

BATTLETECH

RECORD SHEETS: PROTOTYPES



MORE 'MECHS FOR THE BATTLEFIELD...

You've grasped the tactics involved with the additional units and weapons from *Tactical Operations* to defeat your opponents. Now you own *Technical Readout: Prototypes* and want to deploy some of those 'Mechs, vehicles, and battle armor on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: Prototypes contains 30 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than 60 additional record sheets—from vehicles to battle armor, ProtoMechs to aerospace fighters and DropShips—bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section, including Design Quirks, provides a sneak peek of all the advanced rules options provided in *Strategic Operations*.



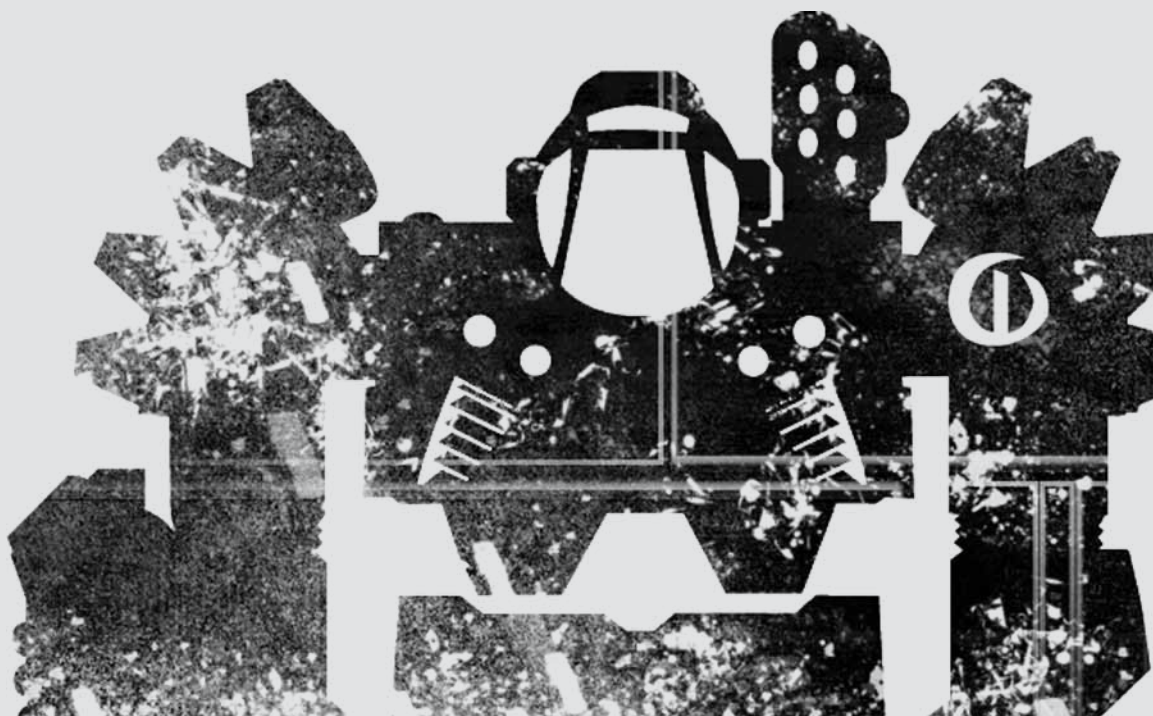
Record Sheets: Prototypes is a stand-alone book, but *Technical Readout: Prototypes* is recommended for use.

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BATTLETECH™



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BATTLETECHTM

RECORD SHEETS: PROTOTYPES

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INTRODUCTION

Welcome to *Record Sheets: Prototypes*! As a companion volume to *Tactical Operations*, this book is for players who have moved beyond the standard rulebooks for *BattleTech*. Nevertheless, this product is designed to be quick and easy to use and will have you tossing dice in no time.

To use this product, players should have *Tactical Operations*.

HOW TO USE THIS BOOK

Having graduated from *Total Warfare* and perhaps having picked up *Technical Readout: Prototypes*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the Technical Readout and Record Sheets series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: Prototypes widens the options available to players, with an eye toward ease of use that is the hallmark of *BattleTech* products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as Design Quirks and construction rules for Ultra ProtoMechs, both of which allow players to use the record sheets in this volume.

Where are the other variants

found in Technical Readout: Prototypes?

Players who want pre-printed record sheets for any variants mentioned in the *Technical Readout* can purchase the *Record Sheet: Prototypes Unabridged* PDF—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

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RULES ADDENDUM

The following advanced rules allow players to use the units presented in *Technical Readout: Prototypes* in their games—a sneak preview of all that *Strategic Operations: The Advanced Solar System Conquest Rules (SO)* has to offer. These rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book (for example, any design quirks not assigned to a unit in *Technical Readout: Prototypes* are not included here).



DESIGN QUIRKS

BattleTech story and sourcebook fiction is filled with descriptions of various designs whose unique quirks affect their abilities—from the *Javelin* and its off center of gravity that makes it prone to falling at high speeds, to the *Catapult* and its faulty jump jets that can break and increase its heat during battle, to the *Behemoth* DropShip that requires two docking collars and so on. There are also illustrations of 'Mechs that often fall far outside the norm, such as the *Stalker* that plainly doesn't have arms, or the *Jenner* that has obvious difficulty torso twisting and so on.

However, game design and balance cannot be dictated by fiction or illustrations. Therefore, while such fiction is fun and believable and the wide variety of illustrations provides a wonderful diversity, not seeing such unique quirks play out on the field of battle—particularly when real-world vehicles provide so many existing quirks—lessens the connection between the universe and the game board.

Design quirks are a set of optional rules that allow players to bring the individuality of illustrations and story and sourcebook fiction—not to mention the uniqueness that can result from an endless series of field patches by a resourceful tech—to the gaming table.

Numerical Values: As these quirks are already assigned to each unit via *Technical Readout: Prototypes*, these rules do not include the numerical values for each quirk. For such values (so players can assign these quirks to their own designs), see the full Design Quirk rules in *Strategic Operations*.

POSITIVE DESIGN QUIRKS

The following positive design quirks each contain a rule that enhances how the design performs during a game, whether during movement or combat, a heat-related advantage and so on. When a quirk is applied to weapons grouped into a bay, all weapons receive the quirk.

Accurate Weapon

Being of exceptional design, a weapon or bay is more accurate than normal, and so all to-hit target numbers for that weapon or bay receive a –1 modifier.

Anti-Aircraft Targeting

Some BattleMechs like the *Rifleman* have an advanced targeting system that can accurately target flying units: VTOLs, WiGEs, conventional and aerospace fighters, Fixed-Wing Support Vehicles, DropShips and units performing a combat drop (see p. 22, *SO*). All attacks against such units while airborne (not grounded) receive a –2 target number modifier. This bonus is only available when the unit itself is on the ground.

Atmospheric Flyer

An aerospace unit with this quirk is exceptionally stable and maneuverable when operating in atmosphere. All control rolls receive a –1 target number modifier while in atmosphere.

Combat Computer

The unit possesses an advanced combat computer like that installed in the *Stalker*. The computer can aid the MechWarrior or pilot in managing heat levels, and each turn the unit will generate 4 points of heat less than normal (but never less than zero).

Easy to Maintain

Some units, such as the *Thorn*, are easier than others to maintain and repair. All repair or replacement rolls made for a unit with this quirk receive a –1 target number modifier.

Easy to Pilot

Training units such as the *Chameleon* and *Crockett* are designed to be easier for a rookie MechWarrior or pilot to operate. A MechWarrior or pilot with a Piloting Skill of more than 3 will receive a –1 target number modifier for Piloting Skill rolls they have to make as a result of damage or underlying terrain. More skilled MechWarriors receive no benefit.

Extended Torso Twist

Unlike most 'Mechs, one with this quirk can turn its torso much further. When torso twisting, the 'Mech can change its facing by one or two hexsides.

Fast Reload

BattleMechs like the *Hatchetman* and *Enforcer* use large removable ammunition magazines that allow them to reload much faster than normal. Units with this quirk can reload in half the normal time.

Hyper-Extending Actuators

The arm actuators of 'Mechs like the *Quickdraw* can bend much further than normal. Even if it has lower arm and/or hand actuators, it can still flip arms to fire all arm-mounted weapons into its rear arc.

Improved Cooling Jacket

One weapon's design incorporates a highly effective cooling jacket. When fired, this weapon generates 1 point less heat than normal (but never less than 1 point overall). More than one weapon or bay can have this positive quirk, but the cost for each must be paid.

Improved Communications

The unit has a powerful communications suite that can burn through standard electronic countermeasures. Hostile Guardian ECM or Clan ECM systems do not interfere with this unit, but Angel ECM (see p. 279, *TO*) still has its normal effect.

Improved Life Support

When determining damage to the MechWarrior or pilot as a result of heat following a life support critical hit, treat the unit's heat level as being 5 points lower than normal (an example of this is the *Shadow Hawk*).

Improved Sensors

A unit with this quirk is treated as if it has an active probe (Range 4 for Inner Sphere units, Range 5 for Clan units). If it is equipped with an active probe, add 2 to the active probe's effective range.

Improved Targeting

The unit has advanced targeting capabilities in one range bracket. All ranged attack to-hit target numbers at the selected range bracket receive a -1 modifier.

Modular Weapons

Though lacking the flexibility of an OmniMech, a unit with modular weapons like the *O-Bakemono* can be repaired or customized more easily. A weapon can be replaced in half the normal time (though repairs in place take the usual amount of time). When using the Customization Rules (see p. 188, *SO*), half the time is required.

Multi-Track

A 'Mech with this quirk can track multiple targets and may attack any number of targets in its front and arm firing arcs in the same turn without adding the secondary-target modifier. Secondary targets in the rear arc are treated as normal.

Protected Actuators

Armor protection around the actuators is more effective, making a 'Mech with this quirk more resistant to Leg and Swarm attacks by conventional infantry and battle armor. The target number for such attacks receives a +1 modifier.

Reinforced Legs

Designed for executing the dreaded "Death From Above" attack, some 'Mechs (the *Highlander*, for example) suffer half the normal damage to the legs when performing Death From Above successfully.

Searchlight

Units such as the *Warhammer*, *Loki*, *Guillotine*, *Defiance* and *Rifleman* are equipped with high-power searchlights (see p. 57, *TO*). Each time a searchlight-equipped unit takes a hit in any torso location (Front or Rear), the player must roll 2D6 to determine if the searchlight is destroyed. A result of 7+ means the searchlight is destroyed, in addition to the normal effects of the attack.

Stable

'Mech designs such as the *Dragon* are exceptionally stable, receiving a -1 target number modifier when forced to make a Piloting Skill roll as a result of a physical attack.

Trailer Hitch

Available only to Tracked or Wheeled Combat Vehicles, the Trailer Hitch quirk is a common adaptation that enables the vehicle to tow another vehicle with a wheeled or tracked motive system that also has the Trailer Hitch quirk, in the same manner as a Support Vehicle with the Tractor chassis modification. Units with a Trailer Hitch can thus employ the rules for Tractors (see p. 205, *TW*).

VTOL Rotor Arrangement

All VTOLs in *BattleTech* have two rotors that rotate in opposite directions to counter each other's torque. In most cases, they consist of a single main rotor and a smaller, tail-mounted rotor called a stabilizing rotor. However, VTOLs can also be built with dual or co-axial rotors. Players should only use this quirk if they are also using the advanced vehicle movement rules (see *Vehicles*, p. 24, *TO*).

Regardless of their actual arrangement, all rotors are treated the same way for purposes of armor and damage; the rotors' hit location represents both rotors on a VTOL.

A VTOL with dual rotors mounts two rotors of equal size, both on top of the craft, either side-by-side or one in front of the other. The Karnov UR transport is an example of this arrangement, which affords greater stability at the cost of maneuverability. VTOLs with dual rotors cannot perform sideslip or bootlegger maneuvers (see *Advanced Maneuvers*, p. 25, *TO*). Additionally, dual rotors increase all of a VTOL's turn modes by 1 (see p. 25, *TO*), but also apply a -1 target number modifier to all Piloting Skill rolls.

A VTOL with co-axial rotors mounts two rotors of equal size together on the same mast. The Warrior H7 attack helicopter is an example of such an arrangement, which grants greater maneuverability at the cost of reduced overall stability. The usual +2 modifier for VTOLs no longer applies to rolls on the Failed Maneuver Table (see p. 26, *TO*). However, each critical hit to the rotors (see *Rotor Damage*, p. 197, *TW*) adds a +1 modifier to all Piloting Skill rolls in addition to the standard effects.

NEGATIVE DESIGN QUIRKS

The following negative design quirks each contain a rule detrimental to how the design performs during a game, whether during movement or combat, heat-related and so on. When a quirk is applied to weapons grouped into a bay, all weapons receive the quirk.

Ammunition Feed Problem

The ammunition feed for one ballistic or missile weapon or bay has a tendency to jam at inconvenient moments. After making a to-hit roll, roll 2D6. On a result of 10+ the weapon jams and cannot be fired again in this battle. On a roll of 12, the new round of ammunition explodes in the weapon for normal damage. Per normal rules, Gauss weapon ammunition will not explode, but the weapon itself does.

Atmospheric Flight Instability

An aerospace unit with this quirk is not very stable when flying within a planet's atmospheric envelope. All control rolls receive a +1 target number modifier.

Bad Reputation

While perfectly sound, this unit type has acquired an unwarranted bad reputation (for example, the *Blackjack* during the Succession Wars). As a result, it is worth only half the normal resale value. Note that when buying this unit, players still must pay the normal value.

Cooling System Flaws

A design flaw can result in a 'Mech with this quirk generating excess heat. Whenever the 'Mech executes or receives a physical attack, falls, or is forced to make a Piloting Skill roll because it received 20 points or more damage, roll 2D6. On a result of 10+ the 'Mech will generate 5 points more heat each turn for the rest of the battle.

Cramped Cockpit

Poorly designed, the cockpit of units like the *Wolverine* and *Stinger* are very cramped. The unit is considered to have the equivalent of a Small Cockpit (see p. 211, *TM*), but it takes up the same weight and critical slots as a standard one.

Difficult Ejection

Certain designs have flaws in their emergency escape systems that can prove detrimental to the health of the MechWarrior or pilot. If the MechWarrior or pilot fails a Piloting Skill roll when ejecting, he or she suffers an additional point of damage (this is in addition to the standard damage taken).

Difficult to Maintain

Some units are harder to maintain and repair. All repair or replacement rolls made for this unit receive a +1 target number modifier (see *Maintenance, Salvage, Repair and Customization*, p. 166, *SO*).

Exposed Actuators

The actuators on some designs (such as the *Commando*) are poorly protected and more vulnerable to the effects of Swarm and Leg attacks. The target numbers for such attacks receive a -1 modifier.

EM Interference

An energy weapon is insufficiently shielded and causes interference with other delicate electronics. In the round after the weapon has been fired, the following equipment aboard the 'Mech will not function: Targeting Computer, any ECM, any Active Probe, Artemis IV FCS, Artemis V FCS, any C³, NARC, MASC, Cockpit Command Console, Chameleon LPS, Blue Shield PFD, Electronic Warfare Equipment, Streak Launchers, MRM FCS, Null Signature System, Supercharger, Void Signature System and any Stealth Armor.

Exposed Weapon Linkage

Some designs such as the *Cygnus* have the mechanics of a weapon dangerously exposed. When a location that holds such a weapon is hit, roll 2D6. On a roll of 10+ that weapon receives one critical hit on the first available slot. This quirk can be taken only once and only for a single weapon type, and affects all weapons of that type on the unit (for example, all AC/20s).

Gas Hog

The unit is very inefficient and consumes fuel at twice the normal rate when pushed above Cruising/Safe Thrust speed.

Hard to Pilot

This unit is hard to operate and MechWarriors, pilots or crew receive a +1 target number modifier for all necessary Piloting/Driving Skill rolls.

Inaccurate Weapon

Being of poor design, a weapon is less accurate than normal. All to-hit numbers for that weapon or bay receive a +1 modifier.

No/Minimal Arms

Some 'Mechs effectively have no arms, such as the *Stalker* and *Locust*, or arms that are totally ineffective in aiding a fallen 'Mech in regaining its feet. When making a Piloting Skill roll to stand up, such 'Mechs receive a +2 modifier to the target number; this is not cumulative with the advanced rules for attempting to stand (see p. 24, *TO*). In addition, the 'Mech cannot make physical attacks with its arms.

No Ejection System

Some BattleMechs and fighters—notably the *Spider* and *Lucifer*—lack an emergency escape system. The MechWarrior or pilot can never eject; that is, he or she cannot use the rules for Ejection and Abandoning Units (see p. 196, *TO*) or Ejection and Abandoning Ship (see p. 26, *SO*).

Non-Standard Parts

Because a 'Mech with this quirk is constructed with non-standard components—such as the *Clint*—it is more difficult to source parts for the unit. When attempting to locate replacement parts, add +2 to the target number.

Poor Performance

The unit cannot jump to maximum speed immediately. It must spend one turn expending MP equal to its Walking, Cruising or Safe Thrust rating before it can use MP up to its Running, Flanking or Maximum Thrust MP the following turn.

Poor Targeting (2, 3 or 4 Points)

The unit has poor targeting capabilities in one range bracket. All ranged attack to-hit numbers at the selected range bracket receive a +1 modifier.

Poor Workmanship

Not all manufacturers are equally dedicated to producing quality products. This unit is one quality step lower than normal (see p. 167, *SO*). In addition, all rolls for critical damage are modified by +1, making critical hits more likely. Results of 13 are treated as 12 (except if using Advanced Determining Critical Hits, in which case do not modify down; see p. 74, *TO*).

Un-streamlined

The unit cannot enter or operate in an atmosphere, such as the *Achilles*. If it accidentally enters an atmospheric hex, it is treated like a JumpShip (see p. 63, *SO*).

Weak Undercarriage

The aerospace unit has a flimsy undercarriage that cannot take much abuse. When making a landing, if the Piloting Skill roll's Margin of Failure is 3 or more, the gear will collapse. The unit takes 50 points of standard-scale damage to the nose (or rear of Spheroid Small Craft or DropShips) and the gear is destroyed.

PROTOMECH RULES ADDENDUM

The following rules expand upon the ProtoMech game play (see p. 184, *TW*), and construction rules (see p. 80, *TM*). They allow players to field designs on the record sheets found in this volume, as well as build their own custom Ultra ProtoMechs.

These rules originally appeared in *The Wars of Reaving* sourcebook. Any player who does not understand any of the fictional content below is encouraged to read that sourcebook.

NEW EQUIPMENT

ELECTRIC DISCHARGE PROTOMECH ARMOR (EDP)

R&D Start Date: 3066 (Clan Fire Mandrill)

Prototype Design and Production: Circa 3071 (Society/Clan Fire Mandrill)

ProtoMech pilots are taught to engage their enemies in close proximity, and often resort to physically attacking their opponents. While such behavior could occasionally cause serious damage, more frequently it was deemed a waste of assets. Scientist Glenneth of Clan Fire Mandrill sought to find a means by which this waste was

mitigated, drawing inspiration from the taser weapon deployed by the Word of Blake. Drawing power from the ProtoMech's fusion engine into a compound capacitor sewn through the unit's armor, the system succeeds in shielding the carrying unit from adverse effects. Rather than an offensive weapon, Glenneth used a system of short spikes on the armor itself as the delivery mechanism. While marginally successful, the system did not see widespread use until combined with the Society's feral ProtoMech pilots.

ELECTRIC DISCHARGE PROTOMECH ARMOR (EDP)

Rules Level: Experimental

Available to: PM

Tech Base (Ratings): Clan (F/X-X-F)

Game Rules: Whenever a ProtoMech with active EDP armor successfully executes a Frenzy attack (see p.187, *TW*), consult the BattleMech Taser Effects Table (see p. 346, *TO*) using the BattleMech Taser type columns. Apply a -2 penalty to the 2D6 roll used to determine the EDP armor's effects. Resolve the effects using all normal BattleMech Taser rules, as found on pp. 346-347, *TO*.

Whenever a ProtoMech with active EDP armor successfully executes a Frenzy attack against conventional infantry, add +1 damage to the base damage value of the Frenzy attack for that ProtoMech. If the infantry unit is cybernetically enhanced, add +2 damage to the base damage value of the Frenzy attack for that ProtoMech.

The capacitor of the EDP armor needs 6 turns to recharge, during which time none of the ProtoMech's weapons that require heat sinks will function. These 6 turns need not be consecutive, and the ProtoMech's player can elect in every End Phase to not charge the EDP armor in the following turn. Each turn that the EDP armor is charged must be marked on the ProtoMech's record sheet.

Whenever the Torso Location of a ProtoMech with EDP armor suffers 1 or more Critical Damage following a check on the Determine Critical Hits table, immediately assign 5 points of damage to that location subsequent to the resolution of that Critical Damage as a result of the capacitors in that location discharging violently.

EXTENDED JUMP JET SYSTEM (XJJ)

R&D Start Date: 3067 (Clan Snow Raven)

Prototype Design and Production: Circa 3071 (Society/Clan Snow Raven)

Clan Cloud Cobra's Sylph battle armor impressed Clan Snow Raven with its sustained VTOL capability. The Ravens sought to use the technology as a springboard to provide similar capabilities

for their ProtoMech and BattleMech programs. While they have yet to successfully replicate that capability, the Clan's scientists have created jump jets for ProtoMechs that are significantly more efficient and powerful. Shortly after the Snow Ravens deployed working prototypes, the Ravens' Society cell siphoned the project for proliferation among its own ProtoMech efforts.

EDP Armor: Reduce the Maximum Number of Items in the Torso Location by 1. Each point of EDP armor weighs 75 kilograms.

Extended Jump Jet system: Glider ProtoMechs cannot use Extended Jump Jets. Extended Jump Jet systems weigh twice as much as the standard ProtoMech Jump Jet weights (100 kilograms per Jump MP for ProtoMechs under 6 tons, 200 kilograms per Jump MP for Protos 6 to 9 tons in total mass, 300 kilograms per Jump MP for ProtoMechs over 9 tons in total mass). Unlike standard jump jets, ProtoMechs may mount as many XJJs as they have Running MP.

EXTENDED JUMP JET SYSTEM (XJJ)

Rules Level: Experimental

Available to: PM

Tech Base (Ratings): Clan (F/X-X-F)

Game Rules: ProtoMech Extended Jump Jets are the effective analog to BattleMech Improved Jump Jets, offering a maximum jump distance equal to the unit's Running MP rather than its Walking MP.

FUSILLADE

R&D Start Date: 3068 (Clan Coyote)

Prototype Design and Production: Circa 3072 (Society/Clan Coyote)

Seeing a need for greater firepower on ProtoMechs, Clan Coyote invested considerable resources to develop a version of the advanced tactical missile system for ProtoMechs. While mass and physical limitations made it impossible to fully use the ATM system's flexibility, scientists hoped that a simplified launcher would be able to deploy a single ammunition type effectively. Efforts to miniaturize the system and provide it with the same modular flexibility as can be achieved with LRM, SRM and Streak

SRM launchers failed. A series of compromises resulted in a three-tube launcher that could reload once using internal stores. Maintaining a damage and range profile similar to standard ATM missiles, the system was bulky and undesirable compared to Streak or LRM launchers.

It was not until the assault-class ProtoMech became available that the weapon found its niche. Even on those designs, the Fusillade's reputation suffers. It cannot be considered a mature technology, and further development is needed to fully unlock its potential. Unfortunately, the main design lab for the Fusillade was located on Tamaron and destroyed in the Steel Viper assault in 3075.

FUSILLADE

Rules Level: Experimental

Available to: PM

Tech Base (Ratings): Clan (F/X-X-F)

Game Rules: Fusillade launchers have only one reload, but include an integral Artemis IV targeting system at no cost in space or tonnage; add +2 to the Cluster Hits Table die roll for the weapon. The integral system functions exactly like standard Artemis IV, and may be jammed by enemy ECM. When mounted on ProtoMechs, Fusillade missile launchers are treated in the same manner as missile weapons on vehicles, and so do not generate heat. Fusillades may make use of all ATM and iATM munitions (see p. 201, *The Wars of Reaving*), and both salvos need not be of the same missile type.

FUSILLADE TABLE

Weapon/ Item	Type [§]	Heat Std (Aero)	Damage Std (Aero)	Range Min/Sht/Med/Lng (Aero)	Ammo (per Ton)	To-Hit Modifier	TC Comp	Rules Level
Fusillade	M,C,S*	NA (NA)	6 (6)	4/5/10/15 (Medium)	NA	0	N	Exp

Weapon /Item	Tech Base	Tech Rating	Latest Intro (IS/Clan)	Item/Ammo Costs (C-bills)	Weight (tons)	Space										
						M	P	CV	SV	F	SC	DS	JS	WS	SS	MS
Fusillade	Clan	F/X-X-F	NA / 3068	100,000	1.5	NA	1	NA	NA	NA	NA	NA	NA	NA	NA	NA

[§]See Weapon and Equipment Types Table (Expanded), p. 410, *TO*

^{§§}See Space Column Abbreviations Table (p. 410, *TO*)

*See Weapon Rules for this equipment

MAGNETIC CLAMP SYSTEM (MCS)

R&D Start Date: 3063 (Society)

Prototype Design and Production: Circa 3070 (Society/Clan Fire Mandrill)

When the Society began utilizing and improving the ProtoMech programs of several Clans, the mobility limitations of the suit became an obvious bottleneck to widespread Clan adoption. Scientist groups in charge of adapting the system to existing Clan warfare paradigms were given priority. Obvious opportunities existed in incorporating some form of delivery system similar to the Elemental/OmniMech combat pairings, but the physical realities imposed by the substantially heavier ProtoMechs seemed insurmountable.

The Society became aware of House Liao's Fa Shih battle armor in 3065. Research efforts up to that point were focused primarily through the scientific assets of Clan Fire Mandrill's Kindraa Kline. Lead Researcher Pavel was able to convince Kline leadership to acquire an operational Fa Shih suit through Clan Diamond Shark. This allowed several breakthroughs in the system, which was eventually passed on through Society channels to Tamaron. The first examples of the system began testing in 3070 and soon became widespread among the several Clans who favored ProtoMech technology. Clan Diamond Shark acquired several early prototypes of the system during the last months of their evacuation, and the MCS has found its way to Horse and Raven researchers in the Inner Sphere.

MAGNETIC CLAMP SYSTEM (MCS)

Rules Level: Experimental

Available to: PM

Tech Base (Ratings): Clan (F/X-X-F)

Game Rules: Quad and Glider ProtoMechs cannot use this equipment. When functional, ProtoMechs may use the Magnetic Clamp System to mount any BattleMech (Omni or otherwise) per the Mechanized Battle Armor rules (see pp. 226-227, *TW*). However, a BattleMech may carry no more than two ProtoMechs in this fashion, with the ProtoMech occupying the front or rear Center Torso locations only. Ultraheavy ProtoMechs can only be mounted singly, and occupy the front Center Torso Location. If the 'Mech receives damage to a location mounting a ProtoMech, that location receives half the attack's damage (round down). The remaining damage is applied to the ProtoMech in a random location. Reroll the Near Miss locations until the damage is resolved. The ProtoMech is then immediately dismounted in the BattleMech's current hex.

While transporting ProtoMechs, a BattleMech's speed is reduced in accordance with the standard rules for carrying unprotected external cargo (see p. 261, *TW*), using the total weight of the ProtoMechs being carried to compute the change in MP. OmniMechs—which can accommodate up to six battle-armored troopers without affecting their speed—may subtract 3 tons from the weight of each ProtoMech carried in this fashion when computing the external cargo weight (to a minimum of 0 tons per ProtoMech). ProtoMechs may not be transported by vehicles or aerospace units in this fashion, even if said units are Omnis. Any critical hits to a ProtoMech's torso automatically destroy the MCS.

PROTOMECH QUAD MELEE WEAPON SYSTEM (MWS)

R&D Start Date: 3064 (Society)

Prototype Design and Production: Circa 3066 (Society)

The ProtoMech Quad Melee Weapon System is a combination of physical modifications to quadruped ProtoMechs. The MWS drastically improves their damage potential in melee attacks. The system looks like a large cosmetic change, such as a large, sweeping tail or other free-flailing appendage, tusk or horn-like projections along the head and shoulders area, and/or battle claws on all four feet. In addition to delivering additional damage in a Frenzy attack, the MWS enhances the animalistic look of a

quadruped, which amplifies its terror factor in battle, particularly against infantry and civilians.

The system was initially implemented in the few quad ProtoMechs developed and built by the Society at its polar station on Lum. It did not appear on the battlefield until the Society's uprising in 3072, to the surprise of many civilians on Babylon, Delios, and Hector. Several ProtoMech suits were salvaged by the Diamond Sharks during the Coyote assault on Vinton and, though they made their way to the Inner Sphere, only the Hell's Horses seemed interested in studying the modifications.

Magnetic Clamp System: The Magnetic Clamp System weighs 250 kilograms for ProtoMechs under 6 tons, and 500 kilograms for ProtoMechs 6 to 9 tons in total mass. It weighs 1,000 kilograms for ProtoMechs of 10 tons or more. The MCS occupies one weapon slot in the ProtoMech's torso.

ProtoMech Quad Melee Weapon System: The ProtoMech Quad Melee Weapons system weighs 1 ton (1,000 kg) and must be mounted in the ProtoMech Quad's torso. ProtoMechs built using a biped configuration may not install this item.

PROTOMECH QUAD MELEE WEAPON SYSTEM (MWS)

Rules Level: Advanced

Available to: PM

Tech Base (Ratings): Clan (F/X-X-F)

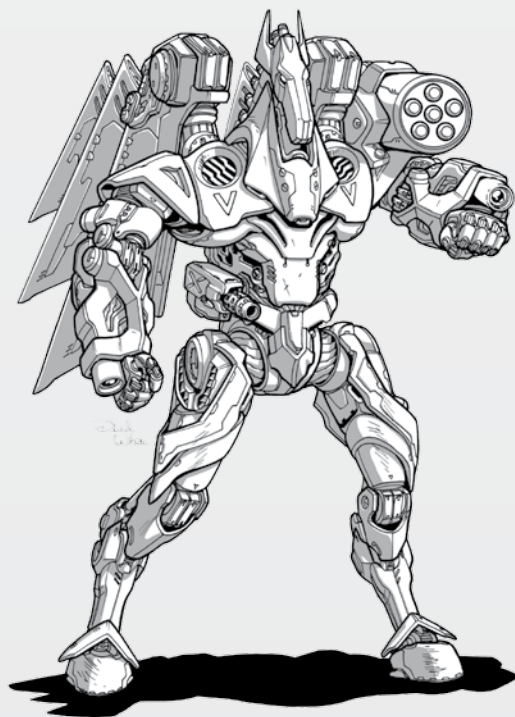
Game Rules: ProtoMech Quad Melee Weapons add 2 points of damage to the ProtoMech's base damage in a Frenzy attack for every 5 tons of ProtoMech weight (or fraction thereof). A critical hit to the ProtoMech Quad Melee Weapon slot destroys enough of these physical modifications to render the system useless.

NEW PROTOMECH TYPES

Three new classes of ProtoMechs emerged during the Wars of Reaving: Ultraheavy ProtoMechs (Ultras), ProtoMech Quads (ProtoQuads), and Glider ProtoMechs (Gliders). Each of these offered specific advantages that further enhanced their combat potential.

ULTRAHEAVY PROTOMECHS (ULTRAS)

Pushing ProtoMech design techniques to their limits, Ultraheavy ProtoMechs can reach a maximum weight of 15 tons (15,000 kilograms), overlapping the tonnage of Ultralight BattleMechs. Achieving this without using BattleMech-scale components—including gyros—meant creating a larger control system based around a modified PA(L) suit. In addition to giving the Ultra the same flexibility of control, this suit-based cockpit and control unit doubles as an escape system for ProtoMech warriors, something not possible for lighter, standard-weight ProtoMechs.

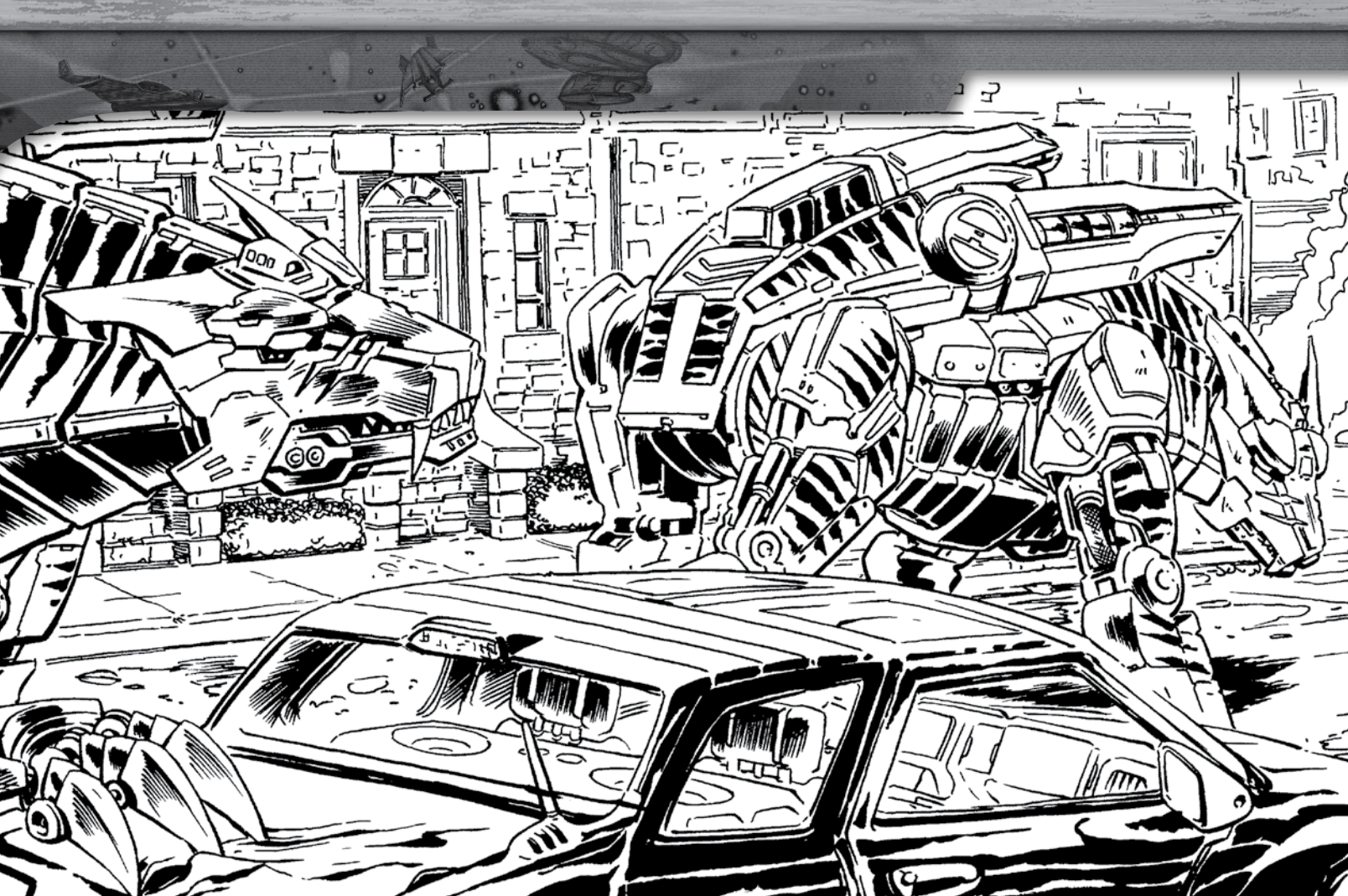


PROTOMECH QUADS (PROTOQUADS)

Though conceived as early as 3065, quadruped-style ProtoMechs faced numerous minor design hurdles, not the least of which was the unique quirk of the pilot-ProtoMech interface that virtually demanded a human-style gait and mobility. When these issues were worked out—either through intensive training or use of the Society's infamous Feralize treatments—the four-legged ProtoMechs that resulted achieved faster mobility and greater payload capacity than their bipedal equivalents. ProtoQuads could even make use of turret-based weapons similar to the Inner Sphere's four-legged battlesuits, and could be built in the standard weight range as well as the Ultraheavy category.

GLIDER PROTOMECHS (GLIDERS)

Uniquely designed for bipedal Ultras as a consequence of the design's specialized motive systems, Gliders are low-altitude, limited-flight ProtoMechs that rely on a combination of thrust and glide wings that effectively mimic how Land-Air 'Mechs operate in AirMech mode. Their elaborate flight systems, which include an adapted form of ProtoMech partial wing technology, modified jump thrusters, and a specialized musculature, are specifically designed to give them greater mobility in the air. As a result, Gliders have very little ground speed. Glider ProtoMechs can be deployed in vacuum or underwater, but they are incapable of using their WiGE-style movement capabilities in either situation.



ADVANCED PROTOMECH GAME PLAY RULES

In tactical game play, Ultras, ProtoQuads, and Gliders are all considered Advanced Level rules, suitable for games using *Total Warfare* rules but not in tournament play. Their use is also compatible with *A Time of War* role-playing rules. In general, all three of these unique ProtoMech types operate using the same organization and rules of play as standard ProtoMech units, except as noted below:

Advanced ProtoMechs in Combat (All Advanced ProtoMechs)

Glider ProtoMechs using WiGE movement apply a +1 attacker to-hit modifier when using WiGE Cruising MP, and a +2 attacker to-hit modifier when using WiGE Flanking MP. When resolving attacks against a Glider ProtoMech using WiGE MP, treat the Glider ProtoMech as a Jumping 'Mech.

For Glider ProtoMechs on the ground, and all other Advanced ProtoMech types, use the standard rules for resolving attacks based on the appropriate movement modifiers.

Expanded ProtoMech Weapon Critical Hits (All ProtoMechs)

When any ProtoMech suffers a critical hit to the torso marked with an asterisk (*), a torso-mounted weapon (if any) may be destroyed. To determine which weapon is hit, roll 1D6 and

consult the Expanded ProtoMech Weapon Critical Hit Table. If the listed weapon does not exist or has already been destroyed, no additional weapon critical effects occur.

Ultraheavy ProtoMech Ejection System

The pilot of an Ultraheavy ProtoMech (biped, Quad, or Glider) may use the same ejection rules as a 'Mech (see pp. 196-197, *TO*). Because the cockpit location is in the torso, the ejection modifiers based on damage to the 'Mech's head structure instead apply based on the damage done to the ProtoMech's torso structure.

EXPANDED PROTOMECH WEAPON CRITICAL HIT TABLE

1D6 Roll	Weapon Critical Hits			
	Standard (Biped)	Standard (Quad)	Ultra (Biped)*	Ultra (Quad)
1	Torso Weapon A	Torso Weapon A	Torso Weapon A	Torso Weapon A
2	Torso Weapon A	Torso Weapon B	Torso Weapon A	Torso Weapon B
3	Torso Weapon B	Torso Weapon C	Torso Weapon B	Torso Weapon C
4	Torso Weapon B	Torso Weapon D	Torso Weapon B	Torso Weapon D
5	No Effect	No Effect	Torso Weapon C	Torso Weapon E
6	No Effect	No Effect	Torso Weapon C	Torso Weapon F

*Includes Glider ProtoMechs

If an Ultraheavy ProtoMech suffers its third critical hit to the torso (Proto Destroyed) location, or suffers a complete loss of all torso structure, the pilot will auto-eject using the same rules as a 'Mech that has suffered the destruction of its head location (see p. 197, TO).

An ejected Ultraheavy ProtoMech pilot follows the same rules as an ejected MechWarrior. Because there is no room in the Ultraheavy ProtoMech's cockpit for hostile environment gear, ProtoMech warriors who eject into hazardous environments—such as vacuum, underwater, toxic atmospheres, and so forth—will suffer their full effects.

Ultraheavy ProtoMech Physical Attacks

The base damage for an Ultraheavy ProtoMech's Frenzy attack is 3 points. Any melee weapons the ProtoMech mounts will modify this value according to the standard rules for such equipment. Despite their greater weight, Ultras still lack the ability to effectively carry and wield clubs the way 'Mechs can.

ProtoMech Quad Hit Locations and Firing Arcs

Because four-legged ProtoMechs do not have arm locations, hits to the arm locations automatically strike the legs. Like bipedal ProtoMechs, ProtoQuads only have one hit location for their legs, which covers all four of them. ProtoQuads use the same firing arcs that four-legged BattleMechs do. If equipped with a Main Gun mount, any weapon(s) placed in that location may be treated as though they are housed in a vehicle turret, complete with a full 360-degree rotation arc.

While Ultraheavy ProtoQuads may carry two weapons in the Main Gun turret, a single critical hit to this location still destroys the mount completely—and with it, both weapons installed therein. Both of the weapons in an Ultraheavy ProtoQuad's Main Gun turret share the same firing arc.

Glider ProtoMech Movement Rules

Glider ProtoMechs that have landed may only move 1 MP (Walking) on the ground in any turn. All normal movement costs for terrain and turning apply to Glider ProtoMechs as they do for other ProtoMechs on the ground.

Glider ProtoMechs use their thrusters and wings to glide in a fashion similar to a miniature Land-Air BattleMech (LAM) in its hybrid (AirMech) mode (see p. 6, *Record Sheets: 3085*). To reflect this, they use a modified form of the WiGE rules in *Total Warfare* (see p. 55, TW). However, Glider ProtoMechs only require a minimum of 4 WiGE MP (and working legs) to take off, and must spend a minimum of 4 WiGE MP per turn to remain aloft. Glider ProtoMechs may increase (or decrease) their gliding altitude by spending 1 WiGE MP per elevation change (akin to VTOL movement rules), and can even hover in one hex by spending 4 WiGE MP in that hex doing so. Lacking the thrust power of LAMs, Glider ProtoMechs may not glide higher than 12 levels above the underlying terrain in this fashion.

To safely land, a Glider ProtoMech with functioning legs must simply return to the level of the underlying terrain and make a special Landing Check, rolling 2D6 against a target number of 4. If the roll result is less than 4, or if the Glider ProtoMech has suffered leg destruction (or leg damage resulting in a No Movement critical hit), the landing fails, and the Glider ProtoMech suffers damage equal to 2 times the total number of levels it descended

during the turn its landing was attempted, allocated directly to the Glider's legs. (Excess leg damage transfers to the torso per normal rules.)

Glider ProtoMech Hit Locations

Any successful attack against a Glider ProtoMech that strikes a "Near Miss" hit location inflicts no armor damage to the Glider itself. However, the attack will strike the Glider's more delicate wing structure or flight systems, regardless of the attacking weapon's actual damage value. This reduces the Glider's WiGE Cruising MP by 1 (to a minimum of 0). The Glider's WiGE Flanking MP must then be recomputed accordingly.

If a Glider ProtoMech is reduced to less than 4 WiGE MP while in flight, it is unable to remain aloft and must immediately follow the rules for crash-landing as noted under Glider ProtoMech Critical Hits below.

Glider ProtoMech Critical Hits

In addition to the other modified rules for Ultraheavy ProtoMech critical weapon hits, any Jumping MP loss created by critical hits to a Glider ProtoMech's torso instead affect the Glider ProtoMech's WiGE Cruising MP. Recompute Flanking MP accordingly any time a Glider's WiGE Cruising MP are reduced.

Crash-Landing: If critical damage reduces the Glider ProtoMech to less than 4 WiGE Flanking MP while airborne, the Glider ProtoMech cannot remain aloft and drops to the level of the underlying terrain, at which point the pilot must make an emergency Landing Check against a target number of 8. If this check fails (or if the Glider ProtoMech has suffered leg destruction and/or a No Movement critical hit), the Glider ProtoMech suffers 2 damage points for every level of height it has fallen. Apply this crashing damage randomly in 5-point Damage Value clusters.

A Time of War Role-Playing Addendum (All ProtoMechs)

When necessary in games where *A Time of War* rules are in use, ProtoMech pilots may make Pilot/ProtoMech Skill Checks in place of the standard ProtoMech Frenzy attack and Landing Check rolls. When doing so, apply a +0 modifier to the Frenzy attack roll or to Glider ProtoMech landing attempts, and a -4 to rolls for avoiding a Glider ProtoMech crash due to insufficient WiGE MP and/or damaged legs. If the ProtoMech is built using a quadruped design, a +2 Skill Modifier applies to all Pilot/ProtoMech Skill rolls.

ADVANCED PROTOMECH CONSTRUCTION RULES

The following additional rules modify those presented for constructing ProtoMechs using *TechManual* (see pp. 80-89, TM).

Maximum ProtoMech Weight

The maximum weight for a ProtoMech is now 15 tons (15,000 kilograms). ProtoMechs are still built in 1-ton (1,000-kilogram) increments. ProtoMechs weighing 10 to 15 tons are classified as Ultraheavy ProtoMechs (or Ultras).

Chassis Type Restrictions

ProtoMechs of all weights (including Ultraheavy ProtoMechs) may be constructed using either the bipedal or quadruped (quad) chassis types. Glider ProtoMechs may only be constructed using the bipedal Ultraheavy ProtoMech chassis type.

ProtoMech Structure and Armor Table

The Expanded ProtoMech Structure and Armor Table shows the weight for each ProtoMech's internal structure (by ProtoMech tonnage), as well as the number of internal structure boxes per location, and the maximum armor limits of each location.

As with standard ProtoMechs, Ultraheavy ProtoMechs, ProtoMech Quads, and Glider ProtoMechs may install a Main Gun at their option. Even though the ProtoMech Quad Main Gun functions as a turret, it does not require any additional tonnage devoted to its turret mechanisms.

ProtoMech Weight and Space Limits (by Location)

The slot and weight limits for each Advanced ProtoMech type are shown on the Expanded ProtoMech Location Restrictions Table.

ProtoMech Engine Rating and Mobility Formulas

When finding the desired Engine Ratings of a ProtoMech, determine the ProtoMech's desired Running MP. For Glider ProtoMechs (which have a maximum Walking and Running MP of 1, regardless of Engine Rating), use the desired WiGE Flanking MP. As with 'Mechs and vehicles, the Running/Flanking MP of a ProtoMech is equal to 1.5 times its Walking/Cruising MP.

For bipedal, non-gliding ProtoMechs (including bipedal Ultraheavy ProtoMechs), the ProtoMech Engine Rating formula remains unchanged. Quadruped and Glider ProtoMechs receive an efficiency bonus due to their unique

designs, enabling them to get more MP out of a given Engine Rating. To reflect this, subtract 2 from the desired Running/WiGE Flanking MP for ProtoMech Quads and Glider ProtoMechs. (Glider ProtoMechs must also receive a minimum WiGE Flanking MP of 4; ProtoQuads must have a minimum Running MP of 3.)

No ProtoMech may receive an Engine Rating of 0 or less.

As with standard ProtoMech construction rules, Engine Ratings of 39 or less weigh 25 kilograms per point of Engine Rating. ProtoMech Engine Ratings of 40 or more must round up to the nearest 5 points, and then use the weight for the appropriate standard fusion engine shown in the Master Engine Table (see p. 49, *TM*).

EXPANDED PROTOMECH LOCATION RESTRICTIONS TABLE

ProtoMech Location	Maximum Items (Combined Weight)*			
	Standard (Biped)	Standard (Quad)	Ultra (Biped)**	Ultra (Quad)
Head	0 / 0 kg	0 / 0 kg	0 / 0 kg	0 / 0 kg
Torso	2 / 2,000 kg	4 / 5,000 kg	3 / 4,000 kg	6 / 8,000 kg
Arms, Each	1 / 500 kg	N/A	1 / 1,000 kg	N/A
Legs	0 / 0 kg	0 / 0 kg	0 / 0 kg	0 / 0 kg
Main Gun	1 / Unlimited	1 / Unlimited	1 / Unlimited	2 / Unlimited

*Ammunition is not counted toward combined weight or item slots; missile launchers comprised of multiple same-type missile tubes are counted as one weapon for purposes of determining item limits.

**Includes Glider ProtoMechs.

EXPANDED PROTOMECH STRUCTURE AND ARMOR TABLE

ProtoMech Tonnage	Structure Weight	Internal Structure Boxes (Max. Armor)					Main Gun**	Maximum Armor Factor (Without/With Main Gun)
		Head	Torso	Arms* (Left/Right)	Legs* (Both)	Legs* (Quad, All)		
2	200 kg	1 (3)	2 (4)	1 (2)	2 (4)	4 (8)	1 (3)	15/18
3	300 kg	1 (3)	3 (6)	1 (4)	2 (4)	4 (12)	1 (3)	17/20
4	400 kg	1 (4)	4 (8)	1 (4)	3 (6)	5 (14)	1 (3)	22/25
5	500 kg	1 (4)	5 (10)	1 (4)	3 (6)	5 (14)	1 (3)	24/27
6	600 kg	2 (5)	6 (12)	2 (4)	4 (8)	8 (16)	1 (3)	33/36
7	700 kg	2 (5)	7 (14)	2 (4)	4 (8)	8 (16)	1 (3)	35/38
8	800 kg	2 (6)	8 (16)	2 (4)	5 (10)	9 (18)	1 (3)	40/43
9	900 kg	2 (6)	9 (18)	2 (4)	5 (10)	9 (18)	1 (3)	42/45
10	1,000 kg	3 (7)	10 (20)	3 (6)	6 (12)	12 (24)	2 (6)	51/57
11	1,100 kg	3 (7)	11 (22)	3 (6)	6 (12)	12 (24)	2 (6)	53/59
12	1,200 kg	3 (8)	12 (24)	3 (6)	7 (14)	13 (26)	2 (6)	58/64
13	1,300 kg	3 (8)	13 (26)	3 (6)	7 (14)	13 (26)	2 (6)	60/66
14	1,400 kg	4 (9)	14 (28)	4 (6)	8 (16)	16 (28)	2 (6)	65/71
15	1,500 kg	4 (9)	15 (30)	4 (6)	8 (16)	16 (28)	2 (6)	67/73

*Quad (four-legged) ProtoMechs do not have arms; to find the Internal Structure and Max. Armor Boxes for a Quad ProtoMech, use only the Legs (Quad, All) column in place of the standard Arms and Legs columns.

**The Main Gun is an optional ProtoMech component, which provides no internal structure boxes (or armor) when not installed.

EXPANDED PROTOMECH ENGINE RATING AND MOBILITY FORMULAS

Running/WiGE Flanking MP = Desired Walking/WiGE Cruising MP x 1.5 (round up)

Biped Non-Glider ProtoMech Engine Rating = ProtoMech Tonnage x Running MP ProtoMech

Quad Engine Rating = ProtoMech Quad Tonnage x (Running MP - 2)

Glider ProtoMech Engine Rating = Glider ProtoMech Tonnage x (WiGE Flanking MP - 2)*

*Glider ProtoMechs always receive a Walking and Running MP of 1, regardless of Engine Rating, for ground movement. Remember that a Glider ProtoMech requires a minimum of 4 WiGE MP to take off.

EXPANDED PROTOMECH JUMP JET WEIGHT TABLE

ProtoMech Weight	Jump Jet Weight
2 to 5 tons	50 kg/Jumping MP
6 to 9 tons	100 kg/Jumping MP
10 to 15 tons	150 kg/Jumping MP

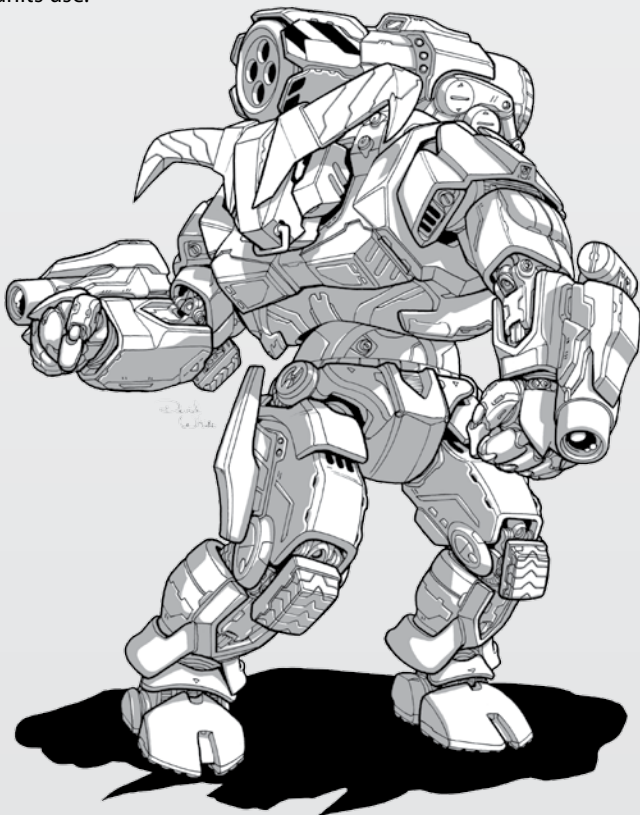
ProtoMech Jump Jets and Other Mobility Enhancements

Under these rules, all ProtoMech types except for Glider ProtoMechs may install jump jets (standard and extended), ProtoMech UMUs, ProtoMech partial wings, or the ProtoMech myomer booster system per those systems' standard rules. (Note: Jump jets and UMUs for Ultraheavy ProtoMechs weigh 150 kg per Jumping MP).

Because of their incorporated thrusters, lifting surfaces and specialized musculature, Glider ProtoMechs may not mount any special motive enhancements, including jump jets, partial wings, UMUs or myomer boosters.

ProtoMech Control Systems

For all ProtoMechs under 10 tons, the standard 500-kilogram control system must be used. ProtoMechs over 9 tons must assign 750 kilograms to their cockpit systems, to reflect the enhanced power armor-style control and ejection system these units use.



BATTLE VALUE ANNEX

The following additional Battle Value rules cover the new equipment featured here.

Advanced ProtoMech Battle Value Rules

The Battle Values for Advanced ProtoMechs may be computed using the same rules as established for standard ProtoMechs in *TechManual*, with the following exceptions:

Glider ProtoMechs: When calculating the defensive factor and the speed factor for a Glider ProtoMech, use the unit's WiGE Flanking MP. Glider ProtoMechs are considered airborne.

ADDITIONAL WEAPON AND EQUIPMENT BATTLE VALUES

Consult the New Weapon and Equipment Battle Values Table to find the Battle Value effects for the various new equipment items in this book. Battle Values for the new ammunition types offered in this book appear in the Alternative Munitions Table.

NEW WEAPON AND EQUIPMENT BATTLE VALUES TABLE

Equipment/Item	Battle Value	Ammo BV
Armor		
Electric Discharge ProtoMech Armor*	32	—
Weapons		
ProtoMech Quad Melee Weapon System	(Dmg x 1.25)	—
Fusillade	11	—
Other Equipment		
Magnetic Clamp System	1	—
Extended Jump Jets	†	—

*EDP Armor does not apply an armor type modifier; instead, count armor points per standard armor, and add the listed 32 BV as a weapon.

†Compute ProtoMech BV as normal for its respective Running and Jumping MP.

SCENARIOS

This section contains two ready-to-play scenarios. After the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see p. 35, *Inner Sphere at a Glance*, *Introductory Box Set*).

Map Substitution: Unlike previous Record Sheet books, the scenarios in this book are more complex and use a wide range of maps from difference sources. If players do not have access to those maps, simply use what maps you have available, creating counters to represent appropriate terrain to roughly match the maps displayed in the scenario, or turn a mapsheet over to its blank side and draw a map matching those displayed for the scenario. (Note: Small PDFs of all *BattleTech* playing maps are available for free at www.classicbattletech.com to help players see all the details on each map.)

SCENARIO ONE: UNDERWATER BLAKIST WREATHING COMBJECTIVE RAID

Weber: "I've got contact. Multiple bogeys. Range 1500 meters and closing!"

Schmidt: "Calm down, Weber. We knew the Dracs would be knocking on our door."

Weber: "Sir."

Schmidt: "What are we up against?"

Weber: "Warbook tags them as a pair of *Hatamoto-Chi* with two Hiryos in support."

Schmidt: "Copy that. Get back underwater. We don't stand a chance against them in the open, but if they come down here we'll have them dead to rights."

Weber: "Wilco."

Schmidt: "All units, defensive formation. You are weapons hot, repeat, weapons hot. Let them come to us. Schulze, Peters, harassing fire while they close. See if you can't soften them up a bit and then get out of the way."

SITUATION

1220 Hours

Yarbo Lake, Apostica

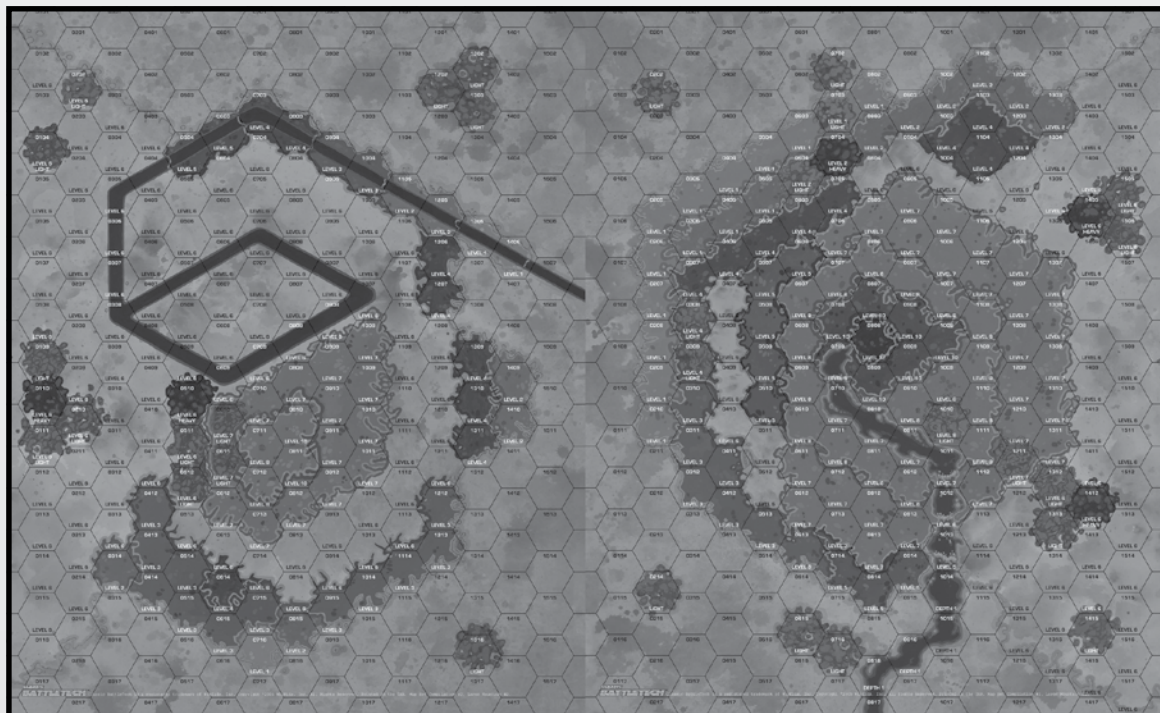
Lyrans Commonwealth

12 May 3090

Border skirmishes between the Lyrans Commonwealth and the Draconis Combine have come to a head on Apostica. Combine forces are closing in on an underwater Lyrans research station. The Combine's ISF believes that the Lyrans are using the facility to reverse engineer captured Blakist improved jump jet technology to develop an improved UMU. The Lyrans station must be captured or destroyed.

GAME SETUP

Lay out the mapsheet as shown below (see *Map Substitution*, above, if players do not have access to these maps).



• UNDERWATER BASKET WEAVING MAP CONFIGURATION •

Modify the playing area as follows:

- Fill both maps with water up to Depth 6 so that all hexes Level 5 and below are underwater.
- Level 6 becomes the new Level 0 with other levels adjusted accordingly (Level 7 becomes Level 1, Level 8 becomes Level 2, and so on)
- Place Medium Buildings in the following hexes of Large Mountain Map 1: 0107 and 0116; on Large Mountain Map 2, place a Medium Building in Hex 1510 (players can use whatever counters they wish for these buildings; *HexPack: Cities and Roads* contains ready to use appropriate building counters).
- Treat all woods hexes at Level 5 or less, and all road hexes, as clear terrain.

ATTACKER

The attacker consists of elements of the Eighth Dieron Regulars.

Chu-i Aiko Sasaki (Piloting 4, Gunnery 3), *HTM-35K Hatamoto-Kaeru Gunjin Teiko Takahashi* (Piloting 3, Gunnery 3),

HTM-35K Hatamoto-Kaeru

Gunjin Sachiko Sato (Driving 5, Gunnery 4), *Hiryo* (Bloodhound)

Gunjin Niigata (Driving 4, Gunnery 3), *Hiryo* (Bloodhound)

Gunsho Naoko Endo (Gunnery 3, 'Anti-Mech 4),

Void (Minelayer) battle armor squad

Gunsho Moe Ito (Gunnery 4, Anti-'Mech 5),

Void (Minelayer) battle armor squad

Deployment

The attacker enters from the left edge of the playing area during the Movement Phase of Turn 1 (each Void battle armor squad is mounted in one of the Hiryo (Bloodhound) WiGEs).

DEFENDER

The defender consists of elements of the Apostica militia.

First Lieutenant Koloman Schmidt (Piloting 3, Gunnery 2),

SDT-1A Spindrift

MechWarrior Beate Fischer (Piloting 5, Gunnery 3),

SDT-1A Spindrift

MechWarrior Menno Weber (Piloting 3, Gunnery 3),

SDT-1A Spindrift

MechWarrior Mareike Corina Wolf (Piloting 4, Gunnery 4),

SDT-1A Spindrift

First Lieutenant Abigail Neumann (Piloting 2, Gunnery 2),

SDT-1A Spindrift

MechWarrior Bennq Schwarz (Piloting 5, Gunnery 3),

SDT-1A Spindrift

MechWarrior Reimund Krause (Piloting 5, Gunnery 4),

SDT-1A Spindrift

MechWarrior Severin Meier (Piloting 4, Gunnery 2),

SDT-1A Spindrift

Sergeant Volker Schulze (Driving 4, Gunnery 2), Bandit Mk II

Sergeant Siegbert Peters (Driving 3, Gunnery 3), Bandit Mk II

Deployment

The defender deploys anywhere on either map prior to the start of play.

SPECIAL RULES

If a unit exits the playing area for any reason other than forced withdrawal (see below), it is considered destroyed and may not re-enter the scenario.

The following additional rules are in effect (a sampling of advanced rules from *Tactical Operations*): the Lyran force may use Shielding (see p. 19, *TO*); all units may use Climbing and Leaping and Dangle and Drop (see p. 22, *TO*), and Weight Class Modifiers to PSR (see p. 23, *TO*).

Design Quirks

All unit design quirks (see p. 3) that have a direct impact on game play during this scenario are in effect.

Forced Withdrawal

Forced Withdrawal is in effect for both forces (see p. 258, *TW*). The Lyran home edge is the right side of Large Mountain Map 1.

VICTORY CONDITIONS

The attacker wins if they successfully destroy all three medium buildings or destroy or force the withdrawal of all defending forces.

The defender wins if at least one building survives the game.

AFTERMATH

The attack on Apostica ultimately failed when the Lyran forces—despite taking serious losses—destroyed the attacking Combine 'Mechs. The Lyran Commonwealth failed to develop an improved UMU system.

SCENARIO TWO: SNIPER HUNT (PLANETARY ASSAULT)

"They've gone to ground!" *Sang-wei Dain Woo* announced to his lancemates.

He slowed his pace and toggled his sensors, looking for a setting that would reveal where the DropPort defenders were hiding. His map showed the box canyon was heavily wooded with multiple ideal ambush sites.

Woo switched to the tactical frequency. "Eagle Eye, this is Red Hunter. Requesting satellite reconnaissance of map grid delta-five-niner, over."

"Hunter, Eagle Eye. Request denied. Be advised, enemy reinforcements closing on your position. Withdraw within three minutes, bearing 220, over."

"Eagle Eye, Red Hunter. Repeating request. Enemy forces are hiding in five-niner. I need satellite reconnaissance to locate them, over."

"Hunter, Eagle Eye. ETA to reposition satellite ten minutes. Request denied. Do as much damage as you can in the next two and a half minutes and get out of there."

"Wilco." Woo switched back to his lance frequency. "All right, team, we've got just over two minutes to pound these Free Worlders to slag and bug out. Make me proud."

SITUATION

1639 Hours

Tinderbox Canyon, Ipswich

Oriente Protectorate

27 May 3090

Capellan forces raiding the planet Ipswich captured the DropPort, putting the port's defenders on the run. The Capellan commander dispatched a hunter/killer lance supported by two Warrior S-9 helicopters to locate and exterminate the militia before they could rendezvous with reinforcements dispatched from the militia base. Five kilometers from the rendezvous, the Capellan forces chased the defenders into a box canyon, where they disappeared.

GAME SETUP

Lay out the mapsheets as shown below (see *Map Substitution*, p. 14, if players do not have access to these maps).

ATTACKER

The attacker consists of elements of House Imarra, from the Capellan Confederation.

Sang-wei Dain Woo (Piloting 4, Gunnery 3), DOL-1A1 *Dola* [BV: 1,317]

Sao-wei Edelene Suen (Piloting 3, Gunnery 2), DOL-1A1 *Dola*

[BV: 1,736]

Sao-wei Wenceslao Lin (Piloting 4, Gunnery 3),

TSG-9DDC *Ti T'sang* DDC [BV: 2,738]

Sao-wei Vee Hsiao Piloting 3, Gunnery 3, THR-C4 *Thunder* [BV: 3,164]

Sao-wei Balbina Feng (Driving 4, Gunnery 3), Warrior S-9 Stealth Helicopter [BV: 922]

Sao-wei Petru Jen (Driving 3, Gunnery 4), Warrior S-9 Stealth Helicopter [BV: 868]

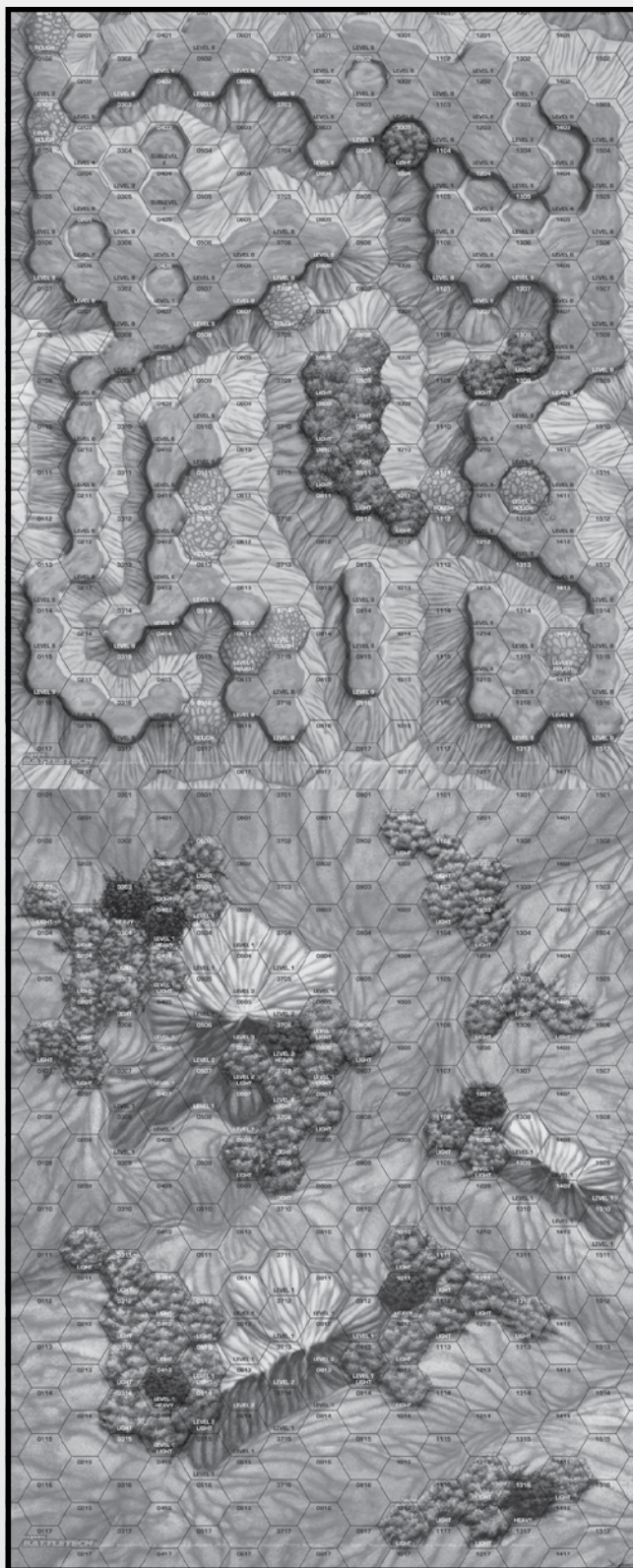
Deployment

The attacker enters from the south edge of the Woodland mapsheet during the Movement Phase of Turn 1.

DEFENDER

The attacker consists of elements of the Ipswich militia from the Free Worlds League.

Pre-existing Damage: Before the start of play, using the Front column of the Hit Location Table, allocate a number of 5-point Damage Value cluster hits to each unit equal to its tonnage/10 (rounded normally). Roll for critical hits as normal, but reroll any results that would destroy the unit.



• SNIPE HUNT MAP CONFIGURATION •

Captain Anthony Lewis (Piloting 3, Gunnery 2), HBK-7R *Hunchback* [BV: 2,271]

Staff Sergeant Ryan Young (Piloting 4, Gunnery 4), MN2-A *Sarissa* SecurityMech [BV: 887]

Staff Sergeant David King (Piloting 4, Gunnery 4), MN2-A *Sarissa* SecurityMech [BV: 887]

Sergeant William Green (Piloting 2, Gunnery 3), ON3-M *Orion* [BV: 3,068]

Staff Sergeant Radnor Ocean Adams (Piloting 4, Gunnery 4), LFA-1A *Pandarus* [BV: 1,827]

Sergeant Tai Taylor (Piloting 2, Gunnery 3), APL-4M *Apollo* [BV: 2,256]

Sergeant Holly Stewart (Piloting 5, Gunnery 4), MN2-A *Sarissa* SecurityMech [BV: 771]

MechWarrior Kristy Peterson (Piloting 4, Gunnery 3), MN2-A *Sarissa* SecurityMech [BV: 1,064]

Deployment

The defender deploys hidden anywhere on the playing area prior to the start of play.

SPECIAL RULES

If a unit exits the playing area for any reason other than forced withdrawal (see below), it is considered destroyed and may not re-enter the scenario.

The following additional rules are in effect (a sampling of advanced rules from *Tactical Operations*): all advanced movement modes (see pp. 18-23, *TO*) and Sensor Spotting (see pp. 221-223, *TO*).

Design Quirks

All unit design quirks (see p. 3) that have a direct impact on game play during this scenario are in effect.

Hidden Units

After set-up but before play begins, the defender may place any number of his forces using the standard Hidden Units rules (see p. 259, *TW*).

Forced Withdrawal

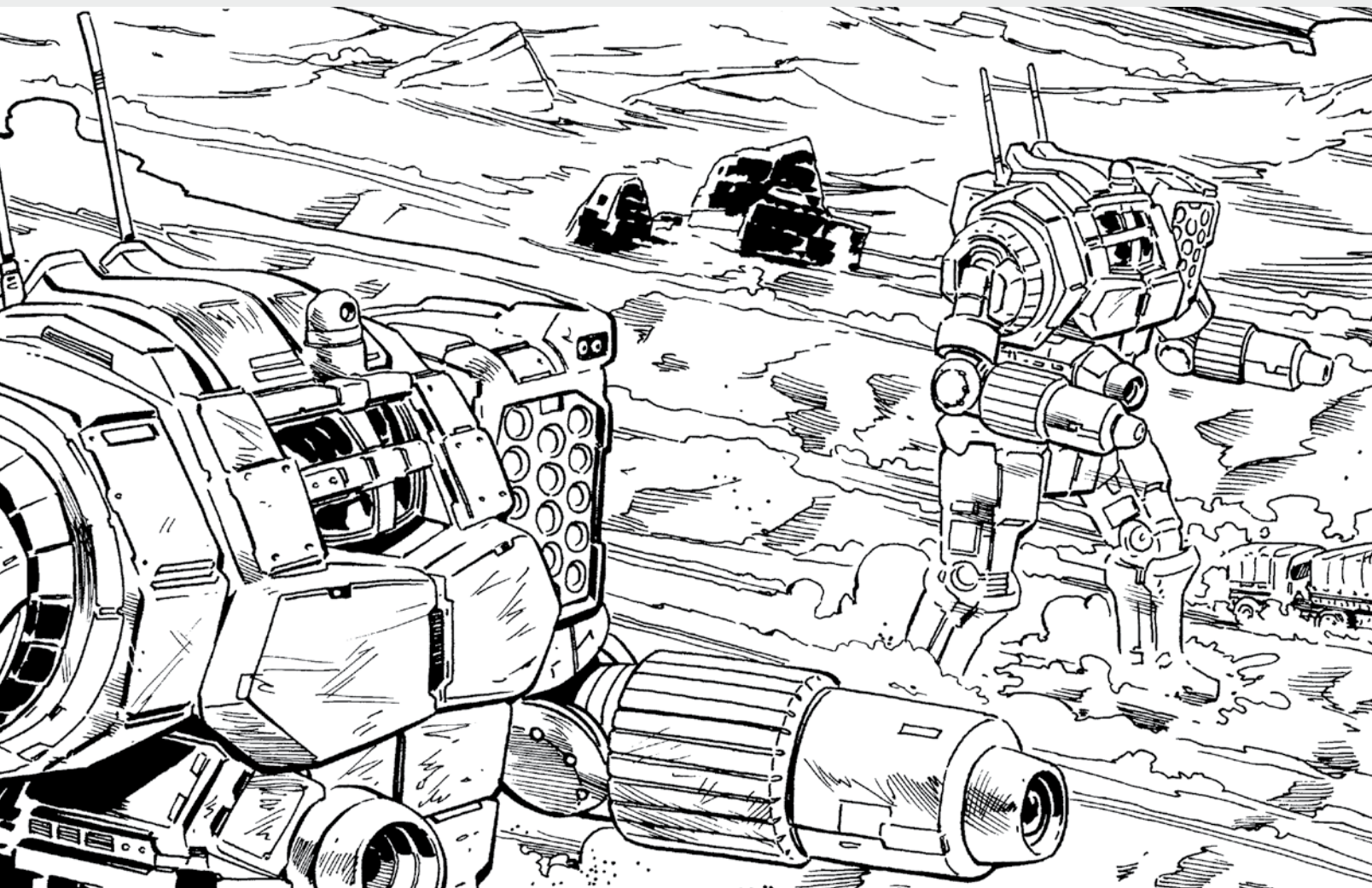
Forced Withdrawal is in effect for the Capellan force only (see p. 258, *TW*). The Lyran home edge is the right side of Large Mountain Map 1.

VICTORY CONDITIONS

This game ends at the conclusion of Turn 15. The side that has destroyed the most BV worth of opposing forces is the winner.

AFTERMATH

The Capellan force destroyed all of the Ipswich defenders before reinforcements could intervene. However, the militia caught up with them on the way back to their DropShip and only one Warrior helicopter survived to flee offworld.



BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: GLADIATOR-S

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Jump MP: 1

Weapons & Equip.

Battle Vibro Claw

Magnetic Clamps

Unsealed Exoskeleton

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

—

—

—

—

—

Armor: Standard

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 42/8

Advanced

BATTLE ARMOR: SQUAD 2

Type: GLADIATOR-S

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Jump MP: 1

Weapons & Equip.

Battle Vibro Claw

Magnetic Clamps

Unsealed Exoskeleton

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

—

—

—

—

—

Armor: Standard

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 42/8

Advanced

BATTLE ARMOR: SQUAD 3

Type: GLADIATOR-S

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Jump MP: 1

Weapons & Equip.

Battle Vibro Claw

Magnetic Clamps

Unsealed Exoskeleton

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

—

—

—

—

—

Armor: Standard

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 42/8

Advanced

BATTLE ARMOR: SQUAD 4

Type: GLADIATOR-S

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Jump MP: 1

Weapons & Equip.

Battle Vibro Claw

Magnetic Clamps

Unsealed Exoskeleton

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

—

—

—

—

—

Armor: Standard

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 42/8

Advanced

BATTLE ARMOR: SQUAD 5

Type: GLADIATOR-S

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Jump MP: 1

Weapons & Equip.

Battle Vibro Claw

Magnetic Clamps

Unsealed Exoskeleton

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

—

—

—

—

—

Armor: Standard

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 42/8

Advanced

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

3

2

1

**BASE TO-HIT
MODIFIER**

0

+2

+5

+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

1-3

**BASE TO-HIT
MODIFIER**

+2

+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



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: VOID (Minelayer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw [E] — — — —
 Med. Recoilless Rifle 3 [DB,S] — 2 4 6
 Mine Dispenser (2) [E] — — — —
 Ammo (Mine) 00/00/00/00 00/00/00/00
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 000000

2 000000

3 000000

4 000000

BV: 314/60

Advanced

BATTLE ARMOR: SQUAD 2

Type: VOID (Minelayer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw [E] — — — —
 Med. Recoilless Rifle 3 [DB,S] — 2 4 6
 Mine Dispenser (2) [E] — — — —
 Ammo (Mine) 00/00/00/00 00/00/00/00
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 000000

2 000000

3 000000

4 000000

BV: 314/60

Advanced

BATTLE ARMOR: SQUAD 3

Type: VOID (Minelayer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw [E] — — — —
 Med. Recoilless Rifle 3 [DB,S] — 2 4 6
 Mine Dispenser (2) [E] — — — —
 Ammo (Mine) 00/00/00/00 00/00/00/00
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 000000

2 000000

3 000000

4 000000

BV: 314/60

Advanced

BATTLE ARMOR: SQUAD 4

Type: VOID (Minelayer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw [E] — — — —
 Med. Recoilless Rifle 3 [DB,S] — 2 4 6
 Mine Dispenser (2) [E] — — — —
 Ammo (Mine) 00/00/00/00 00/00/00/00
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 000000

2 000000

3 000000

4 000000

BV: 314/60

Advanced

BATTLE ARMOR: SQUAD 5

Type: VOID (Minelayer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw [E] — — — —
 Med. Recoilless Rifle 3 [DB,S] — 2 4 6
 Mine Dispenser (2) [E] — — — —
 Ammo (Mine) 00/00/00/00 00/00/00/00
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 000000

2 000000

3 000000

4 000000

BV: 314/60

Advanced

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

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: GRAY DEATH STRIKE Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Light TAG 0 [S] — 3 6 9
 SRM 3 2/Msl. — 3 6 9
 Ammo (SRM 3) OO [M,C,S]
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH STRIKE Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Light TAG 0 [S] — 3 6 9
 SRM 3 2/Msl. — 3 6 9
 Ammo (SRM 3) OO [M,C,S]
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 3

Type: GRAY DEATH STRIKE Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Light TAG 0 [S] — 3 6 9
 SRM 3 2/Msl. — 3 6 9
 Ammo (SRM 3) OO [M,C,S]
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 4

Type: GRAY DEATH STRIKE Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Light TAG 0 [S] — 3 6 9
 SRM 3 2/Msl. — 3 6 9
 Ammo (SRM 3) OO [M,C,S]
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 5

Type: GRAY DEATH STRIKE Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Light TAG 0 [S] — 3 6 9
 SRM 3 2/Msl. — 3 6 9
 Ammo (SRM 3) OO [M,C,S]
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

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

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: HAUBERK COMMANDO Era: Dark Age

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [2 - with DWP detached]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser [DWP]	3 [DE]	—	2	4	5
ER Small Laser [DWP]	3 [DE]	—	2	4	5
Magshot [DWP]	2 [DB,S]	—	3	6	9
SRM 2 (OS)	2/Msl.	—	3	6	9

Armor: Mimetic (+3 - hexes moved)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 356/69

Advanced

BATTLE ARMOR: SQUAD 2

Type: HAUBERK COMMANDO Era: Dark Age

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [2 - with DWP detached]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser [DWP]	3 [DE]	—	2	4	5
ER Small Laser [DWP]	3 [DE]	—	2	4	5
Magshot [DWP]	2 [DB,S]	—	3	6	9
SRM 2 (OS)	2/Msl.	—	3	6	9

Armor: Mimetic (+3 - hexes moved)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 356/69

Advanced

BATTLE ARMOR: SQUAD 3

Type: HAUBERK COMMANDO Era: Dark Age

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [2 - with DWP detached]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser [DWP]	3 [DE]	—	2	4	5
ER Small Laser [DWP]	3 [DE]	—	2	4	5
Magshot [DWP]	2 [DB,S]	—	3	6	9
SRM 2 (OS)	2/Msl.	—	3	6	9

Armor: Mimetic (+3 - hexes moved)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 356/69

Advanced

BATTLE ARMOR: SQUAD 4

Type: HAUBERK COMMANDO Era: Dark Age

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [2 - with DWP detached]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser [DWP]	3 [DE]	—	2	4	5
ER Small Laser [DWP]	3 [DE]	—	2	4	5
Magshot [DWP]	2 [DB,S]	—	3	6	9
SRM 2 (OS)	2/Msl.	—	3	6	9

Armor: Mimetic (+3 - hexes moved)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 356/69

Advanced

BATTLE ARMOR: SQUAD 5

Type: HAUBERK COMMANDO Era: Dark Age

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [2 - with DWP detached]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser [DWP]	3 [DE]	—	2	4	5
ER Small Laser [DWP]	3 [DE]	—	2	4	5
Magshot [DWP]	2 [DB,S]	—	3	6	9
SRM 2 (OS)	2/Msl.	—	3	6	9

Armor: Mimetic (+3 - hexes moved)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 356/69

Advanced

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 Left 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

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: ENHANCED SYLPH Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 BA Myomer Booster [E] — — — —
 Basic Manipulators (2) [E] — — — —
 ER Micro Laser 2 [DE] — 1 2 4
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 BV: 189/27 Advanced

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

BATTLE ARMOR: POINT 2

Type: ENHANCED SYLPH Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 BA Myomer Booster [E] — — — —
 Basic Manipulators (2) [E] — — — —
 ER Micro Laser 2 [DE] — 1 2 4
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 BV: 189/27 Advanced

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

BATTLE ARMOR: POINT 3

Type: ENHANCED SYLPH Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 BA Myomer Booster [E] — — — —
 Basic Manipulators (2) [E] — — — —
 ER Micro Laser 2 [DE] — 1 2 4
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 BV: 189/27 Advanced

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

BATTLE ARMOR: POINT 4

Type: ENHANCED SYLPH Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 BA Myomer Booster [E] — — — —
 Basic Manipulators (2) [E] — — — —
 ER Micro Laser 2 [DE] — 1 2 4
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 BV: 189/27 Advanced

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

BATTLE ARMOR: POINT 5

Type: ENHANCED SYLPH Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 BA Myomer Booster [E] — — — —
 Basic Manipulators (2) [E] — — — —
 ER Micro Laser 2 [DE] — 1 2 4
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 BV: 189/27 Advanced

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: ELEMENTAL II

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

AP Gauss Rifle
BA Myomer Booster
Basic Manipulator (2)

Dmg	Min	Sht	Med	Lng
3 [S]	—	3	6	9
[E]	—	—	—	—
[E]	—	—	—	—

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 391/56

Advanced

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

BATTLE ARMOR: POINT 2

Type: ELEMENTAL II

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

AP Gauss Rifle
BA Myomer Booster
Basic Manipulator (2)

Dmg	Min	Sht	Med	Lng
3 [S]	—	3	6	9
[E]	—	—	—	—
[E]	—	—	—	—

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 391/56

Advanced

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

BATTLE ARMOR: POINT 3

Type: ELEMENTAL II

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

AP Gauss Rifle
BA Myomer Booster
Basic Manipulator (2)

Dmg	Min	Sht	Med	Lng
3 [S]	—	3	6	9
[E]	—	—	—	—
[E]	—	—	—	—

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 391/56

Advanced

BATTLE ARMOR: POINT 4

Type: ELEMENTAL II

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

AP Gauss Rifle
BA Myomer Booster
Basic Manipulator (2)

Dmg	Min	Sht	Med	Lng
3 [S]	—	3	6	9
[E]	—	—	—	—
[E]	—	—	—	—

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 391/56

Advanced

BATTLE ARMOR: POINT 5

Type: ELEMENTAL II

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

AP Gauss Rifle
BA Myomer Booster
Basic Manipulator (2)

Dmg	Min	Sht	Med	Lng
3 [S]	—	3	6	9
[E]	—	—	—	—
[E]	—	—	—	—

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 391/56

Advanced

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



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: ROGUE BEAR (Hybrid) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○
 BV: 363/52 Advanced

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

BATTLE ARMOR: POINT 2

Type: ROGUE BEAR (Hybrid) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○
 BV: 363/52 Advanced

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

BATTLE ARMOR: POINT 3

Type: ROGUE BEAR (Hybrid) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○
 BV: 363/52 Advanced

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

BATTLE ARMOR: POINT 4

Type: ROGUE BEAR (Hybrid) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulators (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○
 BV: 363/52 Advanced

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

BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: LEXAN SURVEILLANCE HELO

Movement Points: Tonnage: 17
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 (Advanced)
 Movement Type: V.T.O.L. Jihad
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Small Laser	T	3 [DE]	—	1	2	3
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Recon Camera	T	[E]	—	—	—	—

Notes: Armored Chassis Modifications.

BV: 232

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit +1 Pilot Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

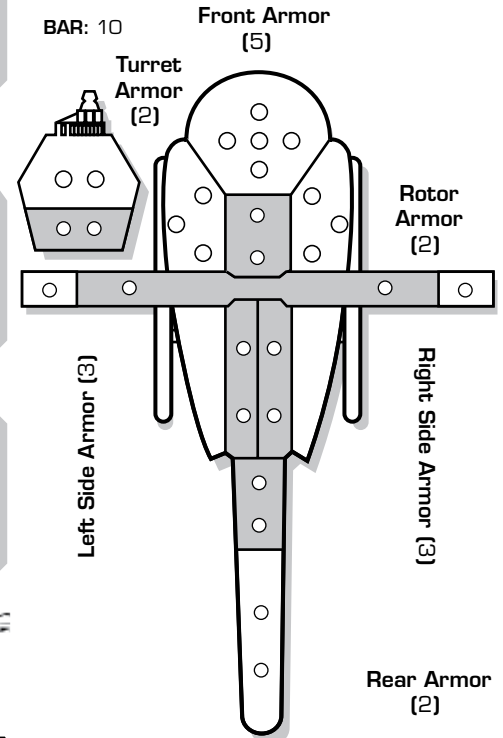
Flight Stabilizer* +3 Engine Hit ☐
 Sensor Hits +1 +2 +3 ☐
 Stabilizers Turret Locked ☐
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



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BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: SKULKER MK II

Movement Points: Tonnage: 20
 Cruising: 7 Tech Base: Inner Sphere
 Flank: 11 (Experimental)
 Movement Type: Wheeled Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angle ECM Suite	BD	[E]	—	—	—	6
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
1	Medium Laser	FR	5 [DE]	—	3	6	9

BV: 454

CREW DATA

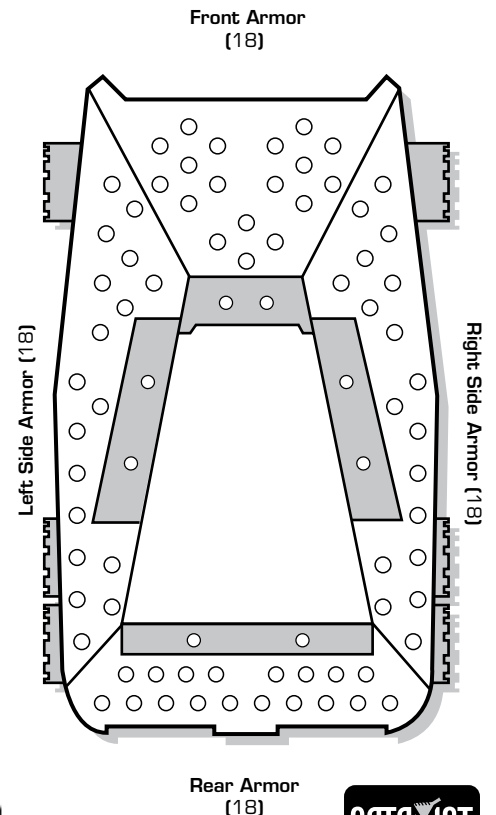
Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Sensor Hits +1 +2 +3 ☐
 Motive System Hits +1 +2 +3 ☐
 Stabilizers ☐
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM



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BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: S-9 WARRIOR STEALTH HELICOPTER

Movement Points: **Tonnage:** 21
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 [20] (Advanced)
 Movement Type: V.T.O.L. Jihad
 Engine Type: XL Fusion

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ExtendedLRM	10	FR	1/Msl.	10	12	22 38
				[M,C,S]			
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	VTOL Jet Booster	BD	[E]	—	—	—	—

Ammo: [ELRM 10] 9

BV: 668

CREW DATA

Crew: 2
 Gunnery Skill: Driving Skill:
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls 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

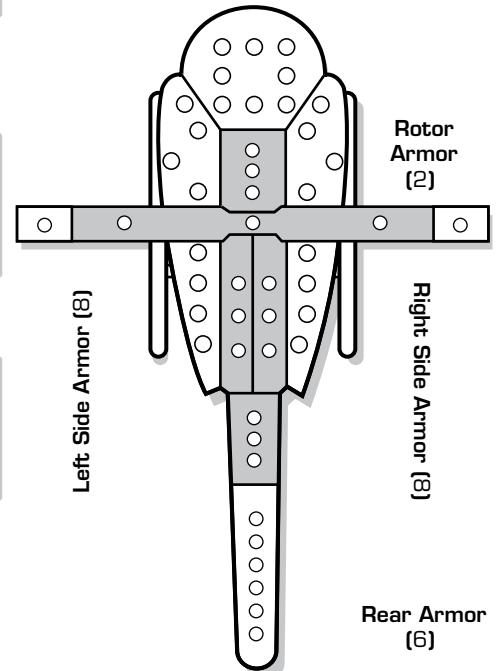


VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM

Stealth
Front Armor
(8)



Rear Armor
(6)



BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: CAVALRY INFILTRATOR

Movement Points: **Tonnage:** 25
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 [20] (Advanced)
 Movement Type: V.T.O.L. Jihad
 Engine Type: Fusion

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Magshot	T	2 [DB,X]	—	3	6	9
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	VTOL Jet Booster	BD	[E]	—	—	—	—
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—

Ammo: [Magshot] 50

BV: 446

CREW DATA

Crew: 2
 Gunnery Skill: Driving Skill:
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Stabilizers Turret Locked ☐
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only

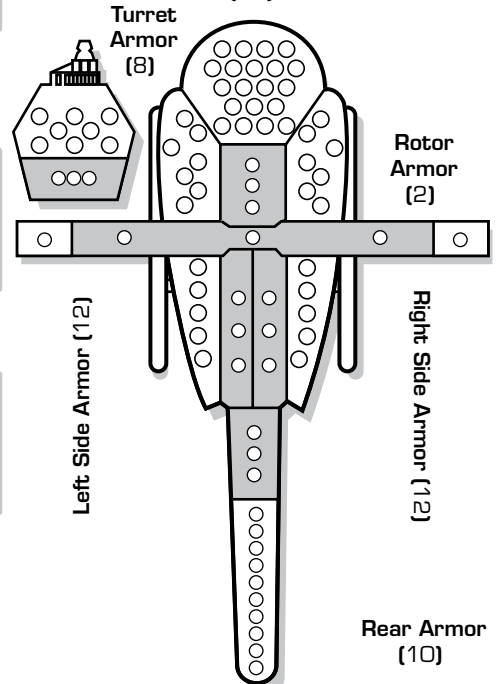


VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM

Stealth
Front Armor
(20)



Rear Armor
(10)



BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **SCORPION MINESWEEPER**

Movement Points: **Tonnage:** 25
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Advanced)
 Movement Type: Tracked Dark Age
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl. [M,C,S]	6	7	14	21
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Mine Sweeper	FR	[E]	—	—	—	—

Ammo: [LRM 5] 72, [Machine Gun] 100

BV: 452

CREW DATA

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

CRITICAL DAMAGE

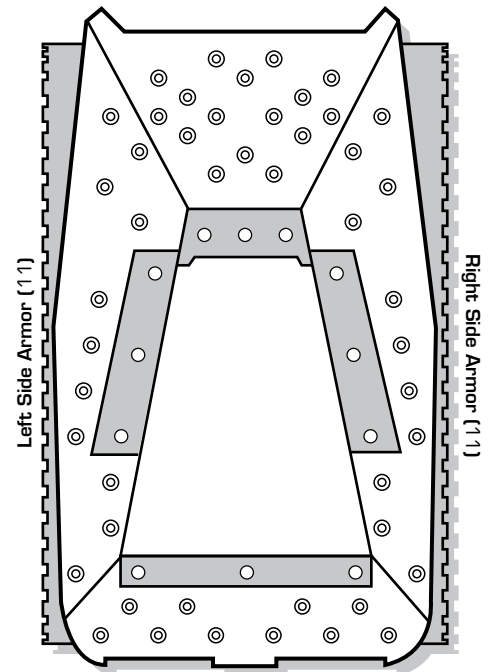
Sensor Hits **+1 +2 +3** ☐ **D**
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM

Hardened

Front Armor
(16)



Rear Armor
(10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). 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	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

NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: SEA SKIMMER (ELRM)

Movement Points:
 Cruising: 10
 Flank: 15
 Movement Type: Naval (Hydrofoil)
 Engine Type: Fusion

Tonnage: 25
 Tech Base: Inner Sphere (Advanced)
 Jihad

CREW DATA

Crew: 2
 Gunnery Skill:
 Driving Skill:
 Commander Hit ☐ +1
 Driver Hit ☐ +2
 Modifier to all Skill rolls
 Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Extended LRM 10	T	1/Msl.	10	12	22	38
			[M,C,S]				



NOTES

Ammo: (ELRM 10) 18

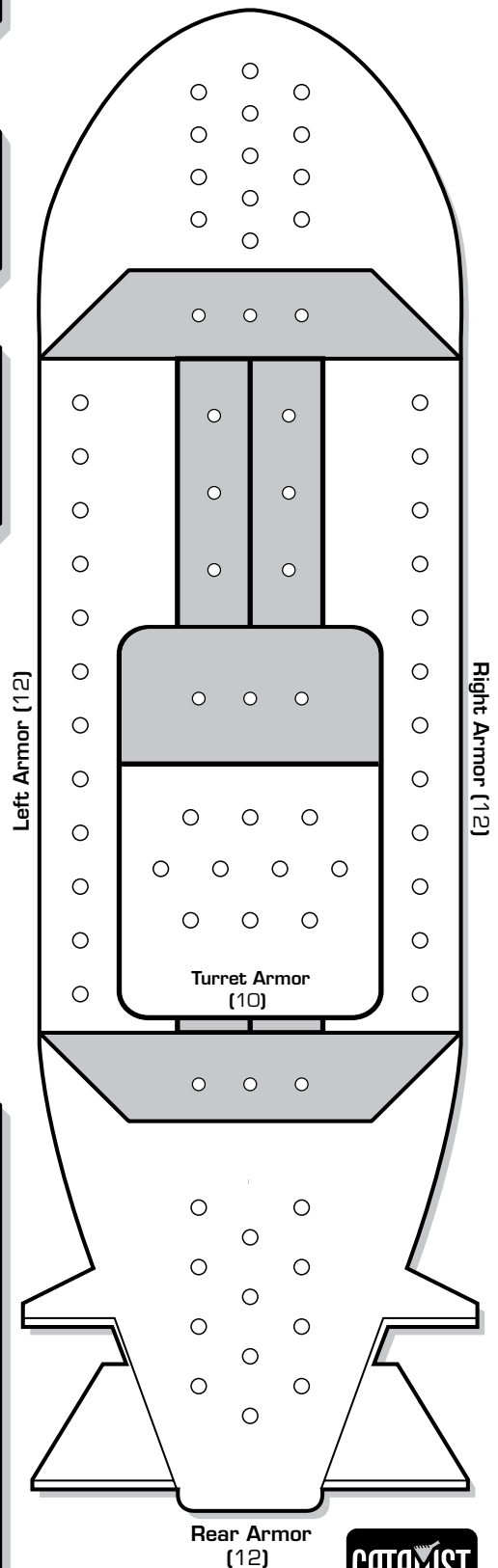
BV: 556

DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				

ARMOR DIAGRAM

Front Armor (13)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: HUNTER AMPHIBIOUS TANK

Movement Points: Tonnage: 35
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRT 10	FR	1/Trp. [M,C,S]	6	7	14	21
2	Mine Dispenser	RR	[E]	—	—	—	—
1	Enhanced LRM 10	T	1/Msl. [M,C,S]	3	7	14	21

Chassis Modification: Fully Amphibious

Ammo: [NLRM 10] 12, [LRT 10] 12

BV: 639

CREW DATA

Crew: 3
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

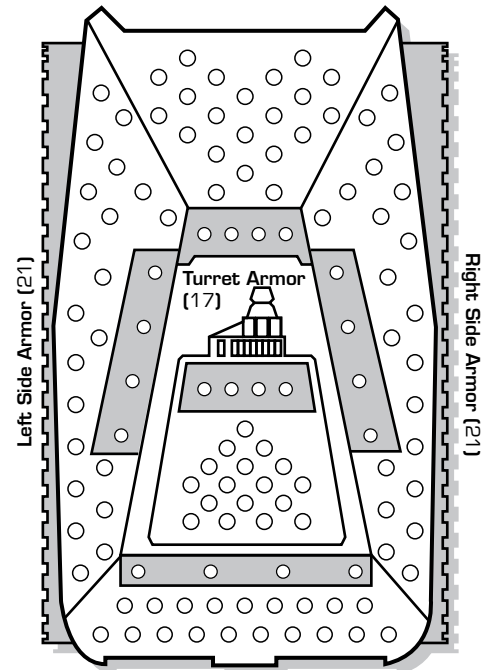
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (21)



Rear Armor (19)



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: PEGASUS (X-PULSE)

Movement Points: Tonnage: 35
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 [22] (Advanced)
 Movement Type: Hover Dark Age
 Engine Type: XL Fusion with Supercharger

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	T	6 [P]	—	3	6	9
1	Streak SRM 6	T	2/Msl. [M,C]	—	3	6	9
1	C³ Slave	BD	[E]	—	—	—	—

Ammo: [Streak SRM 6] 15

BV: 1,119

CREW DATA

Crew: 3
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

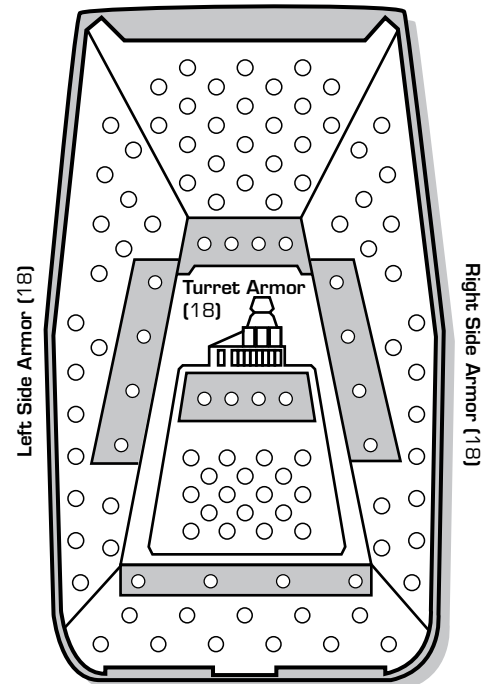
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (24)



Rear Armor (11)



BATTLETECH

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: HIRYO (Bloodhound)

Movement Points: Tonnage: 40
 Cruising: 8 Tech Base: Inner Sphere
 Flank: 12 (Advanced)
 Movement Type: WIGE Jihad
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	F	6 [P]	—	3	6	9
1	Bloodhound Active Probe	F	[E]	—	—	—	8
1	Infantry Compartment BD (4 Tons)		[E]	—	—	—	—

Notes: Environmental Sealing

BV: 504

CREW DATA

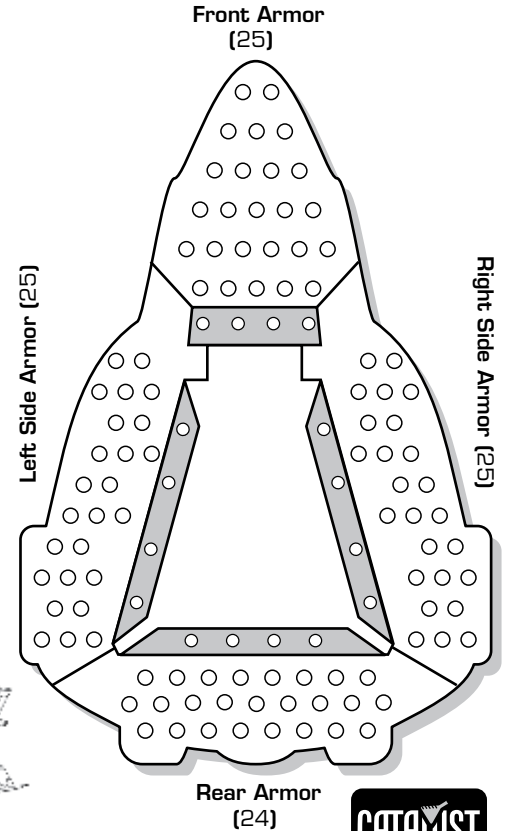
Crew: 3
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Sensor Hits ☐+1 ☐+2 ☐+3 ☐D
 Motive System Hits ☐+1 ☐+2 ☐+3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: MYRMIDON (Anti-Infantry)

Movement Points: Tonnage: 40
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Light Machine Gun	RSpo	1 [BD, AI]	—	2	4	6
3	Light Machine Gun	LSpo	1 [DB, AI]	—	2	4	6
1	ER Large Laser	T	8 [DE]	—	7	14	19

Ammo: (Light Machine Gun) 200

BV: 749

CREW DATA

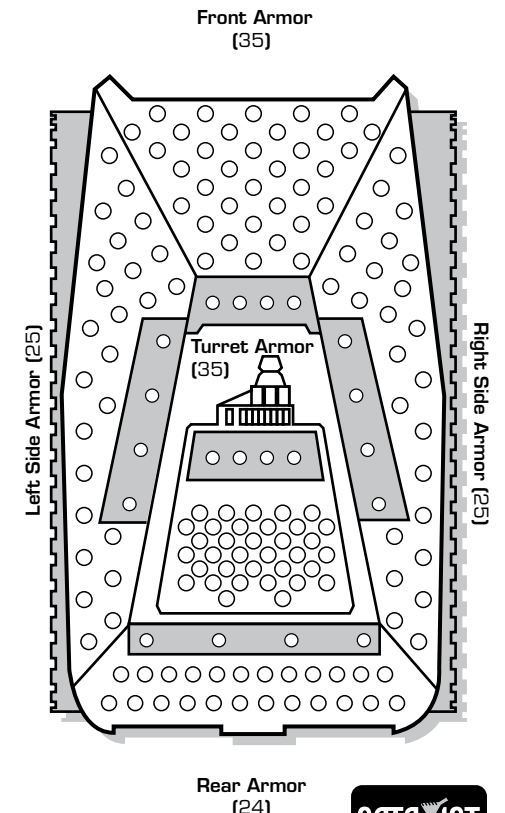
Crew: 3
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PHALANX SUPPORT TANK

Movement Points: **Tonnage:** 40
 Cruising: 4 **Tech Base:** Inner Sphere
 Flank: 6 (Advanced)
 Movement Type: Tracked
 Engine Type: XL Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	Sniper Cannon	T	10 [DB, AE]	2	4	8	12

Chassis Modifications: Limited Amphibious

Ammo (CASE): (Machine Gun) 100, (Sniper Cannon) 20

BV: 533

CREW DATA

Crew: 3
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

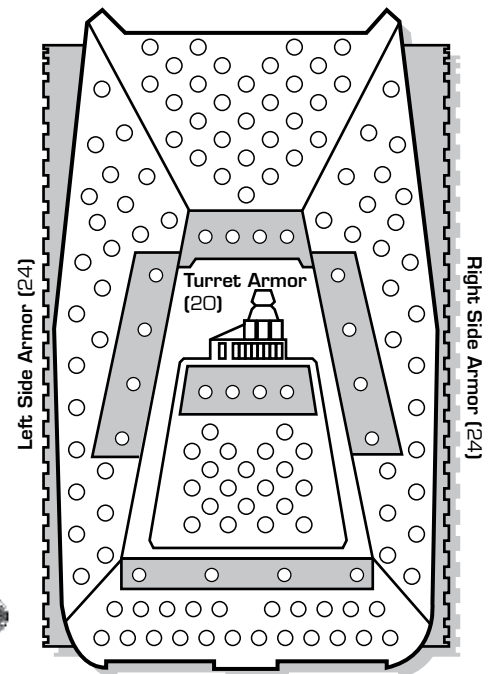
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(30)



Rear Armor
(22)



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: BANDIT MK II

Movement Points: **Tonnage:** 50
 Cruising: 9 **Tech Base:** Inner Sphere
 Flank: 14 (Advanced)
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	T	2 [DB, AI]	—	1	2	3
1	Medium VSP Laser	T	9/7/5 [PV]	—	2	5	9

Notes: Armored Motive System

Ammo (CASE): (Machine Gun) 100

BV: 770

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

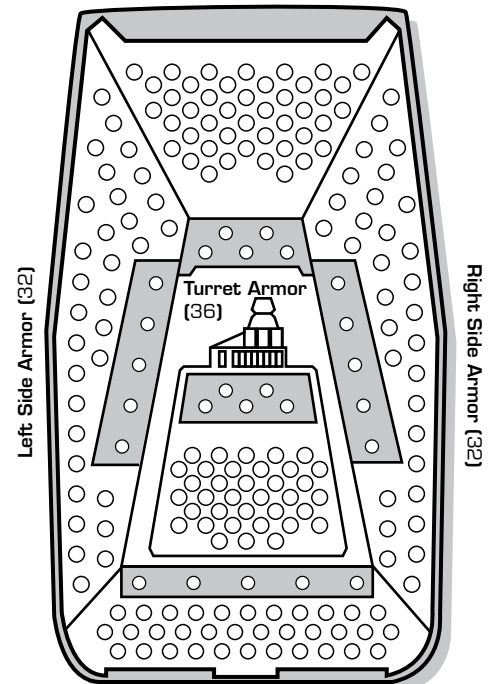
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(44)



Rear Armor
(34)



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **FULCRUM (Hybrid)**

Movement Points: **Tonnage: 50**
 Cruising: 8 **Tech Base: Mixed Tech (IS)**
 Flank: 12 [16] **(Advanced)**
Movement Type: Hover **Jihad**
Engine Type: Fusion with Supercharger

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Magshot	FR	2 [DB,X]	—	3	6	9
2	Magshot	T	2 [DB,X]	—	3	6	9
2	Medium Pulse Laser (Clan)	T	7 [P]	—	4	8	12

Notes: Armored Motive System.

Ammo: (Magshot) 50

BV: 1,543

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

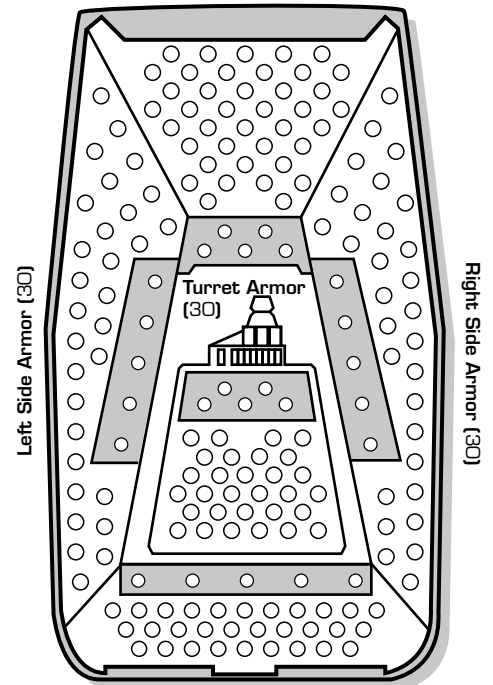
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reactive
 Front Armor
 (40)



Rear Armor
 (30)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **VEDETTE V7 MEDIUM TANK**

Movement Points: **Tonnage: 50**
 Cruising: 5 **Tech Base: Inner Sphere**
 Flank: 8 **(Advanced)**
Movement Type: Tracked **Jihad**
Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Magshot	FR	2 [DB,X]	—	3	6	9
1	Bombast Laser	T	12 [DE]	—	5	10	15

Ammo (CASE): (Magshot) 50

BV: 599

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

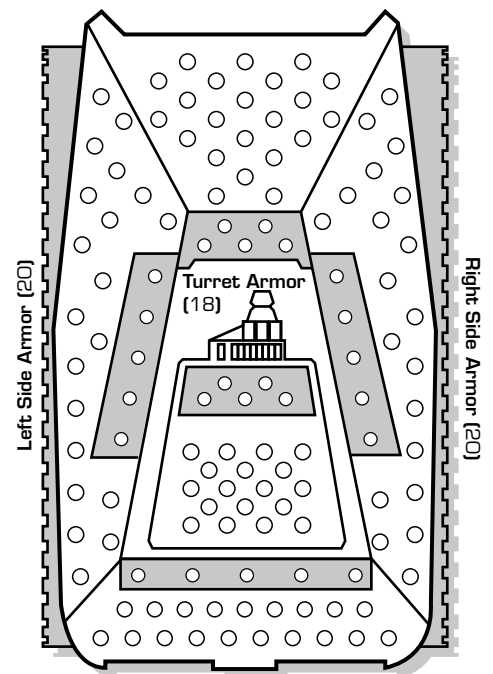
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
 (22)



Rear Armor
 (19)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PO HEAVY TANK (HV)

Movement Points: **Tonnage:** 60
 Cruising: 4 **Tech Base:** Inner Sphere
 Flank: 6 (Experimental)
 Movement Type: Tracked Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	FR	2/Msl. [M,C]	—	3	6	9
1	HVAC/10	T	10 [DB]	—	6	12	20

Ammo: [HVAC/10] 16, [Streak SRM 6] 15

BV: 1,021

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

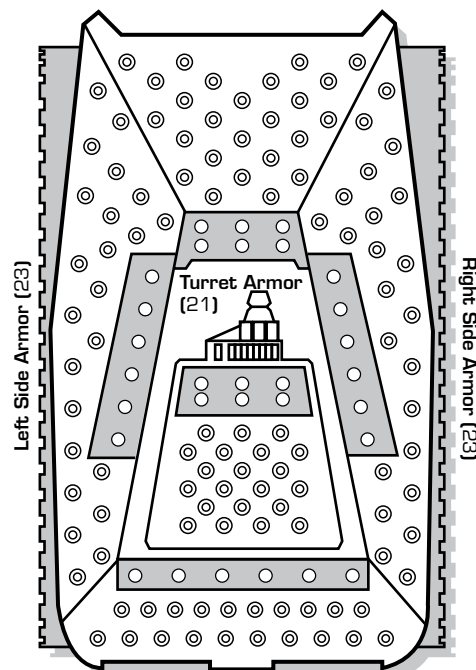
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Hardened
 Front Armor
 (25)



Rear Armor
 (20)



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: THUMPER ARTILLERY VEHICLE (Angel)

Movement Points: **Tonnage:** 60
 Cruising: 4 **Tech Base:** Inner Sphere
 Flank: 6 (Advanced)
 Movement Type: Wheeled Dark Age
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
1	Machine Gun	RSpO	2 [DB,Al]	—	1	2	3
1	SRM 2	RSpO	2/Msl. [M,C,S]	—	3	6	9
1	Machine Gun	LSpO	2 [DB,Al]	—	1	2	3
1	SRM 2	LSpO	2/Msl. [M,C,S]	—	3	6	9
1	Angle ECM Suite	BD	[E]	—	—	—	6

Ammo (CASE): [SRM 2] 50, [Thumper] 80,
 [Machine Gun] 200

BV: 758

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

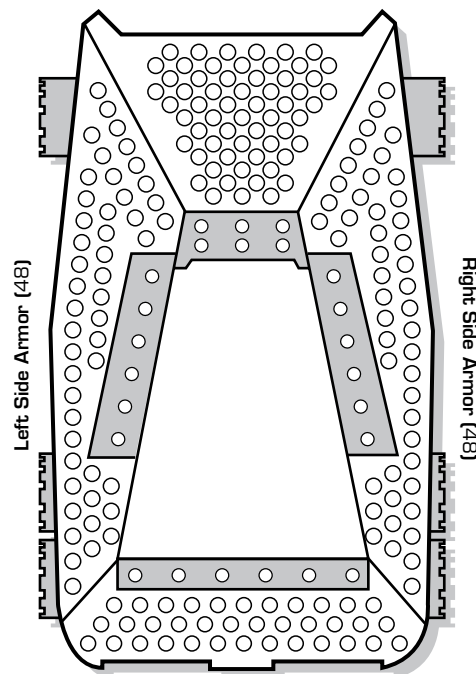
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
 (60)



Rear Armor
 (36)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ROMMEL HOWITZER

Movement Points: **Tonnage:** 65
 Cruising: 3 **Tech Base:** Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Dark Age
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Long Tom Cannon	T	20 [DB,AE]	4	6	13	20
1	Thunderbolt 5	T	5 [M]	5	6	12	18

Ammo: [Long Tom Cannon] 15, [Thunderbolt 5] 12

BV: 1,353

CREW DATA

Crew: 5
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

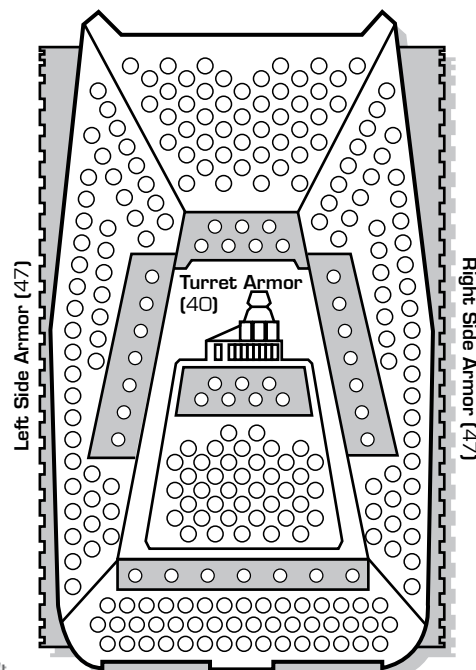
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(48)



Rear Armor
(46)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: HEAVY NLRM CARRIER

Movement Points: **Tonnage:** 80
 Cruising: 3 **Tech Base:** Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Enhanced LRM 15	T	1/Msl. [M,C,S]	3	7	14	21

Ammo: [NLRM 15] 48

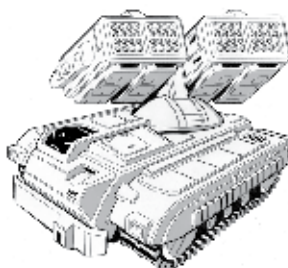
BV: 1,245

CREW DATA

Crew: 6
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

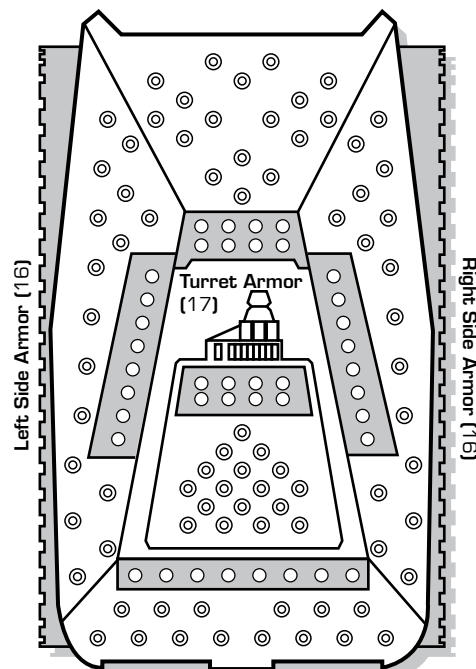
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Hardened
 Front Armor
(17)



Rear Armor
(14)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: CHALLENGER MK XV

Movement Points: Tonnage: 90
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Magshot	RSpo	2 [DB,X]	—	3	6	9
2	Magshot	LSpo	2 [DB,X]	—	3	6	9
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Silver Bullet Gauss Rifle	T	15 [DB,C,F,X]	2	7	15	22

Ammo: [Magshot] 100, [Silver Bullet] 24, [Gauss] 24

BV: 1,724

CREW DATA

Crew: 6
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

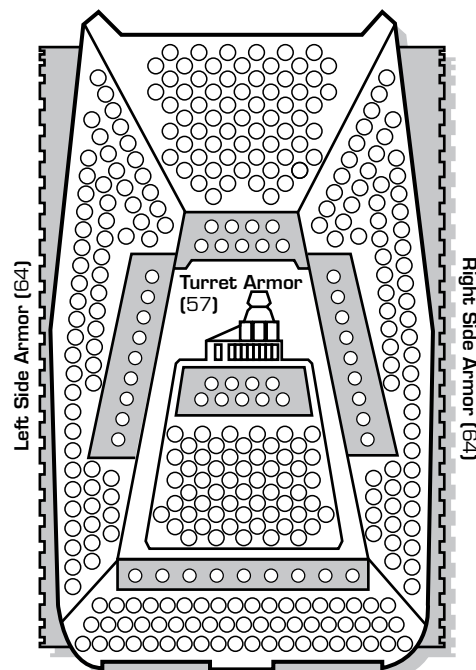
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (65)



Rear Armor (57)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ONTOS HEAT

Movement Points: Tonnage: 95
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Enhanced LRM 15	T	1/Msl. [M,C,S]	3	7	14	21
1	ER Large Laser	T	8 [DE]	—	7	14	19
3	Medium Laser	T	5 [DE]	—	3	6	9

Chassis Modifications: Environmental Sealing, Combat Vehicle Escape Pod.

Ammo: [NLRM 15] 16

BV: 1,173

CREW DATA

Crew: 7
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

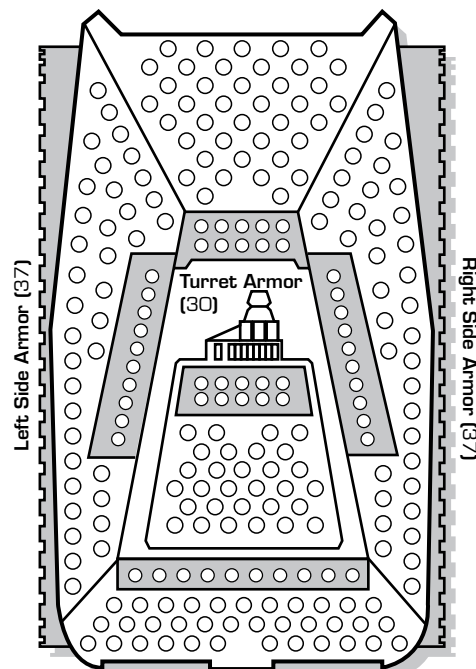
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (40)



Rear Armor (35)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: KALKI CRUISE MISSILE LAUNCHER

Movement Points: Tonnage: 150
 Cruising: 2 Tech Base: Inner Sphere
 Flank: 3 (Experimental)
 Movement Type: Tracked
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cruise Missile/50	FR	50 [AE,S,F]	—	1	2	50
2	Magshot	T	2 [DB,X]	—	3	6	9

Ammo: [Magshot] 50, [Cruise Missile/50] 1

BV: 1,036

CREW DATA

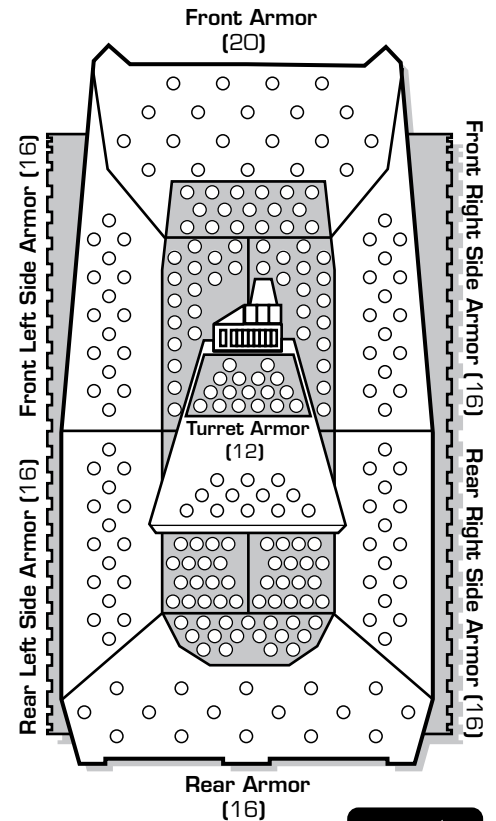
Crew: 10
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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BATTLETECH

LARGE WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: NISHIKIGOI (KOI VARIANT)

Movement Points: Tonnage: 240
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (10) (Experimental)
 Movement Type: WiGE
 Engine Type: Fusion with Supercharger

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Thunderbolt 10	T	10 [M]	5	6	12	18
1	AMS	RR	1 [DB,PD]	—	0	0	0
1	AMS	LR	1 [DB,PD]	—	0	0	0
1	Comms Equipment	BD	[E]	—	—	—	—
	(8 tons)						

Notes: Advanced Fire Control
 Chassis Modification: Armored, Amphibious.

Cargo (51.5 tons standard) 1 door (Front)

Ammo: [Thunderbolt 10] 60, [AMS] 24

BV: 2,017

CREW DATA

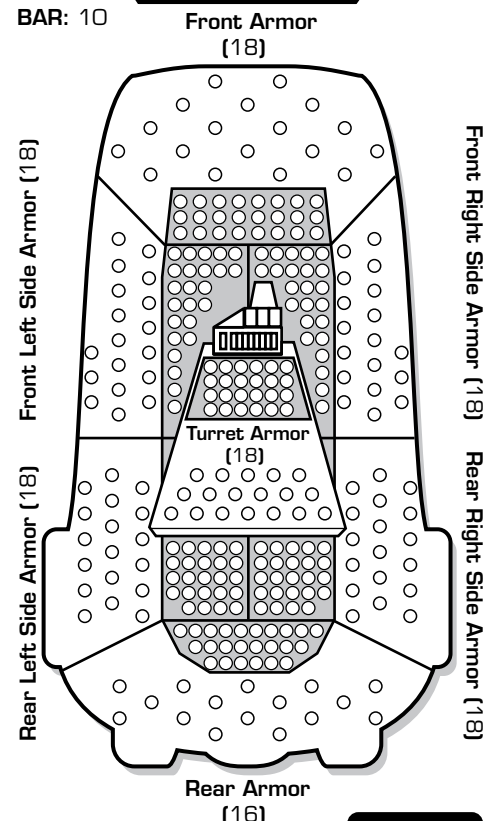
Crew: 28
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: SOKAR URBAN COMBAT UNIT

Movement Points: Tonnage: 50
Cruising: 4 Tech Base: Clan
Flank: 6 (Advanced)
Movement Type: Wheeled Jihad
Engine Type: ICE

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ProtoMech AC/8	T	8 [DB,S]	—	3	7	10
4	AP Gauss Rifle	T	2 [DB,X]	—	3	6	9
2	Heavy Flamer	F	2 [DE,H,AI]	—	3	5	7

Ammo: [AP Gauss] 40, [Flamer] 20, [ProtoMech AC/8] 20

BV: 599

CREW DATA

Crew: 4
Gunnery Skill: _____ Driving Skill: _____
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

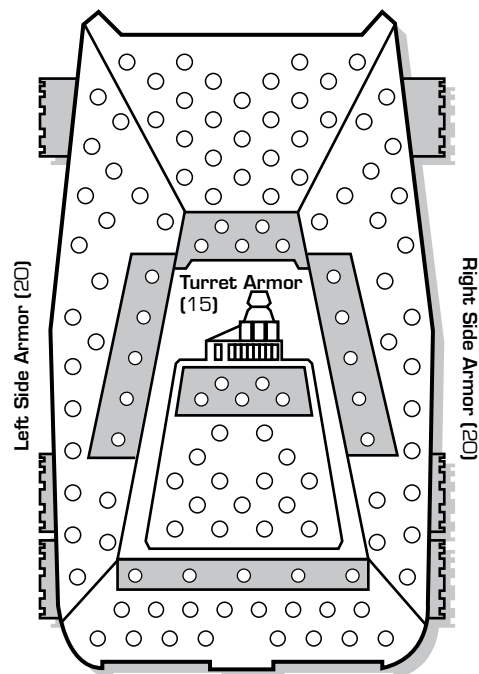
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (25)



Rear Armor (16)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ENYO (ER Pulse)

Movement Points: Tonnage: 55
Cruising: 5 Tech Base: Clan
Flank: 8 (Advanced)
Movement Type: Tracked Jihad
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Pulse Laser	T	6 [P]	—	5	9	14
2	SRM 6	F	2/Msl. [M,C,S]	—	3	6	9

Ammo: [SRM 6] 30

BV: 1,130

CREW DATA

Crew: 4
Gunnery Skill: _____ Driving Skill: _____
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

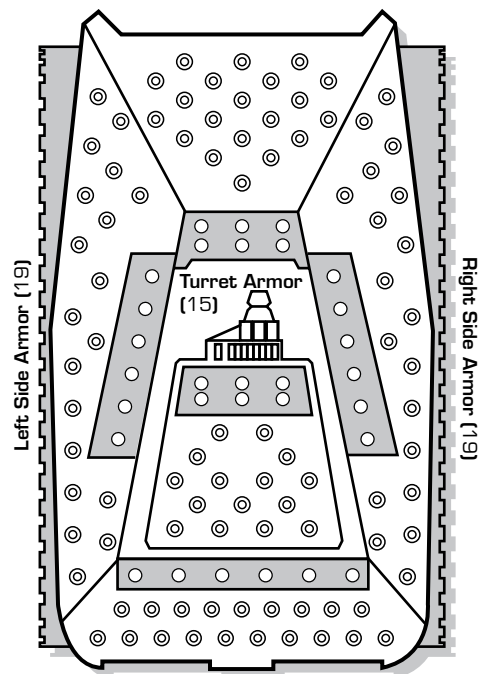
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Hardened
Front Armor (20)



Rear Armor (19)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: NUBERU ANTI-AIRCRAFT TANK

Movement Points: Tonnage: 60
 Cruising: 3 Tech Base: Clan
 Flank: 5 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	T1	5	3	8	15	24
			[DB,C/S,F]				
2	LB 5-X AC	T2	5	3	8	15	24
			[DB,C/S,F]				

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

BV: 1,100

CREW DATA

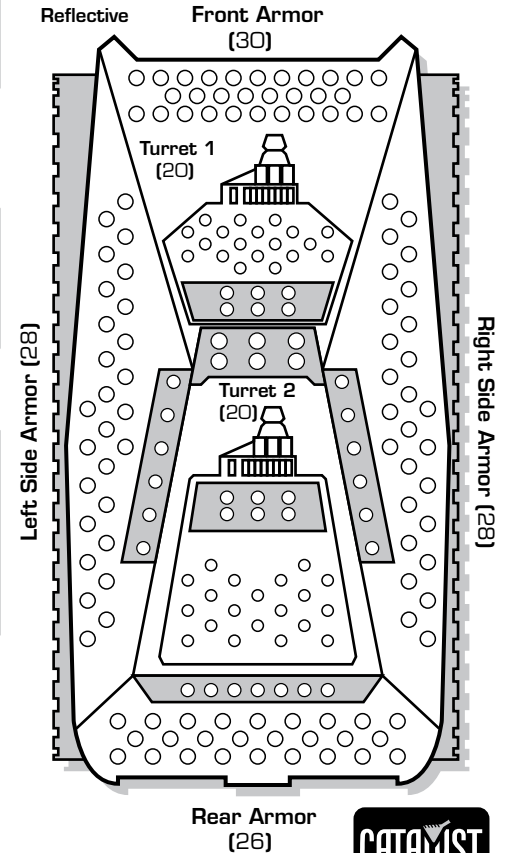
Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: VIDAR HEAVY DEFENSE TANK

Movement Points: Tonnage: 75
 Cruising: 2 Tech Base: Clan
 Flank: 3 (Advanced)
 Movement Type: Tracked Jihad
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Large Chemical Laser	T1	8 [DE]	—	5	10	15
2	LRM 15 w/Artemis V FCS	T2	1/Msl.	—	7	14	21
2	AMS	FR	[PD]	—	—	—	—

Ammo: (LCL) 60, (LRM 15 Artemis V) 32, (AMS) 48

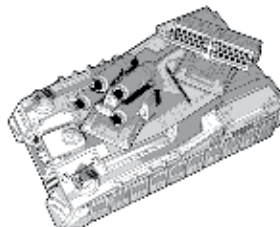
BV: 1,396

CREW DATA

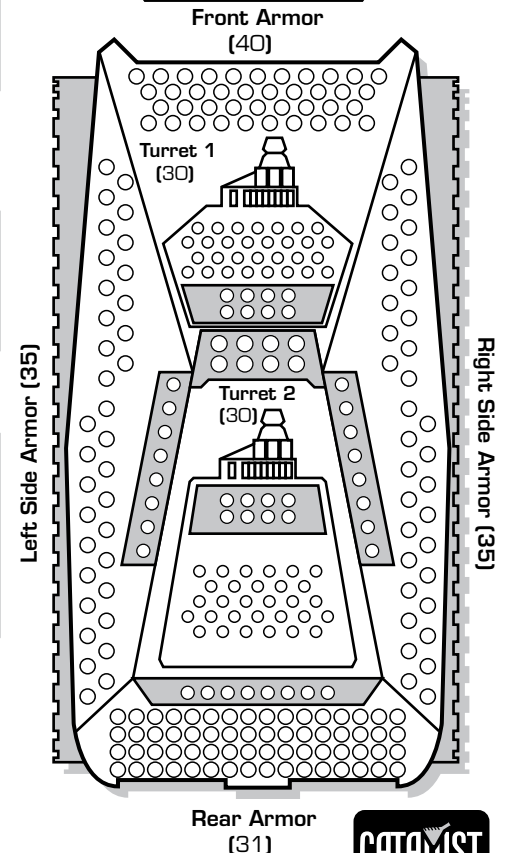
Crew: 5
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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BATTLETECH™

ARMOR DIAGRAM

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **AITHON ASSAULT TRANSPORT**

Movement Points: **Tonnage: 100**
 Cruising: 3 **Tech Base: Clan**
 Flank: 5 (Advanced) **Jihad**
 Movement Type: Tracked
 Engine Type: XL Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Long Tom Cannon	FR	20 [BD,AE]	4	6	13	20
4	Medium Pulse Laser	T	7 [P]	—	4	8	12
1	Infantry Bay (10 tons)	BD	—	—	—	—	—

Notes: Armored Motive System

Ammo: [Long Tom Cannon] 15

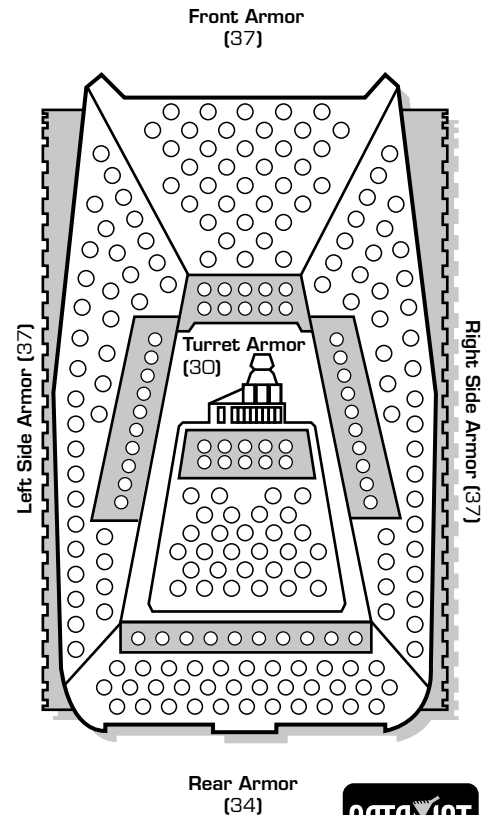
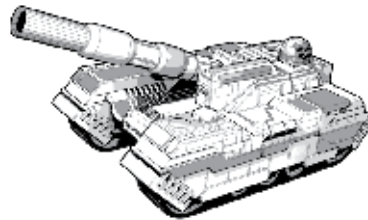
BV: 1,666

CREW DATA

Crew: 7
 Gunnery Skill: Driving Skill:
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Rear Armor (34)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). 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	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



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: SATYR-XP

Era: Jihad

Tons: 4

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/9

[Cruise/Flank] N/A

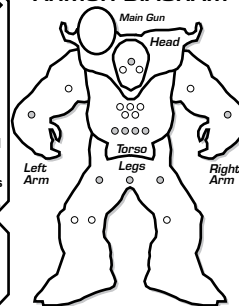
Notes:

None.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Right Arm:						
Left Arm:						
Torso A:SRM 2		2/Msl.	—	3	6	9
Torso B:		[M,C,S]				
Torso C:						
Ammo:SRM 2		10				
BV:	114					

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 2

Type: SATYR-XP

Era: Jihad

Tons: 4

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/9

[Cruise/Flank] N/A

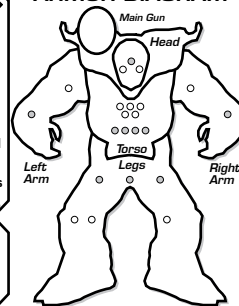
Notes:

None.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Right Arm:						
Left Arm:						
Torso A:SRM 2		2/Msl.	—	3	6	9
Torso B:		[M,C,S]				
Torso C:						
Ammo:SRM 2		10				
BV:	114					

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 3

Type: SATYR-XP

Era: Jihad

Tons: 4

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/9

[Cruise/Flank] N/A

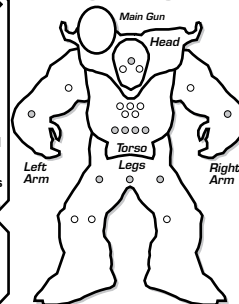
Notes:

None.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Right Arm:						
Left Arm:						
Torso A:SRM 2		2/Msl.	—	3	6	9
Torso B:		[M,C,S]				
Torso C:						
Ammo:SRM 2		10				
BV:	114					

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 4

Type: SATYR-XP

Era: Jihad

Tons: 4

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/9

[Cruise/Flank] N/A

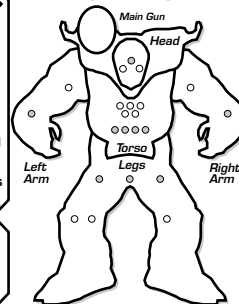
Notes:

None.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Right Arm:						
Left Arm:						
Torso A:SRM 2		2/Msl.	—	3	6	9
Torso B:		[M,C,S]				
Torso C:						
Ammo:SRM 2		10				
BV:	114					

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 5

Type: SATYR-XP

Era: Jihad

Tons: 4

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/9

[Cruise/Flank] N/A

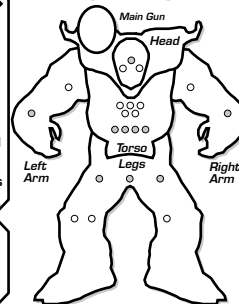
Notes:

None.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Right Arm:						
Left Arm:						
Torso A:SRM 2		2/Msl.	—	3	6	9
Torso B:		[M,C,S]				
Torso C:						
Ammo:SRM 2		10				
BV:	114					

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



BATTLETECH™



QUAD PROTOMECH RECORD SHEET

PROTOMECH 1

Type: PROCYON (Quad)

Era: Jihad

Tons: 6

MP (Standard):

Walk/Run/Jump 6/9/0

Notes:

Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl.	—	3	6	9
Torso D:		[M,C,S]				
Torso E:						
Torso F:						
Ammo:(SRM 2) 5, (AP Gauss) 32						

BV:205

HIT LOCATIONS AND CRITICAL HITS

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

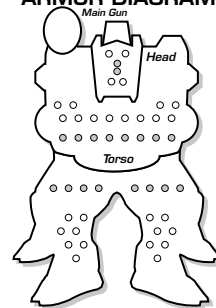
Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

Name:

Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 2

Type: PROCYON (Quad)

Era: Jihad

Tons: 6

MP (Standard):

Walk/Run/Jump 6/9/0

Notes:

Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl.	—	3	6	9
Torso D:		[M,C,S]				
Torso E:						
Torso F:						
Ammo:(SRM 2) 5, (AP Gauss) 32						

BV:205

HIT LOCATIONS AND CRITICAL HITS

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

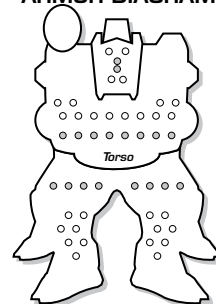
Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

Name:

Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 3

Type: PROCYON (Quad)

Era: Jihad

Tons: 6

MP (Standard):

Walk/Run/Jump 6/9/0

Notes:

Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl.	—	3	6	9
Torso D:		[M,C,S]				
Torso E:						
Torso F:						
Ammo:(SRM 2) 5, (AP Gauss) 32						

BV:205

HIT LOCATIONS AND CRITICAL HITS

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

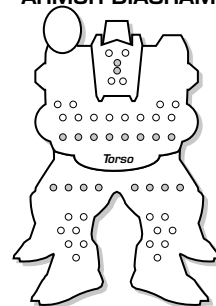
Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

Name:

Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 4

Type: PROCYON (Quad)

Era: Jihad

Tons: 6

MP (Standard):

Walk/Run/Jump 6/9/0

Notes:

Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl.	—	3	6	9
Torso D:		[M,C,S]				
Torso E:						
Torso F:						
Ammo:(SRM 2) 5, (AP Gauss) 32						

BV:205

HIT LOCATIONS AND CRITICAL HITS

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

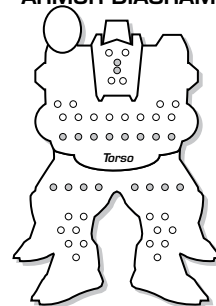
Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

Name:

Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 5

Type: PROCYON (Quad)

Era: Jihad

Tons: 6

MP (Standard):

Walk/Run/Jump 6/9/0

Notes:

Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl.	—	3	6	9
Torso D:		[M,C,S]				
Torso E:						
Torso F:						
Ammo:(SRM 2) 5, (AP Gauss) 32						

BV:205

HIT LOCATIONS AND CRITICAL HITS

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

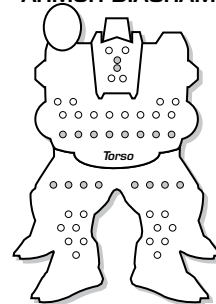
Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

Name:

Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: MINOTAUR P2

Era: Jihad

Tons: 9

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/0

[Cruise/Flank] N/A

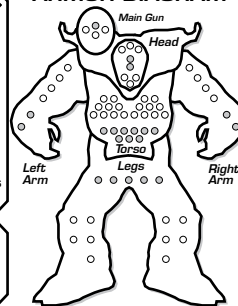
Notes:

Magnetic Clamp System.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:SRM 4		2/Msl.	—	3	6	9
Main Gun 2:	[M,C,S]					
Right Arm:Imp. Hvy Small Laser	6 [DE,X]	—	1	2	3	
Left Arm:Imp. Hvy Small Laser	6 [DE,X]	—	2	2	3	
Torso A:						
Torso B:						
Torso C:						
Ammo:(SRM 4) 8						
BV:266						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 2

Type: MINOTAUR P2

Era: Jihad

Tons: 9

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/0

[Cruise/Flank] N/A

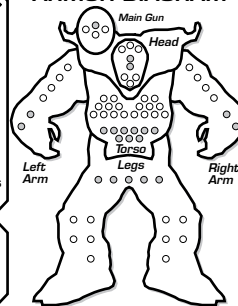
Notes:

Magnetic Clamp System.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:SRM 4		2/Msl.	—	3	6	9
Main Gun 2:	[M,C,S]					
Right Arm:Imp. Hvy Small Laser	6 [DE,X]	—	1	2	3	
Left Arm:Imp. Hvy Small Laser	6 [DE,X]	—	2	2	3	
Torso A:						
Torso B:						
Torso C:						
Ammo:(SRM 4) 8						
BV:266						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 3

Type: MINOTAUR P2

Era: Jihad

Tons: 9

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/0

[Cruise/Flank] N/A

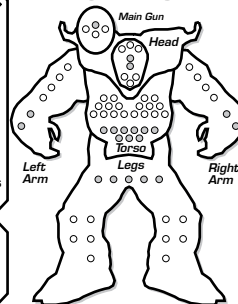
Notes:

Magnetic Clamp System.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:SRM 4		2/Msl.	—	3	6	9
Main Gun 2:	[M,C,S]					
Right Arm:Imp. Hvy Small Laser	6 [DE,X]	—	1	2	3	
Left Arm:Imp. Hvy Small Laser	6 [DE,X]	—	2	2	3	
Torso A:						
Torso B:						
Torso C:						
Ammo:(SRM 4) 8						
BV:266						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 4

Type: MINOTAUR P2

Era: Jihad

Tons: 9

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/0

[Cruise/Flank] N/A

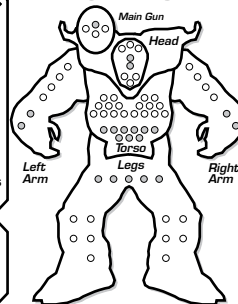
Notes:

Magnetic Clamp System.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:SRM 4		2/Msl.	—	3	6	9
Main Gun 2:	[M,C,S]					
Right Arm:Imp. Hvy Small Laser	6 [DE,X]	—	1	2	3	
Left Arm:Imp. Hvy Small Laser	6 [DE,X]	—	2	2	3	
Torso A:						
Torso B:						
Torso C:						
Ammo:(SRM 4) 8						
BV:266						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



PROTOMECH 5

Type: MINOTAUR P2

Era: Jihad

Tons: 9

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/0

[Cruise/Flank] N/A

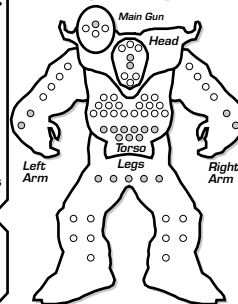
Notes:

Magnetic Clamp System.

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:SRM 4		2/Msl.	—	3	6	9
Main Gun 2:	[M,C,S]					
Right Arm:Imp. Hvy Small Laser	6 [DE,X]	—	1	2	3	
Left Arm:Imp. Hvy Small Laser	6 [DE,X]	—	2	2	3	
Torso A:						
Torso B:						
Torso C:						
Ammo:(SRM 4) 8						
BV:266						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☒ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.						
PILOT DATA						
Name:						
Gunnery	Hits Taken	1	2	3	4	5
Skill:	Consciousness #	3	5	7	10	11
						Dead

ARMOR DIAGRAM



BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: SVARTALFA

Era: Jihad

Tons: 14

MP (Standard [WiGE]):

Walk/Run/Jump 1/1/0

[Cruise/Flank] [4/6]

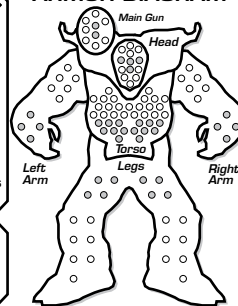
Notes:

None

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:	Streak SRM 6	2/Msl.	—	4	8	12
Main Gun 2:	[M,C]					
Right Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Left Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Torso A:	Machine Gun	2	—	1	2	3
Torso B:	[DB,AI]					
Torso C:						
Ammo:(Streak) 10, (Chem. Laser) 30, (MG) 50						
BV: 540						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☐ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.							
PILOT DATA		Name: _____					
Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 2

Type: SVARTALFA

Era: Jihad

Tons: 14

MP (Standard [WiGE]):

Walk/Run/Jump 1/1/0

[Cruise/Flank] [4/6]

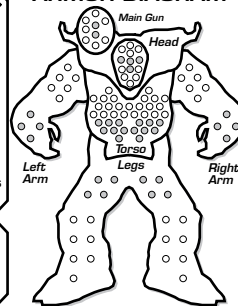
Notes:

None

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:	Streak SRM 6	2/Msl.	—	4	8	12
Main Gun 2:	[M,C]					
Right Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Left Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Torso A:	Machine Gun	2	—	1	2	3
Torso B:	[DB,AI]					
Torso C:						
Ammo:(Streak) 10, (Chem. Laser) 30, (MG) 50						
BV: 540						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☐ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.							
PILOT DATA		Name: _____					
Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 3

Type: SVARTALFA

Era: Jihad

Tons: 14

MP (Standard [WiGE]):

Walk/Run/Jump 1/1/0

[Cruise/Flank] [4/6]

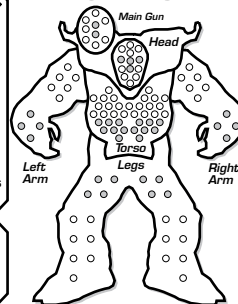
Notes:

None

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:	Streak SRM 6	2/Msl.	—	4	8	12
Main Gun 2:	[M,C]					
Right Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Left Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Torso A:	Machine Gun	2	—	1	2	3
Torso B:	[DB,AI]					
Torso C:						
Ammo:(Streak) 10, (Chem. Laser) 30, (MG) 50						
BV: 540						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☐ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.							
PILOT DATA		Name: _____					
Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 4

Type: SVARTALFA

Era: Jihad

Tons: 14

MP (Standard [WiGE]):

Walk/Run/Jump 1/1/0

[Cruise/Flank] [4/6]

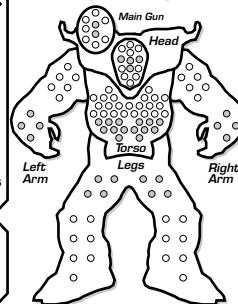
Notes:

None

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:	Streak SRM 6	2/Msl.	—	4	8	12
Main Gun 2:	[M,C]					
Right Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Left Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Torso A:	Machine Gun	2	—	1	2	3
Torso B:	[DB,AI]					
Torso C:						
Ammo:(Streak) 10, (Chem. Laser) 30, (MG) 50						
BV: 540						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☐ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.							
PILOT DATA		Name: _____					
Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



PROTOMECH 5

Type: SVARTALFA

Era: Jihad

Tons: 14

MP (Standard [WiGE]):

Walk/Run/Jump 1/1/0

[Cruise/Flank] [4/6]

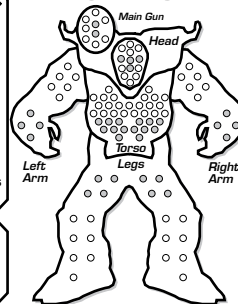
Notes:

None

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:	Streak SRM 6	2/Msl.	—	4	8	12
Main Gun 2:	[M,C]					
Right Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Left Arm:	Med.Chemical Laser	5 [DE]	—	3	6	9
Torso A:	Machine Gun	2	—	1	2	3
Torso B:	[DB,AI]					
Torso C:						
Ammo:(Streak) 10, (Chem. Laser) 30, (MG) 50						
BV: 540						

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 /Cruise*	☐ 1/2 Jump /Cruise*	☐ 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 and Consult Expanded ProtoMech Critical Hit Table for effects.							
PILOT DATA		Name: _____					
Gunnery	Hits Taken	1	2	3	4	5	6
Skill: _____	Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM



BATTLETECH

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: PTN-2M PATRON PATROLMECH

Movement Points: Tonnage: 15
 Walking: 2 Tech Base: Inner Sphere
 Running: 3 (Advanced)
 Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Rocket Launcher	10	RT	3	1/Msl.	—	5	11 18
					[M,C]			
2	Light Machine Gun	RA	0	1 [DB, AI]	—	2	4	6
2	Light Machine Gun	LA	0	1 [DB, AI]	—	2	4	6

Notes: Advanced Fire Control

BV: 147

WARRIOR DATA

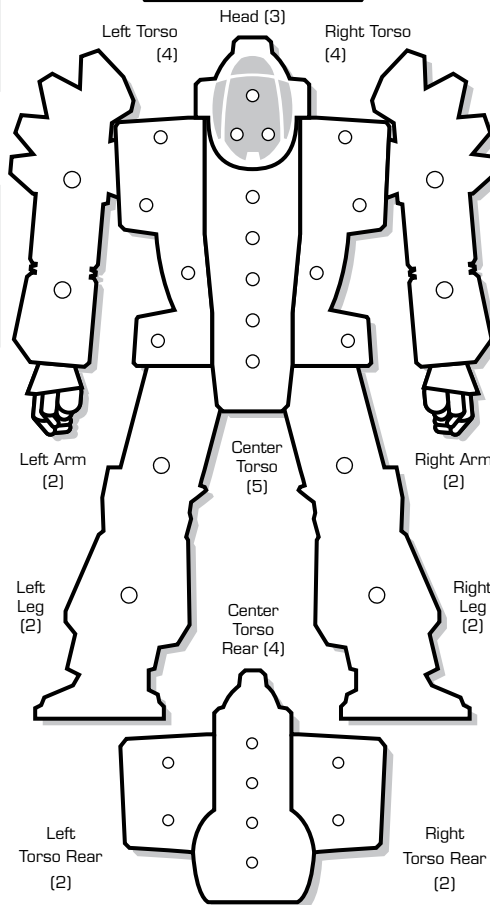
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Machine Gun
- Light Machine Gun

1-3

- Ammo (Light Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

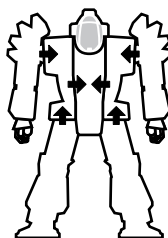
- Fuel Cell
- Fuel Cell
- Fuel Cell
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fuel Cell
- Fuel Cell
- Fuel Cell
- Roll Again
- Roll Again

4-6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Machine Gun
- Light Machine Gun

1-3

- Ammo (Light Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Roll Again
- Roll Again
- Roll Again

1-3

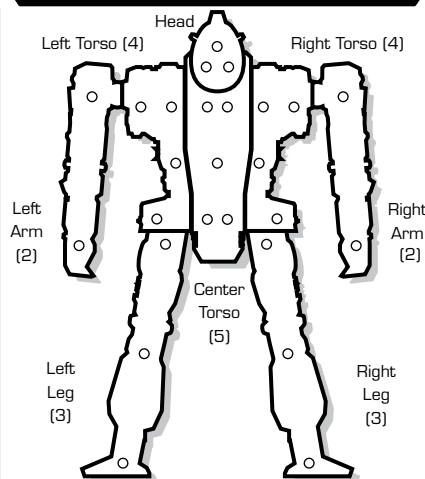
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 1 Single
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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **STINGER IIC**

Movement Points: Tonnage: 20
 Walking: 6 Tech Base: Clan
 Running: 9 (Advanced)
 Jumping: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AP Gauss Rifle	RA	1	3 [DB,X]	—	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

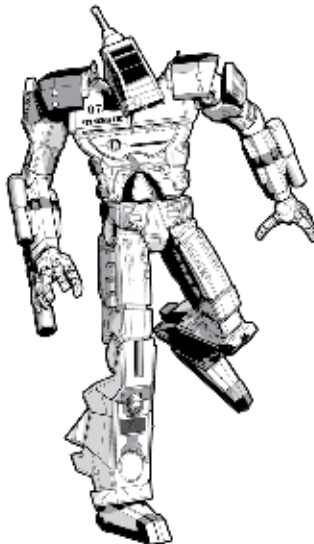
BV: 730

WARRIOR DATA

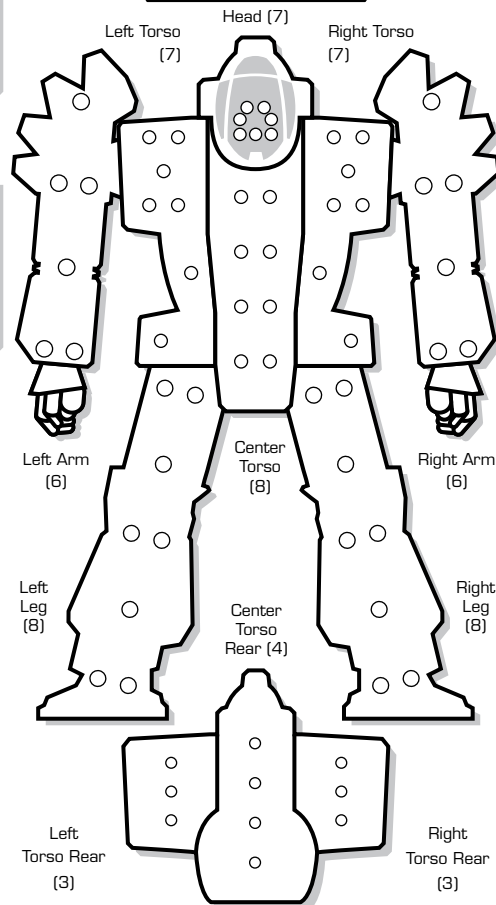
Name: _____

Gunnery Skill: _____ 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)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Improved Heavy Medium Laser
- Improved Heavy Medium Laser

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

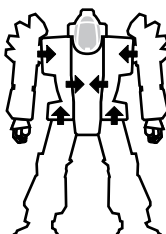
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Ammo (AP Gauss) 40
- Ferro-Fibrous

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Improved Heavy Medium Laser
- Improved Heavy Medium Laser

- AP Gauss Rifle
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

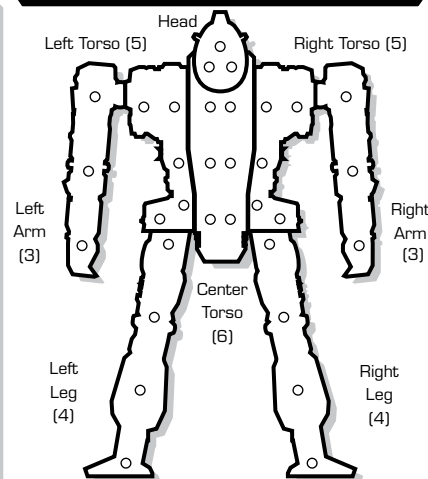
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DOL-1A1 DOLA

Movement Points: Tonnage: 30
Walking: 8 Tech Base: Inner Sphere
Running: 12 (Advanced)
Jumping: 8 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Sword	RA	—	4	—	—	—	—
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

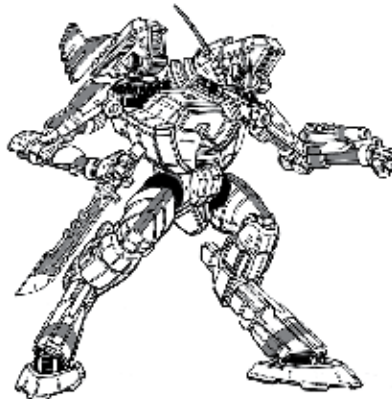
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WARRIOR DATA

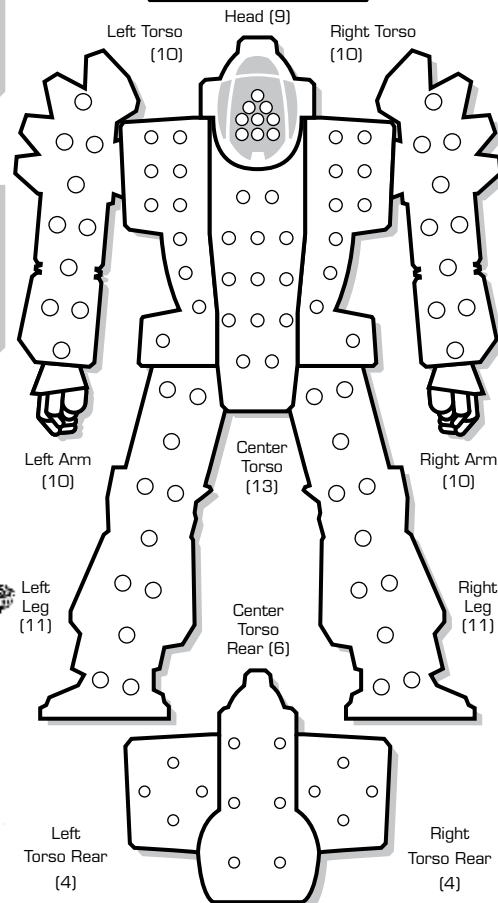
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

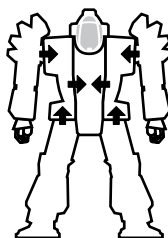
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Sword
- Sword

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

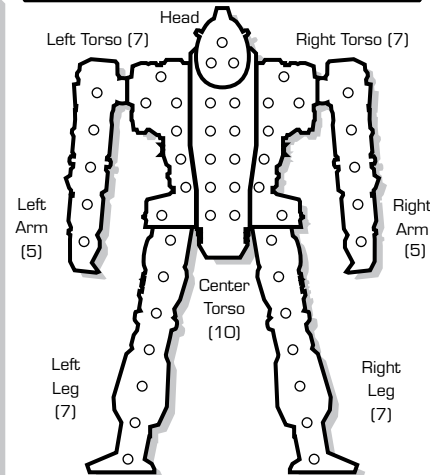
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **INCUBUS II**

Movement Points: **Tonnage:** 30
Walking: 8 **Tech Base:** Clan
Running: 12 (Advanced)
Jumping: 10* **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	0	[E]	—	—	—	3
1	ER Medium Pulse Laser	RT	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser	LT	6	7 [P]	—	5	9	14
1	Laser AMS	LT	5	[PD]	—	—	—	—

*Partial Wing adds +2 Jump MP -3 heat in Standard Atmosphere (see pp. 293 and 295, TO for additional Rules)

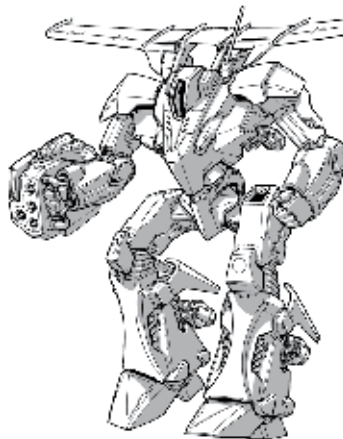
BV: 1,261

WARRIOR DATA

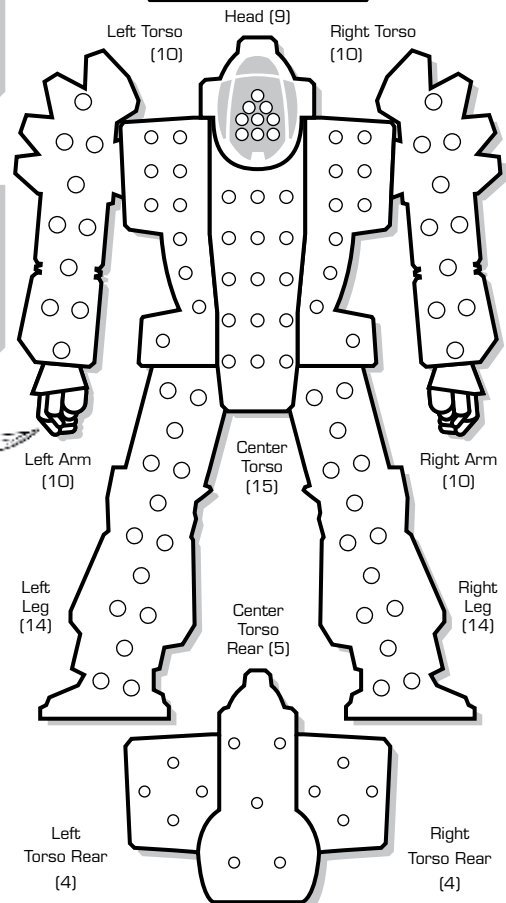
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet
- Jump Jet
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Laser AMS
- Roll Again
- Roll Again

1-3

4-6

Head

- Life Support
- Sensors
- Cockpit
- Light Active Probe
- Sensors
- Life Support

Center Torso

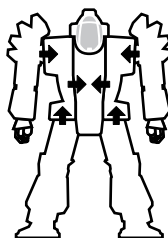
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet
- Jump Jet
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

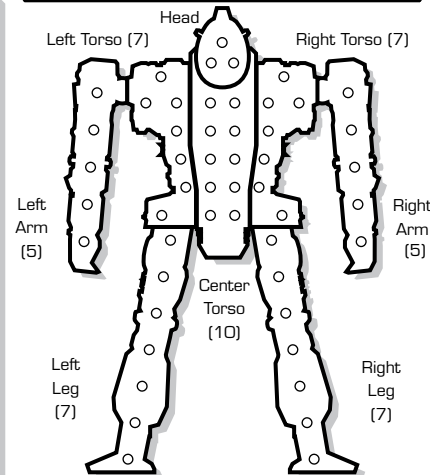
1-3

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (23)* 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

BATTLETECH™



HANDHELD WEAPONS

Medium Chemical Laser Weapon (3 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Chemical Laser	2	5 [DE]	—	3	6	9

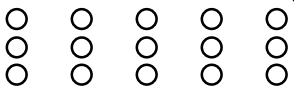
Armor:

8
Standard



Ammo:

BV: 93



Streak LRM Weapon (3 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 5	2	1/Msl. [M,C]	—	7	14	21

Armor:

8
Standard



Ammo:

BV: 108



LRM Weapon (3 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	2	1/Msl. [M,C,S]	—	7	14	21

Armor:

8
Standard



Ammo:

BV: 130



Streak SRM Weapon (3 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	3	2/Msl. [M,C]	—	4	8	12

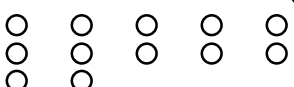
Armor:

8
Standard



Ammo:

BV: 100



AP Gauss Weapon (3 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
3	AP Gauss Rifle	1	3 [DB,X]	—	3	6	9

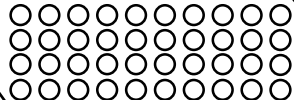
Armor:

8
Standard



Ammo:

BV: 82



Machine Gun Weapon (2 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	0	2 [DB,AI]	—	1	2	3

Armor:

8
Standard



Ammo:

BV: 37



TAG Weapon (1.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	0	0 [S]	—	5	10	15

Armor:

8
Standard



Ammo:

None

BV: 16



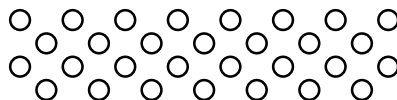
Weapon (____ tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—

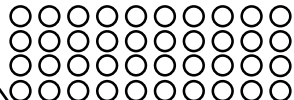
Armor:

—



Ammo:

BV: —



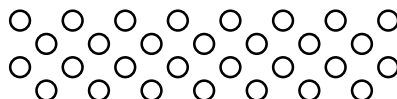
Weapon (____ tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—

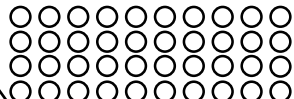
Armor:

—



Ammo:

BV: —



BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: SDT-1A SPINDRIFT AQUATIC SECURITYMECH

Movement Points: Tonnage: 30
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 UMU: 4 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRT 6	RT	4	2/Tpd. [M,C,S]	—	3	6	9
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5

Notes: Advanced Fire Control

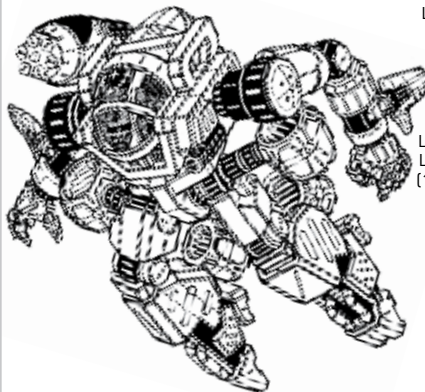
BV: 449

WARRIOR DATA

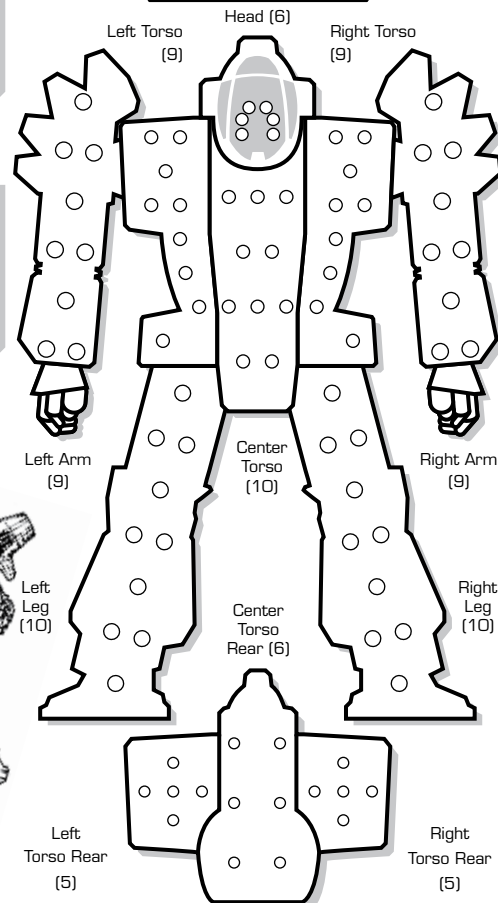
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Environmental Sealing
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- UMU
- ER Small Laser
- Ammo (SRT 6) 15

- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Environmental Sealing

Head

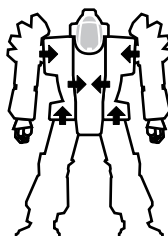
- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Environmental Sealing
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Environmental Sealing
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

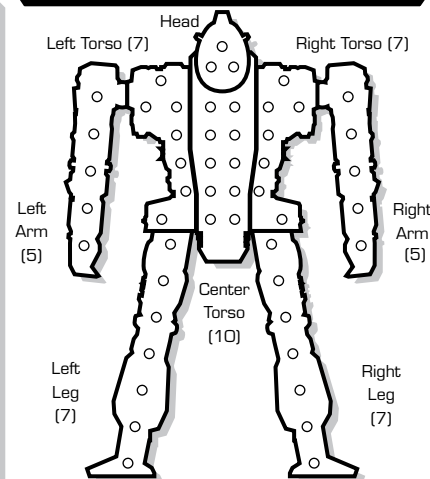
- Heat Sink
- Heat Sink
- Heat Sink
- UMU
- SRT 6
- SRT 6

- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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

BATTLETECH

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: ARB-001 ARBITER SECURITYMECH

Movement Points: Tonnage: 35
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 (Advanced)
 Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ejection Seat	HD	—	[E]	—	—	—	—
1	Heavy Rifle	RA	4	9 [DB,S]	2	6	12	18

Notes: Advanced Fire Control

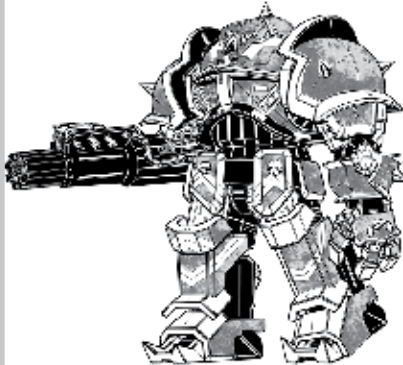
BV: 507

WARRIOR DATA

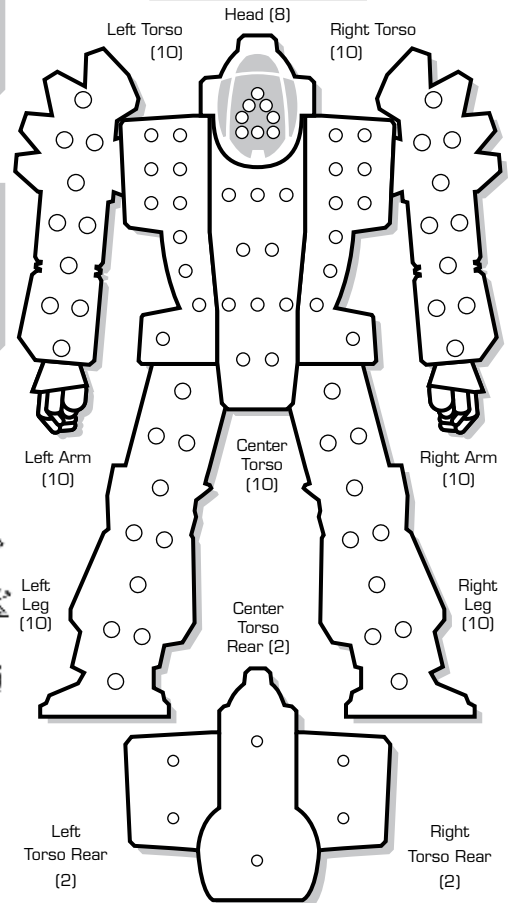
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

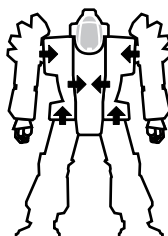
- Life Support
- Sensors
- Industrial Cockpit
- Ejection Seat
- Sensors
- Life Support

Center Torso

- Fuel Cell
- Fuel Cell
- Fuel Cell
- Gyro
- Gyro
- Gyro

- Gyro
- Fuel Cell
- Fuel Cell
- Fuel Cell
- Roll Again
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Rifle
- Heavy Rifle
- Heavy Rifle

- Ammo (Heavy Rifle) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

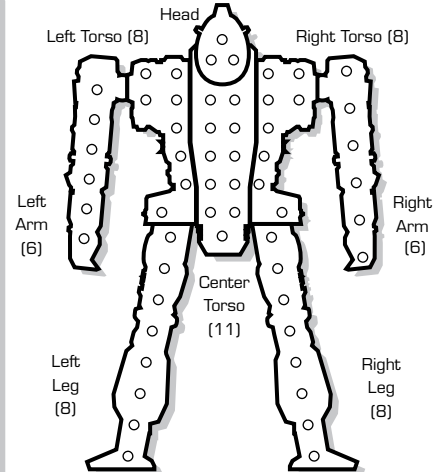
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 1 Single
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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **STO-6S STILETTO**

Movement Points: Tonnage: 35
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
2	ER Medium Laser	RT (T)	5	5 [DE]	—	4	8	12
1	Shoulder Turret	RT	—	[E]	—	—	—	—
2	ER Medium Laser	LT (T)	5	5 [DE]	—	4	8	12
1	Shoulder Turret	LT	—	[E]	—	—	—	—

BV: 1,171

WARRIOR DATA

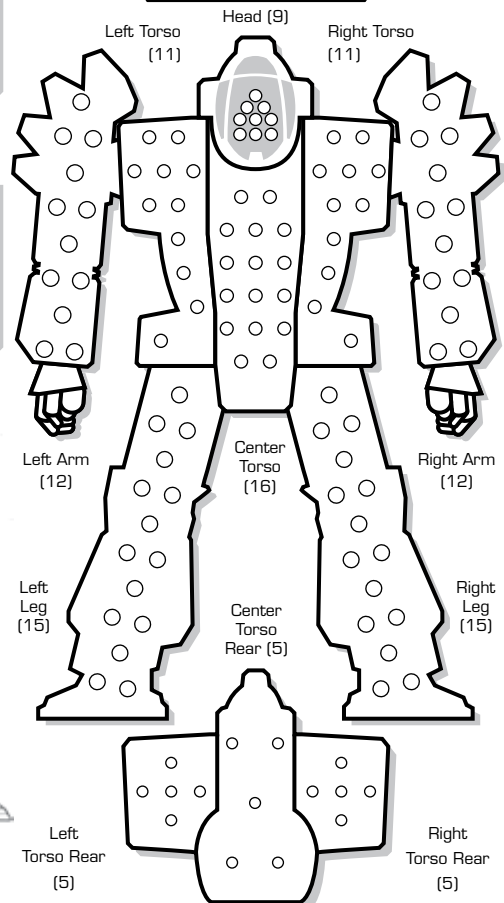
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (T)
- ER Medium Laser (T)
- Shoulder Turret

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

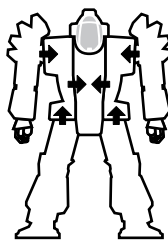
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite
- Guardian ECM Suite

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

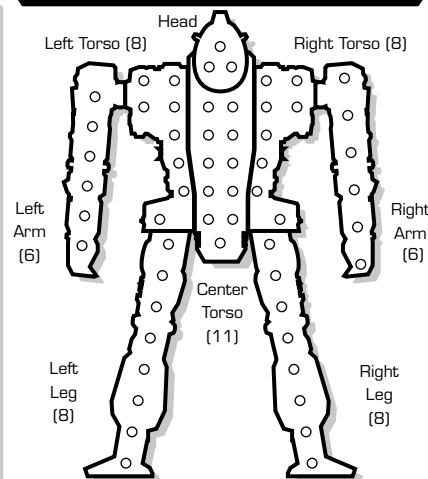
- ER Medium Laser (T)
- ER Medium Laser (T)
- Shoulder Turret
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: WLF-2H WOLFHOUND

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 [12] (Advanced)
 Jumping: 0 Era: Jihad

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	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	PPC Capacitor	RA	5	+5 [DE]	—	—	—	—

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

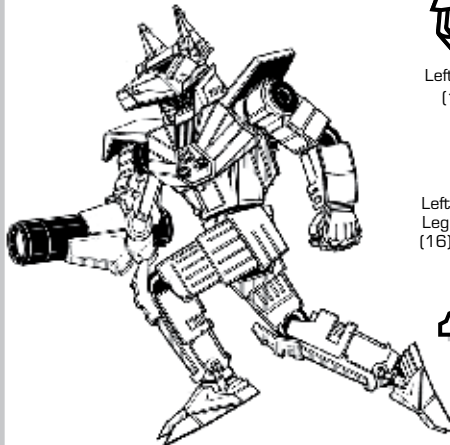
BV: 1,511

WARRIOR DATA

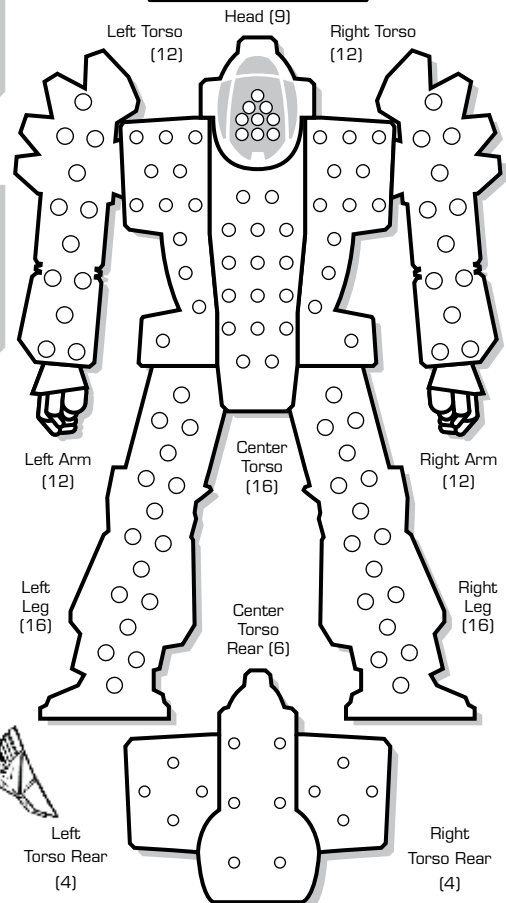
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- Supercharger
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

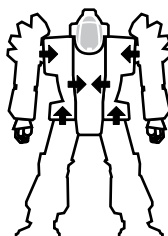
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Heavy PPC
- PPC Capacitor
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

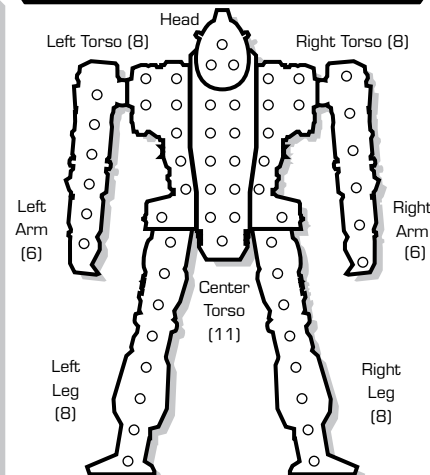
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **BEOWULF IIC**

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Clan
 Running: 9 [12] (Advanced)
 Jumping: 6 Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

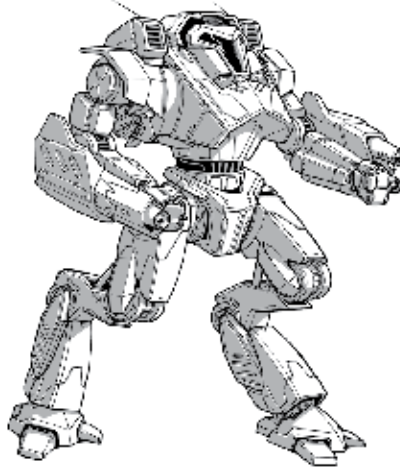
Hits Taken
 Consciousness#

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

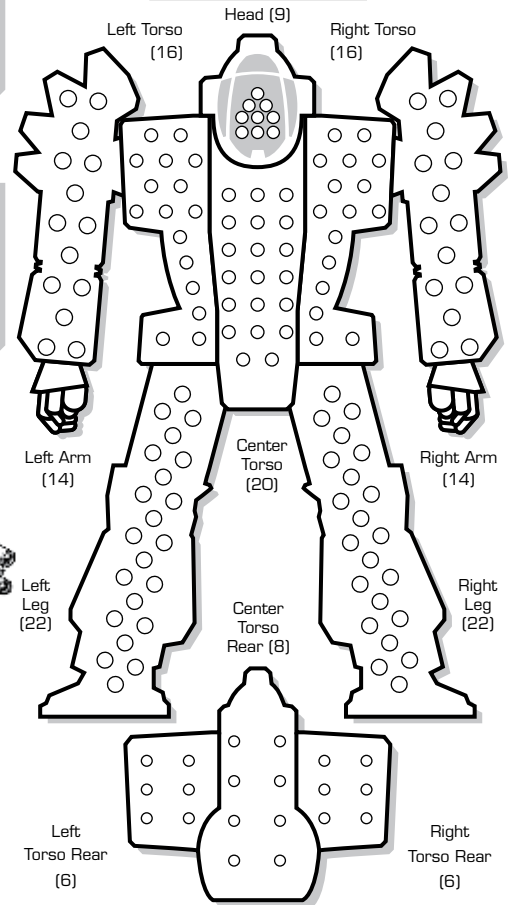
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light TAG	HD	0	0 [S]	—	3	6	9
1	Watchdog CEWS	CT	—	[E]	—	—	—	4
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
2	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14

BV: 2.048



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Pulse Laser
- ER Medium Pulse Laser

- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

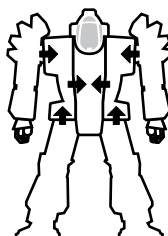
- Life Support
- Sensors
- Cockpit
- Light TAG
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Watchdog CEWS
- Watchdog CEWS

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Pulse Laser
- ER Large Pulse Laser

- ER Large Pulse Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

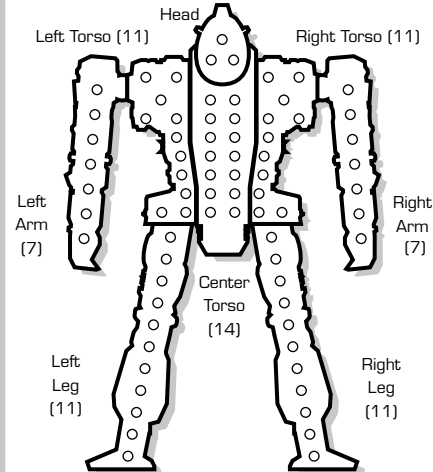
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- MASC

- MASC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



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	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: WFT-2B WOLF TRAP

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

BV: 1,439

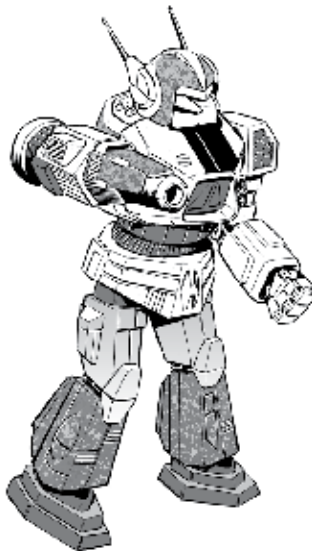
WARRIOR DATA

Name: _____

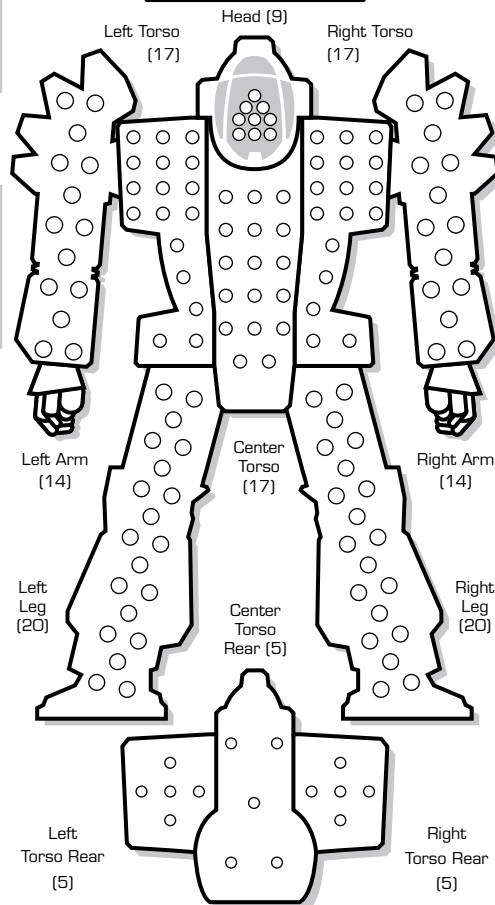
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

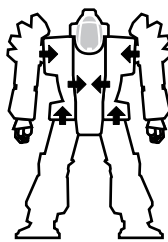
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

1-3

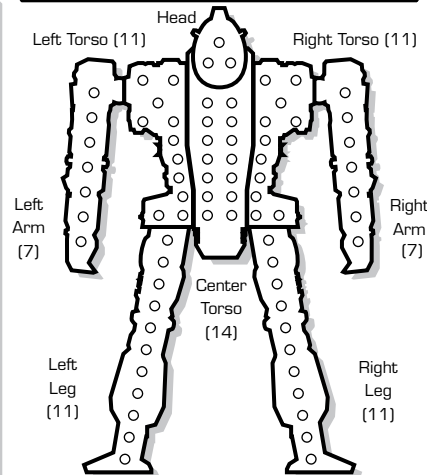
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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

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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: HBK-7R HUNCHBACK

Movement Points: Tonnage: 50
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 0 Era: Jihad

WARRIOR DATA

Name: _____

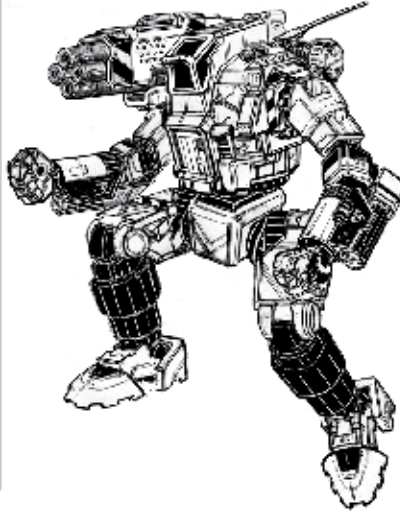
Gunnery Skill: _____ Piloting Skill: _____

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

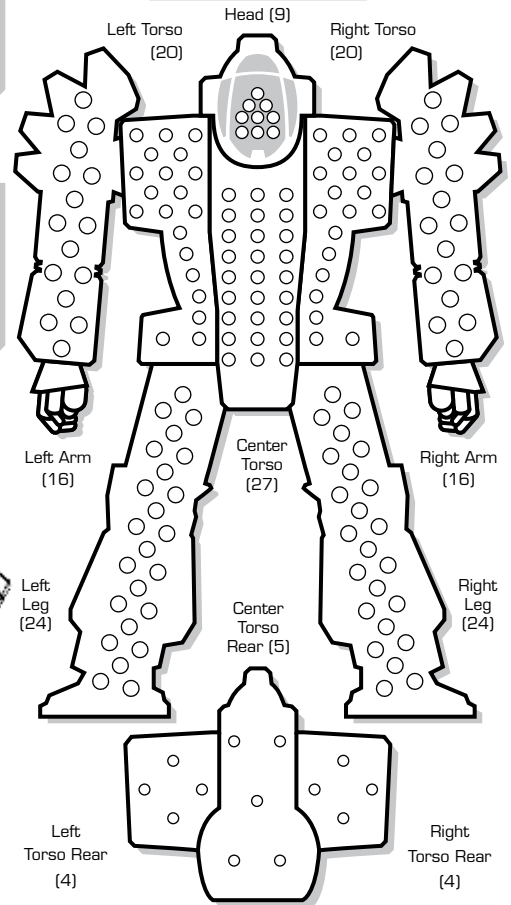
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Ultra AC/10	RT	4	10/Sht.	—	6	12	18
				[DB,R,C]				
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,248



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Light Ferro-Fibrous

- 4-6
- Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (Ultra AC/10) 10
 - Ammo (Ultra AC/10) 10
 - CASE II

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

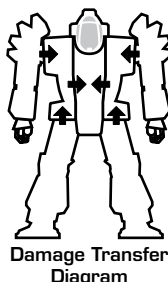
Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - Guardian ECM Suite
 - Guardian ECM Suite
 - Guardian ECM Suite

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Light Ferro-Fibrous

- 4-6
- Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

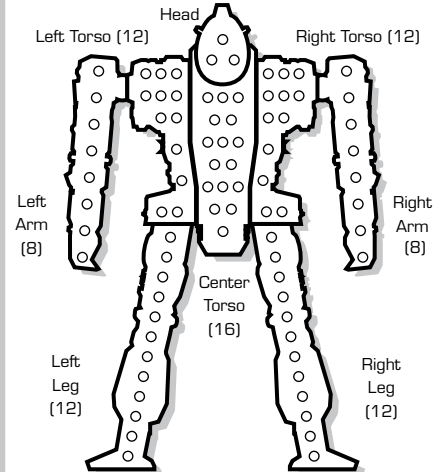
Right Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 4-6
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Light Ferro-Fibrous
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: LGN-2F LEGIONNAIRE

Movement Points: Tonnage: 50
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht.	—	5	10	15
[DB,R,C]								
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

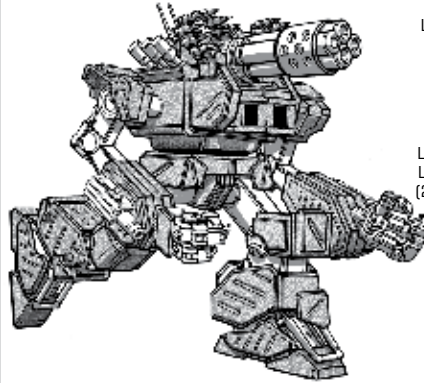
BV: 1,808

WARRIOR DATA

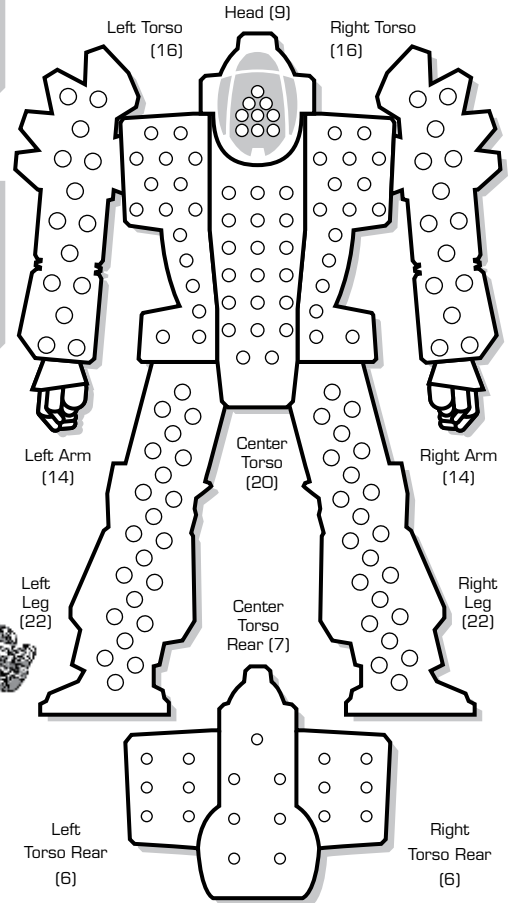
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Reflective

- Reflective
- Reflective
- Reflective
- Reflective
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

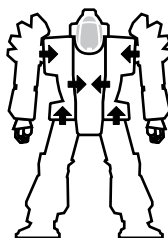
- Sensors
- Sensors
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Roll Again

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Reflective

- Reflective
- Reflective
- Reflective
- Reflective
- Roll Again
- Roll Again

Right Torso

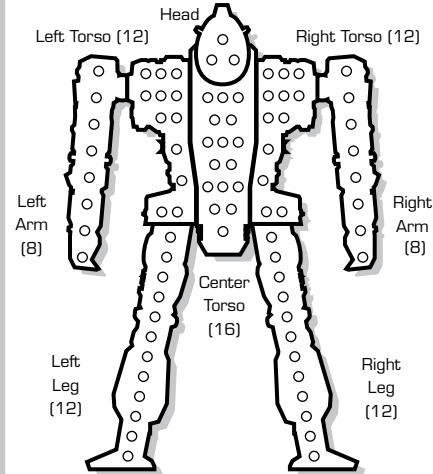
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Rotary AC/5
- Rotary AC/5

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TBT-K7R TREBUCHET

Movement Points: Tonnage: 50
 Walking: 5 [6] Tech Base: Inner Sphere
 Running: 8 [9] (Advanced)
 Jumping: 5 Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

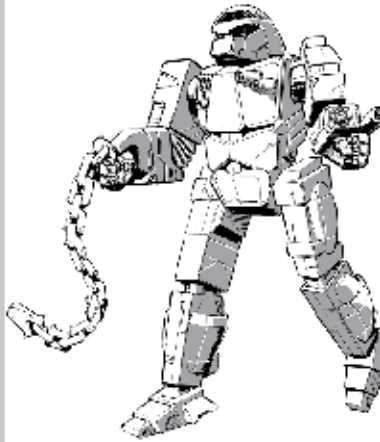
Hits Taken
 Consciousness#

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

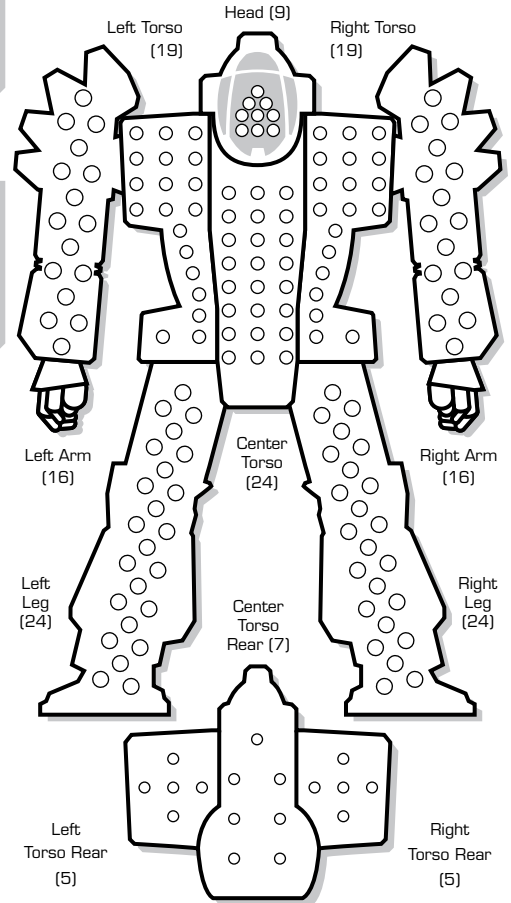
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl.	—	3	6	9
				[M,C]				
2	ER Flamer	LT	4	2	—	3	5	7
				[DE,H,AI]				
1	Chain Whip	RA	—	3	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Mech Taser	LA	6	1	—	1	2	4
				[DB,S,X]				

BV: 1,408



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Mech Taser

- Mech Taser
- Mech Taser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Flamer
- ER Flamer
- Ammo (Streak SRM 6) 15
- Ammo (Taser) 5

- Ammo (Taser) 5
- CASE
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

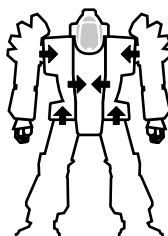
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Chain Whip
- Chain Whip

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

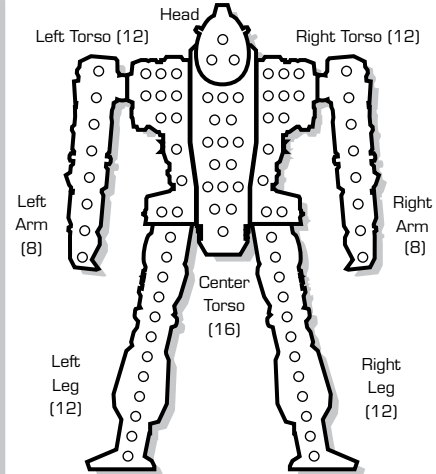
- Light Fusion Engine
- Light Fusion Engine
- Streak SRM 6
- Streak SRM 6
- ER Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **URSUS 3**

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Clan

(Advanced)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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

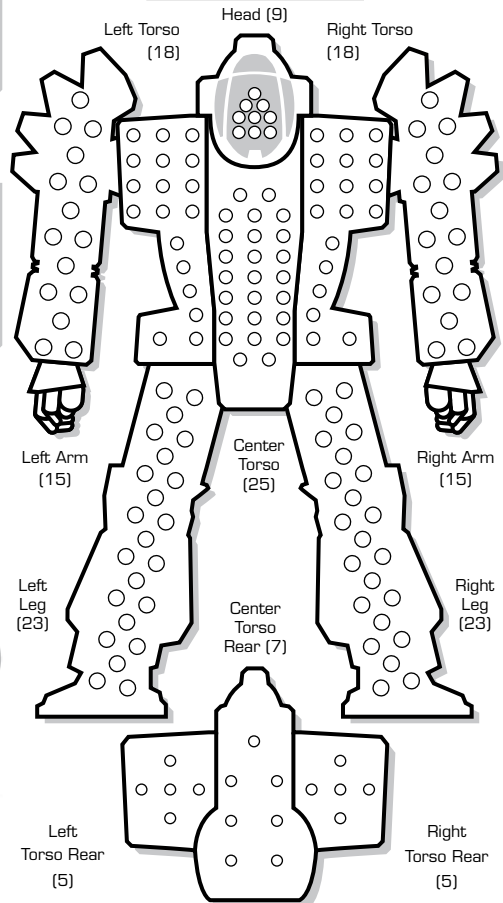
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2	—	3	5	7
[DE,H,AI]								
1	Watchdog CEWS	CT	—	[E]	—	—	—	4
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
2	ProtoMech AC/8	RA	2	8 [DB,S]	—	3	7	10
3	AP Gauss	LA	1	3 [DB,X]	—	3	6	9

BV: 1,284



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AP Gauss Rifle
- AP Gauss Rifle

- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Ammo (AP Gauss) 40
- CASE II
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso (CASE)

- Improved Heavy Medium Laser
- Improved Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Flamer
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Watchdog CEWS
- Watchdog CEWS

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- Ferro-Fibrous

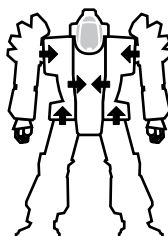
Right Torso (CASE II)

- Improved Heavy Medium Laser
- Improved Heavy Medium Laser
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- CASE II

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

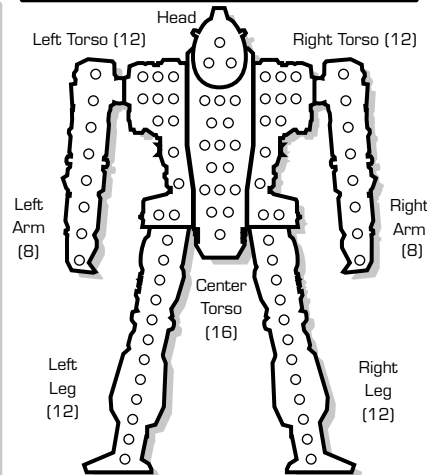
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram



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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: APL-4M APOLLO

Movement Points: Tonnage: 55
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ExtendedLRM 15	RT	8	1/Msl.	10	12	22	38
				[M,C,S]				
1	ExtendedLRM 15	LT	8	1/Msl.	10	12	22	38
				[M,C,S]				

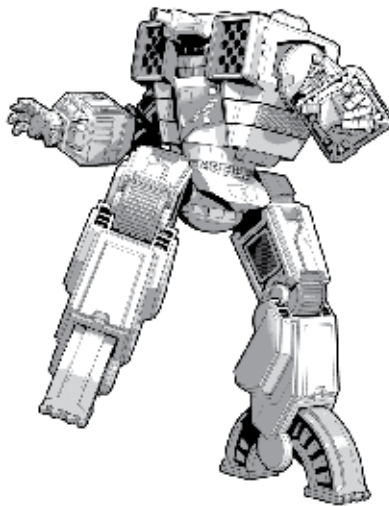
BV: 1,343

WARRIOR DATA

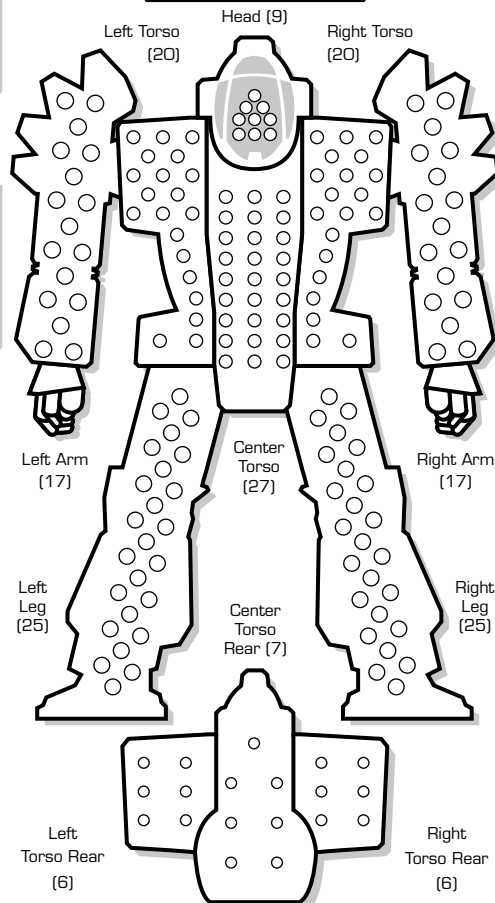
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15

- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

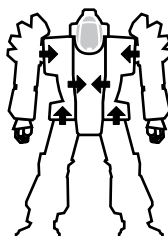
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

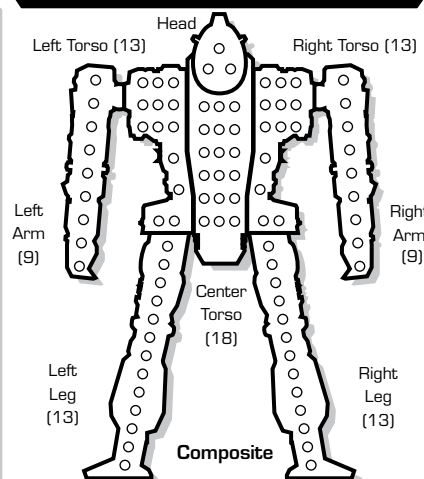
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15

- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: MAD CAT III

Movement Points: Tonnage: 55
 Walking: 6 Tech Base: Clan
 Running: 9 (Advanced)
 Jumping: 0 Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

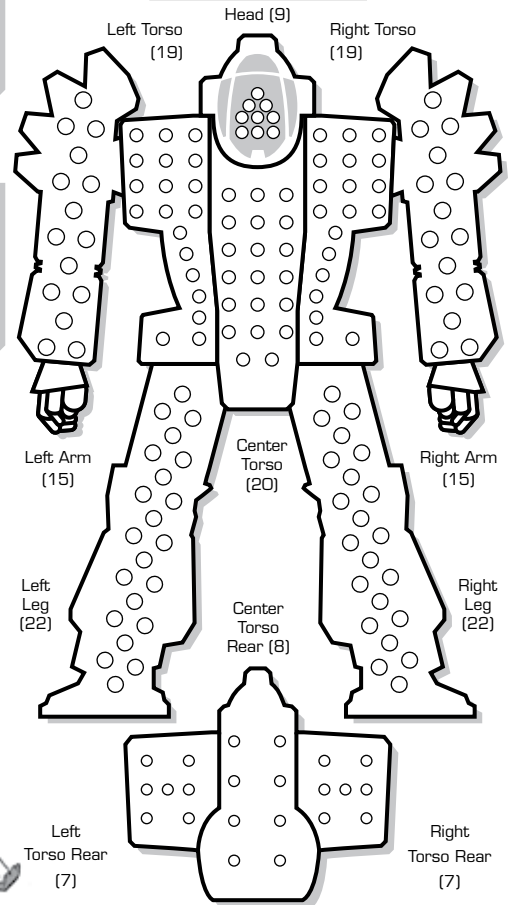
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	CT	1	2 [DE]	—	1	2	4
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	LRM 20	RT	6	1/Msl.	—	7	14	21
	w/Artemis V FCS			[M,C,S]				
2	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	LRM 20	LT	6	1/Msl.	—	7	14	21
	w/Artemis V FCS			[M,C,S]				
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,400



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo-Composite

- Endo-Composite
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis V FCS
- Artemis V FCS
- ER Micro Laser
- ER Micro Laser
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

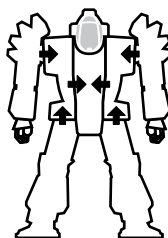
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Micro Laser
- ER Micro Laser

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo-Composite

- Endo-Composite
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

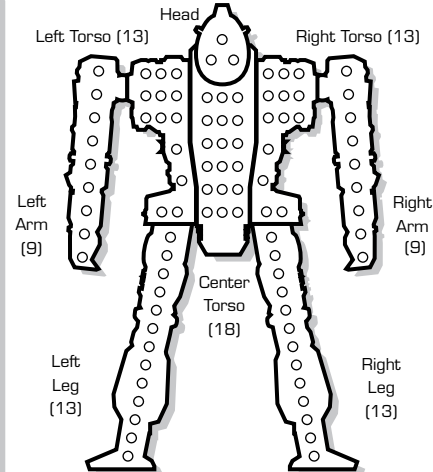
Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis V FCS
- Artemis V FCS
- ER Micro Laser
- ER Micro Laser
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™



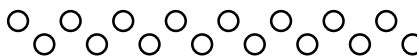
HANDHELD WEAPONS

Heavy LRM Weapon (12 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	6	1/Msl. [M,C,S]	6	7	14	21

Armor:
16
Standard



Ammo:

BV: 236



Heavy LB-X Weapon (12 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	2	10 [DB,C/S/F]	—	6	12	18

Armor:
8
Standard



Ammo:

BV: 174

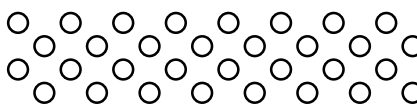


Heavy Streak Weapon (12 tons)

Weapons & Equipment Inventory (hexes)

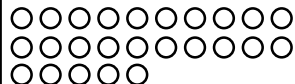
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
3	Streak SRM 4	3	2/Msl. [M,C,S]	—	3	6	9

Armor:
32
Standard



Ammo:

BV: 248



Heavy Rotary AC Weapon (12 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	1/Sht 5/Sht. [DB,R/CS]	—	5	10	15	

Armor:
8
Standard



Ammo:

BV: 310

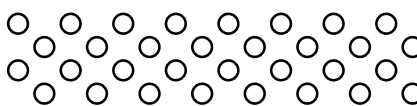


Heavy Thunderbolt Weapon (12 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt-10	5	10 [M]	5	6	12	18

Armor:
32
Standard



Ammo:

BV: 239

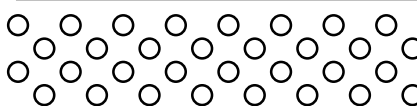


Light Autocannon Weapon (6 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Light Ac/5	1	5 [DB]	—	5	10	15

Armor:
8
Standard



Ammo:

BV: 82

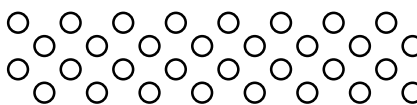


Light Anti-Infantry Weapon (6 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
5	Machine Gun	0	2 [DB, AI]	—	1	2	3
1	Vehicular Flamer	0	2 [DE,H,AI]	—	1	2	3

Armor:
16
Standard



Ammo (MG):

BV: 64



Ammo (Flamer):

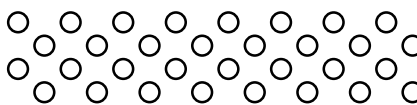


Light Laser Weapon (6 tons)

Weapons & Equipment Inventory (hexes)

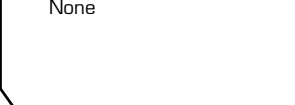
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	3	5 [DE]	—	3	6	9

Armor:
32
Standard



Ammo:

BV: 110

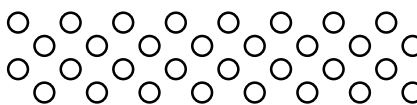


Weapon (____ tons)

Weapons & Equipment Inventory (hexes)

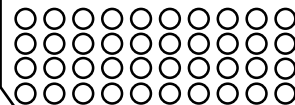
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—

Armor:
—



Ammo:

BV: —



BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: TSG-9DDC TI TS'ANG

Movement Points: Tonnage: 60
 Walking: 6 [7] Tech Base: Inner Sphere
 Running: 9 [14] (Advanced)
 Jumping: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Lance	RA	—	12	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
4	Small X-Pulse Laser	LA	3	3 [P]	—	2	4	5

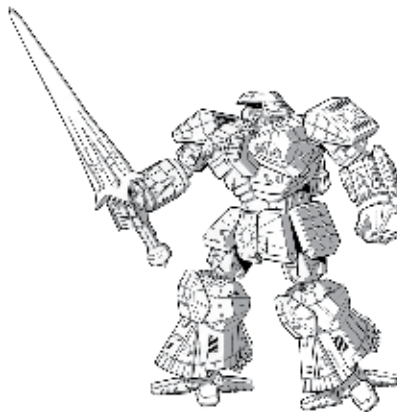
BV: 1,984

WARRIOR DATA

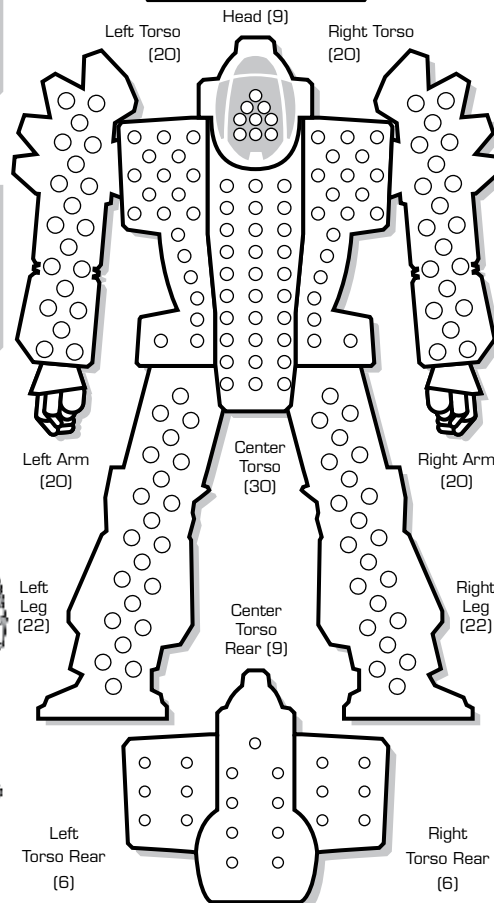
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Small X-Pulse Laser

- Small X-Pulse Laser
- Small X-Pulse Laser
- Small X-Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

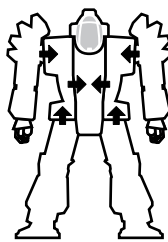
Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Endo Steel

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- Supercharger
- Triple-Strength Myomer

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

- Lance
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Right Torso

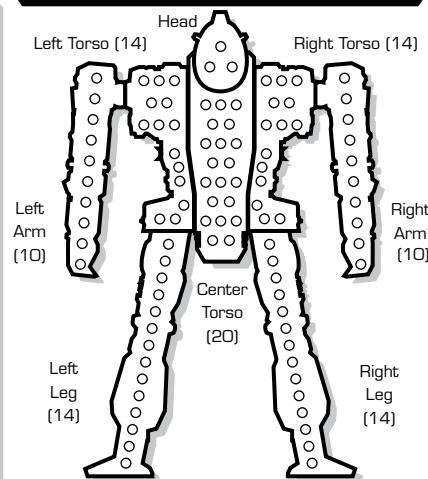
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: AXM-6T AXMAN

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 15	RT	7	15 [M]	5	6	12	18
1	Thunderbolt 15	LT	7	15 [M]	5	6	12	18
2	ER Medium Laser	RL	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LL	5	5 [DE]	—	4	8	12

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

BV: 1,830

WARRIOR DATA

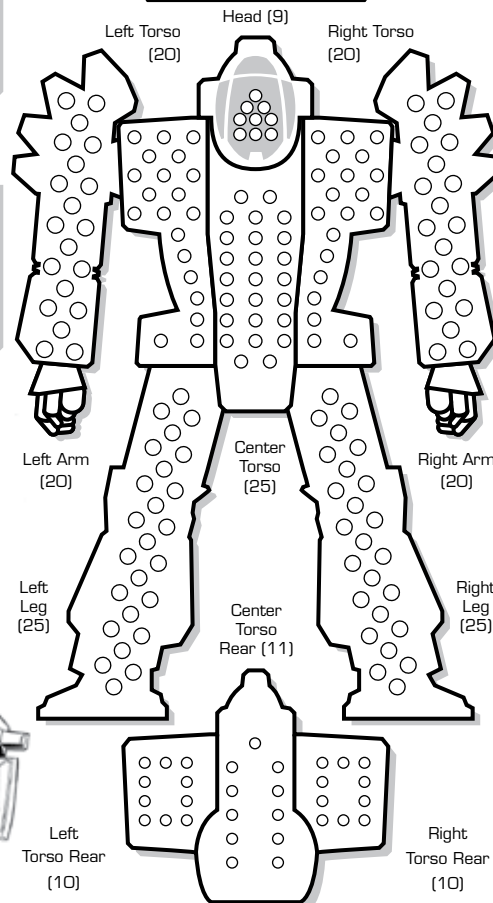
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15

1-3

- Ammo (Thunderbolt 15) 4
- Ammo (Thunderbolt 15) 4
- CASE
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- ER Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

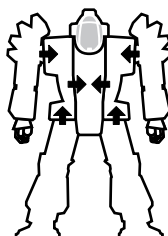
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15

1-3

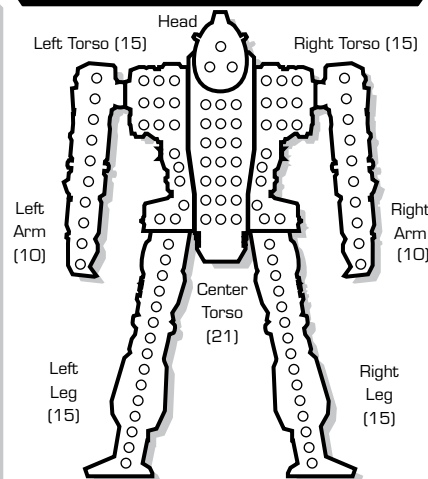
- Ammo (Thunderbolt 15) 4
- Ammo (Thunderbolt 15) 4
- CASE
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- ER Medium Laser

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™



HANDHELD WEAPONS

Light Autocannon Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	6	1/Msl.	6	7	14	21
[M,C,S]							

Armor: 8
Standard

Ammo: BV: 86

Enhanced LRM Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	NLRM 10	2	1/Msl.	3	7	14	221
[M,C,S]							

Armor: 0
Standard

Ammo: BV: 111

ER Medium Laser Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	5	5 [DE]	—	4	8	12

Armor: 8
Standard

Ammo: None
BV: 78

Heavy Flamer Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
3	Heavy Flamer	5	4	—	2	3	4
[DE,H,AI]							

Armor: 16
Standard

Ammo: BV: 51

Fluid Gun (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
2	Fluid Gun	0	*	—	1	2	3
[DE,S]							

Armor: 8
Standard

Ammo: BV: 28

LRM Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	2	1/Msl.	6	6	14	21

Armor: 0
Standard

Ammo: BV: 138

MML Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	1	[M,C,S]	—	—	—	—
	LRM		1/Msl.	6	7	14	21
	SRM		2/Msl.	—	3	6	9

Armor: 16
Standard

Ammo (LRM): BV: 107

Ammo (SRM):

Streak SRM Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	4	2/Msl.	—	3	6	9
[M,C,S]							

Armor: 16
Standard

Ammo: BV: 132

Weapon (____ tons)

Weapons & Equipment Inventory (hexes)							
Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—

Armor: —

Ammo: BV: —

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: RCL-Z1M DEEP LORD MILITIAMECH

Movement Points: Tonnage: 65
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Advanced)
 Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/[Msl.]	—	3	6	9
				[M,C,S]				
1	Heavy Rifle	LT (T)	4	9 [DB,S]	2	6	12	18
1	Shoulder Turret	LT	—	[E]	—	—	—	—
1	Mace	RA	—	17	—	—	—	—

Notes: Advanced Fire Control

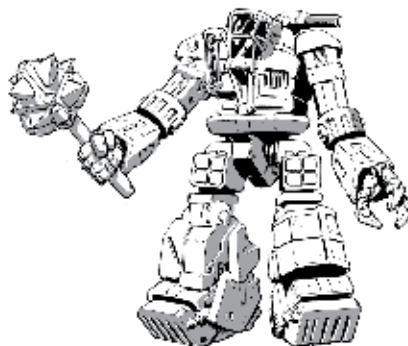
BV: 713

WARRIOR DATA

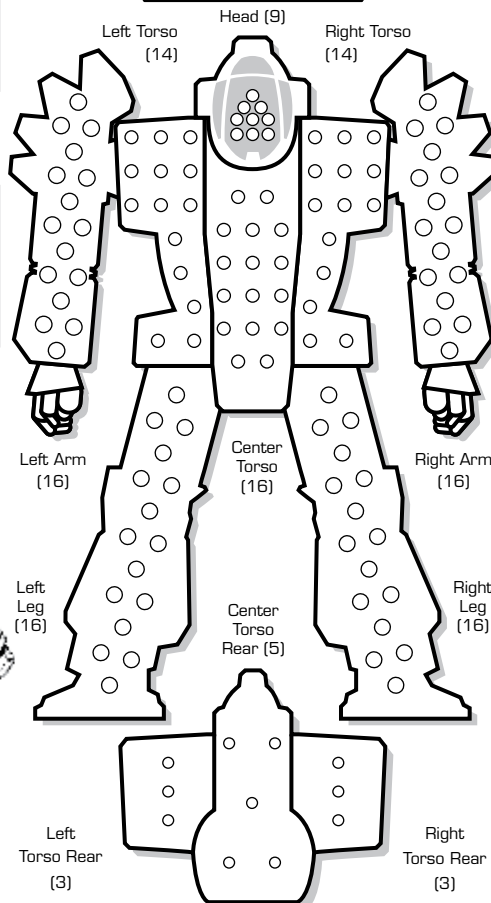
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heavy Rifle (T)
- Heavy Rifle (T)
- Heavy Rifle (T)
- Shoulder Turret
- Ammo (Heavy Rifle) 6
- Ammo (Heavy Rifle) 6

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

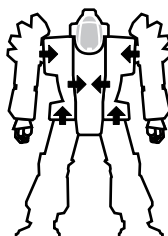
- Fuel Cell
- Fuel Cell
- Fuel Cell
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fuel Cell
- Fuel Cell
- Fuel Cell
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Mace
- Mace

1-3

- Mace
- Mace
- Mace
- Mace
- Mace
- Roll Again

4-6

Right Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

1-3

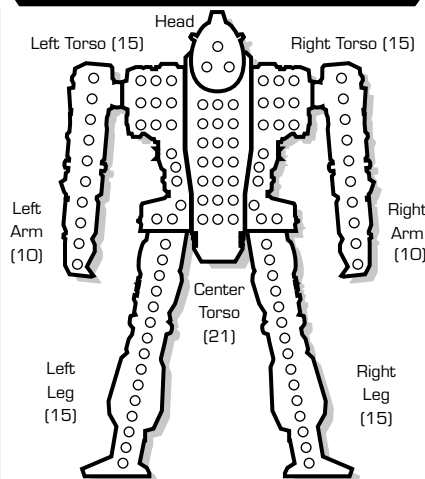
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 7 Single
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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: BGS-4T BARGHEST

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Inner Sphere
Running: 6 (Advanced)
Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
1	Improved Heavy Gauss Rifle	RT	2	22 [DB,X]	3	6	12	19
1	ER Large Laser	LT(T)	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LT(T)	5	5 [DE]	—	4	8	12
1	Quad Turret	LT	—	[E]	—	—	—	—

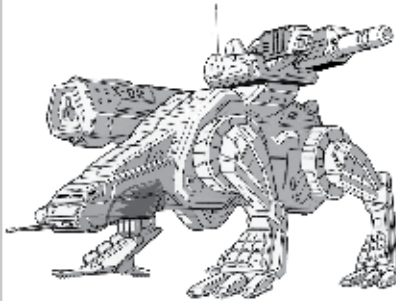
BV: 1,734

WARRIOR DATA

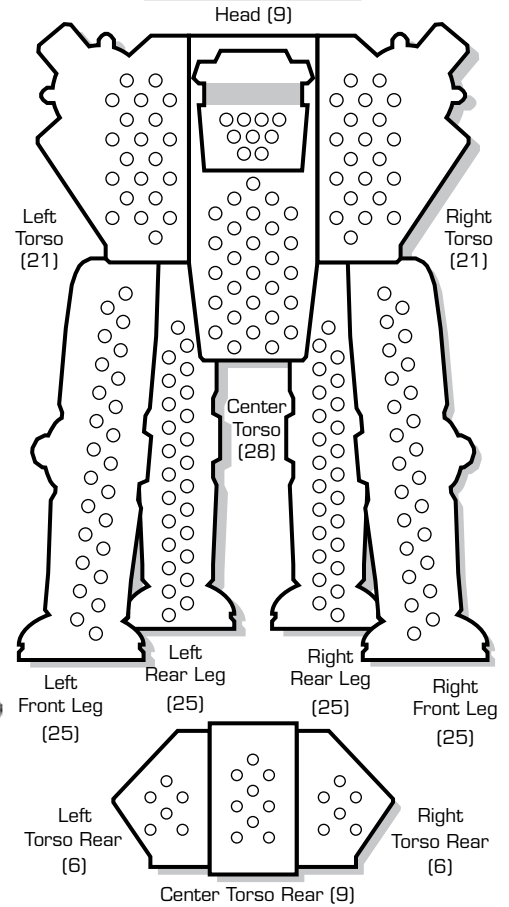
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Heavy Gauss) 4
- Endo Steel

Left Torso

- ER Large Laser (T)
- ER Large Laser (T)
- ER Medium Laser (T)
- Quad Turret
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- C³ Slave
- Endo Steel

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Heavy Gauss) 4
- Endo Steel

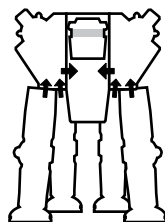
Right Torso

- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle

- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- Improved Heavy Gauss Rifle
- CASE II

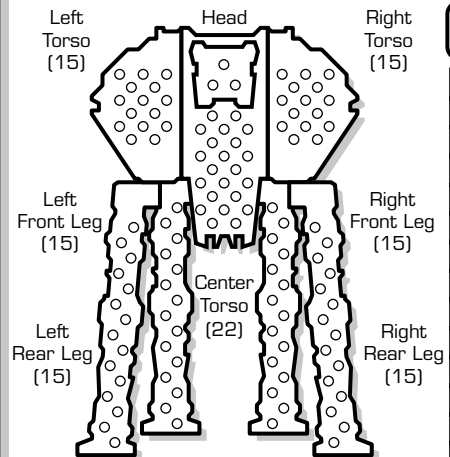
Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GHR-7P GRASSHOPPER

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 6 Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

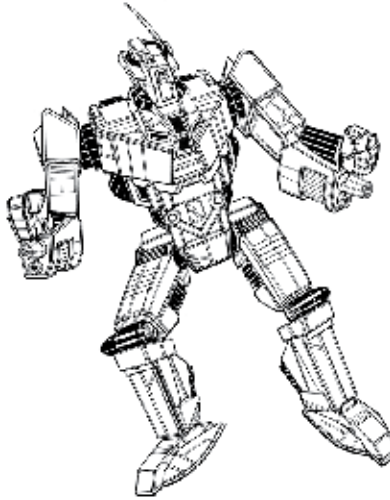
Hits Taken
 Consciousness#

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

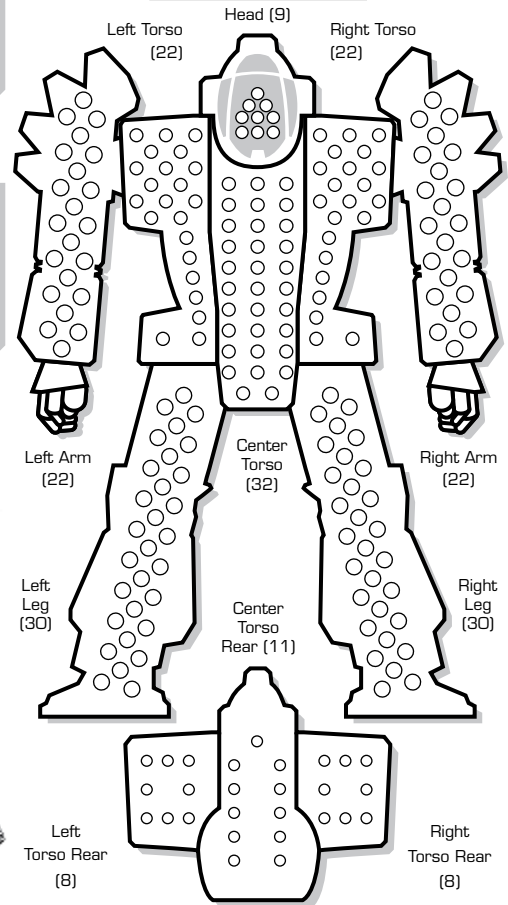
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	HD	—	[E]	—	—	—	6
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15

BV: 1,806



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Life Support
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

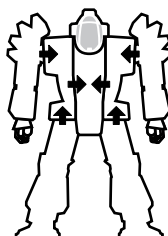
- Sensors
- Sensors
- ER Medium Laser
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Torso-Mounted Cockpit
- Sensors

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

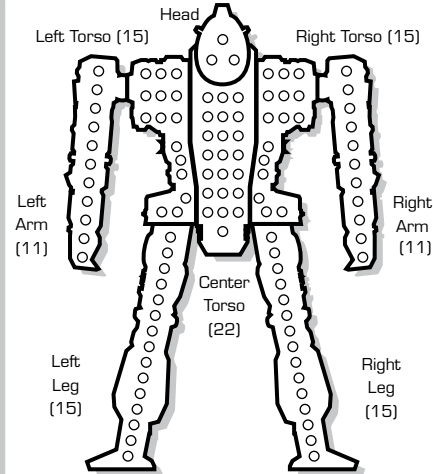
- Light Fusion Engine
- Light Fusion Engine
- Life Support
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○○○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **THR-C4 THUNDER**

Movement Points: **Tonnage: 70**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 (Advanced)
 Jumping: 6 **Era: Jihad**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

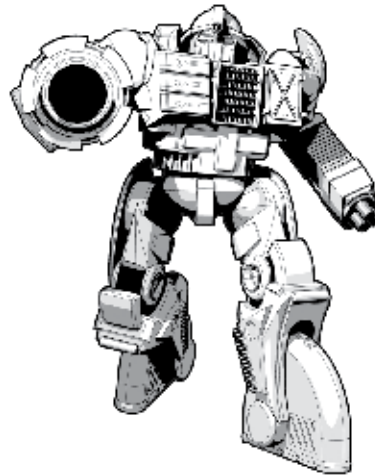
Hits Taken
 Consciousness#

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

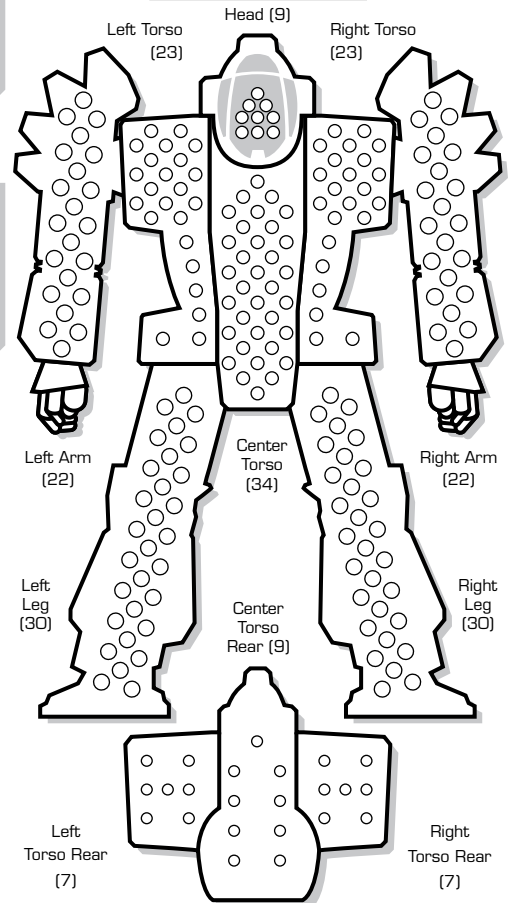
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Thunderbolt 20	RA	8	20 [M]	5	6	12	18
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 2,028



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

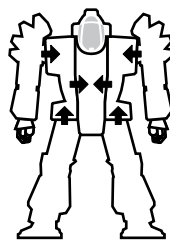
- Life Support
- Sensors
- Cockpit
- Medium X-Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20

- Thunderbolt 20
- Ammo (Thunderbolt 20) 3
- Ammo (Thunderbolt 20) 3
- Ammo (Thunderbolt 20) 3
- Ammo (Thunderbolt 20) 3
- CASE II

Right Torso

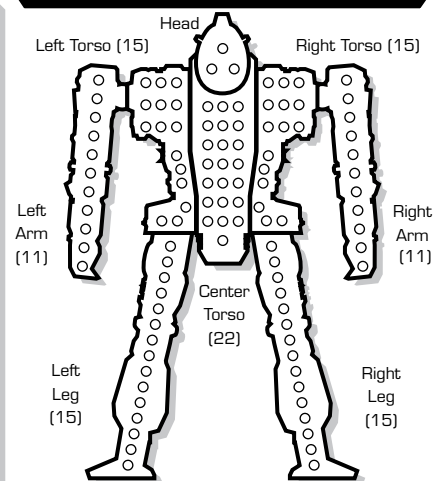
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ON3-M ORION

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Gauss Rifle	RT	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
1	ExtendedLRM 15	LA	8	1/Msl.	10	12	22	38

[M,C,S]

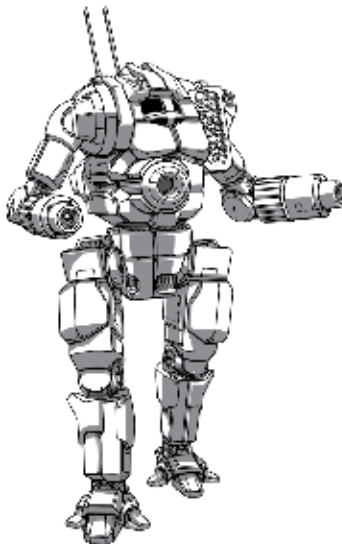
BV: 1,826

WARRIOR DATA

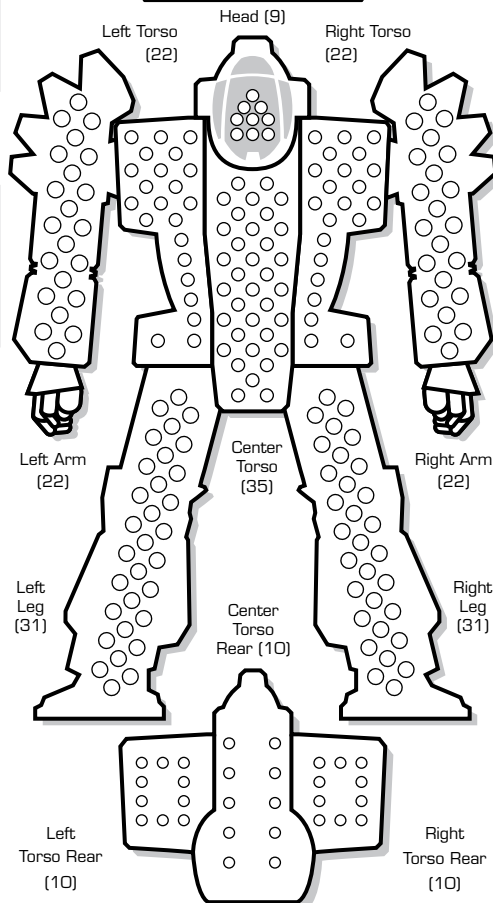
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ExtendedLRM 15
- 5 ExtendedLRM 15
- 6 ExtendedLRM 15

- 1 ExtendedLRM 15
- 2 ExtendedLRM 15
- 3 ExtendedLRM 15
- 4-6 ER Medium Laser
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ammo (ELRM 15) 6
- 5 Ammo (ELRM 15) 6
- 6 Ammo (ELRM 15) 6

- 1 Ammo (ELRM 15) 6
- 2 CASE II
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 6 Roll Again

Head

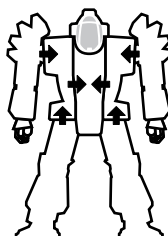
- Life Support
- Sensors
- Cockpit
- TAG
- 5 Sensors
- 6 Life Support

Center Torso

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

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Ammo (Gauss) 8
- 6 Ammo (Gauss) 8

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Medium Laser
- 5 Roll Again
- 6 Roll Again

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

Right Torso

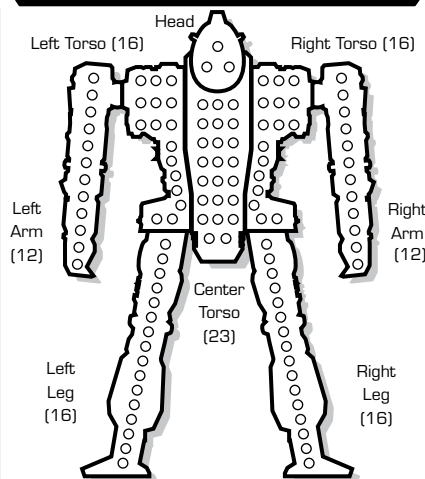
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4-6 Gauss Rifle
- 5 CASE II
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 6 Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: LFA-1A PANDARUS

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 0 Era: Jihad

WARRIOR DATA

Name: _____

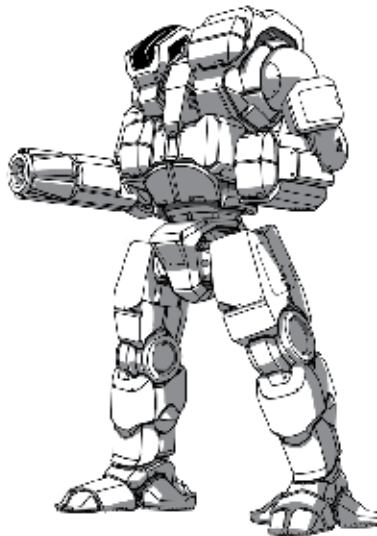
Gunnery Skill: _____ Piloting Skill: _____

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

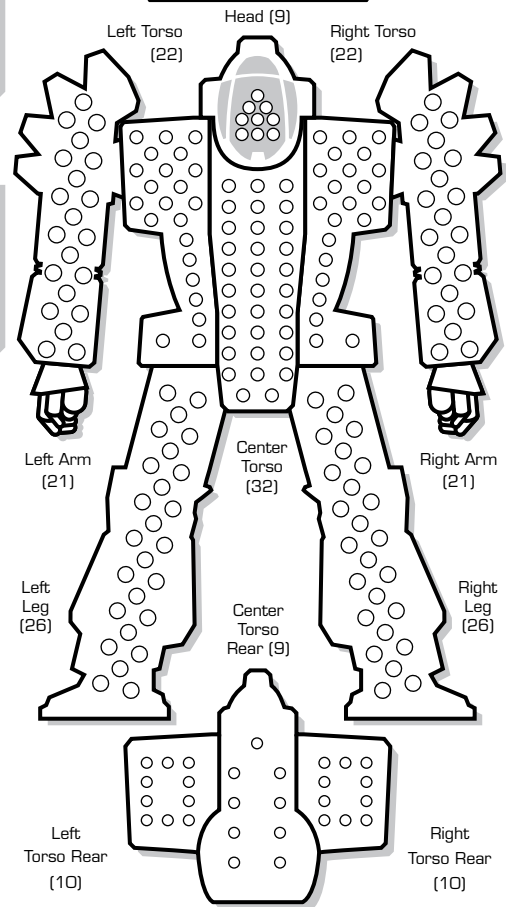
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ExtendedLRM 10	RT	6	1/Msl.	10	12	22	38
				[M,C,S]				
1	ExtendedLRM 10	LT	6	1/Msl.	10	12	22	38
				[M,C,S]				
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ExtendedLRM 10	LA	6	1/Msl.	10	12	22	38
				[M,C,S]				

BV: 1,589



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ExtendedLRM 10
- ExtendedLRM 10
- ExtendedLRM 10

- ExtendedLRM 10
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- ExtendedLRM 10
- ExtendedLRM 10
- ExtendedLRM 10
- 1-3 ExtendedLRM 10
- Ammo (ELRM 10) 9
- Ammo (ELRM 10) 9

- Ammo (ELRM 10) 9
- CASE II
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

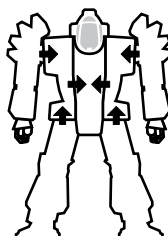
- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- 4-6 Gyro
- Gyro

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

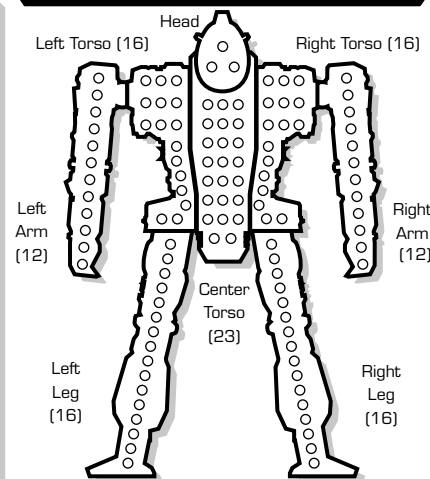
- ExtendedLRM 10
- ExtendedLRM 10
- ExtendedLRM 10
- 1-3 ExtendedLRM 10
- Ammo (ELRM 10) 9
- Ammo (ELRM 10) 9

- Ammo (ELRM 10) 9
- CASE II
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: HTM-35K HATAMOTO-KAERU

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 (Advanced)
UMU: 4 Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

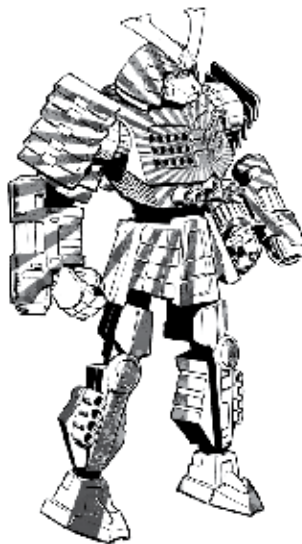
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

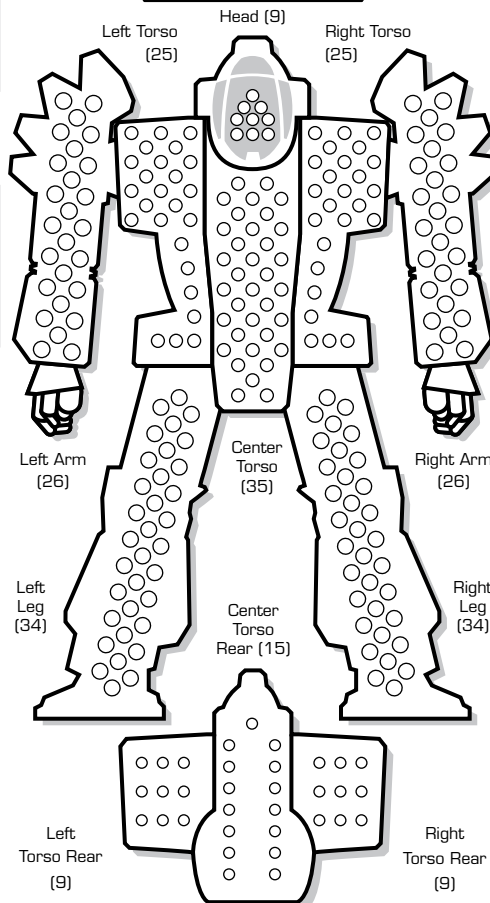
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 15	RT	5	1/Msl. [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 15	LT	5	1/Msl. [M,C,S]	6	7	14	21
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	SRT 4	RL	3	2/Trp. [M,C,S]	—	3	6	9
1	SRT 4	RL	3	2/Trp. [M,C,S]	—	3	6	9
1	MASS	HD	—	[E]	—	—	—	—

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

BV: 1,961



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Snub-Nose PPC
- Snub-Nose PPC

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Medium Laser
- Ammo (LRM 15) 8
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRT 4
- Ferro-Fibrous

Head

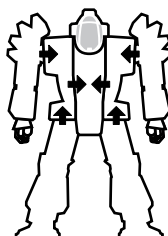
- Life Support
- Sensors
- Cockpit
- MASS
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (SRT 4) 25

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Snub-Nose PPC
- Snub-Nose PPC

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

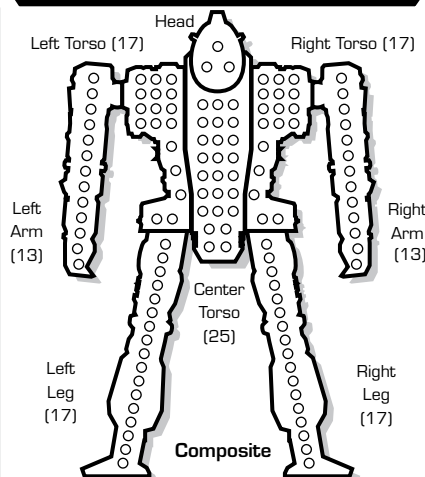
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Medium Laser
- Ammo (LRM 15) 8
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRT 4
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: PDG-1R PENDRAGON

Movement Points: Tonnage: 95
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	PPC Capacitor	LT	5	+5 [E]	—	—	—	—
1	ExtendedLRM 15	RA	8	1/Msl.	10	12	22	38
				[M,C,S]				
1	ExtendedLRM 15	LA	8	1/Msl.	10	12	22	38
				[M,C,S]				

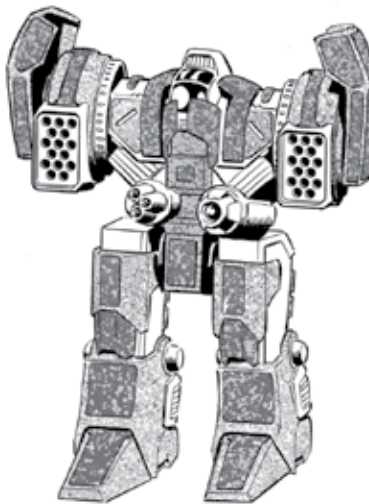
BV: 2,216

WARRIOR DATA

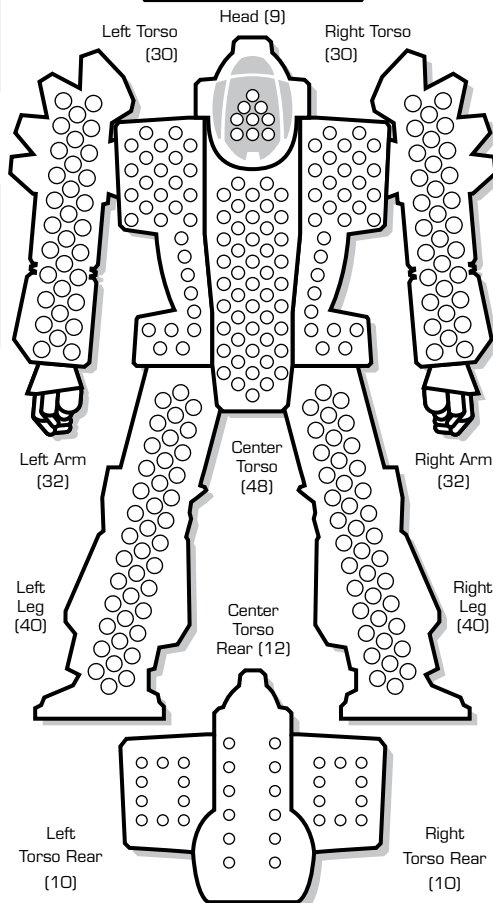
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15

- ExtendedLRM 15
- ExtendedLRM 15
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER PPC

- PPC Capacitor
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

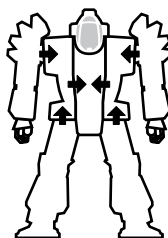
- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15
- ExtendedLRM 15

- ExtendedLRM 15
- ExtendedLRM 15
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II
- Roll Again

Right Torso

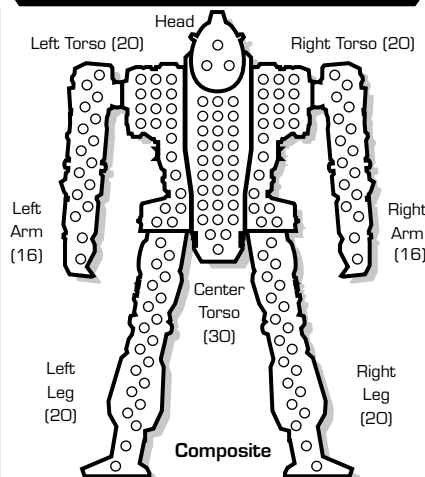
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: BULLET SUICIDE DRONE

Thrust: Tonnage: 20
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Jihad

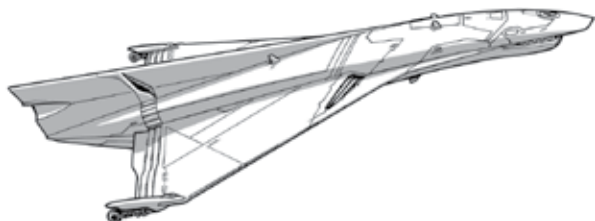
Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	SRM 2 [M,C,S]	N	—	2	—	—	—
	Ammo (SRM) 50						
1	Booby Trap [AE,OS]	—	—	100	Point Defense		
1	Drone Operating System [E]	—	—	—	—	—	—

Fuel: 320 Points

BV: 104



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 1 (7)

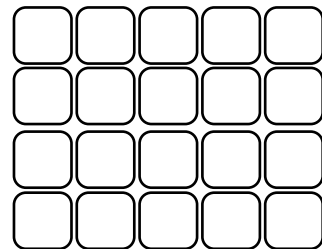
Left Wing Damage Threshold (Total Armor) 1 (5)

Right Wing Damage Threshold (Total Armor) 1 (5)

Structural Integrity: 6

Aft Damage Threshold (Total Armor) 1 (3)

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 STRAIGHT 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

BATTLETECH™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: **DRAKE MEDIUM STRIKE FIGHTER**

Thrust: Tonnage: 35
 Safe Thrust: 6 Tech Base: Inner Sphere
 (Advanced)
 Maximum Thrust: 9 Dark Age

Weapons & Equipment Inventory

Standard Scale			(1-6)		(7-12)	(13-20)	(21-25)
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	MML 3 [M,C,S]	N	—				
	LRM (40 salvos/ton)			2	2	2	—
	SRM (33 salvos/ton)			3	—	—	—
	Ammo (MML) 80/66						
1	Guardian ECM Suite [E]	A	—	—	—	—	—

Notes: Vehicular Stealth Armor: 10 Heat Sinks.

Fuel: 560 Points

BV: 389

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 1 (10)

Left Wing
 Damage Threshold
 (Total Armor)
 1 (8)

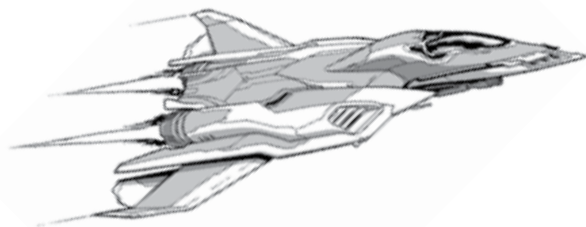
Structural
 Integrity:
 6

Right Wing
 Damage Threshold
 (Total Armor)
 1 (8)

Aft Damage
 Threshold
 (Total Armor)
 1 (6)

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 STRAIGHT 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

BATTLETECH

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: PLANETLIFTER TACTICAL SUPPORT AIRCRAFT

Thrust: Tonnage: 50
 Safe Thrust: 4 Tech Base: Inner Sphere (Advanced) Jihad
 Maximum Thrust: 6

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Arrow IV Missile Launcher [AE]*	A	10	—	—	—	—
	Ammo (Arrow IV) 10						
1	Angel ECM Suite [E]	N	—	—	—	—	—
1	Look-Down Radar [E]	N	—	—	—	—	—
1	Command Console [E]	N	—	—	—	—	—

*Arrow IV Missile Launcher may deliver artillery attacks to ground targets only. May not engage airborne targets.

Notes: Vehicular Stealth Armor

Fuel: 320 Points

BV: 475

ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 3 (22)

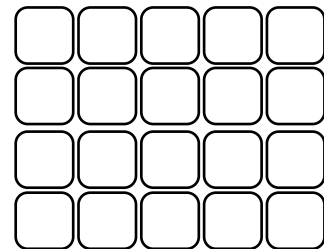
Left Wing Damage Threshold (Total Armor) 1 (7)

Right Wing Damage Threshold (Total Armor) 1 (7)

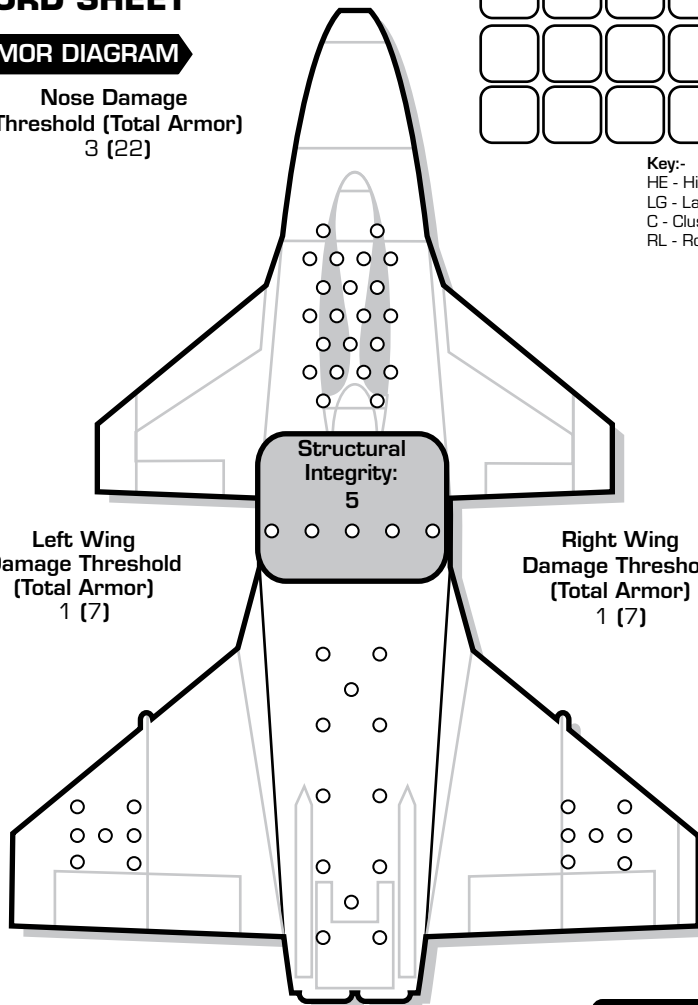
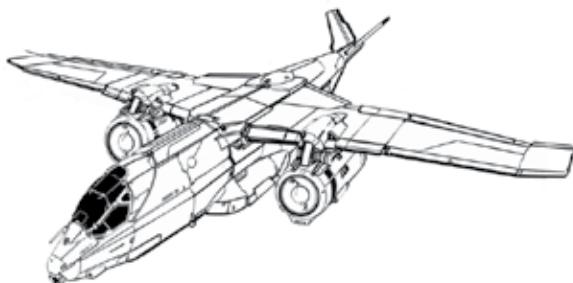
Structural Integrity: 5

Aft Damage Threshold (Total Armor) 2 (12)

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 STRAIGHT 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

BATTLETECH

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: SEABUSTER STRIKE FIGHTER

Thrust: Tonnage: 50
 Safe Thrust: 5 Tech Base: Inner Sphere (Advanced) Jihad
 Maximum Thrust: 8

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)
 Qty Type Loc Ht SRV MRV LRV ERV
 1 Ultra AC/20 N 0 30 — — —
 [DB,R/C]
 Ammo (Ultra) 20
 1 Medium Laser [DE] L/RW 3 5 — — —

Fuel: 320 Points

BV: 856

ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 2 {19}

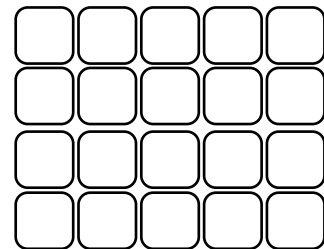
Left Wing Damage Threshold (Total Armor) 1 {10}

Structural Integrity: 5

Right Wing Damage Threshold (Total Armor) 1 {10}

Aft Damage Threshold (Total Armor) 1 {10}

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 STRAIGHT 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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: OF-17A-R CHEETAH

Thrust: Tonnage: 25
 Safe Thrust: 12 Tech Base: Inner Sphere
 Maximum Thrust: 18 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

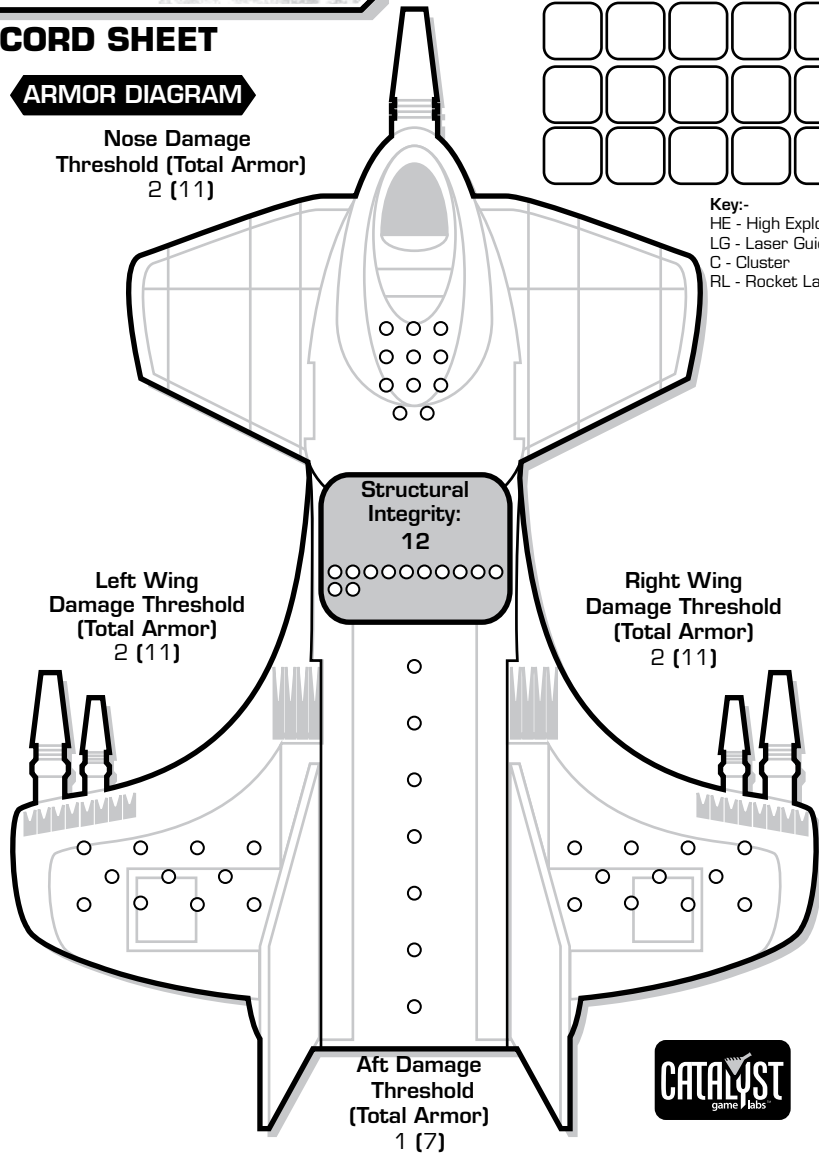
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Hyperspectral Imager [E]	N	—	—	—	—	—
1	Guardian ECM Suite [E]	N	—	—	—	—	—
2	Small Laser [DE]	A	1	3	—	—	—

Fuel: 320 Points

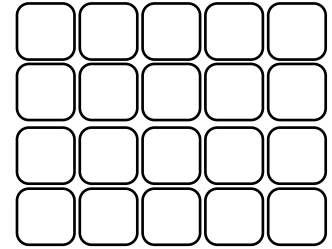
BV: 290

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 2 (11)



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

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 Level* Effects Heat Sinks: 10 Single
 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 Scale

Overflow

30*
 29
 28*
 27*
 26*
 25*
 24*
 23*
 22*
 21*
 20*
 19*
 18*
 17*
 16
 15*
 14*
 13*
 12
 11
 10*
 9
 8*
 7
 6
 5*
 4
 3
 2
 1
 0

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: SB-31D SABRE

Thrust: Tonnage: 25
 Safe Thrust: 11 Tech Base: Inner Sphere
 Maximum Thrust: 17 Era: (Advanced) Jihad

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER Medium Laser [DE]	N	5	5	5	—	—
1	Laser AMS [PD]	N	7	—	—	—	—
1	ER Medium Laser [DE]	L/RW	5	5	5	—	—
1	Laser AMS [PD]	L/RW	7	—	—	—	—

Fuel: 400 Points

BV: 935



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 2 (15)

Left Wing Damage Threshold (Total Armor) 3 (22)

Structural Integrity: 11

Right Wing Damage Threshold (Total Armor) 3 (22)

Aft Damage Threshold (Total Armor) 2 (20)

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: 11 (22)
 30 Shutdown Double
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: CORAX C

Thrust: Tonnage: 30
 Safe Thrust: 9 Tech Base: Clan
 Maximum Thrust: 14 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

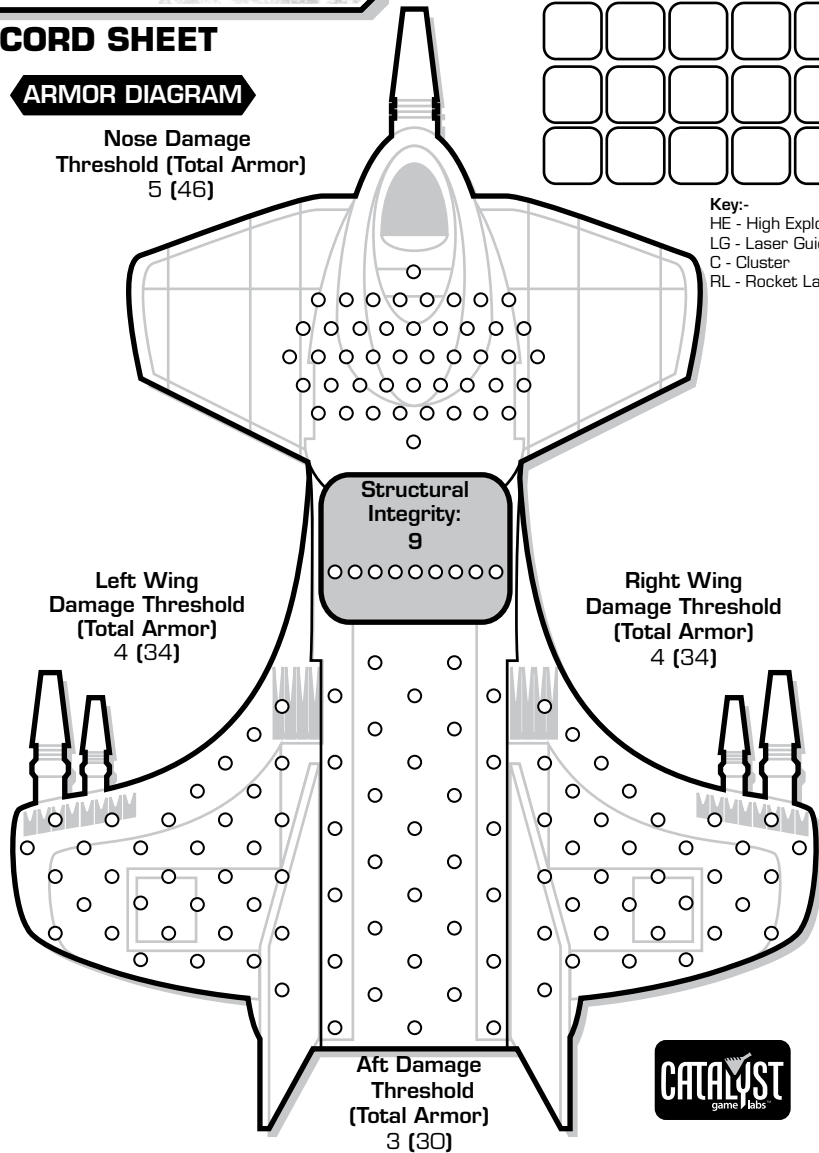
Standard Scale (1-6) (7-12) (13-20) (21-25)
 Qty Type Loc Ht SRV MRV LRV ERV
 1 Streak LRM 15 [M,C,S] N 5 15 15 15 —
 Ammo (Streak LRM 15) 16
 1 ER Medium Laser [DE] L/RW 5 7 7 — —

Fuel: 400 Points

BV: 1,233

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 5 (46)

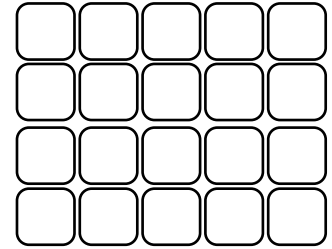


Left Wing
 Damage Threshold
 (Total Armor)
 4 (34)

Right Wing
 Damage Threshold
 (Total Armor)
 4 (34)

Aft Damage
 Threshold
 (Total Armor)
 3 (30)

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
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: RF-1 UMBRA

Thrust: Tonnage: 30
 Safe Thrust: 10 Tech Base: Inner Sphere
 Maximum Thrust: 15 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Snub-Nose PPC w/Capacitor [DE]	N	15	15	13	—	—
2	ER Medium Laser [DE]	N	5	5	5	—	—

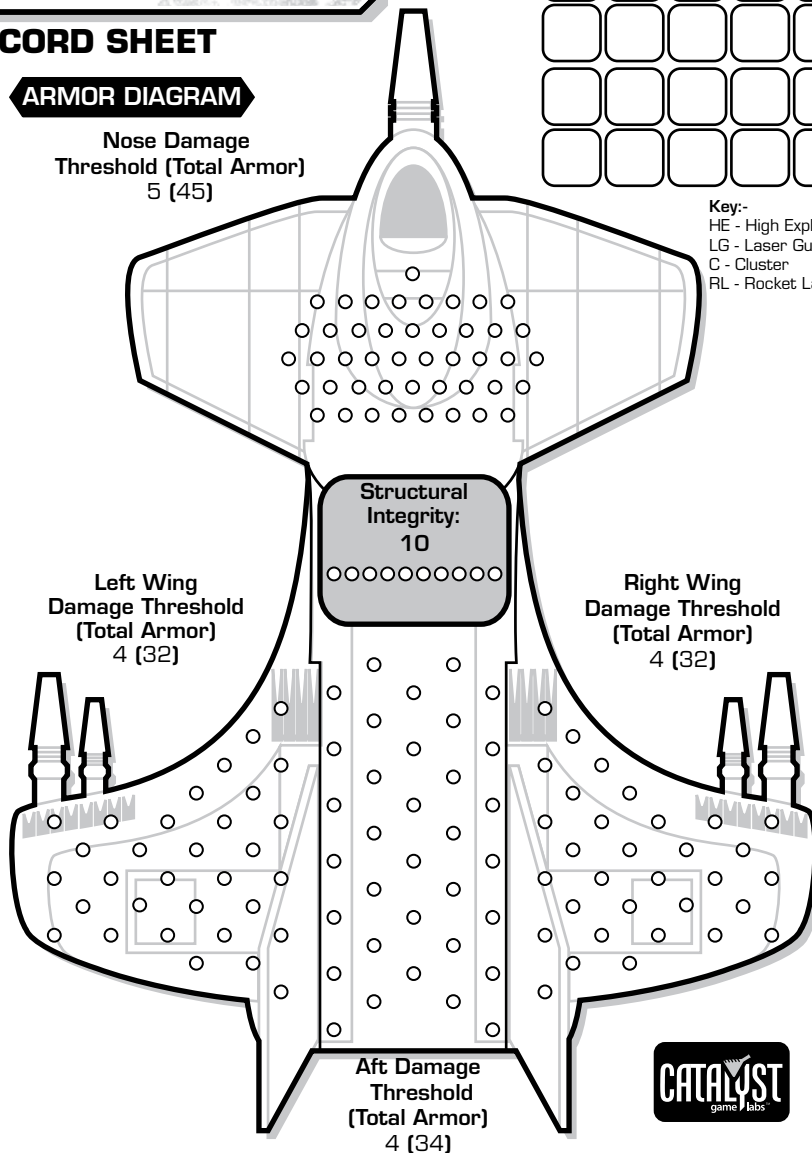
Notes: Small Cockpit

Fuel: 400 Points

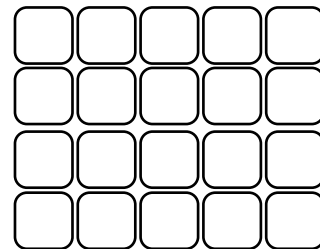
BV: 1,319

ARMOR DIAGRAM

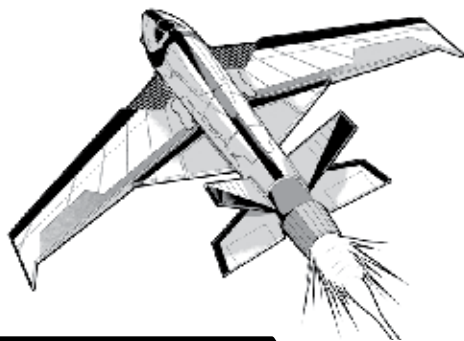
Nose Damage
 Threshold (Total Armor)
 5 (45)



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
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: WKT-1S WILDKATZE

Thrust: Tonnage: 45
 Safe Thrust: 8 Tech Base: Inner Sphere
 Maximum Thrust: 12 Era: (Advanced)
 Dark Age

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Binary Laser [DE]	N	16	12	12	—	—
1	MLM 5 [M,C,S]	L/RW 2					
	LRM (20 salvos/ton)			3	3	3	—
	SRM (24 salvos/ton)			6	—	—	—
	Ammo (MML) 24/20						
1	ER Medium Laser [DE]	A	5	5	5	—	—

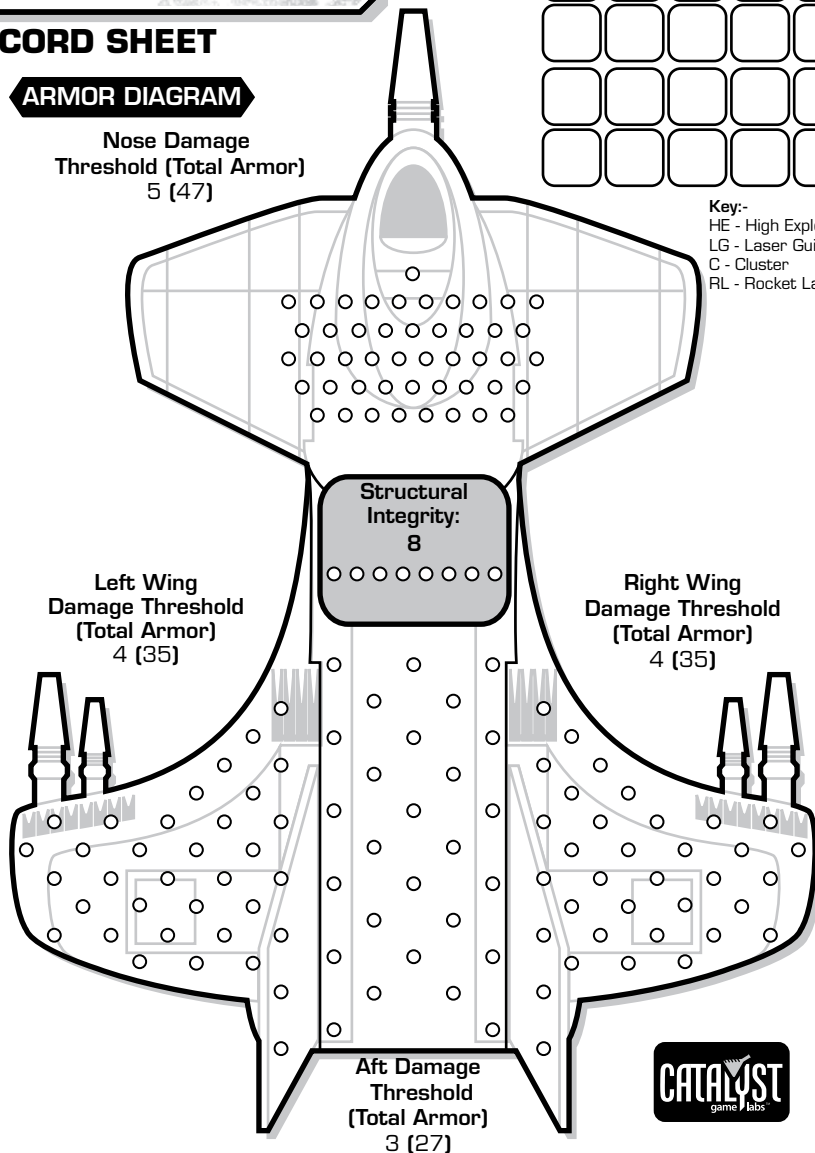
Notes: Reflective Armor

Fuel: 320 Points

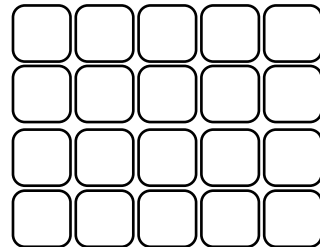
BV: 1,291

ARMOR DIAGRAM

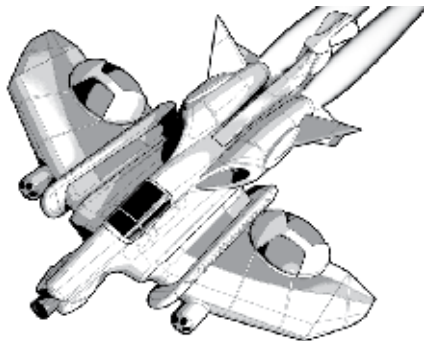
Nose Damage
 Threshold (Total Armor)
 5 (47)



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:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: CSR-12D CORSAIR

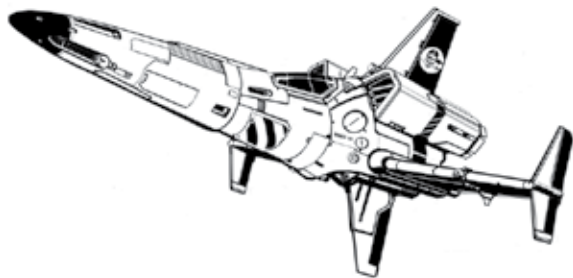
Thrust: Tonnage: 50
 Safe Thrust: 8 Tech Base: Inner Sphere
 Maximum Thrust: 12 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Large X-Pulse Laser [P]	N	14	9	9	—	—
1	Medium X-Pulse Laser [P]	N	6	6	—	—	—
1	ER Medium Laser [DE]	L/RW	5	5	5	—	—
1	Medium X-Pulse Laser [P]	A	6	6	—	—	—

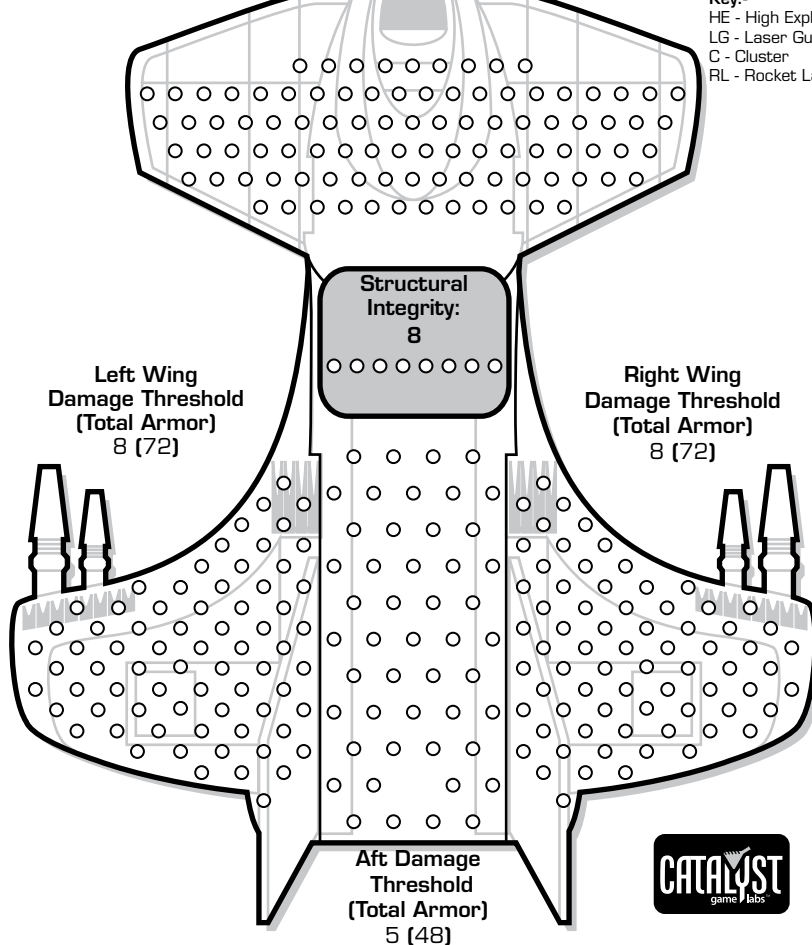
Fuel: 400 Points

BV: 1,619



ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 10 (95)



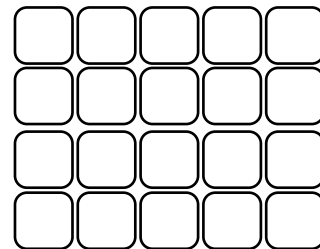
Left Wing
 Damage Threshold
 (Total Armor)
 8 (72)

Right Wing
 Damage Threshold
 (Total Armor)
 8 (72)

Aft Damage
 Threshold
 (Total Armor)
 5 (48)

Structural
 Integrity:
 8

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: 15 (30)
 30 Shutdown Double
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: TR-13G TRANSIT

Thrust: Tonnage: 50
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Long Tom Cannon [DB]	N	20	20	20	20	—
	Ammo (Long Tom Cannon) 15						
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	ER Medium Laser [DE]L/RW	X	X	X	X	—	—

Notes: Reflective Armor

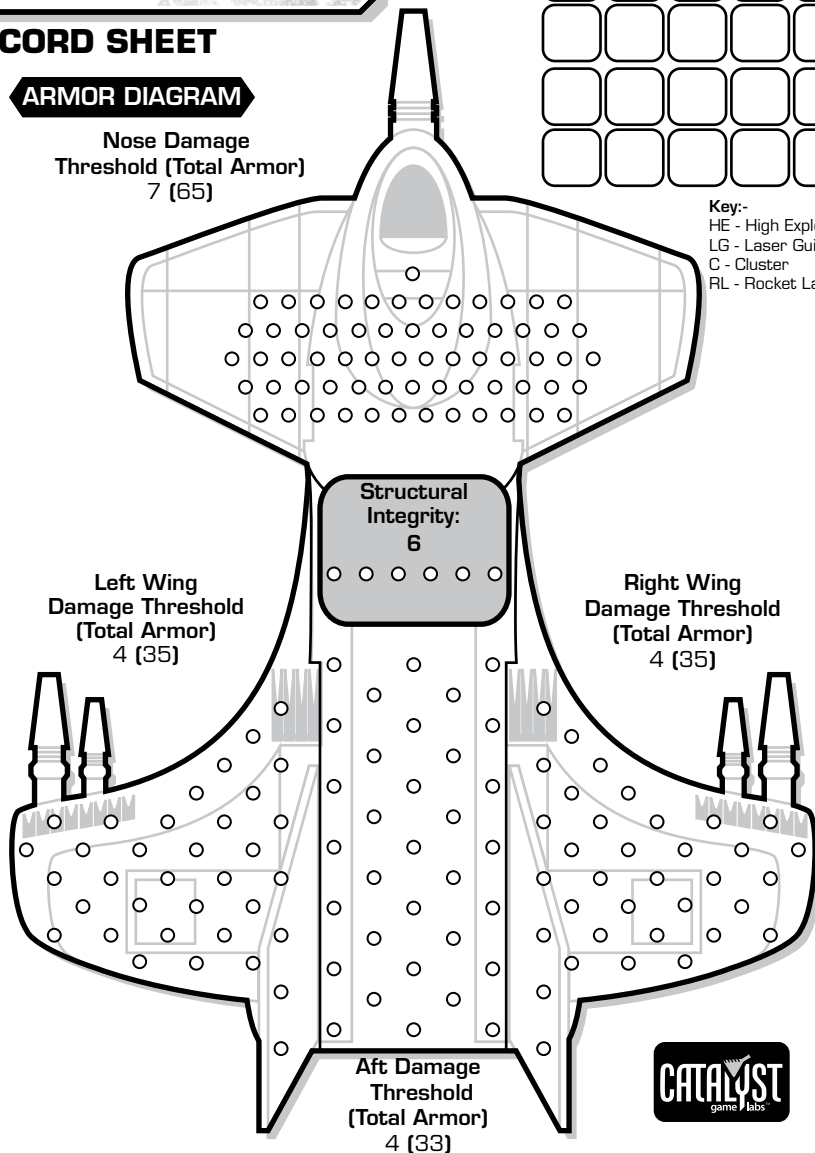
Fuel: 400 Points

BV: 1,522

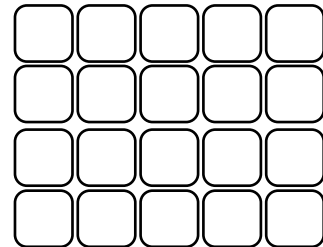


ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 7 (65)



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
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: TYRE 3

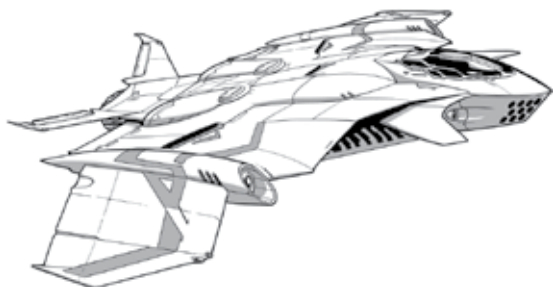
Thrust: Tonnage: 55
 Safe Thrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Era: (Advanced)
 Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 20	N	6	16	16	16	—
	w/Artemis V FCS [M,C,S]						
	Ammo (LRM 20 Artemis) 18						
2	ER Medium Laser [DE]	N	5	7	7	—	—
1	Improved Heavy Large Laser [DE]	L/RW	18	16	16	—	—
1	Laser AMS [DE,PD]	A	5				Point Defense

Fuel: 400 Points

BV: 1,499



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 5 (45)

Left Wing Damage Threshold (Total Armor) 4 (40)

Structural Integrity: 5

Right Wing Damage Threshold (Total Armor) 4 (40)

Aft Damage Threshold (Total Armor) 4 (38)

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: 22 (44)
 30 Shutdown Double
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: LCF-3 LUCIFER III

Thrust: Tonnage: 65
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 Era: (Advanced)
 Dark Age

Weapons & Equipment Inventory

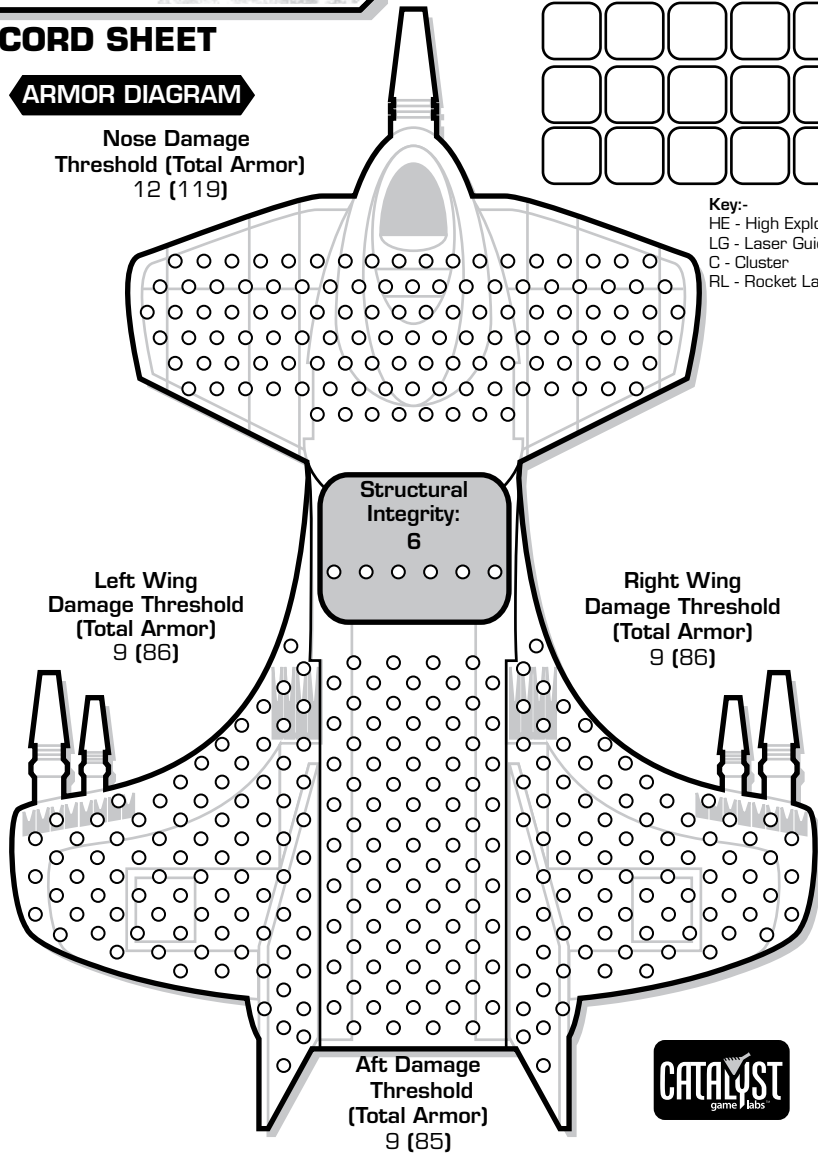
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Binary Laser Cannon [DE]	N	16	12	12	—	—
1	ELRM 10 [M,C,S] Ammo (ELRM) 18	L/RW	12	6	6	6	6
1	Medium X-Pulse Laser [P]	A	6	6	—	—	—

Fuel: 400 Points

BV: 2,356

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 12 (119)



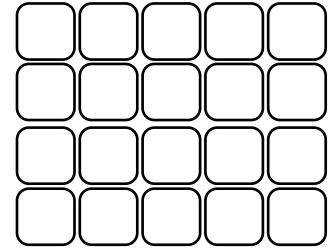
Left Wing
 Damage Threshold
 (Total Armor)
 9 (86)

Right Wing
 Damage Threshold
 (Total Armor)
 9 (86)

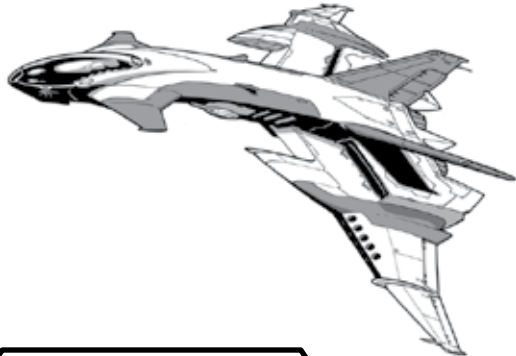
Structural
 Integrity:
 6

Aft Damage
 Threshold
 (Total Armor)
 9 (85)

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

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 Level* Effects Heat Sinks: 13 (26)
 30 Shutdown Double
 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
 Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: PERSEPOLIS

Thrust: Tonnage: 70
 Safe Thrust: 6 Tech Base: Clan
 Maximum Thrust: 9 Era: (Advanced) Jihad

Weapons & Equipment Inventory

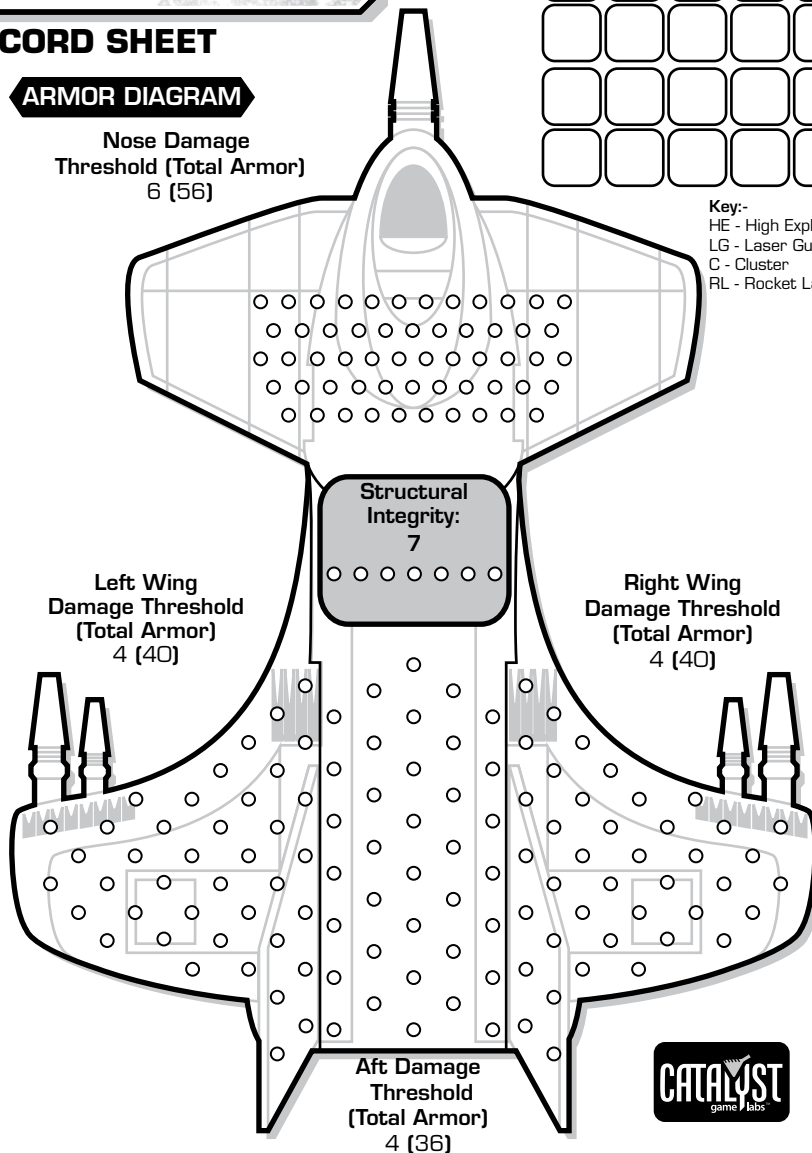
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER Large Laser [DE]	N	12	10	10	10	10
2	Improved Heavy Medium Laser [DE]	N	7	10	—	—	—
1	Streak LRM 20 [M,C,S]	L/RW	6	20	20	20	—
	Ammo (Streak LRM 20)		12				
2	Improved Heavy Medium Laser	A	3	6	—	—	—

Fuel: 400 Points

BV: 2,323

ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 6 (56)

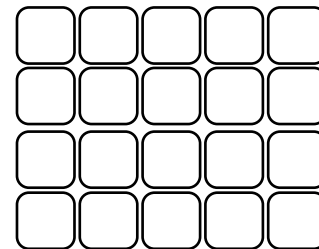


Left Wing Damage Threshold (Total Armor) 4 (40)

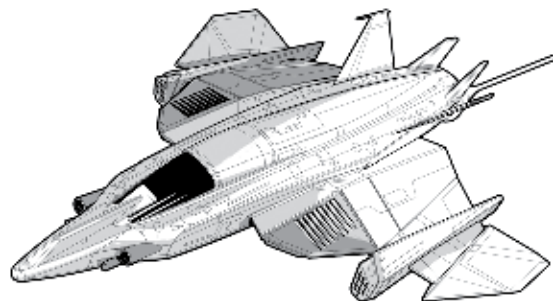
Right Wing Damage Threshold (Total Armor) 4 (40)

Aft Damage Threshold (Total Armor) 6 (36)

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:
30	Shutdown	20 (40)
28	Ammo Exp. avoid on 8+	Double
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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: SU-14 SUZAKU

Thrust: Tonnage: 70
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	MRM 40 [M,C,S]	N	6	12	12	—	—
	Ammo (MRM 40) 24						
1	ER PPC	L/RW	20	15	15	15	—
	w/Capacitor [DE]						
1	Laser AMS [DE,PD]	A	7	Point Defense			

Fuel: 320 Points

BV: 1,940



ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 7 (66)

Left Wing
 Damage Threshold
 (Total Armor)
 6 (58)

Right Wing
 Damage Threshold
 (Total Armor)
 6 (58)

Structural
 Integrity:
 7

Aft Damage
 Threshold
 (Total Armor)
 6 (56)

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:
30	Shutdown	20 (40) Double
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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: RPR-300S RAPIER

Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

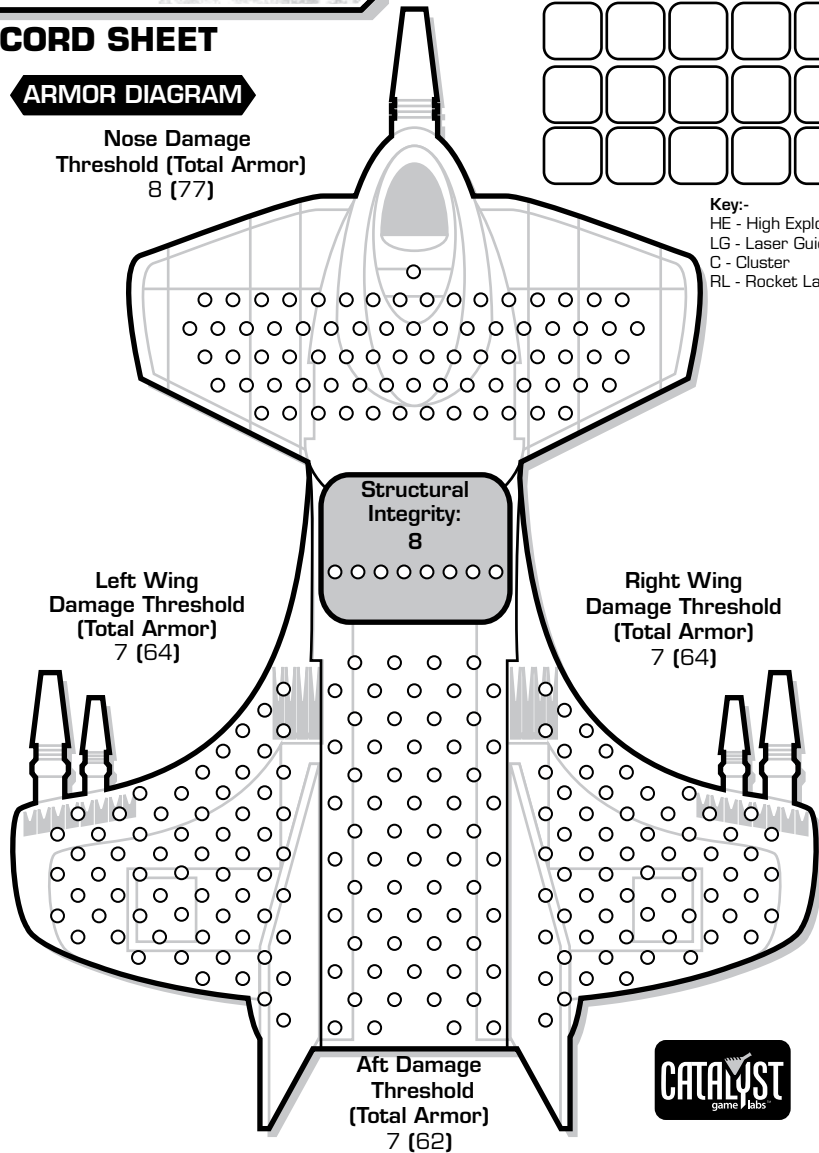
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Hyper-Velocity AC/10 [DB,S]	N	7	10	10	10	—
1	Ammo (HVAC 10) 24						
1	Extended LRM 10 [M,C,S]	N	6	6	6	6	6
1	Ammo (ELRM) 18						
1	ER Medium Laser [DE] L/RW	5	5	5	—	—	—
2	ER Medium Laser [DE] L/RW	5	5	5	—	—	—

Fuel: 400 Points

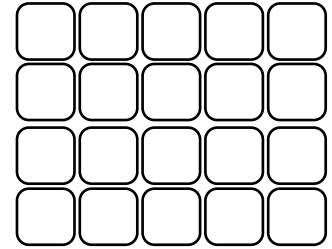
BV: 1,867

ARMOR DIAGRAM

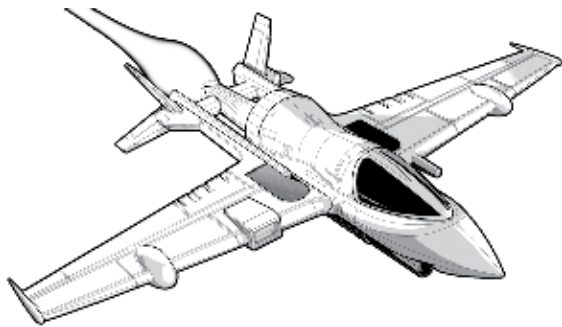
Nose Damage Threshold (Total Armor) 8 (77)



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: 15 (30) Double
 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										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: HYDASPES 3

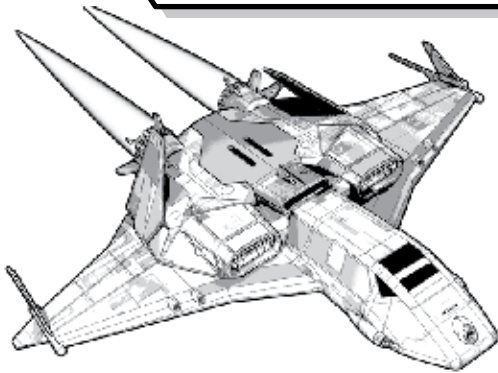
Thrust: Tonnage: 95
 Safe Thrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Era: (Advanced)
 Jihad

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER PPC [DE]	N	15	15	15	15	—
2	Improved Heavy Large Laser [DE]	N	18	16	16	—	—
1	Laser AMS [DE,PD]	N	7	Point Defense			
1	LRM 20	L/RW	6	16	16	16	—
	w/Artemis V FCS [M,C,S]						
	Ammo (LRM 20 Artemis V)		12				
2	Medium Pulse Laser [P]	L/RW	4	7	7	—	—
2	Coolant Pods [E]	A	—	—	—	—	—

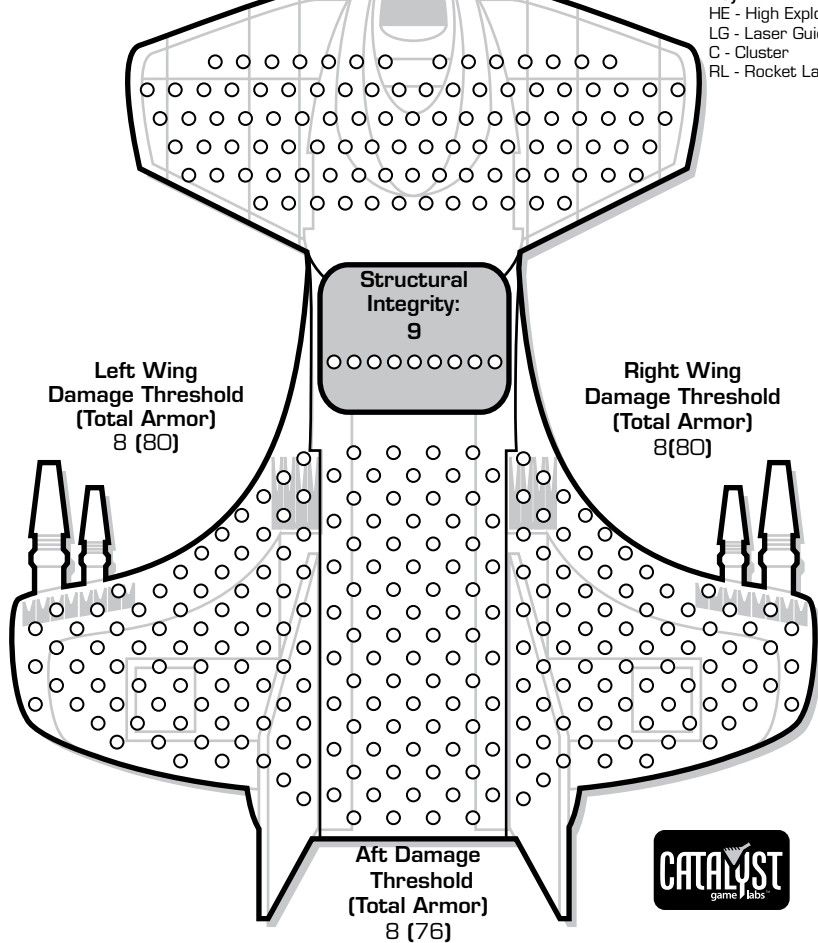
Fuel: 320 Points

BV: 2,611

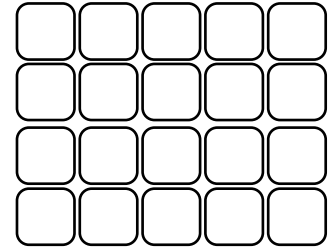


ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)
10 (100)



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: 30 (60)
 30 Shutdown Double
 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										

Heat Scale

Overflow

30*
 29
 28*
 27*
 26*
 25*
 24*
 23*
 22*
 21*
 20*
 19*
 18*
 17*
 16
 15*
 14*
 13*
 12
 11
 10*
 9
 8*
 7
 6
 5*
 4
 3
 2
 1
 0

BATTLETECH

ARMOR DIAGRAM

Standard Scale

SPHEROID SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: TIG-40 FOXHOUND GUNBOAT

Thrust: Tonnage: 180
 Safe Thrust: 5 Tech Base: Inner Sphere (Advanced)
 Maximum Thrust: 8 Jihad

Weapons & Equipment Inventory

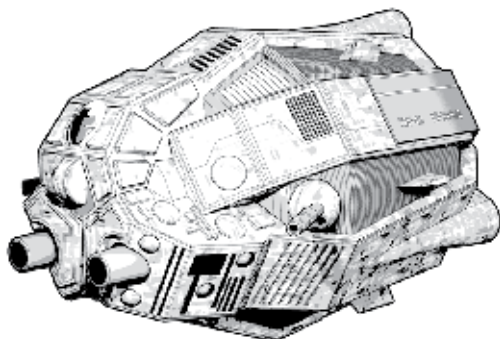
Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER Large Laser [DE]	N	12	8	8	8	—
1	Laser AMS [DE,PD]	N	7	Point Defense			
1	Improved Heavy Gauss L/RS [DB,X]	2	22	22	22	—	
	Ammo (iHeavy Gauss) 16						
1	Laser AMS [DE,PD]	A	7	Point Defense			

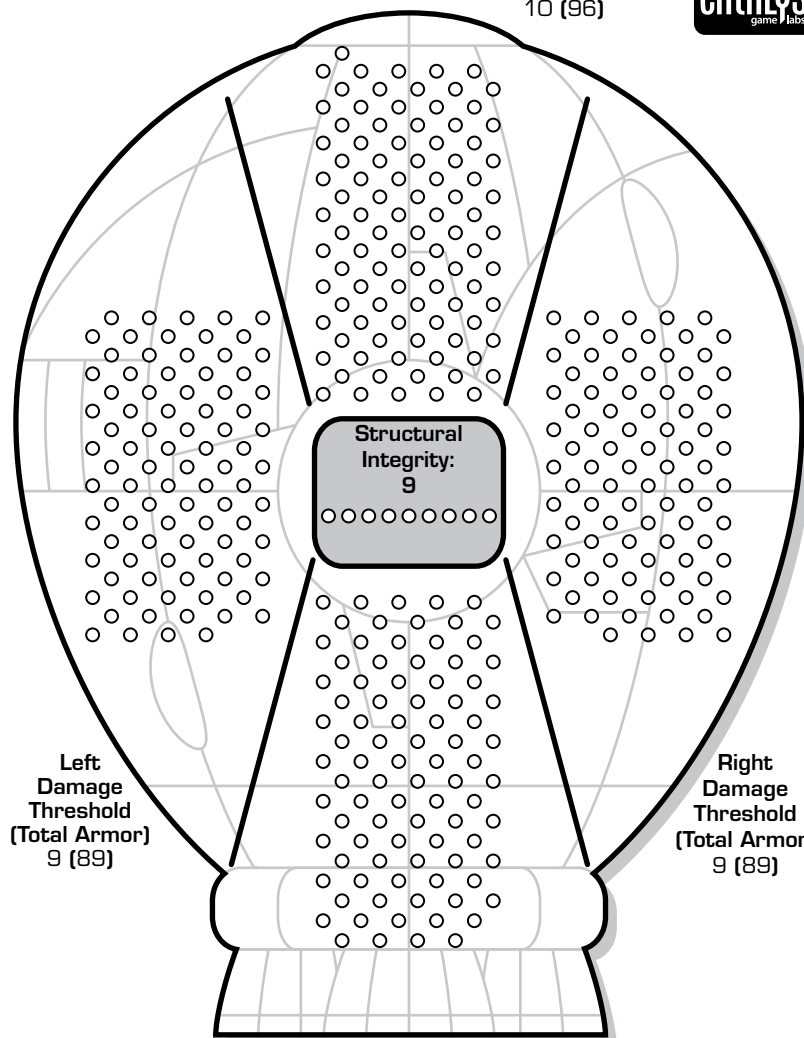
Ammo: (iHeavy Gauss) 32

Fuel: 640 Points

BV: 3,452



Nose
 Damage Threshold
 (Total Armor)
 10 (96)



Left
 Damage
 Threshold
 (Total Armor)
 9 (89)

Right
 Damage
 Threshold
 (Total Armor)
 9 (89)

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 Level*	Effects	Heat Sinks:
30	Shutdown	20 (40)
28	Ammo Exp. avoid on 8+	Double
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										

BATTLETECH

Nose Damage
Threshold
(Total Armor)
25 (250)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: **CLAYMORE C3-CLASS DROPSHIP**

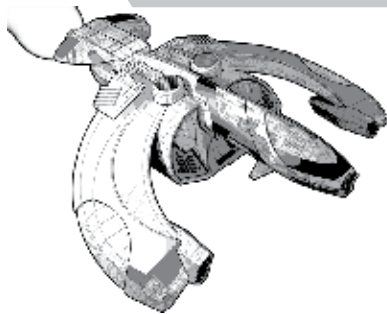
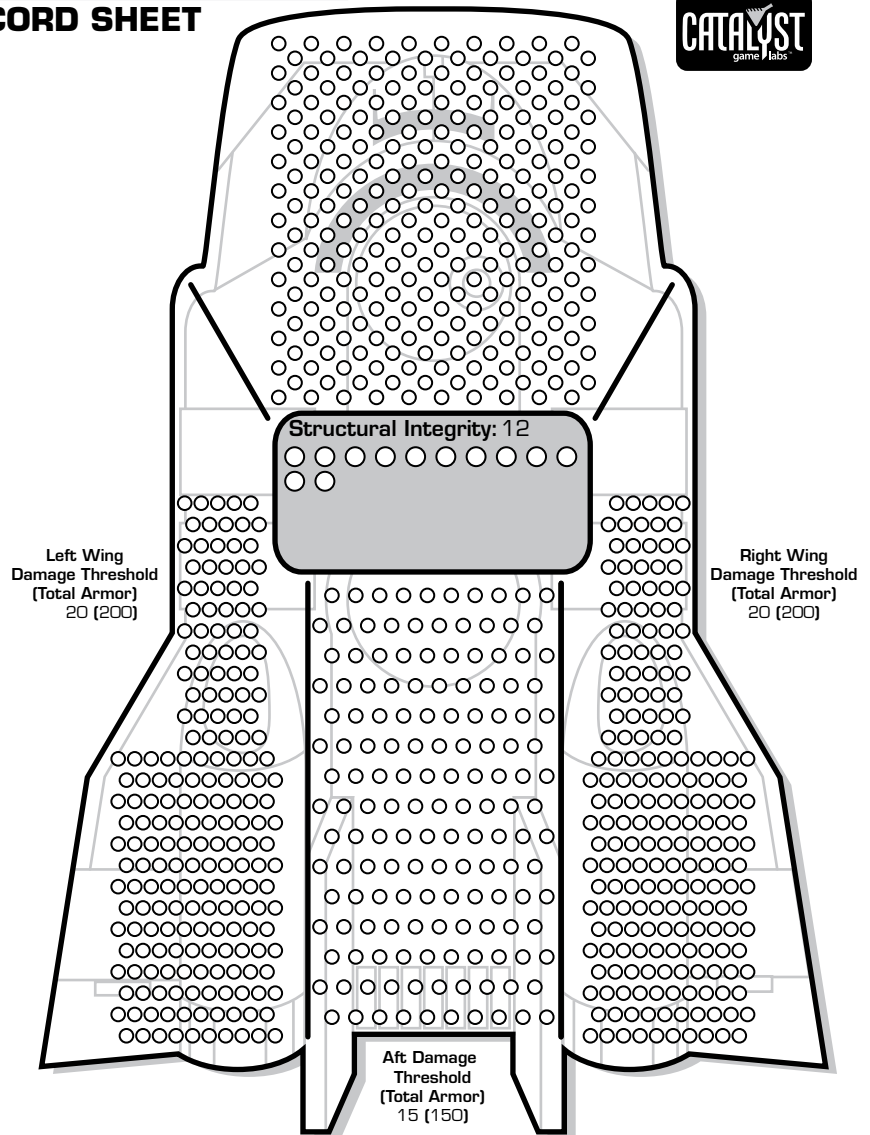
Name: _____ Tonnage: 1,400
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 6 (Advanced)
Maximum Thrust: 9 Jihad
Fighters/Small Craft: 0 / 0 Launch Rate: 0

Weapons & Equipment Inventory

Standard Scale	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
Bay			SRV	MRV	LRV	ERV
3 Bombast Laser	N	36	5(51)	5(51)	—	—
3 ER Medium Laser	N	15				
2 Silver Bullet Gauss Rifle (24 rnds.)	N	4	2(18)	2(18)	2(18)	—
3 Laser AMS	N	21	Point Defense			
2 ER Large Laser	L/RW	24	2(16)	2(16)	2(16)	—
2 ELRM 15 (24 rnds.)	L/RW	10	2(18)	2(18)	2(18)	2(18)
2 Laser AMS	L/RW Aft	14	Point Defense			
2 Large Pulse Laser	A	20	2(18)	2(18)	—	—
4 ER Medium Laser	A	20	2(20)	2(20)	—	—

Cargo:
Bay 1: Cargo (258.5 tons) (2 doors)

BV: 5,899



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 15 Marines: 0
Passengers: 0 Elementals: 0
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 0 / 2

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 110 (220)
Double

Heat Generation Per Arc	Nose:	74	Aft:	40
	Left Wing:		Right Wing:	
	Fwd:	40	Fwd:	40
	Aft:	14	Aft:	14

BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: MERLIN R1-CLASS DROPSHIP

Name: _____ Tonnage: 2,500
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 6 (Advanced)
 Maximum Thrust: 9 Jihad
 Fighters/Small Craft: 1 / 0 Launch Rate: 2

Weapons & Equipment Inventory

Capital Scale	Loc	Ht	(1-12)	(13-24)	(25-40)	(41-50)
Bay			SRV	MRV	LRV	ERV
4 Sub-Capital Laser/1	N	96	4	4	4	—
Standard Scale	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
Bay			SRV	MRV	LRV	ERV
4 Large X-Pulse Laser	FL/R	56	4(36)	4(36)	—	—
2 Laser AMS	FL/R	14	—	—	Point Defense	—
2 Large X-Pulse Laser	AL/R	28	2(18)	4(18)	—	—
2 Laser AMS	AL/R	14	—	—	Point Defense	—
2 Large X-Pulse Laser	A	28	2(18)	4(18)	—	—
2 Laser AMS	A	14	—	—	Point Defense	—

Cargo:
 Bay 1: Fighters (1) (1 door)
 Bay 2: Cargo (163 tons) (3 doors)

BV: 6,115

ARMOR DIAGRAM

Standard Scale

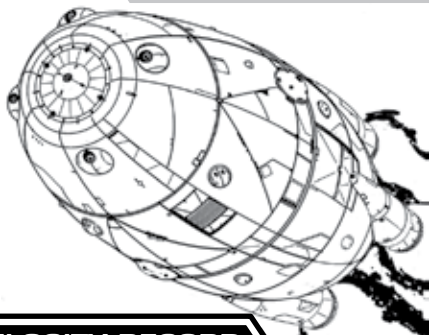


Left Damage
Threshold
(Total Armor)
20 (200)

Right Damage
Threshold
(Total Armor)
20 (200)

Structural Integrity: 20

Aft Damage
Threshold
(Total Armor)
30 (230)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Modifier: +1 +2 +3 +4 +5 Incp.
 Crew: 17 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 0 / 2

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 140 (280) Double
 Heat Generation Per Arc
 Nose: 96 Aft: 42
 Fore-Left: 70 Aft-Left: 42
 Fore-Right: 70 Aft-Right: 42

BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: LUNG WANG P2-CLASS DROPSHIP

Name: _____ Tonnage: 2,600
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 5 (Advanced)
 Maximum Thrust: 8 Jihad
 Fighters/Small Craft: 2 / 0 Launch Rate: 4

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)
Bay Loc Ht SRV MRV LRV ERV
 3 Sub-Capital Laser/3 N 96 9 9 — —

Standard Scale (1-6) (7-12) (13-20) (21-25)
Bay Loc Ht SRV MRV LRV ERV
 3 ELRM 20 (60 rnds.) N 18 4(36) 4(36) 4(36) 4(36)
 ER PPC N 15 1(10) 1(10) 1(10) —
 2 Large Pulse Laser N 24 2(24) 2(18) — —
 Medium Pulse Laser
 LB 10-X AC (20 rnds.) RL/R 2 1(6) 1(6) — —
 ER Large Laser FL/R 18 2(18) 1(8) 1(8) —
 Medium Laser
 ER PPC FL/R 15 1(10) 1(10) 1(10) —
 Medium Pulse Laser F/R 4 1(6) — — —
 ER Large Laser A 18 2(18) 1(8) 1(8) —
 Medium Laser
 LRM 20 + Artemis IV A 6 2(16) 2(16) 2(16) —
 (12 rnds.)
 Large Pulse Laser A 10 1(9) — — —
 SRM 6 + Artemis IV A 4 1(10) — — —
 (15 rnds.)

Cargo:
 Bay 1: Fighters (2) (2 doors)
 Bay 2: Infantry (2 foot platoons) (1 door)
 Bay 3: Cargo (55.5 tons) (1 door)

BV: 7,921

ARMOR DIAGRAM

Standard Scale

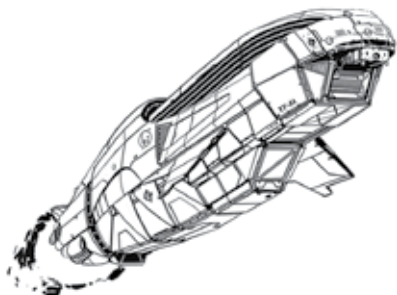


Left Damage Threshold (Total Armor) 19 (190)

Right Damage Threshold (Total Armor) 19 (190)

Structural Integrity: 15

Aft Damage Threshold (Total Armor) 19 (190)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Modifier: +1 +2 +3 +4 +5 Incp.
 Crew: 18 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 2 / 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: 100 (200) Double
 Heat Generation Per Arc
 Nose: 171 Aft: 38
 Fore-Left: 39 Aft-Left: 0
 Fore-Right: 39 Aft-Right: 0

BATTLETECH

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: **OUTPOST DEFENDER-CLASS DROPSHIP**

Name: _____ Tonnage: 7,000
 Thrust: _____ Tech Base: Clan
 Safe Thrust: 5 (Advanced)
 Maximum Thrust: 8 Jihad
 Fighters/Small Craft: 10/0 Launch Rate: 8

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)
Bay Loc Ht SRV MRV LRV ERV
 2 Killer Whale (20 msl.) N 40 8 8 8 8

Standard Scale (1-6) (7-12) (13-20) (21-25)
Bay Loc Ht SRV MRV LRV ERV
 5 Arrow IV Missile (100 msl.) N 50 10(100) 10(100) 10(100) 10(100)
 4 ER Large Laser N 48 4(40) 4(45) 4(40) 4(40)
 5 Medium Pulse Laser N 20 4(35) 4(35) — —
 2 Laser AMS N 14 Point Defense
 3 ER Large Laser FL/R 36 3(30) 3(30) 3(30) 3(30)
 5 Medium Pulse Laser FL/R 30 4(35) 4(35) — —
 2 Laser AMS FL/R 14 Point Defense
 2 ER Large Laser AL/R 24 2(20) 2(20) 2(20) 2(20)
 4 Medium Pulse Laser AL/R 16 3(28) 3(28) — —
 2 Laser AMS AL/R 14 Point Defense
 2 ER Large Laser A 24 2(20) 2(20) 2(20) 2(20)
 4 Medium Pulse Laser A 16 3(28) 3(28) — —
 2 Laser AMS A 14 Point Defense

Cargo:
 Bay 1: Fighters (10) (8 doors)
 Bay 2: Battle Armor (5 Points) (1 door)
 Bay 3: Cargo (909 tons) (1 door)

BV: 15,825



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Modifier +1 +2 +3 +4 +5 Incp.
 Crew: 68 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 0 Battle Armor: 25
 Life Boats/Escapes Pods: 5 / 10

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										

Nose Damage Threshold (Total Armor) 36 (360)

ARMOR DIAGRAM

Standard Scale



Left Damage Threshold (Total Armor) 36 (355)

Right Damage Threshold (Total Armor) 36 (355)

Structural Integrity: 20

Aft Damage Threshold (Total Armor) 35 (350)

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

HEAT DATA

Heat Sinks: 195 (390) Double
 Heat Generation Per Arc
 Nose: 168 Aft: 50
 Fore-Left: 66 Aft-Left: 50
 Fore-Right: 66 Aft-Right: 50

BATTLETECH

Nose Damage
Threshold
(Total Armor)
40 (400)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: VENGEANCE DC-CLASS DROPSHIP

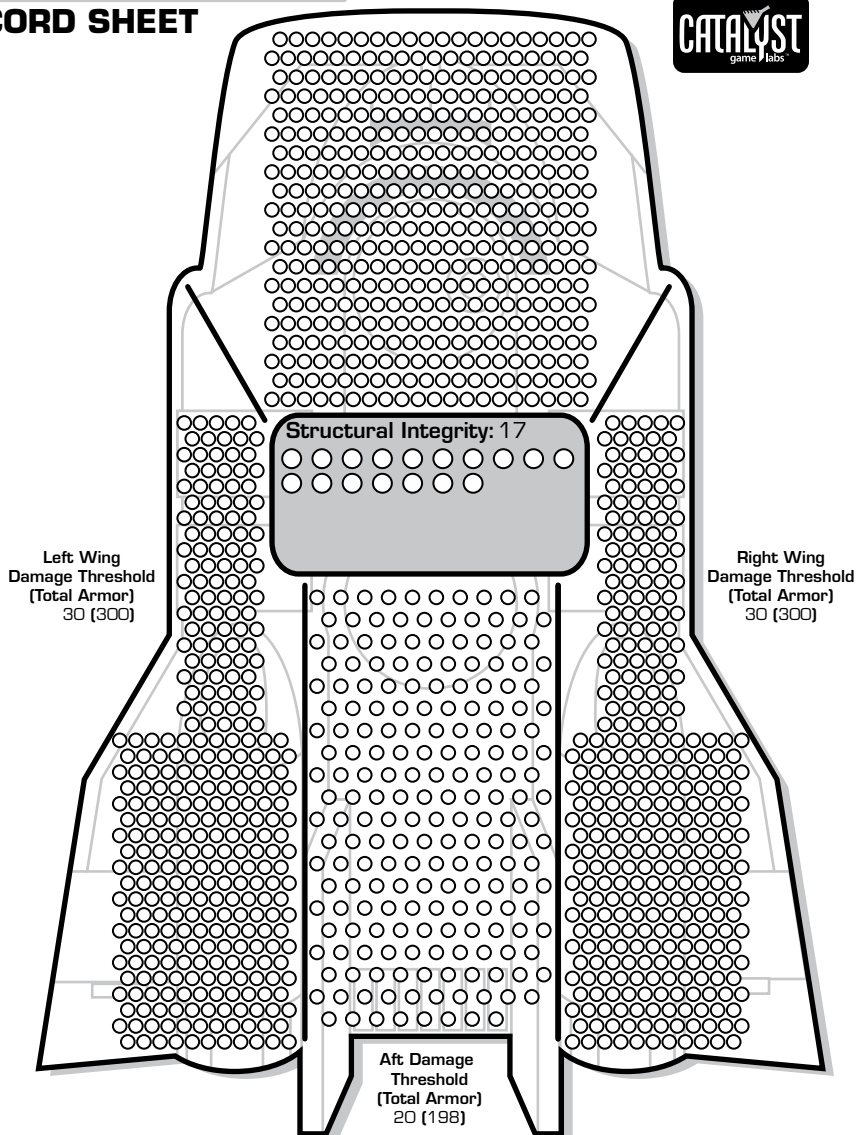
Name: _____ Tonnage: 11,400
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 4 (Advanced)
Maximum Thrust: 6 Jihad
Fighters/Small Craft: 18/ 3 Launch Rate: 8

Weapons & Equipment Inventory

Capital Scale	Loc	Ht	SRV	MRV	LRV	ERV
Bay						
4 Piranha Launchers (60 salvos)	N	36	12	12	12	—
2 Piranha Launchers (30 salvos)	L/RW	18	6	6	6	—
Standard Scale	Loc	Ht	SRV	MRV	LRV	ERV
Bay						
6 LRM 20 + Artemis IV (144 rnds.)	N	36	10(96)	10(96)	10(96)	—
2 AMS (60 rnds.)	N	2				Point Defense
6 LRM 20 + Artemis IV (144 rnds.)	L/RW	36	10(96)	10(96)	10(96)	—
2 Medium X-Pulse Laser (60 rnds.)	L/RW	12	1(12)	—	—	Point Defense
3 LRM 20 + Artemis IV (72 rnds.)	A	18	5(48)	5(48)	5(48)	—
4 ER Medium Laser	A	20	2(20)	2(20)	—	—
2 AMS (60 rnds.)	A	2				Point Defense

Cargo:
Bay 1: Fighters (18) (4 doors)
Bay 2: Small Craft (3) (2 doors)
Bay 3: Infantry Bay (4 platoons) (1 door)
Bay 4: Cargo (390 Tons) (1 door)

BV: 18,189



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 203 Marines: 0
Passengers: 0 Elementals: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 0 / 33

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: 148 (296)
Double

Nose:	73	Aft:	40
Left Wing:		Right Wing:	
Fwd:	68	Fwd:	68
Aft:	0	Aft:	0

BATTLETECH

Nose Damage
Threshold
(Total Armor)
35 (350)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: TITAN MONITOR-CLASS DROPSHIP

Name: _____ Tonnage: 12,000
Thrust: _____ Tech Base: Clan
Safe Thrust: 5 (Advanced)
Maximum Thrust: 8 Jihad
Fighters/Small Craft: 10/ 0 Launch Rate: 10

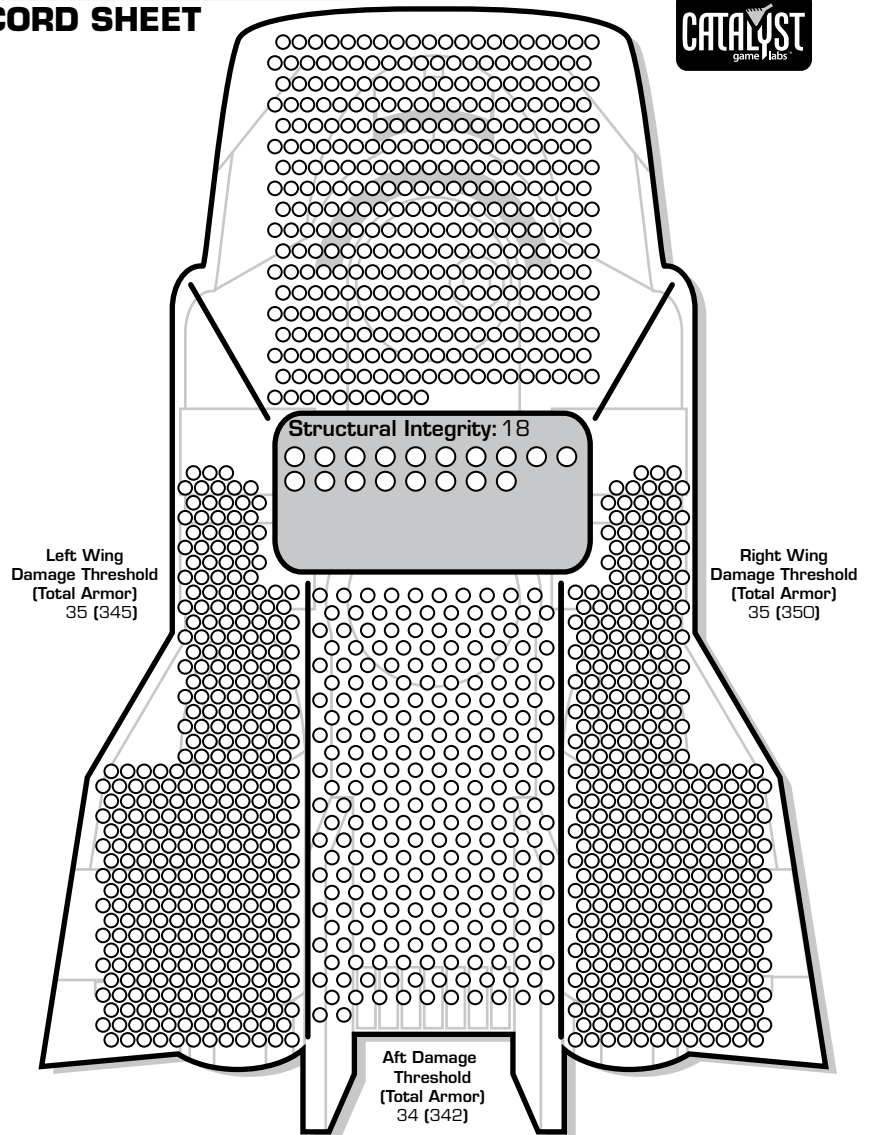
Weapons & Equipment Inventory

Capital Scale [1-12] [13-24] [25-40] [41-50]
Bay Loc Ht SRV MRV LRV ERV
4 Killer Whale (40 msl.) N 80 16 16 16 16

Standard Scale [1-6] [7-12] [13-20] [21-25]
Bay Loc Ht SRV MRV LRV ERV
3 LRM 20 + Artemis V N 18 5(48) 5(48) 5(48) —
(60 rnds.)
3 ER Large Laser N 36 3(30) 3(30) 3(30) 3(30)
2 LRM 20 + Artemis V L/RW 12 3(32) 3(32) 3(32) —
(42 rnds.)
3 ER Large Laser L/RW 36 3(30) 3(30) 3(30) 3(30)
2 Laser AMS L/RW 14 Point: Defense
LRM 20 + Artemis V A 6 2(16) 2(16) 2(16) —
(24 rnds.)
2 ER Large Laser A 24 2(20) 2(20) 2(20) 2(20)
4 Medium Pulse Laser A 16 3(28) 3(28) — —
2 Laser AMS A 14 Point: Defense

Cargo:
Bay 1: Fighters (10) (5 doors)
Bay 2: Cargo (1,881 tons) (2 doors)

BV: 18,304



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 68 Marines: 0
Passengers: 0 Elementals: 0
Other: 0 Battle Armor: 0
Life Boats/Escapes 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: 195 (390)
Double

Heat Generation Per Arc	
Nose: 134	Aft: 56
Left Wing: 58	Right Wing: 58
Fwd: 0	Fwd: 0
Aft: 0	Aft: 0

A TIME OF WAR: THE BATTLETECH RPG

What empire will you swear allegiance to: a warrior merchant of House Steiner; the honorbound samurai of House Kurita; the vat-bred warriors of the Clans; a mercenary that fights only for the highest bidder?

Choose your life in the universe: a MechWarrior piloting the thirty-foot-tall BattleMechs that turn the tide of any battle; a spy deep behind enemy lines discovering critical secrets; a merchant carrying critical supplies; a scientist unleashing the latest cutting edge technologies?

In *A Time of War*, the players roleplay within a war-torn *BattleTech* universe, where the fate of entire worlds can rest in the hands of the few warriors who dare to seize their destiny.

How will YOU become a legend?

Stock Number: 35005

STRATEGIC OPERATIONS

Liftoff planet and conquer an entire solar system! Deploy kilometer-long WarShips as escorts, first for JumpShips bridging the gulf between stars, then for detaching DropShips that burn in system to drop troops onto any battlefield. New aerospace tactics will allow you to gain air supremacy to match your grasp of ground tactics. Yet the war for a star system is more than a single battle and a commander that utilizes his supplies and personnel with skill will survive the numerous battles to come.

Strategic Operations is the one-source rulebook for advanced rules aerospace assets that open the entire conquest of a solar system. It includes new aerospace movement, combat and advanced aerospace unit construction rules, as well as comprehensive maintenance, salvage, repair and customization rules. Finally, a complete game system—*BattleForce*—allows players to use their existing miniatures and mapsheets to play quick, fast-paced *BattleTech* games, from companies to battalions and even regiments.

Stock Number: 35004

THE WARS OF REAVING

Descendants of the Star League Defense Force, they returned to the Inner Sphere in 3050 with violence and honor. Stalled by the combined might of the Inner Sphere, the Clans have been waiting for the chance to strike for Terra once more. But fractures within Nicholas Kerensky's Great Society have widened. A new enemy threatens to destroy the Clans once and for all: themselves. The resulting Wars of Reaving touches every Clan: some will be destroyed, all will be forever altered.

The Wars of Reaving sourcebook details the Clans from 3067 through the end of the Jihad era and includes detailed reports, faction updates, personalities, units, and equipment that have a hand in this widespread orgy of war. Essential gameplay statistics, maps, and a complete campaign allow players to immerse themselves completely within these Wars of Reaving.

Stock Number: 35306

THE FUTURE OF YOUR BATTLES

Players can use the *Osteon Prime* record sheet on the opposite page directly in their games to get a glimpse of the ultra-advanced technologies unleashed during the Clans' Wars of Reaving. Use the following additional rules:

Nova CEWS: The Nova CEWS operates as a combination of ECM, active probe and C3i equipment, with the following exceptions.

The Nova CEWS can link up to two other units mounting a Nova CEWS. A unit wishing to link with another unit must declare the connection in the End Phase. Beginning in the next turn, the two units are linked and operate per the rules for C3i (see p. 131, *TW*). Units may not link to more than two other units at a time. ECM does not affect the link, unless it originates from another hostile, active Nova CEWS.

The Nova CEWS does not have Target Acquisition Gear capability.

The Nova CEWS can be mounted on units with the Null Signature System. Both systems will function normally.

Units with multiple Nova CEWS may only use one at a time in game play. Fighters and Small Craft may only use Nova CEWS when interacting with ground units. Nova CEWS can be turned off in any End Phase. While active, Nova CEWS' effects are considered active even if the unit's pilot/ crew is rendered incapable of acting in combat, but will shut off if the carrying unit is shut down or destroyed.

The Nova CEWS generates +2 heat while active.

iATM: iATM attacks are resolved in the same way as a standard ATM with the following exceptions:

- The iATM's targeting system functions in a similar manner as a Streak launcher. A player attempting to fire an iATM must make a standard To-hit Roll during the Weapon Attack Phase. If successful, the player immediately fires the iATM at the locked-on target. All iATM missiles automatically hit (no roll on the Cluster Hits Table is required), and the player rolls as normal to determine the hit locations. If the roll fails, the player does not achieve a lock and so does not fire the iATM or built up any heat.
- The player must roll for a targeting lock each turn, even if he achieved a lock in the previous turn. A separate To-hit Roll is necessary for each individual Streak system being fired.
- The iATM can make use of *Indirect Fire* (see p. 111, *TW*). While firing using Indirect Fire, the iATM functions as a regular LRM launcher, and will have to use the Cluster table to determine the number of missiles that hit.
- An iATM can use any of the three ammunition loads available for the ATM (standard, extended-range, and high-explosive).

Learn more about and Catalyst Game Labs' other awesome *BattleTech* books at:

WWW.BATTLETECH.COM
WWW.CATALYSTGAMELABS.COM

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **OSTEON PRIME**

Movement Points: Tonnage: 85
 Walking: 3 Tech Base: Clan
 Running: 5 (Advanced)
 Jumping: 0 Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

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

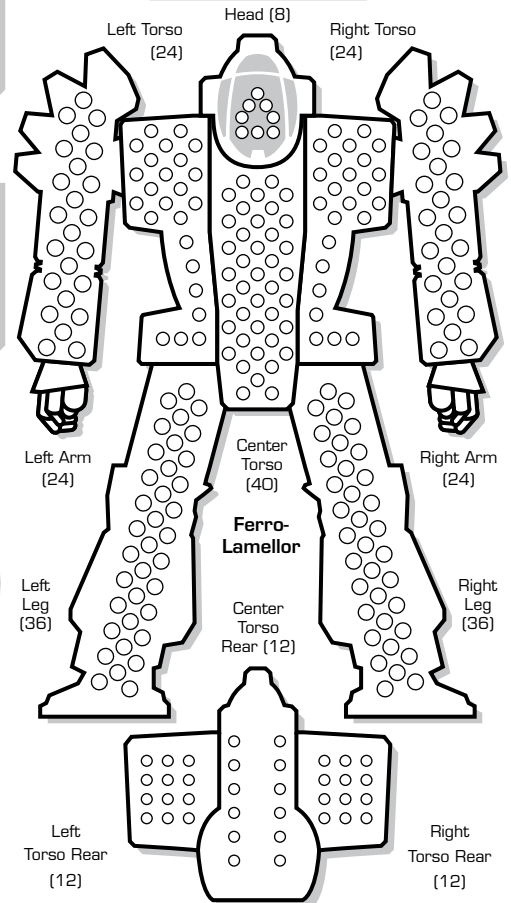
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Nova CEWS	HD	—	[E]	—	—	—	—
1	iATM 9	RA	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	15	27
	High Explosive			3/Msl	—	3	6	9
1	iATM 9	RT	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	15	27
	High Explosive			3/Msl	—	3	6	9
1	iATM 9	LT	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	15	27
	High Explosive			3/Msl	—	3	6	9
1	iATM 9	LA	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	15	27
	High Explosive			3/Msl	—	3	6	9

BV: 3,235



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- 1-3 iATM-9
- 4-6 iATM-9
- 5 iATM-9
- 6 iATM-9

Head (CASE I)

- Sensors
- Sensors
- Nova CEWS
- 4 Ammo (iATM-9) 7
- 5 Ammo (iATM-9) 7
- 6 Ammo (iATM-9) 7

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- 1-3 iATM-9
- 4-6 iATM-9
- 5 iATM-9
- 6 iATM-9

Center Torso

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

- 1-3 Ammo (iATM-9) 7
- 2 Ammo (iATM-9) 7
- 3 Ammo (iATM-9) 7
- 4 CASE II
- 5 Ferro-Lamellor
- 6 Ferro-Lamellor

Left Torso (CASE II)

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 Life Support
- 1-3 iATM-9
- 4 iATM-9
- 5 iATM-9
- 6 iATM-9
- 1 iATM-9
- 2 Ammo (iATM-9) 7
- 3 Ammo (iATM-9) 7
- 4 CASE II
- 5 Ferro-Lamellor
- 6 Ferro-Lamellor

- 1-3 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Torso-Mounted Cockpit
- 5 Sensors
- 6 Sensors

Right Torso (CASE II)

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 Life Support
- 1-3 iATM-9
- 4 iATM-9
- 5 iATM-9
- 6 iATM-9
- 1 iATM-9
- 2 Ammo (iATM-9) 7
- 3 Ammo (iATM-9) 7
- 4 CASE II
- 5 Ferro-Lamellor
- 6 Ferro-Lamellor

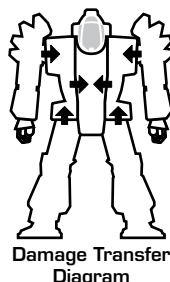
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

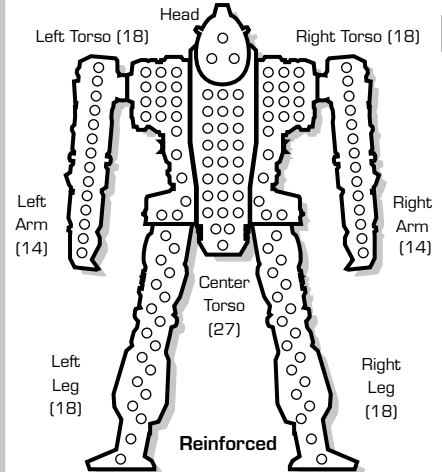
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- 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	Heat Sinks: 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	

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 six 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.



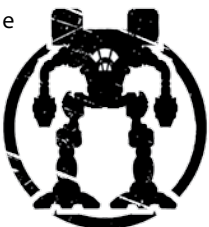
SUCCESSION WARS (3025, 3030, 3040)

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 (3067, CURRENT)

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



DARK AGE (3132+)

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



SOURCEBOOKS

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