5. Heavy PPC (1-3)
6. Heavy PPC (1-3)

1. Endo-Steel
2. Endo-Steel
3. Light Ferro-Fibrous (4-6)
4. Light Ferro-Fibrous (4-6)
5. Light Ferro-Fibrous (4-6)
6. Roll Again

Right Torso

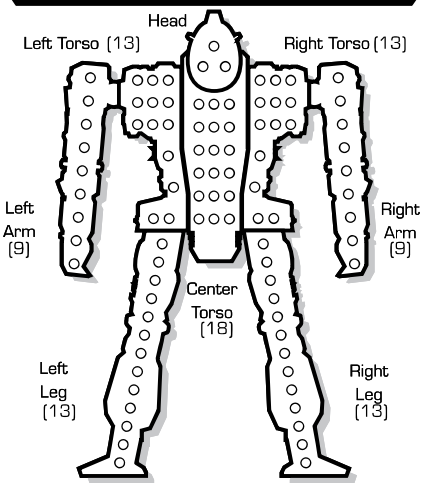
1. Light Fusion Engine
2. Light Fusion Engine
3. MASC (1-3)
4. MASC (1-3)
5. MASC (1-3)
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

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	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: Gauntlet GTL-10A

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8 [10]	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

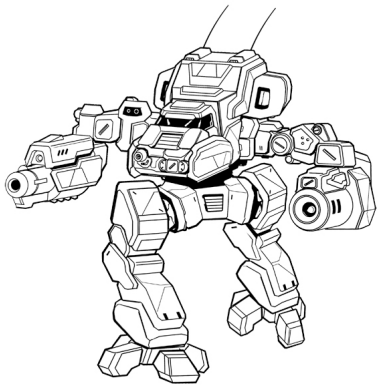
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WARRIOR DATA

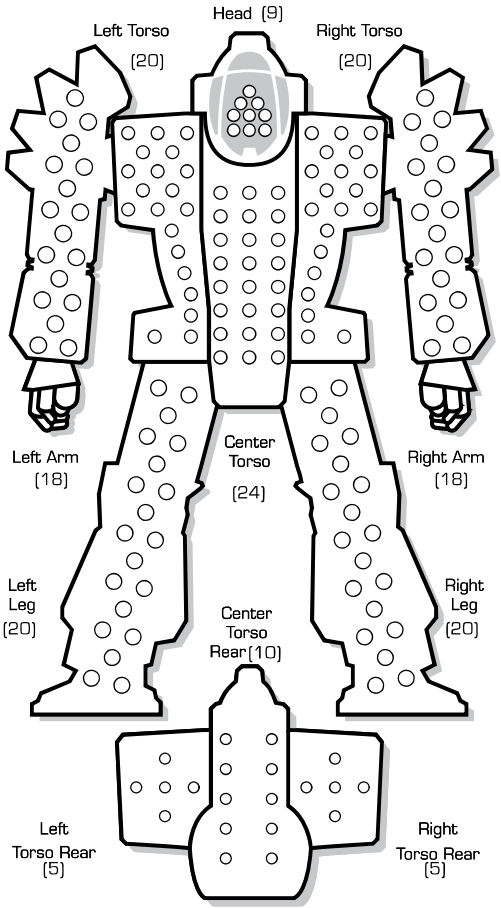
Name: _____

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. Light PPC
4. Light PPC
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

1-3

1. CASE II
2. Endo-Steel
3. Endo-Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. MML 7
4. MML 7
5. MML 7
6. MML 7

1-3

1. Endo-Steel
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. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

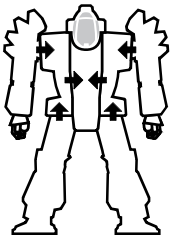
1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Light Ferro-Fibrous
6. Roll Again

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. Light PPC
4. Light PPC
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

1-3

1. CASE II
2. Endo-Steel
3. Endo-Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. MML 7
4. MML 7
5. MML 7
6. MML 7

1-3

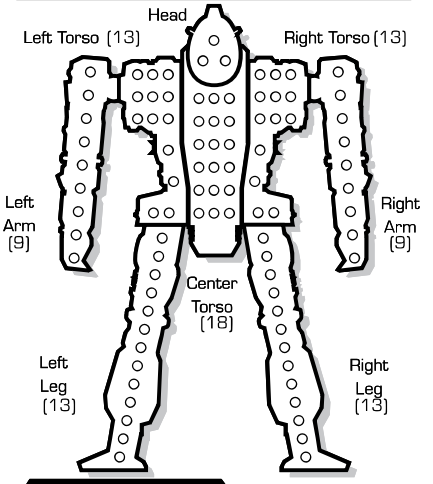
1. MASC
2. MASC
3. MASC
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: Gauntlet GTL-10C

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 55
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15

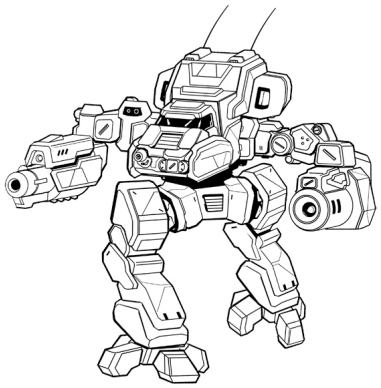
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WARRIOR DATA

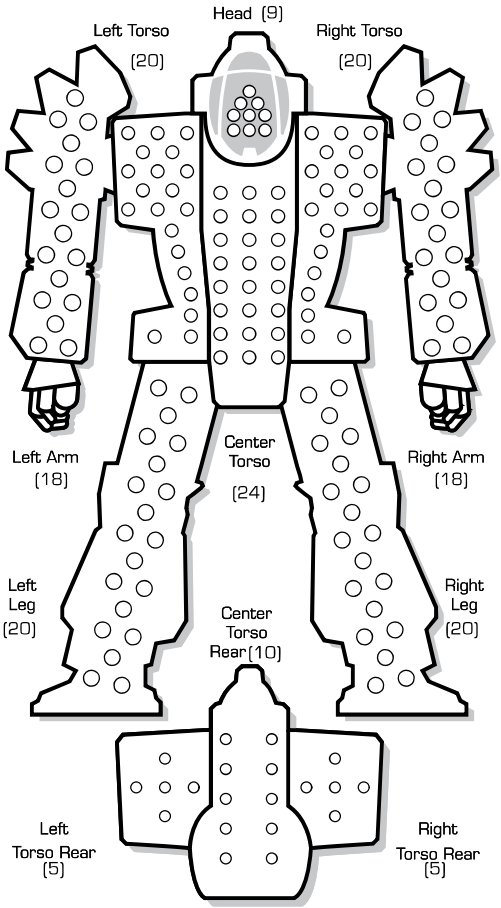
Name: _____

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. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

1. TSEMP Cannon
2. Endo-Steel
3. Endo-Steel
4. Light Ferro-Fibrous
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. Endo-Steel

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. Roll Again
6. Roll Again

Head

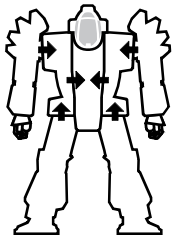
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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. Light Ferro-Fibrous
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. Snub-Nose PPC
4. Snub-Nose PPC
5. LAC/5
6. LAC/5

1. Endo-Steel
2. Endo-Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

Right Torso

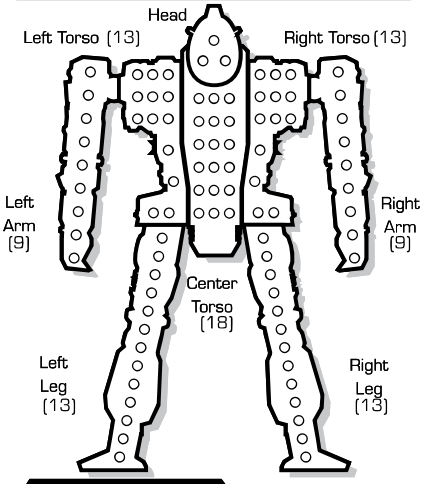
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. CASE II
6. MASC

1. MASC
2. MASC
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. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



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	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: Gauntlet GTL-10B

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8 [10]	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
5	Medium Laser	RA	3	5 [DE]	—	3	6	9
5	Medium Laser	LA	3	5 [DE]	—	3	6	9

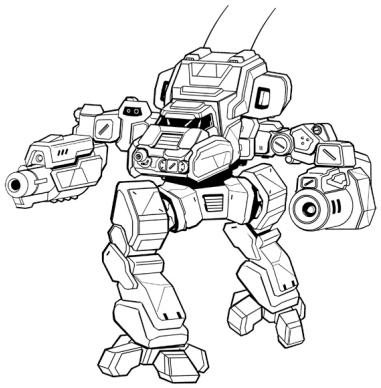
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WARRIOR DATA

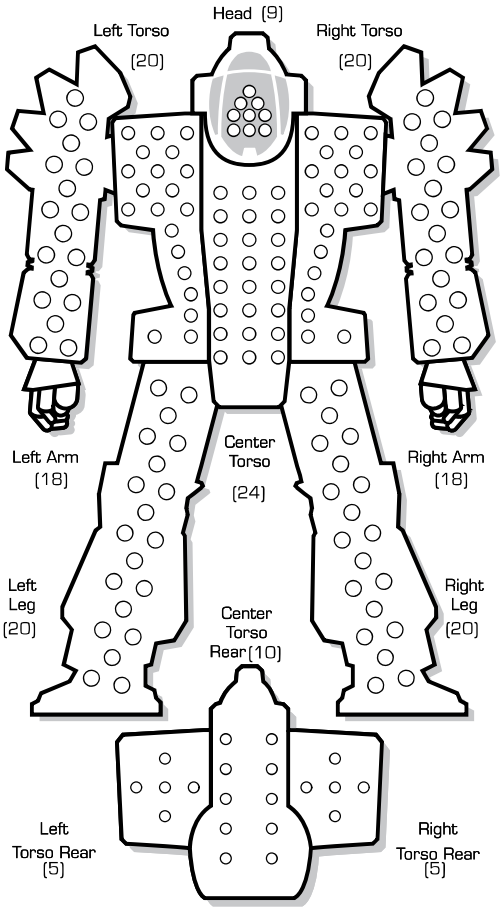
Name: _____

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. Medium Laser
4. Medium Laser
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
2. Endo-Steel
3. Endo-Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Coolant Pod

1-3

1. Endo-Steel
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. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

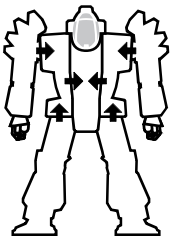
1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Light Ferro-Fibrous

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. Medium Laser
4. Medium Laser
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
2. Endo-Steel
3. Endo-Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Medium Pulse Laser
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Coolant Pod

1-3

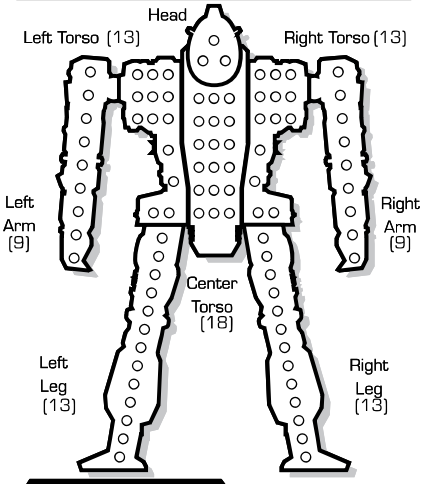
1. MASC
2. MASC
3. MASC
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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: Scourge SCG-WF1

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 4

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AES	RA	—	[E]	—	—	—	—
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

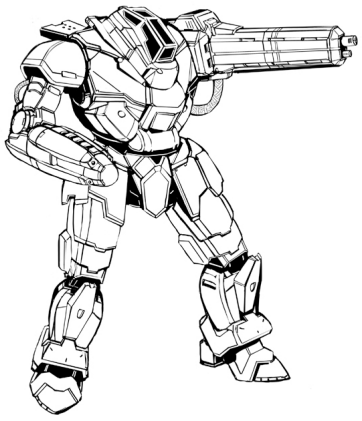
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WARRIOR DATA

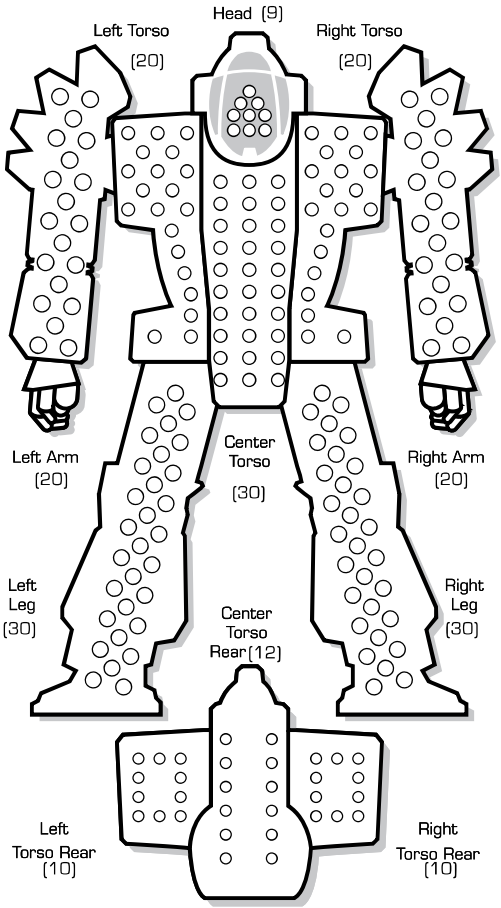
Name: _____

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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

(1-3)

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Medium Pulse Laser
5. Light Ferro-Fibrous
6. Roll Again

(4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Jump Jet

(1-3)

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

(4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
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

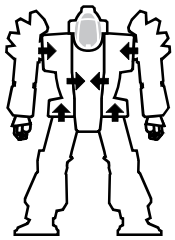
(1-3)

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo-Steel
6. Light Ferro-Fibrous

(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. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

(1-3)

1. ER Medium Laser
2. AES
3. AES
4. AES
5. Light Ferro-Fibrous
6. Roll Again

(4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Endo-Steel
6. Endo-Steel

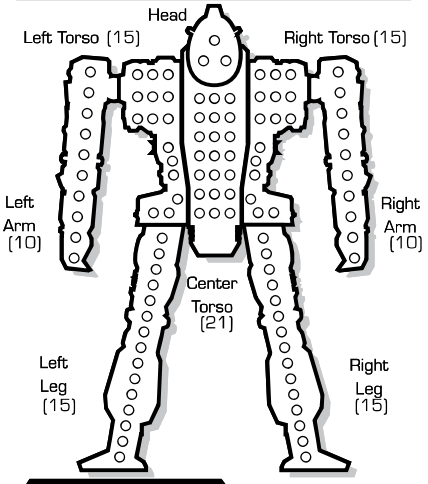
(1-3)

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

(4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
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	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: Scourge SCG-WD1

Movement Points:
Walking: 5
Running: 8
Jumping: 4

Tonnage: 65
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

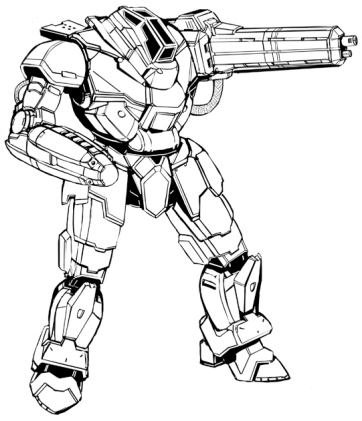
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WARRIOR DATA

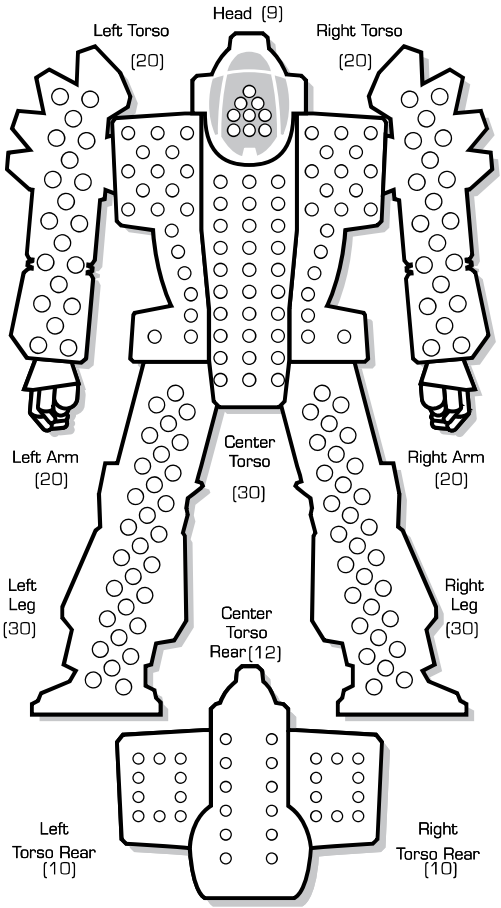
Name: _____

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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Jump Jet

4-6
1. Endo-Steel
2. Endo-Steel
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. Jump Jet
6. Endo-Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

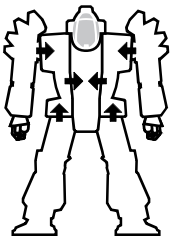
Center Torso

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. 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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6
1. ER Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

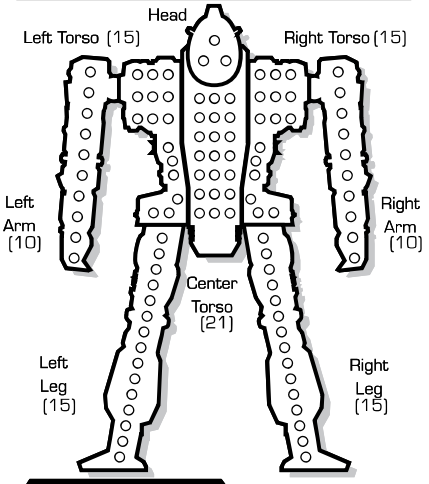
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Endo-Steel
6. Endo-Steel

4-6
1. Endo-Steel
2. Endo-Steel
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. Jump Jet
6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ursa URA-2A

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 65
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	—	6	12	18
1	ER PPC	LT	15	10 [DE]	—	7	14	23
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9

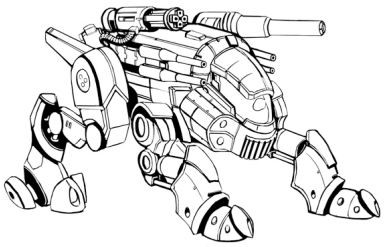
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WARRIOR DATA

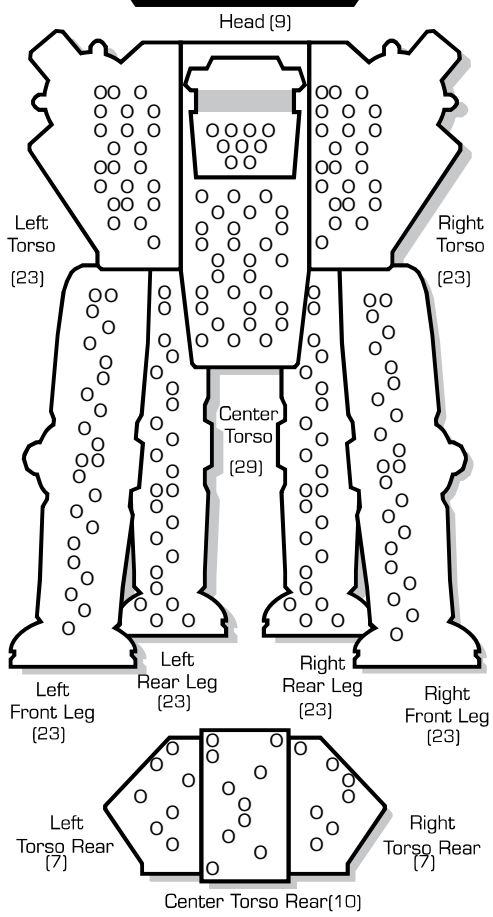
Name: _____

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. Endo-Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Endo-Steel
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Medium X-Pulse Laser
2. Medium X-Pulse Laser

4-6
3. MASC
4. MASC
5. MASC
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

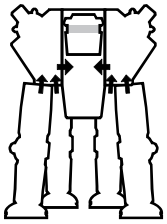
1-3
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1. Medium X-Pulse Laser
2. Medium X-Pulse Laser

4-6
3. Ammo (RAC/2) 45
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

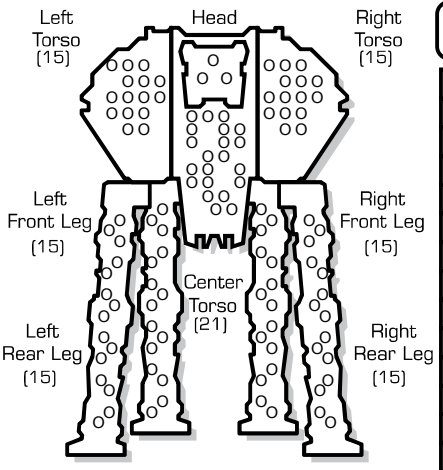
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



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	13 (26) 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
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	
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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ursa URA-2C

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Pulse Laser	RT	6	7 [P]	–	5	9	14
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	–	8	17	25
2	ER Medium Pulse Laser	LT	6	7 [P]	–	5	9	14
1	ER PPC	LT	15	15 [DE]	–	7	14	23

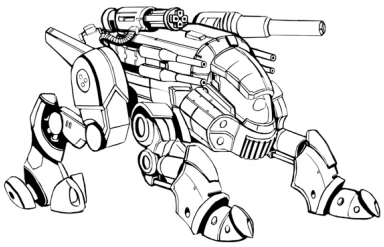
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WARRIOR DATA

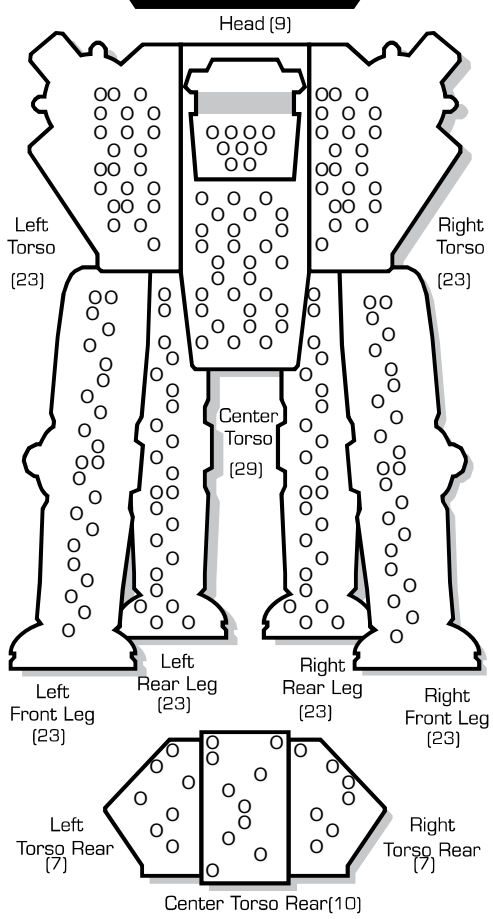
Name: _____

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. Endo-Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Roll Again

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

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
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 Medium Pulse Laser
6. ER Medium Pulse Laser

4-6:
1. ER Medium Pulse Laser
2. ER Medium Pulse Laser
3. MASC
4. MASC
5. MASC
6. Endo-Steel

Right Torso (CASE)
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

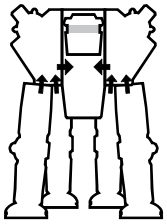
4-6:
1. ER Medium Pulse Laser
2. ER Medium Pulse Laser
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. Ammo (RAC/2) 45
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Roll Again

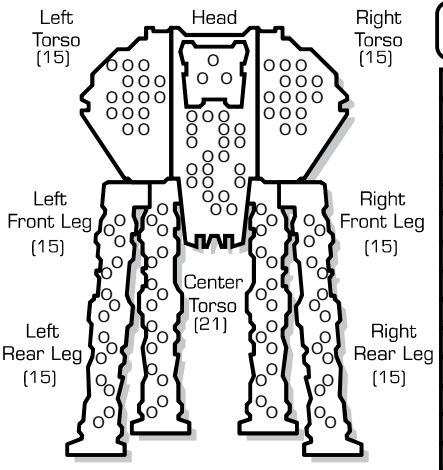
Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Roll Again

CATALYST game labs



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	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
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	
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: Götterdämmerung GTD-20S

Movement Points:
Walking: 4
Running: 6

Tonnage: 75
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	HD	5	1/Msl [M,C,S]	6	7	14	21
5	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23

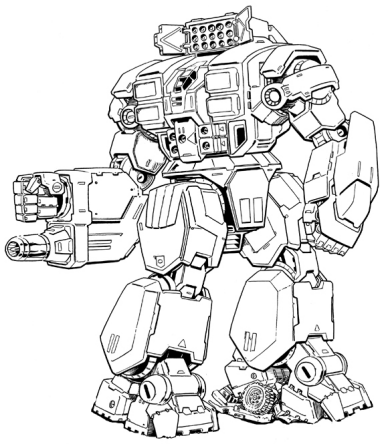
BV: 1,727

WARRIOR DATA

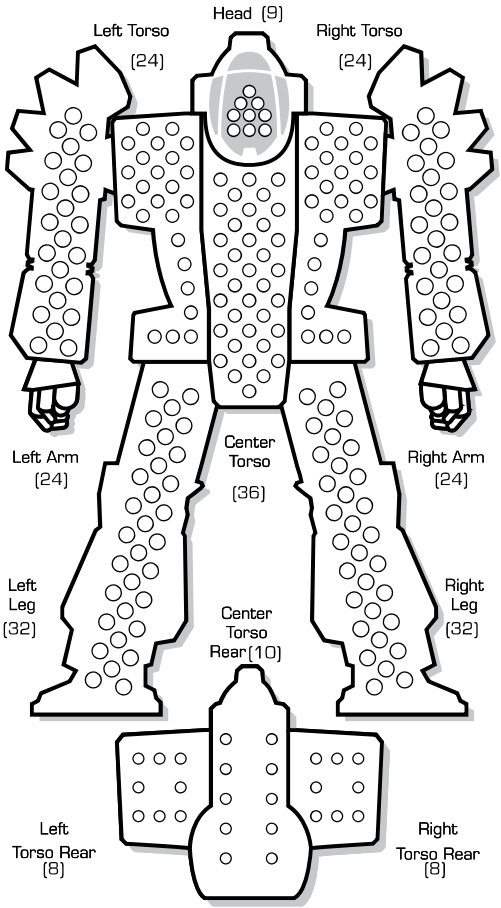
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

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 Torso

1-3
1. Life Support
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6
1. Endo-Steel
2. Endo-Steel
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Head

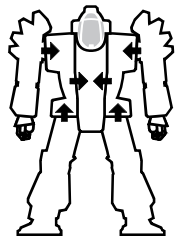
1. Sensors
2. Sensors
3. LRM 15
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

Center Torso

1-3
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Torso-Mounted Cockpit

4-6
1. Sensors
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

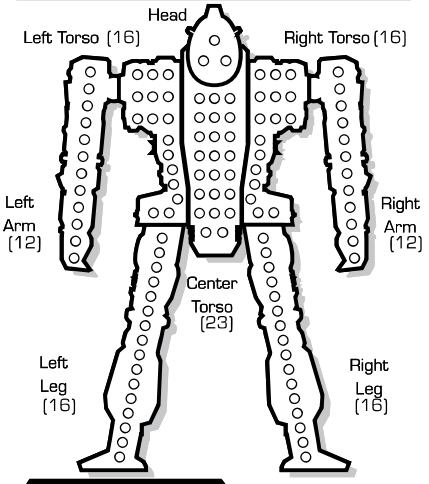
1-3
1. Life Support
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6
1. Endo-Steel
2. Endo-Steel
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

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	12 (24) Double
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: Zeus X ZEU-X

Movement Points:
Walking: 5
Running: 8

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	LB 20-X AC	LT/LA	6	20 [DB,C/F/S]	—	4	8	12
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	MRM 30	RA	10	1/Msl [M,C]	—	3	8	15

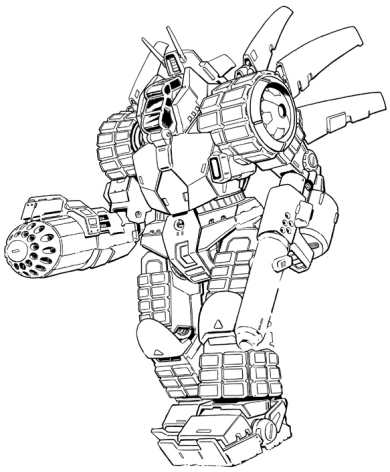
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WARRIOR DATA

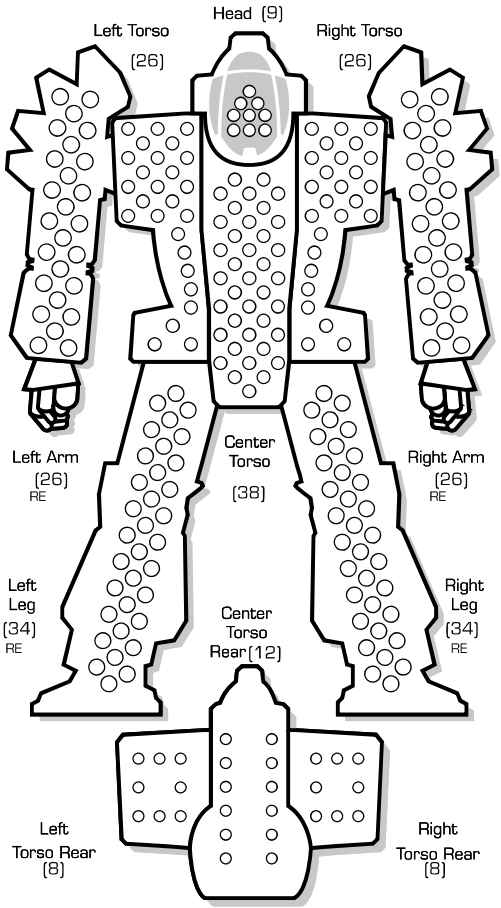
Name: _____

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. Reactive
5. Reactive
6. Roll Again

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

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. Medium X-Pulse Laser

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

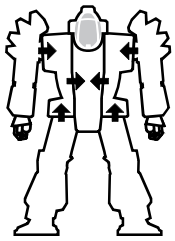
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine

4-6
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Medium X-Pulse 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. MRM 30
5. MRM 30
6. MRM 30

1. MRM 30
2. MRM 30

4-6
3. Reactive
4. Reactive
5. Roll Again
6. Roll Again

Right Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

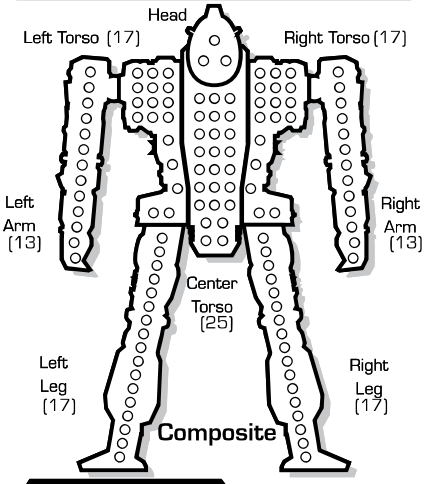
1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X) 5

4-6
3. Ammo (LB 20-X Cluster) 5
4. Ammo (MRM 30) 8
5. Ammo (MRM 30) 8
6. CASE II

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

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+	
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: Zeus X ZEU-X2

Movement Points:
Walking: 5
Running: 8

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	MRM 20	RA	6	1/Msl [M,C]	—	3	8	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23

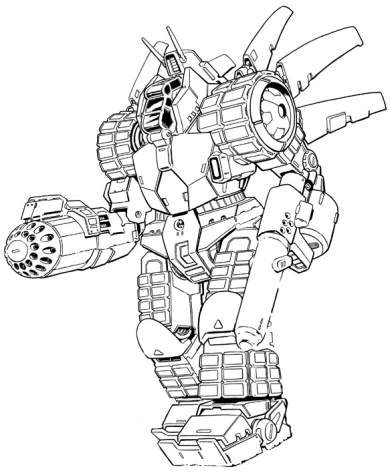
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WARRIOR DATA

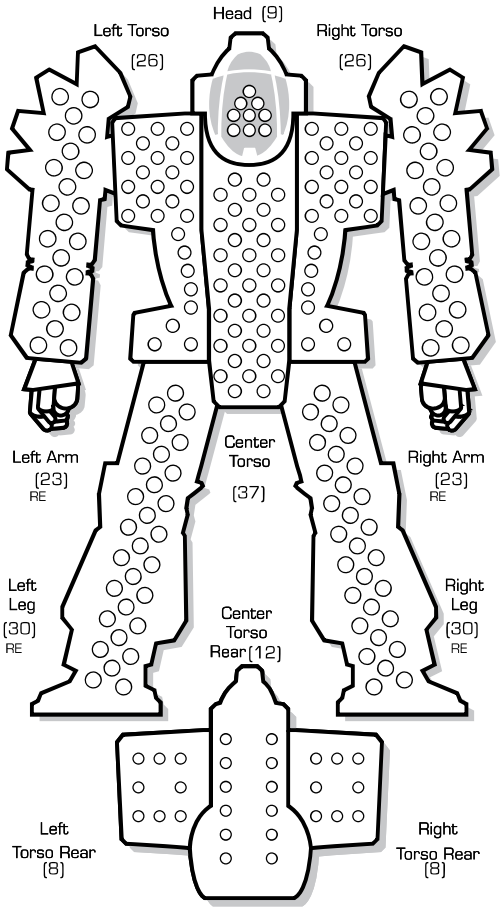
Name: _____

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. Reactive
2. Reactive

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. O XXL Fusion Engine
2. O XXL Fusion Engine

1-3
3. O XXL Fusion Engine
4. O XXL Fusion Engine
5. O XXL Fusion Engine
6. O XXL Fusion Engine

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Medium X-Pulse Laser
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. O XXL Fusion Engine
2. O XXL Fusion Engine

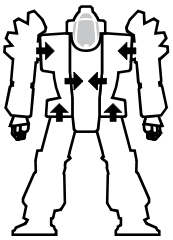
1-3
3. O XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. O XXL Fusion Engine

4-6
3. O XXL Fusion Engine
4. O XXL Fusion Engine
5. Medium X-Pulse 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

1-3
4. MRM 20
5. MRM 20
6. MRM 20

1. Reactive
2. Reactive

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. O XXL Fusion Engine
2. O XXL Fusion Engine

1-3
3. O XXL Fusion Engine
4. O XXL Fusion Engine
5. O XXL Fusion Engine
6. O XXL Fusion Engine

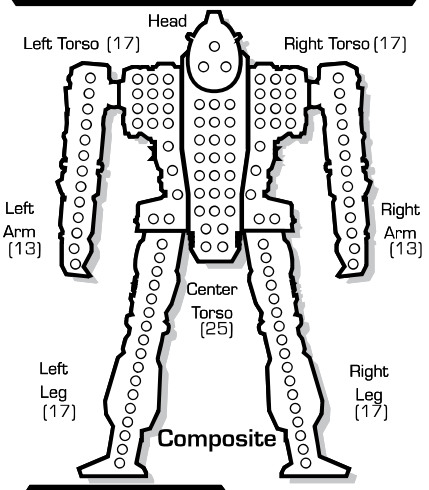
1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Ammo (MRM 20) 12
5. CASE II
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

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+	
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: Zeus X ZEU-X3

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 8

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Targeting Computer	LA	—	[E]	—	—	—	—

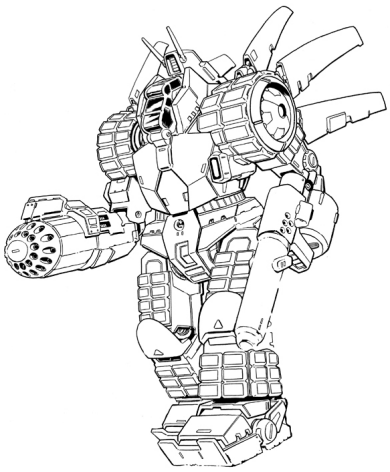
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WARRIOR DATA

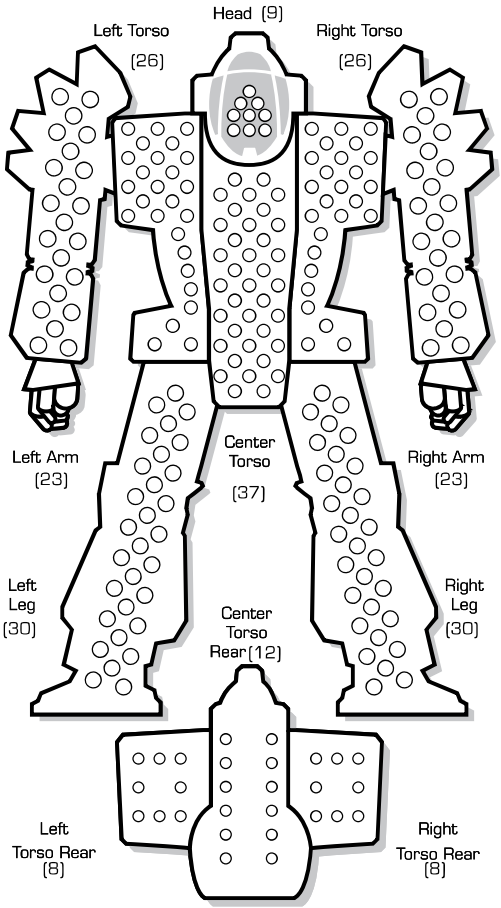
Name: _____

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. ER PPC
2. ER PPC

4-6
3. ER PPC
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

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. Roll Again
5. Sensors
6. Life Support

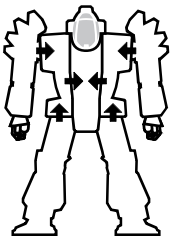
Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine

4-6
3. XXL Fusion Engine
4. XXL 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. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

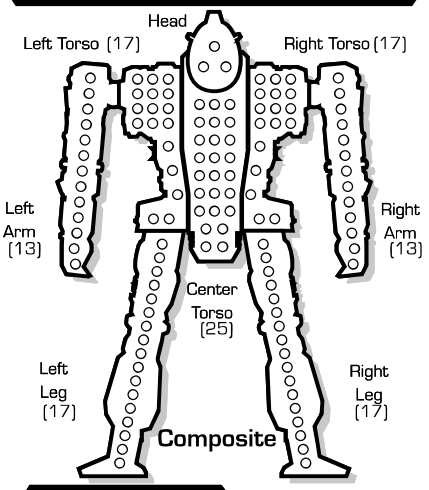
1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

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	17 (34) 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: Zeus X ZEU-X4

Movement Points:
Walking: 5
Running: 8

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

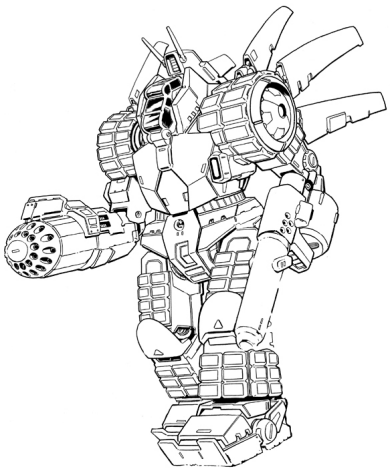
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WARRIOR DATA

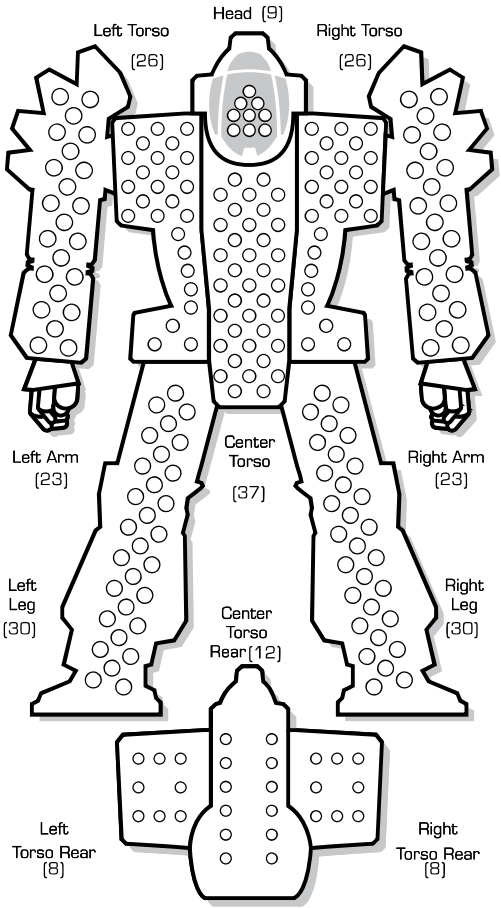
Name: _____

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. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle

4-6
3. Ammo (Light Gauss) 16
4. Reactive
5. Reactive
6. Roll Again

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1. ER Large Laser
2. ER Large Laser

4-6
3. Reactive
4. Reactive
5. Reactive
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

Head

1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

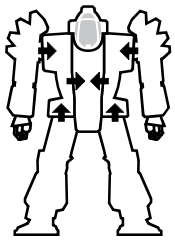
1-3
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro

4-6
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Medium X-Pulse 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

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20

4-6
3. Reactive
4. Reactive
5. Reactive
6. Roll Again

Right Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

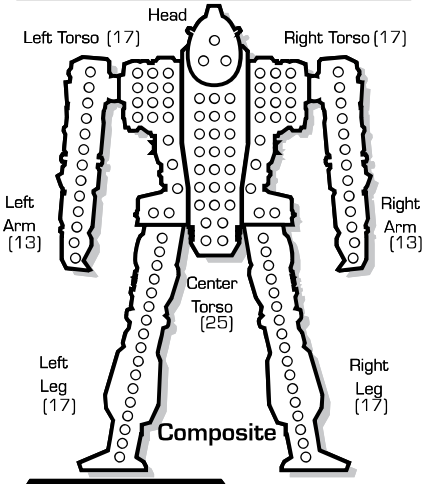
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6

4-6
3. CASE II
4. Reactive
5. Reactive
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

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: Viking IIC

Movement Points:
Walking: 3
Running: 4

Tonnage: 90
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	LRM 15 w/Artemis V FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	LRM 15 w/Artemis V FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis V FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis V FCS	LA	6	1/Msl [M,C,S]	—	7	14	21
2	Machine Gun	RL	0	2 [DB,AI]	—	1	2	3
2	Machine Gun	LL	0	2 [DB,AI]	—	1	2	3

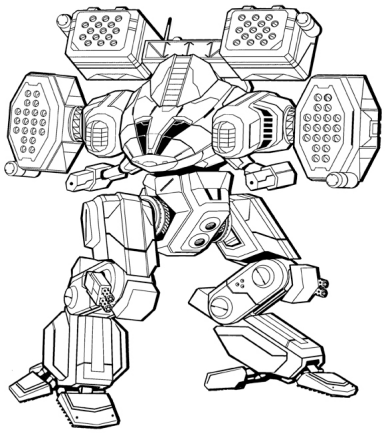
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WARRIOR DATA

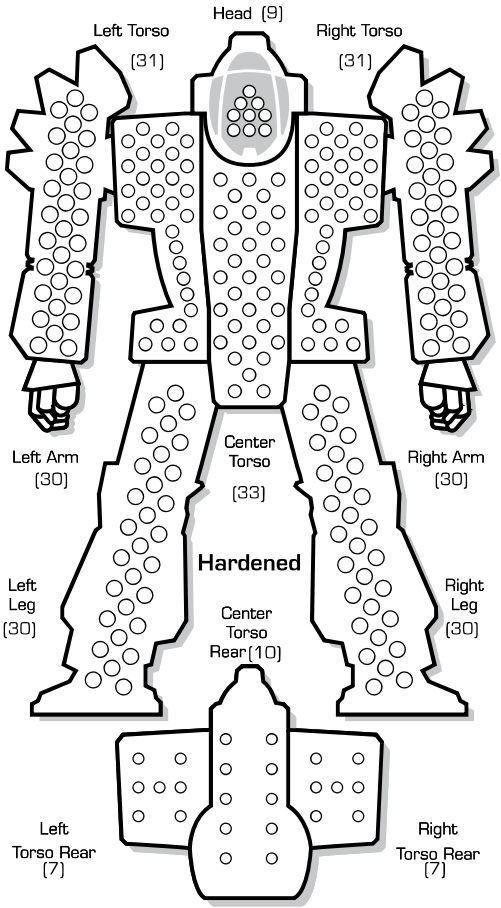
Name: _____

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

1-3
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Artemis V FCS
2. Artemis V FCS
3. Endo-Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. LRM 15
2. LRM 15
3. Artemis V FCS
4. Artemis V FCS
5. ER Micro Laser
6. Ammo (LRM 20 Artemis V) 6

4-6
1. Ammo (LRM 20 Artemis V) 6
2. Ammo (LRM 15 Artemis V) 8
3. Ammo (LRM 15 Artemis V) 8
4. CASE II
5. Endo-Steel
6. Endo-Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Machine Gun

Head

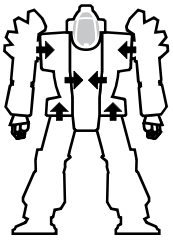
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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. 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. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Artemis V FCS
2. Artemis V FCS
3. Endo-Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

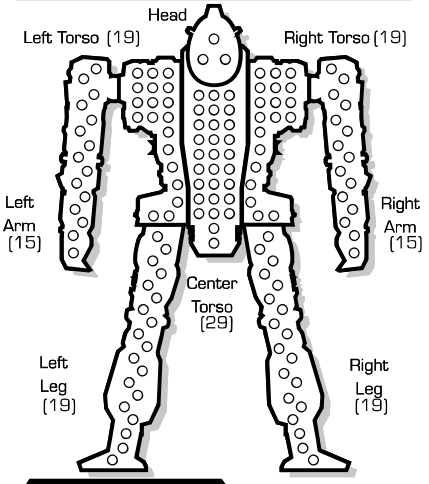
1-3
1. LRM 15
2. LRM 15
3. Artemis V FCS
4. Artemis V FCS
5. ER Micro Laser
6. Ammo (LRM 20 Artemis V) 6

4-6
1. Ammo (LRM 20 Artemis V) 6
2. Ammo (LRM 15 Artemis V) 8
3. Ammo (Machine Gun) 100
4. CASE II
5. Endo-Steel
6. Endo-Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Machine Gun

INTERNAL STRUCTURE DIAGRAM



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	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: King Crab KGC-009

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	LAC/5	LA	1	5 [DB,S]	—	5	10	15
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15

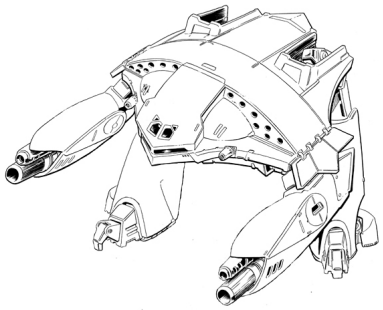
BV: 2,260

WARRIOR DATA

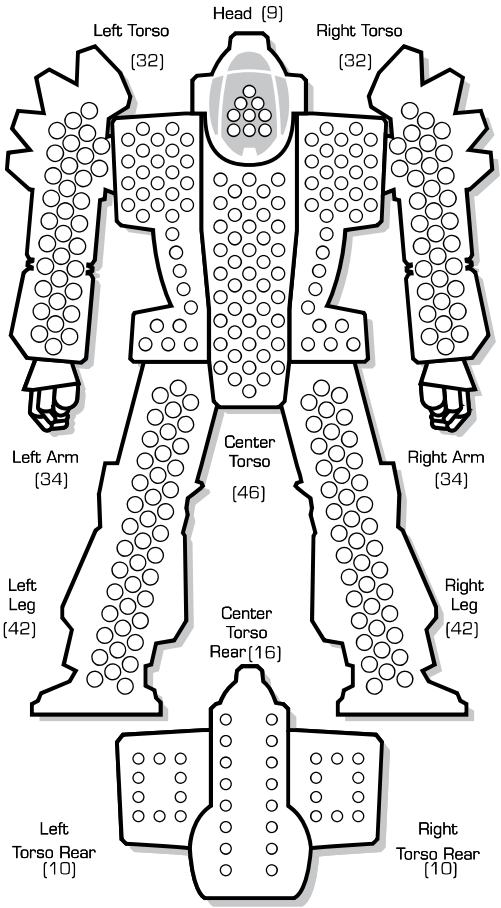
Name: _____

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. Plasma Rifle
4. Plasma Rifle
5. LAC/5
6. LAC/5

1-3

1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MML 7
5. MML 7
6. MML 7

1-3

1. MML 7
2. Medium Laser
3. Ammo (MML 7/LRM) 17
4. Ammo (LAC/5) 20
5. CASE
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. Guardian ECM Suite
6. Guardian ECM Suite

Center Torso

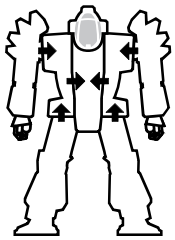
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1-3

1. Heavy Duty Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo-Steel
6. Endo-Steel

4-6

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. Plasma Rifle
4. Plasma Rifle
5. LAC/5
6. LAC/5

1-3

1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MML 7
5. MML 7
6. MML 7

1-3

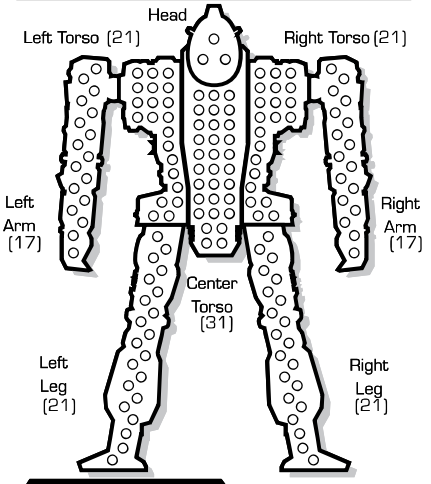
1. MML 7
2. Medium Laser
3. Ammo (MML 7/LRM) 17
4. Ammo (MML 7/SRM) 14
5. Ammo (LAC/5) 20
6. CASE

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	14 (28) Double
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 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	

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

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Sternensturm STM-O

Thrust:
Safe Thrust: 10
Maximum Thrust: 15

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

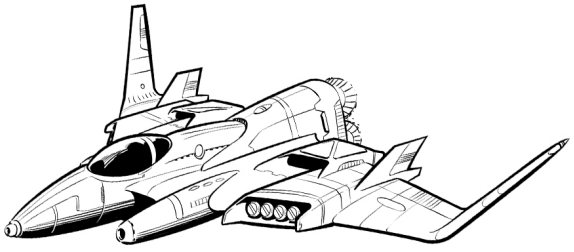
Weapons & Equipment Inventory

Standard Scale

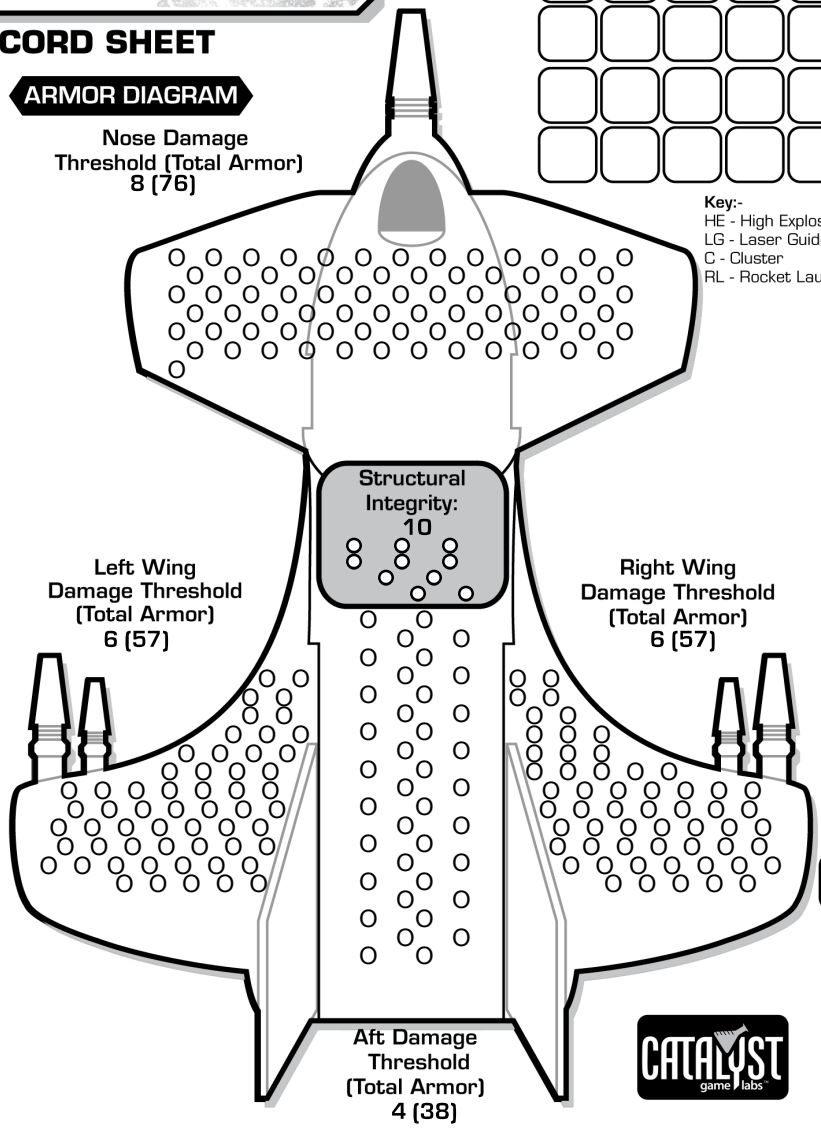
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
3	ER Medium Laser [DE]	N	5	5	5	—	—
1	Streak SRM 4 [M,C]	LW	3	8	—	—	—
1	Streak SRM 4 [M,C]	RW	3	8	—	—	—

Ammo: (Streak SRM 4) 25
Fuel: 320 Points

BV: 1,405



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: Sternensturm STM-OA

Thrust:
Safe Thrust: 10
Maximum Thrust: 15

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

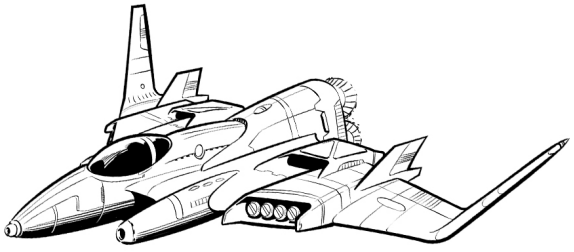
Weapons & Equipment Inventory

Standard Scale

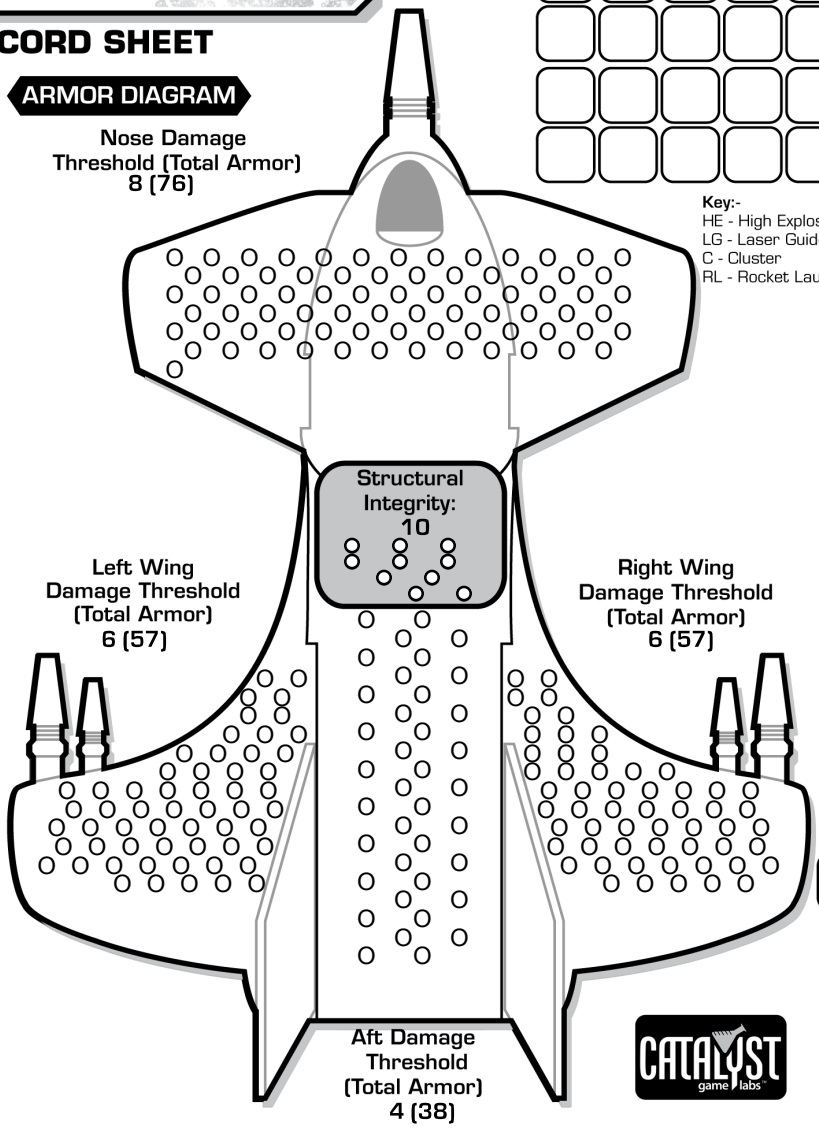
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	ER PPC [DE]	N	15	10	10	10	—
1	PPC Capacitor [E]	N	5	—	—	—	—
1	Targeting Computer [E]	N	0	—	—	—	—

Fuel: 320 Points

BV: 1,693



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: Sternensturm STM-OB

Thrust:
Safe Thrust: 10
Maximum Thrust: 15

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

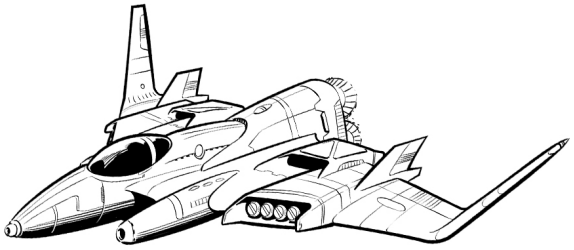
Weapons & Equipment Inventory

Standard Scale

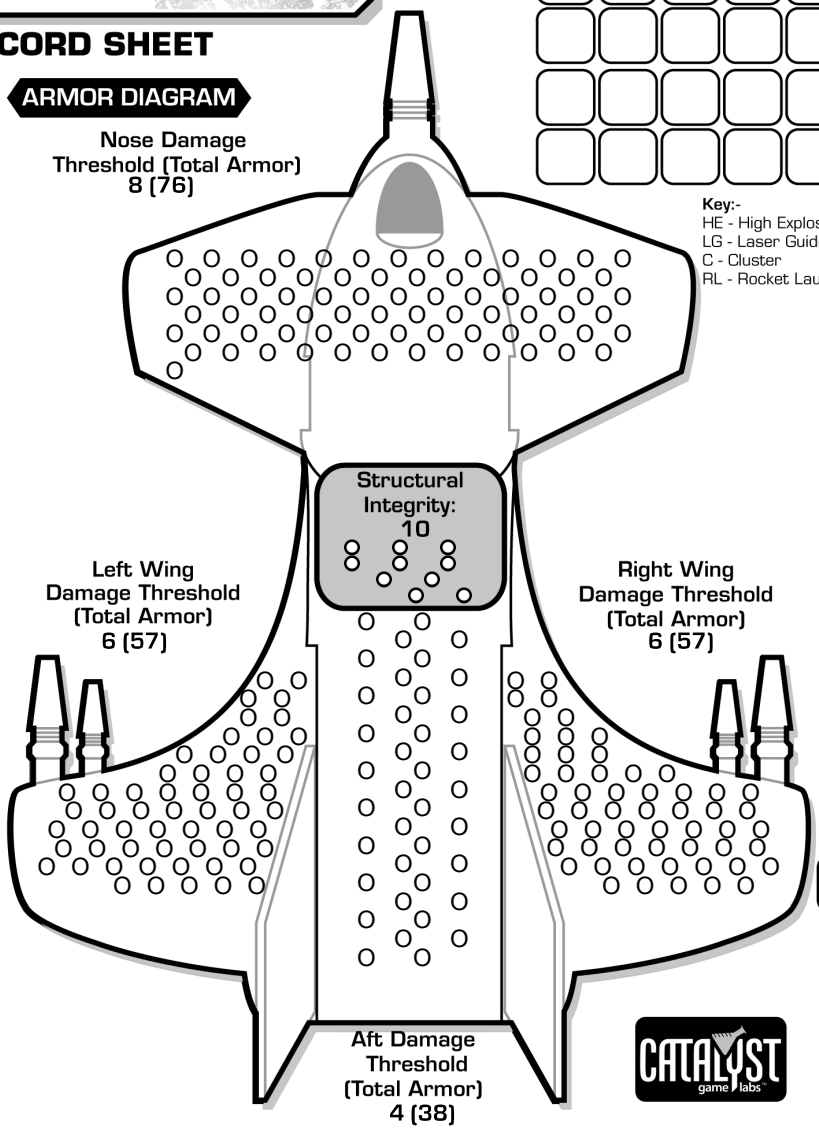
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Beagle Active Probe [E]	N	0	–	–	4	–
2	AMS [DB,PD]	LW	1	–	–	–	–
2	ER Medium Laser [DE]	LW	5	5	5	–	–
2	AMS [DB,PD]	RW	1	–	–	–	–
2	ER Medium Laser [DE]	RW	5	5	5	–	–
1	Guardian ECM Suite [E]	A	0	–	–	6	–

Ammo: (AMS) 12
Fuel: 320 Points

BV: 1,512



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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	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+	

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

SPHEROID SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Würger

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 160
Tech Base: Inner Sphere
Year: 3099

Weapons & Equipment Inventory

Standard Scale

Qty	Type	Loc	Ht	(1–6) SRV	(7–12) MRV	(13–20) LRV	(21–25) ERV
3	AMS [DB,PD]	N	1	—	—	—	—
1	Beagle Active Probe [E]	N	0	—	—	4	—
3	AMS(R) [DB,PD]	LS	1	—	—	—	—
4	ER Medium Laser [DE]	LS	5	5	5	—	—
3	AMS(R) [DB,PD]	RS	1	—	—	—	—
4	ER Medium Laser [DE]	RS	5	5	5	—	—
4	ER Medium Laser [DE]	A	5	5	5	—	—
1	Guardian ECM Suite [E]	A	0	—	—	6	—

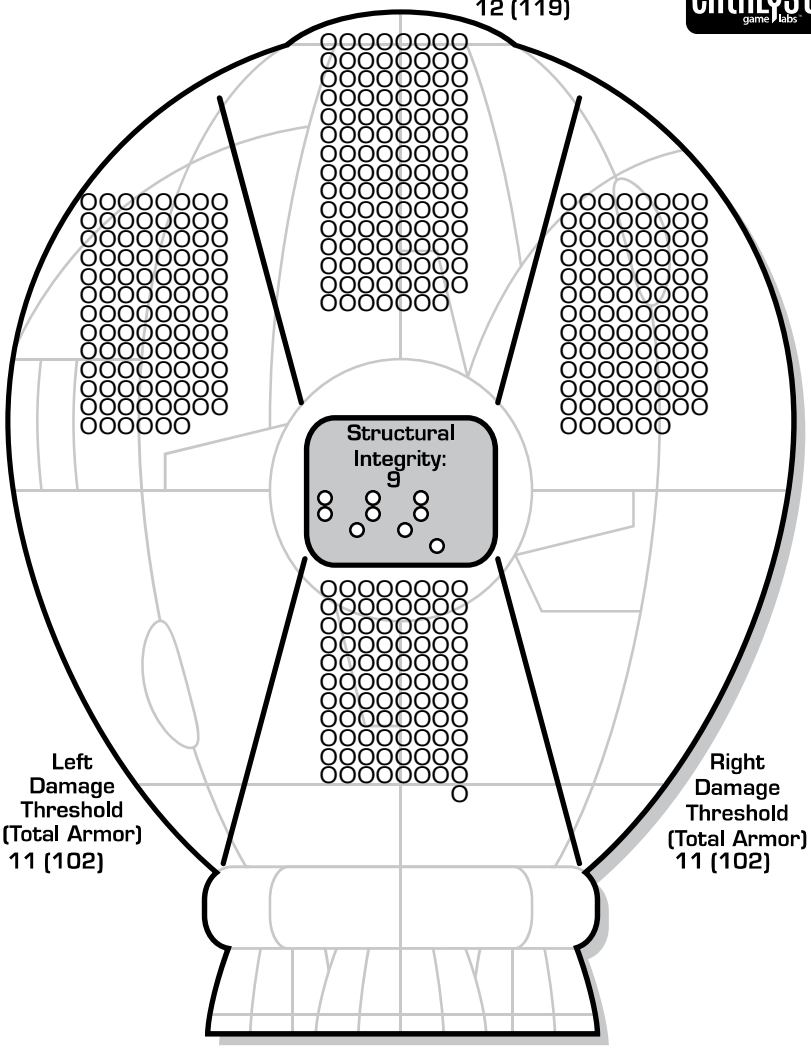
Ammo: (AMS) 108
Fuel: 1200 Points

BV: 2,282

ARMOR DIAGRAM

Standard Scale

Nose
Damage Threshold
(Total Armor)
12 (119)



Left
Damage
Threshold
(Total Armor)
11 (102)

Right
Damage
Threshold
(Total Armor)
11 (102)

Aft Damage Threshold
(Total Armor)
9 (89)

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 Sinks:
14 (28)
Double

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+

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™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Trutzburg

Name:
Thrust:
Safe Thrust: 3
Maximum Thrust: 5

Tonnage: 6,000
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

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]	—
2	Improved Heavy Gauss Rifle [40 rnds]	N	4	4 [44]	4 [44]	4 [44]	—
2	ER Large Laser	N	34	3 [26]	3 [26]	2 [16]	—
2	ER Medium Laser	N					
3	Long Tom [300 rnds]	N	60	—	—	—	—
1	ER PPC	FL/FR	15	1 [10]	1 [10]	1 [10]	—
2	Extended LRM 20 [32 rnds]	FL/FR	20	2 [24]	2 [24]	2 [24]	2 [24]
2	ER Large Laser	FL/FR	44	4 [36]	4 [36]	2 [16]	—
4	ER Medium Laser	FL/FR					
3	AMS [72 rnds]	FL/FR	3	1 [9]	Point Defense		
1	ER PPC	AL/AR	15	1 [10]	1 [10]	1 [10]	—
2	Improved Heavy Gauss Rifle [40 rnds]	AL/AR	4	4 [44]	4 [44]	4 [44]	—
2	ER Medium Laser	AL/AR	10	1 [10]	1 [10]	—	—
2	LRM 20 w/Artemis IV FCS [30 rnds]	AL/AR	12	3 [32]	3 [32]	3 [32]	—
3	AMS [72 rnds]	AL/AR	3	1 [9]	Point Defense		
1	Improved Heavy Gauss Rifle [20 rnds]	A	2	2 [22]	2 [22]	2 [22]	—
2	ER Large Laser	A	34	3 [26]	3 [26]	2 [16]	—
2	ER Medium Laser	A					

Cargo:
Bay 1: Aerospace Fighter Bay - 6 units (3 doors)
Bay 2: Mech - 12 units (2 doors)
Bay 3: Battle Armor Bay - 4 Squads (1 door)
Bay 4: Cargo Space - 432 tons (1 door)

BV: 11,180 **Fuel:** 12,000

ARMOR DIAGRAM

Standard Scale

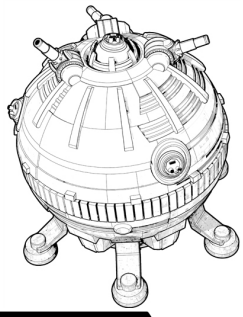
Nose Damage Threshold (Total Armor)
33 (321)

Left Damage Threshold (Total Armor)
27 (270)

Right Damage Threshold (Total Armor)
27 (270)

Structural Integrity: 15

Aft Damage Threshold (Total Armor)
25 (250)



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 37 Marines: 0
Passengers: 0
Other: 60 Battle Armor: 0
Life Boats/Escape Pods: 4/5

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: 131 (262) Double

Heat Generation Per Arc

Nose:	128	Aft:	36
Fore-Left:	82	Aft-Left:	44
Fore-Right:	82	Aft-Right:	44

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REPUBLIC OF THE SPHERE

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Quirinus [David] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9

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

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

BV: 256/49

BATTLE ARMOR: SQUAD 2

Type: Quirinus [David] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9

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

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

BV: 256/49

BATTLE ARMOR: SQUAD 3

Type: Quirinus [David] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9

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

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

BV: 256/49

BATTLE ARMOR: SQUAD 4

Type: Quirinus [David] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9

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

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

BV: 256/49

BATTLE ARMOR: SQUAD 5

Type: Quirinus [David] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
David Light Gauss Rifle	1 [DB]	–	3	5	8
IS Light TAG	[E]	–	3	6	9

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

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

BV: 256/49

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: Quirinus [GL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
IS Light TAG	[E]	–	3	6	9

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

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

BV: 216/42

BATTLE ARMOR: SQUAD 2

Type: Quirinus [GL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
IS Light TAG	[E]	–	3	6	9

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

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

BV: 216/42

BATTLE ARMOR: SQUAD 3

Type: Quirinus [GL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
IS Light TAG	[E]	–	3	6	9

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

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

BV: 216/42

BATTLE ARMOR: SQUAD 4

Type: Quirinus [GL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
IS Light TAG	[E]	–	3	6	9

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

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

BV: 216/42

BATTLE ARMOR: SQUAD 5

Type: Quirinus [GL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
IS Light TAG	[E]	–	3	6	9

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

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

BV: 216/42

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: Quirinus [MG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
IS Light TAG	[E]	–	3	6	9
Machine Gun	2 [DB,AI]	–	1	2	3

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

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

BV: 240/46

BATTLE ARMOR: SQUAD 2

Type: Quirinus [MG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
IS Light TAG	[E]	–	3	6	9
Machine Gun	2 [DB,AI]	–	1	2	3

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

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

BV: 240/46

BATTLE ARMOR: SQUAD 3

Type: Quirinus [MG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
IS Light TAG	[E]	–	3	6	9
Machine Gun	2 [DB,AI]	–	1	2	3

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

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

BV: 240/46

BATTLE ARMOR: SQUAD 4

Type: Quirinus [MG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
IS Light TAG	[E]	–	3	6	9
Machine Gun	2 [DB,AI]	–	1	2	3

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

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

BV: 240/46

BATTLE ARMOR: SQUAD 5

Type: Quirinus [MG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Vibro Claw	[E]	–	–	–	–
IS Light TAG	[E]	–	3	6	9
Machine Gun	2 [DB,AI]	–	1	2	3

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

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

BV: 240/46

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Simian [SL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
Small Laser	3 [DE]	—	1	2	3

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 2

Type: Simian [SL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
Small Laser	3 [DE]	—	1	2	3

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 3

Type: Simian [SL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
Small Laser	3 [DE]	—	1	2	3

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 4

Type: Simian [SL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
Small Laser	3 [DE]	—	1	2	3

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 5

Type: Simian [SL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
Small Laser	3 [DE]	—	1	2	3

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

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: Simian [LRR] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 2

Type: Simian [LRR] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 3

Type: Simian [LRR] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 4

Type: Simian [LRR] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 5

Type: Simian [LRR] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 233/45

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: Simian [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 2

Type: Simian [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 3

Type: Simian [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 4

Type: Simian [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 5

Type: Simian [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

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: Simian [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 2

Type: Simian [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 3

Type: Simian [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 4

Type: Simian [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 5

Type: Simian [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 2 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,AI]	—	1	2	—
Searchlight	[E]	—	—	—	9

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

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 185/36

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: Centaur **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Tube Artillery (Body) (DWP)3	[AE,S,F]	—	2	—	—
Ammo ○○○○○○○○					
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Must detach DWP before moving full ground speed.

Armor: Reactive

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

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

BV: 269/52

BATTLE ARMOR: SQUAD 2

Type: Centaur **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Tube Artillery (Body) (DWP)3	[AE,S,F]	—	2	—	—
Ammo ○○○○○○○○					
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Must detach DWP before moving full ground speed.

Armor: Reactive

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

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

BV: 269/52

BATTLE ARMOR: SQUAD 3

Type: Centaur **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Tube Artillery (Body) (DWP)3	[AE,S,F]	—	2	—	—
Ammo ○○○○○○○○					
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Must detach DWP before moving full ground speed.

Armor: Reactive

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

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

BV: 269/52

BATTLE ARMOR: SQUAD 4

Type: Centaur **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Tube Artillery (Body) (DWP)3	[AE,S,F]	—	2	—	—
Ammo ○○○○○○○○					
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Must detach DWP before moving full ground speed.

Armor: Reactive

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

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

BV: 269/52

BATTLE ARMOR: SQUAD 5

Type: Centaur **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Tube Artillery (Body) (DWP)3	[AE,S,F]	—	2	—	—
Ammo ○○○○○○○○					
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Must detach DWP before moving full ground speed.

Armor: Reactive

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

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

BV: 269/52

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

BATTLE ARMOR: SQUAD 1

Type: Taranis **Era:** Dark Age
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,AI]	—	3	5	7
Medium Laser (DWP)	5 [DE]	—	3	6	9

Must detach DWP before moving full ground speed.

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 2

Type: Taranis **Era:** Dark Age
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,AI]	—	3	5	7
Medium Laser (DWP)	5 [DE]	—	3	6	9

Must detach DWP before moving full ground speed.

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 3

Type: Taranis **Era:** Dark Age
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,AI]	—	3	5	7
Medium Laser (DWP)	5 [DE]	—	3	6	9

Must detach DWP before moving full ground speed.

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 4

Type: Taranis **Era:** Dark Age
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,AI]	—	3	5	7
Medium Laser (DWP)	5 [DE]	—	3	6	9

Must detach DWP before moving full ground speed.

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 5

Type: Taranis **Era:** Dark Age
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,AI]	—	3	5	7
Medium Laser (DWP)	5 [DE]	—	3	6	9

Must detach DWP before moving full ground speed.

Armor: Mimetic Armor (+3 - hexes moved)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 419/81

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

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth II Gunship

Movement Points:
Cruising: 11
Flank: 17
Engine Type: XL Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 6	FR	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	T	5 [DE]	—	4	8	12

Ammo: (SRM 6) 30

BV: 928

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 ☐

Turret Locked ☐

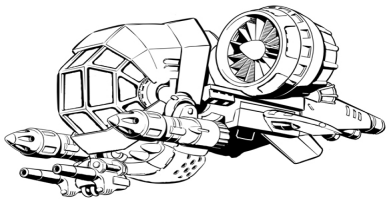
Sensor Hits +1 +2 +3 D

Stabilizers

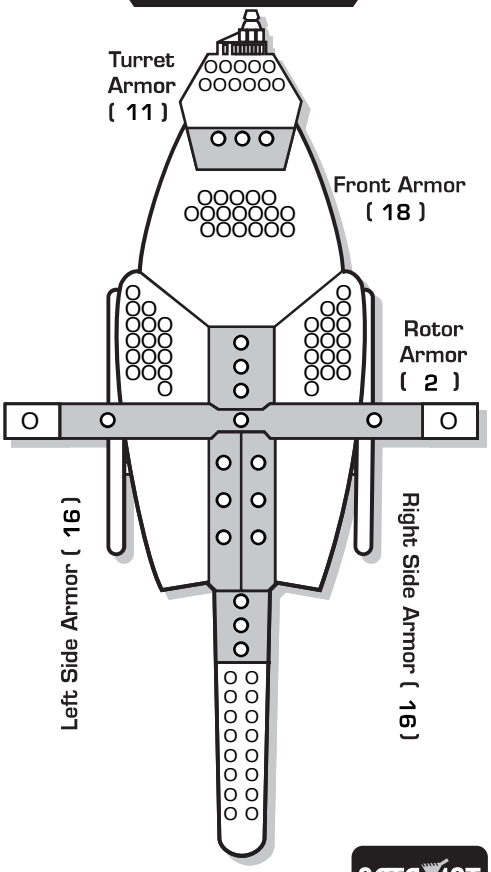
Front ☐ Left ☐ Turret ☐

Rear ☐ Right ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth II Gunship (MML)

Movement Points:
Cruising: 11
Flank: 17
Engine Type: XL Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MML 5	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
2	ER Medium Laser	T	5 [DE]	—	4	8	12

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 851

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

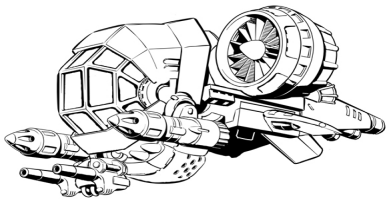
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

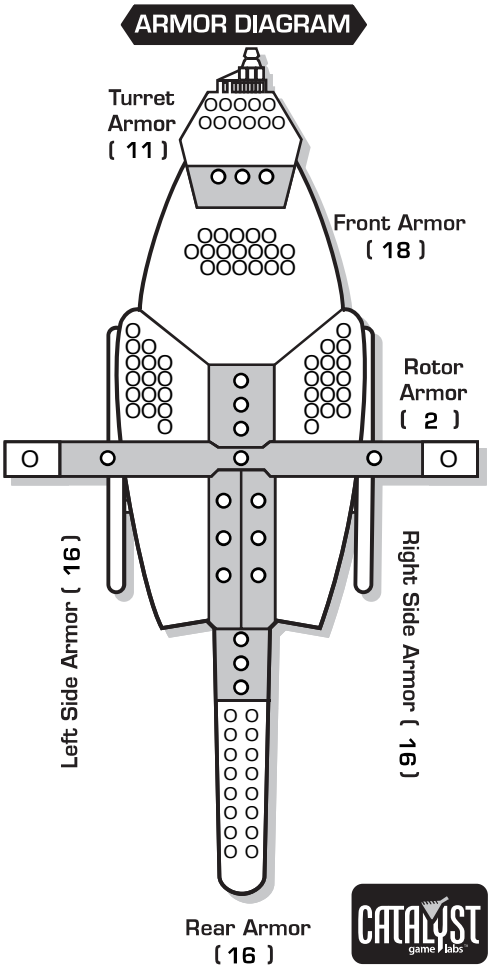
Flight Stabilizer* +3 Engine Hit ☐
Turret Locked ☐
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐

*Move at Cruising speed only



ARMOR DIAGRAM



CATALYST game labs

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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth II Gunship (Sniper)

Movement Points:
Cruising: 11
Flank: 17 [22]
Engine Type: XL Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	VTOL Jet Booster	BD	[E]	—	—	—	—
1	HVAC/2	T	2 [DB]	3	10	20	35

Ammo: (HVAC/2) 30

BV: 490

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

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

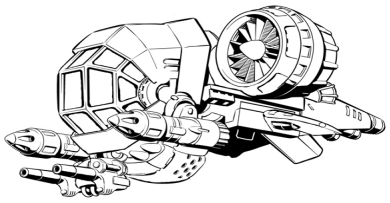
Pilot Hit [+2]
Modifier to Driving Skill rolls

CRITICAL DAMAGE

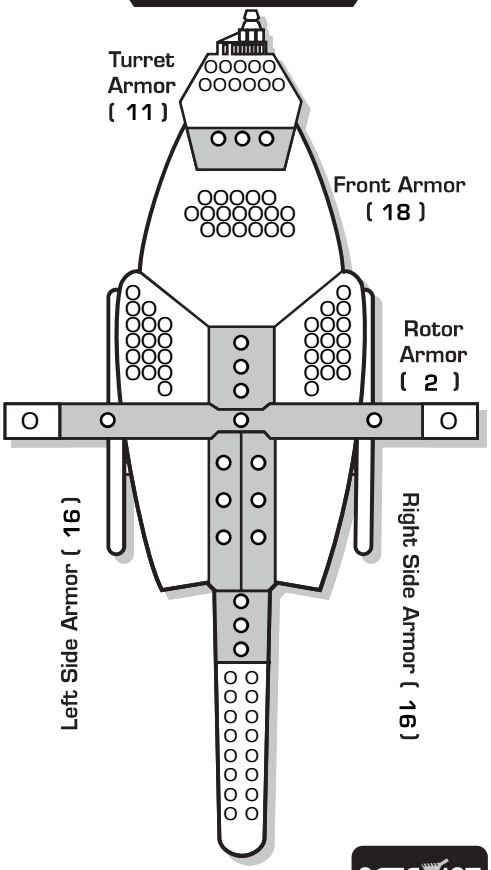
Flight Stabilizer* [+3] Engine Hit ☐
Turret Locked ☐
Sensor Hits [+1] [+2] [+3] [D]

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐

*Move at Cruising speed only



ARMOR DIAGRAM



CATALYST game labs

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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shandra Advanced Scout Vehicle

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Small Laser	FR	3 [DE]	—	2	4	5
1	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: (SRM 4) 25, (Machine Gun) 100

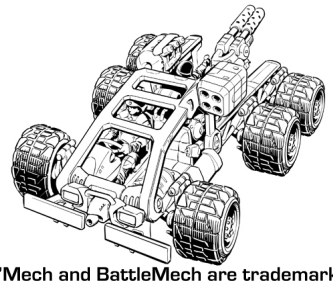
BV: 417

CREW DATA

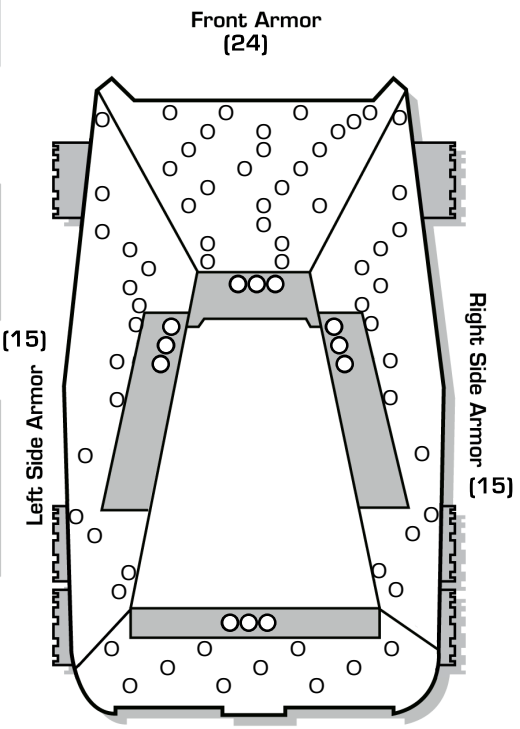
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shandra Advanced Scout Vehicle (Original)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

BV: 311

CREW DATA

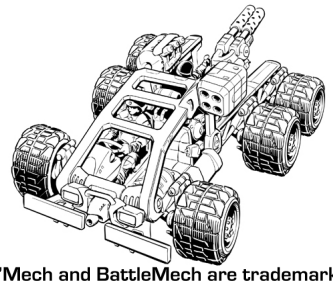
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

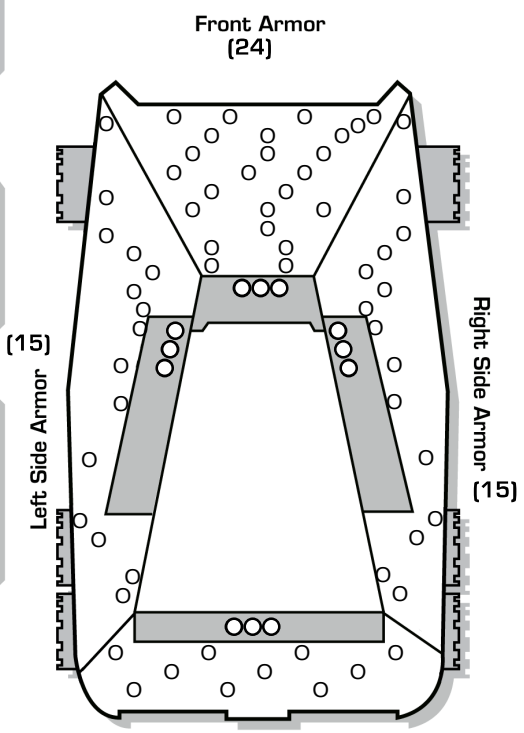
Driver Hit +2
Modifier to Driving Skill rolls

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™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crane Heavy Transport

Movement Points:
Cruising: 8
Flank: 12
Engine Type: Fusion Engine

Tonnage: 30
Tech Base: Inner Sphere
Year: 2750

Weapons & Equipment Inventory (hexes)

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

Infantry Compartment(8 tons)

Ammo: (Machine Gun) 100

BV: 385

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

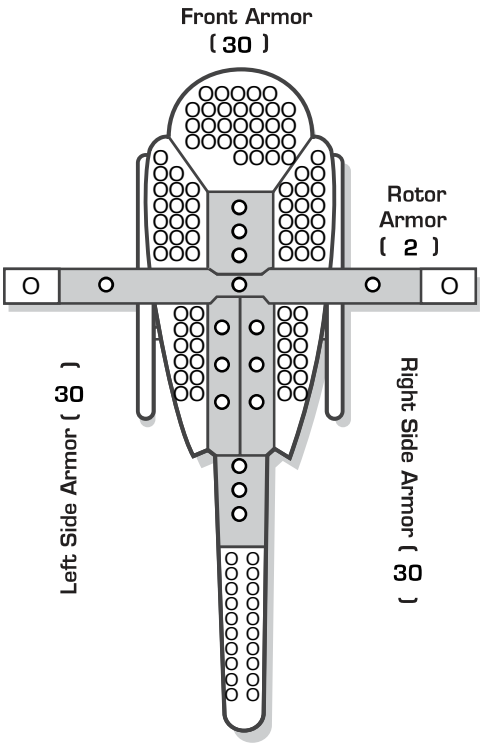
Pilot Hit +2
Modifier to Driving Skill rolls

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



CATALYST game labs

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: MHI Amphibious APC

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	T	5 [DE]	—	4	8	12

Infantry Compartment (8 tons)
Chassis Modifications: Fully Amphibious

BV: 564

CREW DATA

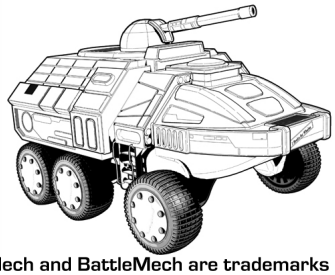
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

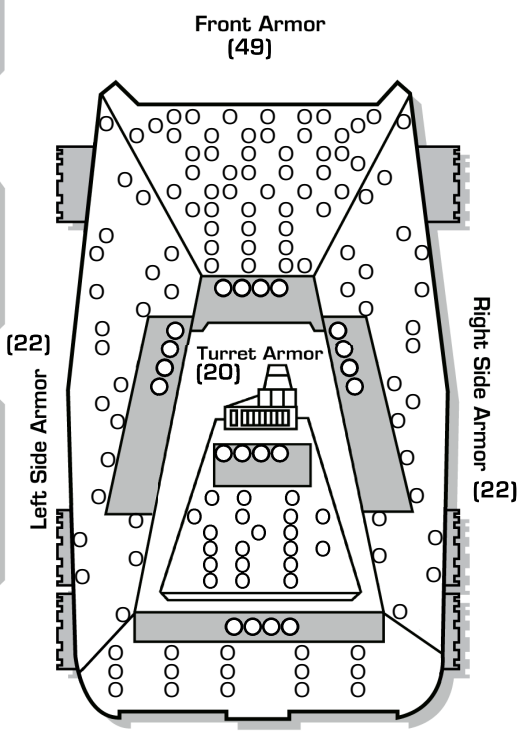
Driver Hit +2
Modifier to Driving Skill rolls

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: Scapha Hovertank Prime

Movement Points:
Cruising: 11
Flank: 17 [22]
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	Light PPC	T	5 [DE]	3	6	12	18

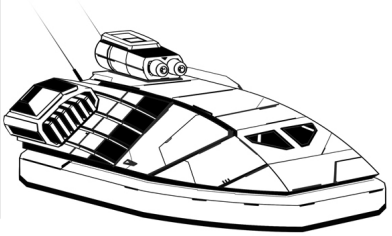
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CREW DATA

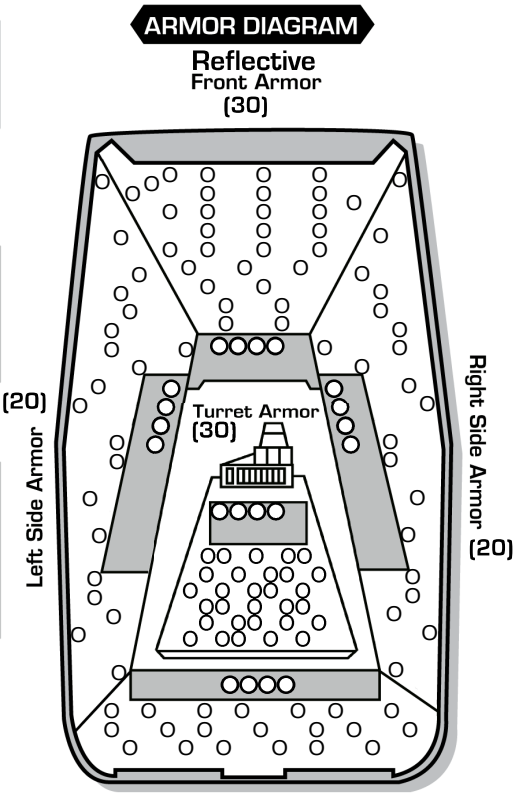
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scapha Hovertank A

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	T	5/Sht [DB,R/C]	—	5	10	15

Ammo: (RAC/5) 60

BV: 1,399

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 ☐

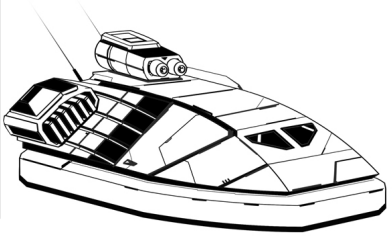
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

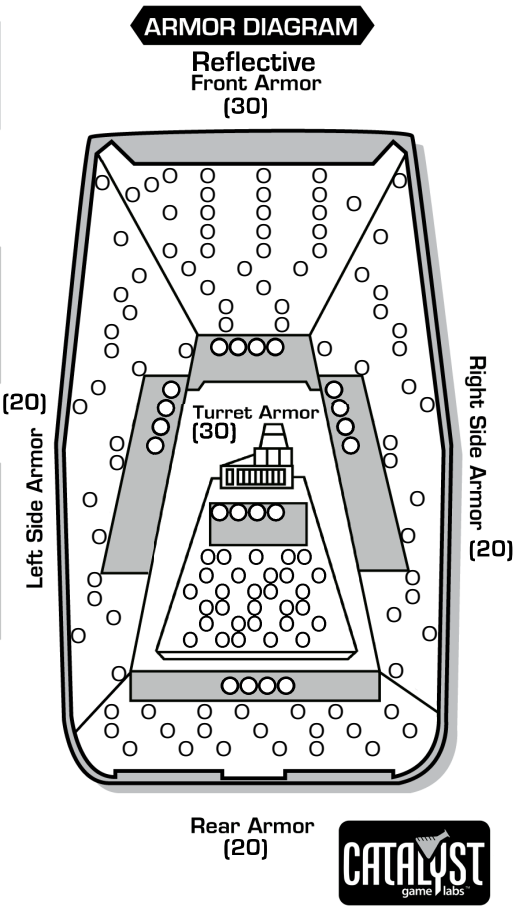
Stabilizers

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: Scapha Hovertank B

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	T	8 [DB,X]	3	8	17	25

Ammo: (Light Gauss) 16

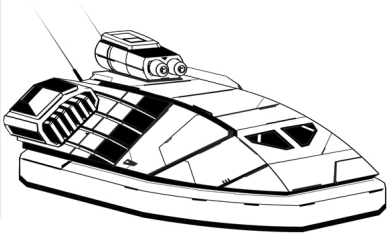
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CREW DATA

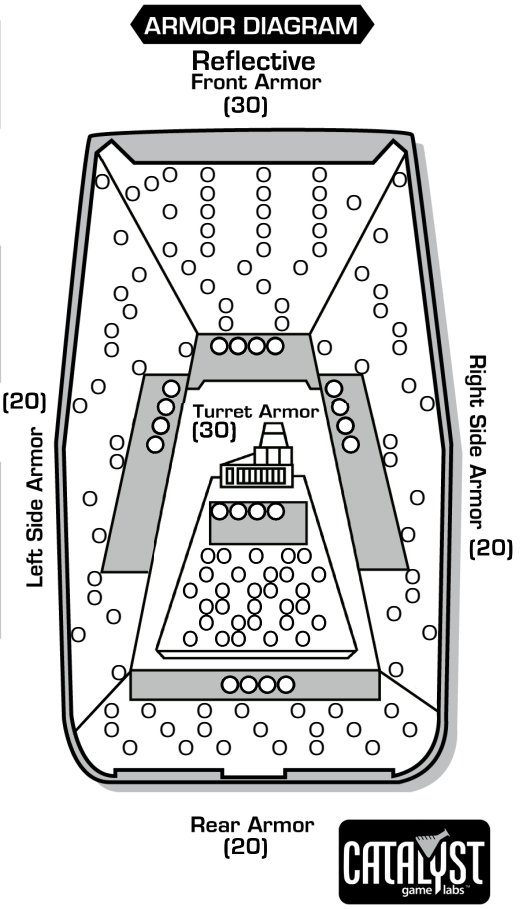
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scapha Hovertank C

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18

Ammo: (LB 10-X Cluster) 10, (LB 10-X) 10

BV: 1,002

CREW DATA

Crew: _____

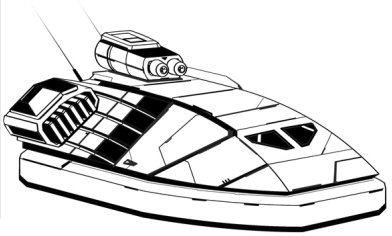
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

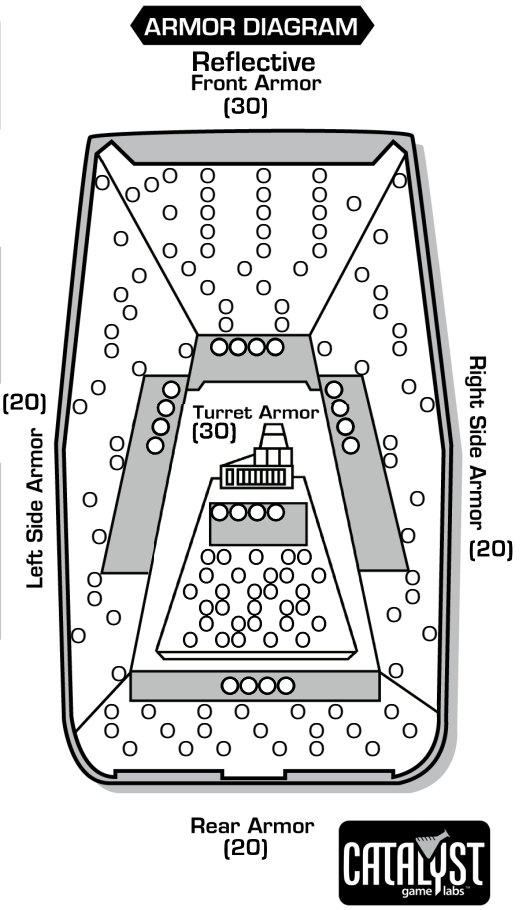
Driver Hit +2
Modifier to Driving Skill rolls

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: Scapha Hovertank D

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	iNarc	T	[M]	—	4	9	15
1	Snub-Nose PPC	T	10/8/5 [DE,V]	—	9	13	15

Ammo: (iNarc) 8

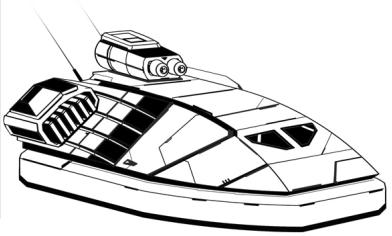
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CREW DATA

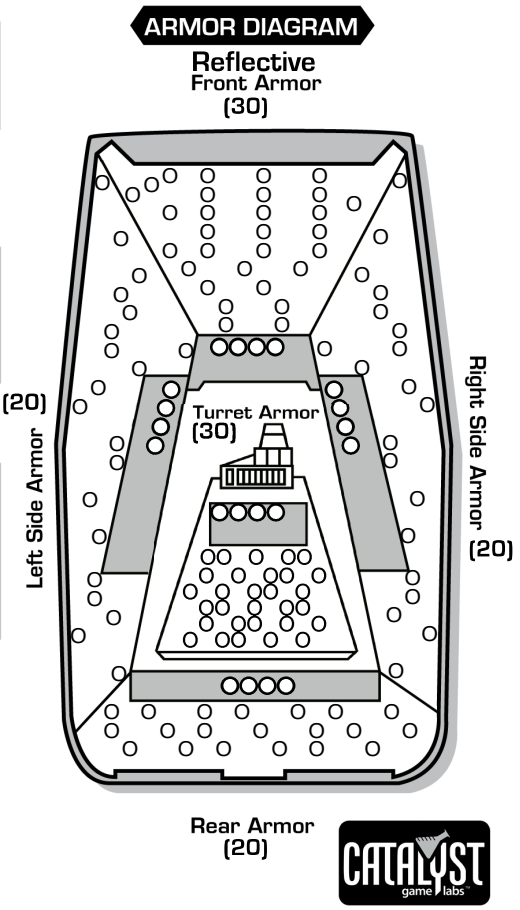
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scapha Hovertank E

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thumper Cannon	T	5 [DB,AE]	3	4	9	14

Ammo: (Thumper Cannon) 60

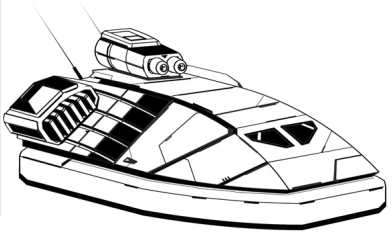
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CREW DATA

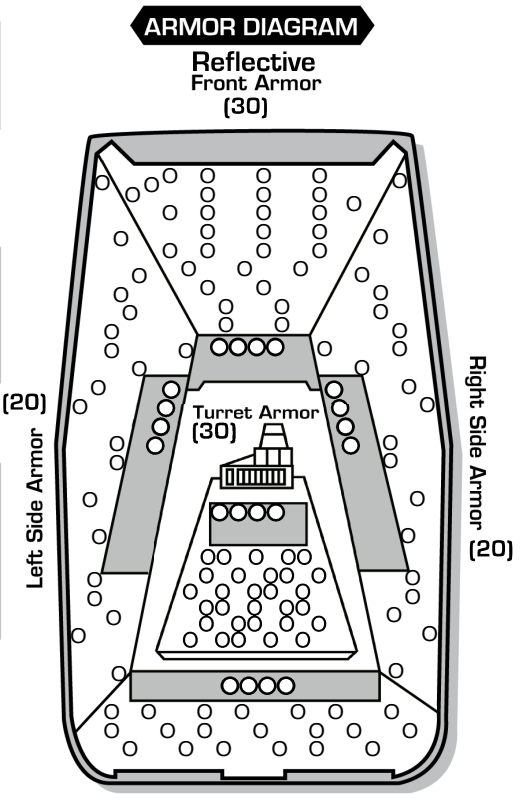
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scapha Hovertank F

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
1	AC/5	T	5 [DB,S]	3	6	12	18
1	TAG	T	[E]	—	5	9	15

Ammo: (AC/5) 40

BV: 794

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 ☐

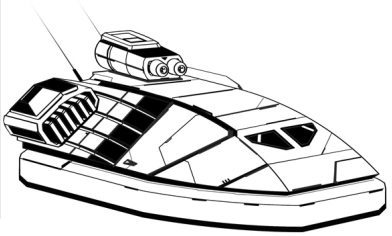
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

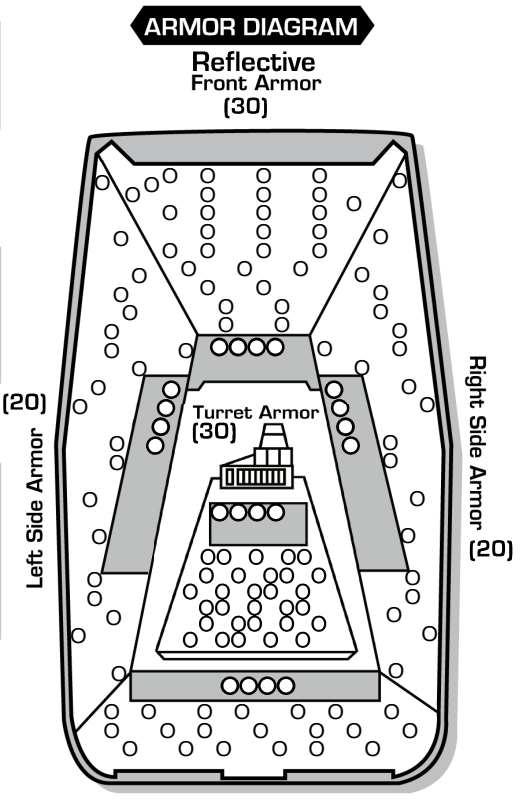
Stabilizers

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.
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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: Scapha Hovertank G

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
2	LAC/2	T	2 [DB,S]	—	6	12	18

Ammo: (LAC/2) 90

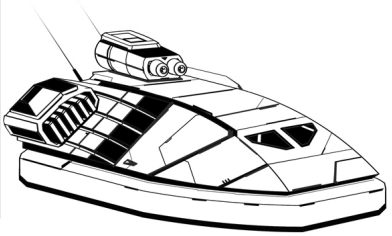
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CREW DATA

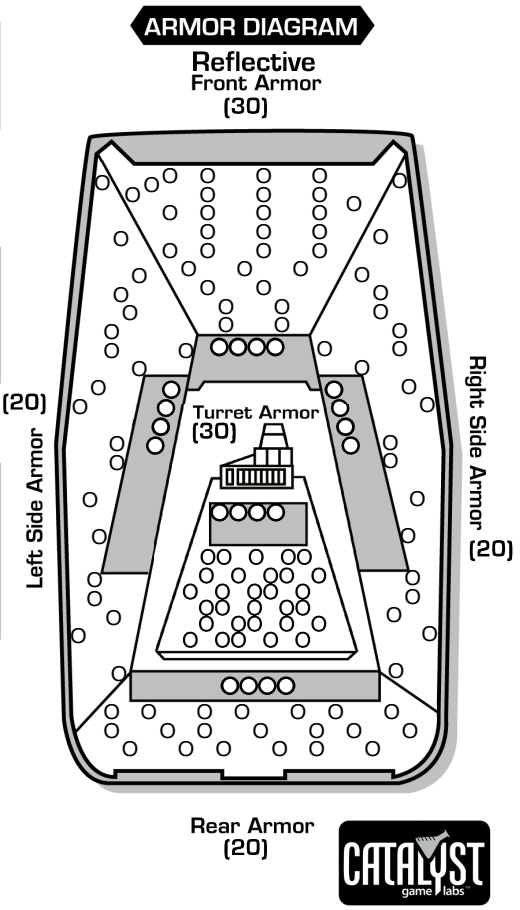
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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.
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MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
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10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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Hovercraft, Hydrofoil	+3
WiGE	+4

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2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
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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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank H

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
2	Medium VSP Laser	T	9/7/5 [P,V]	—	2	5	9

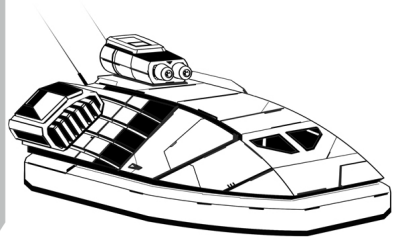
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CREW DATA

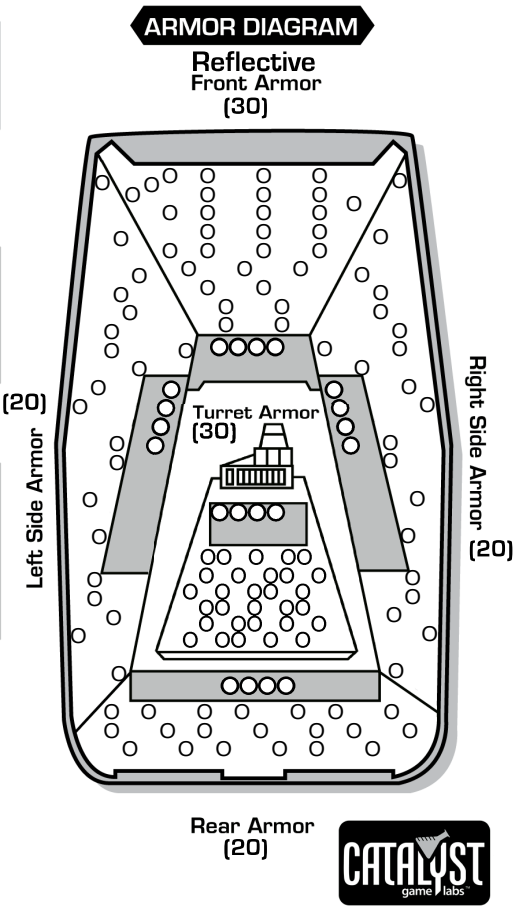
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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)

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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: Scapha Hovertank I

Movement Points:
Cruising: 11
Flank: 17
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	9	15
1	Targeting Computer	BD	[E]	—	—	—	—
1	TSEMP Cannon	T	0 [DE,X]	—	5	10	15

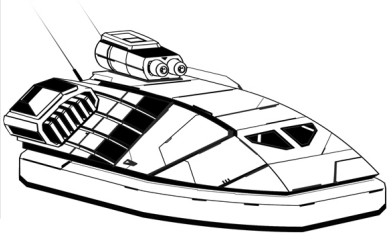
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CREW DATA

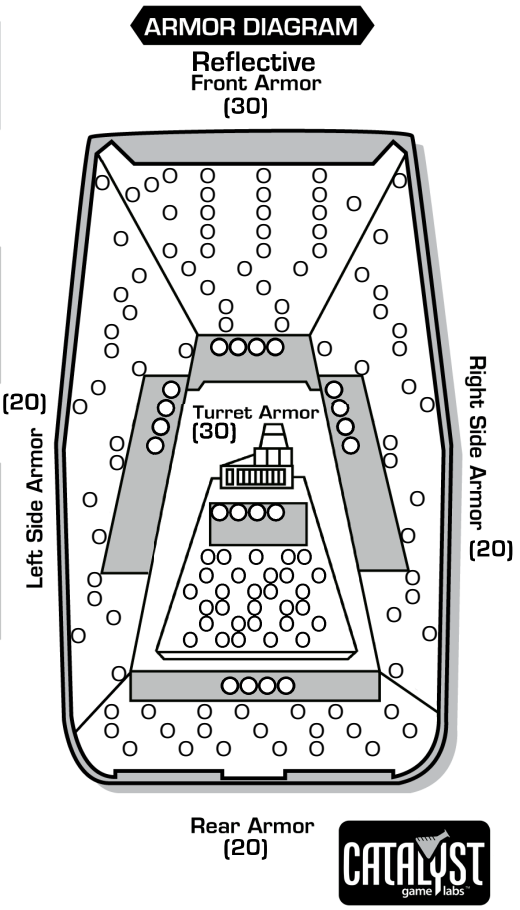
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Scapha Hovertank J

Movement Points:
Cruising: 11
Flank: 17 **Jump:** 7
Movement Type: Hover
Engine Type: XXL Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
7	Jump Jet	BD	[E]	—	—	—	—
3	Medium Pulse Laser	T	6 [P]	—	2	4	6

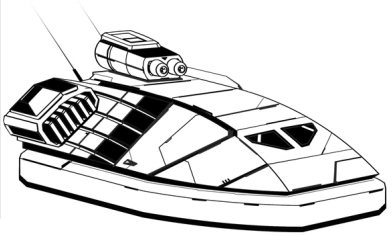
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CREW DATA

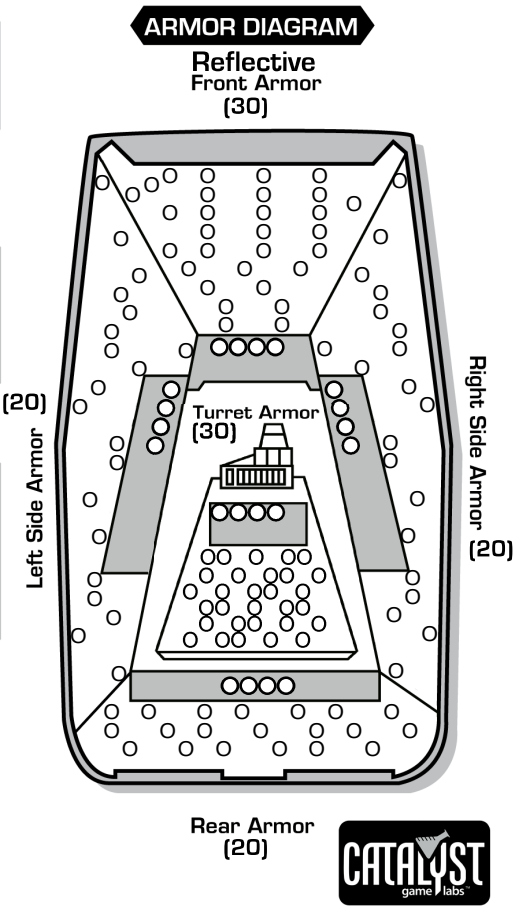
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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 III Missile Carrier

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	LRM 15	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (Machine Gun) 100, (LRM 15) 48

BV: 1,037

CREW DATA

Crew: _____

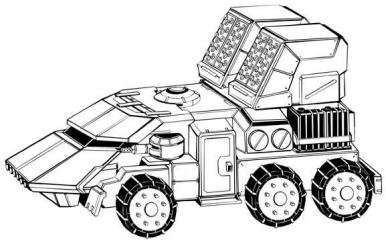
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

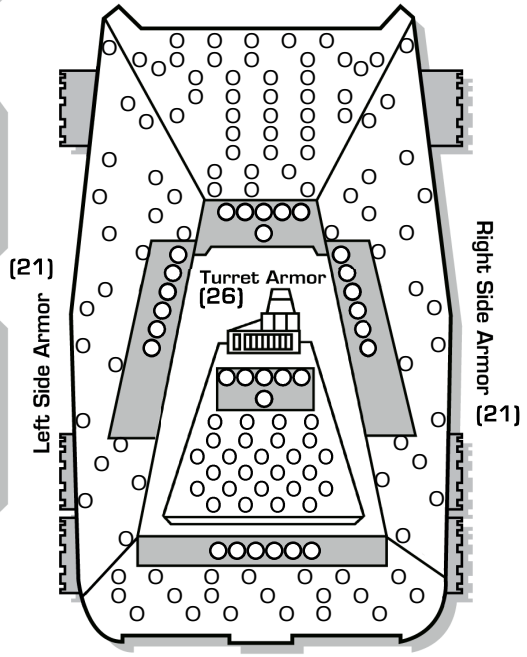
Driver Hit +2
Modifier to Driving Skill rolls

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 III Missile Carrier (C3)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	LRM 15	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (Machine Gun) 100, (LRM 15) 40

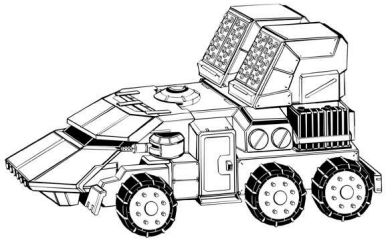
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CREW DATA

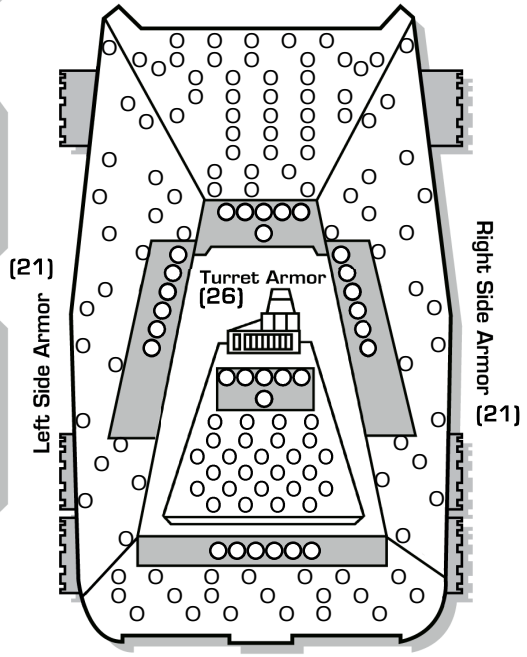
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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 III Missile Carrier (MML)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	ER Medium Laser	T	5 [DE]	—	4	8	12
4	MML 9	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 9/SRM) 44, (Machine Gun) 100
(MML 9/LRM) 52

BV: 947

CREW DATA

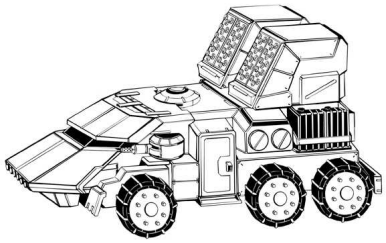
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

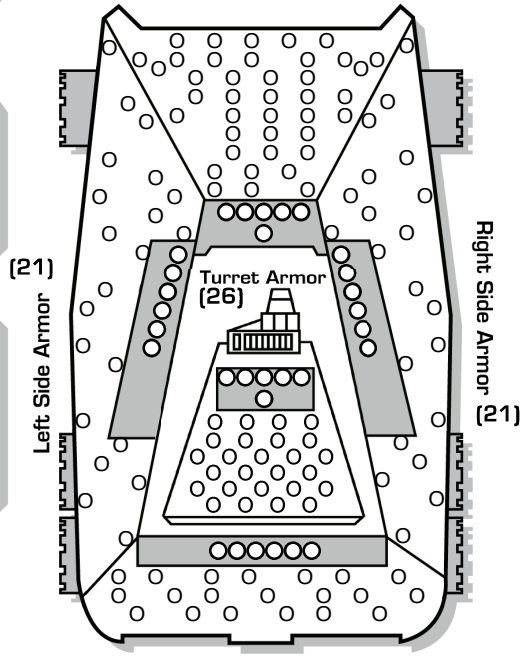
Driver Hit +2
Modifier to Driving Skill rolls

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 III Missile Carrier (Speed)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	LRM 15	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15) 48

BV: 1,108

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 ☐

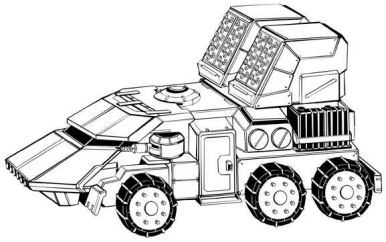
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

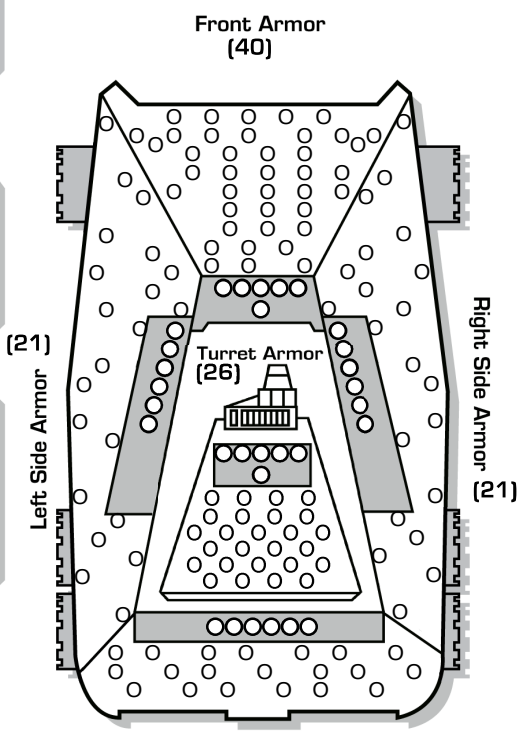
Stabilizers

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: JES III Missile Carrier (Thunderbolt)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
4	Thunderbolt 10	T	10[M]	5	6	12	18

Ammo: (Machine Gun) 100, (Thunderbolt 10) 36

BV: 995

CREW DATA

Crew: _____

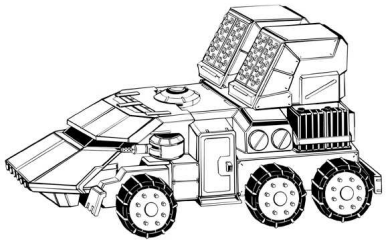
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

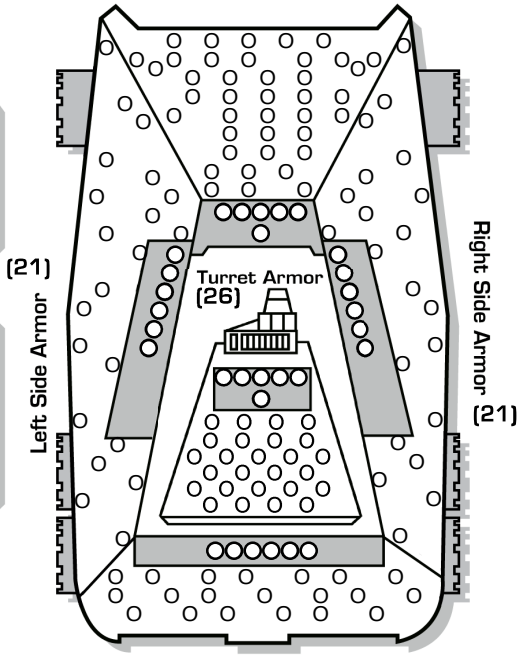
Driver Hit +2
Modifier to Driving Skill rolls

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: MHI Defense AA Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
2	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18

Chassis Modifications: Limited Amphibious

Ammo (CASE): (LB 10-X Cluster) 20, (LB 10-X) 20
(Light Machine Gun) 100

BV: 1,026

CREW DATA

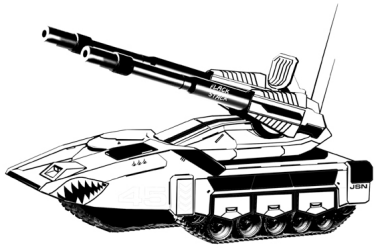
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

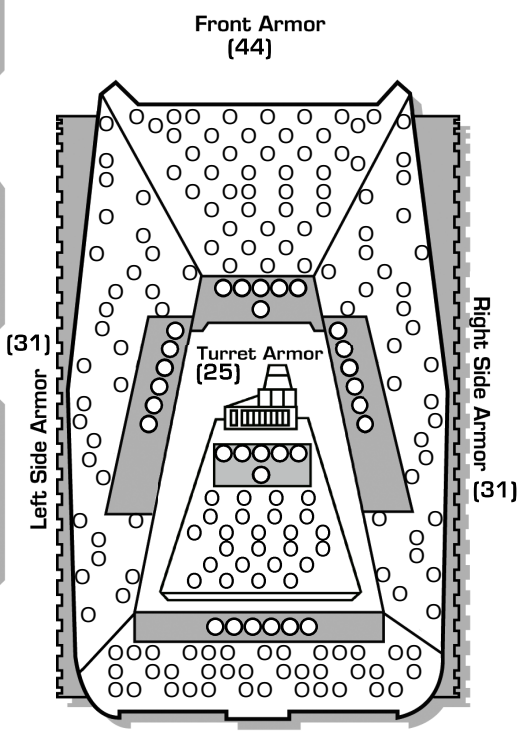
Driver Hit +2
Modifier to Driving Skill rolls

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-O

Movement Points:
Walking: 16
Running: 24 [32]

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	TAG	HD	0	[E]	—	5	9	15
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

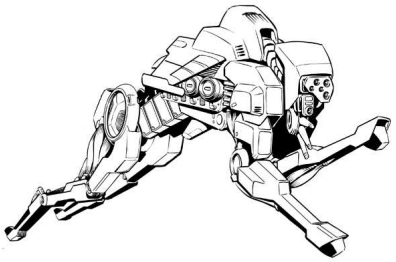
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WARRIOR DATA

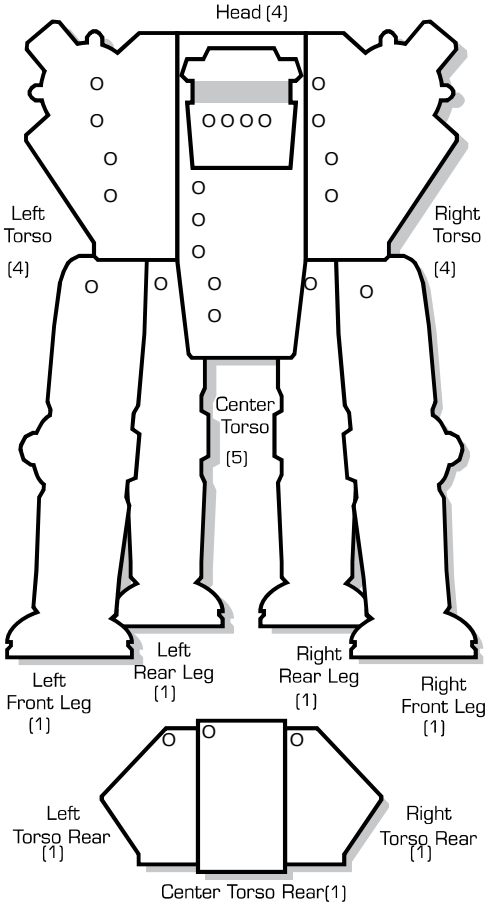
Name: _____

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. Small Cockpit
4. Sensors
5. TAG
6. C^3 Slave

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo-Steel
6. Endo-Steel

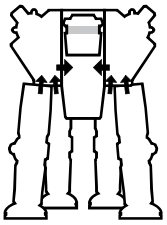
Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Drone (Remote) Operating System
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

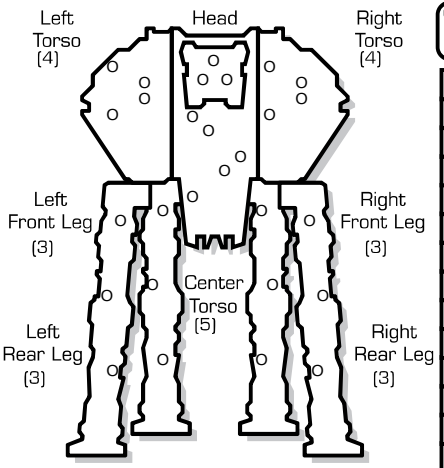
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



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	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	
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: Celerity CLR-03-OA

Movement Points:
Walking: 16
Running: 24 [32]

Tonnage: 15
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6 (I-OS) (Clan)	HD	4	2/Msl [M,C,S]	—	3	6	9
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

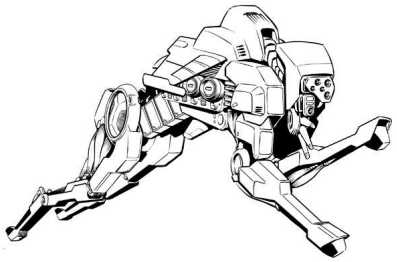
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WARRIOR DATA

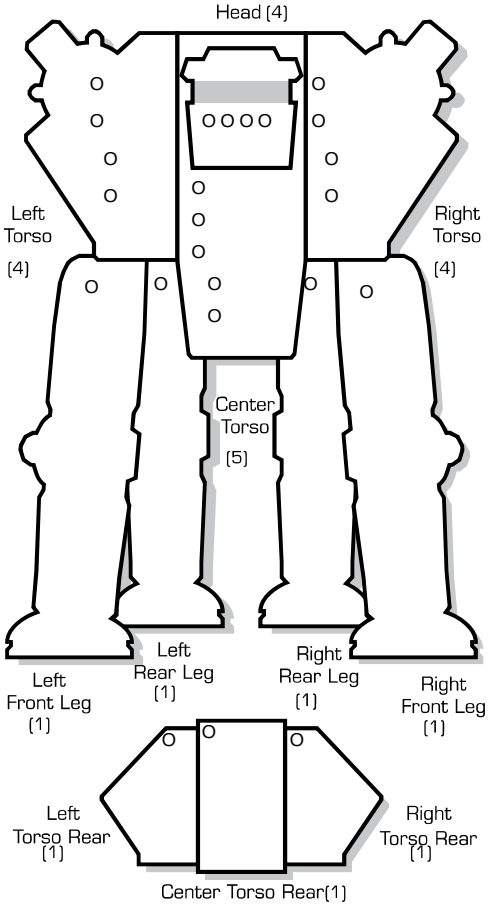
Name: _____

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. Small Cockpit
4. Sensors
5. SRM 6 (I-OS) (Clan)
6. SRM 6 (I-OS) (Clan)

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

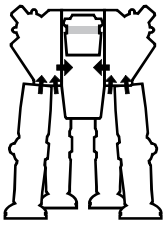
4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo-Steel
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Drone (Remote) Operating System
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

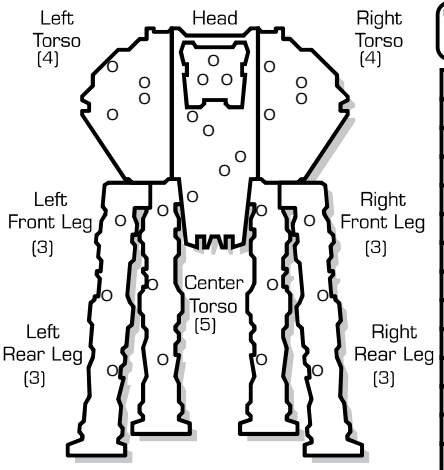
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Damage Transfer Diagram

Right Rear 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	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	
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: Celerity CLR-03-OB

Movement Points:
Walking: 16
Running: 24 [32]

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

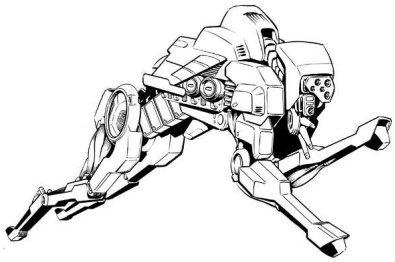
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WARRIOR DATA

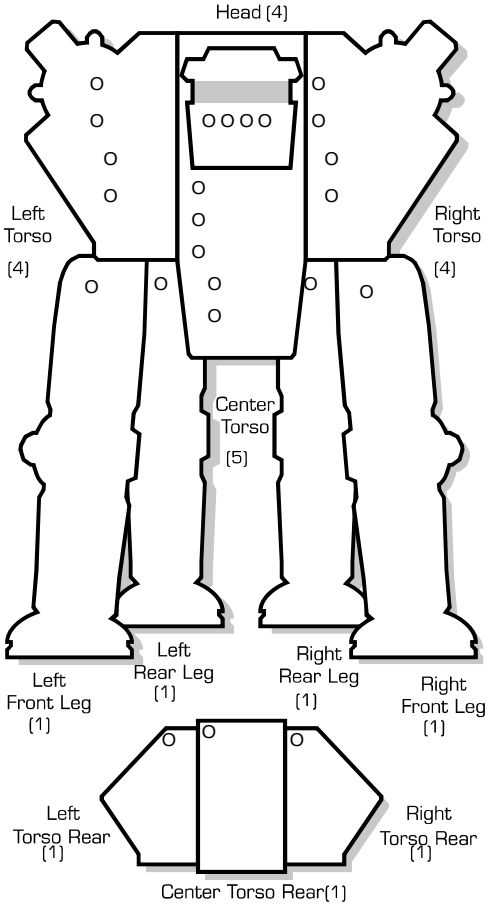
Name: _____

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. Small Cockpit
4. Sensors
5. Angel ECM Suite
6. Angel ECM Suite

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo-Steel
6. Endo-Steel

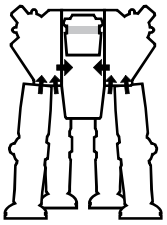
Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Drone (Remote) Operating System
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

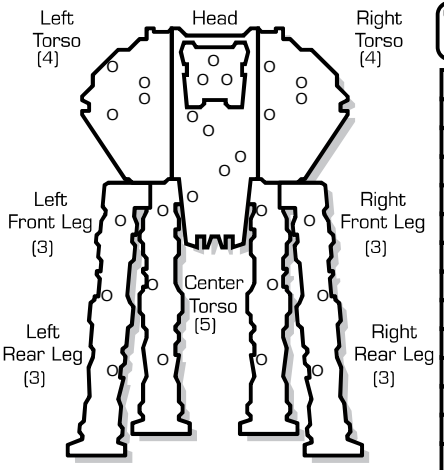
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



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	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	
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: Celerity CLR-03-OC

Movement Points:
Walking: 16
Running: 24 [32]

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	HD	—	[E]	—	—	—	4
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser(R)	RT	—	[E]	—	—	—	—

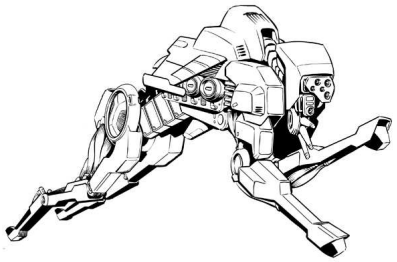
BV: 202

WARRIOR DATA

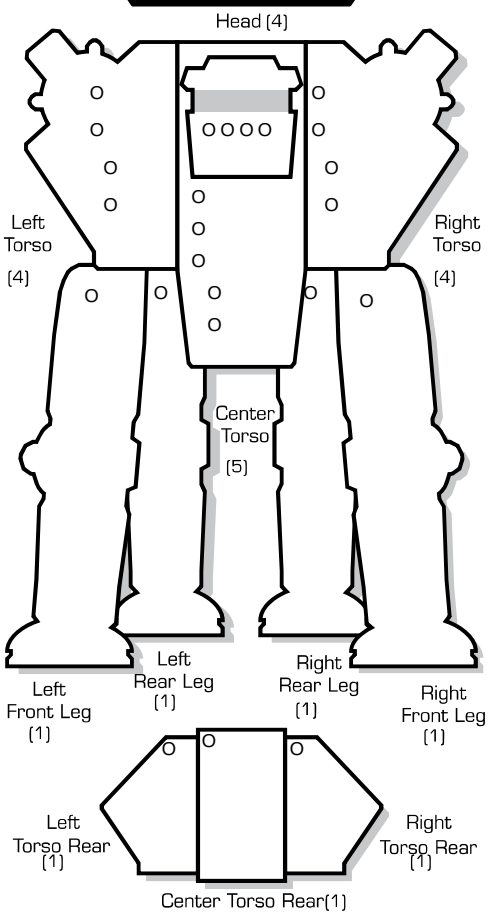
Name: _____

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. Small Cockpit
4. Sensors
5. Beagle Active Probe
6. Beagle Active Probe

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo-Steel
6. Endo-Steel

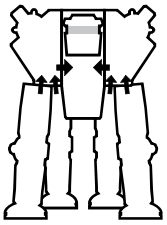
Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Drone (Remote) Operating System
2. Remote Sensor Dispenser (R)
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

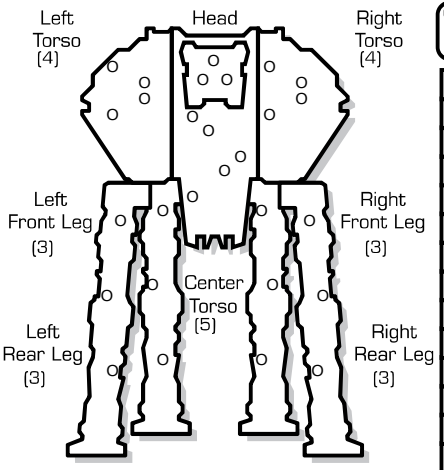
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



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	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	
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: Celerity CLR-03-OD

Movement Points:
Walking: 16
Running: 24 [32]

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

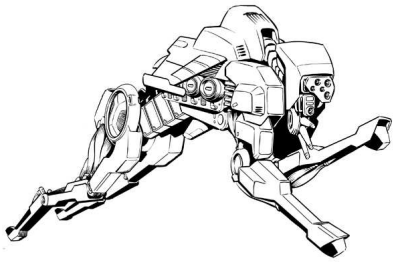
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WARRIOR DATA

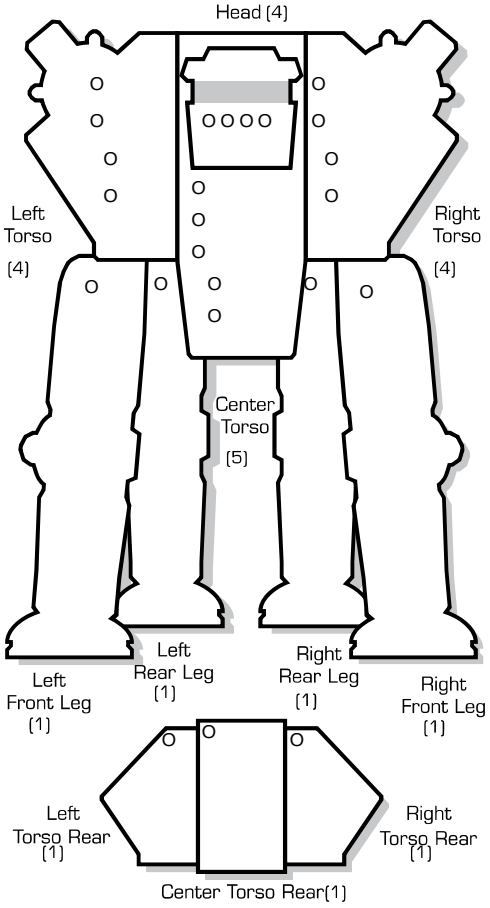
Name: _____

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. Small Cockpit
4. Sensors
5. ER Flamer
6. ER Flamer

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo-Steel
6. Endo-Steel

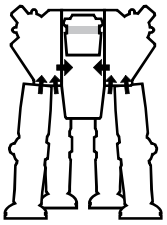
Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Drone (Remote) Operating System
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

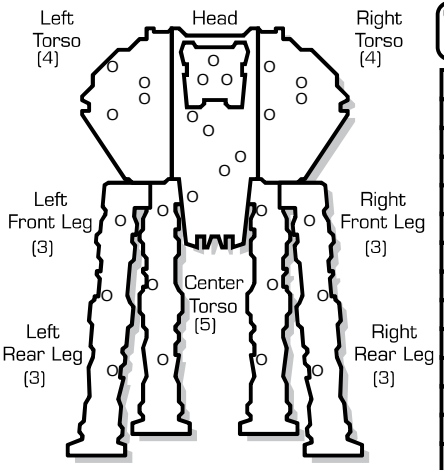
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



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	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	
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: Celerity CLR-03-OE

Movement Points:
Walking: 16
Running: 24 [32]

Tonnage: 15
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Medium Laser (Clan)	HD	7	10 [DE,X]	–	3	6	9
1	Drone (Remote) Operating System	RT	–	[E]	–	–	–	–
1	ER Medium Laser (Clan)	RT	5	7 [DE]	–	5	10	15

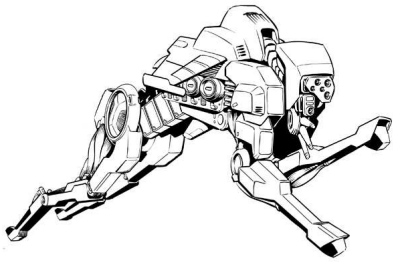
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WARRIOR DATA

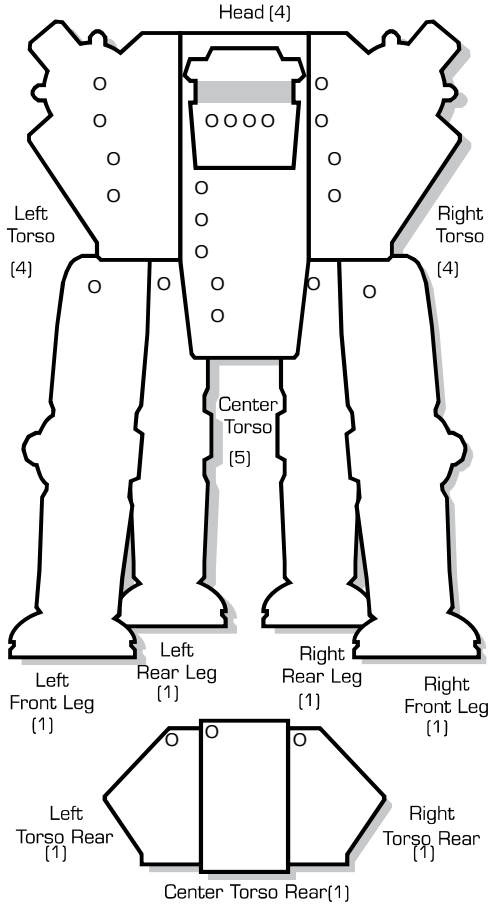
Name: _____

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. Small Cockpit
4. Sensors
5. Improved Heavy Medium Laser (Clan)
6. Improved Heavy Medium Laser (Clan)

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

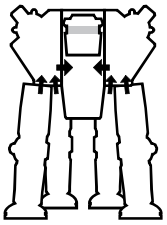
4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo-Steel
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. ER Medium Laser (Clan)
2. Drone (Remote) Operating System
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

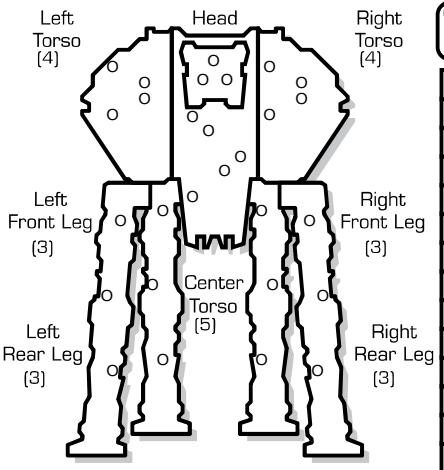
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Damage Transfer Diagram

Right Rear 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	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	
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: Celerity CLR-04-R

Movement Points:
Walking: 15
Running: 23

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	RT	–	[E]	–	–	–	–
1	TSEMP One-Shot	RT	10	0 [DE,X]	–	5	10	15

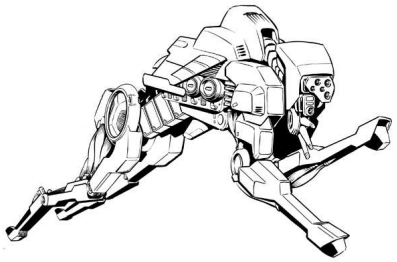
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WARRIOR DATA

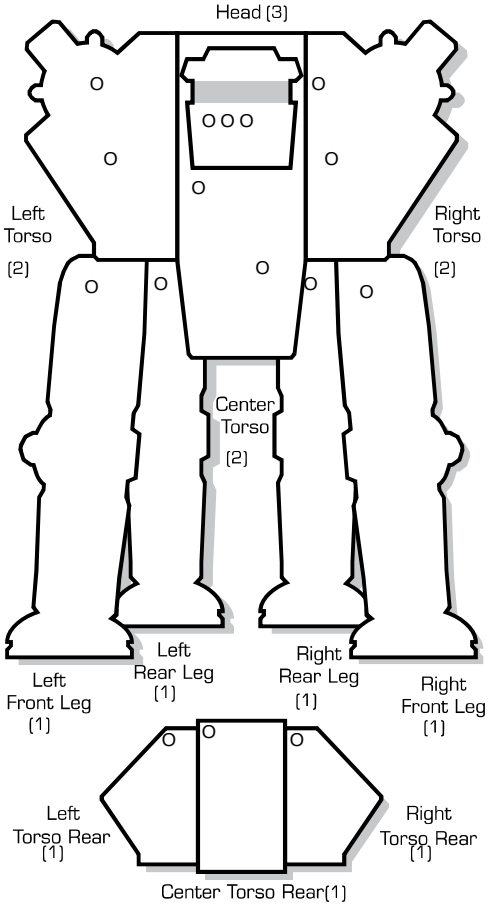
Name: _____

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. Small Cockpit
4. Sensors
5. Endo-Steel
6. Endo-Steel

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

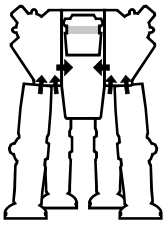
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1. Drone (Remote) Operating System
2. TSEMP One-Shot
3. TSEMP One-Shot
4. TSEMP One-Shot
5. Endo-Steel
6. Endo-Steel

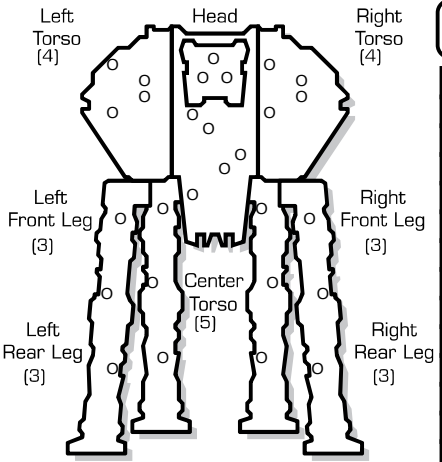
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Damage Transfer Diagram

Right Rear 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	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	
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: Celerity CLR-05-X

Movement Points:
Walking: 16
Running: 24 [40]

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	Spikes	RT	—	[E]	—	—	—	—
1	Spikes	LT	—	[E]	—	—	—	—

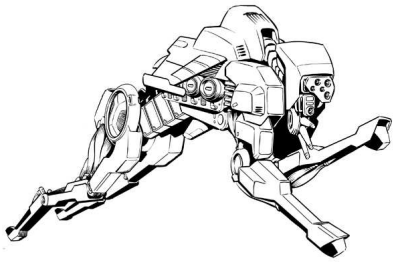
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WARRIOR DATA

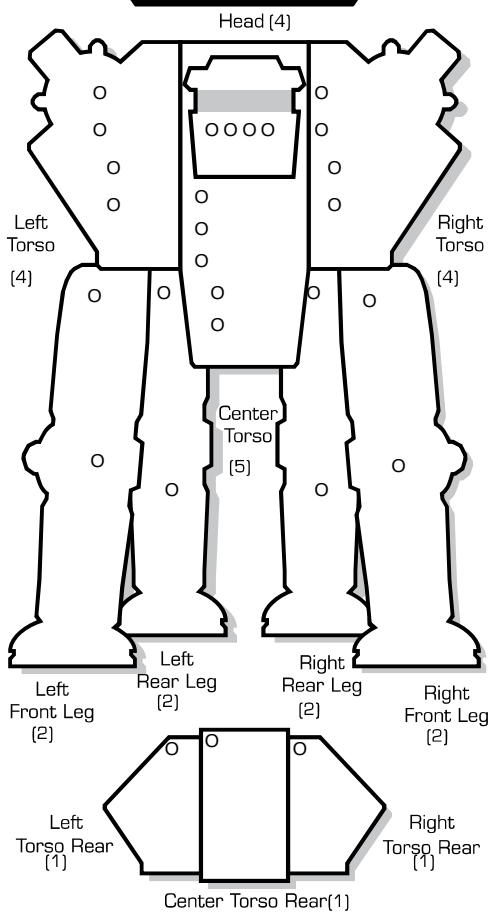
Name: _____

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. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Impact-Resistant
6. Impact-Resistant

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Impact-Resistant
6. Impact-Resistant

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

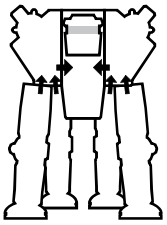
4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Spikes
6. Roll Again

Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Drone (Remote) Operating System
2. Supercharger
3. Spikes
4. Impact-Resistant
5. Impact-Resistant
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

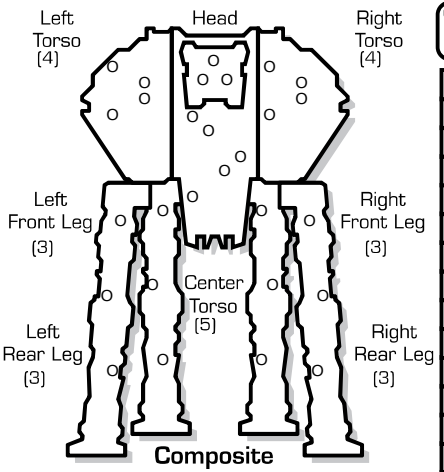
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Impact-Resistant
6. Impact-Resistant



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Impact-Resistant
6. Impact-Resistant

INTERNAL STRUCTURE DIAGRAM



Composite

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	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	
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: Jackalope JLP-BD

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 8

Tonnage: 30
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	ATM 6	RT	4	[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	Light Active Probe	RT	—	[E]	—	—	—	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

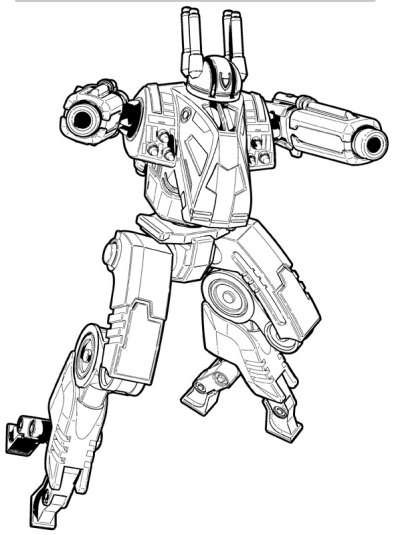
BV: 1,395

WARRIOR DATA

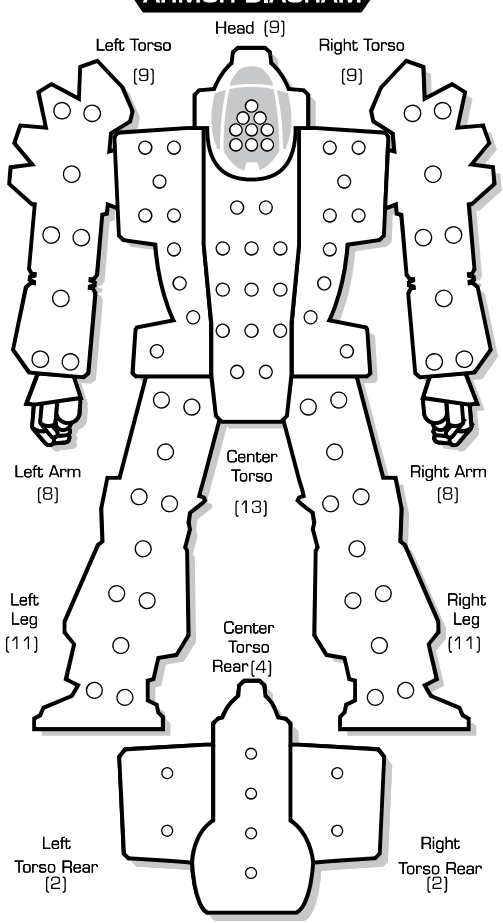
Name: _____

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 Medium Laser
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Ammo (ATM 6) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

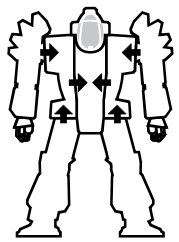
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
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. ER Medium Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

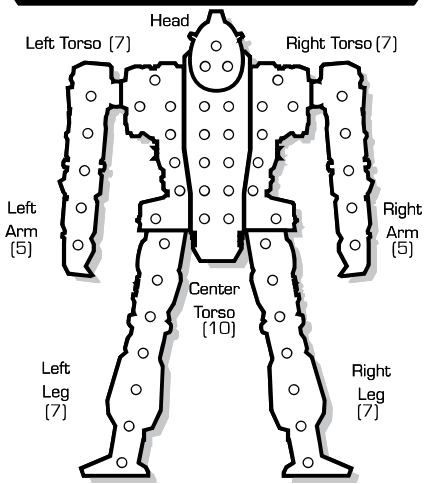
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. ATM 6
2. ATM 6
3. ATM 6
4. Light Active Probe
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: Jackalope JLP-C

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Mixed Tech (Clan)
Running:	12	**Era:**	Dark Age
Jumping:	8		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	C³ Slave (IS)	RT	—	[E]	—	—	—	—
1	Light Active Probe	RT	—	[E]	—	—	—	3
1	SRM 6	RT	4	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

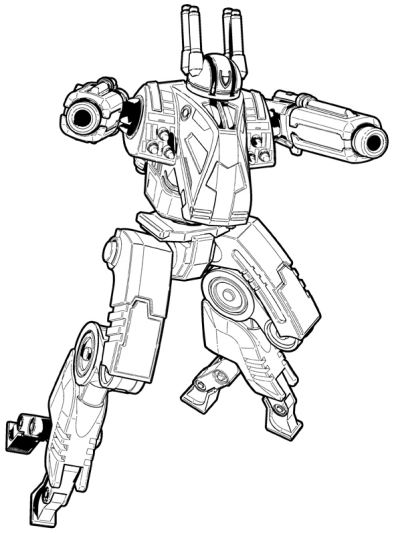
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WARRIOR DATA

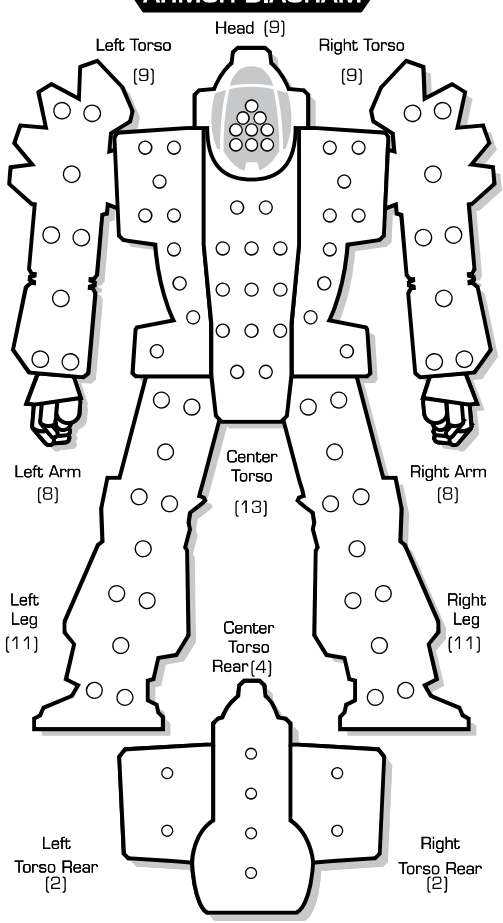
Name: _____

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 Medium Laser

1-3
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel

4-6
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15

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. Laser AMS
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

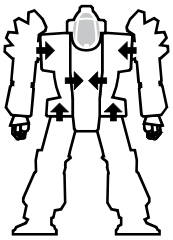
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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. ER Medium Laser

1-3
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

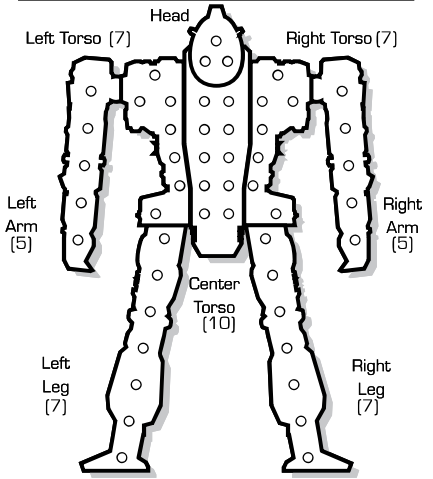
1. SRM 6
2. C³ Slave (IS)

4-6
3. Light Active Probe
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

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: Jackalope JLP-KA

Movement Points:
- Walking: 10
- Running: 15
- Jumping: 4

Tonnage: 30
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	ATM 6	RT	4	[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	Light Active Probe	RT	—	[E]	—	—	—	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

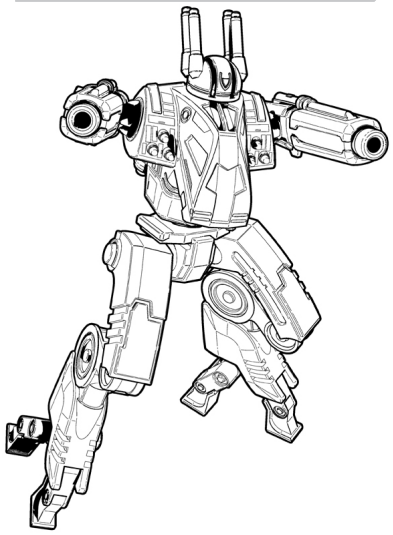
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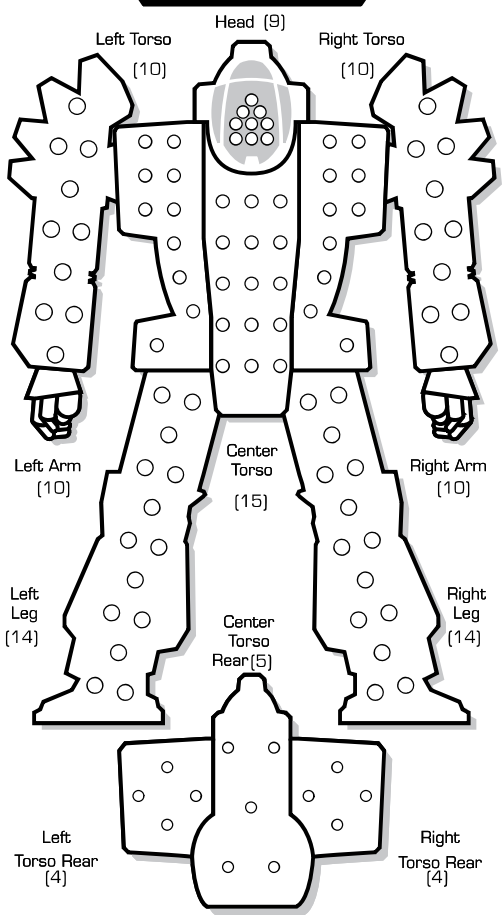
Name: _____

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 Medium Laser
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

1. Ammo (ATM 6) 10
2. CASE II
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

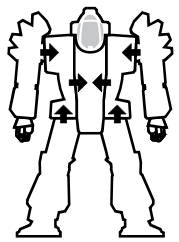
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
5. Sensors
6. Life Support

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL 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. ER Medium Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

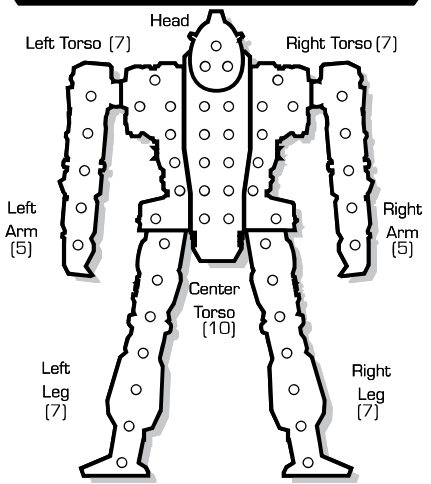
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

1. ATM 6
2. ATM 6
3. ATM 6
4. Light Active Probe
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	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: Jackalope JLP-KW "Wolpertinger"

Movement Points:
- Walking: 10
- Running: 15
- Jumping: 7

Tonnage: 30

Tech Base: Mixed Tech (Clan) (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

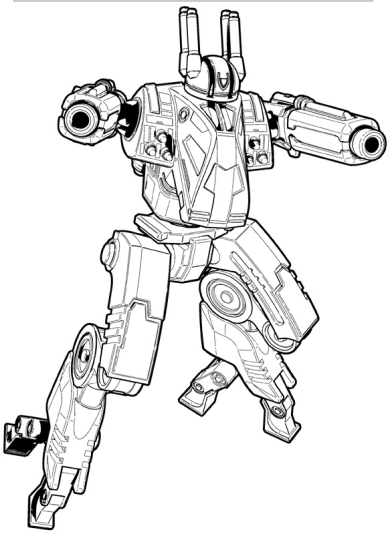
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WARRIOR DATA

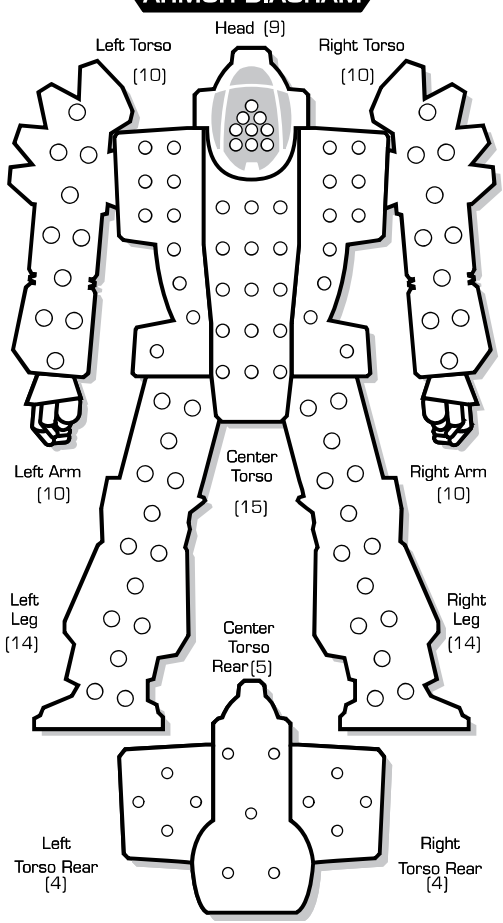
Name: _____

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. ER Medium Laser
	4. Endo-Steel
	5. Endo-Steel
	6. Endo-Steel
4-6	1. Endo-Steel
	2. Endo-Steel
	3. Endo-Steel
	4. Endo-Steel
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. Partial Wing
	6. Partial Wing
4-6	1. Partial Wing
	2. Improved Jump Jet
	3. Improved Jump Jet
	4. Ammo (SRM 4) 25
	5. CASE II
	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

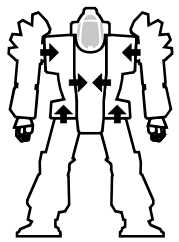
Head

1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
5. Sensors
6. Life Support

Center Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XL Gyro (IS)
	5. XL Gyro (IS)
	6. XL Gyro (IS)
4-6	1. XL Gyro (IS)
	2. XL Gyro (IS)
	3. XL Gyro (IS)
	4. XXL Fusion Engine
	5. XXL Fusion Engine
	6. XXL 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. ER Medium Laser
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

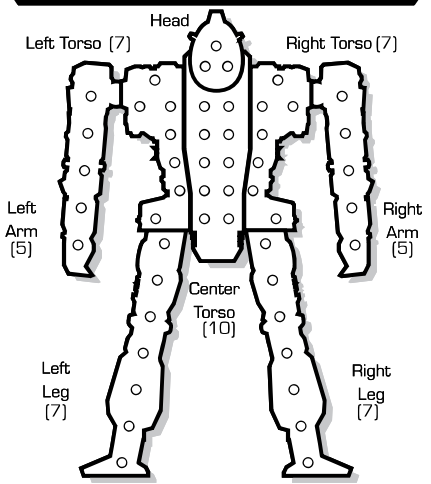
Right Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. Partial Wing
	6. Partial Wing
4-6	1. Partial Wing
	2. Improved Jump Jet
	3. Improved Jump Jet
	4. Improved Jump Jet
	5. Improved Jump Jet
	6. SRM 4

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	10 (23) 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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Revenant UBM-2R

Movement Points:
Walking: 6
Running: 9

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	–	[E]	–	–	–	–
2	ER Medium Laser	RT	5	5 [DE]	–	4	8	12
2	Light Machine Gun	RT	0	1 [DB,AI]	–	2	4	6
2	ER Medium Laser	LT	5	5 [DE]	–	4	8	12
2	Light Machine Gun	LT	0	1 [DB,AI]	–	2	4	6

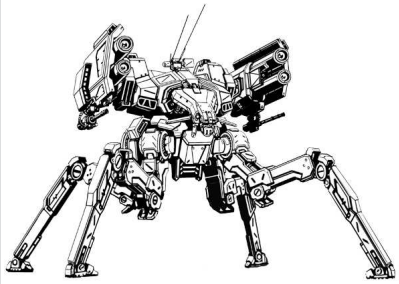
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WARRIOR DATA

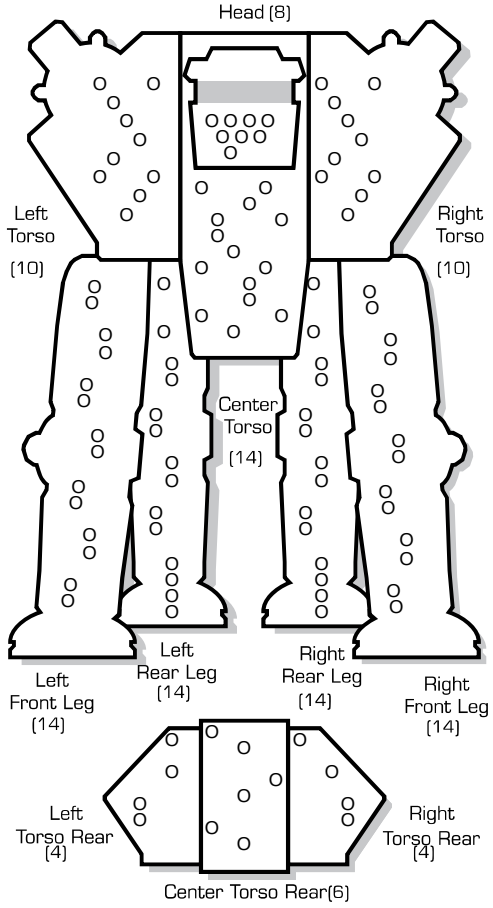
Name: _____

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. Small Cockpit
4. Sensors
5. Drone (Remote) Operating System
6. Endo-Steel

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Medium Laser
6. Light Machine Gun

4-6
1. Light Machine Gun
2. Ammo (Light Machine Gun) 100
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

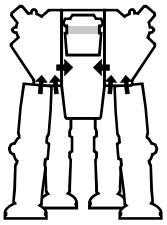
Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. ER Medium Laser
3. Light Machine Gun
4. Light Machine Gun
5. Ammo (Light Machine Gun) 100
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

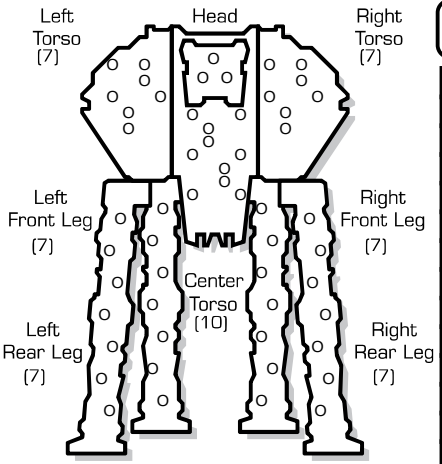
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



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	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	
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: Revenant UBM-2R2

Movement Points:
Walking: 6
Running: 9

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21

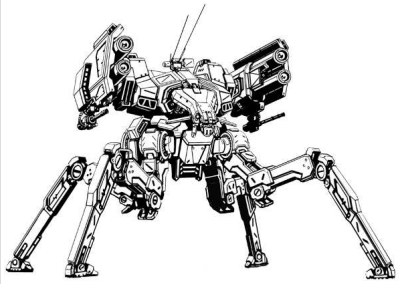
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WARRIOR DATA

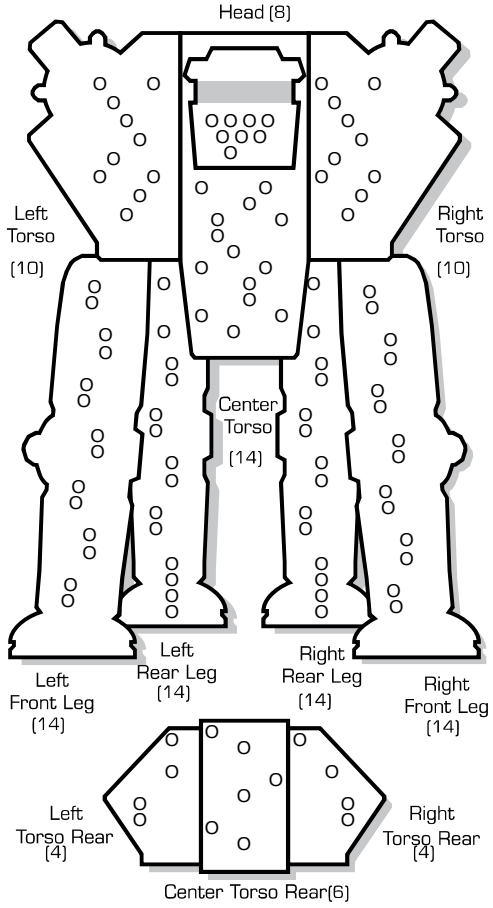
Name: _____

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. Small Cockpit
4. Sensors
5. Drone (Remote) Operating System
6. Endo-Steel

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. LRM 5
5. ER Small Laser
6. Ammo (LRM 5) 24

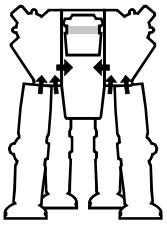
4-6
1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. LRM 5
2. ER Small Laser
3. Ammo (LRM 5) 24
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

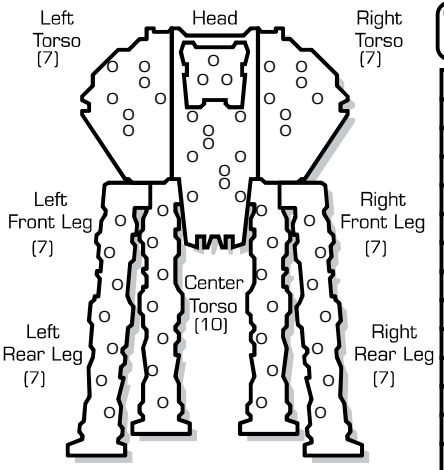
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Damage Transfer Diagram

Right Rear 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	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	
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: Revenant UBM-2R3

Movement Points:
Walking: 6
Running: 9

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	–	[E]	–	–	–	–
1	ER PPC	RT	15	10 [DE]	–	7	14	23

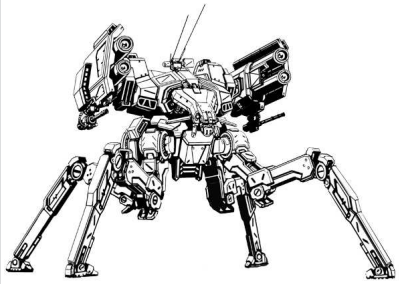
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WARRIOR DATA

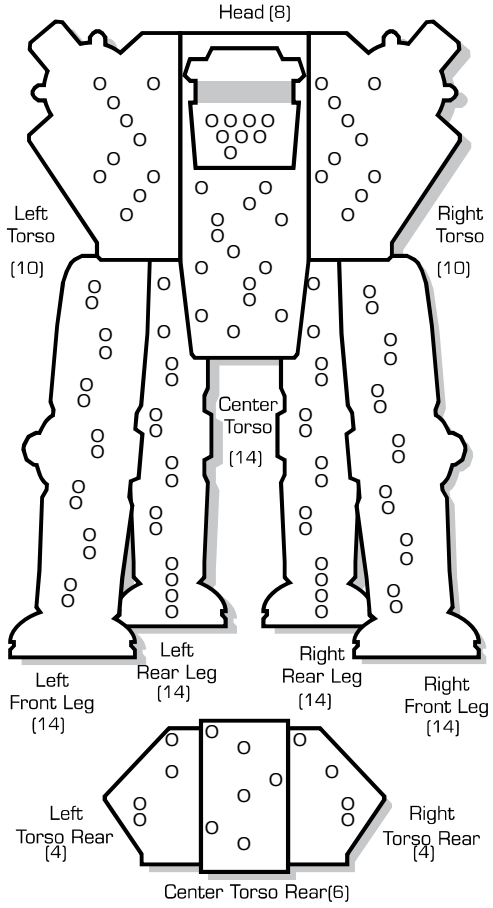
Name: _____

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. Small Cockpit
4. Sensors
5. Drone (Remote) Operating System
6. Endo-Steel

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

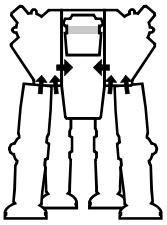
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

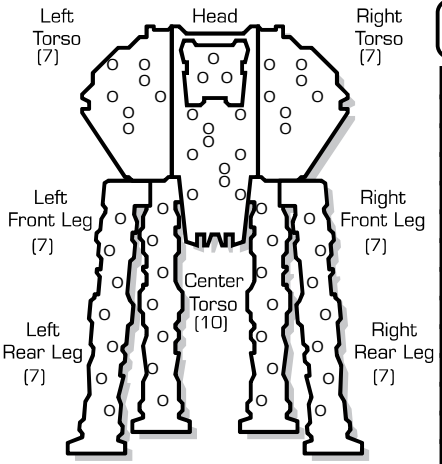
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Damage Transfer Diagram

Right Rear 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	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	
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: Revenant UBM-2R4

Movement Points:
Walking: 6
Running: 9

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	C^3 Slave	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	RT	—	[E]	—	—	—	—
1	TAG	RT	0	[E]	—	5	9	15
1	ER Flamer	LT	4	2 [DE,H,AI]	—	3	5	7
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—

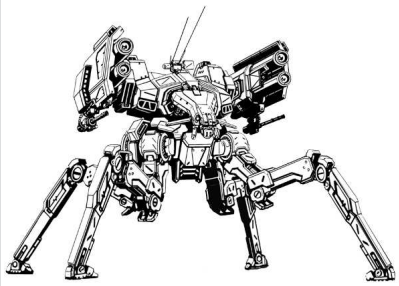
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WARRIOR DATA

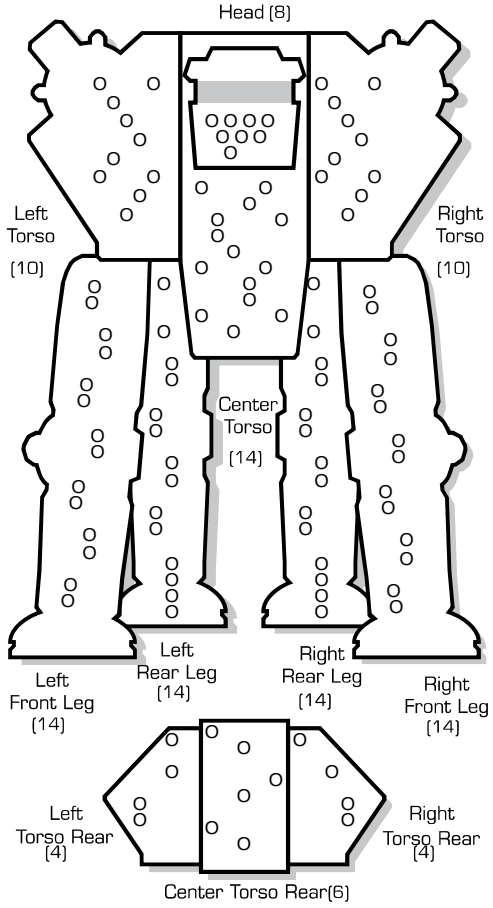
Name: _____

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. Small Cockpit
4. Sensors
5. Drone (Remote) Operating System
6. Endo-Steel

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Flamer
5. Guardian ECM Suite
6. Guardian ECM Suite

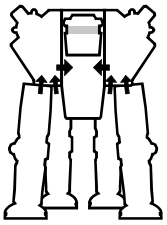
4-6
1. Remote Sensor Dispenser
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Beagle Active Probe
2. Beagle Active Probe
3. TAG
4. C^3 Slave
5. Remote Sensor Dispenser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

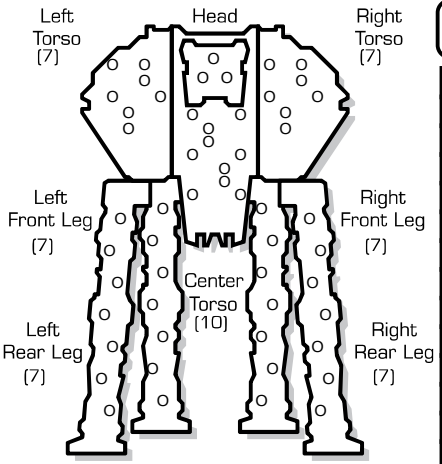
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel



Damage Transfer Diagram

Right Rear 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	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	
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: Revenant UBM-2R7

Movement Points:
Walking: 6
Running: 9

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
2	Lift Hoist	RT	—	[E]	—	—	—	—
1	Medium Bridge Layer	LT	—	[E]	—	—	—	—

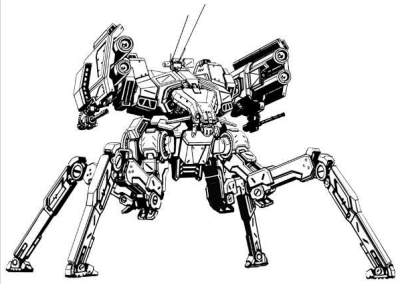
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WARRIOR DATA

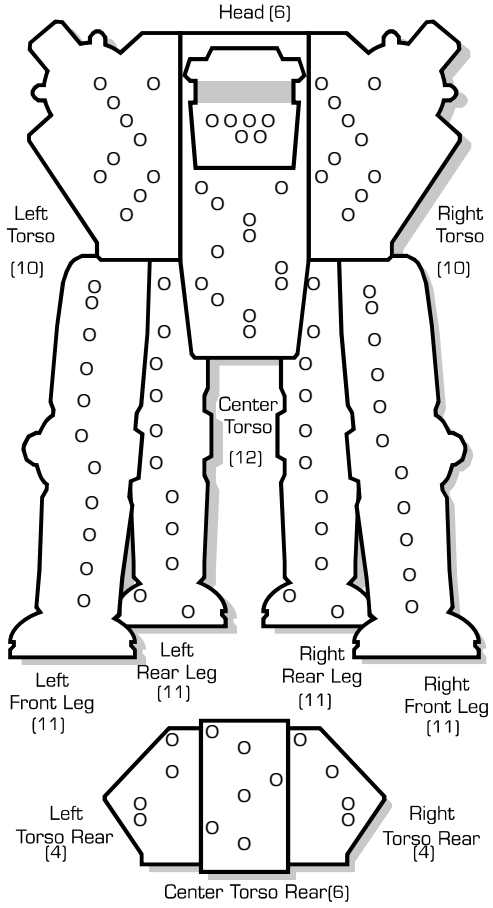
Name: _____

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. Small Cockpit
4. Sensors
5. Drone (Remote) Operating System
6. Endo-Steel

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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. Endo-Steel
6. Endo-Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Bridge Layer
5. Medium Bridge Layer
6. Medium Bridge Layer

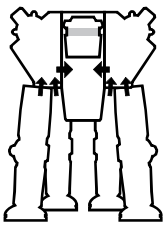
4-6
1. Medium Bridge Layer
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Lift Hoist
2. Lift Hoist
3. Lift Hoist
4. Lift Hoist
5. Lift Hoist
6. Lift Hoist

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs

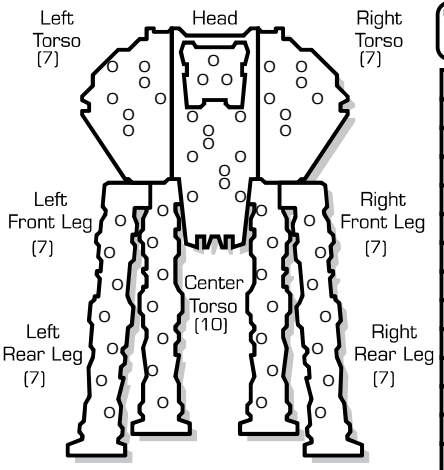


Damage Transfer Diagram

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Right Rear 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	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	
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: Night Stalker NSR-K3

Movement Points:
Walking: 8
Running: 12

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P,AI]	—	1	2	3
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—
1	TAG	LA	0	[E]	—	5	9	15

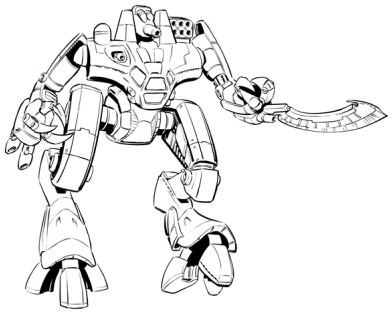
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WARRIOR DATA

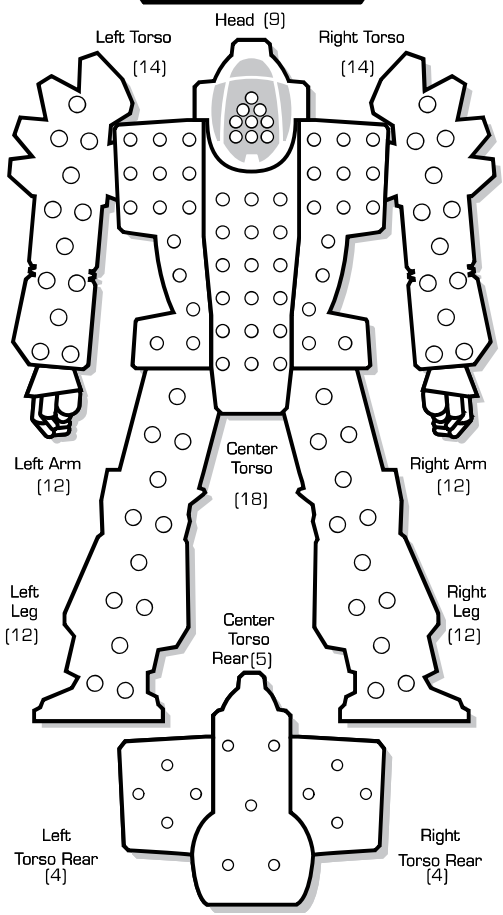
Name: _____

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. Lance
6. Lance

4-6
1. TAG
2. Endo-Steel
3. Endo-Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. SRM 6
6. SRM 6

4-6
1. Ammo (SRM 6) 15
2. Endo-Steel
3. Endo-Steel
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. Endo-Steel
6. Endo-Steel

Head

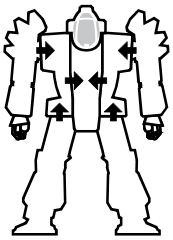
1. Sensors
2. Sensors
3. Small Pulse Laser
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

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. Torso-Mounted Cockpit
6. Sensors

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. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

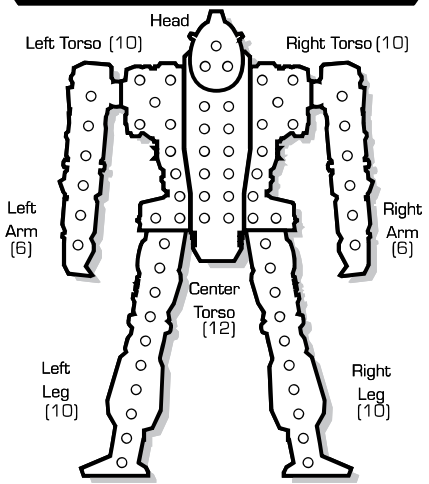
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. ER Small Laser
6. Beagle Active Probe

4-6
1. Beagle Active Probe
2. Endo-Steel
3. Endo-Steel
4. Ferro-Fibrous
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 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: Night Stalker NSR-K1

Movement Points:
Walking: 8
Running: 12

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—

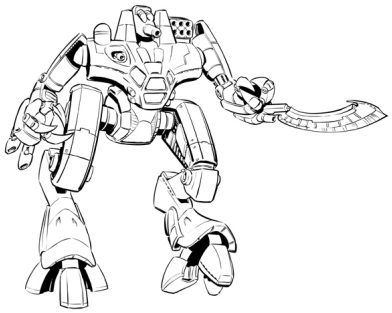
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WARRIOR DATA

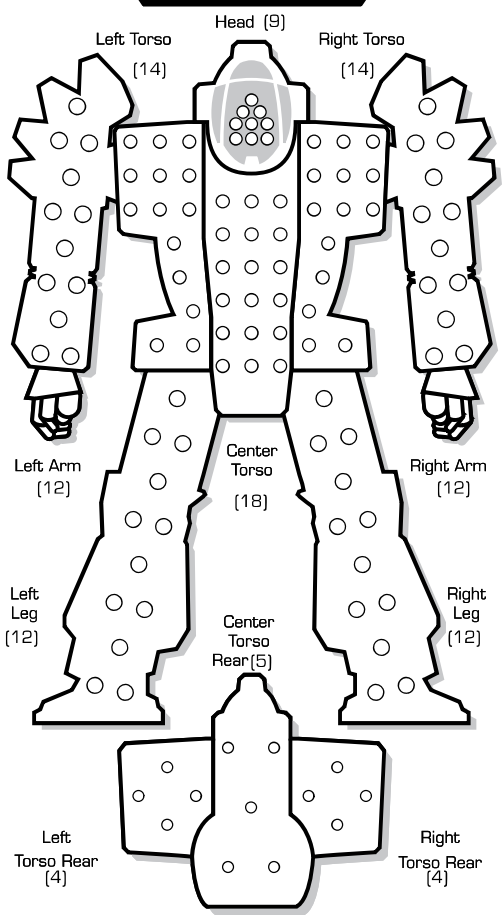
Name: _____

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. Lance
6. Lance

4-6
1. ER Medium Laser
2. Endo-Steel
3. Endo-Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo-Steel
3. Endo-Steel
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. Endo-Steel
6. Endo-Steel

Head

1. Sensors
2. Sensors
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Roll Again

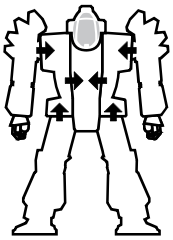
Center Torso

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. Torso-Mounted Cockpit
6. Sensors

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. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

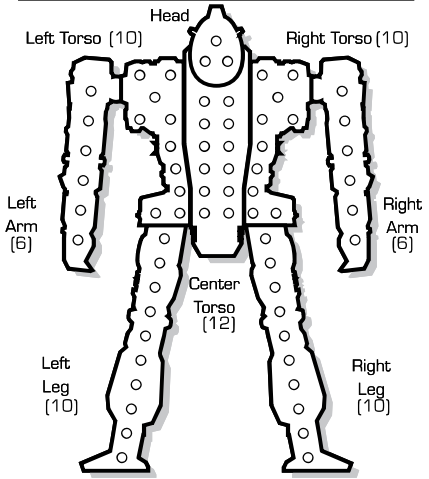
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Beagle Active Probe
6. Beagle Active Probe

4-6
1. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
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. 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: Night Stalker NSR-K4

Movement Points:
Walking: 8
Running: 12

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—

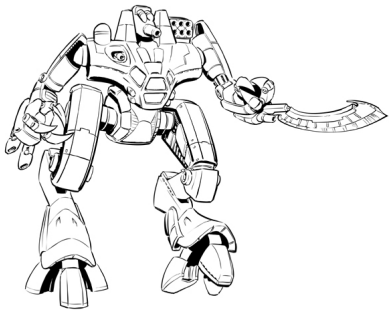
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WARRIOR DATA

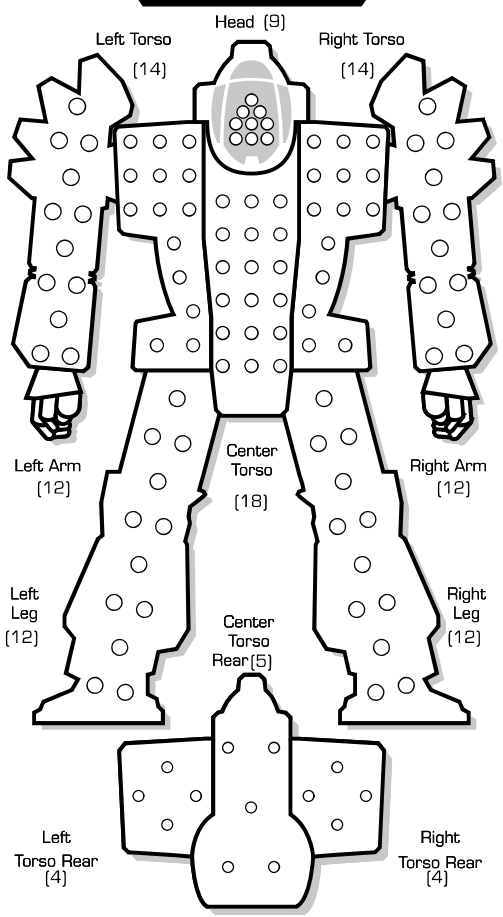
Name: _____

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. Lance
6. Lance

4-6
1. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. SRM 4
6. Ammo (SRM 4) 25

4-6
1. CASE
2. Endo-Steel
3. Endo-Steel
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. Endo-Steel
6. Endo-Steel

Head

1. Sensors
2. Sensors
3. ER Medium Laser
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

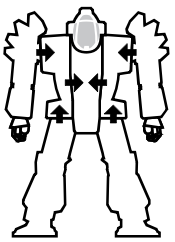
Center Torso

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. Torso-Mounted Cockpit
6. Sensors

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. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

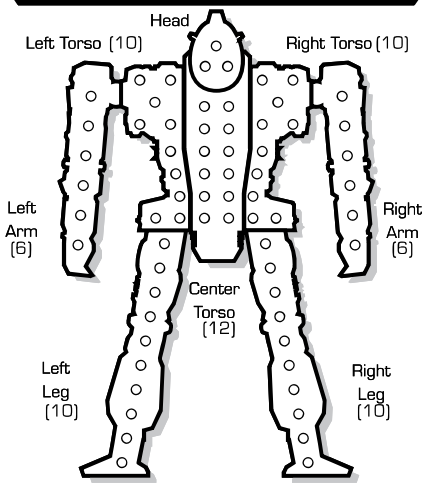
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Beagle Active Probe
6. Beagle Active Probe

4-6
1. ER Medium Laser
2. Endo-Steel
3. Endo-Steel
4. Ferro-Fibrous
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	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: Night Stalker NSR-K7

Movement Points:
Walking: 8 [9]
Running: 12 [14]

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Re-engineered Laser	HD	5	4 [DE]	—	1	2	3
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Small Re-engineered Laser	LT	5	4 [DE]	—	1	2	3
1	Chain Whip	RA	—	3	—	—	—	—
1	Lance	LA	—	8	—	—	—	—

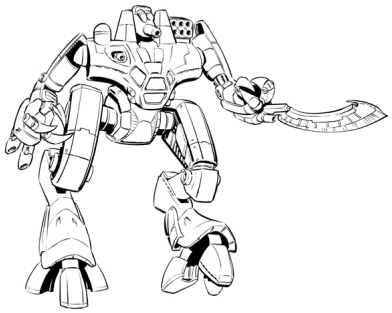
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WARRIOR DATA

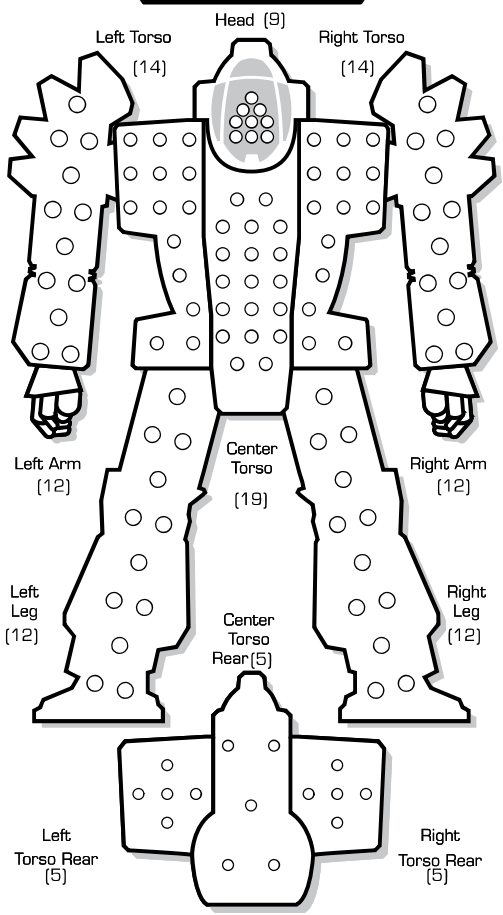
Name: _____

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. Lance
6. Lance

4-6
1. Endo-Steel
2. Endo-Steel
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Small Re-engineered Laser
6. Endo-Steel

4-6
1. Endo-Steel
2. Impact-Resistant
3. Impact-Resistant
4. Impact-Resistant
5. Impact-Resistant
6. Impact-Resistant

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head

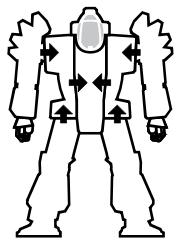
1. Sensors
2. Sensors
3. Small Re-engineered Laser
4. Small Re-engineered Laser
5. Endo-Steel
6. Endo-Steel

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. Torso-Mounted Cockpit
6. Sensors

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. Chain Whip
6. Chain Whip

4-6
1. Endo-Steel
2. Endo-Steel
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Right Torso

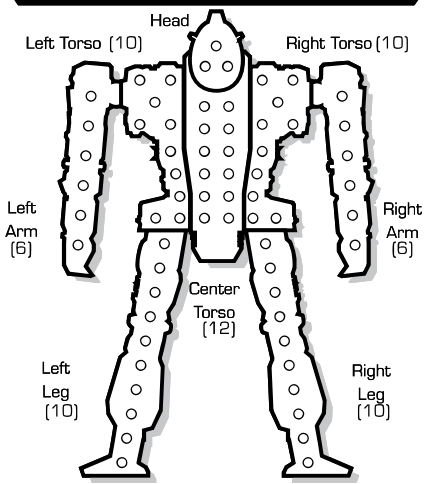
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. ER Small Laser
6. Endo-Steel

4-6
1. Endo-Steel
2. Impact-Resistant
3. Impact-Resistant
4. Impact-Resistant
5. Impact-Resistant
6. Impact-Resistant

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: Night Stalker NSR-KC

Movement Points:
Walking: 8
Running: 12

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—

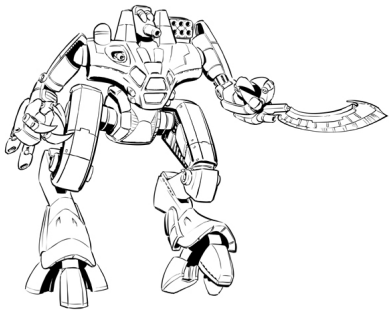
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WARRIOR DATA

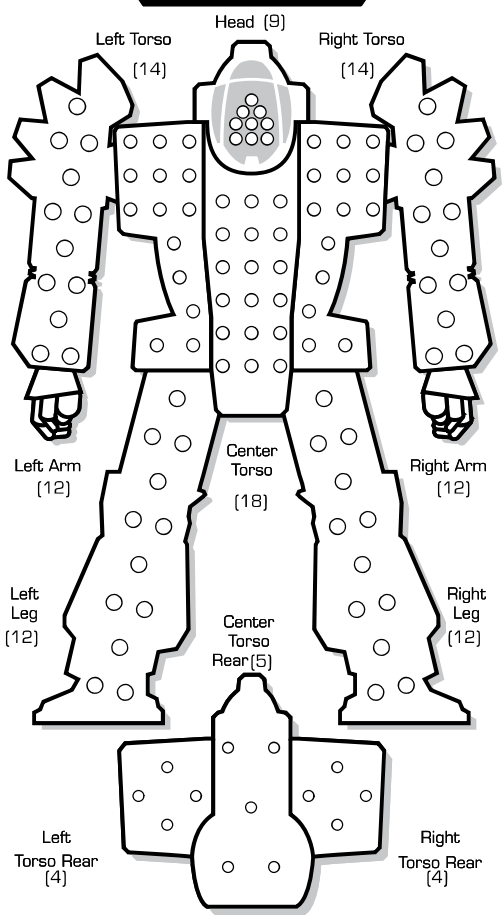
Name: _____

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. Lance
6. Lance

4-6
1. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo-Steel
3. Endo-Steel
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. Endo-Steel
6. Endo-Steel

Head

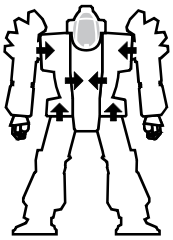
1. Sensors
2. Sensors
3. C^3 Slave
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

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. Torso-Mounted Cockpit
6. Sensors

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. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

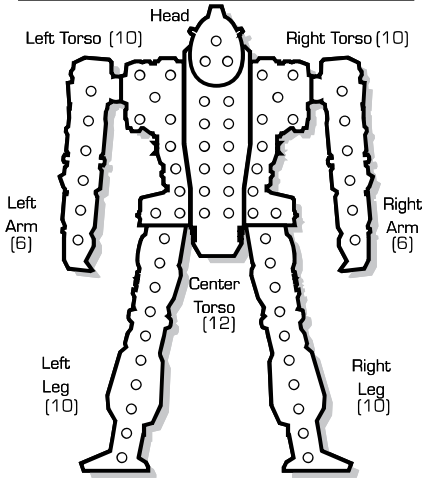
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Life Support
5. Beagle Active Probe
6. Beagle Active Probe

4-6
1. Endo-Steel
2. Endo-Steel
3. Ferro-Fibrous
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. 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: Kheper KPH-7R

Movement Points:
Walking: 5
Running: 8

Tonnage: 55
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	–	3	6	9
1	Small VSP Laser	RT	3	5/4/3 [P,V]	–	2	4	6
1	ER Medium Laser	LT	5	5 [DE]	–	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	MML 7	LA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	–	3	6	9

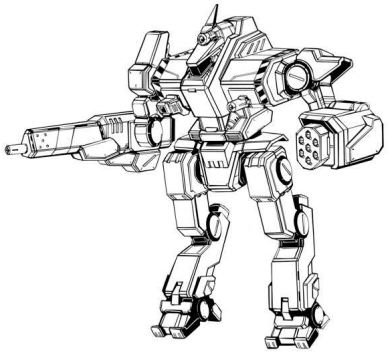
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WARRIOR DATA

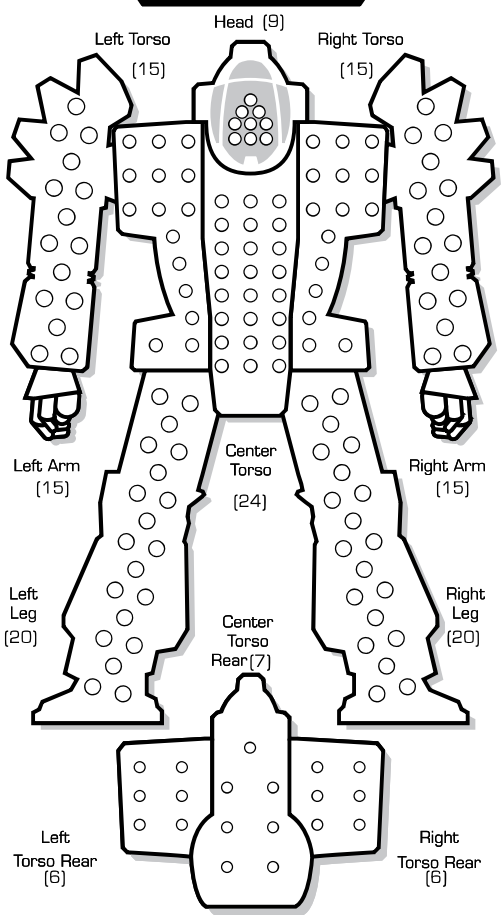
Name: _____

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. MML 7
5. MML 7
6. MML 7

1. MML 7

4-6
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. ER Medium Laser
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

1. CASE II

4-6
2. Endo-Steel
3. Endo-Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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. Medium X-Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

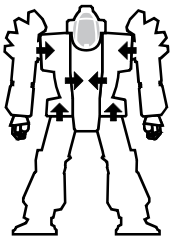
1-3
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro

4-6
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

1-3
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle

4-6
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. CASE II
6. Endo-Steel

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Small VSP Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

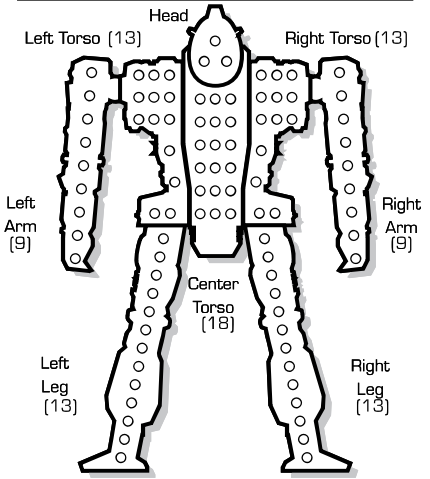
1. Endo-Steel

4-6
2. Endo-Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light 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: Lament LMT-2R

Movement Points:
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

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	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	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

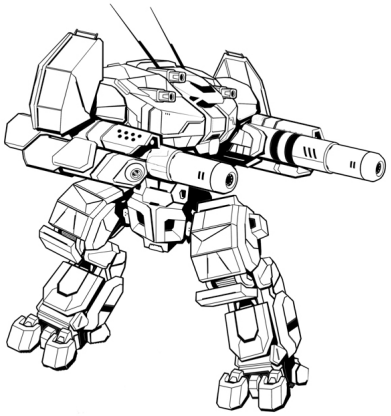
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WARRIOR DATA

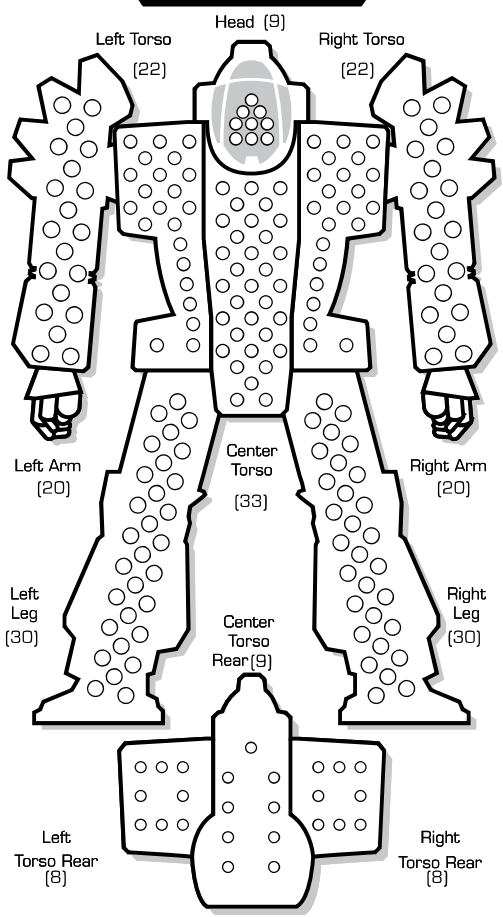
Name: _____

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. 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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser

4-6
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

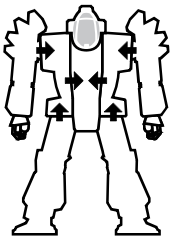
1-3
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

4-6
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. 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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

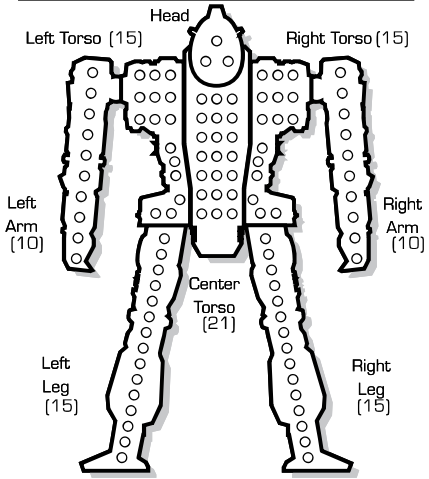
1. ER Medium Laser

4-6
2. Radical Heat Sink System
3. Radical Heat Sink System
4. Radical Heat Sink System
5. Light Ferro-Fibrous
6. Light 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	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: Lament LMT-3C

Movement Points:
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Small X-Pulse Laser	RT	3	3 [P,AI]	—	2	4	5
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

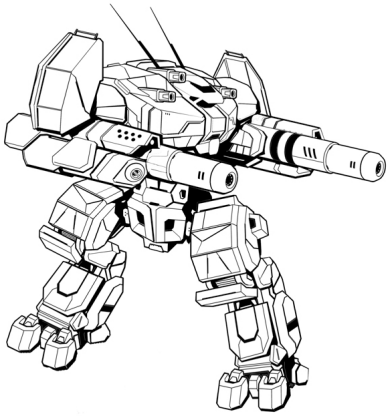
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WARRIOR DATA

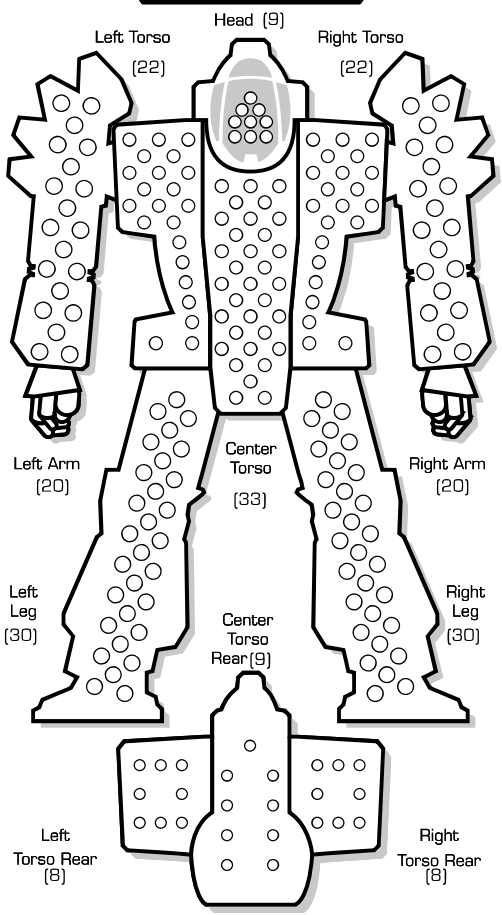
Name: _____

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. Light Ferro-Fibrous

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head

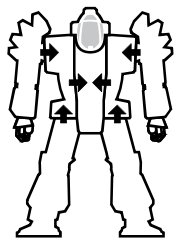
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

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. Light Ferro-Fibrous

Right Torso

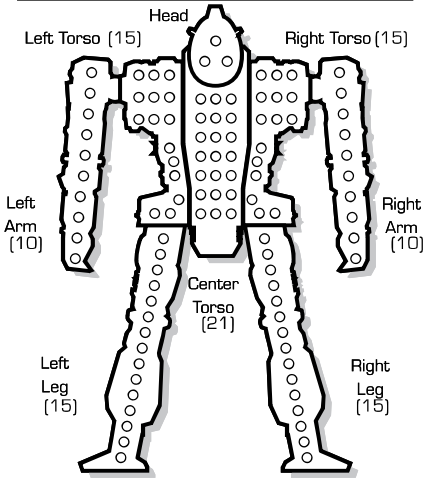
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Small X-Pulse Laser
2. Radical Heat Sink System
3. Radical Heat Sink System
4. Radical Heat Sink System
5. Light Ferro-Fibrous
6. Light 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	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: Lament LMT-3R

Movement Points:
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small X-Pulse Laser	HD	3	3 [P,AI]	—	2	4	5
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Small X-Pulse Laser	RT	3	3 [P,AI]	—	2	4	5
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

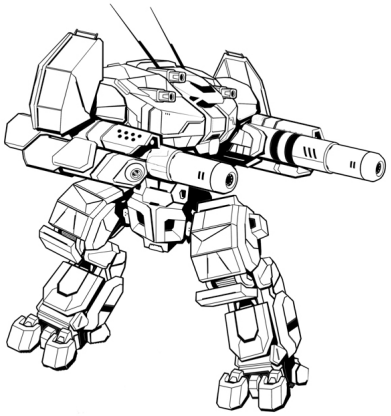
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WARRIOR DATA

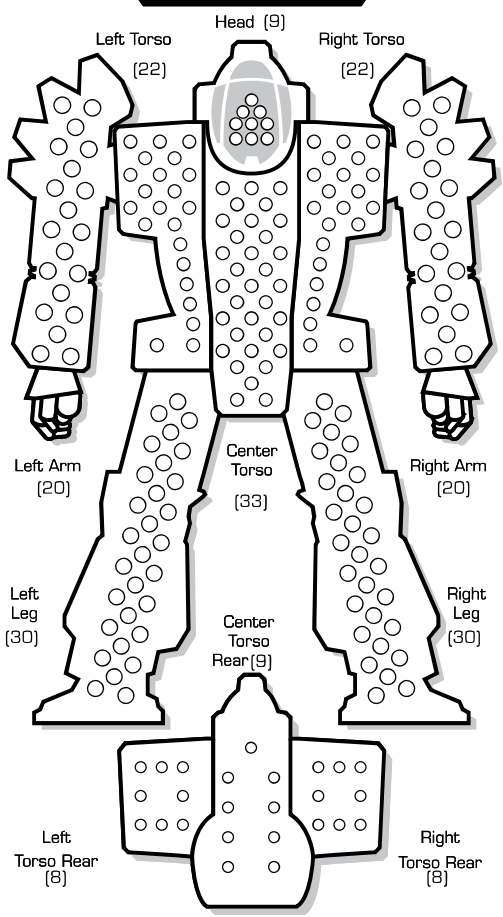
Name: _____

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. Light Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC

4-6
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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. Small X-Pulse Laser
5. Sensors
6. Life Support

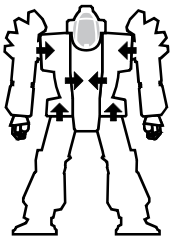
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro

4-6
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

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. Light Ferro-Fibrous

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

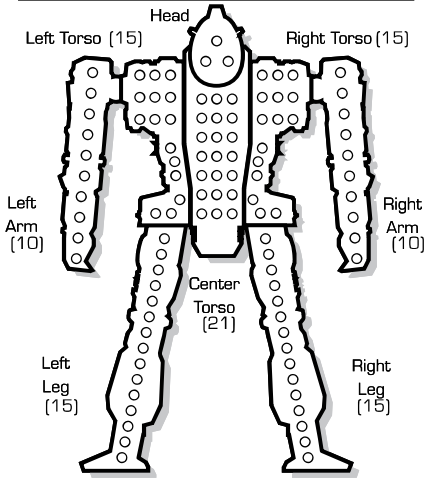
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Small X-Pulse Laser
2. Radical Heat Sink System
3. Radical Heat Sink System

4-6
4. Radical Heat Sink System
5. Light Ferro-Fibrous
6. Light 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	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: Lament LMT-4RC

Movement Points:
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	–	[E]	–	–	–	–
1	Improved Heavy Large Laser (Clan)	RT	18	16 [DE,X]	–	5	10	15
1	Radical Heat Sink System	RT	–	[E]	–	–	–	–
1	Improved Heavy Large Laser (Clan)	LT	18	16 [DE,X]	–	5	10	15
1	Improved Heavy Large Laser (Clan)	RA	18	16 [DE,X]	–	5	10	15
1	Improved Heavy Large Laser (Clan)	LA	18	16 [DE,X]	–	5	10	15

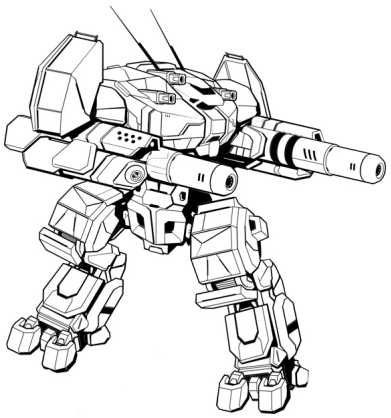
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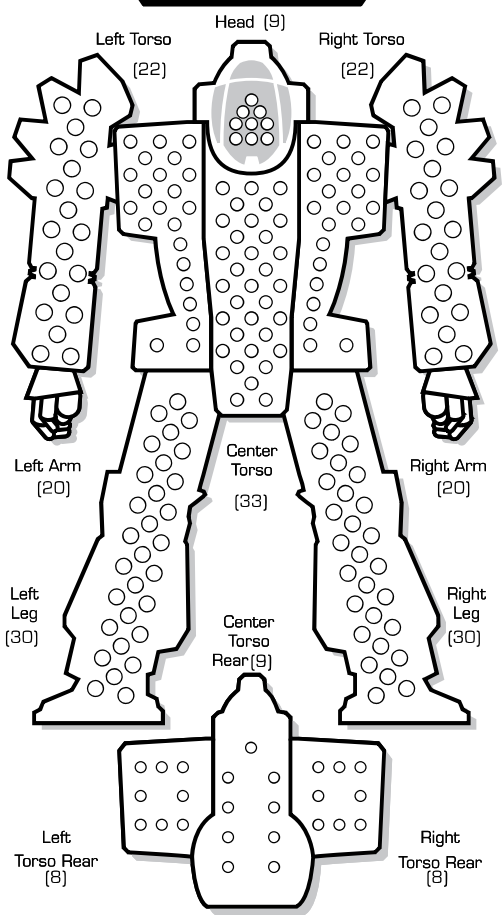
Name: _____

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. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1. Double Heat Sink (Clan)
2. Improved Heavy Large Laser (Clan)
3. Improved Heavy Large Laser (Clan)
4. Improved Heavy Large Laser (Clan)
5. Light Ferro-Fibrous
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Improved Heavy Large Laser (Clan)

1. Improved Heavy Large Laser (Clan)
2. Improved Heavy Large Laser (Clan)
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

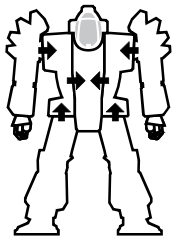
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

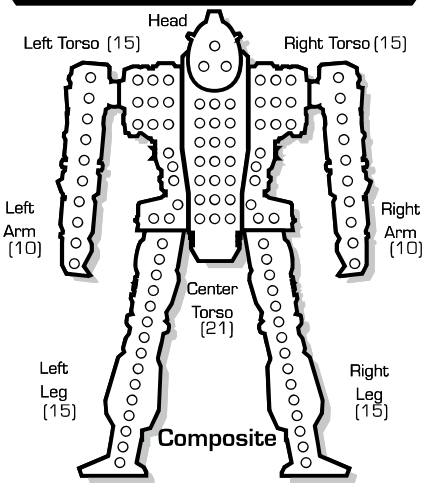
1. Double Heat Sink (Clan)
2. Improved Heavy Large Laser (Clan)
3. Improved Heavy Large Laser (Clan)
4. Improved Heavy Large Laser (Clan)
5. Light Ferro-Fibrous
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Improved Heavy Large Laser (Clan)

1. Improved Heavy Large Laser (Clan)
2. Improved Heavy Large Laser (Clan)
3. Radical Heat Sink System
4. Radical Heat Sink System
5. Radical Heat Sink System
6. Light Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

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	21 (42) 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: Uraeus UAE-7R

Movement Points:
Walking: 4 [5]
Running: 6 [8]

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Bombast Laser	LT	12	12 [DE,V]	—	5	10	15
1	Shoulder Turret	LT	—	[E]	—	—	—	—
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	Medium Vibroblade	LA	5	10	—	—	—	—

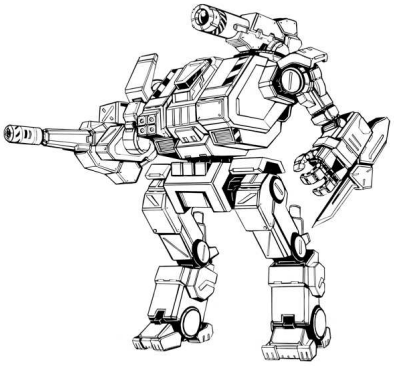
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WARRIOR DATA

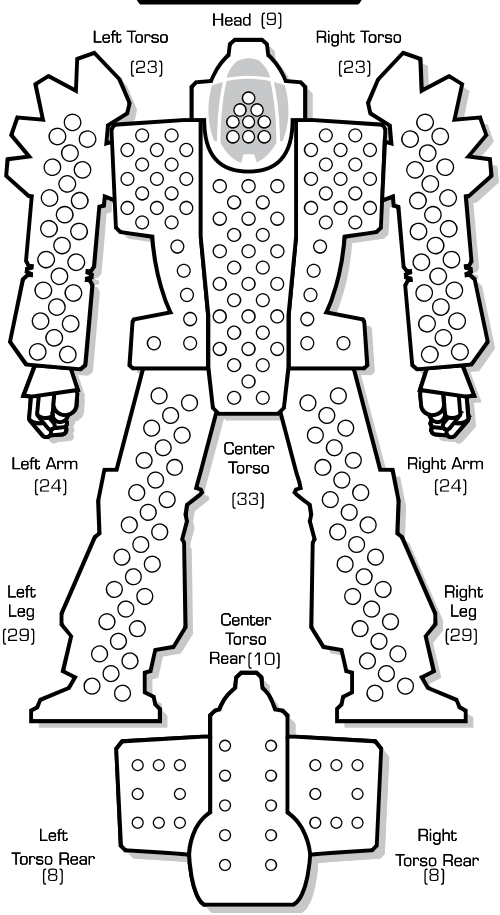
Name: _____

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 Vibroblade
6. Medium Vibroblade

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso

1. Bombast Laser (T)
2. Bombast Laser (T)
3. Bombast Laser (T)
4. O Shoulder Turret
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

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. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

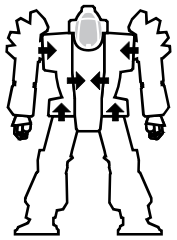
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. Fusion Engine

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. 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. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Right Torso

1. Streak SRM 4
2. Ammo (Streak SRM 4) 25
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Ammo (Ultra AC/10) 10
6. CASE II

1-3

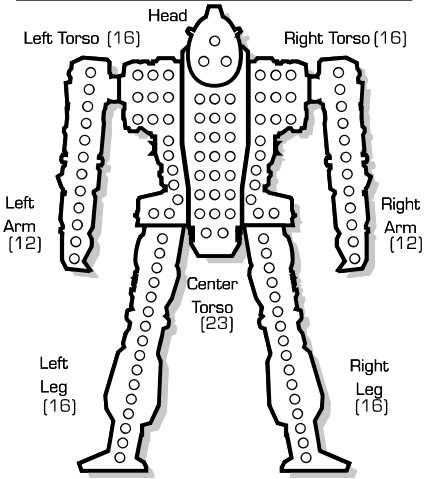
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

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: Doloire DLR-O

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	AES	RA	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
1	AES	LA	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20

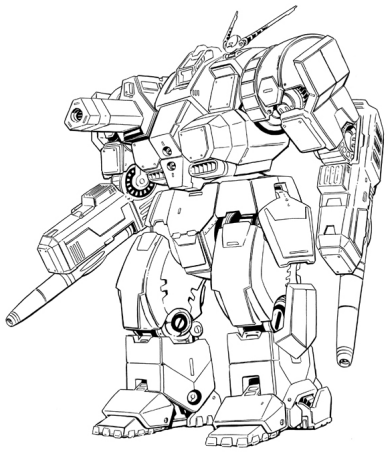
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WARRIOR DATA

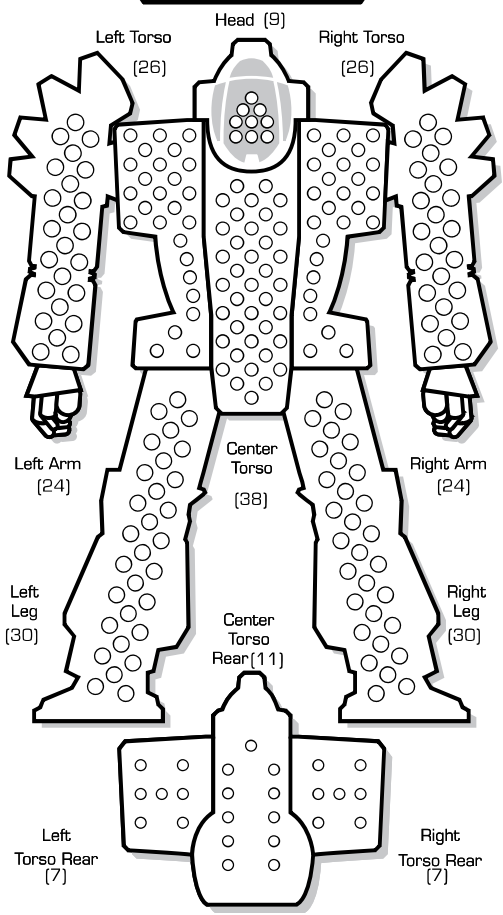
Name: _____

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. Large Pulse Laser (Clan)
5. Large Pulse Laser (Clan)
6. AES

1. AES
2. AES

4-6
3. AES
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1. Angel ECM Suite
2. Angel ECM Suite

4-6
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

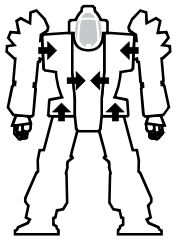
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. ER Medium Laser (Clan)
6. ER Medium 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. Lower Arm Actuator

1-3
4. Large Pulse Laser (Clan)
5. Large Pulse Laser (Clan)
6. AES

1. AES
2. AES

4-6
3. AES
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

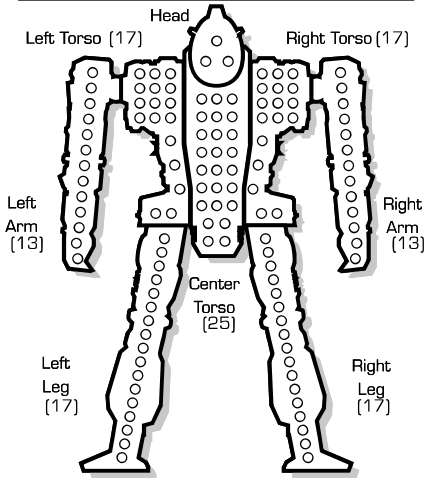
1-3
3. Gauss Rifle (Clan)
4. Gauss Rifle (Clan)
5. Gauss Rifle (Clan)
6. Gauss Rifle (Clan)

1. Gauss Rifle (Clan)
2. Gauss Rifle (Clan)

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo-Composite
6. Endo-Composite

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

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: Doloire DLR-OA

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
2	SRM 6 (Clan)	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	Radical Heat Sink System	LT	—	[E]	—	—	—	—
1	AES	RA	—	[E]	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	AES	LA	—	[E]	—	—	—	—
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15

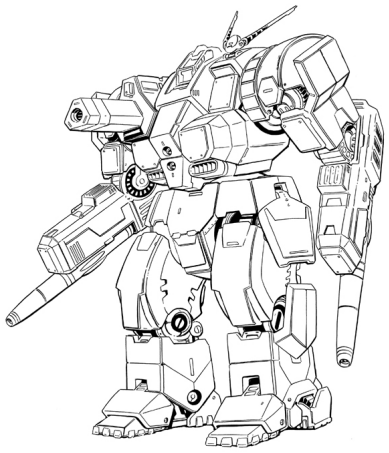
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WARRIOR DATA

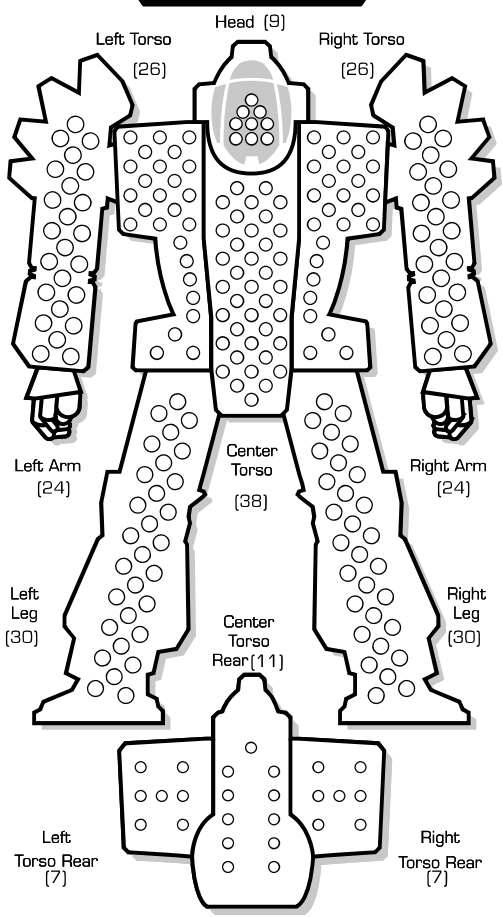
Name: _____

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. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Plasma Rifle

1. Plasma Rifle
2. Ammo (Plasma Rifle) 10
3. AES
4. AES
5. AES
6. AES

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser (Clan)
4. Ammo (Plasma Rifle) 10
5. Radical Heat Sink System
6. Radical Heat Sink System

1. Radical Heat Sink System
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Roll Again

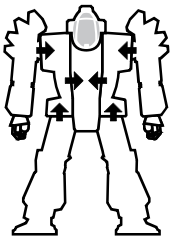
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
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. ER Medium Laser (Clan)
6. ER Medium Laser (Clan)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Plasma Rifle

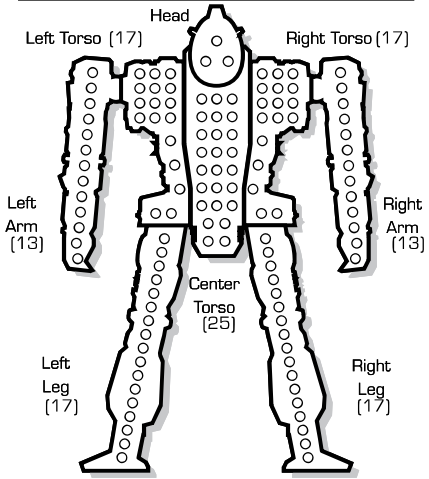
1. Plasma Rifle
2. Ammo (Plasma Rifle) 10
3. AES
4. AES
5. AES
6. AES

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6 (Clan)
4. SRM 6 (Clan)
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. CASE II
4. Endo-Composite
5. Endo-Composite
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

INTERNAL STRUCTURE DIAGRAM



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	

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: Doloire DLR-OB

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	AES	LA	—	[E]	—	—	—	—
2	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

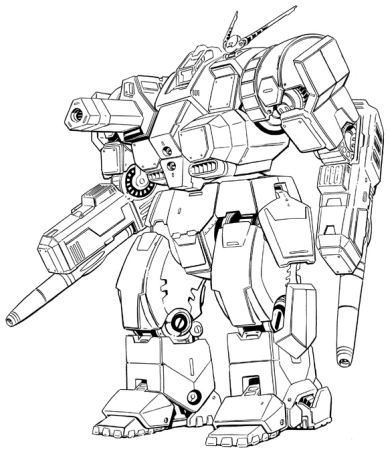
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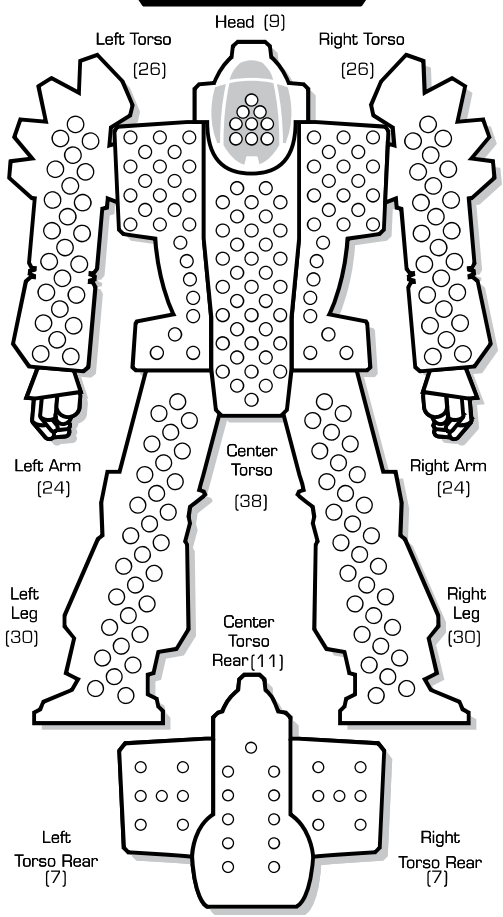
Name: _____

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 (Clan)
4. Double Heat Sink (Clan)
5. ER PPC (Clan)
6. ER PPC (Clan)

1-3

1. ER PPC (Clan)
2. ER PPC (Clan)
3. AES
4. AES
5. AES
6. AES

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1-3

1. Double Heat Sink (Clan)
2. Double Heat Sink (Clan)
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

4-6

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-Composite
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

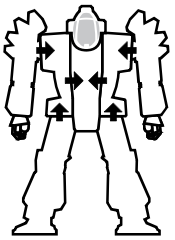
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser (Clan)
6. ER Medium Laser (Clan)

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. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1-3

1. Rotary AC/5
2. Rotary AC/5
3. AES
4. AES
5. AES
6. AES

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

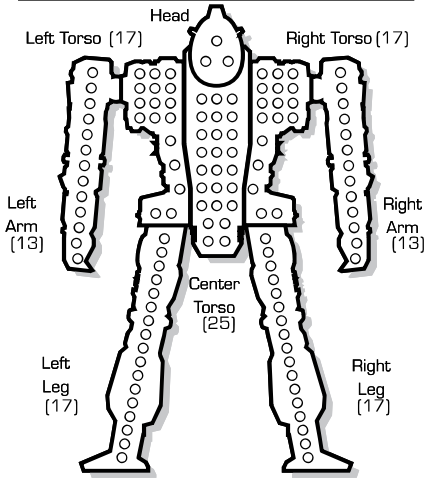
1-3

1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. CASE II
4. Endo-Composite
5. Endo-Composite
6. Roll Again

4-6

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	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: Doloire DLR-OC

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Streak SRM 6 (Clan)	RT	4	2/Msl [M,C]	—	4	8	12
1	C^3 Master	LT	0	[E]	—	5	9	15
1	ER Small Pulse Laser (Clan)	LT	3	5 [P,AI]	—	2	4	6
1	AES	RA	—	[E]	—	—	—	—
1	LRM 20 (Clan) w/Artemis V FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	AES	LA	—	[E]	—	—	—	—
1	Lance	LA	—	16	—	—	—	—
1	Streak SRM 6 (Clan)	RL	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (Clan)	LL	4	2/Msl [M,C]	—	4	8	12

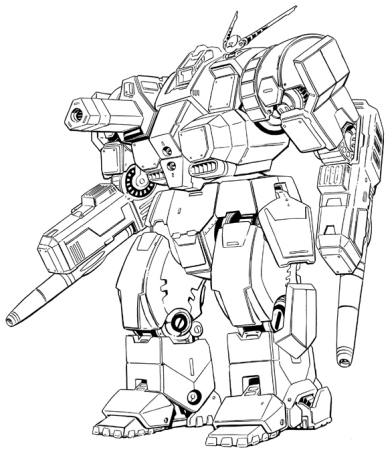
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WARRIOR DATA

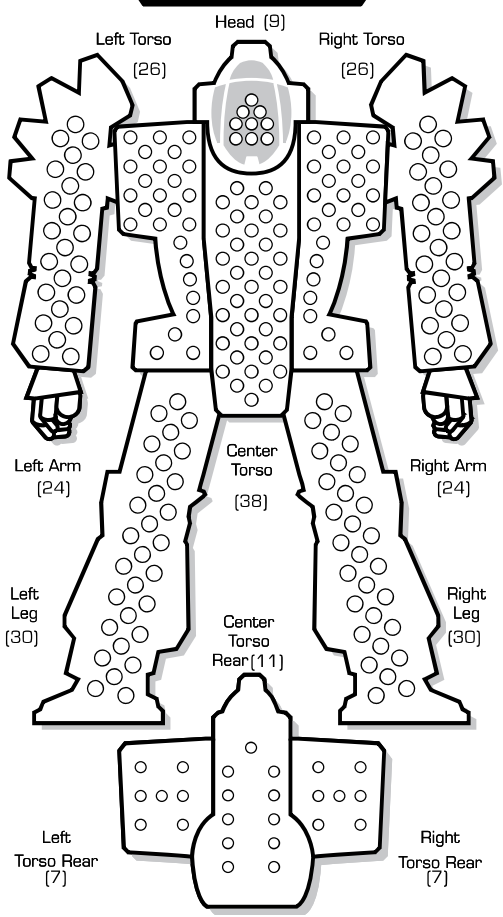
Name: _____

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. Lance
6. Lance

4-6
1. Lance
2. Lance
3. AES
4. AES
5. AES
6. AES

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Pulse Laser (Clan)
4. C^3 Master
5. C^3 Master
6. C^3 Master

4-6
1. C^3 Master
2. C^3 Master
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 6 (Clan)
6. Streak SRM 6 (Clan)

Head

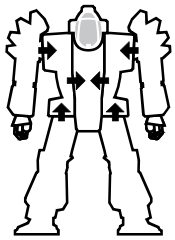
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

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 (Clan)
6. ER Medium Laser (Clan)

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. LRM 20 (Clan)
4. LRM 20 (Clan)
5. LRM 20 (Clan)
6. LRM 20 (Clan)

4-6
1. Artemis V FCS (Clan)
2. Artemis V FCS (Clan)
3. AES
4. AES
5. AES
6. AES

Right Torso

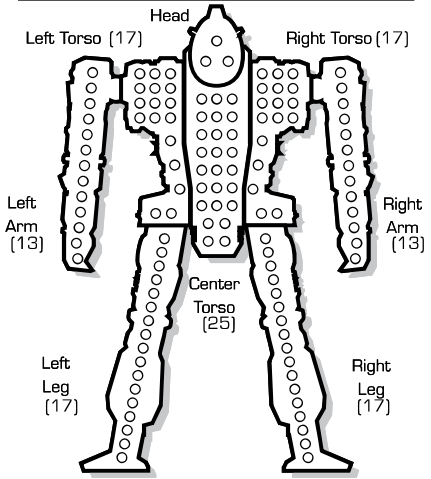
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6 (Clan)
4. Streak SRM 6 (Clan)
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

4-6
1. Ammo (LRM 20 Artemis V) 6
2. Ammo (LRM 20 Artemis V) 6
3. Ammo (LRM 20 Artemis V) 6
4. CASE II
5. Endo-Composite
6. Endo-Composite

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 6 (Clan)
6. Streak SRM 6 (Clan)

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+	○○
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: Doloire DLR-OD

Movement Points:
Walking: 4
Running: 6 [8]

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
1	TSEMP Cannon	LT	10	0 [DE,X]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
4	Streak SRM 4 (Clan)	RA	3	2/Msl [M,C]	—	4	8	12
1	AES	LA	—	[E]	—	—	—	—
1	Large Vibroblade	LA	7	14	—	—	—	—
1	ER Micro Laser (Clan)	RL	1	2 [DE]	—	1	2	4
1	ER Micro Laser (Clan)	LL	1	2 [DE]	—	1	2	4

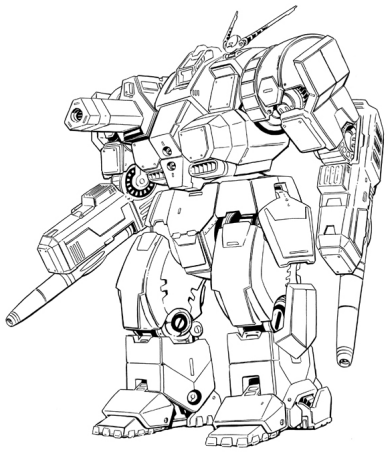
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WARRIOR DATA

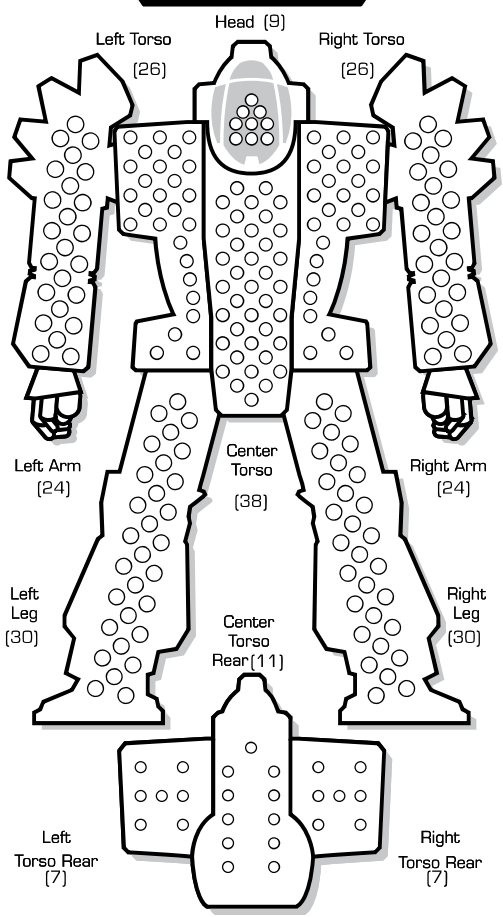
Name: _____

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. Large Vibroblade
6. Large Vibroblade

1-3

1. Large Vibroblade
2. Large Vibroblade
3. AES
4. AES
5. AES
6. AES

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

1-3

1. TSEMP Cannon
2. Supercharger
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Micro Laser (Clan)
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
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

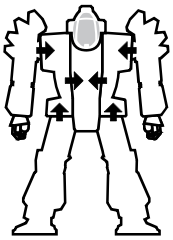
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser (Clan)
6. ER Medium Laser (Clan)

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. Streak SRM 4 (Clan)
6. Streak SRM 4 (Clan)

1-3

1. Streak SRM 4 (Clan)
2. Streak SRM 4 (Clan)
3. AES
4. AES
5. AES
6. AES

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

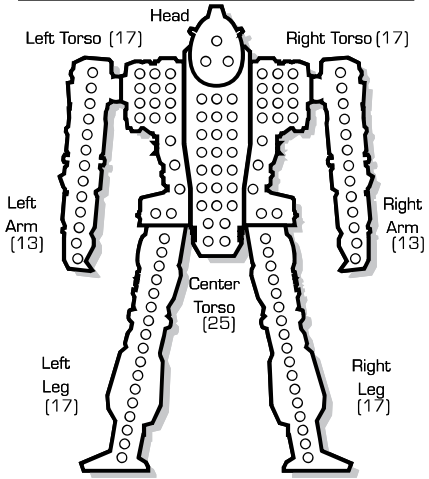
1-3

1. TSEMP Cannon
2. Ammo (Streak SRM 4) 25
3. Ammo (Streak SRM 4) 25
4. CASE II
5. Endo-Composite
6. Endo-Composite

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Micro Laser (Clan)
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) 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: Malice MAL-XT

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	–	4	8	12
1	LB 5-X AC	RT	1	5 [DB,C/F/S]	3	7	14	21
1	ER Medium Laser	LT	5	5 [DE]	–	4	8	12
1	LB 5-X AC	LT	1	5 [DB,C/F/S]	3	7	14	21
1	ER Medium Laser	RA	5	5 [DE]	–	4	8	12
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	7	14	21
1	ER Medium Laser	LA	5	5 [DE]	–	4	8	12
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	7	14	21

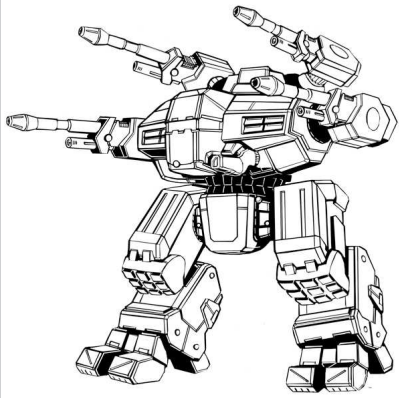
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WARRIOR DATA

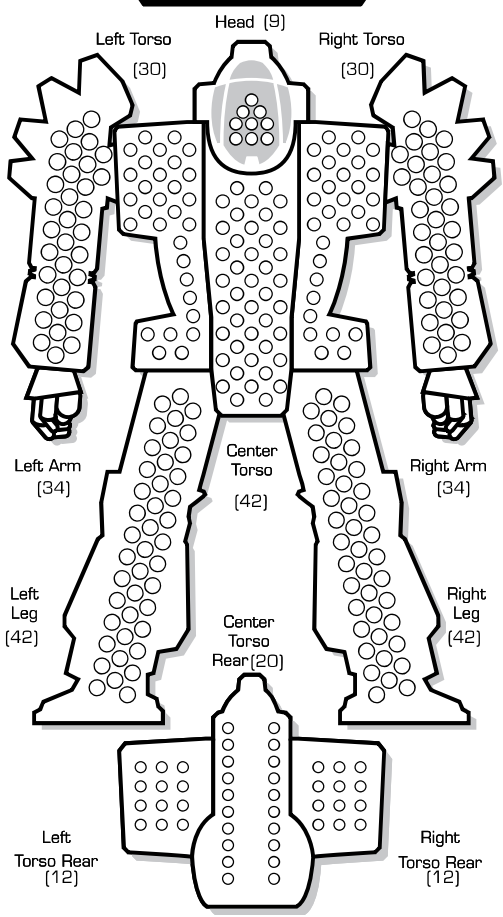
Name: _____

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 Medium Laser
1-3 4. LB 5-X AC
1-3 5. LB 5-X AC
1-3 6. LB 5-X AC
4-6 1. LB 5-X AC
4-6 2. LB 5-X AC
4-6 3. Endo-Steel
4-6 4. Endo-Steel
4-6 5. Endo-Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
1-3 4. ER Medium Laser
1-3 5. LB 5-X AC
1-3 6. LB 5-X AC
4-6 1. LB 5-X AC
4-6 2. LB 5-X AC
4-6 3. LB 5-X AC
4-6 4. Ammo (LB 5-X) 20
5. Ammo (LB 5-X Cluster) 20
6. Endo-Steel

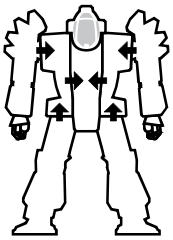
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gyro
1-3 5. Gyro
1-3 6. Gyro
4-6 1. Gyro
4-6 2. XL Fusion Engine
4-6 3. XL Fusion Engine
4-6 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

CATALYST game labs



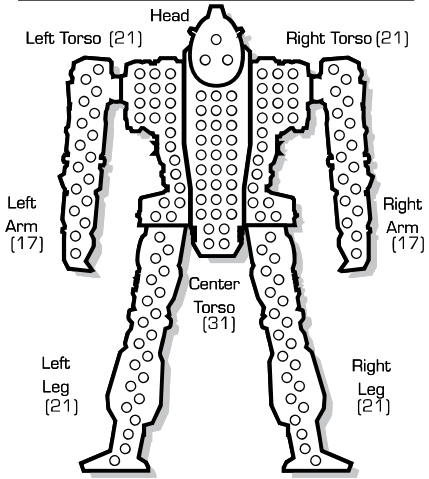
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
1-3 4. LB 5-X AC
1-3 5. LB 5-X AC
1-3 6. LB 5-X AC
4-6 1. LB 5-X AC
4-6 2. LB 5-X AC
4-6 3. Endo-Steel
4-6 4. Endo-Steel
4-6 5. Endo-Steel
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. ER Medium Laser
1-3 5. LB 5-X AC
1-3 6. LB 5-X AC
4-6 1. LB 5-X AC
4-6 2. LB 5-X AC
4-6 3. LB 5-X AC
4-6 4. Ammo (LB 5-X) 20
5. Ammo (LB 5-X Cluster) 20
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	12 (24) 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: Malice MAL-XP

Movement Points:		Tonnage:	100
Walking:	4	Tech Base:	Mixed Tech (I.S.)
Running:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	LB 5-X AC (Clan)	RT	1	5 [DB,C/F/S]	3	8	15	24
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	LB 5-X AC (Clan)	LT	1	5 [DB,C/F/S]	3	8	15	24
1	LB 10-X AC (Clan)	RA	2	10 [DB,C/F/S]	—	6	12	18
1	LB 10-X AC (Clan)	LA	2	10 [DB,C/F/S]	—	6	12	18

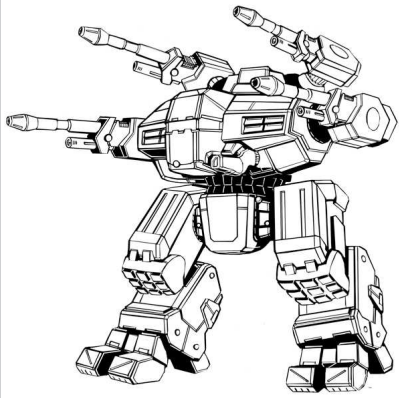
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WARRIOR DATA

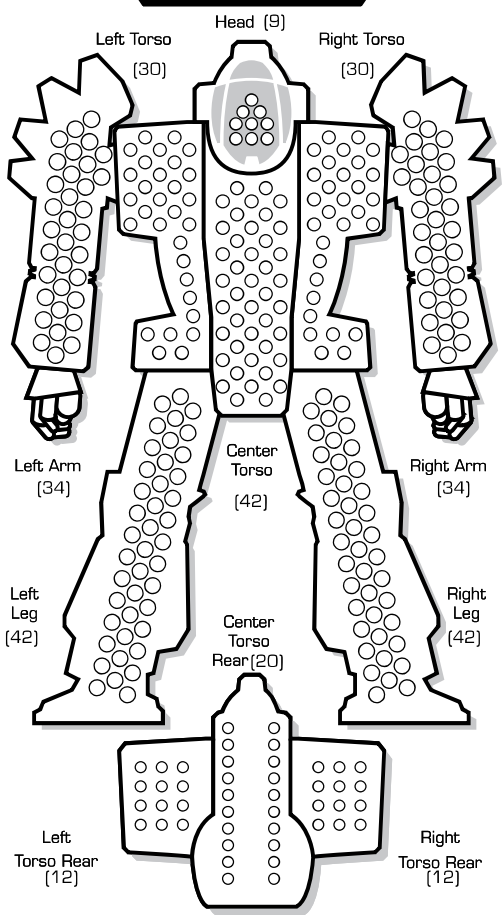
Name: _____

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. LB 10-X AC (Clan)
4. LB 10-X AC (Clan)
5. LB 10-X AC (Clan)
6. LB 10-X AC (Clan)

1. LB 10-X AC (Clan)
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser (Clan)
5. LB 5-X AC (Clan)
6. LB 5-X AC (Clan)

1. LB 5-X AC (Clan)
2. LB 5-X AC (Clan)
3. Ammo (LB 5-X) 20
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
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

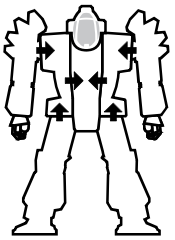
Center Torso

1. 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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC (Clan)
4. LB 10-X AC (Clan)
5. LB 10-X AC (Clan)
6. LB 10-X AC (Clan)

1. LB 10-X AC (Clan)
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso

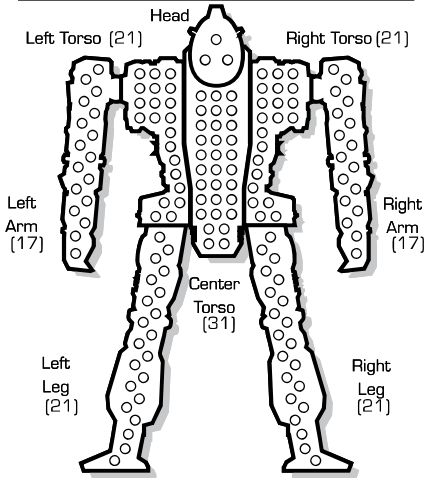
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser (Clan)
5. LB 5-X AC (Clan)
6. LB 5-X AC (Clan)

1. LB 5-X AC (Clan)
2. LB 5-X AC (Clan)
3. Ammo (LB 5-X Cluster) 20
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
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: Malice MAL-XV

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Improved Heavy Medium Laser (Clan)	RT	7	10 [DE,X]	—	3	6	9
1	LAC/5	RT	1	5 [DB,S]	—	5	10	15
1	Improved Heavy Medium Laser (Clan)	LT	7	10 [DE,X]	—	3	6	9
1	LAC/5	LT	1	5 [DB,S]	—	5	10	15
1	Improved Heavy Medium Laser (Clan)	RA	7	10 [DE,X]	—	3	6	9
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	Improved Heavy Medium Laser (Clan)	LA	7	10 [DE,X]	—	3	6	9
1	LAC/5	LA	1	5 [DB,S]	—	5	10	15

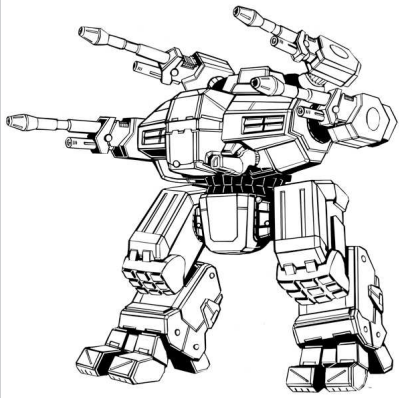
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WARRIOR DATA

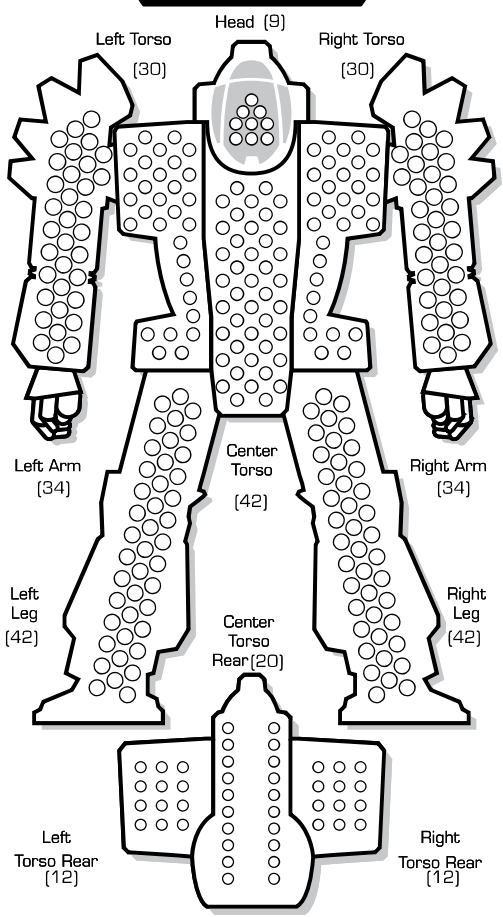
Name: _____

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. Improved Heavy Medium Laser (Clan)
4. Improved Heavy Medium Laser (Clan)
5. LAC/5
6. LAC/5

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Heavy Medium Laser (Clan)
5. Improved Heavy Medium Laser (Clan)
6. LAC/5

1. LAC/5
2. Ammo (LAC/5) 20
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. Ammo (LAC/5) 20
6. CASE II

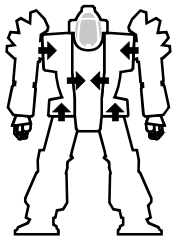
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
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 ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Heavy Medium Laser (Clan)

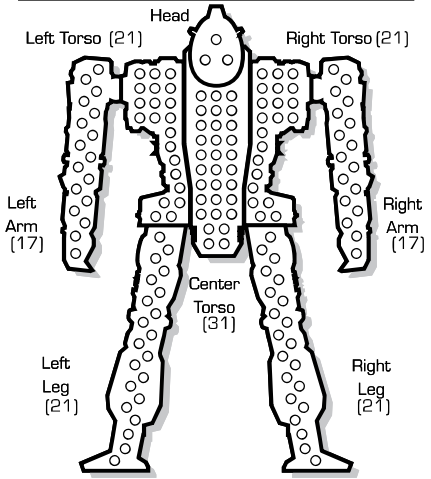
1. Improved Heavy Medium Laser (Clan)
2. LAC/5
3. LAC/5
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Heavy Medium Laser (Clan)
5. Improved Heavy Medium Laser (Clan)
6. LAC/5

1. LAC/5
2. Ammo (LAC/5) 20
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. Ammo (LAC/5) 20
6. CASE II

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+	○○
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: Malice MAL-YZ

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Clan TAG	HD	0	[E]	—	5	9	15
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	C³ Slave (IS)	CT	—	[E]	—	—	—	—
1	Modular Armor	CT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	RT	—	[E]	—	—	—	—
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Laser AMS	RA	5	— [PD]	—	—	—	—
1	Modular Armor	RA	—	[E]	—	—	—	—
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Laser AMS	LA	5	— [PD]	—	—	—	—
1	Modular Armor	LA	—	[E]	—	—	—	—
1	Modular Armor	RL	—	[E]	—	—	—	—
1	Modular Armor	LL	—	[E]	—	—	—	—

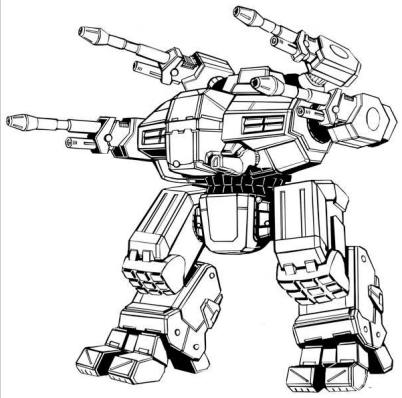
BV: 2,949

WARRIOR DATA

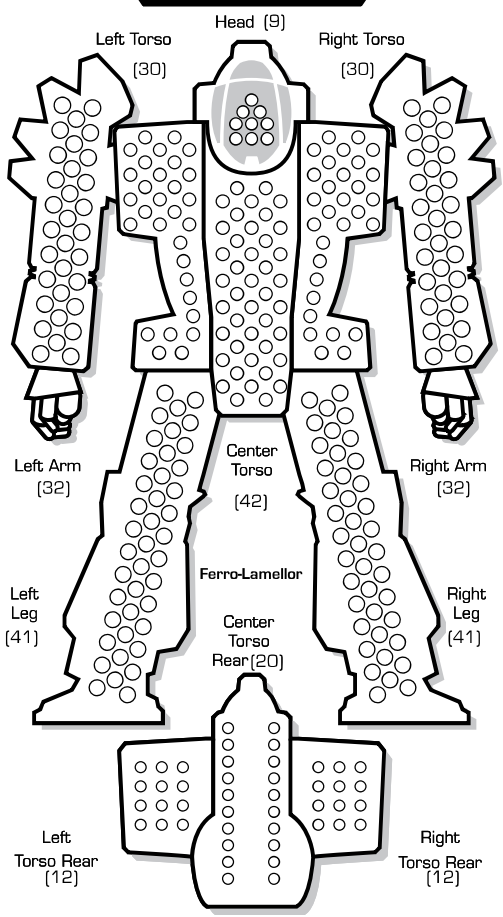
Name: _____

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. Large Pulse Laser
4. Large Pulse Laser
5. Laser AMS
6. Modular Armor [0000000000]

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

Left Torso (CASE)

1. O XXL Fusion Engine
2. O XXL Fusion Engine
3. O XXL Fusion Engine
4. O XXL Fusion Engine
5. ER Large Laser
6. Remote Sensor Dispenser

1. Coolant Pod
2. Modular Armor [0000000000]
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Left Leg

1. O Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Modular Armor [0000000000]
6. Roll Again

Head

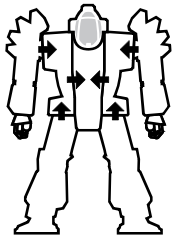
1. Life Support
2. Sensors
3. Cockpit
4. Clan TAG
5. Sensors
6. Life Support

Center Torso

1. O XXL Fusion Engine
2. O XXL Fusion Engine
3. O XXL Fusion Engine
4. O Compact Gyro (IS)
5. O Compact Gyro (IS)
6. O XXL Fusion Engine

1. O XXL Fusion Engine
2. O XXL Fusion Engine
3. Angel ECM Suite
4. Angel ECM Suite
5. C³ Slave (IS)
6. Modular Armor [0000000000]

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. Large Pulse Laser
4. Large Pulse Laser
5. Laser AMS
6. Modular Armor [0000000000]

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

Right Torso (CASE)

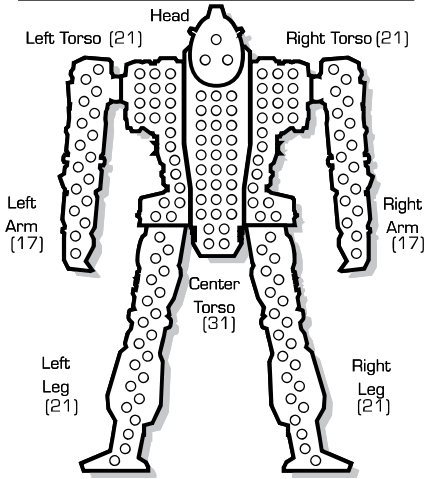
1. O XXL Fusion Engine
2. O XXL Fusion Engine
3. O XXL Fusion Engine
4. O XXL Fusion Engine
5. ER Large Laser
6. Remote Sensor Dispenser

1. Coolant Pod
2. Modular Armor [0000000000]
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Right Leg

1. O Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Modular Armor [0000000000]
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 (24) 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™

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Poseidon PSD-V2

Movement Points:
Walking: 3
Running: 5

Tonnage: 125
Tech Base: Mixed (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	MRM 20 w/Apollo FCS	RA	6	1/Msl [M,C]	—	3	8	15
1	TSEMP	RA	10	* [DE,X]	—	5	10	15
2	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

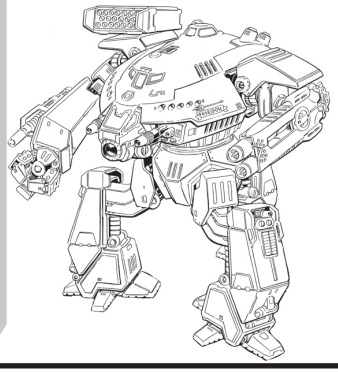
BV: 3,760

WARRIOR DATA

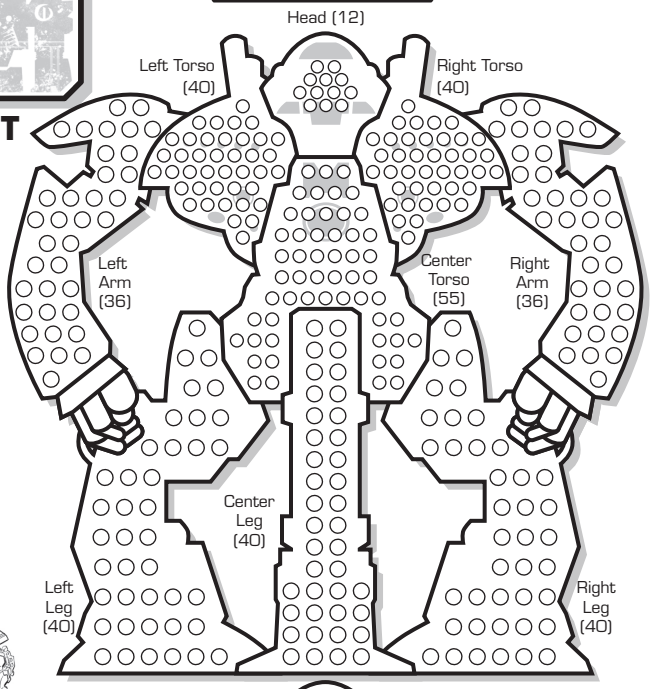
Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

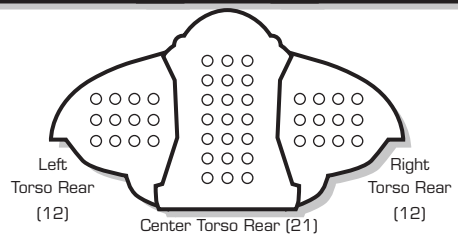
Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
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. ER PPC (Clan)
6. ER PPC (Clan)

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso (CASE II)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser (Clan)
6. ER Small Laser (Clan)

1. LRM 5
2. SRM 2
3. Ammo (SRM) 50
4. Ammo (MRM) 12
5. CASE II
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

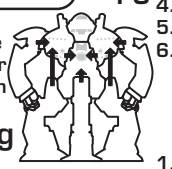
Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 2
5. ER Small Laser (Clan)
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs Damage Transfer Diagram



Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 20
6. MRM 20

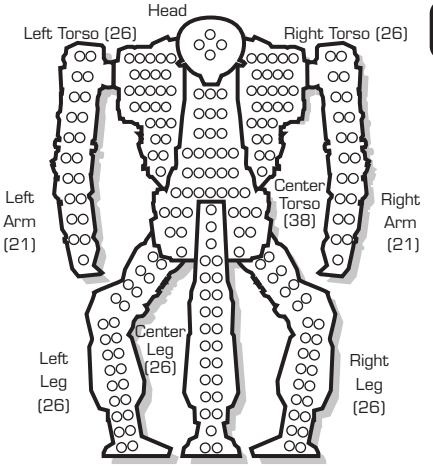
1. MRM Apollo FCS
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. Roll Again
6. Roll Again

Right Torso (CASE II)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser (Clan)
6. ER Small Laser (Clan)

1. LRM 5
2. SRM 2
3. Ammo (LRM) 24
4. Ammo (MRM) 12
5. CASE II
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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: 20 (40) 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™

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1 Zeus

Movement Points:
Walking: 2
Running: 3

Tonnage: 135
Tech Base: Mixed (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	0	[E]	—	—	—	—
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
3	Streak SRM 6 (C)	RA	4	2/Msl [M,C,S]	—	4	8	12
2	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

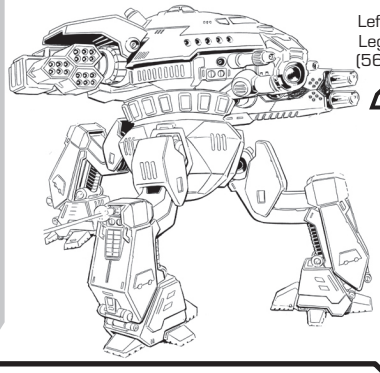
BV: 3,653

WARRIOR DATA

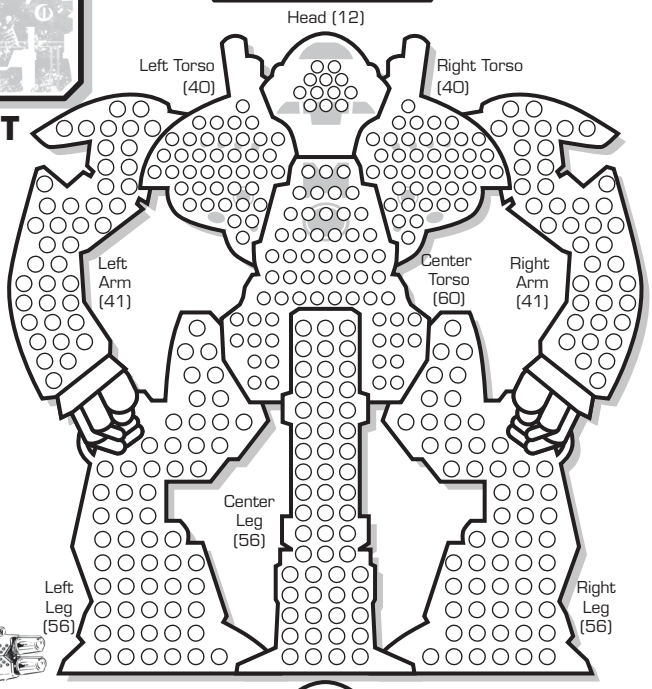
Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

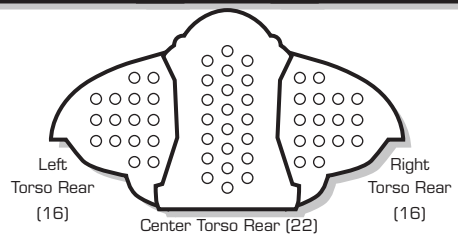
Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
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 (Clan)
4. ER PPC (Clan)
5. Endo-Composite
6. Roll Again

Left Torso (CASE II)
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 (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (SRM) 50
6. CASE II

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

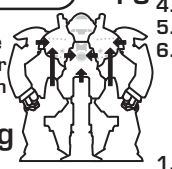
Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Double Heat Sink

1. Double Heat Sink
2. SRM 2
3. ER Small Laser (Clan)
4. Targeting Computer
5. Targeting Computer
6. Endo-Composite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs Damage Transfer Diagram



Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm (CASE II)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6 (Clan)
6. Streak SRM 6 (Clan)

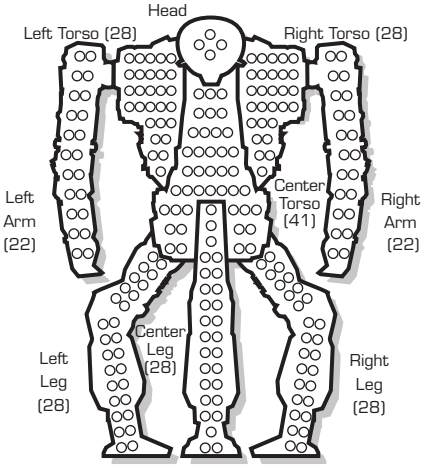
1. Streak SRM 6 (Clan)
2. Ammo (Streak) 30
3. Ammo (Streak) 30
4. CASE II
5. Endo-Composite
6. Roll Again

Right Torso (CASE II)
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 (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (LRM) 24
6. CASE II

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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: 21 (42) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
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™

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1A Hera

Movement Points:
Walking: 2
Running: 3

Tonnage: 135
Tech Base: Mixed (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	Improved Heavy Gauss Rifle	RA	2	22 [DB,X]	3	6	12	19
3	ER Medium Pulse Lasers (C)	LA	6	7 [P]	—	5	9	14
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

BV: 3,320

WARRIOR DATA

Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____

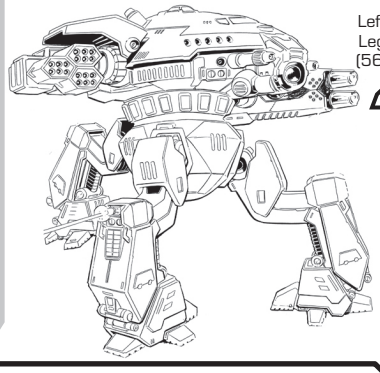
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____

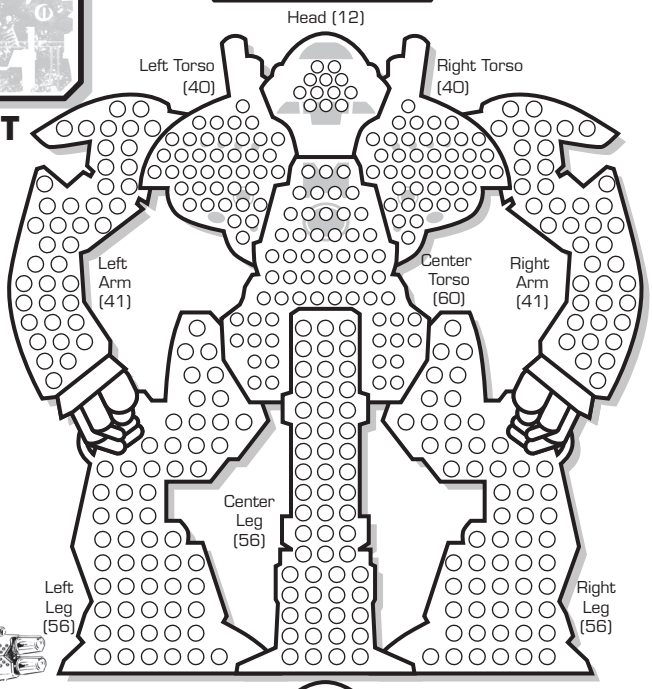
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

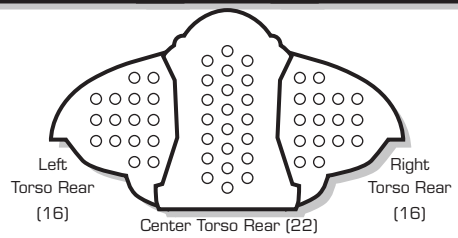
Tech: _____
Gunnery Skill: ____ Piloting Skill: ____

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. ER Medium Pulse Laser (Clan)
2. ER Medium Pulse Laser (Clan)
3. ER Medium Pulse Laser (Clan)
4. Endo-Composite
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE II)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (SRM) 50
6. CASE II

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Double Heat Sink

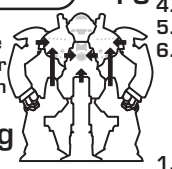
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 2
5. ER Small Laser (Clan)
6. Endo-Composite

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs — Damage Transfer Diagram



Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm (CASE II)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

1-3

1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. CASE II
6. Endo-Composite

4-6

Right Torso (CASE II)
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser (Clan)
4. ER Small Laser (Clan)
5. LRM 5
6. SRM 2

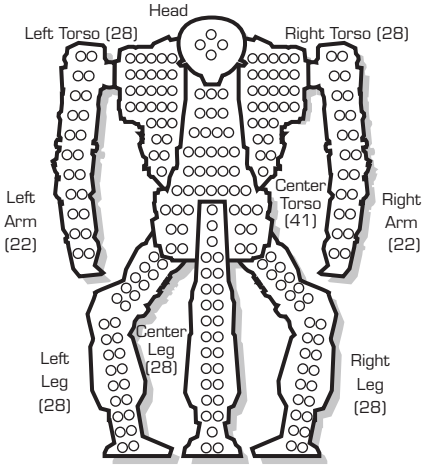
1-3

1. Ammo (LRM) 24
2. Ammo (iHeavy Gauss) 8
3. Ammo (iHeavy Gauss) 8
4. Ammo (iHeavy Gauss) 8
5. CASE II
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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: 18 (36) 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™

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1B Hades

Movement Points:
Walking: 2
Running: 3

Tonnage: 135
Tech Base: Mixed (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	MRM 20 w/Apollo FCS	RA	6	1/Msl [M,C]	—	3	8	15
1	TSEMP	RA	10	* [DE,X]	—	5	10	15
1	Ultra AC/10 (C)	LA	3/Sht	10/Sht [DB,R/C]	—	6	12	18
1	MRM 20 w/Apollo FCS	LA	6	1/Msl [M,C]	—	3	8	15
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

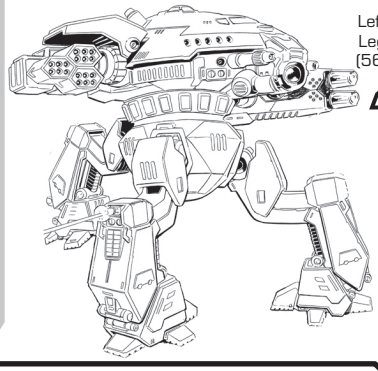
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WARRIOR DATA

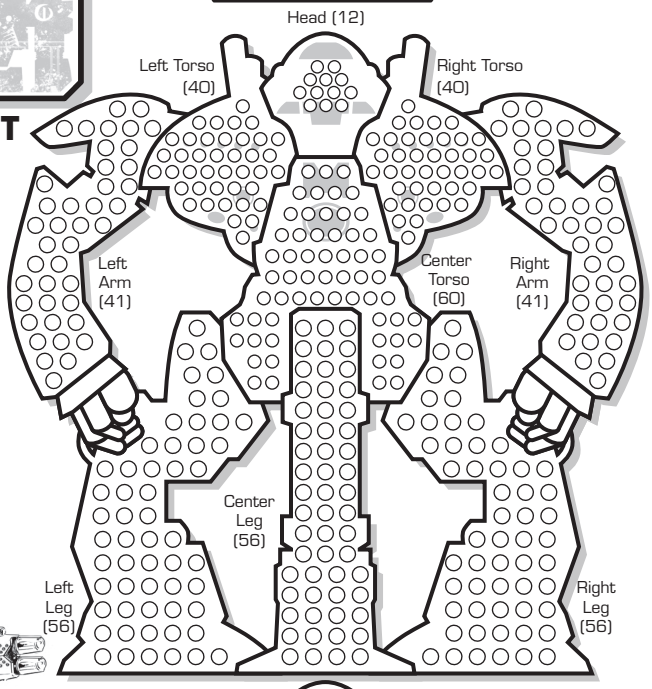
Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

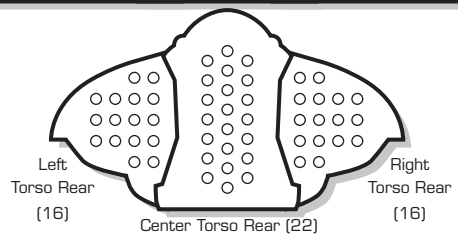
Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
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 II)
1. Shoulder
2. Upper Arm Actuator
3. MRM 20
4. MRM 20
5. MRM Apollo FCS
6. Ultra AC/10 (Clan)

1. Ultra AC/10 (Clan)
2. Ammo (Ultra) 20
3. Ammo (Ultra) 20
4. CASE II
5. Endo-Composite
6. Roll Again

Left Torso (CASE II)
1. ER Medium Laser (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (SRM) 50
6. Ammo (MRM) 12

1. CASE II
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. A-Pod
6. A-Pod

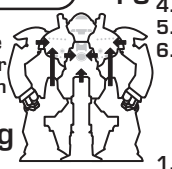
Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 2
5. ER Small Laser (Clan)
6. Endo-Composite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs — Damage Transfer Diagram



Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MRM 20
6. MRM 20

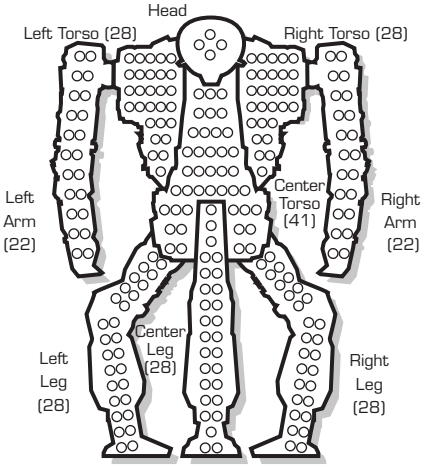
1. MRM Apollo FCS
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. Endo-Composite
6. Roll Again

Right Torso (CASE II)
1. ER Medium Laser (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (LRM) 24
6. Ammo (MRM) 12

1. CASE II
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. A-Pod
6. A-Pod

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+	
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™

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1C Aphrodite

Movement Points:
Walking: 2
Running: 3

Tonnage: 135
Tech Base: Mixed (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Master	RT	0	[E]	—	5	9	15
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	Angel ECM Suite	CT	0	[E]	—	—	—	6
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	C³ Master	LT	0	[E]	—	5	9	15
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
3	Streak LRM 5 (C)	RA	2	1/Msl [M,C]	—	7	14	21
1	Rotary AC/5 (C)	LA	1/Sht	5/Sht [DB,R/C]	—	5	10	15
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

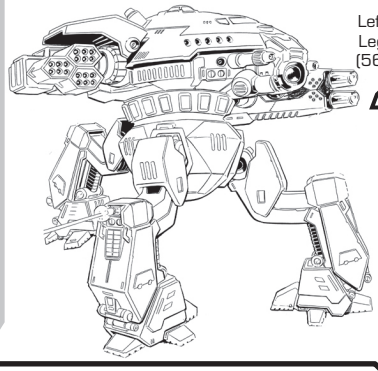
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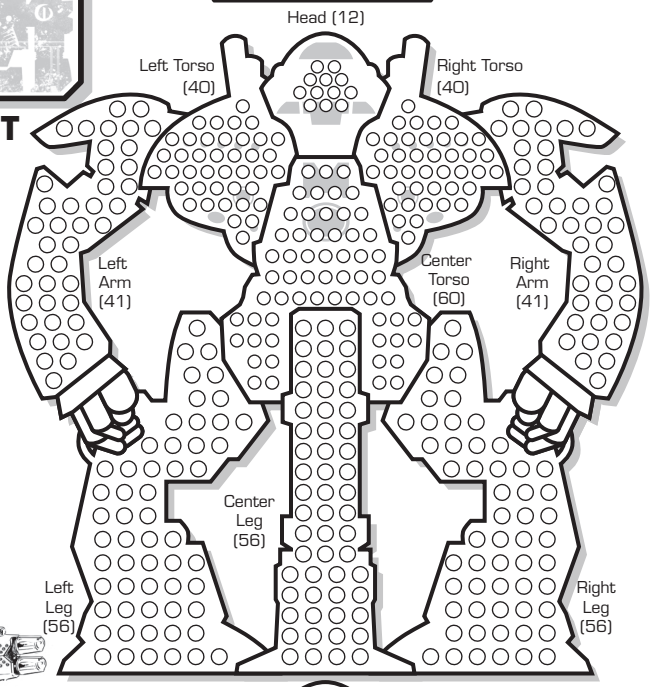
Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

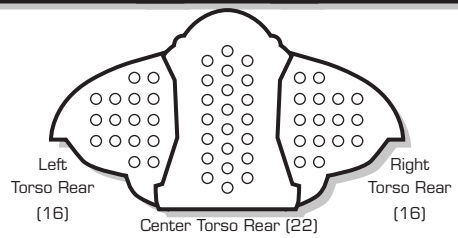
Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
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 II)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Rotary AC/5 (Clan)
6. Rotary AC/5 (Clan)

1. Rotary AC/5 (Clan)
2. Rotary AC/5 (Clan)
3. Ammo (RAC) 40
4. Ammo (RAC) 40
5. CASE II
6. Endo-Composite

Left Torso (CASE II)
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser (Clan)
4. ER Small Laser (Clan)
5. LRM 5
6. SRM 2

1. Ammo (SRM) 50
2. C³ Master
3. C³ Master
4. C³ Master
5. CASE II
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

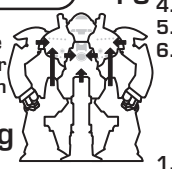
Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Double Heat Sink

1. Double Heat Sink
2. ER Small Laser (Clan)
3. SRM 2
4. Angel ECM Suite
5. Angel ECM Suite
6. Endo-Composite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs Damage Transfer Diagram



Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm (CASE II)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

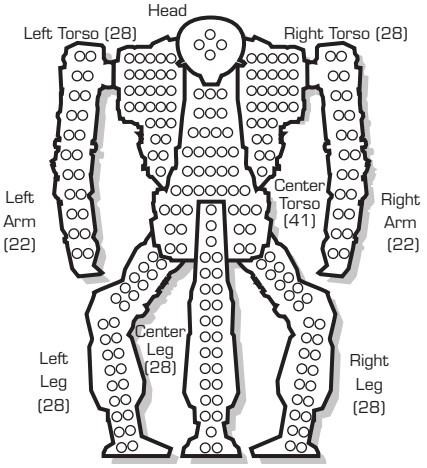
1. Streak LRM 5 (Clan)
2. Streak LRM 5 (Clan)
3. Streak LRM 5 (Clan)
4. Ammo (Streak) 48
5. CASE II
6. Endo-Composite

Right Torso (CASE II)
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser (Clan)
4. ER Small Laser (Clan)
5. LRM 5
6. SRM 2

1. Ammo (LRM) 24
2. C³ Master
3. C³ Master
4. C³ Master
5. CASE II
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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: 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™

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1D Hephaestus

Movement Points:
Walking: 2
Running: 3

Tonnage: 135
Tech Base: Mixed (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	Radical Heat Sink System	CT	—	[E]	—	—	—	—
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
2	Large Pulse Lasers (C)	RA	10	10 [P]	—	6	14	20
1	Light PPC	RA	5	5 [DE]	3	6	12	18
2	ER Large Lasers (C)	LA	12	10 [DE]	—	8	15	25
1	C³ Slave Unit	LA	—	[E]	—	—	—	—
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

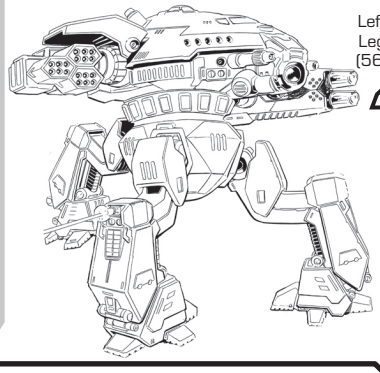
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WARRIOR DATA

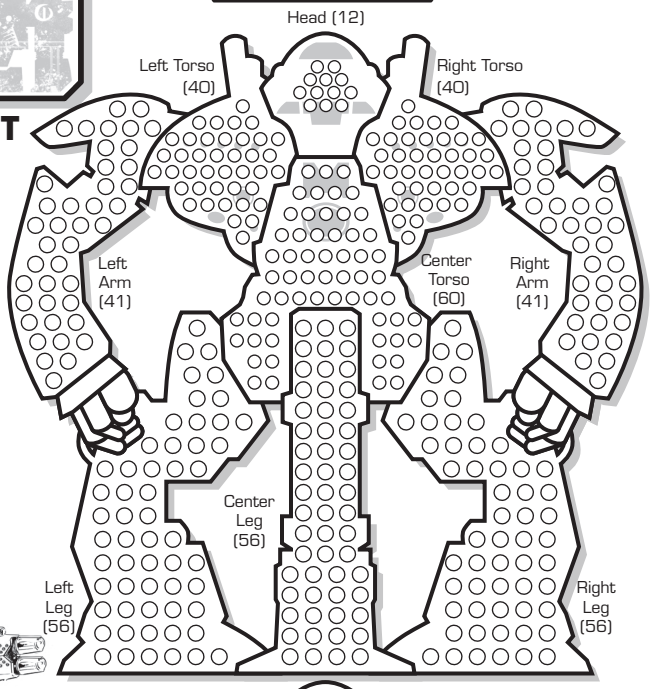
Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

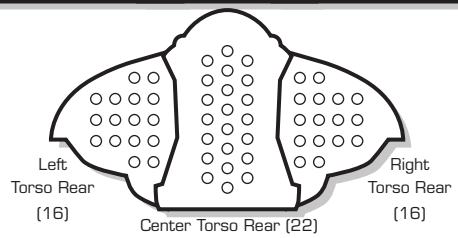
Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
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. Large Pulse Laser (Clan)
4. Large Pulse Laser (Clan)
5. C³ Slave
6. Endo-Composite

Left Torso (CASE II)
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 (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (SRM) 50
6. CASE II

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

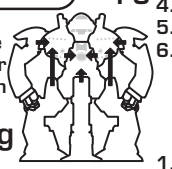
Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Double Heat Sink

1. Double Heat Sink
2. ER Small Laser (Clan)
3. SRM 2
4. Radical Heat Sink System
5. Radical Heat Sink System
6. Endo-Composite

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

CATALYST game labs Damage Transfer Diagram



Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

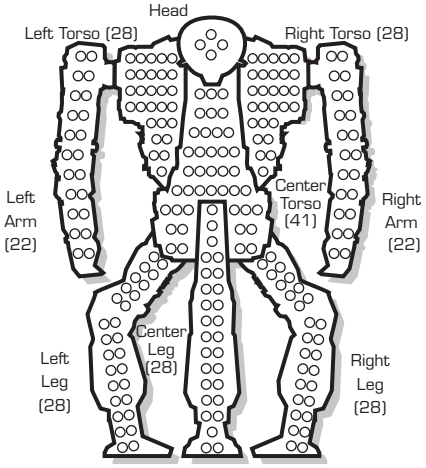
1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser (Clan)
4. Large Pulse Laser (Clan)
5. Light PPC
6. Endo-Composite

Right Torso (CASE II)
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 (Clan)
2. ER Small Laser (Clan)
3. LRM 5
4. SRM 2
5. Ammo (LRM) 24
6. CASE II

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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: 23 (46) 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™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Schrack SCK-O

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

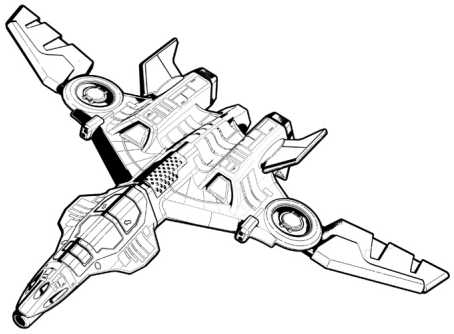
Weapons & Equipment Inventory

Standard Scale

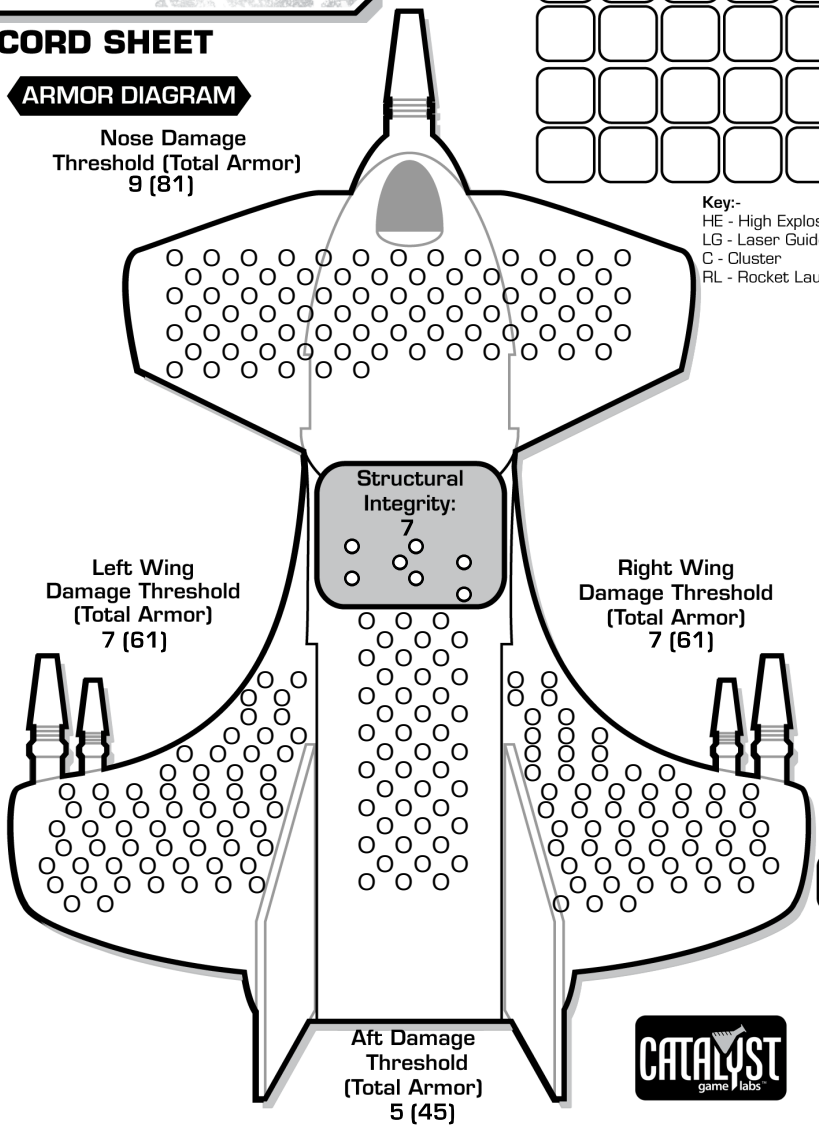
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
3	ER Medium Laser [DE]	N	5	5	5	–	–
1	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	–
1	Streak SRM 2 [M,C]	LW	2	4	–	–	–
1	Streak SRM 2 [M,C]	RW	2	4	–	–	–

Ammo: (Streak SRM 2) 50, (iHeavy Gauss) 12
Fuel: 400 Points

BV: 2,113



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:
10 (20)
Double
O O O O O O O O O O

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: Schrack SCK-OA

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

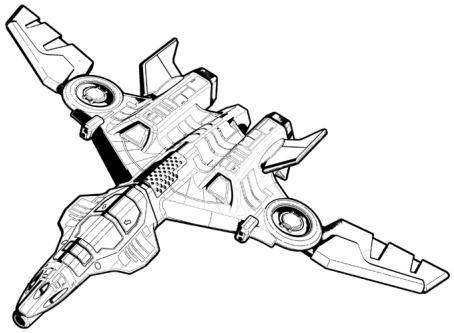
Weapons & Equipment Inventory

Standard Scale

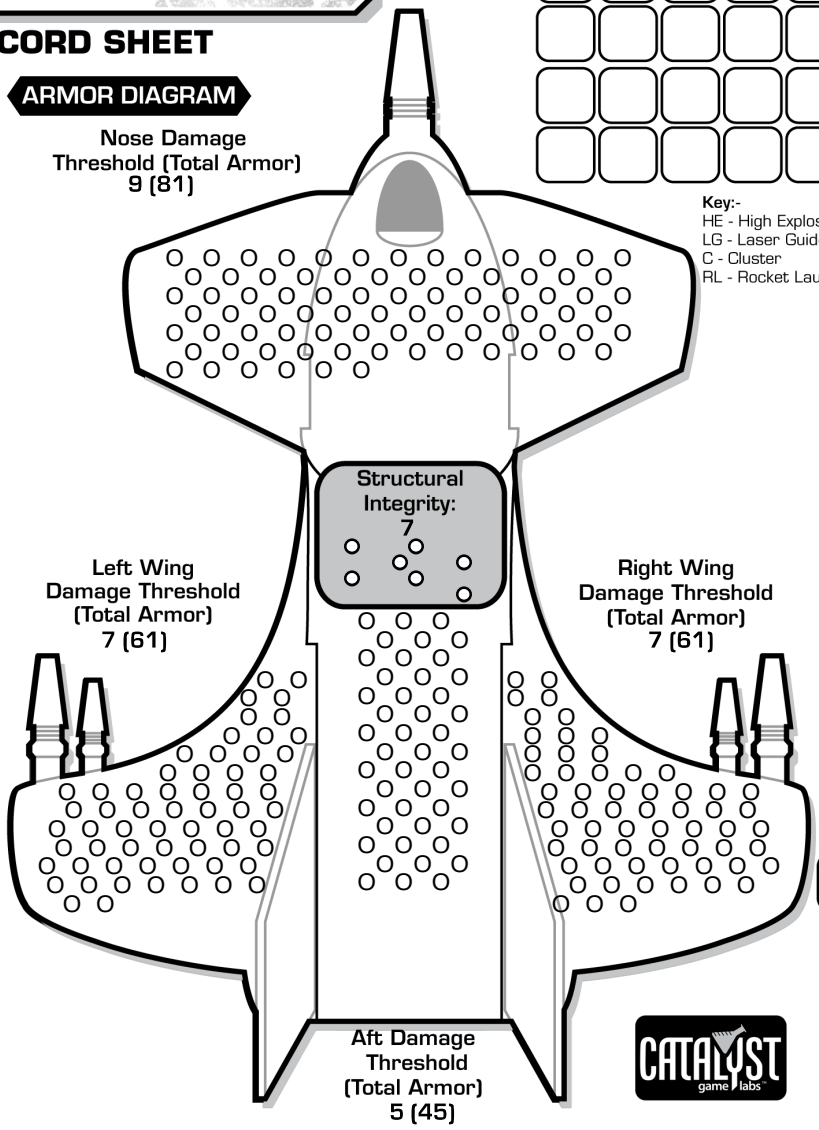
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
3	ER Medium Laser [DE]	LW	5	5	5	—	—
3	ER Medium Laser [DE]	RW	5	5	5	—	—
1	ER Medium Laser [DE]	A	5	5	5	—	—

Ammo: (Gauss) 16
Fuel: 400 Points

BV: 2,173



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
O O
O 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: Schrack SCK-OB

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

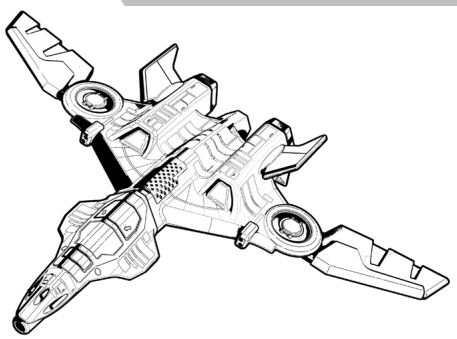
Weapons & Equipment Inventory

Standard Scale

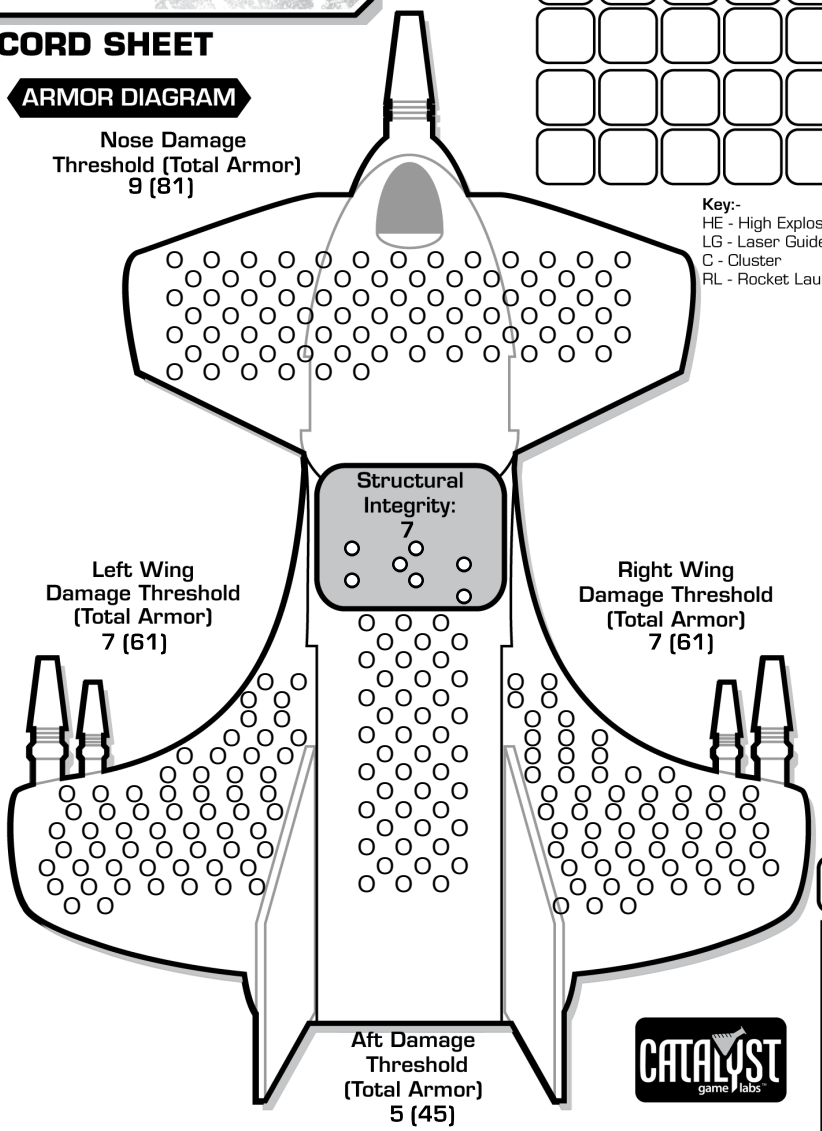
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
2	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—

Ammo: (RAC/5) 140
Fuel: 400 Points

BV: 2,212



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

O O
O
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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: Simurgh SMG-O

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

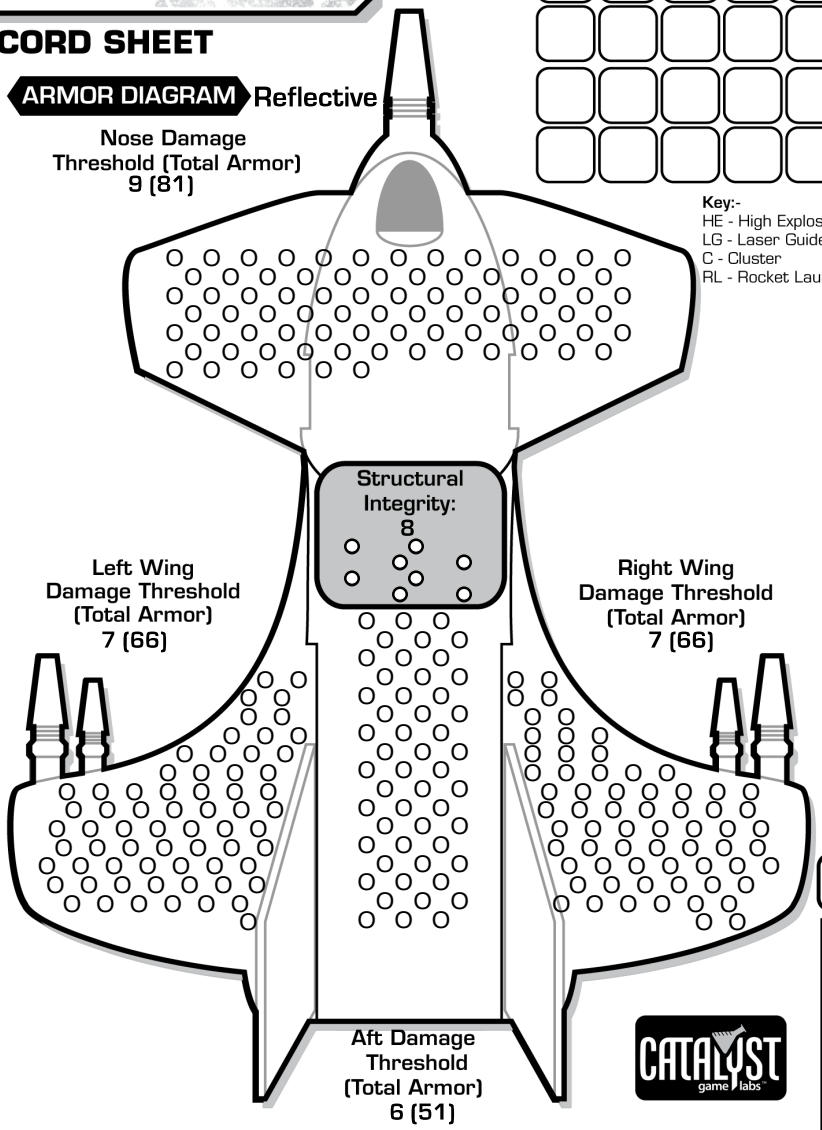
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Heavy Gauss Rifle [DB,X]	N	2	25	20	10	—
2	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—

Ammo: (RAC/5) 120, (Heavy Gauss) 12
Fuel: 400 Points

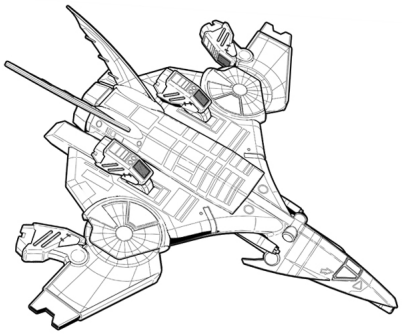
BV: 2,921

ARMOR DIAGRAM — Reflective



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: Simurgh SMG-OA

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

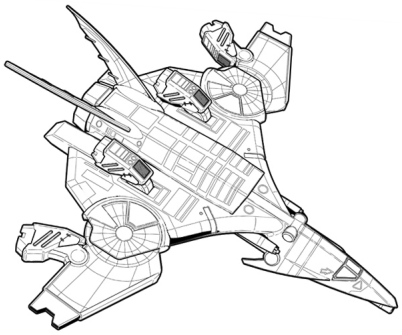
Weapons & Equipment Inventory

Standard Scale

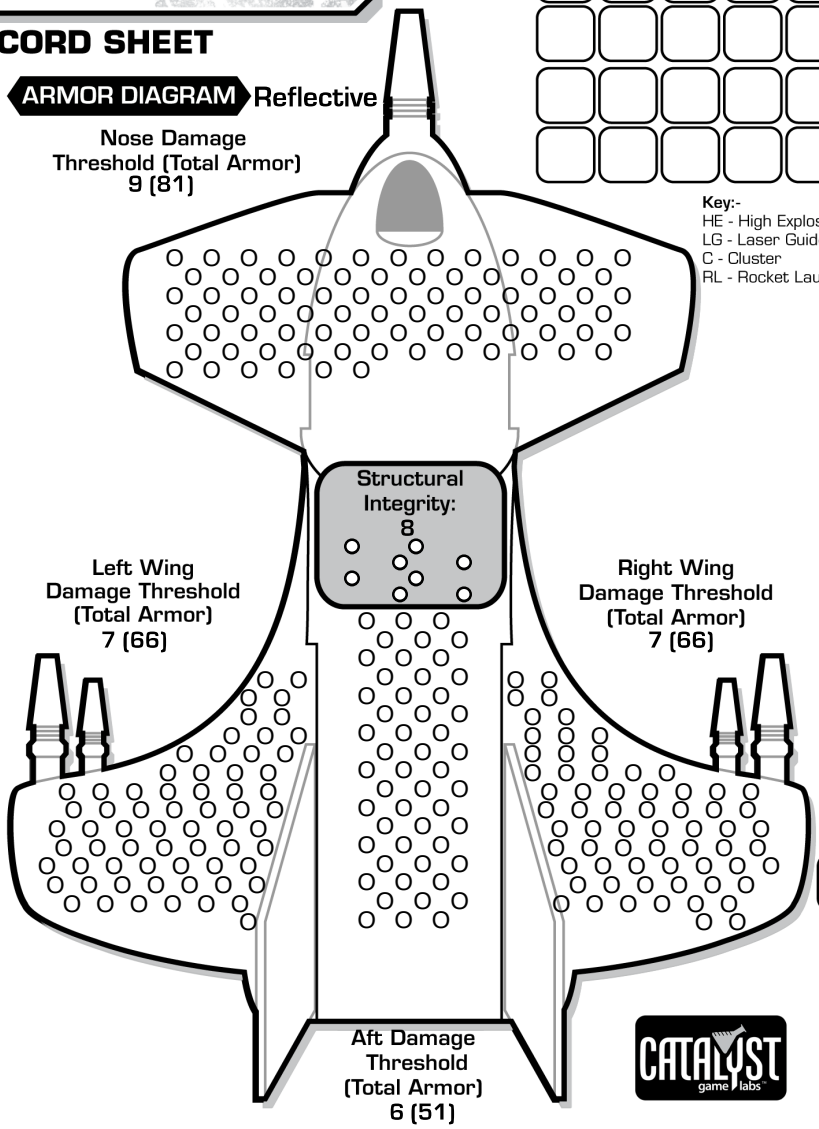
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	MRM 40 [M,C] w/Apollo FCS	N	12	24	24	–	–
1	Rotary AC/5 [DB,R/C]	N	1	20	20	–	–

Ammo: (RAC/5) 60, (MRM 40) 24
Fuel: 400 Points

BV: 2,622



ARMOR DIAGRAM Reflective



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: 14 (28) Double

O 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: Simurgh SMG-OB

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

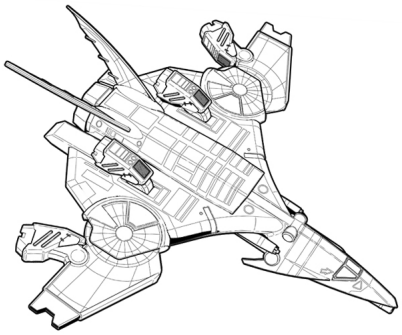
Weapons & Equipment Inventory

Standard Scale

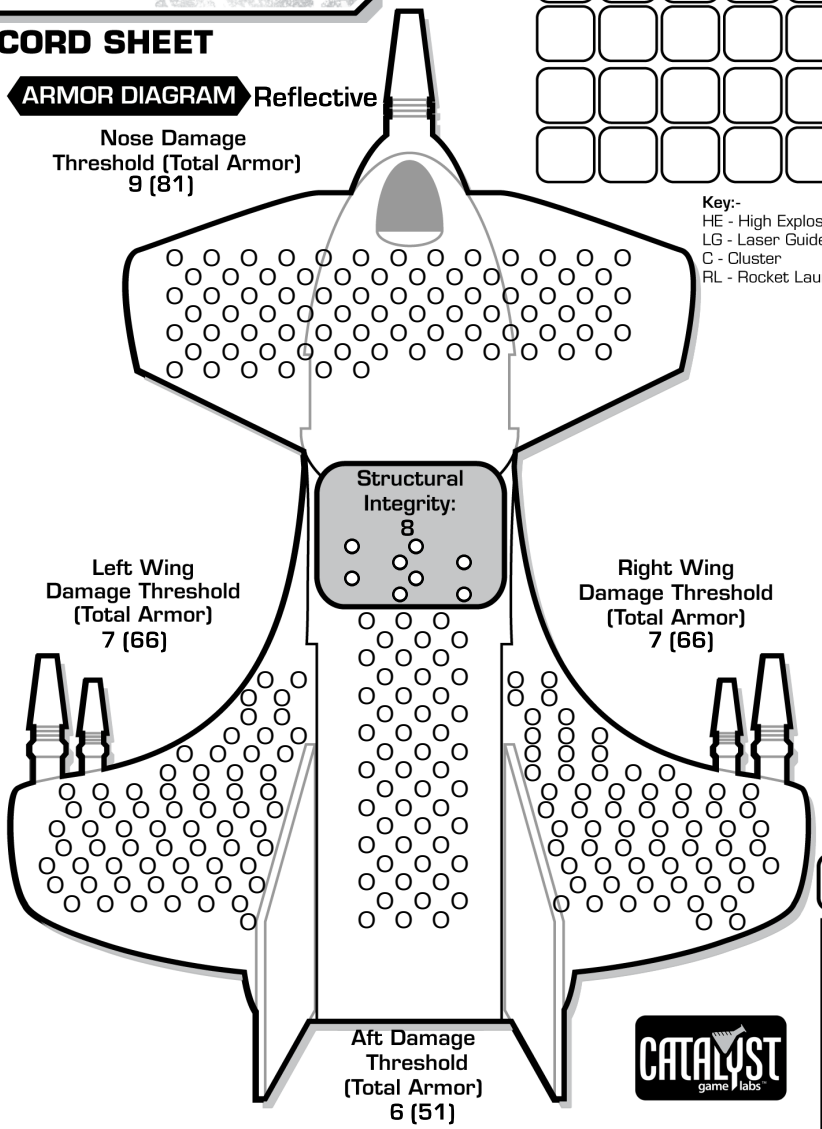
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	–

Ammo: (iHeavy Gauss) 28
Fuel: 400 Points

BV: 2,864



ARMOR DIAGRAM Reflective



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

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Duat Military Transport

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 8,500
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

Standard Scale

	Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
3	Gauss Rifle [48 rnds]	N	3	5 [45]	5 [45]	5 [45]	—
3	Large VSP Laser	N	30	3 [30]	2 [21]	—	—
3	MML 9 w/Artemis IV FCS	N	15				
	[33 SRM rnds]			4 [42]	—	—	—
	[39 LRM rnds]			2 [21]	2 [21]	2 [21]	—
3	Cruise Missile/50 [60 rnds]	N	150	—	—	—	—
4	Gauss Rifle [64 rnds]	FL/FR	4	6 [60]	6 [60]	6 [60]	—
4	Large VSP Laser	FL/FR	40	4 [40]	3 [28]	—	—
4	MML 9 w/Artemis IV FCS	FL/FR	20				
	[44 SRM rnds]			6 [56]	—	—	—
	[52 LRM rnds]			3 [28]	3 [28]	3 [28]	—
3	Laser AMS	FL/FR	21	1 [9]	Point Defense		
4	Gauss Rifle [64 rnds]	AL/AR	4	6 [60]	6 [60]	6 [60]	—
4	Large VSP Laser	AL/AR	40	4 [40]	3 [28]	—	—
4	Large VSP Laser	A	40	4 [40]	3 [28]	—	—
3	Laser AMS	A	21	1 [9]	Point Defense		

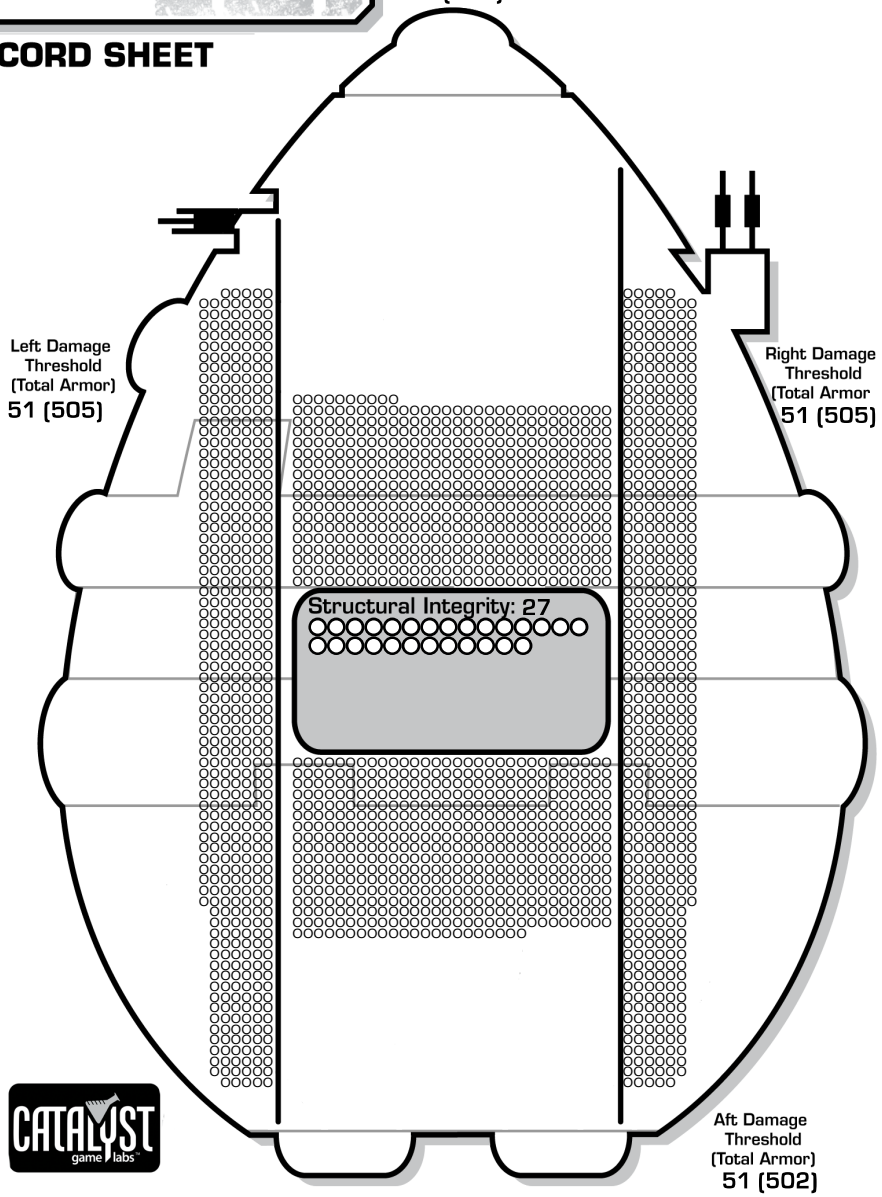
Notes:
Drone Carrier Control System (6 drones)

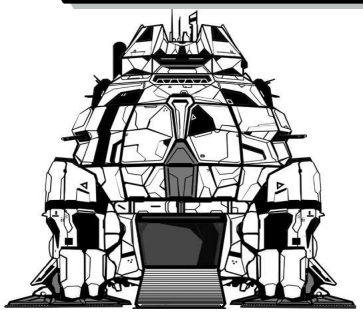
Cargo:
Bay 1: Mech - 6 units (1 door)
Bay 2: Battle Armor Bay - 6 Level I (1 door)
Bay 3: Infantry Bay - 1 platoon (6 doors)
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Bay 4: Cargo Space - 678.50 tons (1 door)

BV: 16,695 **Fuel:** 3,000

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: 23 Marines: 0
Passengers: 6
Other: 88 Battle Armor: 0
Life Boats/Escape Pods: 4/4

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: 150 (300) Double

Heat Generation Per Arc

Nose:	198	Aft:	61
Fore-Left:	85	Aft-Left:	44
Fore-Right:	85	Aft-Right:	44

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CLANS

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Constable [ECM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
ECM Suite (Body)	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 2

Type: Constable [ECM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
ECM Suite (Body)	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 3

Type: Constable [ECM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
ECM Suite (Body)	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 4

Type: Constable [ECM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
ECM Suite (Body)	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 5

Type: Constable [ECM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
ECM Suite (Body)	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

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)

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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: Constable [LMG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Searchlight	[E]	–	–	–	9

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

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

BV: 171/24

BATTLE ARMOR: SQUAD 2

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Searchlight	[E]	–	–	–	9

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

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

BV: 171/24

BATTLE ARMOR: SQUAD 3

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Searchlight	[E]	–	–	–	9

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

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

BV: 171/24

BATTLE ARMOR: SQUAD 4

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Searchlight	[E]	–	–	–	9

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

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

BV: 171/24

BATTLE ARMOR: SQUAD 5

Type: Constable [LMG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light Machine Gun (Body)	1 [DB,AI]	–	2	4	6
Searchlight	[E]	–	–	–	9

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

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

BV: 171/24

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: Constable [SRM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9
SRM 1 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○					

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

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

BV: 226/32

BATTLE ARMOR: SQUAD 2

Type: Constable [SRM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9
SRM 1 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○					

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

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

BV: 226/32

BATTLE ARMOR: SQUAD 3

Type: Constable [SRM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9
SRM 1 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○					

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

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

BV: 226/32

BATTLE ARMOR: SQUAD 4

Type: Constable [SRM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9
SRM 1 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○					

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

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

BV: 226/32

BATTLE ARMOR: SQUAD 5

Type: Constable [SRM] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Searchlight	[E]	–	–	–	9
SRM 1 (Body)	2/Msl [M,C,S]	–	3	6	9
Ammo ○○○○					

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

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

BV: 226/32

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: Constable [Sensor] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Improved Sensors (Body)	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 2

Type: Constable [Sensor] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Improved Sensors (Body)	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 3

Type: Constable [Sensor] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Improved Sensors (Body)	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 4

Type: Constable [Sensor] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Improved Sensors (Body)	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

BATTLE ARMOR: SQUAD 5

Type: Constable [Sensor] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Improved Sensors (Body)	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

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

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

BV: 154/22

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)

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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: Constable [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light TAG (Body)	[E]	–	3	6	9
Searchlight	[E]	–	–	–	9

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

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

5 ○○○○○

BV: 144/21

BATTLE ARMOR: SQUAD 2

Type: Constable [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light TAG (Body)	[E]	–	3	6	9
Searchlight	[E]	–	–	–	9

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

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

5 ○○○○○

BV: 144/21

BATTLE ARMOR: SQUAD 3

Type: Constable [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light TAG (Body)	[E]	–	3	6	9
Searchlight	[E]	–	–	–	9

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

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

5 ○○○○○

BV: 144/21

BATTLE ARMOR: SQUAD 4

Type: Constable [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light TAG (Body)	[E]	–	3	6	9
Searchlight	[E]	–	–	–	9

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

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

5 ○○○○○

BV: 144/21

BATTLE ARMOR: SQUAD 5

Type: Constable [TAG] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	–	1	2	3
Light TAG (Body)	[E]	–	3	6	9
Searchlight	[E]	–	–	–	9

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

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

5 ○○○○○

BV: 144/21

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: Buraq **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 268/38

BATTLE ARMOR: SQUAD 2

Type: Buraq **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 268/38

BATTLE ARMOR: SQUAD 3

Type: Buraq **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 268/38

BATTLE ARMOR: SQUAD 4

Type: Buraq **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 268/38

BATTLE ARMOR: SQUAD 5

Type: Buraq **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
Searchlight	[E]	—	—	—	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 268/38

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Buraq (Hunter-Killer) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	–	–	–	–
Bearhunter Superheavy AC	3 [DB,AI]	–	–	1	2
Improved Sensors	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 226/32

BATTLE ARMOR: SQUAD 2

Type: Buraq (Hunter-Killer) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	–	–	–	–
Bearhunter Superheavy AC	3 [DB,AI]	–	–	1	2
Improved Sensors	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 226/32

BATTLE ARMOR: SQUAD 3

Type: Buraq (Hunter-Killer) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	–	–	–	–
Bearhunter Superheavy AC	3 [DB,AI]	–	–	1	2
Improved Sensors	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 226/32

BATTLE ARMOR: SQUAD 4

Type: Buraq (Hunter-Killer) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	–	–	–	–
Bearhunter Superheavy AC	3 [DB,AI]	–	–	1	2
Improved Sensors	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 226/32

BATTLE ARMOR: SQUAD 5

Type: Buraq (Hunter-Killer) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
BA Myomer Booster	[E]	–	–	–	–
Bearhunter Superheavy AC	3 [DB,AI]	–	–	1	2
Improved Sensors	[E]	–	–	–	2
Searchlight	[E]	–	–	–	9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 226/32

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)

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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: Buraq (Support) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2	2/Msl [M,C,S]	—	4	8	12
Ammo O O O O					
BA Myomer Booster	[E]	—	—	—	—
Light TAG	[E]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 444/63

BATTLE ARMOR: SQUAD 2

Type: Buraq (Support) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2	2/Msl [M,C,S]	—	4	8	12
Ammo O O O O					
BA Myomer Booster	[E]	—	—	—	—
Light TAG	[E]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 444/63

BATTLE ARMOR: SQUAD 3

Type: Buraq (Support) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2	2/Msl [M,C,S]	—	4	8	12
Ammo O O O O					
BA Myomer Booster	[E]	—	—	—	—
Light TAG	[E]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 444/63

BATTLE ARMOR: SQUAD 4

Type: Buraq (Support) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2	2/Msl [M,C,S]	—	4	8	12
Ammo O O O O					
BA Myomer Booster	[E]	—	—	—	—
Light TAG	[E]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 444/63

BATTLE ARMOR: SQUAD 5

Type: Buraq (Support) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 7

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2	2/Msl [M,C,S]	—	4	8	12
Ammo O O O O					
BA Myomer Booster	[E]	—	—	—	—
Light TAG	[E]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 444/63

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: Wraith — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 3

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

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

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

BV: 392/56

BATTLE ARMOR: SQUAD 2

Type: Wraith — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 3

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

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

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

BV: 392/56

BATTLE ARMOR: SQUAD 3

Type: Wraith — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 3

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

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

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

BV: 392/56

BATTLE ARMOR: SQUAD 4

Type: Wraith — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 3

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

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

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

BV: 392/56

BATTLE ARMOR: SQUAD 5

Type: Wraith — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **Jump:** 3

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

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

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

BV: 392/56

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Wraith (Anti-Infantry) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

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

BV: 382/55

BATTLE ARMOR: SQUAD 2

Type: Wraith (Anti-Infantry) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

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

BV: 382/55

BATTLE ARMOR: SQUAD 3

Type: Wraith (Anti-Infantry) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

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

BV: 382/55

BATTLE ARMOR: SQUAD 4

Type: Wraith (Anti-Infantry) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

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

BV: 382/55

BATTLE ARMOR: SQUAD 5

Type: Wraith (Anti-Infantry) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

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

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

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

BV: 382/55

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: Black Wolf [Heavy Mortar] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Mortar (IS)	3 [DB,AI]	2	2	4	6

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

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

BV: 396/57

BATTLE ARMOR: SQUAD 2

Type: Black Wolf [Heavy Mortar] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Mortar (IS)	3 [DB,AI]	2	2	4	6

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

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

BV: 396/57

BATTLE ARMOR: SQUAD 3

Type: Black Wolf [Heavy Mortar] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Mortar (IS)	3 [DB,AI]	2	2	4	6

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

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

BV: 396/57

BATTLE ARMOR: SQUAD 4

Type: Black Wolf [Heavy Mortar] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Mortar (IS)	3 [DB,AI]	2	2	4	6

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

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

BV: 396/57

BATTLE ARMOR: SQUAD 5

Type: Black Wolf [Heavy Mortar] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Mortar (IS)	3 [DB,AI]	2	2	4	6

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

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

BV: 396/57

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: Black Wolf [ERSPL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Pulse Laser	5 [P,AI]	–	2	4	6
Heavy Battle Claw	[E]	–	–	–	–

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

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

BV: 468/67

BATTLE ARMOR: SQUAD 2

Type: Black Wolf [ERSPL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Pulse Laser	5 [P,AI]	–	2	4	6
Heavy Battle Claw	[E]	–	–	–	–

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

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

BV: 468/67

BATTLE ARMOR: SQUAD 3

Type: Black Wolf [ERSPL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Pulse Laser	5 [P,AI]	–	2	4	6
Heavy Battle Claw	[E]	–	–	–	–

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

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

BV: 468/67

BATTLE ARMOR: SQUAD 4

Type: Black Wolf [ERSPL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Pulse Laser	5 [P,AI]	–	2	4	6
Heavy Battle Claw	[E]	–	–	–	–

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

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

BV: 468/67

BATTLE ARMOR: SQUAD 5

Type: Black Wolf [ERSPL] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Pulse Laser	5 [P,AI]	–	2	4	6
Heavy Battle Claw	[E]	–	–	–	–

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

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

BV: 468/67

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: Black Wolf [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Ammo					
Heavy Battle Claw	[E]	—	—	—	—

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

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

BV: 407/58

BATTLE ARMOR: SQUAD 2

Type: Black Wolf [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Ammo					
Heavy Battle Claw	[E]	—	—	—	—

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

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

BV: 407/58

BATTLE ARMOR: SQUAD 3

Type: Black Wolf [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Ammo					
Heavy Battle Claw	[E]	—	—	—	—

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

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

BV: 407/58

BATTLE ARMOR: SQUAD 4

Type: Black Wolf [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Ammo					
Heavy Battle Claw	[E]	—	—	—	—

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

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

BV: 407/58

BATTLE ARMOR: SQUAD 5

Type: Black Wolf [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Ammo					
Heavy Battle Claw	[E]	—	—	—	—

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

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

BV: 407/58

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: Black Wolf [Heavy Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

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

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

BV: 389/56

BATTLE ARMOR: SQUAD 2

Type: Black Wolf [Heavy Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

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

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

BV: 389/56

BATTLE ARMOR: SQUAD 3

Type: Black Wolf [Heavy Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

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

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

BV: 389/56

BATTLE ARMOR: SQUAD 4

Type: Black Wolf [Heavy Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

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

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

BV: 389/56

BATTLE ARMOR: SQUAD 5

Type: Black Wolf [Heavy Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4

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

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

BV: 389/56

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)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Black Wolf [Plasma] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle (IS)	2 [DE,H]	—	2	4	6

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

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

BV: 377/54

BATTLE ARMOR: SQUAD 2

Type: Black Wolf [Plasma] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle (IS)	2 [DE,H]	—	2	4	6

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

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

BV: 377/54

BATTLE ARMOR: SQUAD 3

Type: Black Wolf [Plasma] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle (IS)	2 [DE,H]	—	2	4	6

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

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

BV: 377/54

BATTLE ARMOR: SQUAD 4

Type: Black Wolf [Plasma] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle (IS)	2 [DE,H]	—	2	4	6

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

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

BV: 377/54

BATTLE ARMOR: SQUAD 5

Type: Black Wolf [Plasma] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle (IS)	2 [DE,H]	—	2	4	6

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

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

BV: 377/54

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Nacon Armored Scout

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 20
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ATM 6	FR	[M,S,C]				
	Standard		2/Msl	4	5	10	15
	Extended-Range		1/Msl	4	9	18	27
	High-Explosive		3/Msl	—	3	6	9
2	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6

Ammo (CASE): (ATM 6) 20, (Light Machine Gun) 100

BV: 690

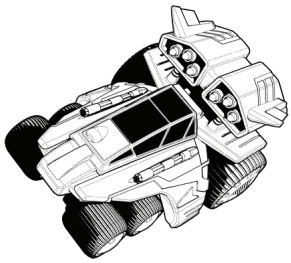
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

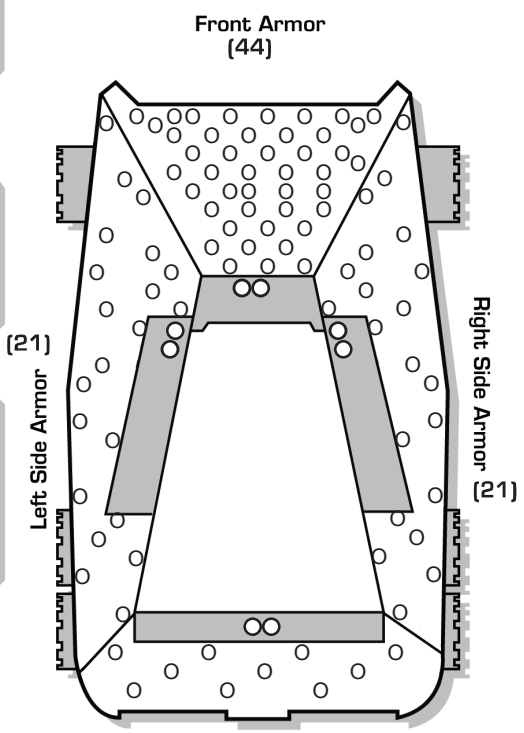
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Anat APC

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Wheeled
Engine Type: Fuel Cell Engine

Tonnage: 25
Tech Base: Clan (Advanced)
Era: Dark age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Micro Pulse Laser	T	3 [P,AI]	—	1	2	3

Infantry Compartment (5 tons)
Chassis Modifications: Limited Amphibious

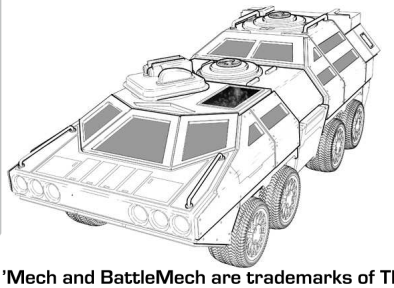
BV: 308

CREW DATA

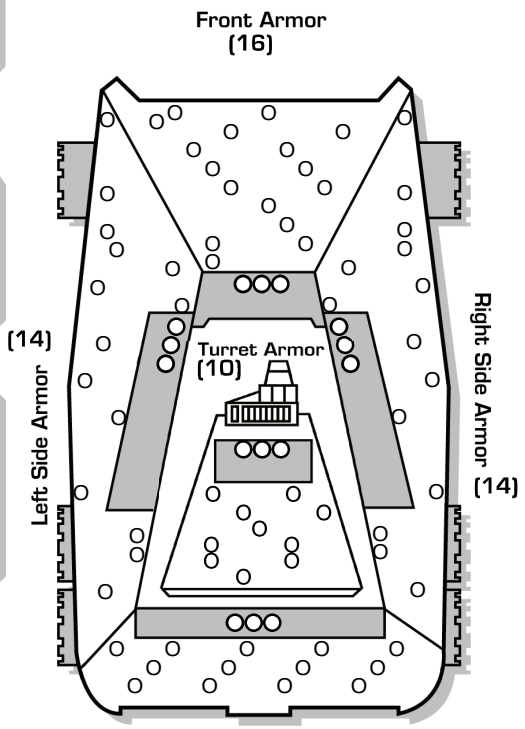
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Skadi Swift Attack VTOL

Movement Points:
Cruising: 10
Flank: 15
Engine Type: XL Fusion Engine

Tonnage: 30
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	FR	2 [DE]	—	1	2	4
1	Ultra AC/10	T	10/Sht [DB,R/C]	—	6	12	18

Ammo (CASE): (Ultra AC/10) 20

BV: 923

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

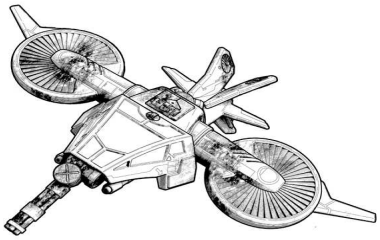
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

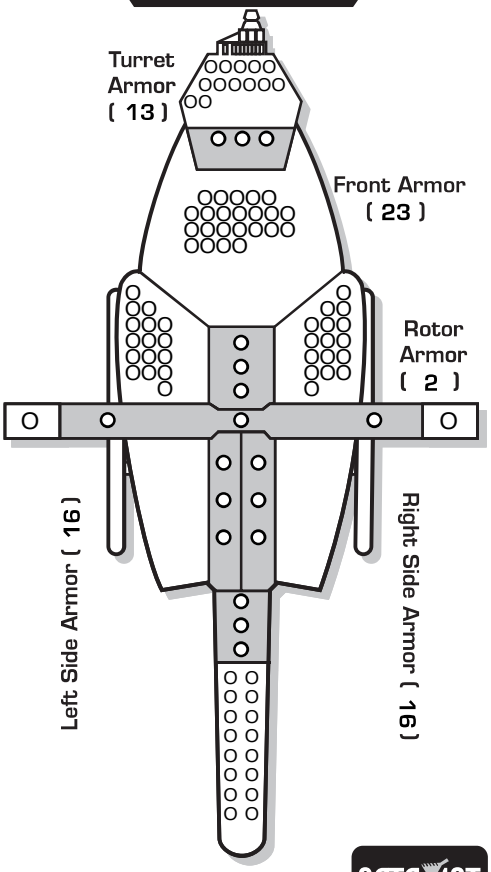
Flight Stabilizer* +3 Engine Hit ☐
Turret Locked ☐
Sensor Hits +1 +2 +3 D

Stabilizers
Front ☐ Left ☐ Turret ☐
Rear ☐ Right ☐

*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	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST 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	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Skanda Light Tank

Movement Points:
Cruising: 7
Flank: 11
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	7 [DE]	—	5	10	15
2	Ultra AC/2	FR	2/Sht [DB,R/C]	2	9	18	27

Ammo (CASE): (Ultra AC/2) 90

BV: 1,078

CREW DATA

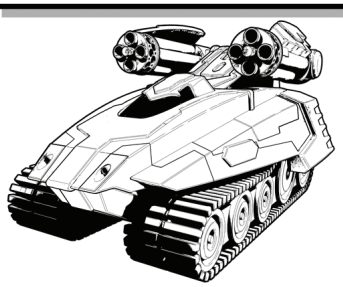
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

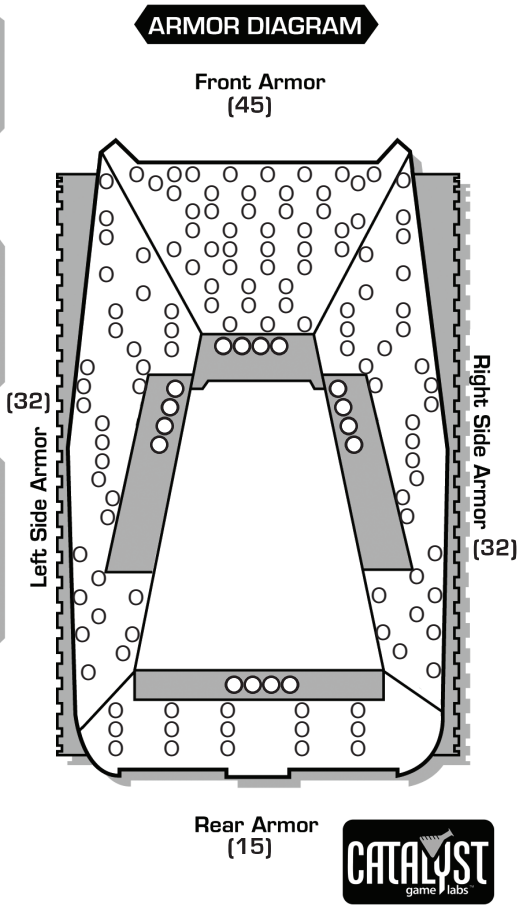
Driver Hit +2
Modifier to Driving Skill rolls

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™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hadur Fast Support Vehicle

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	AP Gauss Rifle	FR	3 [DB,AI,X]	—	3	6	9
2	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	Arrow IV	T	20 [AE,S,F]	—	1	2	9

Ammo (CASE): (AP Gauss) 40, (Arrow IV Homing) 10, (Arrow IV) 10

BV: 1,667

CREW DATA

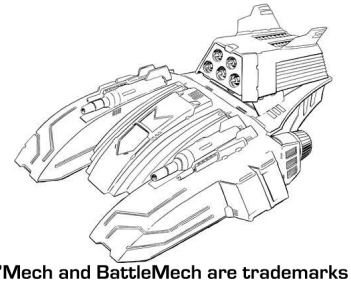
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

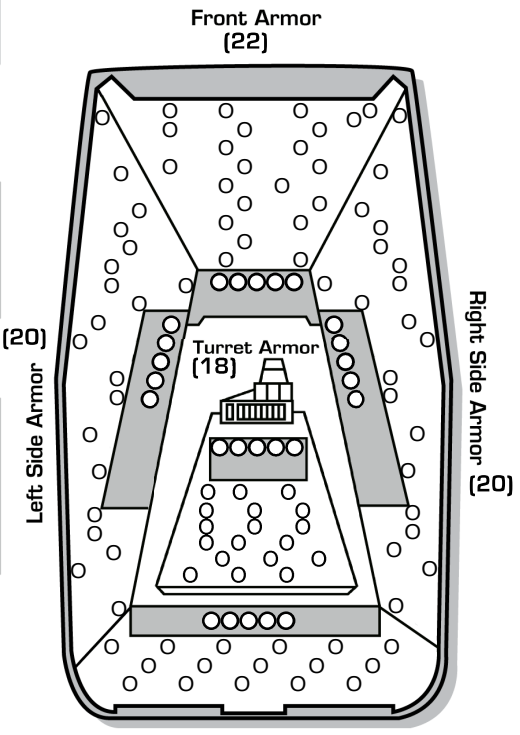
Driver Hit +2
Modifier to Driving Skill rolls

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: Aesir Medium AA Vehicle

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 55
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
4	LB 2-X AC	T	2 [DB,C/F/S]	4	10	20	30

Ammo (CASE): (LB-2X) 45, (LB-2X Cluster) 45

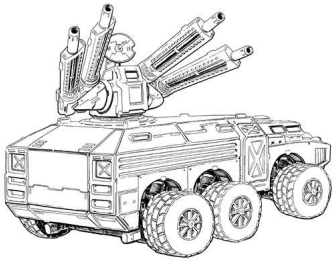
BV: 768

CREW DATA

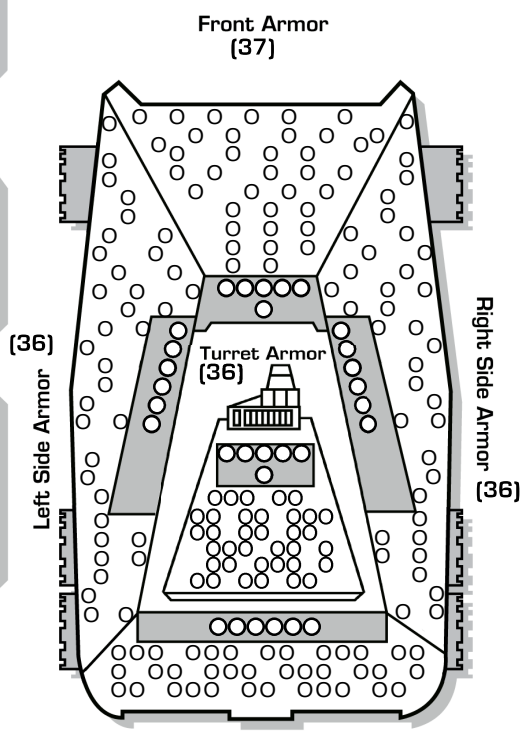
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Aesir Medium AA Vehicle (HAG)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 55
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	HAG/40	T	40 [C,F,X]	2	8	16	24

Ammo (CASE): (HAG 40) 18

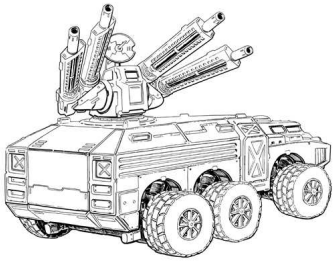
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CREW DATA

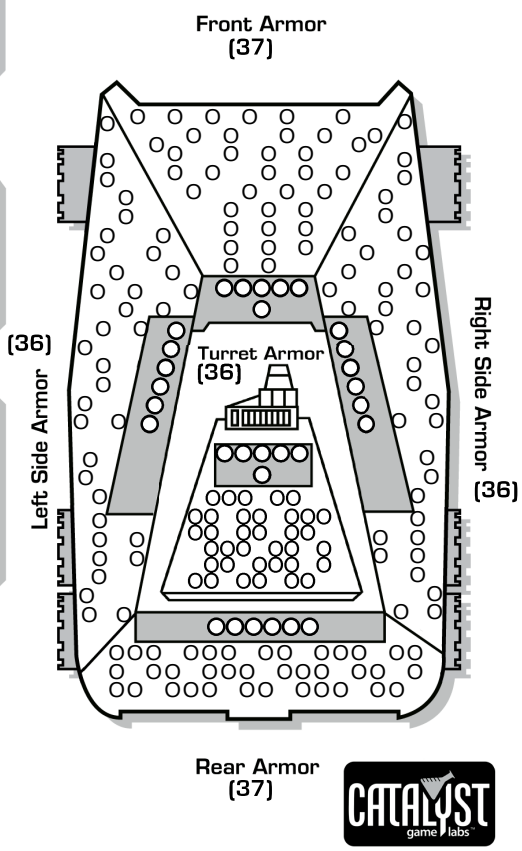
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: Gurzil Support Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	'Mech Mortar 8	FR	2/Msl [M,C,S]	6	7	14	21
2	Medium Pulse Laser	T	7 [P]	—	4	8	12
2	Streak LRM 15	T	1/Msl [M,C]	—	7	14	21

Ammo (CASE): (Streak LRM 15) 24, (Mortar SC 8) 20

BV: 1,765

CREW DATA

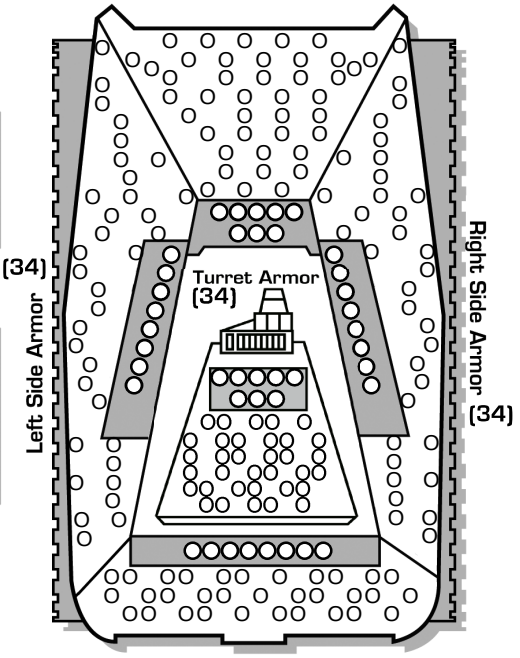
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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

Ferro-Lamellor
Front Armor (41)



Rear Armor (32)

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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™

QUADVEE RECORD SHEET

'MECH DATA

Type: ARION

Tonnage: 35 **Tech Base:** Clan (Advanced)
Era: Dark Age

Movement Points:

BattleMech Mode		Vehicle Mode	
Walking:	6	Cruising:	6
Running:	9	Flank:	9
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9

BV: 849

WARRIOR DATA

Pilot: _____

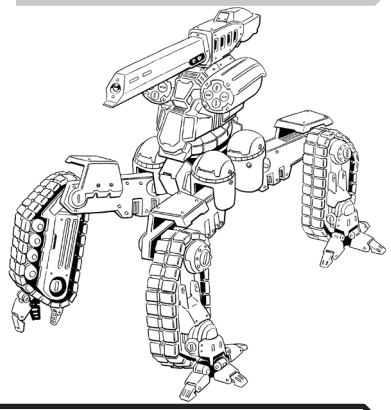
Gunnery Skill: ___ **Piloting Skill:** ___

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

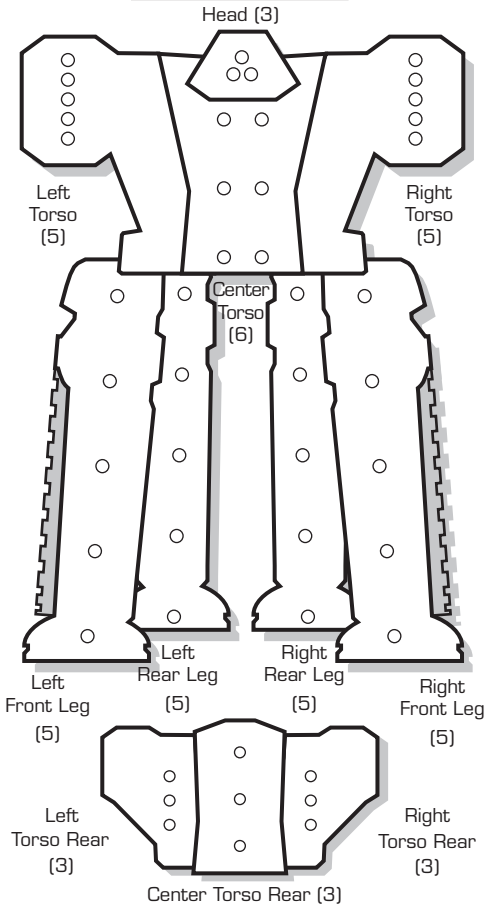
Gunner: _____

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 (Pilot)
4. Cockpit (Gunner)
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

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. ER Large Laser
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Left Torso (CASE)
1-3
1. Double Heat Sink
2. Double Heat Sink
3. SRM 4
4. Ammo (SRM 4) 25
5. Endo Steel
6. Endo Steel

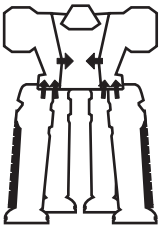
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. SRM 4
4. Ferro-Fibrous
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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

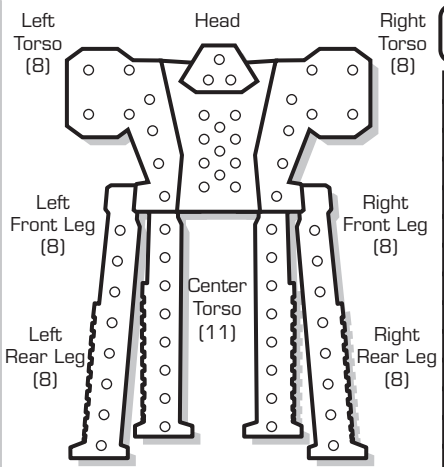
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

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

Laser Heat Sinks: 10 (20) Double

Heat Level*	Effects	
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™

QUADVEE RECORD SHEET

'MECH DATA

Type: CYLLAROS

Tonnage: 55 **Tech Base:** Clan (Advanced)
Era: Dark Age

Movement Points:

BattleMech Mode		Vehicle Mode	
Walking:	5	Cruising:	5
Running:	8	Flank:	8
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	AP Gauss Rifle	RT	1	3 [DB,X,AI]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 15	CT	5	1/Msl [M,C,S]	—	7	14	21
1	Improved Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	AP Gauss Rifle	LT	1	3 [DB,X,AI]	—	3	6	9

BV: 1,450

WARRIOR DATA

Pilot: _____

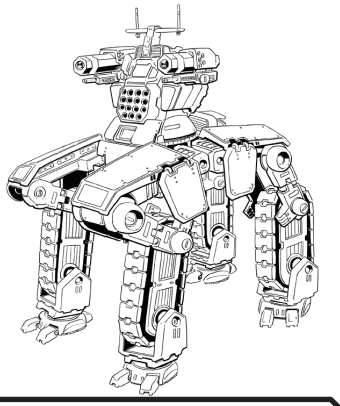
Gunnery Skill: ___ **Piloting Skill:** ___

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

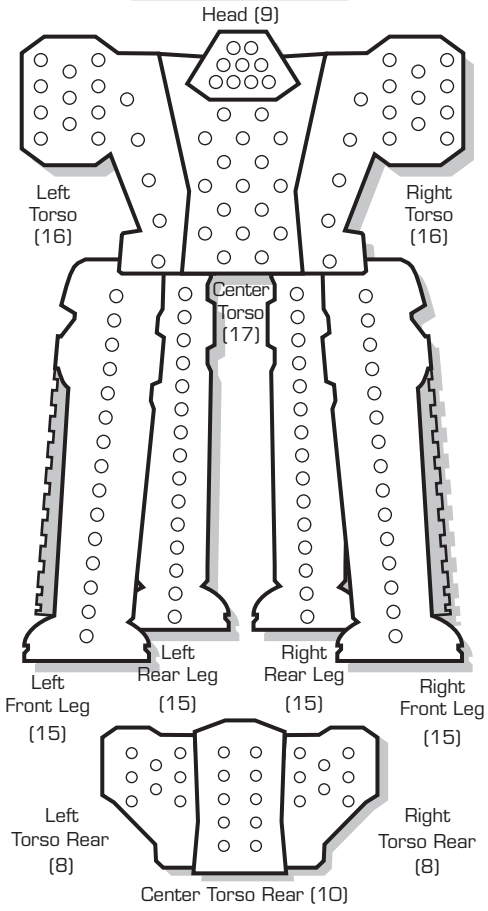
Gunner: _____

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 (Pilot)
4. Cockpit (Gunner)
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

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. LRM 15
6. LRM 15

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Left Torso (CASE)
1-3
1. Imp. Heavy Medium Laser
2. Imp. Heavy Medium Laser
3. AP Gauss Rifle
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Endo Steel

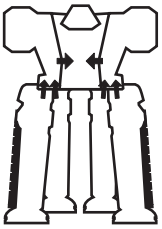
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)
1-3
1. Imp. Heavy Medium Laser
2. Imp. Heavy Medium Laser
3. AP Gauss Rifle
4. Ammo (AP Gauss) 40
5. ECM Suite
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
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

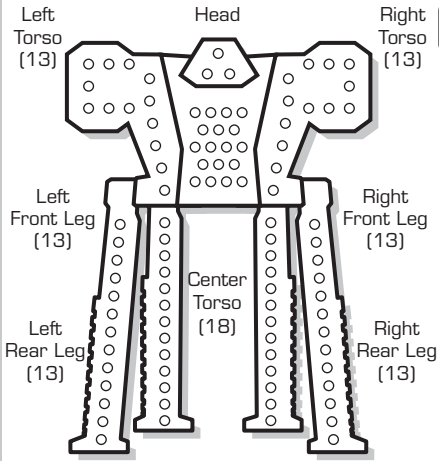
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Laser Heat Sinks: 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™

QUADVEE RECORD SHEET

'MECH DATA

Type: HARPAGOS

Tonnage: 75 **Tech Base:** Clan (Advanced)
Era: Dark Age

Movement Points:

BattleMech Mode		Vehicle Mode	
Walking:	4	Cruising:	4
Running:	6	Flank:	6
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22

BV: 1,721

WARRIOR DATA

Pilot: _____

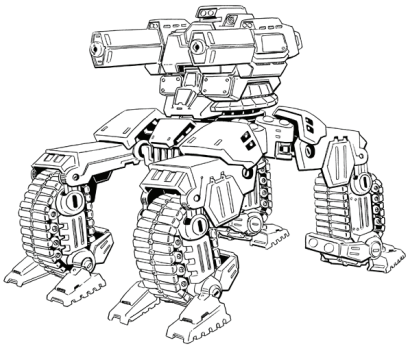
Gunnery Skill: ___ **Piloting Skill:** ___

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

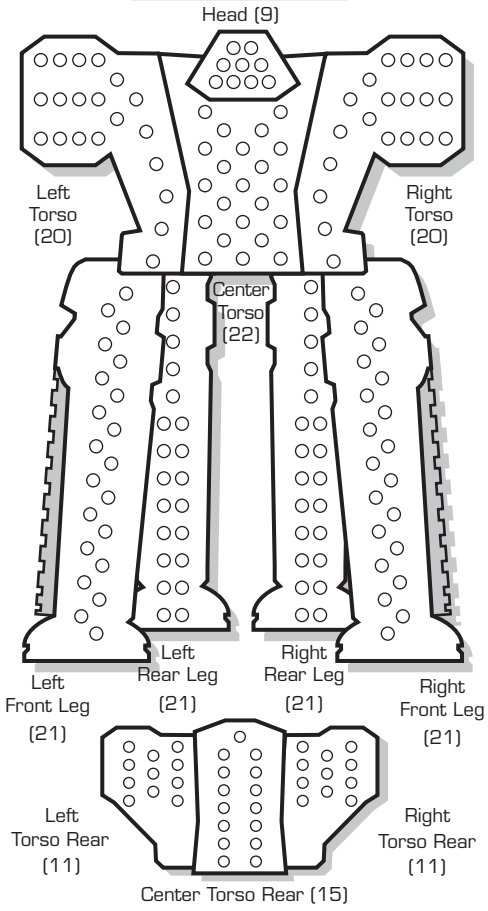
Gunner: _____

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 (Pilot)
4. Cockpit (Gunner)
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

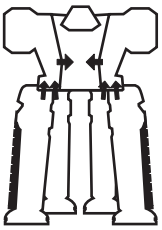
Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Endo Steel
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

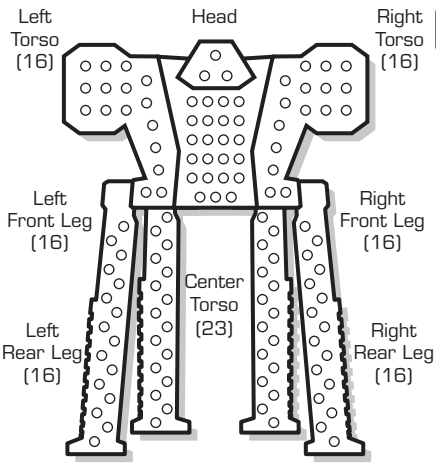


Damage Transfer Diagram

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

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

Laser Heat Sinks: 10 (20) Double

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: Wulfen Prime

Movement Points:
Walking: 10
Running: 15

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Cargo (0.5 tons)	LT	—	[E]	—	—	—	—
1	ATM 3	RA	2	[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	Ultra AC/2	LA	1	2/Sht [DB,R/C]	2	9	18	27

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

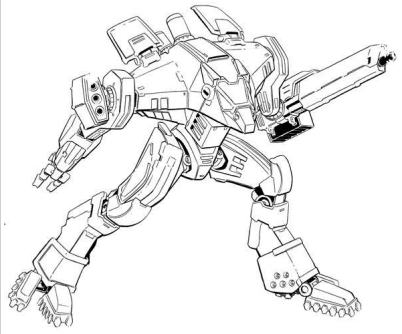
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WARRIOR DATA

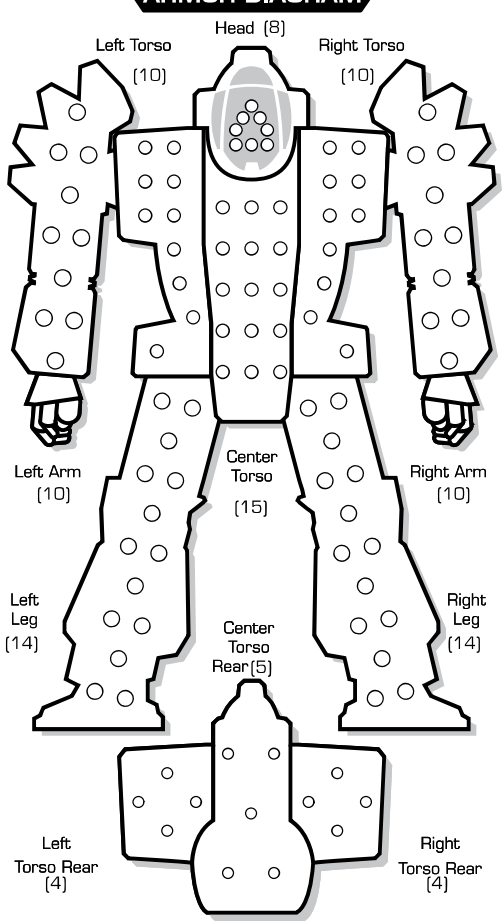
Name: _____

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. Ultra AC/2
4. Ultra AC/2
5. Ammo (Ultra AC/2) 45
6. CASE II

1. Endo-Steel
2. Endo-Steel
3. Stealth (IS)
4. Stealth (IS)
5. Roll Again
6. Roll Again

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Cargo (0.5 tons)
6. Endo-Steel

1. Stealth (IS)
2. Stealth (IS)
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. Stealth (IS)
6. Stealth (IS)

Head

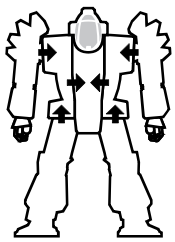
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. ATM 3
6. ATM 3

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Torso

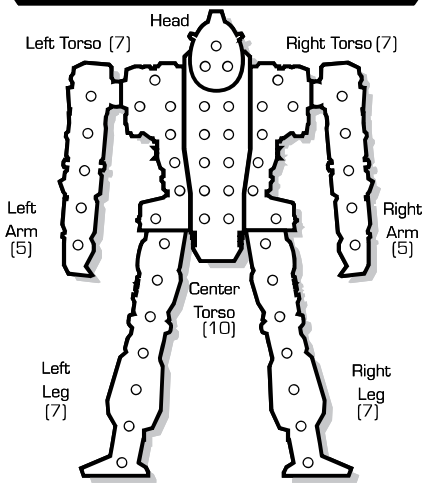
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ammo (ATM 3) 20
6. CASE II

1. Endo-Steel
2. Stealth (IS)
3. Stealth (IS)
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. Stealth (IS)
6. Stealth (IS)

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: Wulfen A

Movement Points:
Walking: 10
Running: 15

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

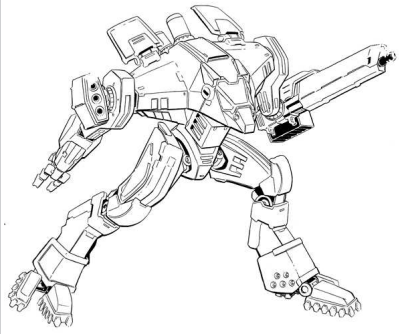
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WARRIOR DATA

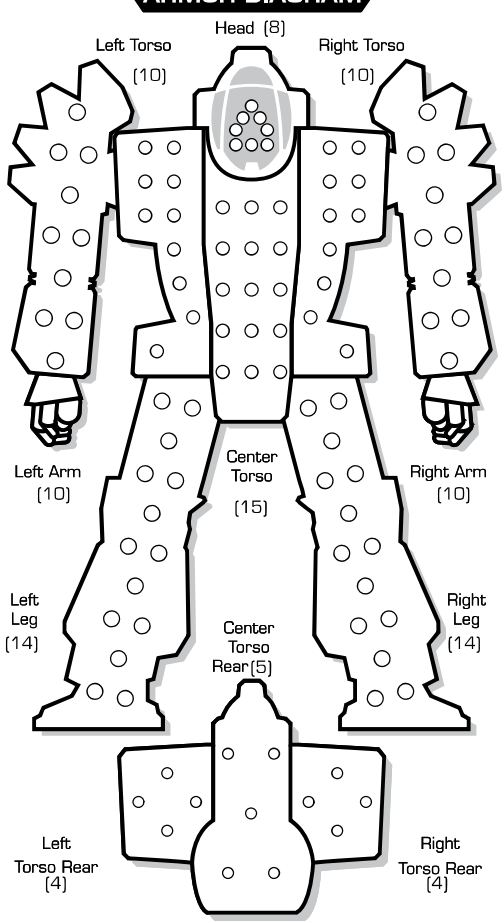
Name: _____

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. Endo-Steel
6. Endo-Steel

1. Stealth (IS)
2. Stealth (IS)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

Head

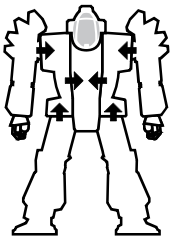
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Stealth (IS)
3. Stealth (IS)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

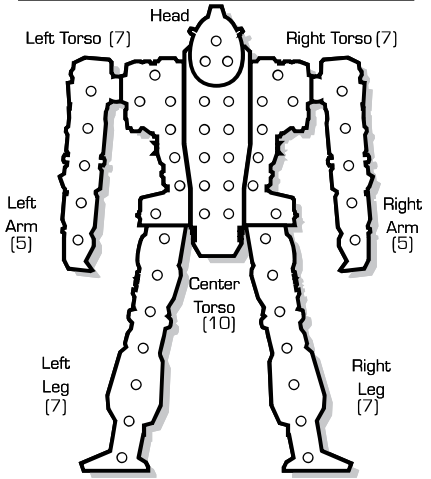
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

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: Wulfen B

Movement Points:
- Walking: 10
- Running: 15 [20]
- Jumping: 6

Tonnage: 30

Tech Base: Mixed Tech (Clan) (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

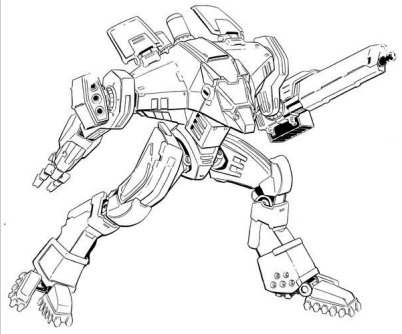
BV: 1,806

WARRIOR DATA

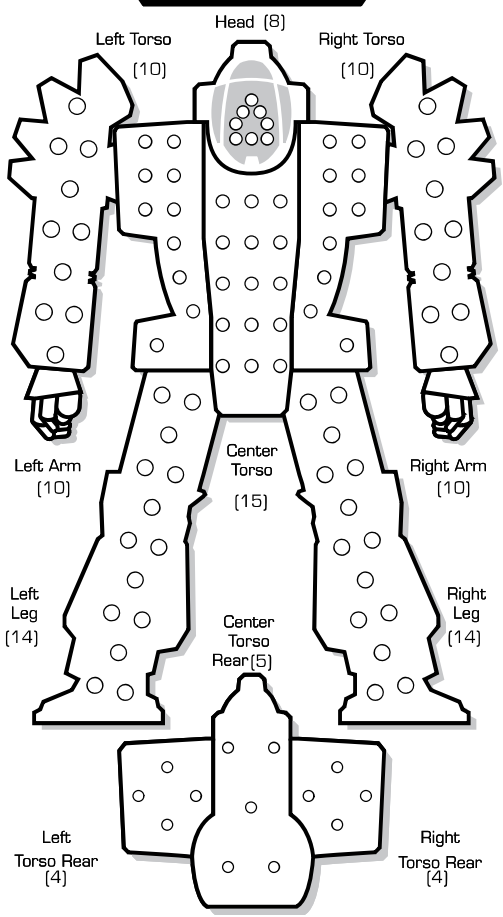
Name: _____

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. L Double Heat Sink
6. ER Large Laser

1. Endo-Steel
2. Endo-Steel

4-6
3. Stealth (IS)
4. Stealth (IS)
5. Roll Again
6. Roll Again

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. Targeting Computer

4-6
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

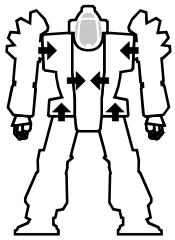
Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1. XL Gyro (IS)
2. XL Gyro (IS)

4-6
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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

1-3
4. Hand Actuator
5. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Stealth (IS)

4-6
3. Stealth (IS)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

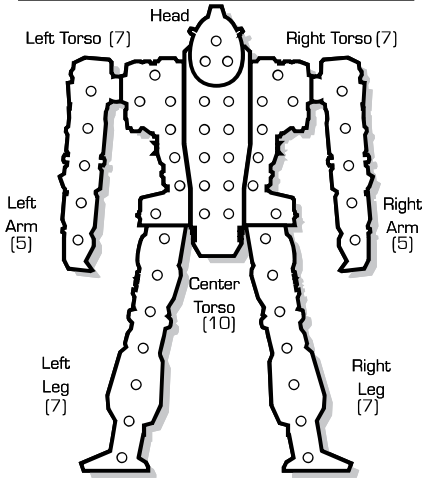
1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. Supercharger

4-6
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

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: Wulfen C

Movement Points:
- Walking: 10
- Running: 15
- Jumping: 10

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Targeting Computer	LA	—	[E]	—	—	—	—

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

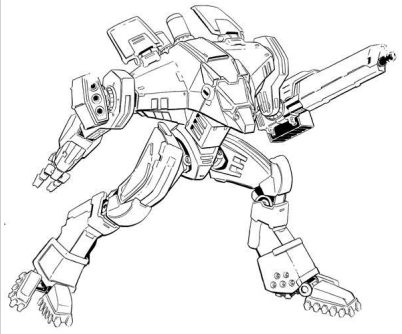
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WARRIOR DATA

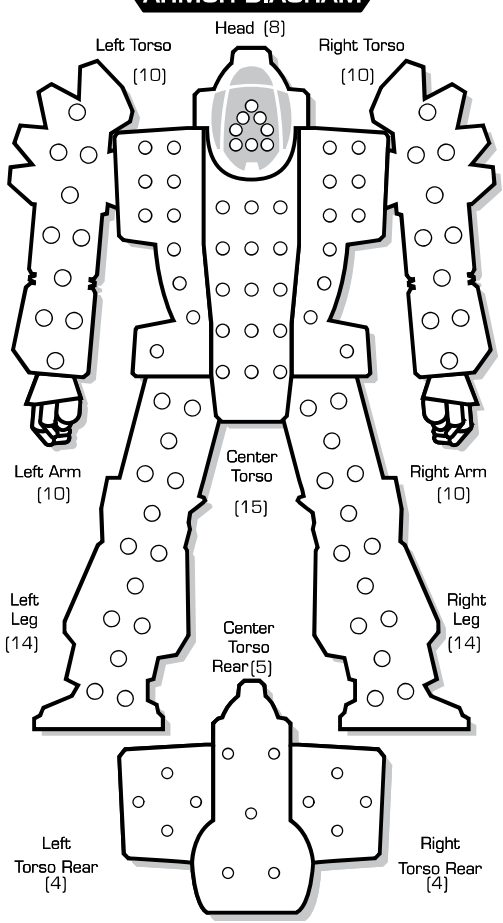
Name: _____

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. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1. Targeting Computer
2. Endo-Steel
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo-Steel
5. Stealth (IS)
6. Stealth (IS)

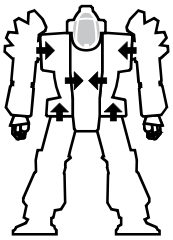
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. Double Heat Sink
6. Double Heat Sink

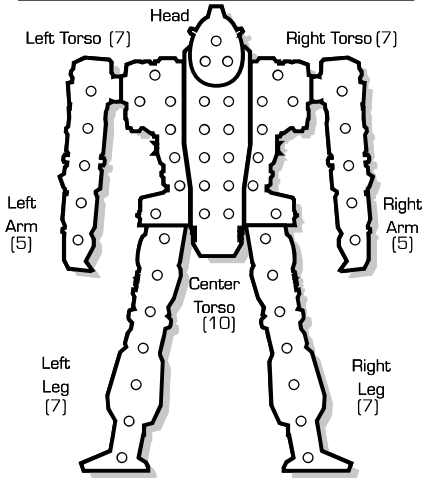
1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo-Steel
5. Stealth (IS)
6. Stealth (IS)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

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: Wulfen D

Movement Points:
Walking: 10
Running: 15

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	SRM 2 w/Artemis V FCS	RA	2	2/Msl [M,C,S]	—	3	6	9
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

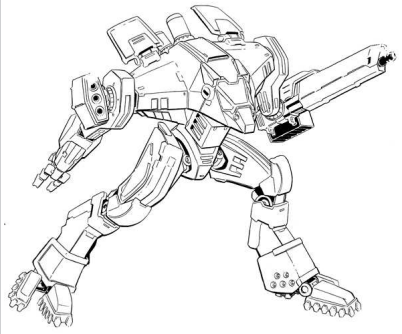
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WARRIOR DATA

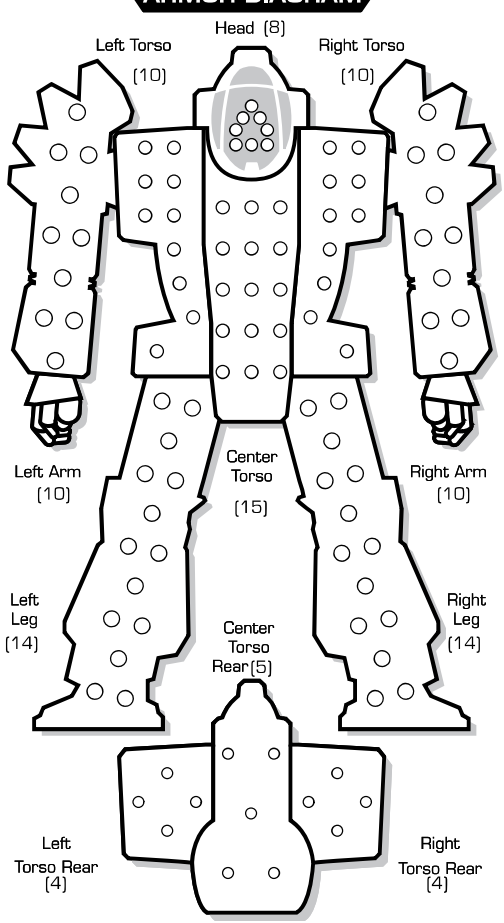
Name: _____

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. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Ammo (LB-2X) 45

1. CASE II
2. Endo-Steel
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Endo-Steel
6. Stealth (IS)

1. Stealth (IS)
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. Stealth (IS)
6. Stealth (IS)

Head

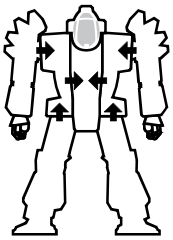
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. SRM 2
6. Artemis V FCS

1. Artemis V FCS
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Stealth (IS)
6. Stealth (IS)

Right Torso

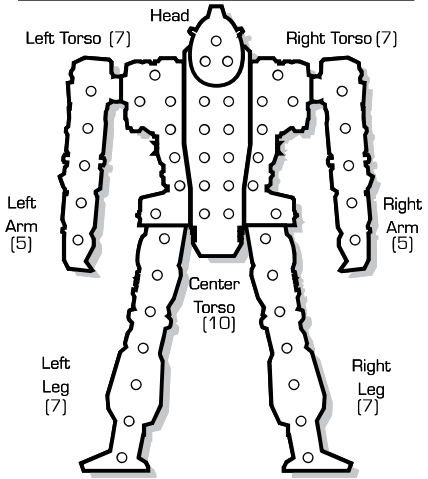
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ammo (SRM 2 Artemis V) 50
6. CASE II

1. Endo-Steel
2. Stealth (IS)
3. Stealth (IS)
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. Stealth (IS)
6. Stealth (IS)

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: Wulfen E

Movement Points:
Walking: 10
Running: 15 [20]

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	ATM 3	RT	2	[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 3	LT	2	[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	Targeting Computer	LT	—	[E]	—	—	—	—
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Micro Pulse Laser	LA	1	3 [P,AI]	—	1	2	3

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

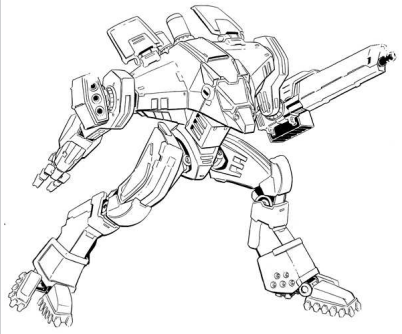
BV: 1,839

WARRIOR DATA

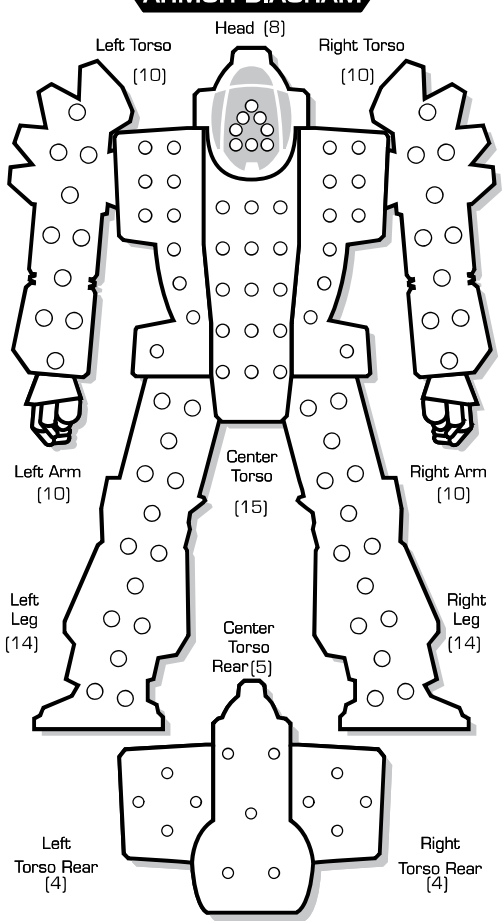
Name: _____

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. ER Medium Laser

1. ER Medium Laser
2. Micro Pulse Laser

4-6

3. Endo-Steel
4. Endo-Steel
5. Stealth (IS)
6. Stealth (IS)

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3

3. XXL Fusion Engine
4. XXL Fusion Engine
5. [ATM 3
6. ATM 3]

1. Supercharger
2. Targeting Computer

4-6

3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3

3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

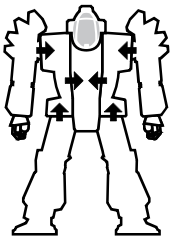
1. XL Gyro (IS)
2. XL Gyro (IS)

4-6

3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Stealth (IS)

4-6

3. Stealth (IS)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3

3. XXL Fusion Engine
4. XXL Fusion Engine
5. [ATM 3
6. ATM 3]

1. Ammo (ATM 3) 20
2. CASE II

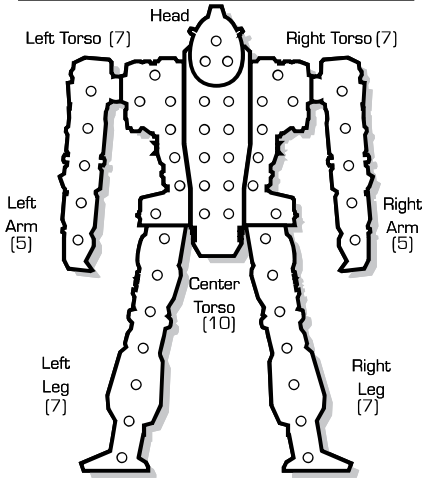
4-6

3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

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: Wulfen H

Movement Points:
Walking: 10
Running: 15

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Improved Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	Improved Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

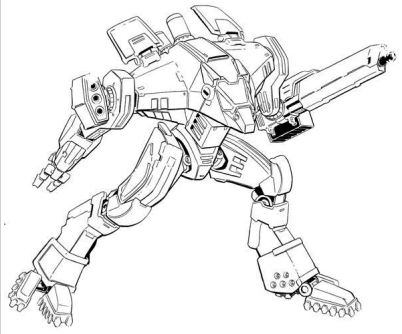
BV: 1,556

WARRIOR DATA

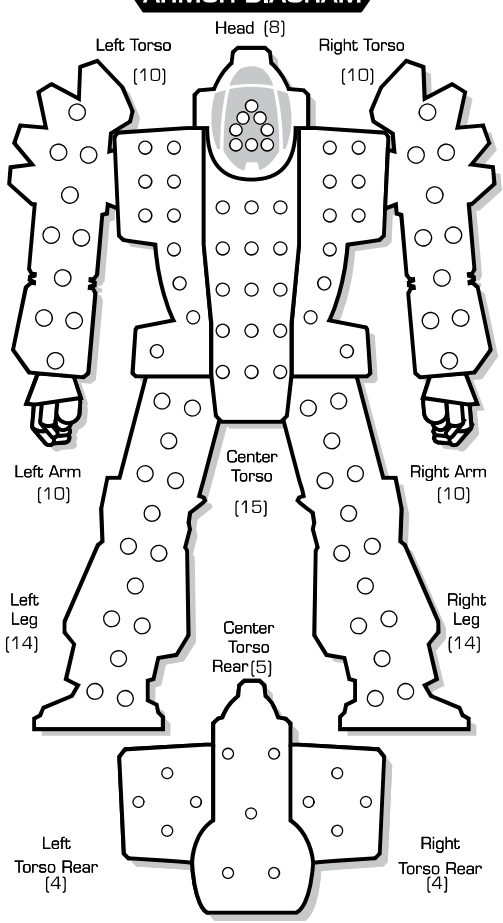
Name: _____

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. Double Heat Sink
5. Double Heat Sink
6. Improved Heavy Large Laser

4-6
1. Improved Heavy Large Laser
2. Improved Heavy Large Laser
3. Endo-Steel
4. Endo-Steel
5. Stealth (IS)
6. Stealth (IS)

Left Torso (CASE)

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

Head

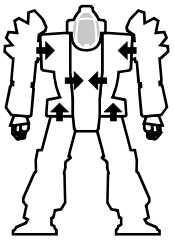
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

4-6
1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○



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. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Torso (CASE)

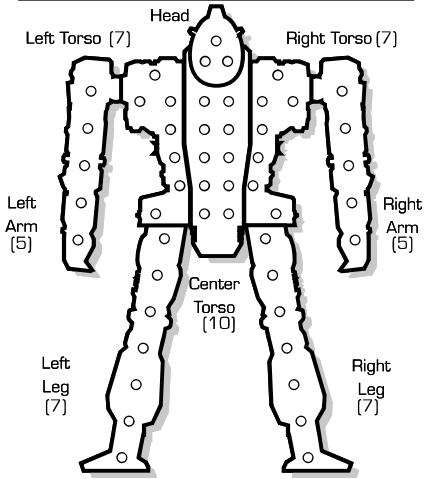
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Endo-Steel
4. Stealth (IS)
5. Stealth (IS)
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth (IS)
6. Stealth (IS)

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+	○ ○
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: Eyrie

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 7

Tonnage: 35
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Micro Pulse Laser	RT	1	3 [P,AI]	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Micro Pulse Laser	LT	1	3 [P,AI]	—	1	2	3
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ATM 3	RA	2	[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 3	LA	2	[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	Talons	Legs	—	11	—	—	—	—

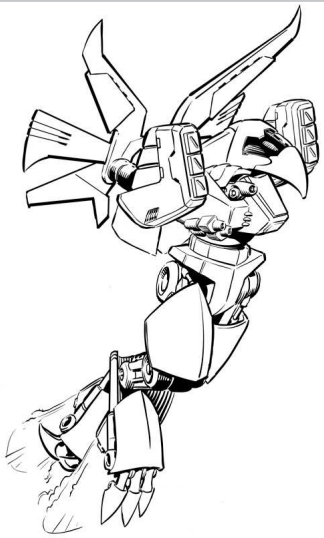
BV: 1,401

WARRIOR DATA

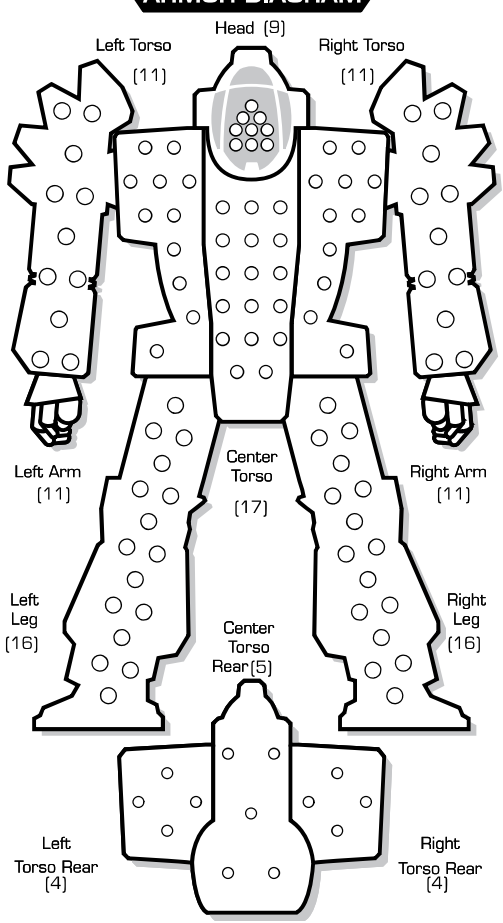
Name: _____

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. Laser Heat Sink
4. Laser Heat Sink
5. ATM 3
6. ATM 3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. ER Medium Laser
3. Micro Pulse Laser
4. Micro Pulse Laser
5. Ammo (ATM 3) 20
6. Ferro-Fibrous

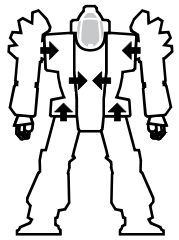
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons
6. Talons

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. 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. Laser Heat Sink
4. Laser Heat Sink
5. ATM 3
6. ATM 3

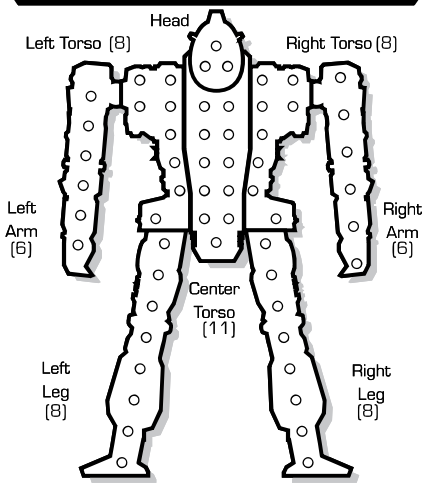
1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. ER Medium Laser
3. Micro Pulse Laser
4. Micro Pulse Laser
5. Ammo (ATM 3) 20
6. Endo-Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons
6. Talons

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 (23) Laser
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: Gravedigger DGR-1C

Movement Points:
Walking: 4
Running: 6

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

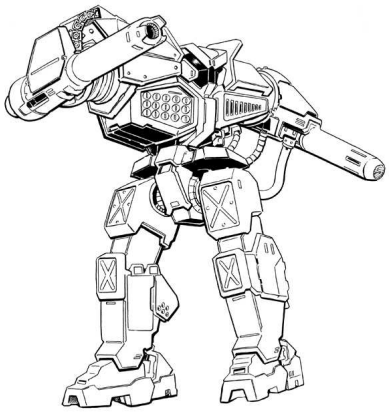
BV: 1,342

WARRIOR DATA

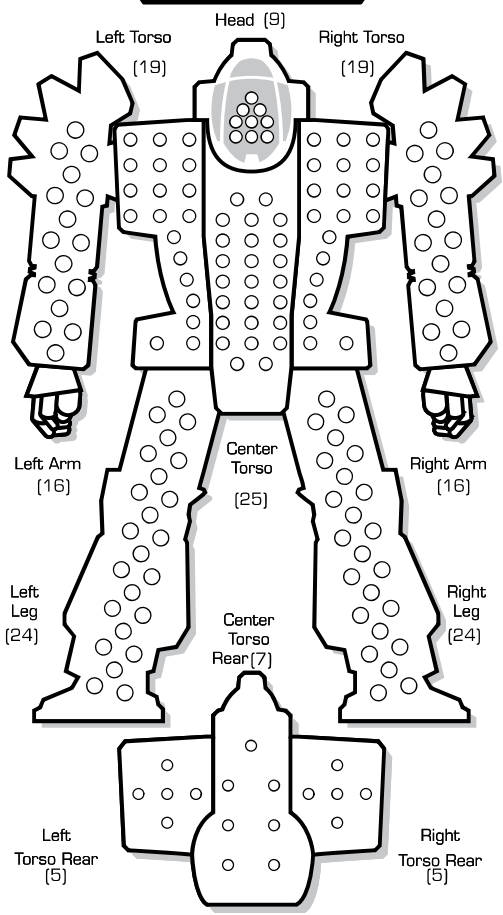
Name: _____

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 (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Large Laser (1-3)
1. Large Laser (1-3)
2. Endo-Steel
3. Endo-Steel (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Endo-Steel (4-6)
2. Endo-Steel (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

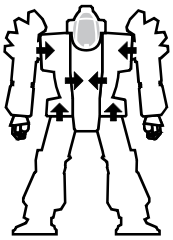
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head
1. Life Support
2. Sensors
3. 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 (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Endo-Steel (4-6)
6. Endo-Steel (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



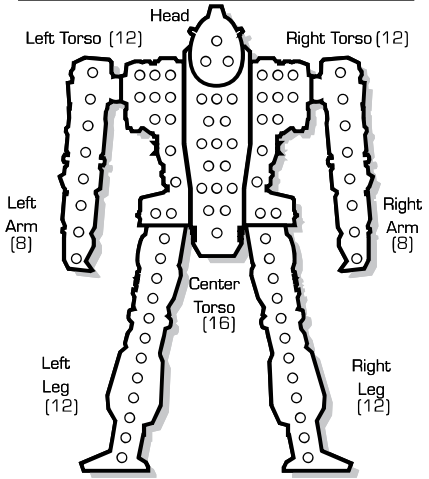
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5 (1-3)
4. Rotary AC/5 (1-3)
5. Rotary AC/5 (1-3)
6. Rotary AC/5 (1-3)
1. Rotary AC/5 (1-3)
2. Rotary AC/5 (1-3)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. LRM 15 (1-3)
1. Ammo (LRM 15) 8 (4-6)
2. Ammo (LRM 15) 8 (4-6)
3. Ammo (RAC/5) 20 (4-6)
4. Ammo (RAC/5) 20 (4-6)
5. CASE II (4-6)
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	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: Gravedigger DGR-1D

Movement Points:		**Tonnage:**	50
Walking:	4	**Tech Base:**	Mixed Tech (I.S.)
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe (Clan)	HD	—	[E]	—	—	—	5
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Streak LRM 15 (Clan)	RT	5	1/Msl [M,C]	—	7	14	21
1	LB 5-X AC (Clan)	RA	1	5 [DB,C/F/S]	3	8	15	24
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

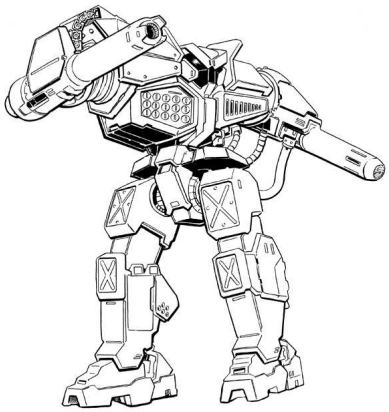
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WARRIOR DATA

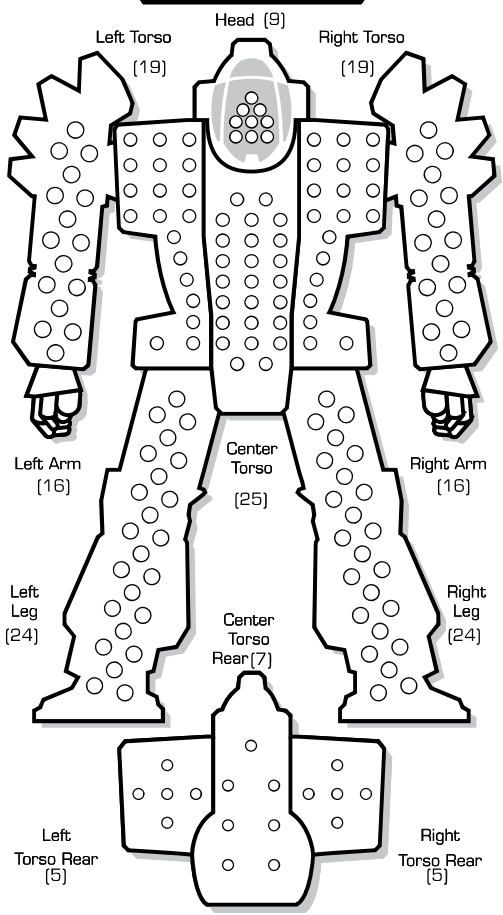
Name: _____

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 (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. ER PPC (Clan) (1-3)
1. ER PPC (Clan) (1-3)
2. Endo-Steel (4-6)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Endo-Steel (4-6)
2. Endo-Steel (4-6)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
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

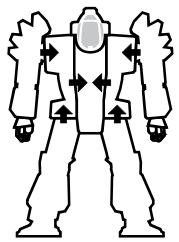
Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe (Clan)
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Angel ECM Suite (4-6)
6. Angel ECM Suite (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. LB 5-X AC (Clan) (1-3)
4. LB 5-X AC (Clan) (1-3)
5. LB 5-X AC (Clan) (1-3)
6. LB 5-X AC (Clan) (1-3)
1. Endo-Steel (4-6)
2. Endo-Steel (4-6)
3. Endo-Steel (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

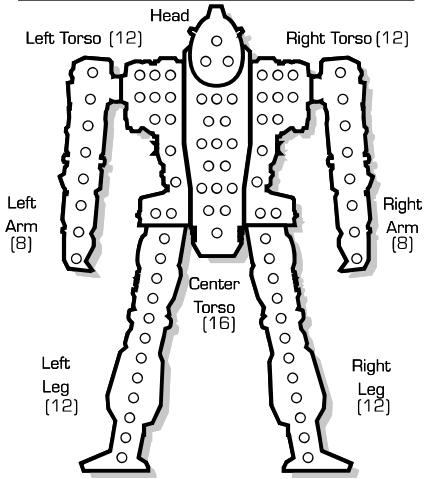
Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Streak LRM 15 (Clan) (4-6)
2. Streak LRM 15 (Clan) (4-6)
3. Streak LRM 15 (Clan) (4-6)
4. Ammo (Streak LRM 15) 8 (4-6)
5. Ammo (LB-5X) 20 (4-6)
6. CASE II (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+	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: Gyrfalcon

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 7

Tonnage: 55
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	3
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30

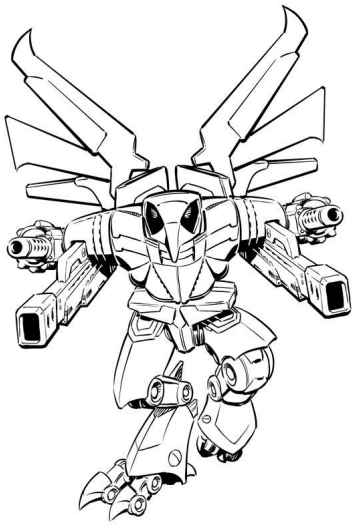
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WARRIOR DATA

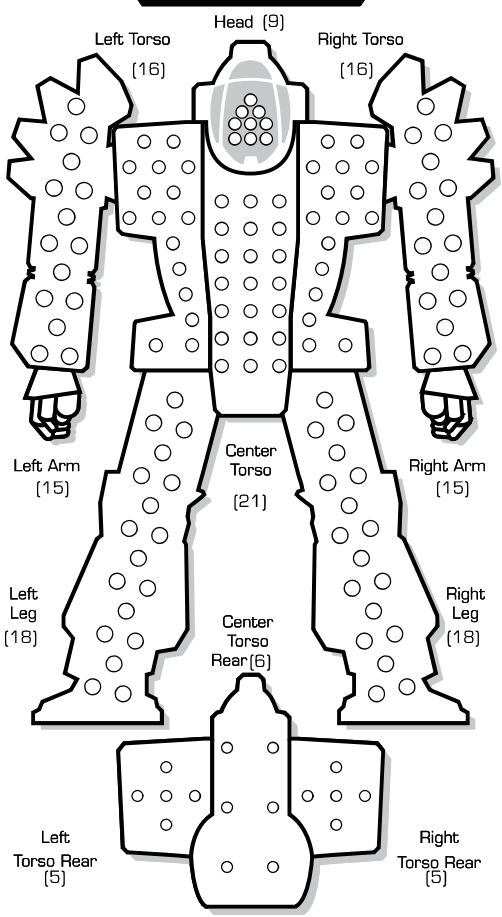
Name: _____

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. ER Large Laser

1-3: 4. LB 2-X AC; 5. LB 2-X AC; 6. LB 2-X AC

1. Ammo (LB-2X) 45
2. Endo-Steel
3. Endo-Steel

4-6: 4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3: 3. Partial Wing; 4. Partial Wing; 5. Partial Wing
6. Jump Jet

1. Jump Jet

4-6: 2. MASC; 3. MASC
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. Reflective
6. Reflective

Head
1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

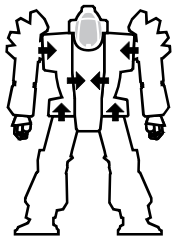
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. Jump Jet
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. ER Large Laser

1-3: 4. LB 2-X AC; 5. LB 2-X AC; 6. LB 2-X AC

1. Ammo (LB-2X Cluster) 45
2. Endo-Steel
3. Endo-Steel

4-6: 4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

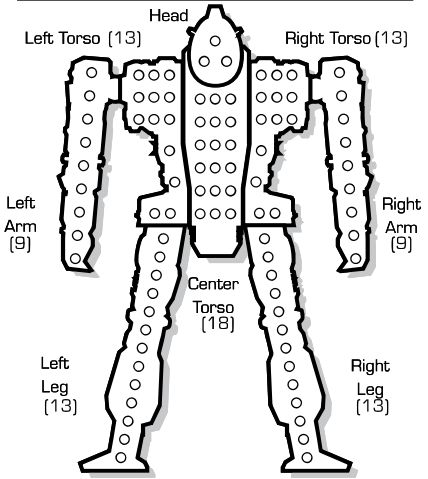
1-3: 3. Partial Wing; 4. Partial Wing; 5. Partial Wing
6. Jump Jet

1. Jump Jet
2. Reflective

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. Reflective
6. Reflective

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 (25) Laser
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: Gyrfalcon 2

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 7

Tonnage: 55
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30

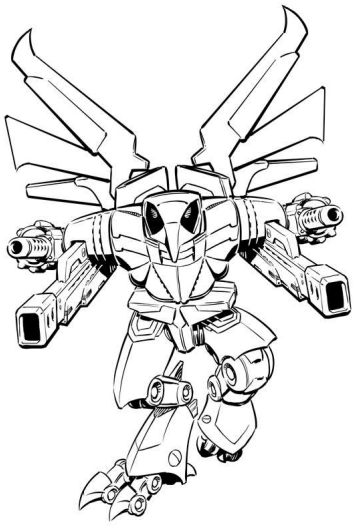
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WARRIOR DATA

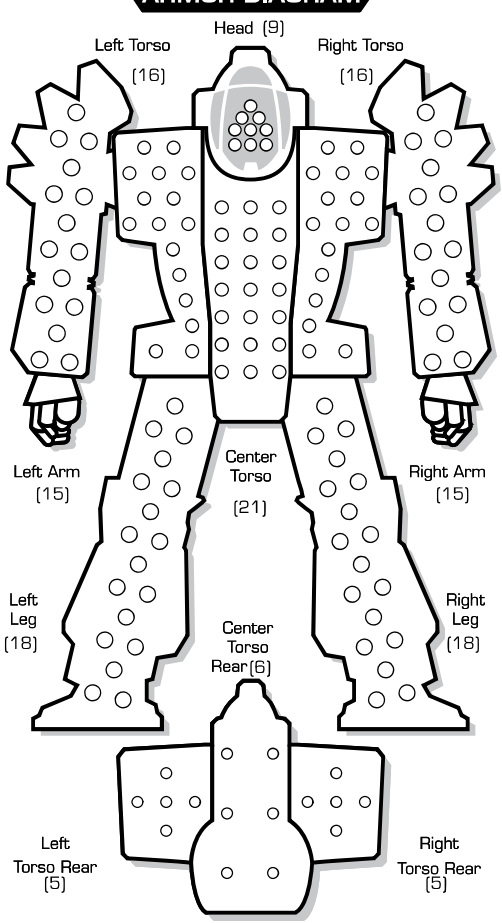
Name: _____

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. ER Large Laser
4. LB 2-X AC
5. LB 2-X AC
6. LB 2-X AC

1. Ammo (LB-2X) 45
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Laser Heat Sink

1. Laser Heat Sink
2. Jump Jet
3. Jump Jet
4. MASC
5. MASC
6. Roll Again

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. Endo-Steel
5. Sensors
6. Life Support

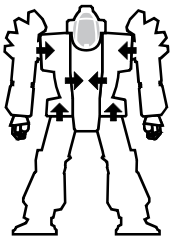
Center Torso

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. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. LB 2-X AC
5. LB 2-X AC
6. LB 2-X AC

1. Ammo (LB-2X Cluster) 45
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Right Torso

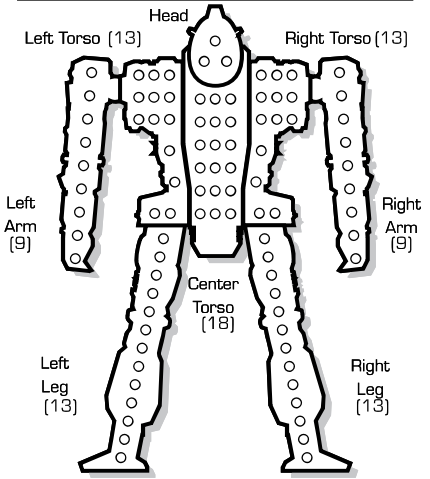
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Laser Heat Sink

1. Laser Heat Sink
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. 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	13 (29) Laser
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: Gyrfalcon 3

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 7

Tonnage: 55
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/2	LA	1	2/Sht [DB,R/C]	2	9	18	27

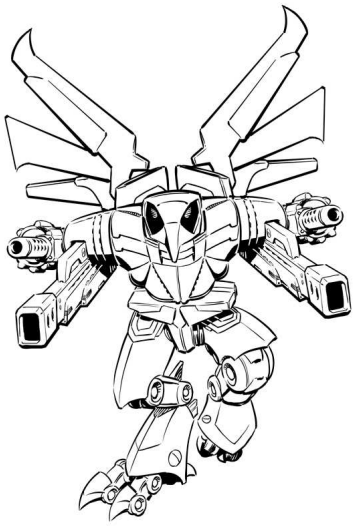
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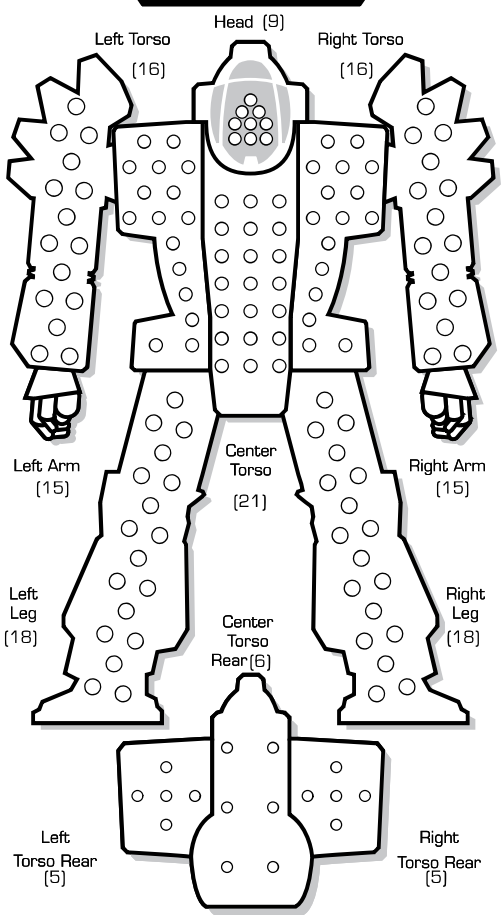
Name: _____

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. ER Large Laser
4. Ultra AC/2
5. Ultra AC/2
6. Ammo (Ultra AC/2) 45

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. MASC
3. MASC
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

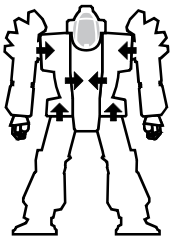
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

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. Jump Jet
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. ER Large Laser
4. Ultra AC/2
5. Ultra AC/2
6. Ammo (Ultra AC/2) 45

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

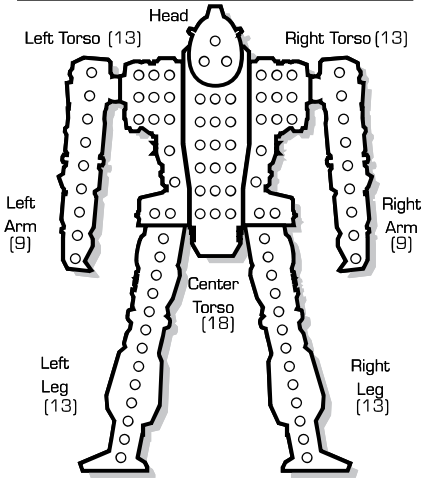
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Roll Again

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 (23) Laser
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: Gyrfalcon 4

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 7

Tonnage: 55
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	TSEMP Cannon (IS)	RA	10	0 [DE,X]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	TSEMP Cannon (IS)	LA	10	0 [DE,X]	—	5	10	15

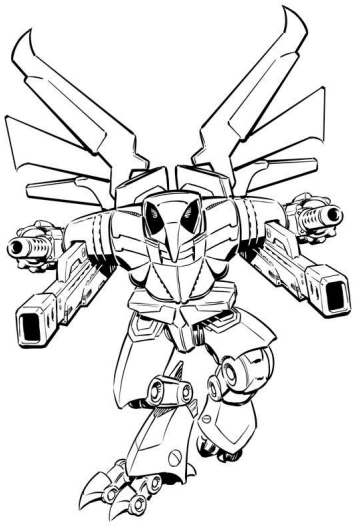
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WARRIOR DATA

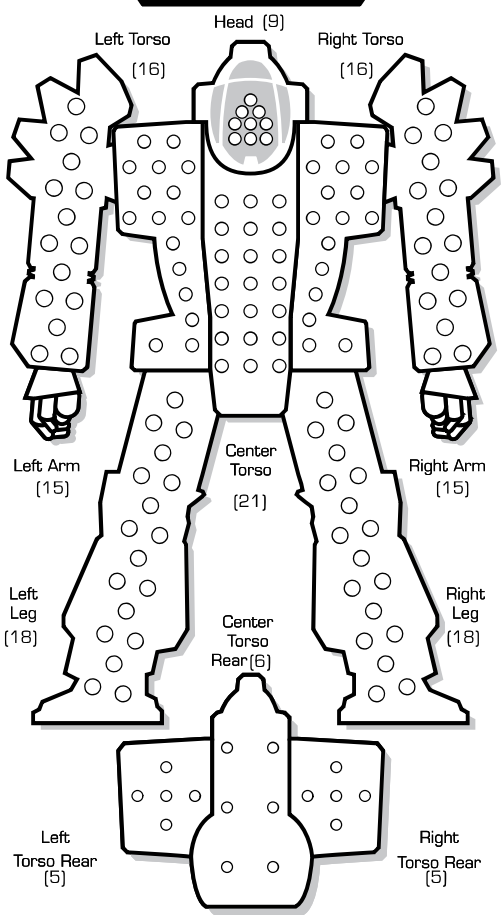
Name: _____

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. ER Large Laser

1-3: 4. TSEMP Cannon (IS); 5. TSEMP Cannon (IS); 6. TSEMP Cannon (IS)

1. TSEMP Cannon (IS)
2. TSEMP Cannon (IS)

4-6: 3. Endo-Steel; 4. Endo-Steel; 5. Endo-Steel; 6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3: 3. Partial Wing; 4. Partial Wing; 5. Partial Wing; 6. Laser Heat Sink

1. Laser Heat Sink
2. Jump Jet
3. Jump Jet

4-6: 4. MASC; 5. MASC; 6. Roll Again

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. Endo-Steel
5. Sensors
6. Life Support

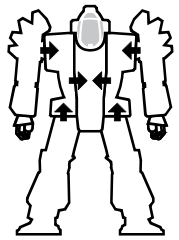
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Gyro; 5. Gyro; 6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6: 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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser

1-3: 4. TSEMP Cannon (IS); 5. TSEMP Cannon (IS); 6. TSEMP Cannon (IS)

1. TSEMP Cannon (IS)
2. TSEMP Cannon (IS)

4-6: 3. Endo-Steel; 4. Endo-Steel; 5. Endo-Steel; 6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

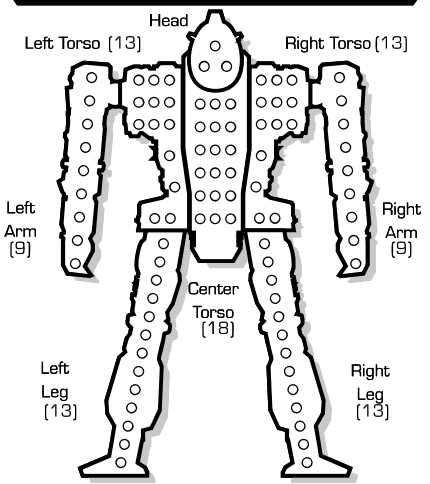
1-3: 3. Partial Wing; 4. Partial Wing; 5. Partial Wing; 6. Laser Heat Sink

1. Laser Heat Sink
2. Jump Jet
3. Jump Jet

4-6: 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. 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	13 (29) Laser
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: Vulture Mk III Prime

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
2	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
2	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

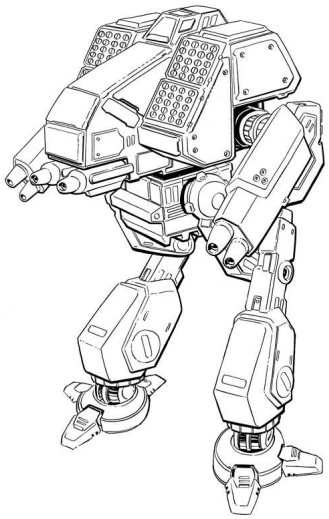
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WARRIOR DATA

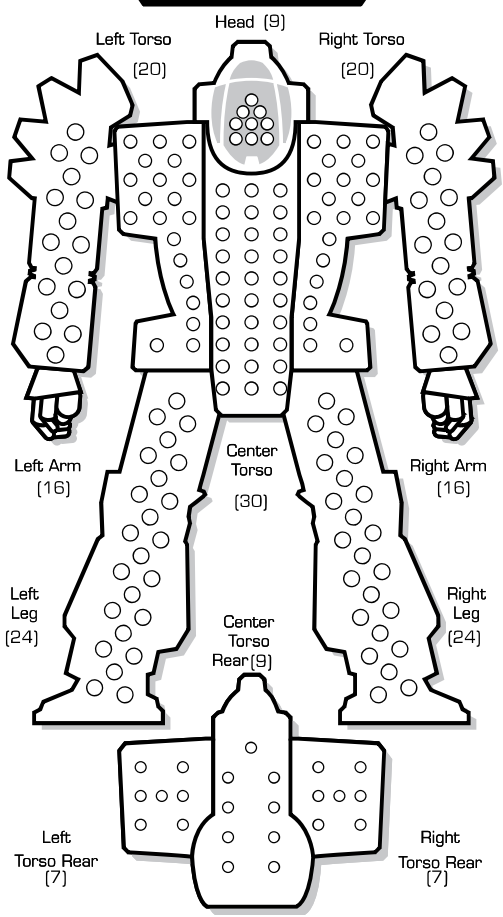
Name: _____

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 Medium Laser
4. ER Medium Laser
5. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

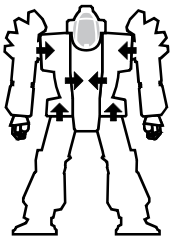
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. 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. ER Medium Laser
4. ER Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

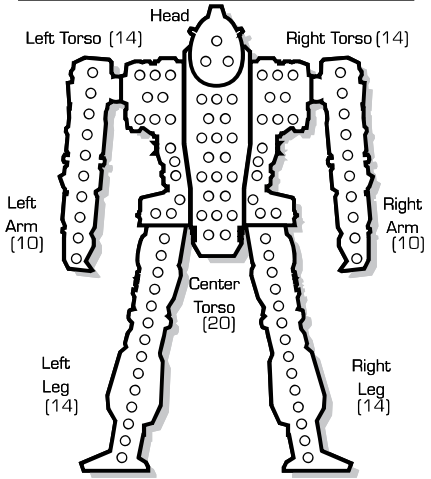
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

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	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: Vulture Mk III A

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	7 [P]	–	4	8	12
2	SRM 6	RT	4	2/Msl [M,C,S]	–	3	6	9
2	SRM 6	LT	4	2/Msl [M,C,S]	–	3	6	9
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	–	7	14	21
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	–	7	14	21

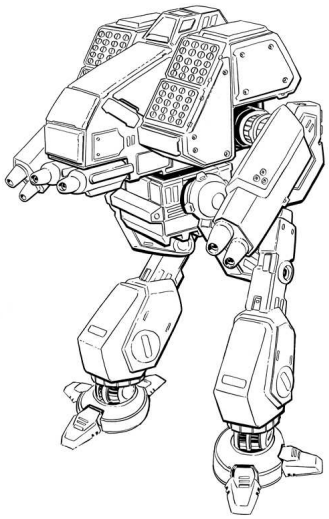
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WARRIOR DATA

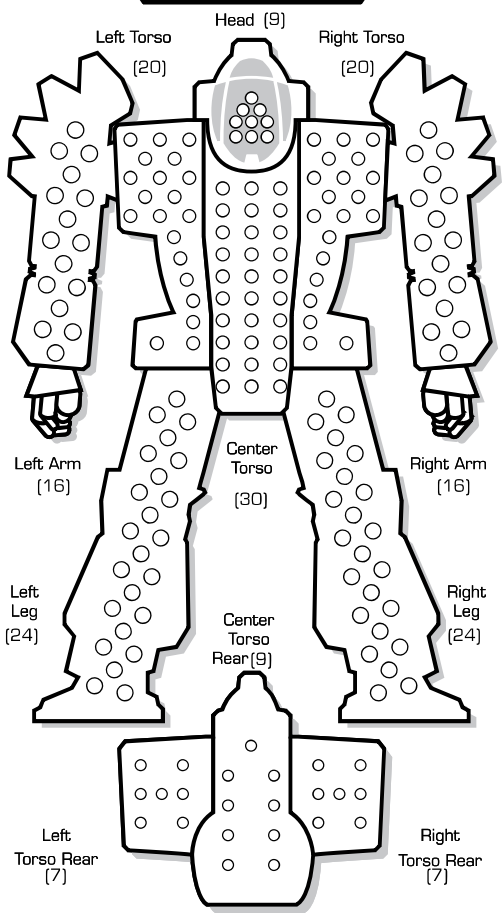
Name: _____

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. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
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. SRM 6
6. SRM 6

1. Ammo (SRM 6) 15
2. Ammo (Ultra AC/5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

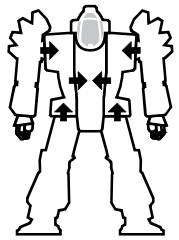
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. 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 Pulse Laser
6. Medium Pulse 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. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ferro-Fibrous

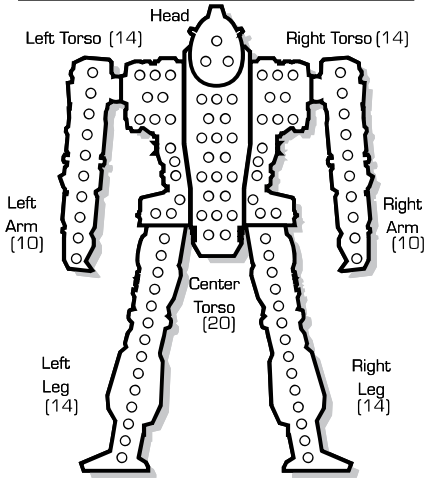
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. SRM 6
6. SRM 6

1. Ammo (SRM 6) 15
2. Ammo (Ultra AC/5) 20
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

14 (28) Double

Heat Level*	Effects	
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 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: Vulture Mk III B

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Dark Age
Jumping:	4		

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	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

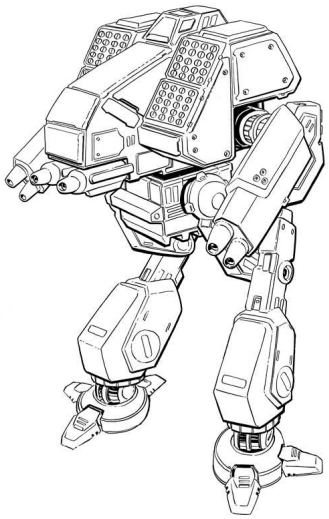
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WARRIOR DATA

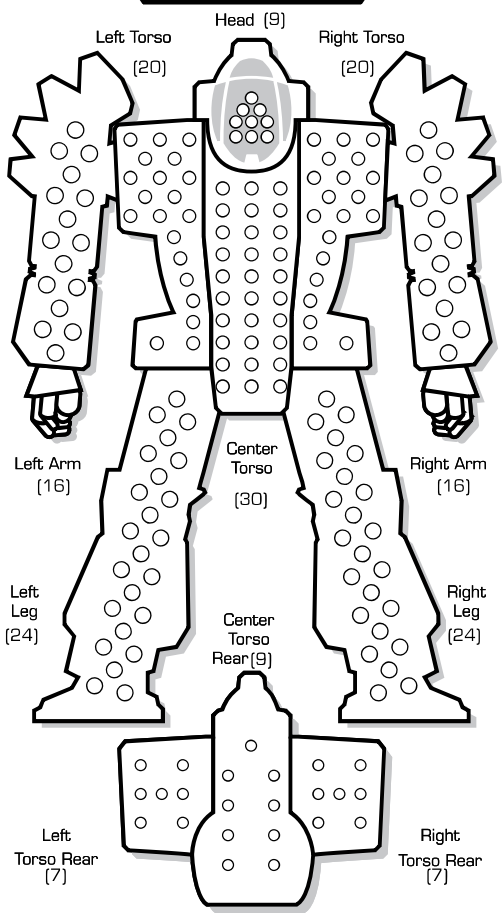
Name: _____

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. ER Large Laser
	4. Endo-Steel
	5. Endo-Steel
	6. Endo-Steel
4-6	1. Endo-Steel
	2. Endo-Steel
	3. Endo-Steel
	4. Endo-Steel
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. LRM 20
	6. LRM 20
4-6	1. LRM 20
	2. LRM 20
	3. Ammo (LRM 20) 6
	4. Ammo (LRM 20) 6
	5. Roll Again
	6. Roll Again

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Jump Jet
6.	Jump Jet

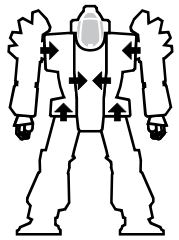
Head

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. 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

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. ER Large Laser
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

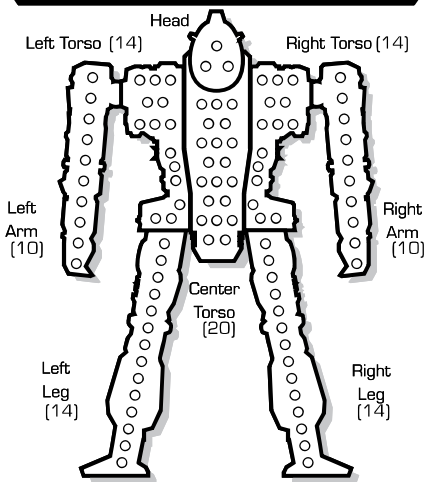
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. LRM 20
	6. LRM 20
4-6	1. LRM 20
	2. LRM 20
	3. Ammo (LRM 20) 6
	4. Ammo (LRM 20) 6
	5. Roll Again
	6. Roll Again

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	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	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk III C

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Micro Pulse Laser	CT	1	3 [P,AI]	—	1	2	3
4	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
4	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Micro Pulse Laser	RA	1	3 [P,AI]	—	1	2	3
1	Micro Pulse Laser	LA	1	3 [P,AI]	—	1	2	3

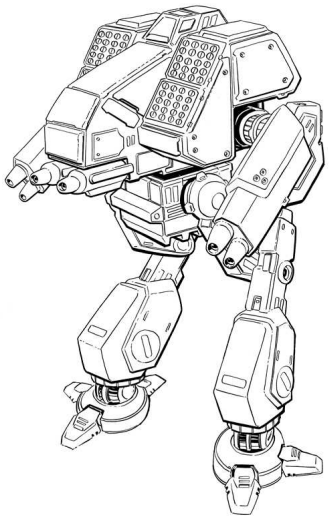
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WARRIOR DATA

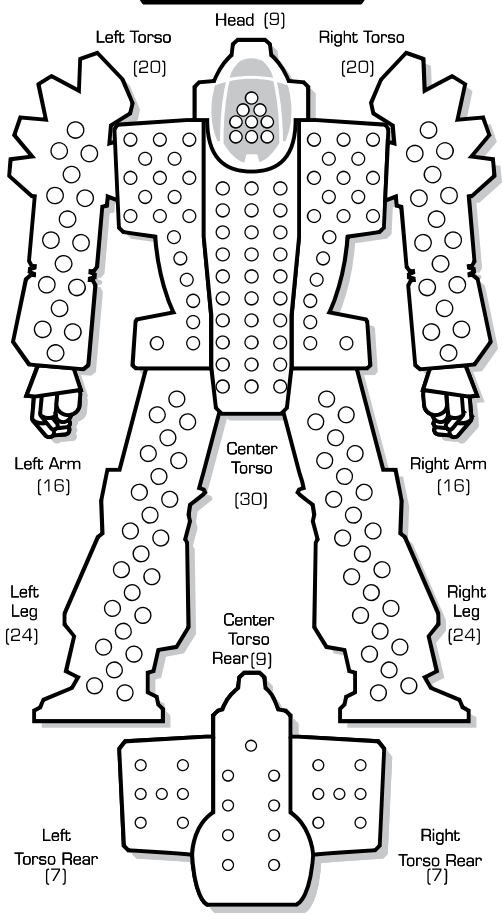
Name: _____

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. Micro Pulse Laser
	4. Endo-Steel
	5. Endo-Steel
	6. Endo-Steel
4-6	1. Endo-Steel
	2. Endo-Steel
	3. Endo-Steel
	4. Endo-Steel
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Streak SRM 6
	4. Streak SRM 6
	5. Streak SRM 6
	6. Streak SRM 6
4-6	1. Streak SRM 6
	2. Streak SRM 6
	3. Streak SRM 6
	4. Streak SRM 6
	5. Ammo (Streak SRM 6) 15
	6. Ammo (Streak SRM 6) 15

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

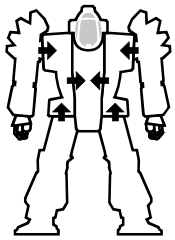
Head

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. Micro Pulse Laser
	6. Micro Pulse 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. Micro Pulse Laser
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

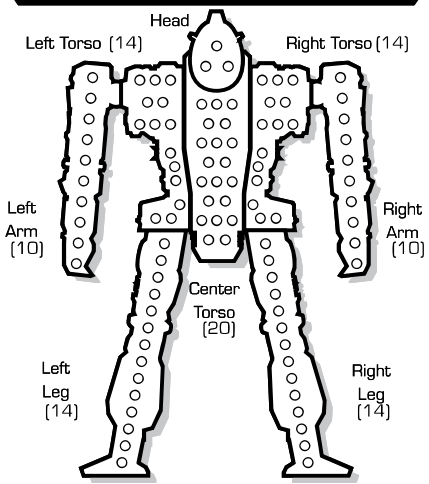
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Streak SRM 6
	4. Streak SRM 6
	5. Streak SRM 6
	6. Streak SRM 6
4-6	1. Streak SRM 6
	2. Streak SRM 6
	3. Streak SRM 6
	4. Streak SRM 6
	5. Ammo (Streak SRM 6) 15
	6. Ammo (Streak SRM 6) 15

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	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: Vulture Mk III D

Movement Points:
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	—	7	14	21
1	Rotary AC/5	LT	1	5/Sht [DB,R/C]	—	7	14	21
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

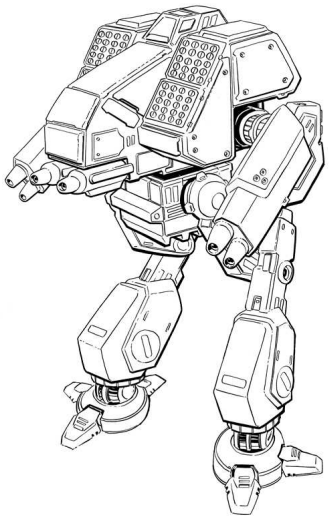
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WARRIOR DATA

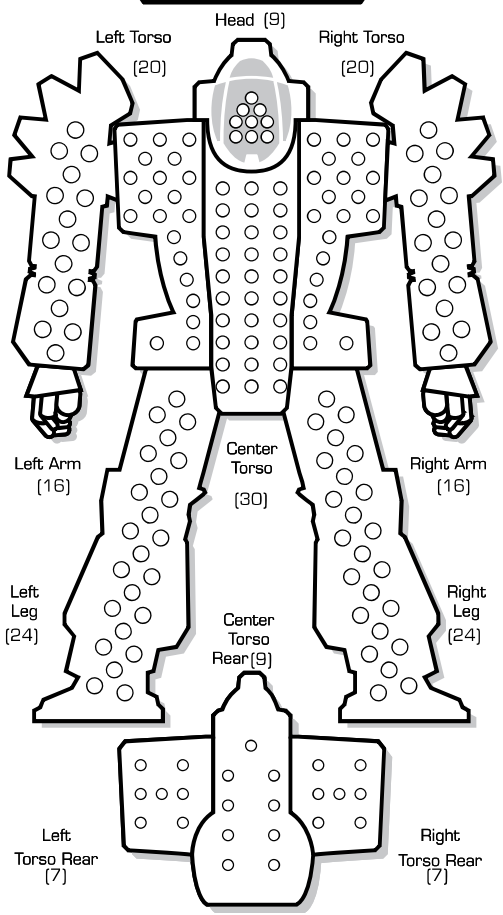
Name: _____

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. Medium Pulse Laser
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
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. Rotary AC/5
4. Rotary AC/5
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

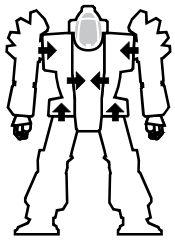
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

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. Medium Pulse Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

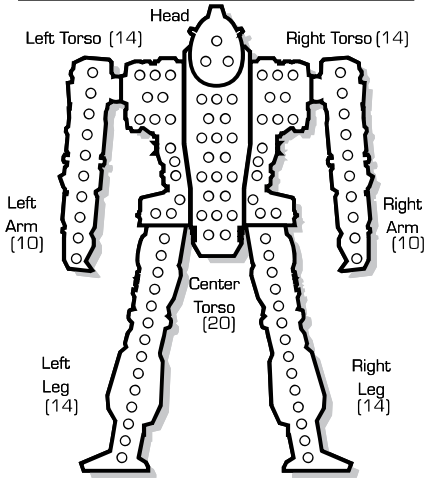
1. XL Fusion Engine
2. XL Fusion Engine
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
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. 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	12 (24) 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: Loki Mk II Prime

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

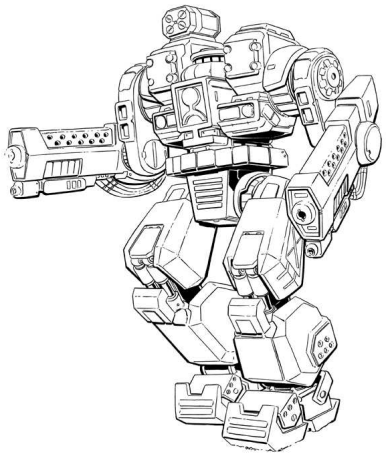
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WARRIOR DATA

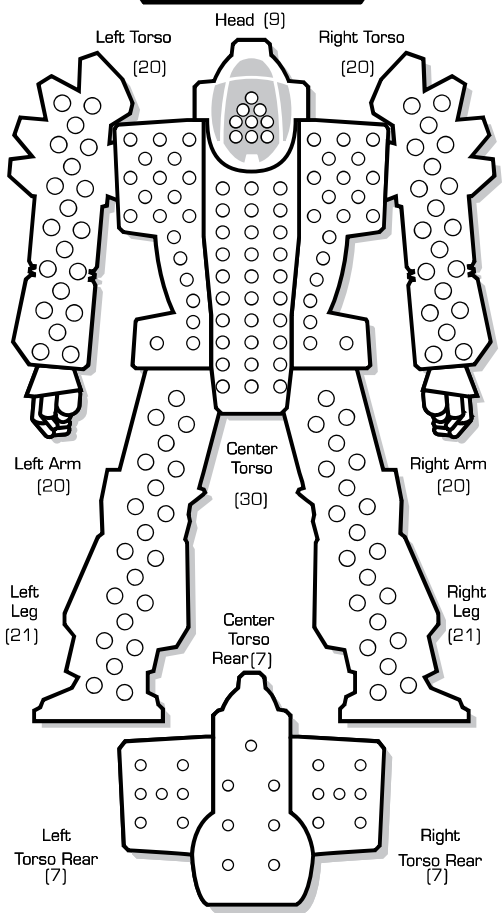
Name: _____

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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. ER Large Laser
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo-Steel
6. Ferro-Fibrous

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. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Double Heat Sink
6. Double Heat Sink

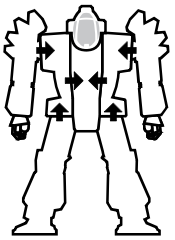
Center Torso

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

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

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. ER Large Laser
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

Right Torso (CASE)

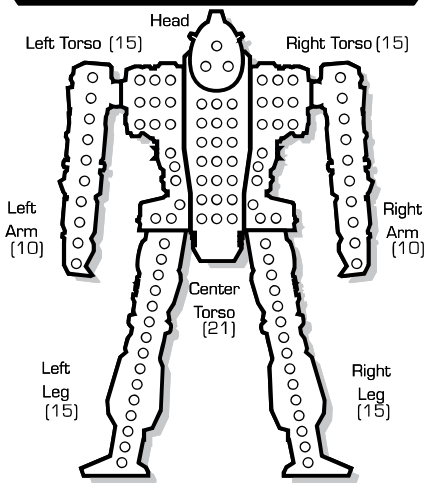
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 4
4. Ammo (Streak SRM 4) 25
5. Ammo (Gauss) 8
6. Endo-Steel

1. 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. Endo-Steel
6. Ferro-Fibrous

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: Loki Mk II A

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
2	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9
2	Improved Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

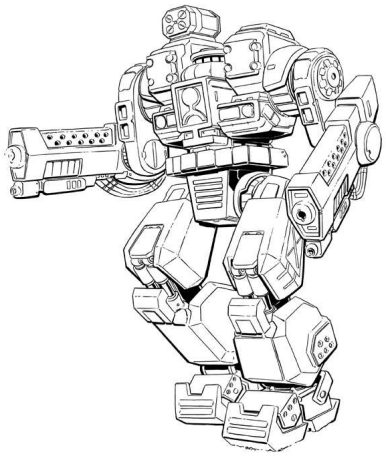
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WARRIOR DATA

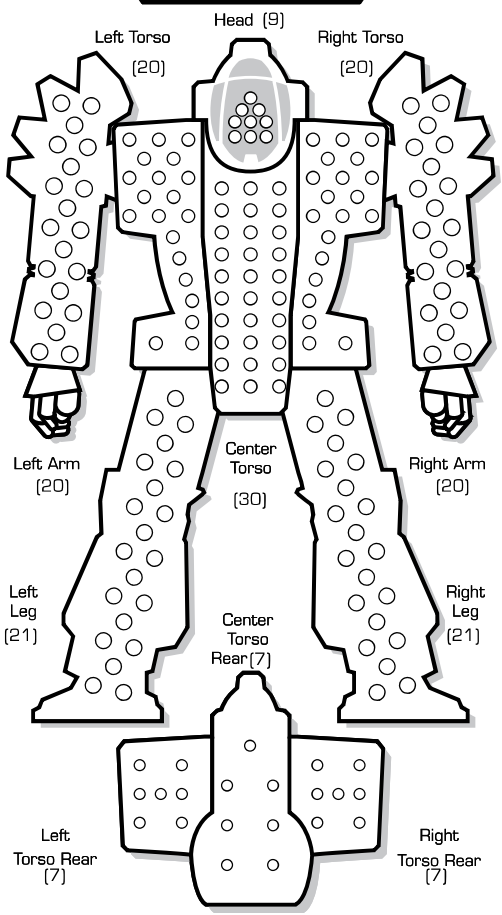
Name: _____

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. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
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. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Ammo (AP Gauss) 40
5. Endo-Steel
6. Ferro-Fibrous

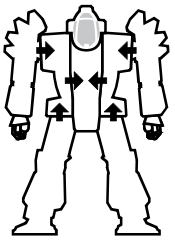
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Double Heat Sink
6. Double Heat Sink

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

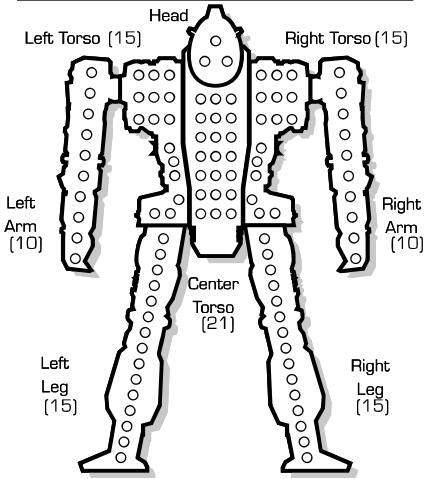
1. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1. AP Gauss Rifle
2. AP Gauss Rifle
3. Angel ECM Suite
4. Angel ECM Suite
5. Endo-Steel
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
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	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

'MECH DATA

Type: Loki Mk II B

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Clan (Advanced)
Era: Dark Age

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	Long Tom Cannon	LT/LA	20	20 [DB,AE]	4	6	13	20
1	ER Large Laser	RA	12	10 [DE]	–	8	15	25
2	Medium Pulse Laser	RA	4	7 [P]	–	4	8	12

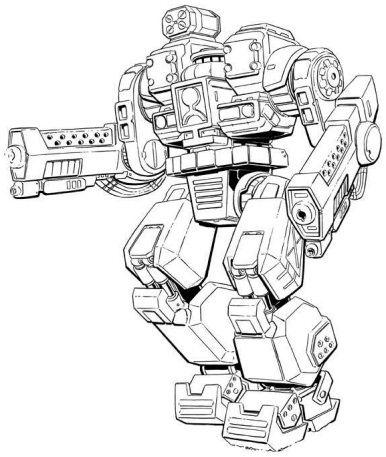
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WARRIOR DATA

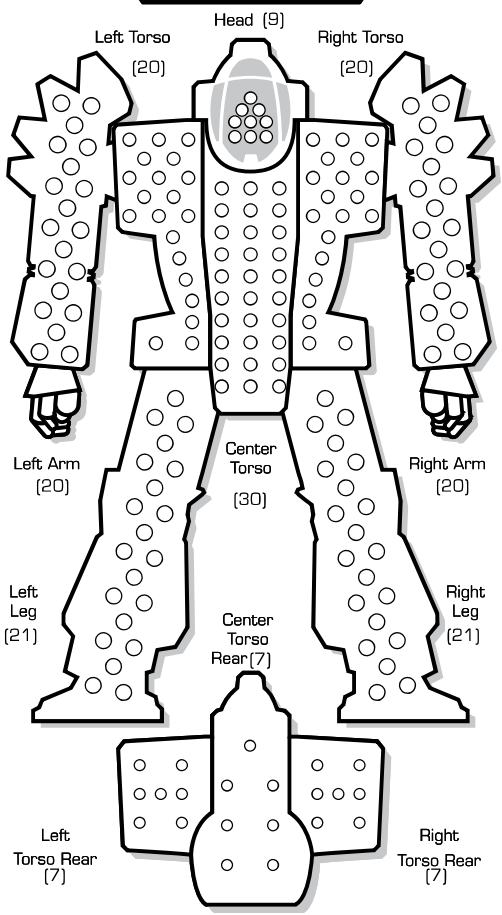
Name: _____

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. Long Tom Cannon (1-3)
4. Long Tom Cannon (1-3)
5. Long Tom Cannon (1-3)
6. Long Tom Cannon (1-3)
1. Long Tom Cannon (4-6)
2. Long Tom Cannon (4-6)
3. Long Tom Cannon (4-6)
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Long Tom Cannon (1-3)
4. Long Tom Cannon (1-3)
5. Long Tom Cannon (1-3)
6. Long Tom Cannon (1-3)
1. Long Tom Cannon (4-6)
2. Long Tom Cannon (4-6)
3. Long Tom Cannon (4-6)
4. Long Tom Cannon (4-6)
5. Endo-Steel
6. Ferro-Fibrous

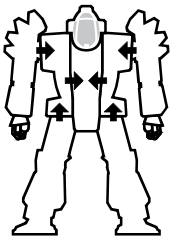
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Double Heat Sink
6. Double Heat Sink

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Double Heat Sink (4-6)
6. Double Heat Sink (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



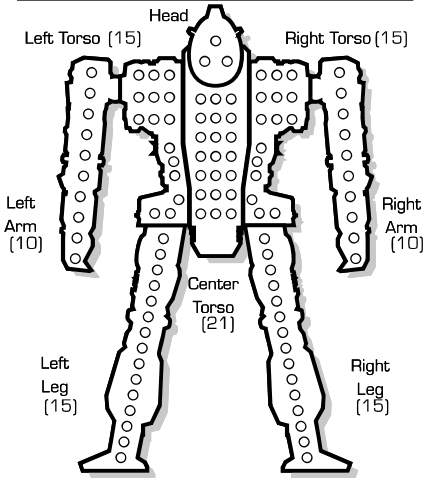
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. ER Large Laser (4-6)
2. Medium Pulse Laser (4-6)
3. Medium Pulse Laser (4-6)
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Medium Pulse Laser
6. Medium Pulse Laser
1. Ammo (Long Tom Cannon) 5 (4-6)
2. Ammo (Long Tom Cannon) 5 (4-6)
3. Ammo (Long Tom Cannon) 5 (4-6)
4. Endo-Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
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	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: Thor II Prime

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 70
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21

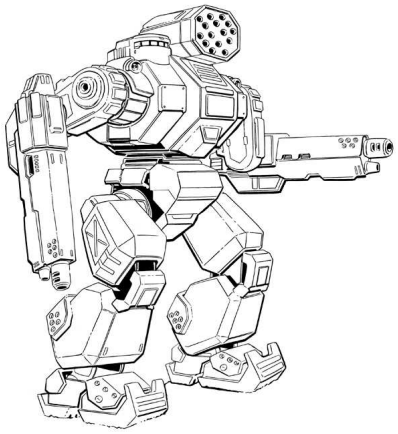
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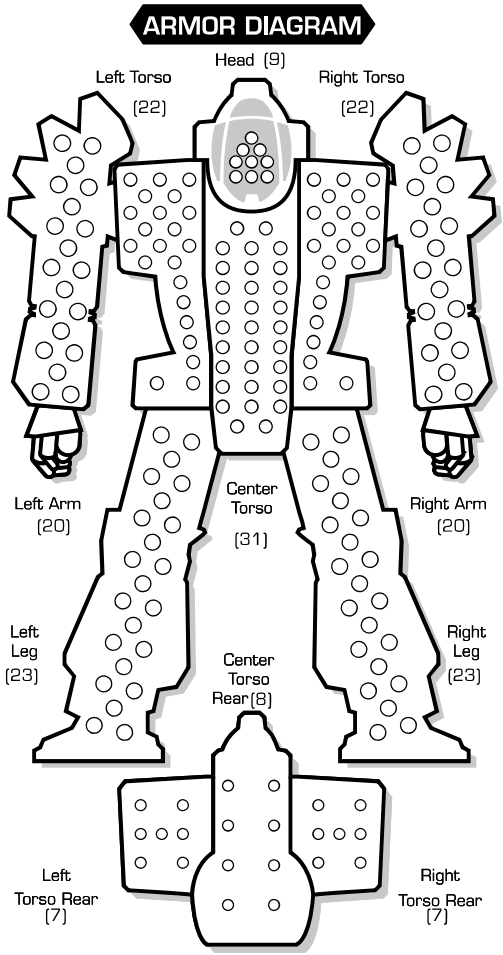
Name: _____

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. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. ER Medium Laser

1. Ammo (Ultra AC/5) 20
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. ER Medium Laser
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
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. Jump Jet
6. Jump Jet

Head

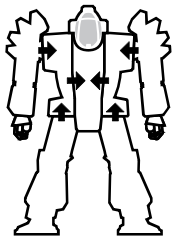
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. ER Medium Laser

1. Ammo (Ultra AC/5) 20
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

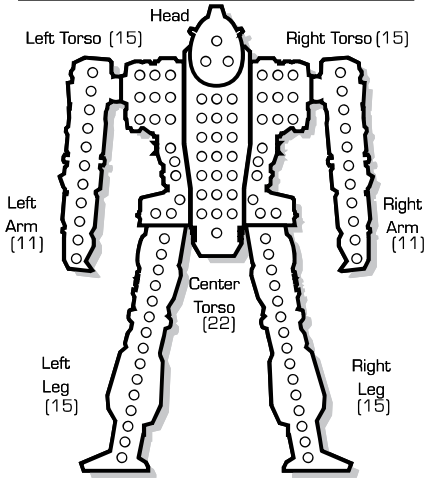
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

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. 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	14 (28) Double
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 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: Thor II A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 70
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

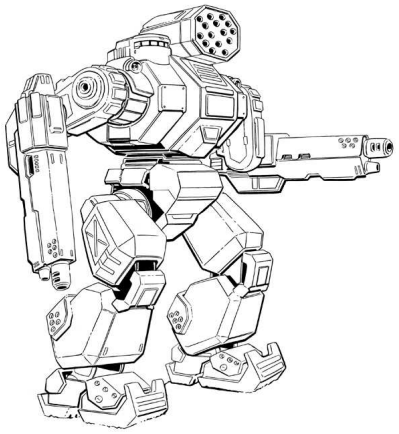
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WARRIOR DATA

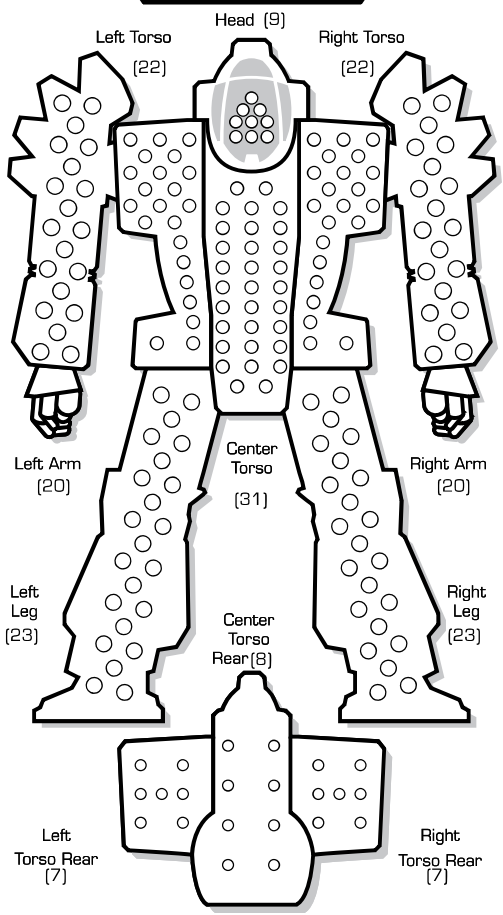
Name: _____

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. LB 10-X AC (1-3)
4. LB 10-X AC (1-3)
5. LB 10-X AC (1-3)
6. LB 10-X AC (1-3)
1. LB 10-X AC (4-6)
2. Endo-Steel (4-6)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8
1. Ammo (LB-10X) 10 (4-6)
2. Ammo (LB-10X Cluster) 10 (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

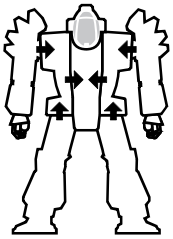
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Jump Jet (4-6)
6. Endo-Steel (4-6)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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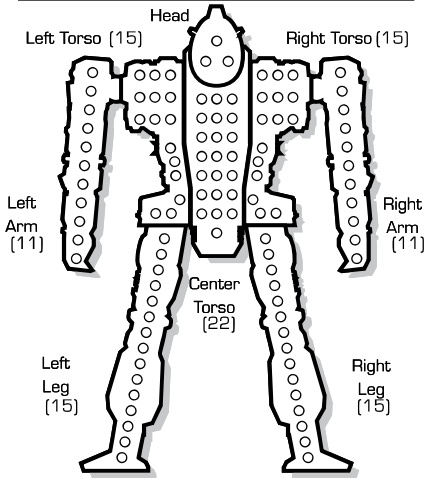
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Endo-Steel (1-3)
6. Endo-Steel (1-3)
1. Endo-Steel (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5 (1-3)
4. Ammo (LRM 5) 24 (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

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	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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thor II B

Movement Points:
Walking: 5
Running: 8

Tonnage: 70
Tech Base: Clan
Era: Dark Age

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	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	ATM 6	LT	4	[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 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	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21

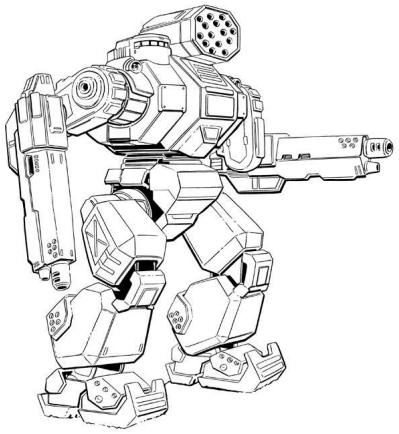
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WARRIOR DATA

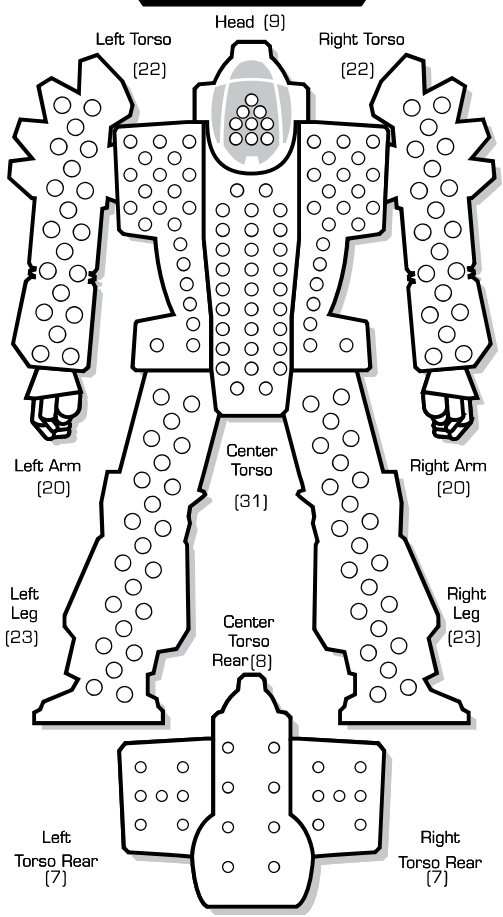
Name: _____

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. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

1. ATM 6
2. ATM 6
3. ATM 6
4. LRM 5
5. Ammo (ATM 6) 10
6. Ammo (ATM 6) 10

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

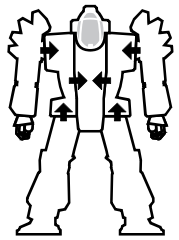
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
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. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)

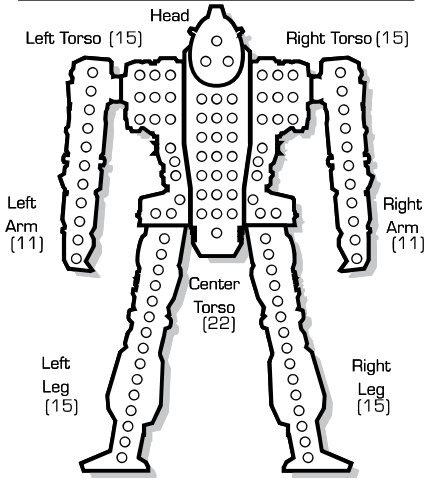
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Laser
4. LRM 5
5. Ammo (LRM 5) 24
6. Ammo (ATM 9) 7

1. Ammo (ATM 9 ER) 7
2. Ammo (ATM 9 HE) 7
3. Ferro-Fibrous
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. 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	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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thor II C

Movement Points:
Walking: 5
Running: 8

Tonnage: 70
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	LT	7	20/Sht [DB,R/C]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

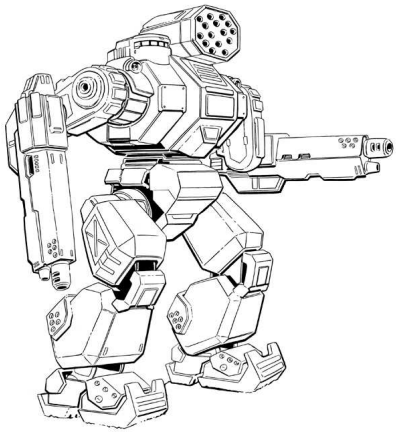
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WARRIOR DATA

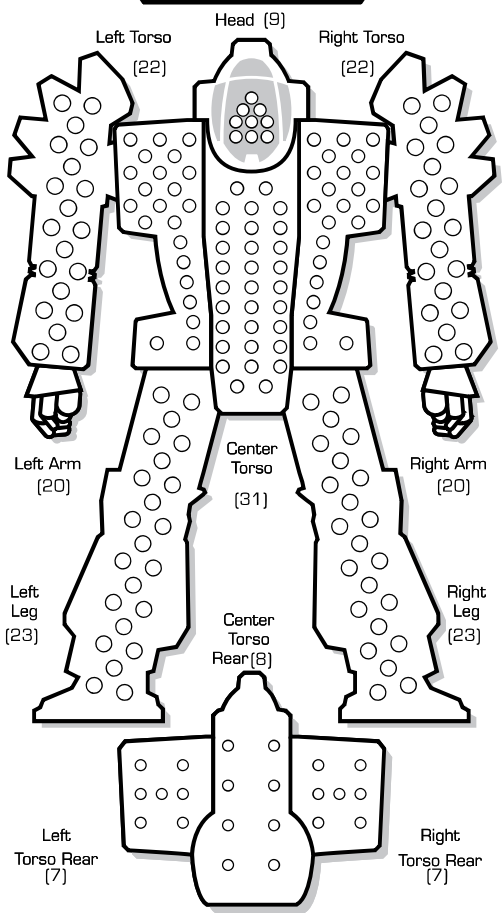
Name: _____

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. Large Pulse Laser (1-3)
5. Large Pulse Laser (1-3)
6. Endo-Steel (1-3)

1. Endo-Steel (4-6)
2. Endo-Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20 (1-3)
4. Ultra AC/20 (1-3)
5. Ultra AC/20 (1-3)
6. Ultra AC/20 (1-3)

1. Ultra AC/20 (4-6)
2. Ultra AC/20 (4-6)
3. Ultra AC/20 (4-6)
4. Ultra AC/20 (4-6)
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

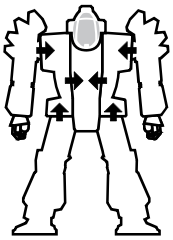
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Flamer (4-6)
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 (1-3)
4. Large Pulse Laser (1-3)
5. Large Pulse Laser (1-3)
6. Endo-Steel (1-3)

1. Endo-Steel (4-6)
2. Endo-Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)

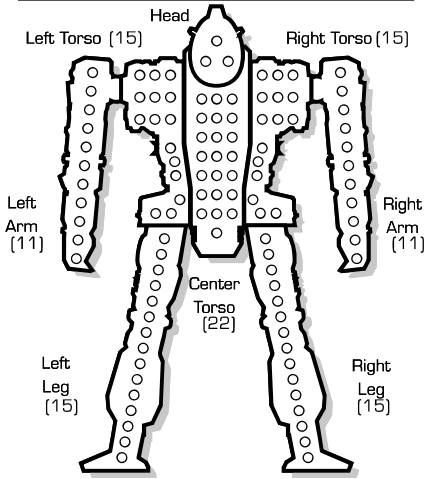
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 4 (1-3)
4. Ammo (Streak SRM 4) 25 (1-3)
5. Ammo (Ultra AC/20) 5 (1-3)
6. Ferro-Fibrous (1-3)

1. Ferro-Fibrous (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

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	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: Thor II D

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

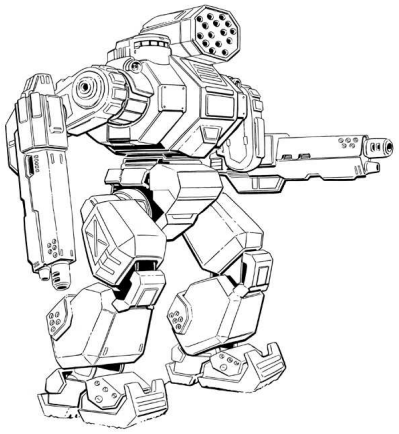
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WARRIOR DATA

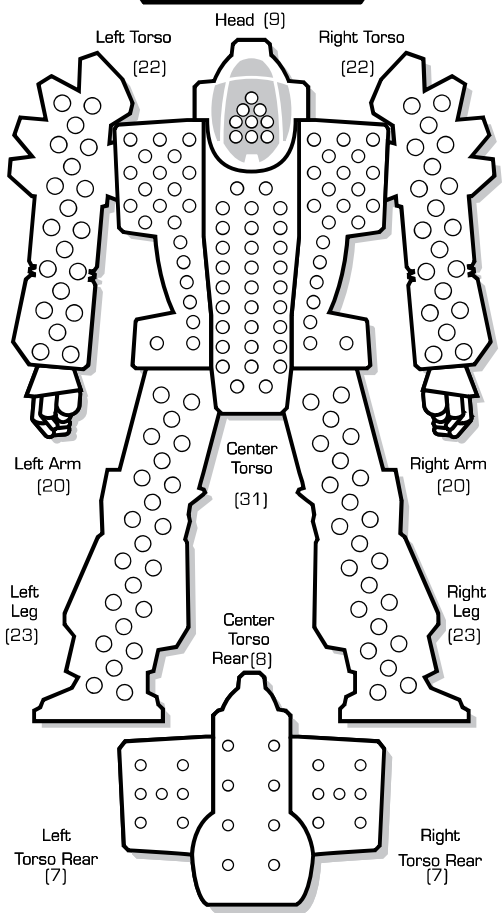
Name: _____

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. ER Large Laser

1. ER Medium Laser
2. Endo-Steel

4-6
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

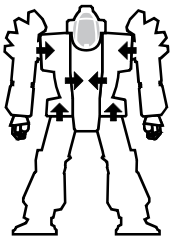
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo-Steel

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

1-3
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1. ER Medium Laser
2. Endo-Steel

4-6
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

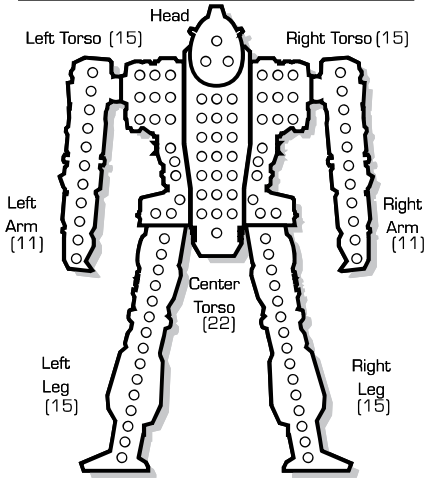
1. Double Heat Sink
2. Double Heat Sink

4-6
3. Targeting Computer
4. Targeting Computer
5. Ferro-Fibrous
6. Ferro-Fibrous

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	22 (44) 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: Warwolf Prime

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 3

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	Clan TAG	CT	0	[E]	—	5	9	15
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

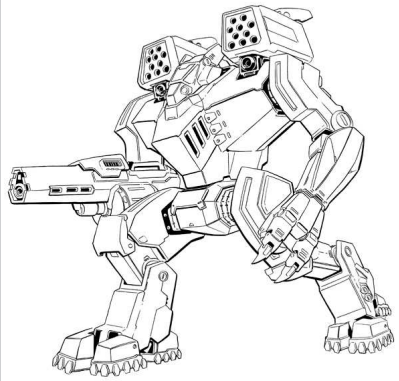
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WARRIOR DATA

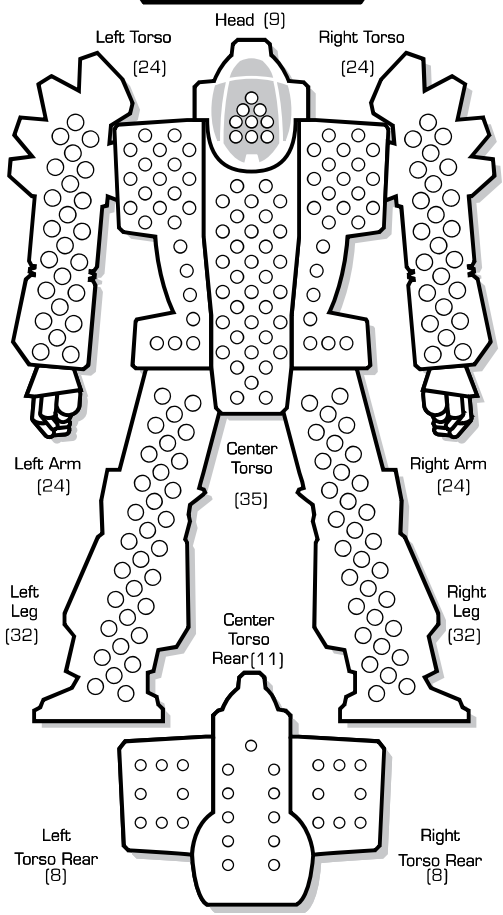
Name: _____

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. Reactive
6. Reactive

1. Reactive
2. Reactive
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 10
5. Ammo (LRM 10) 12
6. CASE II

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. Reactive

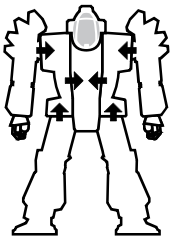
Head
1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
5. Sensors
6. Life Support

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. Jump Jet
6. Clan TAG

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

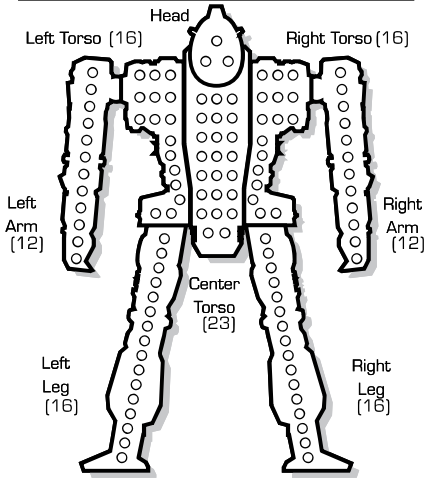
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo-Steel
6. Reactive

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 10
5. Ammo (LRM 10) 12
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. CASE II
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. Reactive

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: Warwolf A

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Streak LRM 10	RT	4	1/Msl [M,C]	—	7	14	21
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

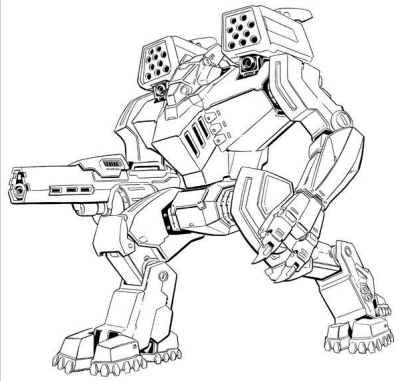
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WARRIOR DATA

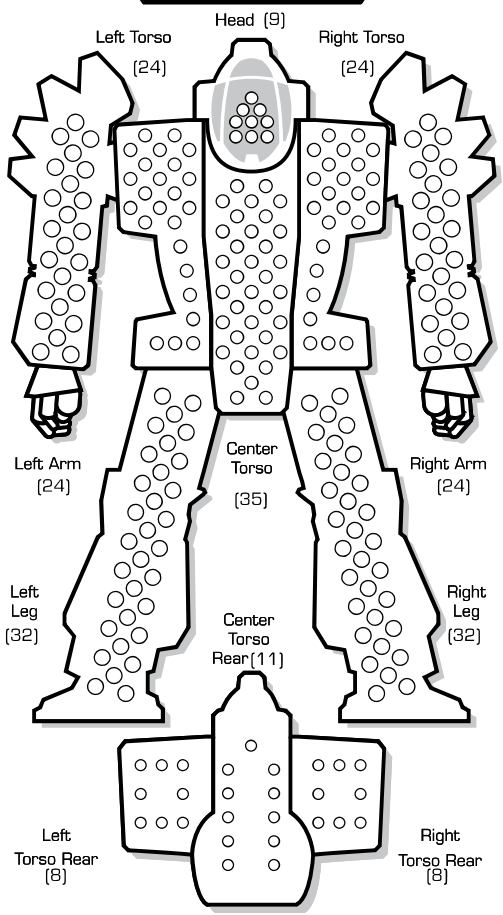
Name: _____

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. Reactive
6. Reactive

1. Reactive
2. Reactive
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. Streak SRM 6
6. Streak SRM 6

1. Ammo (Streak SRM 6) 15
2. CASE II
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. Endo-Steel
6. Reactive

Head

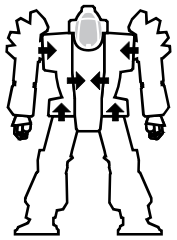
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

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. ER Large Laser
6. Medium Pulse 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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Endo-Steel
5. Reactive
6. Roll Again

Right Torso

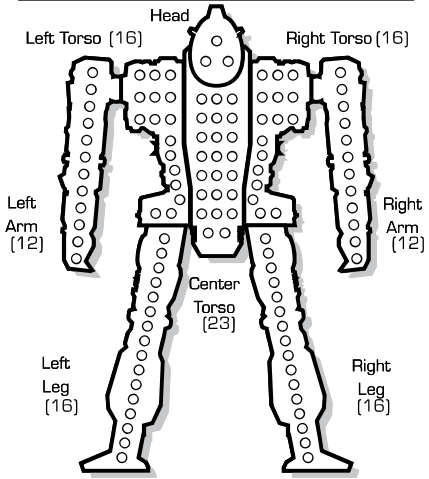
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak LRM 10
6. Streak LRM 10

1. Ammo (Streak LRM 10) 12
2. CASE II
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. Endo-Steel
6. Reactive

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+	
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: Warwolf B

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan (Advanced)
Running:	8	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	ER Large Pulse Laser	RT	13	10 [P]	—	7	15	23
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18

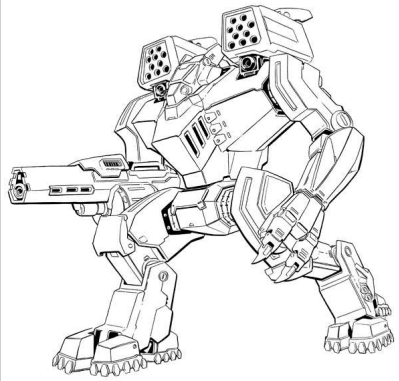
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WARRIOR DATA

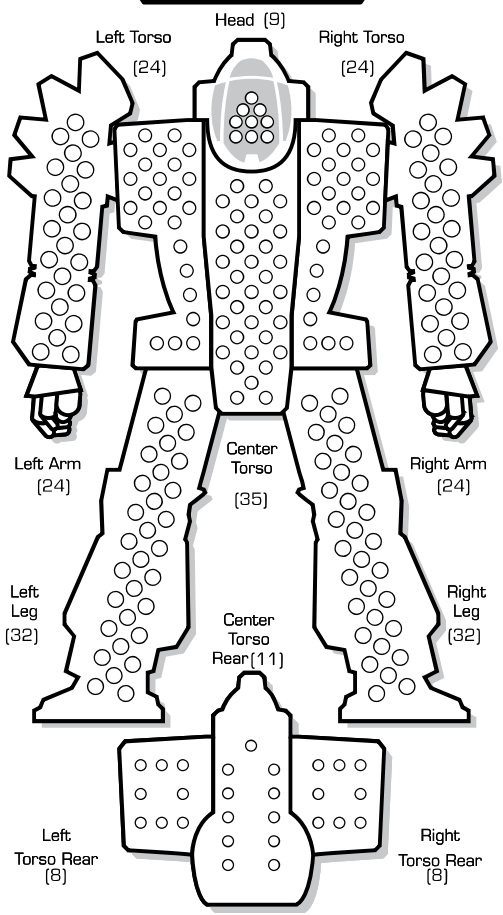
Name: _____

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. Double Heat Sink
3. Reactive
4. Reactive
5. Reactive
6. Reactive

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. 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. Endo-Steel
6. Reactive

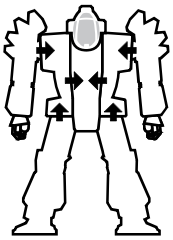
Head
1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
5. Sensors
6. Life Support

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. Jump Jet
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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

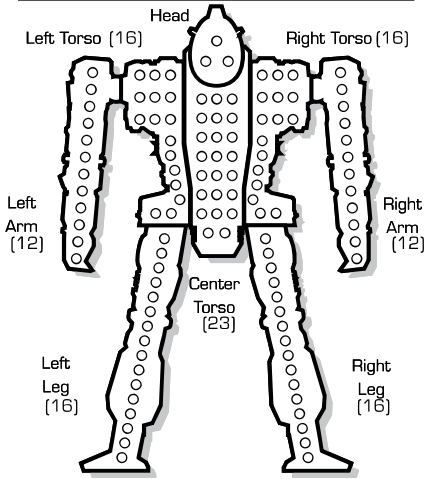
1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10
4. Endo-Steel
5. Reactive
6. Roll Again

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. ER Large Pulse Laser
2. ER Large Pulse Laser
3. ER Large Pulse Laser
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. Reactive

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: Warwolf C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 3

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
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	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	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Targeting Computer	RA	—	[E]	—	—	—	—

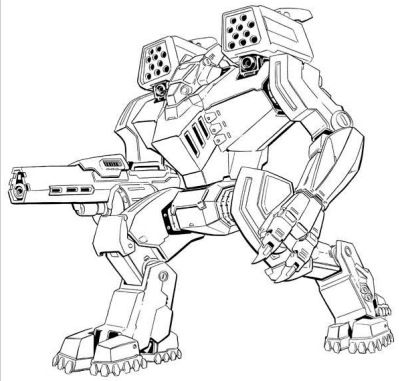
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WARRIOR DATA

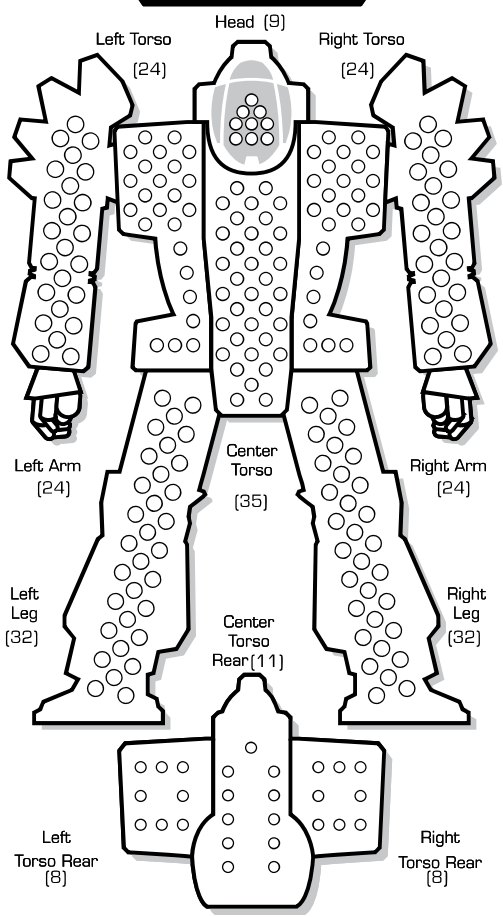
Name: _____

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. Double Heat Sink
3. Reactive
4. Reactive
5. Reactive
6. Reactive

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ATM 9
5. ATM 9
6. ATM 9

1-3

1. ATM 9
2. Ammo (ATM 9) 7
3. Ammo (ATM 9 HE) 7
4. CASE II
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. Reactive

Head
1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
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

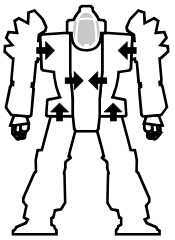
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

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. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser

1-3

1. Large Pulse Laser
2. Targeting Computer
3. Targeting Computer
4. Endo-Steel
5. Reactive
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ATM 9
5. ATM 9
6. ATM 9

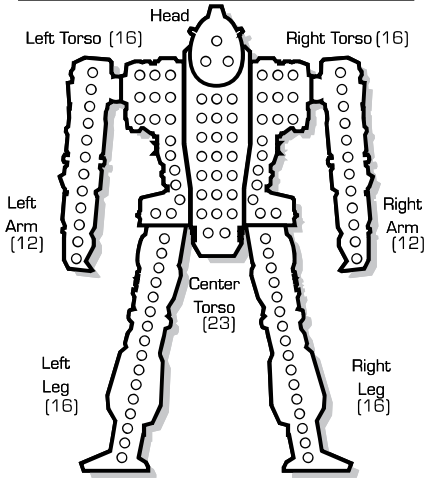
1-3

1. ATM 9
2. Ammo (ATM 9) 7
3. Ammo (ATM 9 ER) 7
4. CASE II
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. Reactive

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: Warwolf H

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 75
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Large Laser	RT	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser	LT	18	16 [DE,X]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

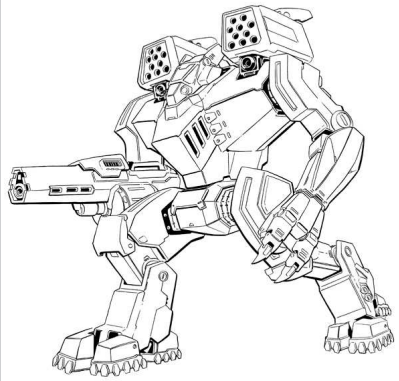
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WARRIOR DATA

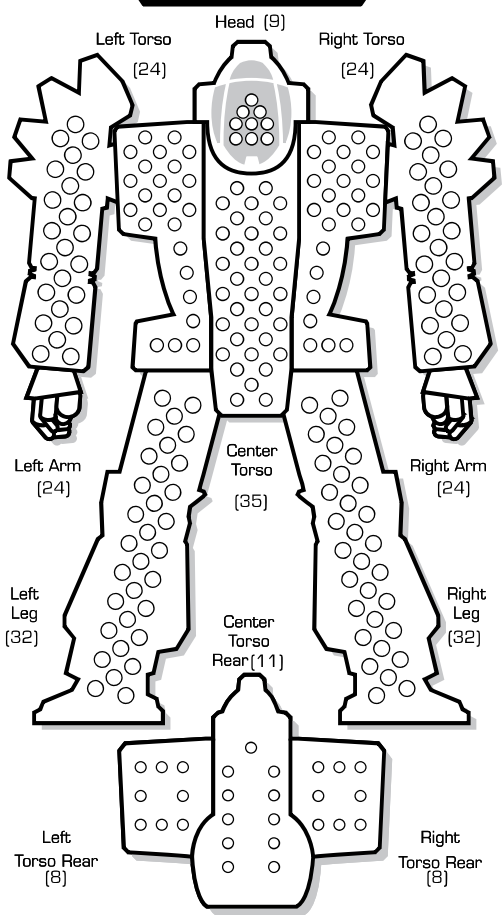
Name: _____

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. Reactive
6. Reactive

4-6:
1. Reactive
2. Reactive
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 Heavy Large Laser
6. Improved Heavy Large Laser

4-6:
1. Improved Heavy Large Laser
2. Coolant Pod
3. Coolant Pod
4. CASE II
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. Reactive

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

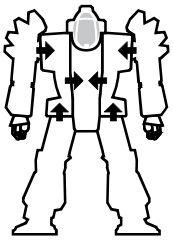
Center Torso

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. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6:
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo-Steel
6. Reactive

Right Torso

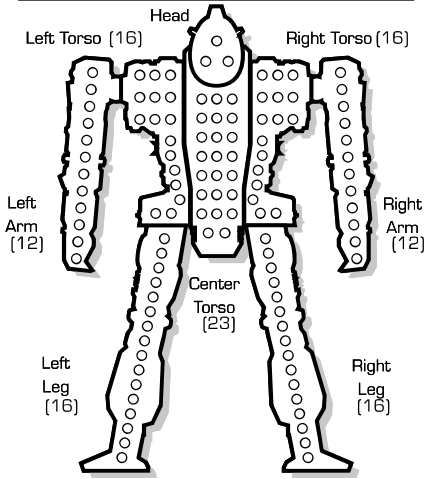
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

4-6:
1. Improved Heavy Large Laser
2. Supercharger
3. CASE II
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. Reactive

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: Shrike

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 5

Tonnage: 95
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	Targeting Computer	RA	—	[E]	—	—	—	—
2	Ultra AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21

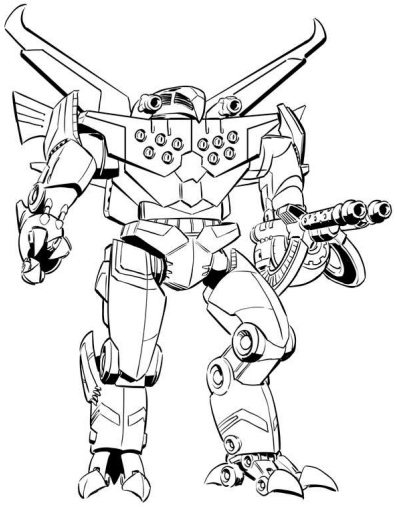
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WARRIOR DATA

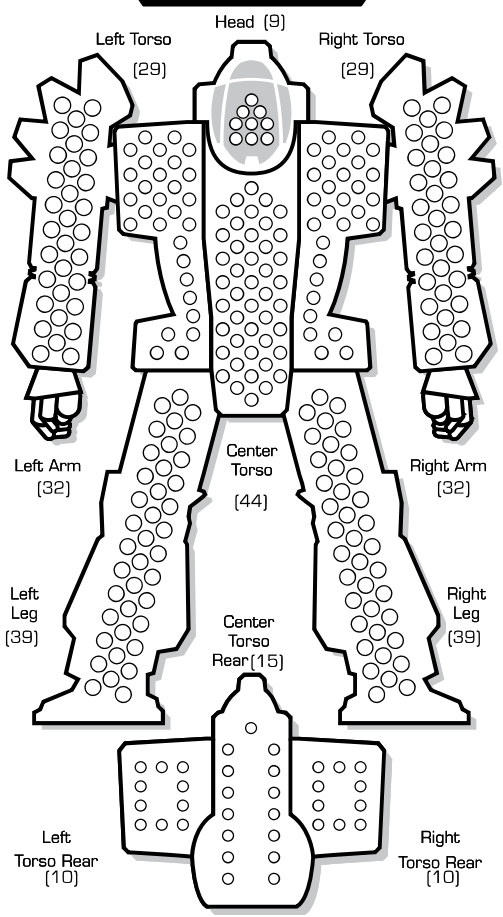
Name: _____

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/5
5. Ultra AC/5
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5

4-6
4. Ammo (Ultra AC/5) 20
5. Ammo (Ultra AC/5) 20
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. ER Large Laser

4-6
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

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

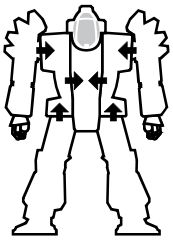
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. LRM 10
6. Ferro-Fibrous

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. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Endo-Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

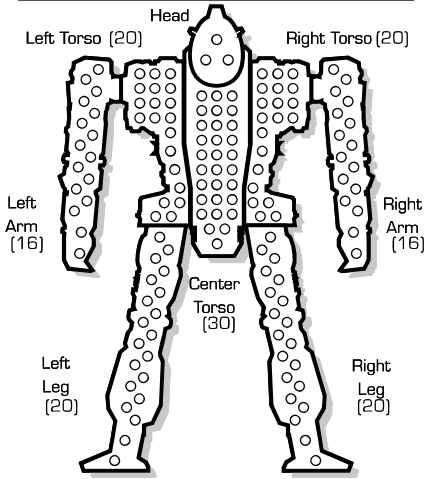
1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. ER Large Laser

4-6
3. Ammo (LRM 10) 12
4. Endo-Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (27) Laser
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: Shrike 2

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 5

Tonnage: 95
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	Targeting Computer	RA	—	[E]	—	—	—	—
2	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

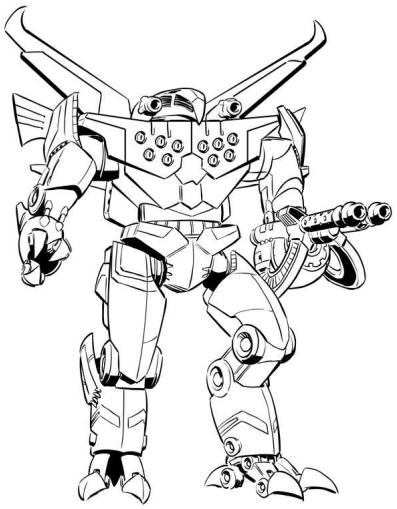
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WARRIOR DATA

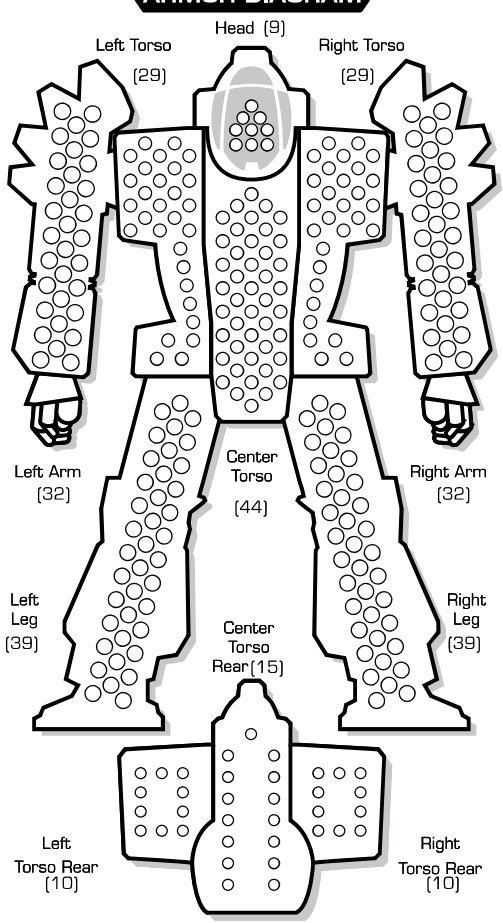
Name: _____

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

4-6:
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ammo (Ultra AC/10) 10

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

4-6:
1. Jump Jet
2. ER Medium Laser
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo-Steel
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

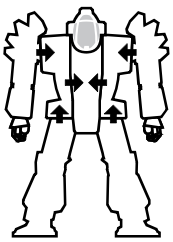
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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. LRM 10
6. Ferro-Fibrous

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

1-3:
5. Targeting Computer
6. Targeting Computer

4-6:
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo-Steel
5. Endo-Steel
6. Ferro-Fibrous

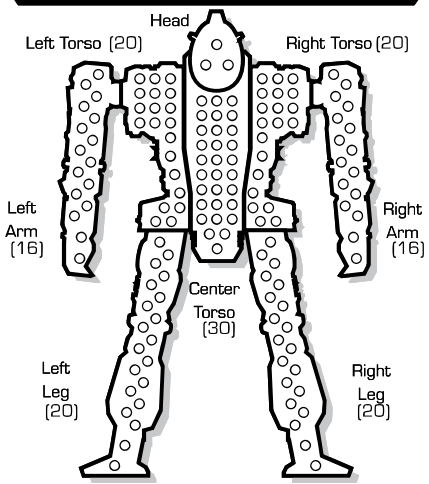
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

4-6:
1. Jump Jet
2. ER Medium Laser
3. Ammo (LRM 10) 12
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. 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	11 (25) Laser
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	
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: Shrike 3

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 5

Tonnage: 95
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	Targeting Computer	RA	—	[E]	—	—	—	—
2	ER PPC	LA	15	15 [DE]	—	7	14	23

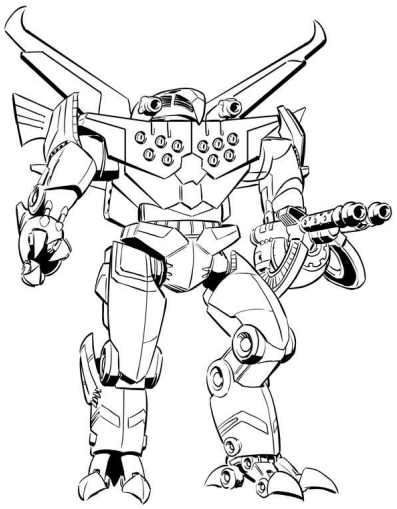
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WARRIOR DATA

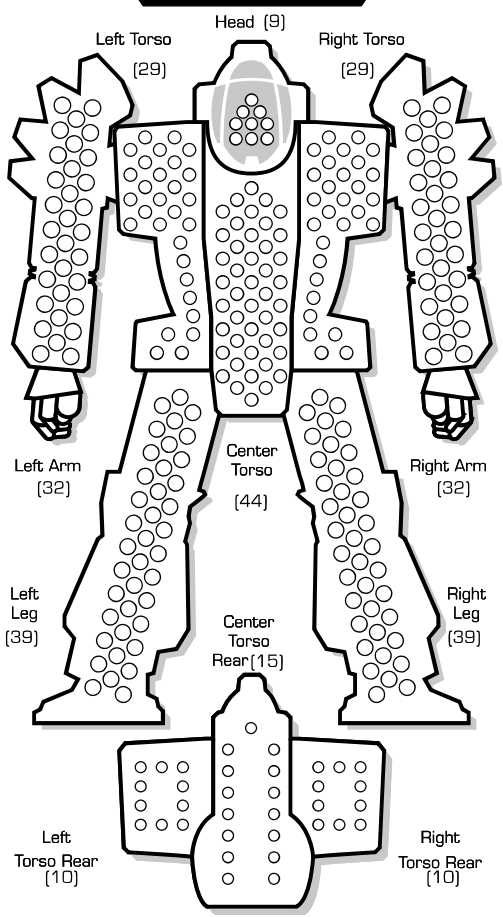
Name: _____

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. Laser Heat Sink
5. Laser Heat Sink
6. Laser Heat Sink

1. Laser Heat Sink

4-6
2. ER PPC
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Cet

1. Jump Jet
2. ER Large Laser

4-6
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

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

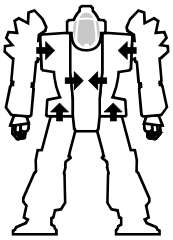
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. LRM 10
6. Ferro-Fibrous

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. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer

4-6
3. Endo-Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

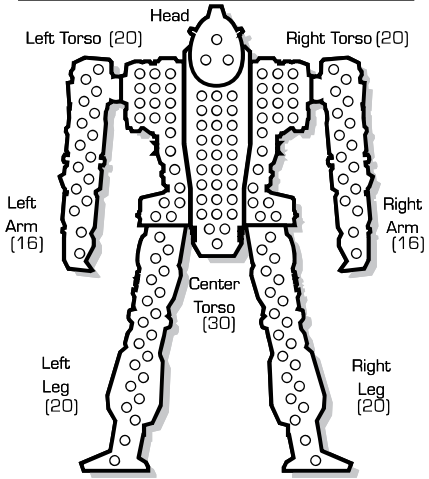
1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. Jump Jet
2. ER Large Laser

4-6
3. Ammo (LRM 10) 12
4. Endo-Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
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	17 (37) Laser
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: Kodiak II

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	LRM 10 w/Artemis IV FCS	LT	4	1/Msl [M,C,S]	—	7	14	21
4	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
4	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

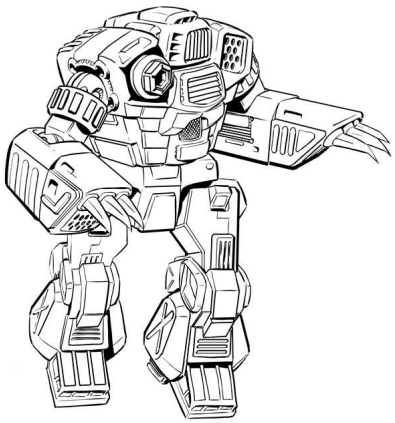
BV: 3,066

WARRIOR DATA

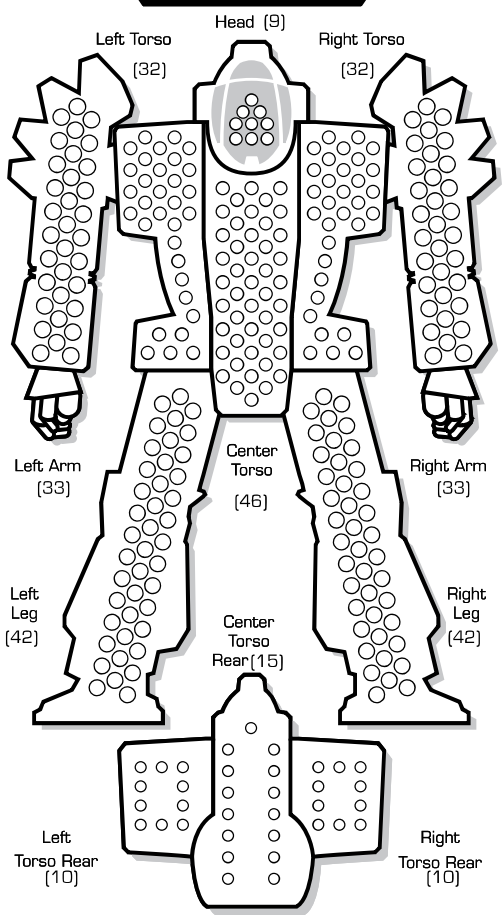
Name: _____

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. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Artemis IV FCS

1. Ammo (LRM 10 Artemis) 12
2. Ammo (LRM 20 Artemis) 6

4-6
3. Ammo (LRM 20 Artemis) 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. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

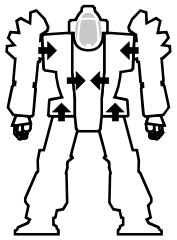
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

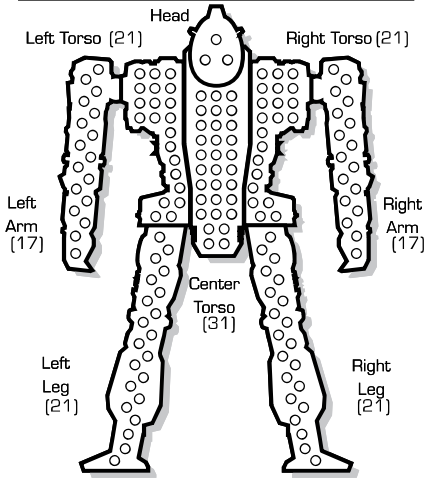
1-3
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6

4-6
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. 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	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: Kodiak II 2

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HarJel III Self-Repair System	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	HarJel III Self-Repair System	RT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	HarJel III Self-Repair System	LT	—	[E]	—	—	—	—
4	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Streak LRM 20	RA	6	1/Msl [M,C]	—	7	14	21
4	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Streak LRM 20	LA	6	1/Msl [M,C]	—	7	14	21

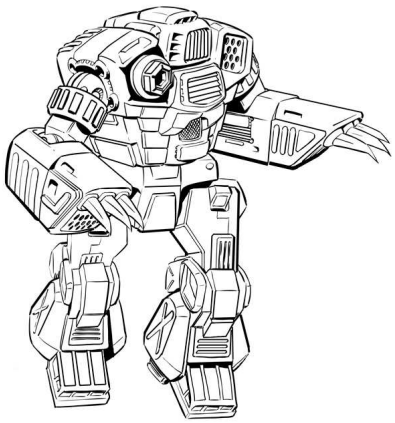
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WARRIOR DATA

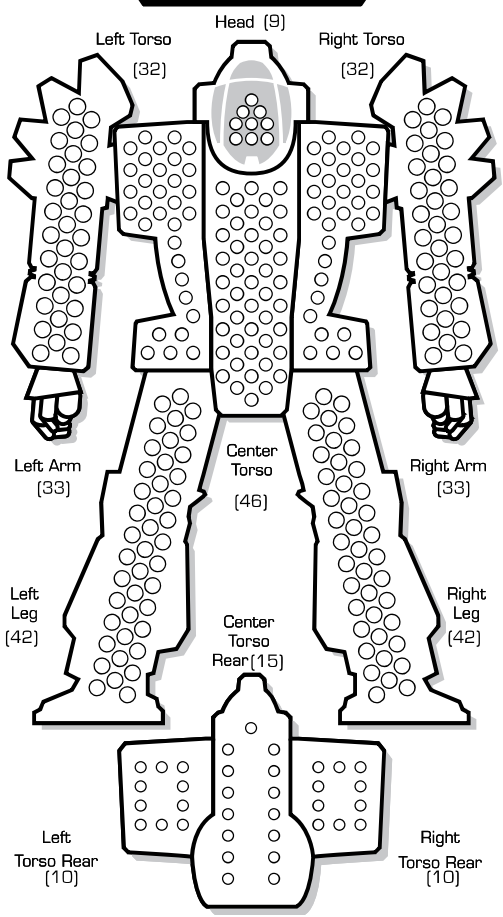
Name: _____

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. Streak LRM 20
5. Streak LRM 20
6. Streak LRM 20

1. Streak LRM 20
2. Streak LRM 20

4-6
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ammo (Streak LRM 20) 6
6. Ammo (Streak LRM 20) 6

1. Ammo (Streak LRM 20) 6
2. Ammo (Streak LRM 20) 6

4-6
3. HarJel III Self-Repair System
4. HarJel III Self-Repair System
5. CASE II
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

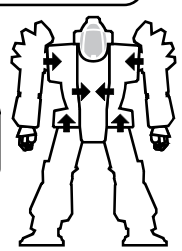
Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine

4-6
3. XXL Fusion Engine
4. XXL Fusion Engine
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

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. Streak LRM 20
5. Streak LRM 20
6. Streak LRM 20

1. Streak LRM 20
2. Streak LRM 20

4-6
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine

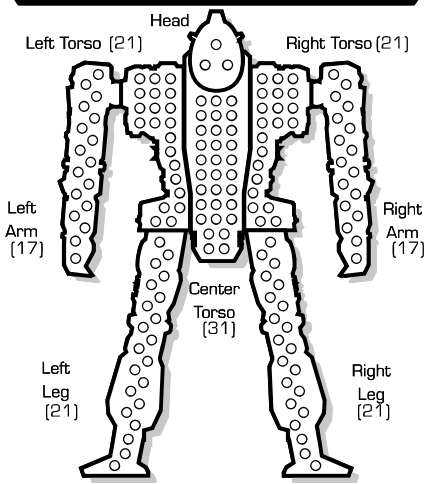
1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ER PPC
6. ER PPC

1. Targeting Computer
2. Targeting Computer

4-6
3. HarJel III Self-Repair System
4. HarJel III Self-Repair System
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: Tomahawk Prime

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	AMS	LT	1	— [PD]	—	—	—	—
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

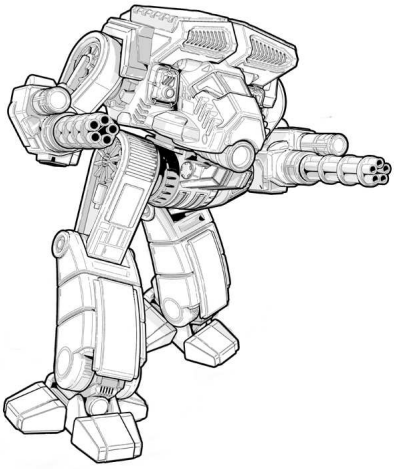
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WARRIOR DATA

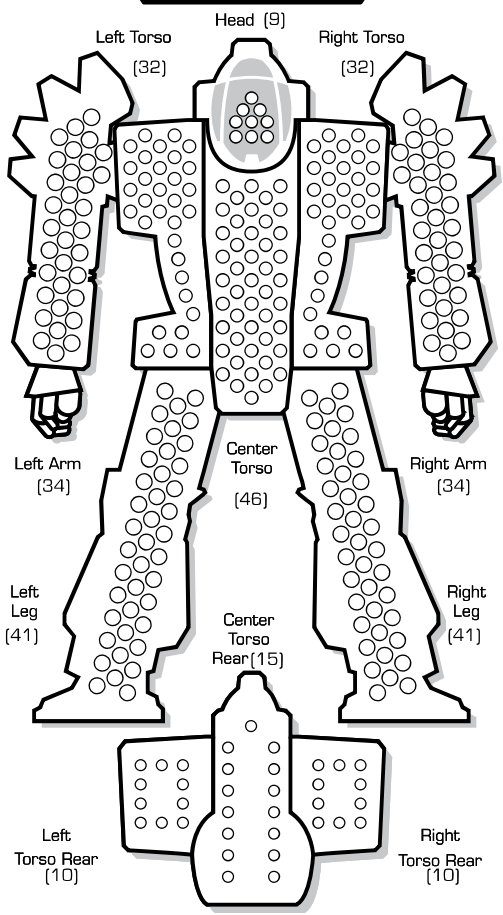
Name: _____

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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6:
3. ER Large Laser
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 4
6. Medium Pulse Laser

1. AMS
2. Ammo (AMS) 24

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. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

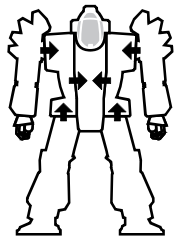
1. XL Fusion Engine
2. XL Fusion Engine

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. 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

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6:
3. ER Large Laser
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

Right Torso (CASE)

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

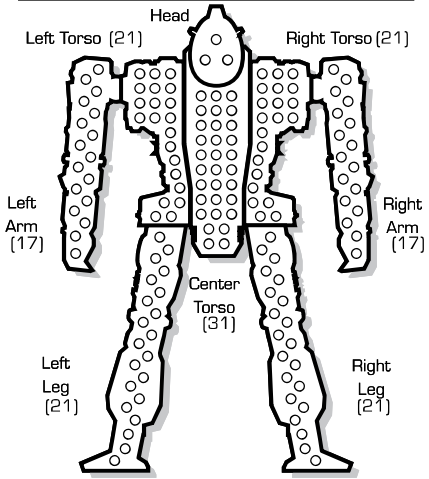
1. Streak SRM 4
2. Medium Pulse Laser

4-6:
3. Ammo (Streak SRM 4) 25
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 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
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: Tomahawk A

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
3	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	RA	7	20/Sht [DB,R/C]	—	4	8	12
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12

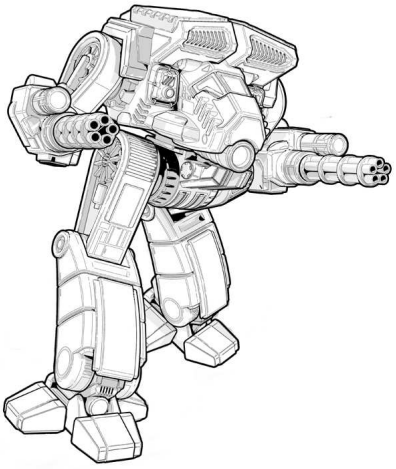
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WARRIOR DATA

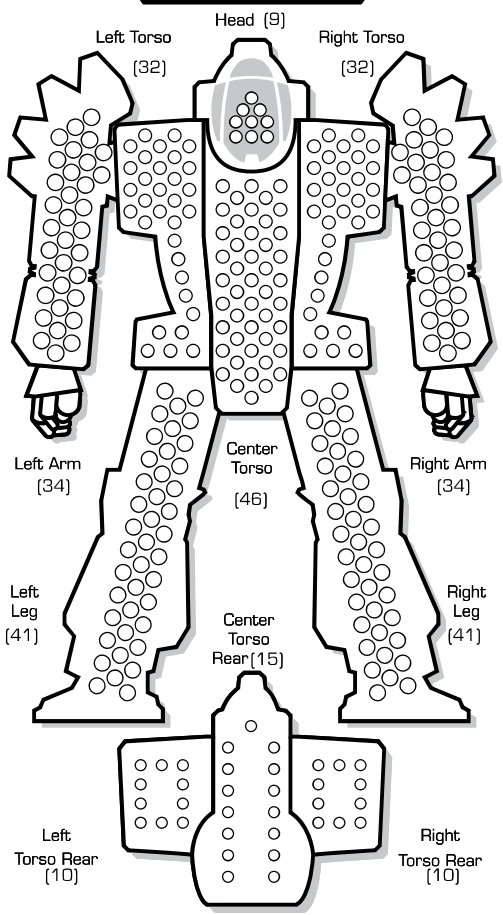
Name: _____

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. 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. Roll Again

Left Torso (CASE)

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. Streak SRM 6
2. Streak SRM 6
3. ER Large Laser
4. Ammo (Streak SRM 6) 15
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 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. ER Small Laser
5. Sensors
6. Life Support

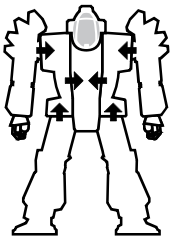
Center Torso

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

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3:
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. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

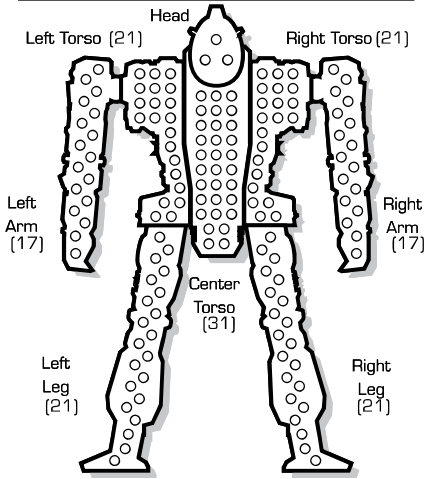
1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

4-6:
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
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

18 (36) Double

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: Tomahawk B

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	–	4	8	12
3	ER Medium Laser	RT	5	7 [DE]	–	5	10	15
1	Medium Pulse Laser	RT	4	7 [P]	–	4	8	12
3	ER Medium Laser	LT	5	7 [DE]	–	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	–	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	–	4	8	12
1	ER Large Laser	RA	12	10 [DE]	–	8	15	25
1	ER PPC	RA	15	15 [DE]	–	7	14	23
1	Medium Pulse Laser	RA	4	7 [P]	–	4	8	12
1	ER Large Laser	LA	12	10 [DE]	–	8	15	25
1	ER PPC	LA	15	15 [DE]	–	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	–	4	8	12

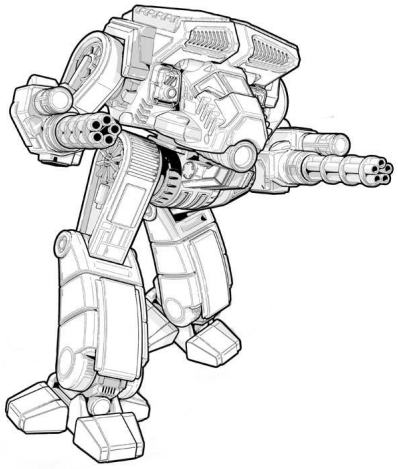
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WARRIOR DATA

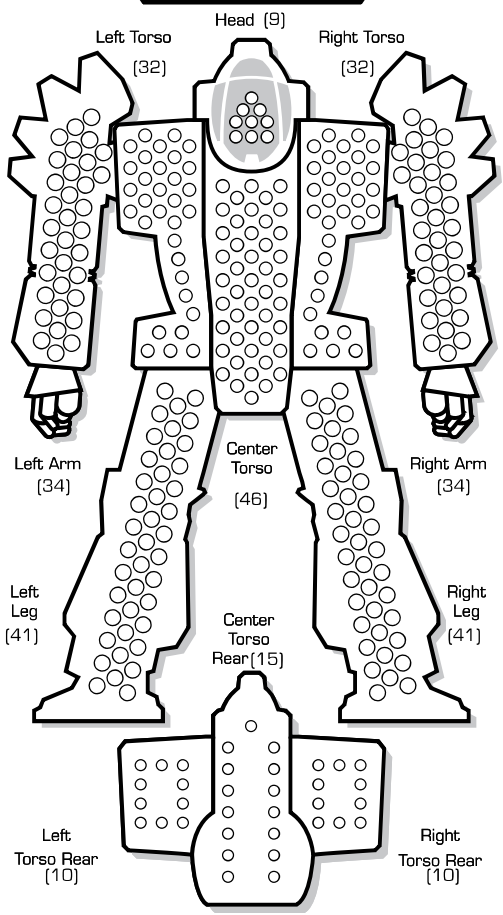
Name: _____

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

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER Large Laser
6. Medium Pulse Laser

Left Torso (CASE)

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. Medium Pulse Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. LRM 10
6. Ammo (LRM 10) 12

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

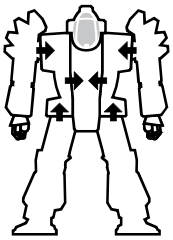
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. ER Large Laser
6. Medium Pulse Laser

Right Torso

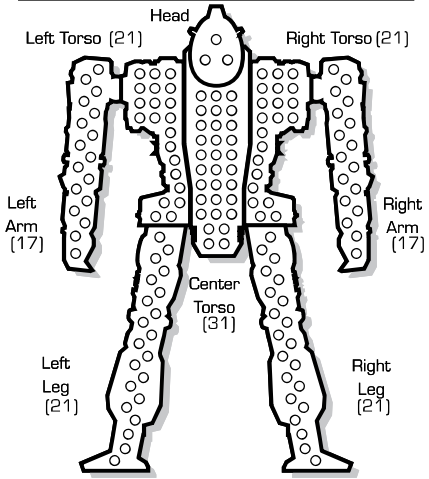
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Medium Pulse Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

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	26 (52) Double
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 O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	–4 Movement Points	O O O
19	Ammo Exp. avoid on 4+	O 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	

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: Tomahawk C

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
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
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

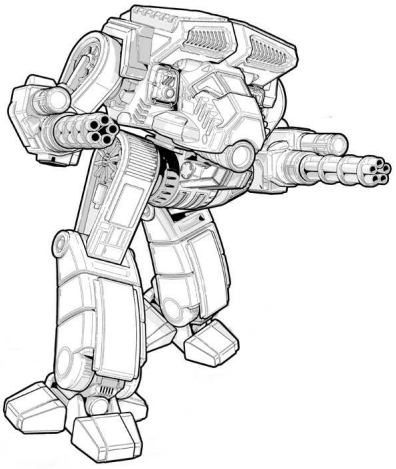
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WARRIOR DATA

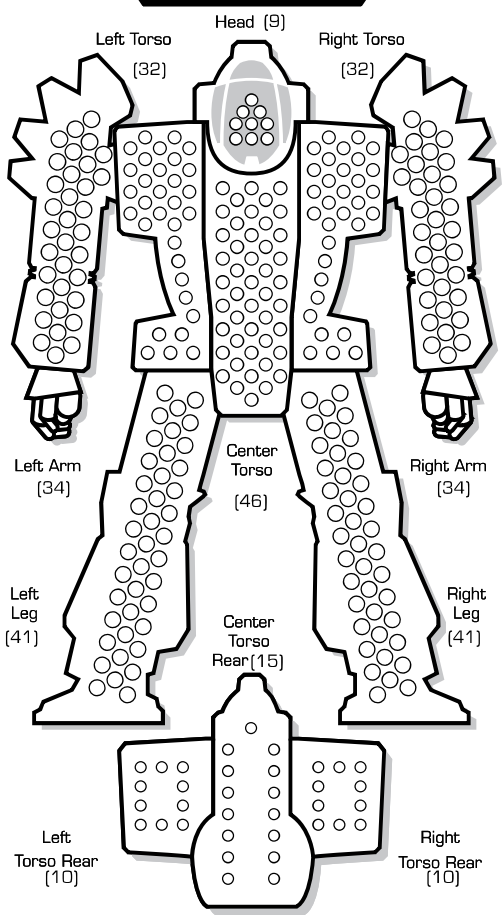
Name: _____

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

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. ATM 12
6. ATM 12

4-6
1. ATM 12
2. ATM 12
3. ATM 12
4. Ammo (ATM 12) 5
5. Ammo (ATM 12) 5
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

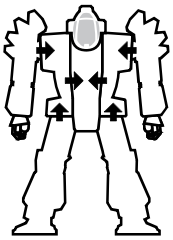
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

Right Torso (CASE)

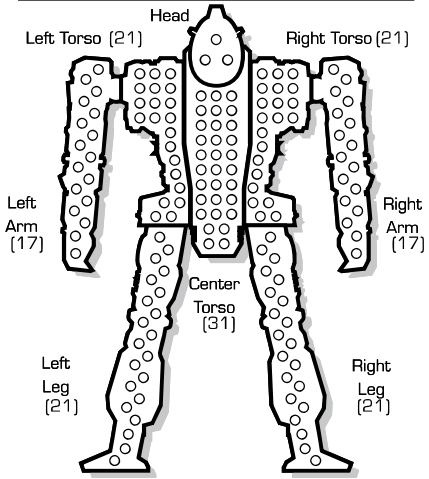
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ATM 12
6. ATM 12

4-6
1. ATM 12
2. ATM 12
3. ATM 12
4. Ammo (ATM 12) 5
5. Ammo (ATM 12) 5
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	23 (46) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O 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	

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: Tomahawk II Prime

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	HAG/30	LA	6	30 [C,F,X]	2	8	16	24

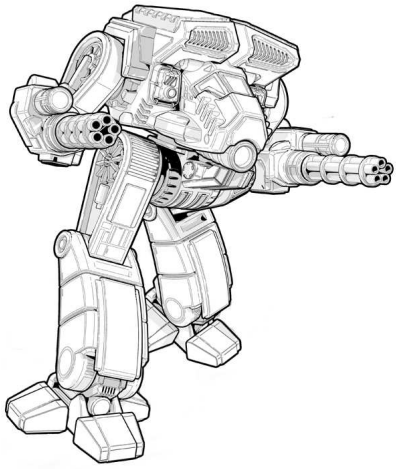
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WARRIOR DATA

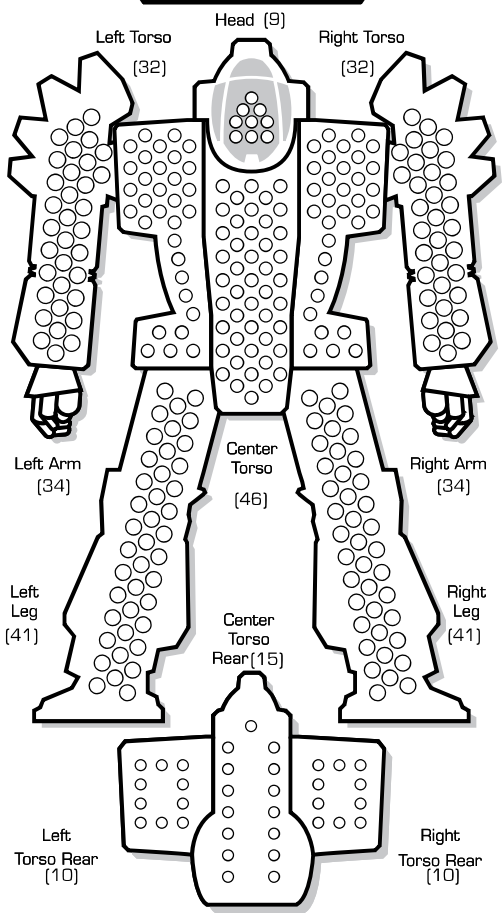
Name: _____

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. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. ER Large Laser
6. CASE II

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. Medium Pulse Laser
2. Ammo (HAG 30) 4
3. Ammo (HAG 30) 4
4. Ammo (HAG 30) 4
5. Ammo (HAG 30) 4
6. Roll Again

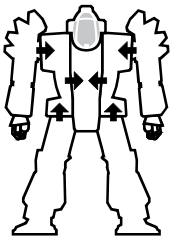
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Large 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. 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. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

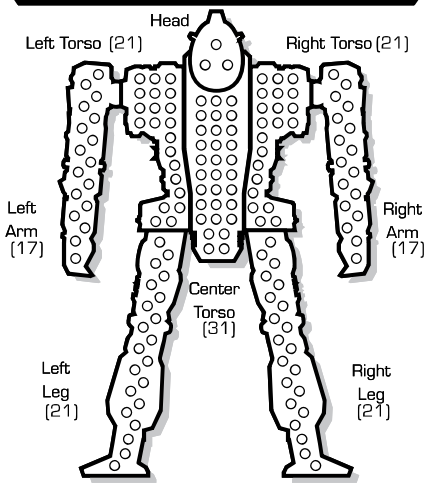
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. ER Large Laser
6. CASE II

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. Medium Pulse Laser
2. Ammo (HAG 30) 4
3. Ammo (HAG 30) 4
4. Ammo (HAG 30) 4
5. Ammo (HAG 30) 4
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM



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	

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: Tomahawk II A

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
2	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

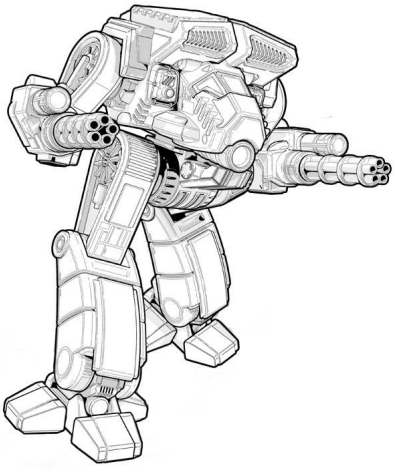
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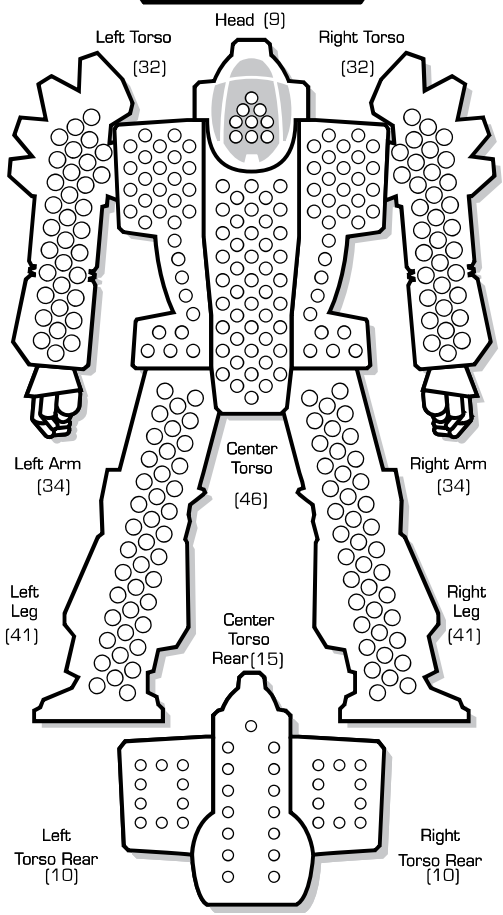
Name: _____

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. 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. AP Gauss Rifle
3. AP Gauss Rifle
4. Ammo (LB-10X) 10
5. Ammo (LB-10X Cluster) 10
6. CASE II

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. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Medium Pulse Laser
6. Ammo (AP Gauss) 40

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

Head

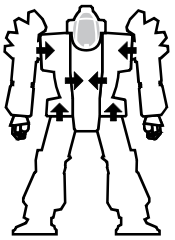
1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

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. 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. 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. AP Gauss Rifle
3. AP Gauss Rifle
4. Ammo (LB-10X) 10
5. Ammo (LB-10X Cluster) 10
6. CASE II

Right Torso

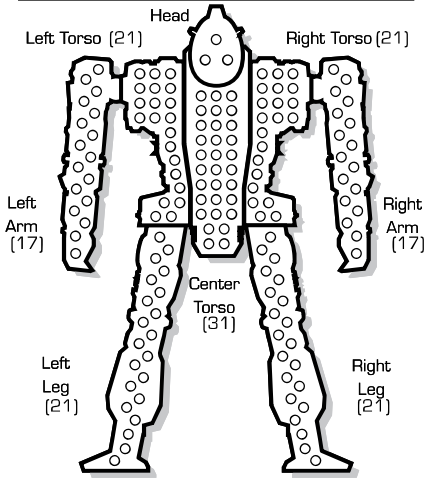
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Medium Pulse Laser
6. Ammo (AP Gauss) 40

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM



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	

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: Tomahawk II B

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Dark Age
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	Streak LRM 15	RA	5	1/Msl [M,C]	—	7	14	21
1	ER Large Pulse Laser	LA	13	10 [P]	—	7	15	23
1	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21

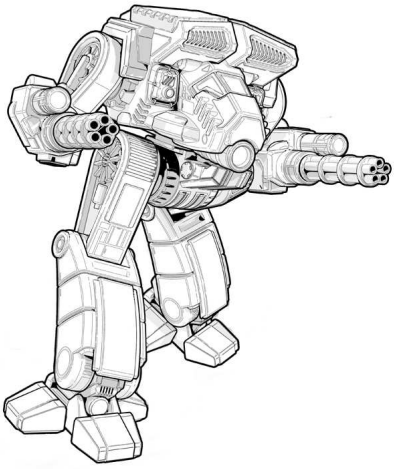
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WARRIOR DATA

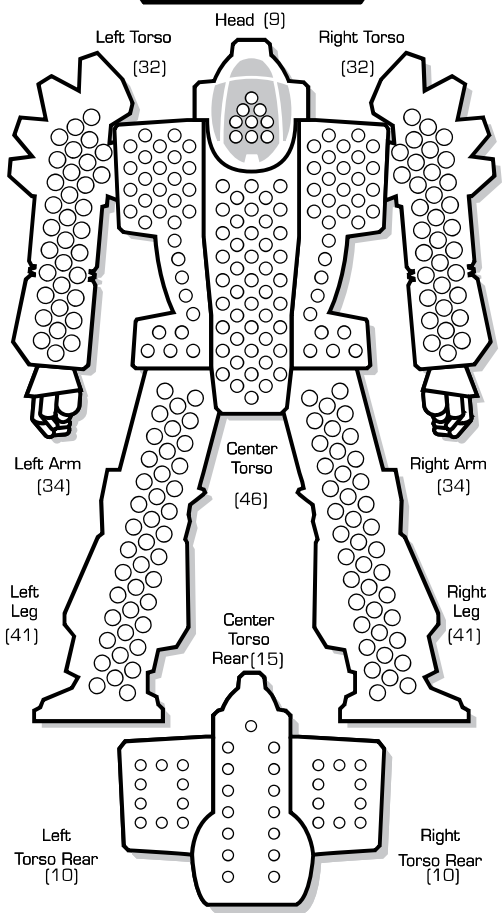
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Streak LRM 15
6. Streak LRM 15

1. Streak LRM 15
2. ER Large Pulse Laser
3. ER Large Pulse Laser
4. ER Large Pulse Laser
5. Ammo (Streak LRM 15) 8
6. Ammo (Streak LRM 15) 8

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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. ER Large Laser

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
5. Sensors
6. Life Support

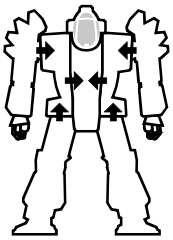
Center Torso

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. Jump Jet
6. ER Medium 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 (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Streak LRM 15
6. Streak LRM 15

1. Streak LRM 15
2. ER Large Pulse Laser
3. ER Large Pulse Laser
4. ER Large Pulse Laser
5. Ammo (Streak LRM 15) 8
6. Ammo (Streak LRM 15) 8

Right Torso

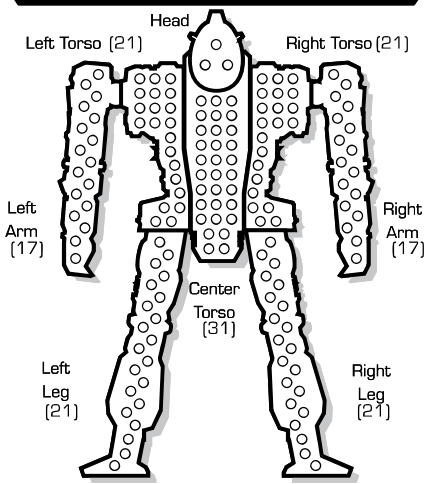
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. ER Large Laser

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

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 (44) Double
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: Tomahawk II C

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
2	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
2	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21

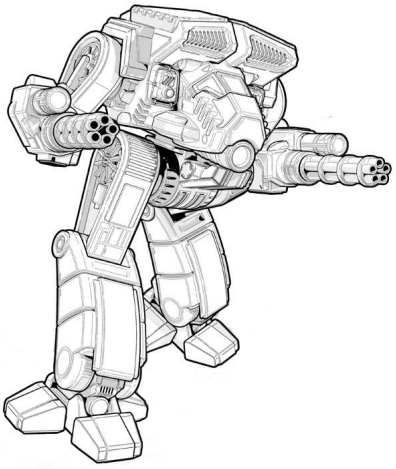
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WARRIOR DATA

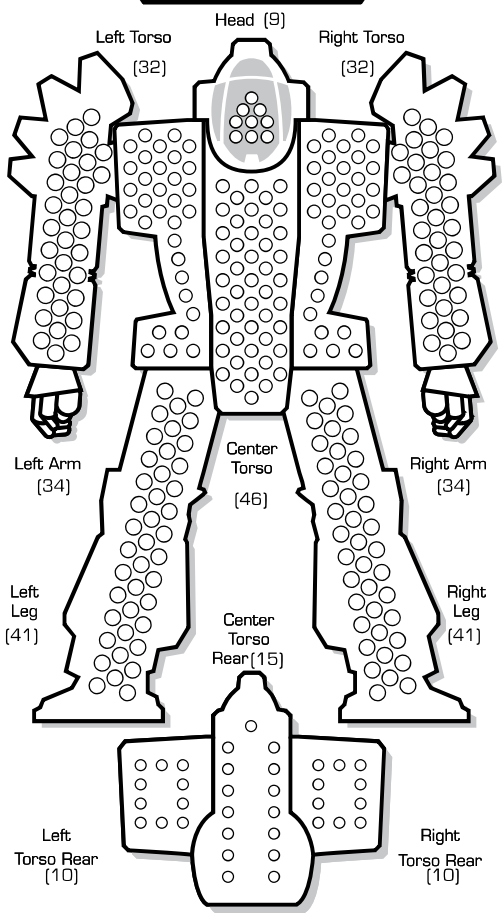
Name: _____

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. LRM 15
4. LRM 15
5. LRM 15
6. LRM 15

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. CASE II

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. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. LRM 15
6. LRM 15

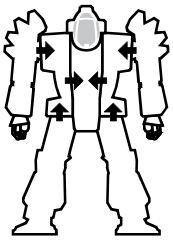
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

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. Large Pulse Laser
6. Large Pulse 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. LRM 15
4. LRM 15
5. LRM 15
6. LRM 15

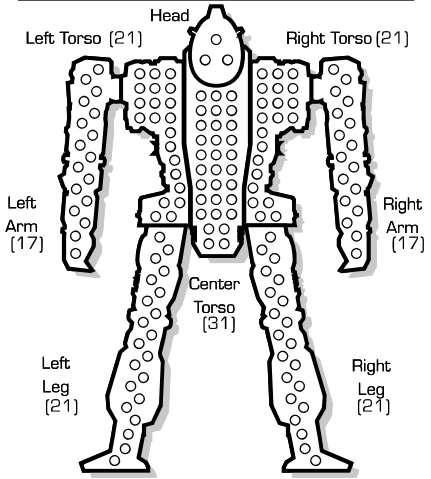
1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. CASE II

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. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. LRM 15
6. LRM 15

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM



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
14	Shutdown, avoid on 4+	O
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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