



# RECORD SHEETS: 3085 UNABRIDGED OLD IS THE NEW NEW



## NOTES

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

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

**Note:** As this record sheet book represents upgrades to pre-existing designs introduced elsewhere, the parenthesis after each name indicates which record sheet/Technical Readout book where that design is originally found.

## INNER SPHERE

Nighthawk Mk. XXX  
 Kage (3058)  
 Asterion (3058)  
 Fa Shih (3058)  
 Infiltrator Mk. II (3058)  
 Longinus (3058)  
 Purifier Adaptive (3058)  
 Raiden (3058)  
 Rottweiler (3058)  
 Theseus (3058)  
 Gray Death Heavy  
 Sloth (3058)  
 Savannah Master Hovercraft (3039)  
 Sprint Scout Helicopter (3058)  
 Beagle (3050)  
 Skulker Wheeled Scout Tank (3039)  
 Scorpion Light Tank (3058)  
 Yellow Jacket Gunship (3058)  
 Pegasus Scout Hover Tank (3058)  
 Plainsman Medium Hovertank (3039)  
 Scimitar Medium Hover Tank (3039)  
 Striker Light Tank (3058)  
 Hetzer Weeled Assault Gun (3039)  
 Goblin Infantry Support Vehicle (3058)  
 Chaparral (3050)  
 Drillson Heavy Hover Tank (3039)  
 Fulcrum III Heavy Hovertank (3058)  
 JES I Tactical Missile Carrier (3075)  
 Vedette Medium Tank (3058)  
 Manticore Heavy Tank (3058)  
 Rommel Tank (3039)  
 Brutus Assault Tank (3058)  
 Zhukov Heavy Tank (3039)  
 Fortune Wheeled Assault Vehicle (3067)  
 Partisan Air Defense Tank (3039)  
 Schrek PPC Carrier (3039)  
 Ajax Assault Tank (3067)

Challenger XIV's MBT (3058)  
 Ontos Heavy Tank (3058)  
 Demolisher II Heavy Tank (3058)  
 Fireball (3055)  
 Commando (3050)  
 Dart (3055)  
 Mongoose (3050)  
 Raptor (3058)  
 Arctic Fox (3060)  
 Hitman (3055)  
 UrbanMech (3050)  
 Jenner (3050)  
 Raven (3050)  
 Talon (3058)  
 Hermes II (3050)  
 Vulcan (3050)  
 Firestarter (3050)  
 Preta (3075)  
 Snake (3055)  
 Vindicator (3050)  
 Blackjack (3050)  
 Centurion (3050)  
 Enfield (3058)  
 Enforcer III (3060)  
 Nightsky (3055)  
 Tessen (3060)  
 Bushwacker (3058)  
 Dervish (3050)  
 Men Shen (3067)  
 Starslayer (3058)  
 Argus (3067)  
 Black Hawk-KU (3058)  
 Dragon (3050)  
 Grand Dragon (3050)  
 Grigori (3075)  
 Quickdraw (3050)  
 Axman (3050)  
 Catapult (3050)

Avatar (3058)  
 Daikyu (3055)  
 Deva (3075)  
 Gallowglas (3055)  
 JagerMech (3050)  
 No-Dachi (3067)  
 Bandersnatch (3055)  
 Falconer (3055)  
 Hammerhands (3075)  
 Rakshasa (3055)  
 Charger (3050)  
 Hatamoto-Chi (3050)  
 Victor (3050)  
 Warlord (3075)  
 Gunslinger (3055)  
 Longbow (3058)  
 Stalker (3050)  
 Templar (3067)  
 Akuma (3067)  
 Cyclops (3050)  
 Albatross (3055)  
 Banshee (3050)  
 Naginata (3050)  
 Fafnir (3067)  
 King Crab (3050)

## CLAN

Afreet (3058)  
 Clan Medium (3058)  
 Elemental (3058)  
 Gnome (3058)  
 Golem (3058)  
 Shamash Reconnaissance Vehicle (3060)  
 Piranha (3058)  
 Uller (3050)  
 Dragonfly (3050)  
 Beowulf C (3067)  
 Fenris (3050)  
 Black Hawk (3050)  
 Hunchback IIC (3058)  
 Vulture (3050)  
 Balius (3075)  
 Cauldron-Born (3058)  
 Crossbow (3058)  
 Ha Otoko (3067)  
 Thor (3050)  
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 Turkina (3058)  
 Daishi (3050)





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### STANDARD RULES

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

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

### ERAS

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

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# BATTLETECH

## BATTLETECH ERAS

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

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

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

### STAR LEAGUE (2570)

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



### SUCCESSION WARS (3025, 3030, 3040)

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



### CLAN INVASION (3052, 3057)

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



### CIVIL WAR (3062, 3067)

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



### JIHAD

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



### DARK AGE (3132+)

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



## SOURCEBOOKS

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

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





## INNER SPHERE

# BATTLETECH™



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

Type: Nighthawk Mk. XXX Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Cost:

BV: 47/9

### BATTLE ARMOR: SQUAD/POINT 2

Type: Nighthawk Mk. XXX Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Cost:

BV: 47/9

### BATTLE ARMOR: SQUAD/POINT 3

Type: Nighthawk Mk. XXX Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Cost:

BV: 47/9

### BATTLE ARMOR: SQUAD/POINT 4

Type: Nighthawk Mk. XXX Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Cost:

BV: 47/9

### BATTLE ARMOR: SQUAD/POINT 5

Type: Nighthawk Mk. XXX Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Cost:

BV: 47/9

### 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<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Nighthawk Mk. XXX (Bounty Hunter) Era: Succession Wars

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

Cost:

BV: 37/7

### BATTLE ARMOR: SQUAD/POINT 2

Type: Nighthawk Mk. XXX (Bounty Hunter) Era: Succession Wars

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

Cost:

BV: 37/7

### BATTLE ARMOR: SQUAD/POINT 3

Type: Nighthawk Mk. XXX (Bounty Hunter) Era: Succession Wars

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

Cost:

BV: 37/7

### BATTLE ARMOR: SQUAD/POINT 4

Type: Nighthawk Mk. XXX (Bounty Hunter) Era: Succession Wars

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

Cost:

BV: 37/7

### BATTLE ARMOR: SQUAD/POINT 5

Type: Nighthawk Mk. XXX (Bounty Hunter) Era: Succession Wars

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

1 ●○○

2 ●○○

3 ●○○

4 ●○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

Cost:

BV: 37/7

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Kage (Space)

Era: Civil War

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 4

Weapons & Equip.

Battle Claw

Cutting Torch

Space Operations Adaptation

Dmg Min Sht Med Lng

[E]

[E]

[E]

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 105/20

### BATTLE ARMOR: SQUAD/POINT 2

Type: Kage (Space)

Era: Civil War

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 4

Weapons & Equip.

Battle Claw

Cutting Torch

Space Operations Adaptation

Dmg Min Sht Med Lng

[E]

[E]

[E]

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 105/20

### BATTLE ARMOR: SQUAD/POINT 3

Type: Kage (Space)

Era: Civil War

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 4

Weapons & Equip.

Battle Claw

Cutting Torch

Space Operations Adaptation

Dmg Min Sht Med Lng

[E]

[E]

[E]

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 105/20

### BATTLE ARMOR: SQUAD/POINT 4

Type: Kage (Space)

Era: Civil War

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 4

Weapons & Equip.

Battle Claw

Cutting Torch

Space Operations Adaptation

Dmg Min Sht Med Lng

[E]

[E]

[E]

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 105/20

### BATTLE ARMOR: SQUAD/POINT 5

Type: Kage (Space)

Era: Civil War

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 4

Weapons & Equip.

Battle Claw

Cutting Torch

Space Operations Adaptation

Dmg Min Sht Med Lng

[E]

[E]

[E]

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 105/20

### LEG ATTACKS TABLE

BATTLE ARMOR  
TROOPERS ACTIVE

BASE TO-HIT  
MODIFIER

4-6

0

3

+2

2

+5

1

+7

### SWARM ATTACKS TABLE

BATTLE ARMOR  
TROOPERS ACTIVE

BASE TO-HIT  
MODIFIER

4-6

+2

1-3

+5

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Asterion (Upgrade) [PPC] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.   | Dmg      | Min | Sht | Med | Lng |
|--------------------|----------|-----|-----|-----|-----|
| Battle Claw        | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw  | [E]      | —   | —   | —   | —   |
| Machine Gun        | 2 [DB,S] | —   | 1   | 2   | 3   |
| Support PPC (Body) | 2 [DE]   | —   | 2   | 5   | 7   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 231/44

### BATTLE ARMOR: SQUAD/POINT 2

Type: Asterion (Upgrade) [PPC] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.   | Dmg      | Min | Sht | Med | Lng |
|--------------------|----------|-----|-----|-----|-----|
| Battle Claw        | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw  | [E]      | —   | —   | —   | —   |
| Machine Gun        | 2 [DB,S] | —   | 1   | 2   | 3   |
| Support PPC (Body) | 2 [DE]   | —   | 2   | 5   | 7   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 231/44

### BATTLE ARMOR: SQUAD/POINT 3

Type: Asterion (Upgrade) [PPC] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.   | Dmg      | Min | Sht | Med | Lng |
|--------------------|----------|-----|-----|-----|-----|
| Battle Claw        | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw  | [E]      | —   | —   | —   | —   |
| Machine Gun        | 2 [DB,S] | —   | 1   | 2   | 3   |
| Support PPC (Body) | 2 [DE]   | —   | 2   | 5   | 7   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 231/44

### BATTLE ARMOR: SQUAD/POINT 4

Type: Asterion (Upgrade) [PPC] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.   | Dmg      | Min | Sht | Med | Lng |
|--------------------|----------|-----|-----|-----|-----|
| Battle Claw        | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw  | [E]      | —   | —   | —   | —   |
| Machine Gun        | 2 [DB,S] | —   | 1   | 2   | 3   |
| Support PPC (Body) | 2 [DE]   | —   | 2   | 5   | 7   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 231/44

### BATTLE ARMOR: SQUAD/POINT 5

Type: Asterion (Upgrade) [PPC] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.   | Dmg      | Min | Sht | Med | Lng |
|--------------------|----------|-----|-----|-----|-----|
| Battle Claw        | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw  | [E]      | —   | —   | —   | —   |
| Machine Gun        | 2 [DB,S] | —   | 1   | 2   | 3   |
| Support PPC (Body) | 2 [DE]   | —   | 2   | 5   | 7   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 231/44

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Asterion (Upgrade) [MRR] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.               | Dmg      | Min | Sht | Med | Lng |
|--------------------------------|----------|-----|-----|-----|-----|
| Battle Claw                    | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw              | [E]      | —   | —   | —   | —   |
| Machine Gun                    | 2 [DB,S] | —   | 1   | 2   | 3   |
| Medium Recoilless Rifle (Body) | 3 [DB,S] | —   | 2   | 4   | 6   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 251/48

### BATTLE ARMOR: SQUAD/POINT 2

Type: Asterion (Upgrade) [MRR] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.               | Dmg      | Min | Sht | Med | Lng |
|--------------------------------|----------|-----|-----|-----|-----|
| Battle Claw                    | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw              | [E]      | —   | —   | —   | —   |
| Machine Gun                    | 2 [DB,S] | —   | 1   | 2   | 3   |
| Medium Recoilless Rifle (Body) | 3 [DB,S] | —   | 2   | 4   | 6   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 251/48

### BATTLE ARMOR: SQUAD/POINT 3

Type: Asterion (Upgrade) [MRR] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.               | Dmg      | Min | Sht | Med | Lng |
|--------------------------------|----------|-----|-----|-----|-----|
| Battle Claw                    | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw              | [E]      | —   | —   | —   | —   |
| Machine Gun                    | 2 [DB,S] | —   | 1   | 2   | 3   |
| Medium Recoilless Rifle (Body) | 3 [DB,S] | —   | 2   | 4   | 6   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 251/48

### BATTLE ARMOR: SQUAD/POINT 4

Type: Asterion (Upgrade) [MRR] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.               | Dmg      | Min | Sht | Med | Lng |
|--------------------------------|----------|-----|-----|-----|-----|
| Battle Claw                    | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw              | [E]      | —   | —   | —   | —   |
| Machine Gun                    | 2 [DB,S] | —   | 1   | 2   | 3   |
| Medium Recoilless Rifle (Body) | 3 [DB,S] | —   | 2   | 4   | 6   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 251/48

### BATTLE ARMOR: SQUAD/POINT 5

Type: Asterion (Upgrade) [MRR] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

| Weapons & Equip.               | Dmg      | Min | Sht | Med | Lng |
|--------------------------------|----------|-----|-----|-----|-----|
| Battle Claw                    | [E]      | —   | —   | —   | —   |
| Battle Vibro Claw              | [E]      | —   | —   | —   | —   |
| Machine Gun                    | 2 [DB,S] | —   | 1   | 2   | 3   |
| Medium Recoilless Rifle (Body) | 3 [DB,S] | —   | 2   | 4   | 6   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 251/48

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Fa Shih (Support) [King David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
King David Light Gauss Rifle 1 [DB,S] — 3 6 9  
Magnetic Clamps [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 181/35

### BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih (Support) [King David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
King David Light Gauss Rifle 1 [DB,S] — 3 6 9  
Magnetic Clamps [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 181/35

### BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih (Support) [King David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
King David Light Gauss Rifle 1 [DB,S] — 3 6 9  
Magnetic Clamps [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 181/35

### BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih (Support) [King David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
King David Light Gauss Rifle 1 [DB,S] — 3 6 9  
Magnetic Clamps [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 181/35

### BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih (Support) [King David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
King David Light Gauss Rifle 1 [DB,S] — 3 6 9  
Magnetic Clamps [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 181/35

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Fa Shih (Support) [Plasma] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
Magnetic Clamps [E] — — — —  
Plasma Rifle 2 [S] — 2 4 6

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 221/43

### BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih (Support) [Plasma] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
Magnetic Clamps [E] — — — —  
Plasma Rifle 2 [S] — 2 4 6

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 221/43

### BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih (Support) [Plasma] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
Magnetic Clamps [E] — — — —  
Plasma Rifle 2 [S] — 2 4 6

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 221/43

### BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih (Support) [Plasma] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
Magnetic Clamps [E] — — — —  
Plasma Rifle 2 [S] — 2 4 6

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 221/43

### BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih (Support) [Plasma] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Basic Manipulator (2) [E] — — — —  
Magnetic Clamps [E] — — — —  
Plasma Rifle 2 [S] — 2 4 6

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 221/43

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Infiltrator Mk II (Magnetic) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Basic Manipulator (2)

ECM Suite

Magnetic Clamps

Magshot

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

[E] — — — —

2 [DB,S] — 3 6 9

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 253/49

### BATTLE ARMOR: SQUAD/POINT 2

Type: Infiltrator Mk II (Magnetic) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Basic Manipulator (2)

ECM Suite

Magnetic Clamps

Magshot

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

[E] — — — —

2 [DB,S] — 3 6 9

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 253/49

### BATTLE ARMOR: SQUAD/POINT 3

Type: Infiltrator Mk II (Magnetic) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Basic Manipulator (2)

ECM Suite

Magnetic Clamps

Magshot

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

[E] — — — —

2 [DB,S] — 3 6 9

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 253/49

### BATTLE ARMOR: SQUAD/POINT 4

Type: Infiltrator Mk II (Magnetic) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Basic Manipulator (2)

ECM Suite

Magnetic Clamps

Magshot

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

[E] — — — —

2 [DB,S] — 3 6 9

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 253/49

### BATTLE ARMOR: SQUAD/POINT 5

Type: Infiltrator Mk II (Magnetic) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Basic Manipulator (2)

ECM Suite

Magnetic Clamps

Magshot

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

[E] — — — —

2 [DB,S] — 3 6 9

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 253/49

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: **Longinus (Magnetic)** Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Claw       | [E]      | —   | —   | —   | —   |
| Heavy Machine Gun | 3 [DB,S] | —   | 1   | 2   | —   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |
| Magnetic Clamps   | [E]      | —   | —   | —   | —   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 247/47

### BATTLE ARMOR: SQUAD/POINT 2

Type: **Longinus (Magnetic)** Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Claw       | [E]      | —   | —   | —   | —   |
| Heavy Machine Gun | 3 [DB,S] | —   | 1   | 2   | —   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |
| Magnetic Clamps   | [E]      | —   | —   | —   | —   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 247/47

### BATTLE ARMOR: SQUAD/POINT 3

Type: **Longinus (Magnetic)** Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Claw       | [E]      | —   | —   | —   | —   |
| Heavy Machine Gun | 3 [DB,S] | —   | 1   | 2   | —   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |
| Magnetic Clamps   | [E]      | —   | —   | —   | —   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 247/47

### BATTLE ARMOR: SQUAD/POINT 4

Type: **Longinus (Magnetic)** Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Claw       | [E]      | —   | —   | —   | —   |
| Heavy Machine Gun | 3 [DB,S] | —   | 1   | 2   | —   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |
| Magnetic Clamps   | [E]      | —   | —   | —   | —   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 247/47

### BATTLE ARMOR: SQUAD/POINT 5

Type: **Longinus (Magnetic)** Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Claw       | [E]      | —   | —   | —   | —   |
| Heavy Machine Gun | 3 [DB,S] | —   | 1   | 2   | —   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |
| Magnetic Clamps   | [E]      | —   | —   | —   | —   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 247/47

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Purifier [Laser] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
ER Small Laser 3 [DE] — 2 4 5

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 269/52

### BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier [Laser] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
ER Small Laser 3 [DE] — 2 4 5

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 269/52

### BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier [Laser] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
ER Small Laser 3 [DE] — 2 4 5

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 269/52

### BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier [Laser] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
ER Small Laser 3 [DE] — 2 4 5

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 269/52

### BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier [Laser] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
ER Small Laser 3 [DE] — 2 4 5

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 269/52

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Purifier [Narc] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Battle Claw [E] — — — — —  
Compact Narc [M] — 2 4 5  
Ammo // //

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 261/50

### BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier [Narc] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Battle Claw [E] — — — — —  
Compact Narc [M] — 2 4 5  
Ammo // //

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 261/50

### BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier [Narc] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Battle Claw [E] — — — — —  
Compact Narc [M] — 2 4 5  
Ammo // //

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 261/50

### BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier [Narc] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Battle Claw [E] — — — — —  
Compact Narc [M] — 2 4 5  
Ammo // //

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 261/50

### BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier [Narc] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip.

Battle Claw [E] — — — — —  
Compact Narc [M] — 2 4 5  
Ammo // //

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 261/50

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: **Purifier [PPC] (RAF)** Era: Dark Age  
 Gunnery Skill:                      Anti-Mech Skill:  
 Ground MP: 1                      Jump: 3  
 Weapons & Equip.                      Dmg Min Sht Med Lng  
 Battle Claw                      [E] — — — —  
 Support PPC                      2 [DE] — 2 5 7

Armor: Mimetic Armor (+3/+2/+1)  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost:                      BV: 245/47

### BATTLE ARMOR: SQUAD/POINT 2

Type: **Purifier [PPC] (RAF)** Era: Dark Age  
 Gunnery Skill:                      Anti-Mech Skill:  
 Ground MP: 1                      Jump: 3  
 Weapons & Equip.                      Dmg Min Sht Med Lng  
 Battle Claw                      [E] — — — —  
 Support PPC                      2 [DE] — 2 5 7

Armor: Mimetic Armor (+3/+2/+1)  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost:                      BV: 245/47

### BATTLE ARMOR: SQUAD/POINT 3

Type: **Purifier [PPC] (RAF)** Era: Dark Age  
 Gunnery Skill:                      Anti-Mech Skill:  
 Ground MP: 1                      Jump: 3  
 Weapons & Equip.                      Dmg Min Sht Med Lng  
 Battle Claw                      [E] — — — —  
 Support PPC                      2 [DE] — 2 5 7

Armor: Mimetic Armor (+3/+2/+1)  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost:                      BV: 245/47

### BATTLE ARMOR: SQUAD/POINT 4

Type: **Purifier [PPC] (RAF)** Era: Dark Age  
 Gunnery Skill:                      Anti-Mech Skill:  
 Ground MP: 1                      Jump: 3  
 Weapons & Equip.                      Dmg Min Sht Med Lng  
 Battle Claw                      [E] — — — —  
 Support PPC                      2 [DE] — 2 5 7

Armor: Mimetic Armor (+3/+2/+1)  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost:                      BV: 245/47

### BATTLE ARMOR: SQUAD/POINT 5

Type: **Purifier [PPC] (RAF)** Era: Dark Age  
 Gunnery Skill:                      Anti-Mech Skill:  
 Ground MP: 1                      Jump: 3  
 Weapons & Equip.                      Dmg Min Sht Med Lng  
 Battle Claw                      [E] — — — —  
 Support PPC                      2 [DE] — 2 5 7

Armor: Mimetic Armor (+3/+2/+1)  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost:                      BV: 245/47

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Purifier [TAG] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
IS Light TAG 0 [S] — 3 6 9

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 133/26

### BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier [TAG] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
IS Light TAG 0 [S] — 3 6 9

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

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Cost: BV: 133/26

### BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier [TAG] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
IS Light TAG 0 [S] — 3 6 9

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 133/26

### BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier [TAG] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
IS Light TAG 0 [S] — 3 6 9

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

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Cost: BV: 133/26

### BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier [TAG] (RAF) Era: Dark Age

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Battle Claw [E] — — — —  
IS Light TAG 0 [S] — 3 6 9

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 133/26

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Raiden (Anti-Infantry) Era: Clan Invasion

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Vibro Claw | [E]      | —   | —   | —   | —   |
| Flamer            | 2 [S]    | —   | 1   | 2   | 3   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 243/47

### BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden (Anti-Infantry) Era: Clan Invasion

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Vibro Claw | [E]      | —   | —   | —   | —   |
| Flamer            | 2 [S]    | —   | 1   | 2   | 3   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 243/47

### BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden (Anti-Infantry) Era: Clan Invasion

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Vibro Claw | [E]      | —   | —   | —   | —   |
| Flamer            | 2 [S]    | —   | 1   | 2   | 3   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 243/47

### BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden (Anti-Infantry) Era: Clan Invasion

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Vibro Claw | [E]      | —   | —   | —   | —   |
| Flamer            | 2 [S]    | —   | 1   | 2   | 3   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 243/47

### BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden (Anti-Infantry) Era: Clan Invasion

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Battle Vibro Claw | [E]      | —   | —   | —   | —   |
| Flamer            | 2 [S]    | —   | 1   | 2   | 3   |
| Machine Gun       | 2 [DB,S] | —   | 1   | 2   | 3   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 243/47

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Rottweiler (Firedrake) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 5

Weapons & Equip.

|                   | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 225/43

### BATTLE ARMOR: SQUAD/POINT 2

Type: Rottweiler (Firedrake) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 5

Weapons & Equip.

|                   | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 225/43

### BATTLE ARMOR: SQUAD/POINT 3

Type: Rottweiler (Firedrake) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 5

Weapons & Equip.

|                   | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 225/43

### BATTLE ARMOR: SQUAD/POINT 4

Type: Rottweiler (Firedrake) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 5

Weapons & Equip.

|                   | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 225/43

### BATTLE ARMOR: SQUAD/POINT 5

Type: Rottweiler (Firedrake) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 5

Weapons & Equip.

|                   | Dmg      | Min | Sht | Med | Lng |
|-------------------|----------|-----|-----|-----|-----|
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |
| Firedrake Needler | 1 [DB,S] | —   | 1   | 2   | 3   |

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 225/43

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Theseus (Support) "Killshot" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

**Weapons & Equip.** Dmg Min Sht Med Lng  
Auto Grenade Launcher 1 [DB,S] — 1 2 3  
Battle Claw [E] — — — —  
Rocket Launcher 4 1/Msl [M,C] — 3 7 12  
Rocket Launcher 5 (Body) 1/Msl [M,C] — 3 7 12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 183/35

### BATTLE ARMOR: SQUAD/POINT 2

Type: Theseus (Support) "Killshot" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

**Weapons & Equip.** Dmg Min Sht Med Lng  
Auto Grenade Launcher 1 [DB,S] — 1 2 3  
Battle Claw [E] — — — —  
Rocket Launcher 4 1/Msl [M,C] — 3 7 12  
Rocket Launcher 5 (Body) 1/Msl [M,C] — 3 7 12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 183/35

### BATTLE ARMOR: SQUAD/POINT 3

Type: Theseus (Support) "Killshot" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

**Weapons & Equip.** Dmg Min Sht Med Lng  
Auto Grenade Launcher 1 [DB,S] — 1 2 3  
Battle Claw [E] — — — —  
Rocket Launcher 4 1/Msl [M,C] — 3 7 12  
Rocket Launcher 5 (Body) 1/Msl [M,C] — 3 7 12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 183/35

### BATTLE ARMOR: SQUAD/POINT 4

Type: Theseus (Support) "Killshot" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

**Weapons & Equip.** Dmg Min Sht Med Lng  
Auto Grenade Launcher 1 [DB,S] — 1 2 3  
Battle Claw [E] — — — —  
Rocket Launcher 4 1/Msl [M,C] — 3 7 12  
Rocket Launcher 5 (Body) 1/Msl [M,C] — 3 7 12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 183/35

### BATTLE ARMOR: SQUAD/POINT 5

Type: Theseus (Support) "Killshot" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

**Weapons & Equip.** Dmg Min Sht Med Lng  
Auto Grenade Launcher 1 [DB,S] — 1 2 3  
Battle Claw [E] — — — —  
Rocket Launcher 4 1/Msl [M,C] — 3 7 12  
Rocket Launcher 5 (Body) 1/Msl [M,C] — 3 7 12

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○

2 ●○○○○○○○○

3 ●○○○○○○○○

4 ●○○○○○○○○

Cost: BV: 183/35

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: **Gray Death Heavy** Era: **Jihad**

Gunnery Skill:      Anti-Mech Skill:

Ground MP: 2

#### Weapons & Equip.

|                   | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator | [E]         | —   | —   | —   | 2   |
| Improved Sensors  | [E]         | —   | —   | —   | 2   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| Support PPC       | 2 [DE]      | —   | 2   | 5   | 7   |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

Cost: BV: 256/49

### BATTLE ARMOR: SQUAD/POINT 2

Type: **Gray Death Heavy** Era: **Jihad**

Gunnery Skill:      Anti-Mech Skill:

Ground MP: 2

#### Weapons & Equip.

|                   | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator | [E]         | —   | —   | —   | 2   |
| Improved Sensors  | [E]         | —   | —   | —   | 2   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| Support PPC       | 2 [DE]      | —   | 2   | 5   | 7   |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

Cost: BV: 256/49

### BATTLE ARMOR: SQUAD/POINT 3

Type: **Gray Death Heavy** Era: **Jihad**

Gunnery Skill:      Anti-Mech Skill:

Ground MP: 2

#### Weapons & Equip.

|                   | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator | [E]         | —   | —   | —   | 2   |
| Improved Sensors  | [E]         | —   | —   | —   | 2   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| Support PPC       | 2 [DE]      | —   | 2   | 5   | 7   |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

Cost: BV: 256/49

### BATTLE ARMOR: SQUAD/POINT 4

Type: **Gray Death Heavy** Era: **Jihad**

Gunnery Skill:      Anti-Mech Skill:

Ground MP: 2

#### Weapons & Equip.

|                   | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator | [E]         | —   | —   | —   | 2   |
| Improved Sensors  | [E]         | —   | —   | —   | 2   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| Support PPC       | 2 [DE]      | —   | 2   | 5   | 7   |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

Cost: BV: 256/49

### BATTLE ARMOR: SQUAD/POINT 5

Type: **Gray Death Heavy** Era: **Jihad**

Gunnery Skill:      Anti-Mech Skill:

Ground MP: 2

#### Weapons & Equip.

|                   | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator | [E]         | —   | —   | —   | 2   |
| Improved Sensors  | [E]         | —   | —   | —   | 2   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| SRM 4 (OS) (Body) | 2/Msl (M.C) | —   | 3   | 6   | 9   |
| Support PPC       | 2 [DE]      | —   | 2   | 5   | 7   |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

Cost: BV: 256/49

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: **Sloth (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 ECM Suite [E] — — — —  
 ER Small Laser 3 [DE] — 2 4 5  
 ER Small Laser 3 [DE] — 2 4 5

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost: BV: 227/44

### BATTLE ARMOR: SQUAD/POINT 2

Type: **Sloth (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 ECM Suite [E] — — — —  
 ER Small Laser 3 [DE] — 2 4 5  
 ER Small Laser 3 [DE] — 2 4 5

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost: BV: 227/44

### BATTLE ARMOR: SQUAD/POINT 3

Type: **Sloth (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 ECM Suite [E] — — — —  
 ER Small Laser 3 [DE] — 2 4 5  
 ER Small Laser 3 [DE] — 2 4 5

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost: BV: 227/44

### BATTLE ARMOR: SQUAD/POINT 4

Type: **Sloth (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 ECM Suite [E] — — — —  
 ER Small Laser 3 [DE] — 2 4 5  
 ER Small Laser 3 [DE] — 2 4 5

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost: BV: 227/44

### BATTLE ARMOR: SQUAD/POINT 5

Type: **Sloth (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 ECM Suite [E] — — — —  
 ER Small Laser 3 [DE] — 2 4 5  
 ER Small Laser 3 [DE] — 2 4 5

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost: BV: 227/44

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Savannah Master Hovercraft (Interdictor)

Movement Points: **Tonnage:** 5  
**Cruising:** 13 **Tech Base:** Inner Sphere  
**Flank:** 20 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

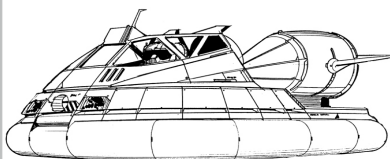
| Qty | Type               | Loc | Dmg | Min | Sht | Med | Lng |
|-----|--------------------|-----|-----|-----|-----|-----|-----|
| 1   | Guardian ECM Suite | FR  | [E] | —   | —   | —   | 6   |

### CREW DATA

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

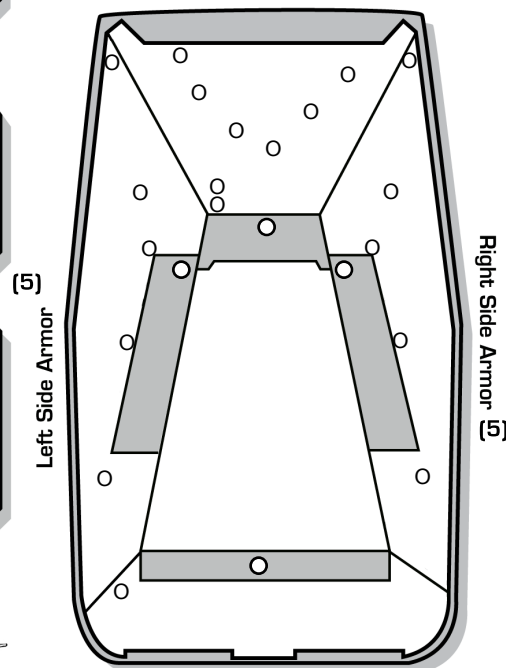
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
(8)



Rear Armor  
(1)



Cost: BV: 128

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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 night (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: | Vehicle Type Modifiers:  |
|----------------------------|--------------------------|
| Hit from rear              | Tracked, Naval +0        |
| Hit from the sides         | Wheeled +2               |
|                            | Hovercraft, Hydrofoil +3 |
|                            | WIGE +4                  |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: Sprint Scout Helicopter (Interdictor)

Movement Points: **Tonnage:** 10  
**Cruising:** 13 **Tech Base:** Inner Sphere  
**Flank:** 20 **Era:** Clan Invasion  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

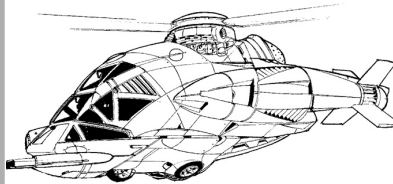
| Qty | Type               | Loc | Dmg   | Min | Sht | Med | Lng |
|-----|--------------------|-----|-------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite | FR  | [E]   | —   | —   | —   | 6   |
| 1   | TAG                | FR  | 0 [S] | —   | 5   | 10  | 15  |

### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

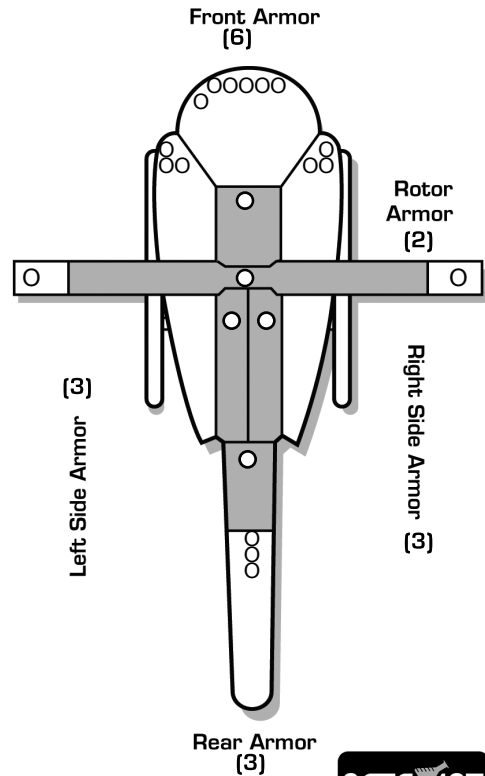
### CRITICAL DAMAGE

Flight Stabilizer\* **+3** Engine Hit ☐  
 Sensor Hits **+1 +2 +3 0**  
 Stabilizers  
 Front ☐ Left ☐ Right ☐ Rear ☐  
 \*Move at Cruising speed only



Cost: BV: 139

### ARMOR DIAGRAM



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                       |
|----------|--------------------|--------------------|--------------------|-----------------------|
|          | FRONT              | SIDE               | REAR               | ROTORS                |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit       |
| 6        | Co-Pilot Hit       | Weapon Malfunction | Cargo/Infantry Hit | Rotot Damage          |
| 7        | Weapon Malfunction | Cargo/Infantry Hit | Weapon Malfunction | Rotor Damage          |
| 8        | Stabilizer         | Stabilizer         | Stabilizer         | Rotor Damage          |
| 9        | Sensors            | Weapon Destroyed   | Weapon Destroyed   | Flight Stabilizer Hit |
| 10       | Pilot Hit          | Engine Hit         | Sensors            | Flight Stabilizer Hit |
| 11       | Weapon Destroyed   | Ammunition**       | Engine Hit         | Rotots Destroyed      |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Rotors Destroyed      |

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

\*\*If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Beagle (Sealed)

Movement Points:

Cruising: 14

Flank: 21

Movement Type: Hover

Engine Type: XL Fusion Engine

Tonnage: 15

Tech Base: Inner Sphere

(Advanced)

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

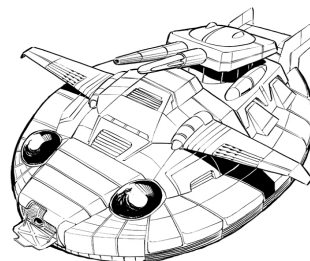
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

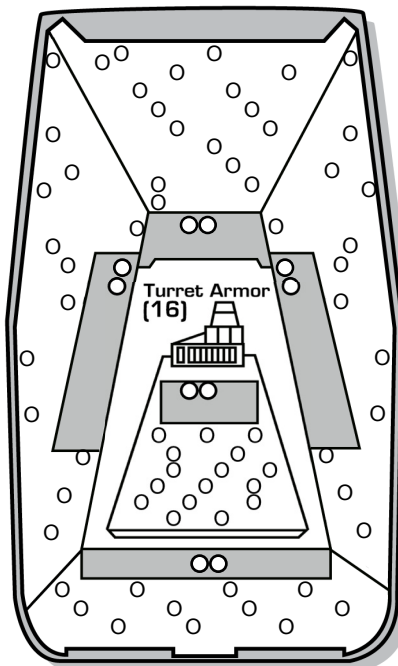
### Weapons & Equipment Inventory (hexes)

| Qty | Type                        | Loc | Dmg | Min | Sht | Med | Lng |
|-----|-----------------------------|-----|-----|-----|-----|-----|-----|
| 1   | Environmental Sealing       | BD  | [E] | —   | —   | —   | —   |
| 1   | Improved C <sup>3</sup> CPU | T   | [E] | —   | —   | —   | —   |



(13)

Left Side Armor



Right Side Armor

Rear Armor (11)



Cost: BV:249

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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

|                    |    |
|--------------------|----|
| Hit from rear      | +1 |
| Hit from the sides | +2 |

### Vehicle Type Modifiers:

|                       |    |
|-----------------------|----|
| Tracked, Naval        | +0 |
| Wheeled               | +2 |
| Hovercraft, Hydrofoil | +3 |
| WIGE                  | +4 |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Skulker Wheeled Scout Tank (C3M)**

Movement Points: **Tonnage:** 20  
**Cruising:** 7 **Tech Base:** Inner Sphere  
**Flank:** 11 **Era:** Jihad  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

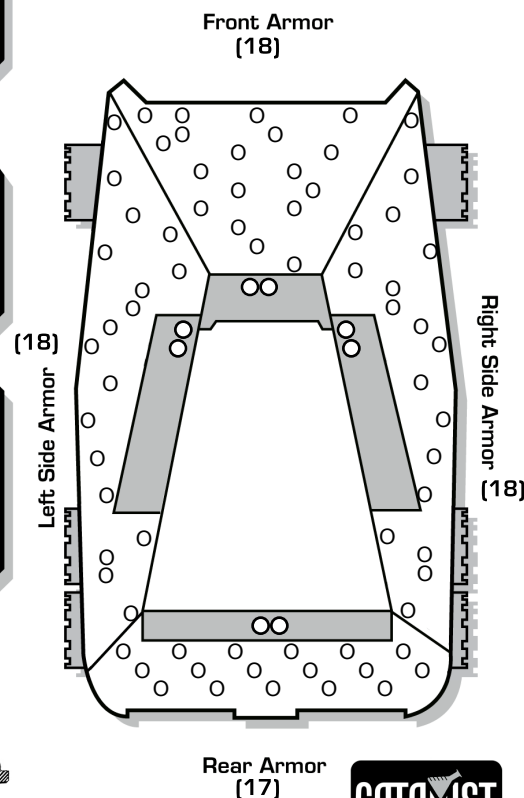
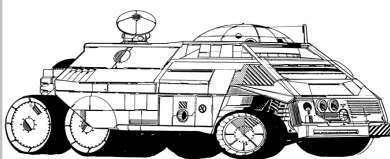
| Qty | Type                  | Loc | Dmg | Min | Sht | Med | Lng |
|-----|-----------------------|-----|-----|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Master | BD  | [E] | —   | 5   | 10  | 15  |

### CREW DATA

Crew: \_\_\_\_\_  
**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 ☐



Cost: BV: 230



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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 night (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: | Vehicle Type Modifiers:  |
|----------------------------|--------------------------|
| Hit from rear              | Tracked, Naval +0        |
| Hit from the sides         | Wheeled +2               |
|                            | Hovercraft, Hydrofoil +3 |
|                            | WIGE +4                  |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Scorpion Light Tank (LAC)

Movement Points:

Cruising: 4

Flank: 6

Movement Type: Tracked

Engine Type: I.C.E.

Tonnage: 25

Tech Base: Inner Sphere

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

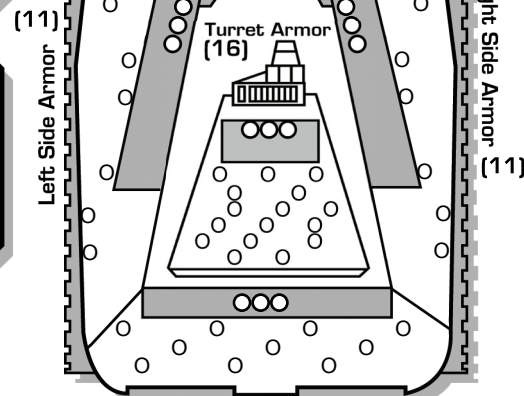
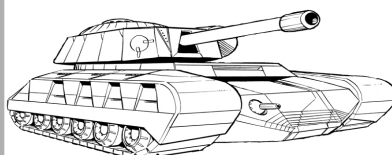
Front ☐

Left ☐

Right ☐

Rear ☐

Turret ☐



### Weapons & Equipment Inventory (hexes)

| Qty | Type                | Loc | Dmg          | Min | Sht | Med | Lng |
|-----|---------------------|-----|--------------|-----|-----|-----|-----|
| 1   | Machine Gun         | FR  | 2<br>[DB,AI] | —   | 1   | 2   | 3   |
| 2   | Light Auto Cannon/2 | T   | 2<br>[DB,S]  | —   | 6   | 12  | 18  |

Ammo: [Machine Gun] 100, [LAC/2] 45

Cost: BV: 289

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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

|                    |    |
|--------------------|----|
| Hit from rear      | +1 |
| Hit from the sides | +2 |

### Vehicle Type Modifiers:

|                       |    |
|-----------------------|----|
| Tracked, Naval        | +0 |
| Wheeled               | +2 |
| Hovercraft, Hydrofoil | +3 |
| WIGE                  | +4 |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: Yellow Jacket Gunship (PPC)

Movement Points: **Tonnage:** 30  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 **Era:** Jihad  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                 | Loc | Dmg     | Min | Sht | Med | Lng |
|-----|----------------------|-----|---------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | FR  | [E]     | —   | —   | —   | —   |
| 1   | ER PPC               | FR  | 10 [DE] | —   | 7   | 14  | 23  |

### CREW DATA

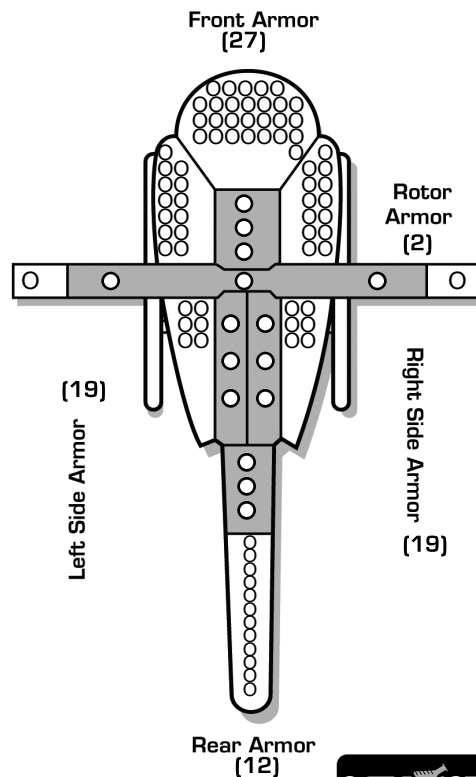
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Flight Stabilizer\* **+3** Engine Hit ☐  
 Sensor Hits **+1 +2 +3 0**  
 Stabilizers  
 Front ☐ Left ☐ Right ☐ Rear ☐  
 \*Move at Cruising speed only



### ARMOR DIAGRAM



Cost: BV: 582



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                       |
|----------|--------------------|--------------------|--------------------|-----------------------|
|          | FRONT              | SIDE               | REAR               | ROTORS                |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit       |
| 6        | Co-Pilot Hit       | Weapon Malfunction | Cargo/Infantry Hit | Rotot Damage          |
| 7        | Weapon Malfunction | Cargo/Infantry Hit | Weapon Malfunction | Rotor Damage          |
| 8        | Stabilizer         | Stabilizer         | Stabilizer         | Rotor Damage          |
| 9        | Sensors            | Weapon Destroyed   | Weapon Destroyed   | Flight Stabilizer Hit |
| 10       | Pilot Hit          | Engine Hit         | Sensors            | Flight Stabilizer Hit |
| 11       | Weapon Destroyed   | Ammunition**       | Engine Hit         | Rotots Destroyed      |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Rotors Destroyed      |

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

\*\*If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Pegasus Scout Hover Tank (Sealed)

Movement Points: **Tonnage:** 35  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **(Advanced)**  
**Movement Type:** Hover **Era:** Jihad  
**Engine Type:** Light Fusion Engine

### Weapons & Equipment Inventory

| Qty | Type                  | Loc | Dmg     | Min | Sht | Med | Lng |
|-----|-----------------------|-----|---------|-----|-----|-----|-----|
| 1   | Environmental Sealing | BD  | [E]     | —   | —   | —   | 6   |
| 1   | Guardian ECM Suite    | BD  | [E]     | —   | —   | —   | 6   |
| 1   | Beagle Active Probe   | FR  | [E]     | —   | —   | —   | 4   |
| 1   | Medium Pulse Laser    | FR  | 6 [P]   | —   | 2   | 4   | 6   |
| 1   | TAG                   | FR  | 0 [S]   | —   | 5   | 10  | 15  |
| 2   | MML 3                 | T   | [M.S.C] | —   | —   | —   | —   |
|     | LRM                   |     | 1/Msl   | 6   | 7   | 14  | 21  |
|     | SRM                   |     | 2/Msl   | —   | 3   | 6   | 9   |

Ammo: [MML 3/SRM] 33, [MML 3/LRM] 40

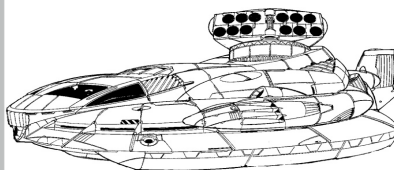
Cost: BV: 618

### CREW DATA

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

### CRITICAL DAMAGE

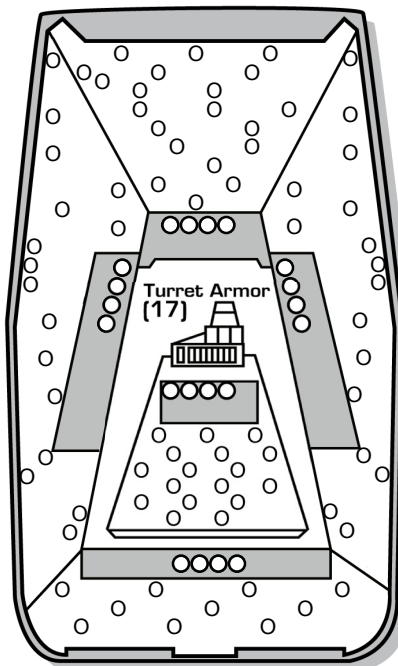
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



### ARMOR DIAGRAM

Front Armor  
(20)

(16)  
Left Side Armor



Right Side Armor  
(16)

Rear Armor  
(10)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Plainsman Medium Hovertank (Sealed)

Movement Points: **Tonnage:** 35  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 (Advanced)  
**Movement Type:** Hover **Era:** Jihad  
**Engine Type:** Fuel Cell Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                  | Loc | Dmg            | Min | Sht | Med | Lng |
|-----|-----------------------|-----|----------------|-----|-----|-----|-----|
| 1   | Environmental Sealing | BD  | [E]            | —   | —   | —   | —   |
| 1   | Flotation Hull        | BD  | [E]            | —   | —   | —   | —   |
| 1   | SRT 2                 | FR  | 2              | —   | 0   | 0   | —   |
| 2   | SRM 6                 | T   | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |

Ammo: [SRT 2] 50, [SRM 6] 30

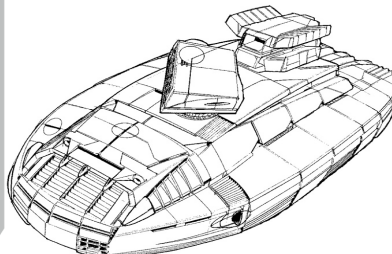
Cost: BV: 632

### CREW DATA

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

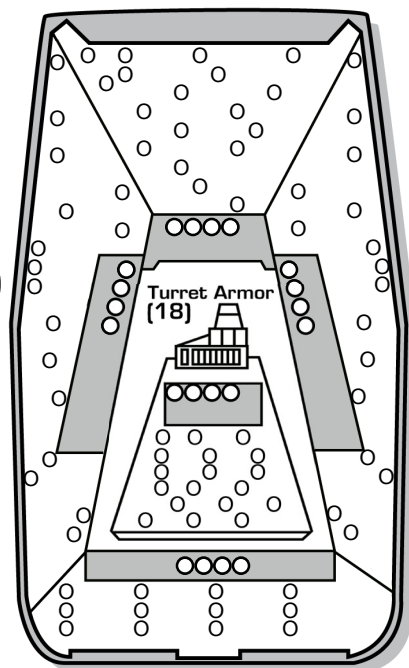
### CRITICAL DAMAGE

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



(16)

Left Side Armor



Right Side Armor

Rear Armor (12)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Scimitar Medium Hover Tank (C3)

Movement Points: **Tonnage:** 35  
**Cruising:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

| Qty | Type                 | Loc | Dmg                | Min | Sht | Med | Lng |
|-----|----------------------|-----|--------------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | T   | [E]                | —   | —   | —   | —   |
| 1   | Rotary AC/2          | T   | 2/Sht<br>[D,B,R,C] | 6   | 12  | 18  |     |

Ammo: (RAC/2) 90

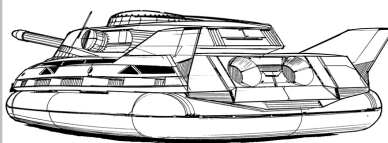
Cost: BV: 680

### CREW DATA

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

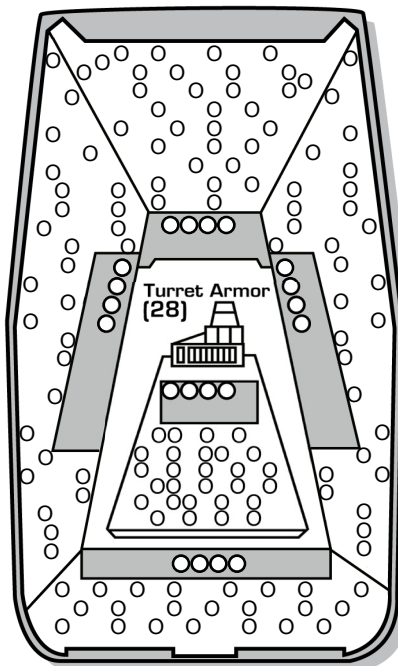
### CRITICAL DAMAGE

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



Front Armor  
(32)

(28)  
Left Side Armor



Right Side Armor  
(28)

Rear Armor  
(22)



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

### Vehicle Type Modifiers:

Tracked, Naval +0  
 Wheeled +2  
 Hovercraft, Hydrofoil +3  
 WIGE +4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Striker Light Tank (Sealed)

Movement Points: **Tonnage:** 35  
**Cruising:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 (Advanced)  
**Movement Type:** Wheeled **Era:** Jihad  
**Engine Type:** Fuel Cell Engine

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                  | Loc | Dmg                                     | Min | Sht | Med | Lng |
|-----|-----------------------|-----|-----------------------------------------|-----|-----|-----|-----|
| 1   | Environmental Sealing | BD  | [E]                                     | —   | —   | —   | 6   |
| 1   | Guardian ECM Suite    | BD  | [E]                                     | —   | —   | —   | 6   |
| 1   | Light Machine Gun     | T   | 1                                       | —   | 2   | 4   | 6   |
| 2   | MML 5 LRM SRM         | T   | [DB, AI]<br>[M, S, C]<br>1/Msl<br>2/Msl | 6   | 7   | 14  | 21  |

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 40  
(Light Machine Gun) 100

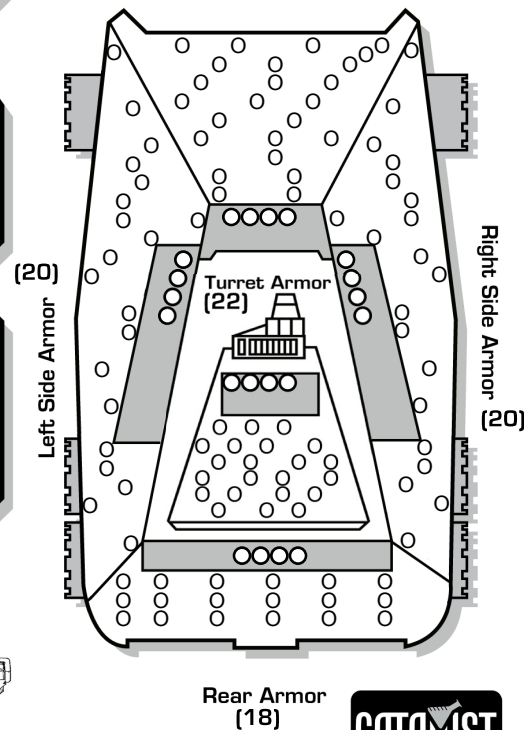
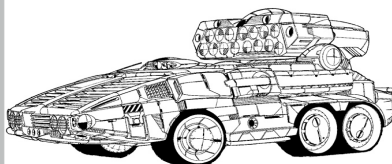
Cost: BV: 590

### CREW DATA

Crew: \_\_\_\_\_  
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 ☐



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

**Attack Direction Modifier:**  
Hit from rear +1  
Hit from the sides +2

**Vehicle Type Modifiers:**  
Tracked, Naval +0  
Wheeled +2  
Hovercraft, Hydrofoil +3  
WIGE +4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Hetzer Wheeled Assault Gun (Sealed)**

**Movement Points:** **Tonnage:** 40  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Jihad  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                  | Loc | Dmg               | Min | Sht | Med | Lng |
|-----|-----------------------|-----|-------------------|-----|-----|-----|-----|
| 1   | Improved C³ CPU       | BD  | [E]               | —   | —   | —   | —   |
| 1   | Environmental Sealing | BD  | [E]               | —   | —   | —   | —   |
| 1   | Rotary AC/5           | FR  | 5/Sht<br>[DB,R,C] | —   | 5   | 10  | 15  |

Ammo [CASE]:(RAC/5) 60

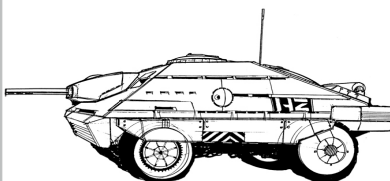
**Cost:** **BV: 775**

### CREW DATA

**Crew:** \_\_\_\_\_  
**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 ☐



(32)

Left Side Armor

Right Side Armor

(32)

Rear Armor  
(32)



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

|                    |    |
|--------------------|----|
| Hit from rear      | +1 |
| Hit from the sides | +2 |

### Vehicle Type Modifiers:

|                       |    |
|-----------------------|----|
| Tracked, Naval        | +0 |
| Wheeled               | +2 |
| Hovercraft, Hydrofoil | +3 |
| WIGE                  | +4 |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Goblin Infantry Support Vehicle (Sealed)

Movement Points: **Tonnage:** 45  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

| Weapons & Equipment Inventory |                       | (hexes) |          |     |     |         |
|-------------------------------|-----------------------|---------|----------|-----|-----|---------|
| Qty                           | Type                  | Loc     | Dmg      | Min | Sht | Med Lng |
| 1                             | Environmental Sealing | BD      | [E]      | —   | —   | —       |
| 1                             | AMS                   | FR      | —        | —   | —   | —       |
| 1                             | Machine Gun           | FR      | 2        | —   | 1   | 2 3     |
|                               |                       |         | [DB, AI] |     |     |         |
| 1                             | Snub-Nose PPC         | T       | 10/8/5   | —   | 9   | 13 15   |
|                               |                       |         | [DE, V]  |     |     |         |
| 1                             | SRM 6                 | T       | 2/Msl    | —   | 3   | 6 9     |
|                               |                       |         | [M, C]   |     |     |         |

Ammo: [Machine Gun] 100, [SRM 6] 15, [AMS] 12

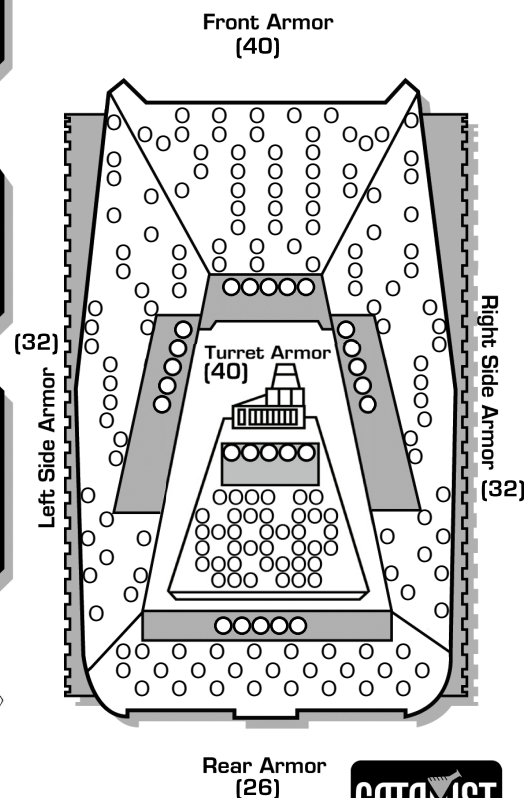
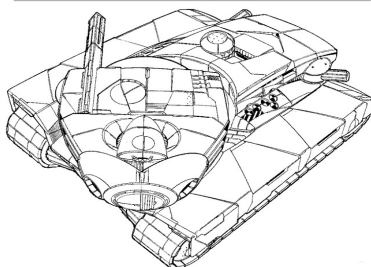
Cost: BV: 897

### CREW DATA

Crew: \_\_\_\_\_  
**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 (26)



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

### Vehicle Type Modifiers:

Tracked, Naval +0  
 Wheeled +2  
 Hovercraft, Hydrofoil +3  
 WIGE +4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Chaparral (CASE)

Movement Points:

Cruising: 4

Flank: 6

Movement Type: Tracked

Engine Type: Fusion Engine

Tonnage: 50

Tech Base: Inner Sphere

(Advanced)

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits

**+1 +2 +3** **D**

Motive System Hits

**+1 +2 +3**

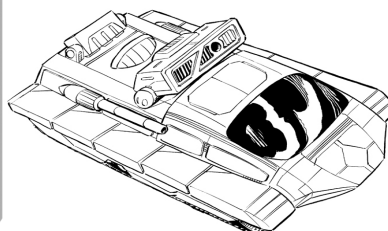
Stabilizers

Front ☐

Left ☐

Right ☐

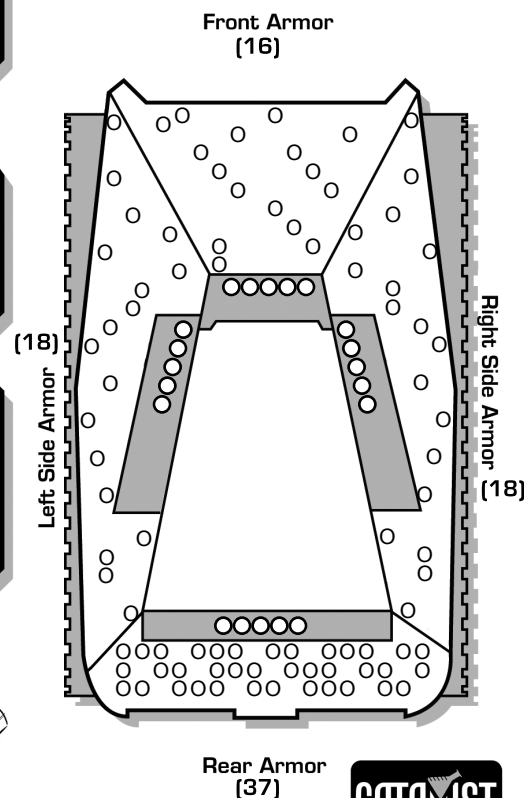
Rear ☐



Ammo [CASE]: (SRM 6) 15, (Arrow IV Homing) 5, (Arrow IV) 10

Cost:

BV: 814



Rear Armor (37)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Drillson Heavy Hover Tank (Sealed)

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

### Weapons & Equipment Inventory

| Qty | Type                  | Loc | Dmg     | Min | Sht | Med | Lng |
|-----|-----------------------|-----|---------|-----|-----|-----|-----|
| 1   | Cargo (0.5 tons)      | BD  | [E]     | —   | —   | —   | —   |
| 1   | Environmental Sealing | BD  | [E]     | —   | —   | —   | —   |
| 1   | Flotation Hull        | BD  | [E]     | —   | —   | —   | —   |
| 2   | Light PPC             | T   | 5       | 3   | 6   | 12  | 18  |
|     |                       |     | [DEX]   |     |     |     |     |
| 1   | MML 3                 | T   | [M.S.C] | 6   | 7   | 14  | 21  |
|     | LRM                   |     | 1/Msl   | —   | —   | —   | —   |
|     | SRM                   |     | 2/Msl   | —   | 3   | 6   | 9   |

Ammo: [MML 3/SRM] 33, [MML 3/LRM] 40

Cost: BV: 870

### CREW DATA

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

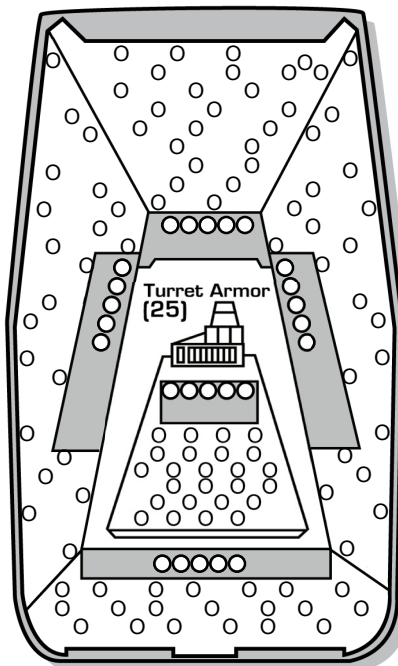
### CRITICAL DAMAGE

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



(21)

Left Side Armor



Right Side Armor

(21)

Rear Armor (20)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Fulcrum III Heavy Hovertank

Movement Points: **Tonnage:** 50  
**Cruising:** 10 **Tech Base:** Inner Sphere  
**Flank:** 15 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                 | Loc | Dmg            | Min | Sht | Med | Lng |
|-----|----------------------|-----|----------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | BD  | [E]            | —   | —   | —   | —   |
| 1   | Guardian ECM Suite   | BD  | [E]            | —   | —   | —   | 6   |
| 1   | TAG                  | FR  | 0 [S]          | —   | 5   | 10  | 15  |
| 1   | MML 7                | T   | [M, S, C]      | 6   | 7   | 14  | 21  |
|     | LRM                  |     | 1/Msl          | —   | 3   | 6   | 9   |
|     | SRM                  |     | 2/Msl          | —   | 3   | 6   | 9   |
| 1   | Snub-Nose PPC        | T   | 10/8/5 [DE, V] | —   | 9   | 13  | 15  |

Ammo: [MML 7/LRM] 17, [MML 7/SRM] 14

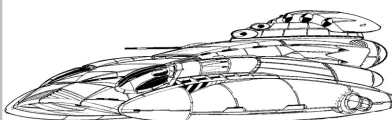
Cost: BV: 1,185

### CREW DATA

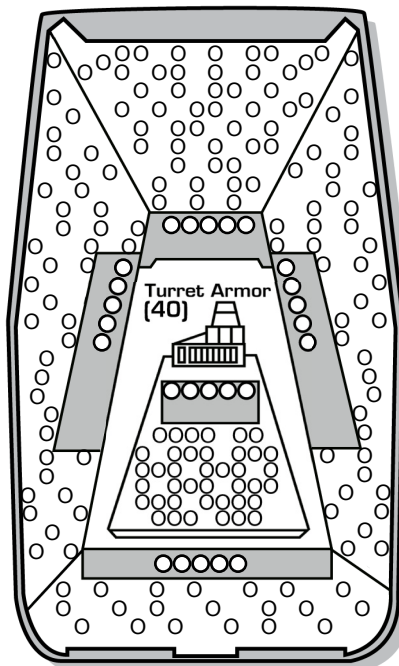
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Front Armor  
(48)



Right Side Armor  
(40)

Left Side Armor  
(40)

Rear Armor  
(20)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: JES I Tactical Missile Carrier (3082 Upgrade)

Movement Points: **Tonnage:** 50  
**Cruising:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Dark Age  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type           | Loc | Dmg          | Min | Sht | Med | Lng |
|-----|----------------|-----|--------------|-----|-----|-----|-----|
| 1   | ER Small Laser | FR  | 3 [DE]       | —   | 2   | 4   | 5   |
| 1   | Machine Gun    | FR  | 2 [DB, AI]   | —   | 1   | 2   | 3   |
| 4   | SRM 4          | FR  | 2/Msl [M.C.] | —   | 3   | 6   | 9   |
| 2   | SRM 6          | FR  | 2/Msl [M.C.] | —   | 3   | 6   | 9   |
| 1   | SRM 6          | T   | 2/Msl [M.C.] | —   | 3   | 6   | 9   |

Ammo: [SRM 4] 50, [Machine Gun] 100, [SRM 6] 30

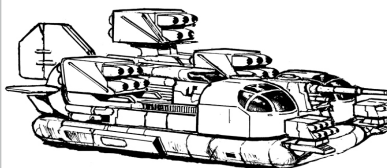
Cost: BV: 978

### CREW DATA

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

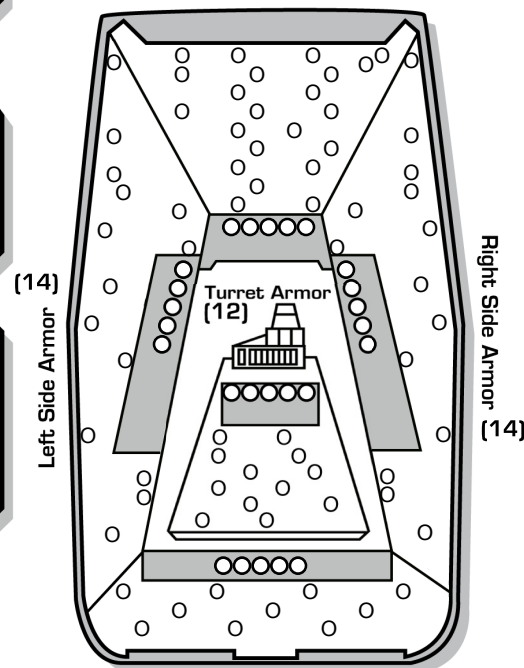
### CRITICAL DAMAGE

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  
(10)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Vedette Medium Tank (Cell)

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                 | Loc | Dmg           | Min | Sht | Med | Lng |
|-----|----------------------|-----|---------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | BD  | [E]           | —   | —   | —   | —   |
| 1   | AMS                  | FR  | —             | —   | —   | —   | —   |
| 1   | Heavy Machine Gun    | FR  | 3             | —   | 1   | 2   | —   |
|     |                      |     | [DB, AI]      |     |     |     |     |
| 1   | SRM 2                | RR  | 2/Msl         | —   | 3   | 6   | 9   |
|     |                      |     | [M, C]        |     |     |     |     |
| 1   | LB 10-X AC           | T   | 10            | —   | 6   | 12  | 18  |
|     |                      |     | [DB, C, F, S] |     |     |     |     |
| 1   | SRM 2                | T   | 2/Msl         | —   | 3   | 6   | 9   |
|     |                      |     | [M, C]        |     |     |     |     |

Ammo [CASE]: (Heavy Machine Gun) 50, (SRM 2) 50, (AMS) 12  
 (LB 10-X Cluster) 10, (LB 10-X) 10

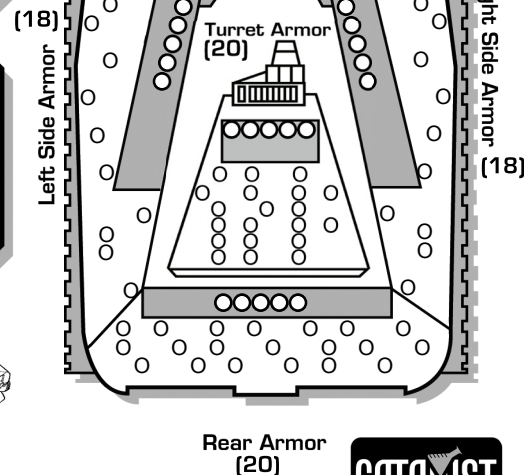
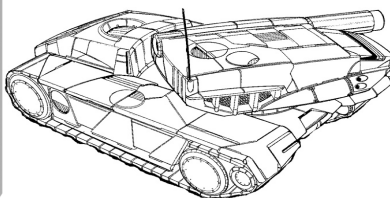
Cost: BV: 731

### CREW DATA

Crew: \_\_\_\_\_  
 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 (20)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Manticore Heavy Tank (HPPC)

Movement Points: **Tonnage:** 60  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** Light Fusion Engine

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                | Loc | Dmg            | Min | Sht | Med | Lng |
|-----|---------------------|-----|----------------|-----|-----|-----|-----|
| 1   | Targeting Computer  | BD  | [E]            | —   | —   | —   | —   |
| 1   | AMS                 | T   | —              | —   | —   | —   | —   |
| 1   | Heavy PPC           | T   | 15<br>[DEX]    | 3   | 6   | 12  | 18  |
| 1   | MML 7<br>LRM<br>SRM | T   | 1/Msl<br>2/Msl | 6   | 7   | 14  | 21  |
|     |                     |     |                | —   | 3   | 6   | 9   |

Ammo: [MML 7/LRM] 17, [AMS] 12, [MML 7/SRM] 14

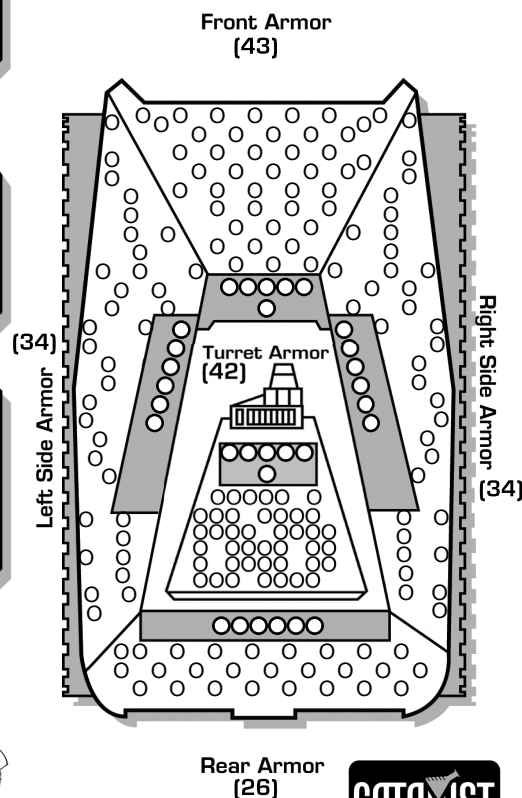
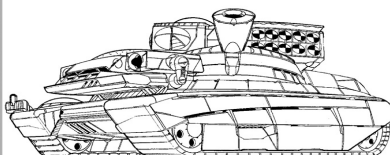
Cost: BV: 1,149

### CREW DATA

Crew: \_\_\_\_\_  
**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 (26)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Rommel Tank (Sealed)

Movement Points: **Tonnage:** 65  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 (Advanced)  
**Movement Type:** Tracked **Era:** Jihad  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                  | Loc | Dmg          | Min | Sht | Med | Lng |
|-----|-----------------------|-----|--------------|-----|-----|-----|-----|
| 1   | Environmental Sealing | BD  | [E]          | —   | —   | —   | 6   |
| 1   | Guardian ECM Suite    | BD  | [E]          | —   | —   | —   | 6   |
| 1   | Machine Gun           | FR  | [DB, AI]     | —   | 1   | 2   | 3   |
| 1   | SRT 4                 | FR  | 4            | —   | 0   | 0   | —   |
| 1   | Machine Gun           | RS  | [DB, AI]     | —   | 1   | 2   | 3   |
| 1   | Machine Gun           | LS  | [DB, AI]     | —   | 1   | 2   | 3   |
| 1   | Heavy PPC             | T   | 15 [DE, X]   | 3   | 6   | 12  | 18  |
| 1   | Streak SRM 6          | T   | 2/Msl [M, C] | —   | 3   | 6   | 9   |

Ammo: (Machine Gun) 100, (SRT 4) 25, (Streak SRM 6) 15

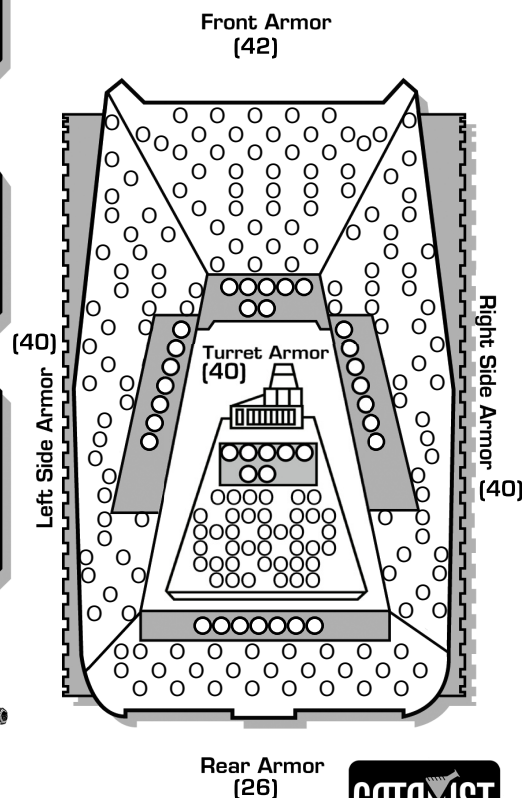
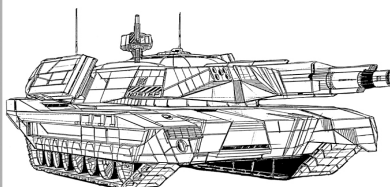
Cost: BV: 1,270

### CREW DATA

Crew: \_\_\_\_\_  
**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 (26)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Brutus Assault Tank (HPPC)

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: Fusion Engine

Tonnage: 75

Tech Base: Inner Sphere

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

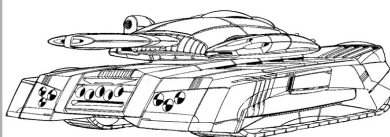
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

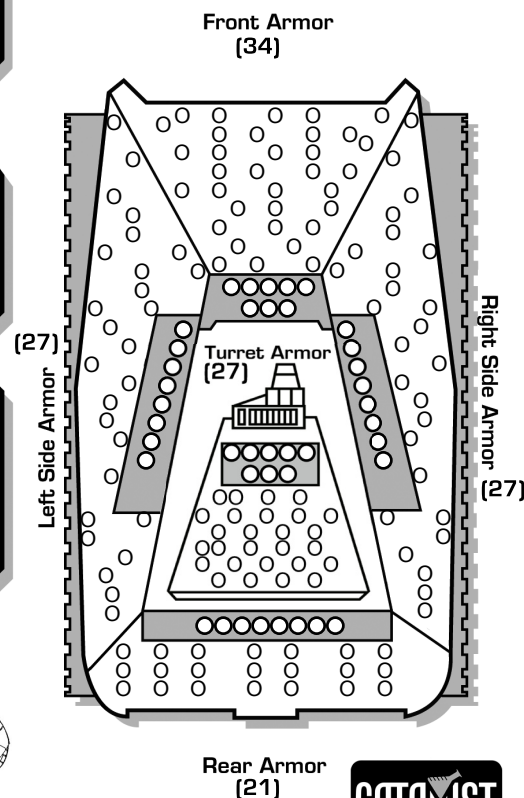


### Weapons & Equipment Inventory (hexes)

| Qty | Type                 | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|----------------------|-----|------------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | BD  | [E]              | —   | —   | —   | —   |
| 1   | SRM 2                | FR  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 2   | SRM 6                | FR  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 1   | Heavy PPC            | T   | 15<br>[DEX]      | 3   | 6   | 12  | 18  |
| 1   | LRM 20               | T   | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 20) 18, (SRM 2) 50, (SRM 6) 15

Cost: BV: 1,186



Rear Armor (21)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zhukov Heavy Tank (LB-X)

Movement Points: **Tonnage:** 75  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                        | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|-----------------------------|-----|------------------|-----|-----|-----|-----|
| 1   | Improved C <sup>3</sup> CPU | BD  | [E]              | —   | —   | —   | —   |
| 1   | SRM 4                       | FR  | 2/Mgl<br>[M,C]   | 3   | 6   | 9   | —   |
| 2   | LB 10-X AC                  | T   | 10<br>[DB,C,F,S] | 6   | 12  | 18  | —   |

Ammo [CASE]:(SRM 4) 25, (LB 10-X Cluster) 10, (LB 10-X) 10

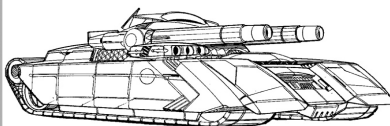
Cost: BV: 956

### CREW DATA

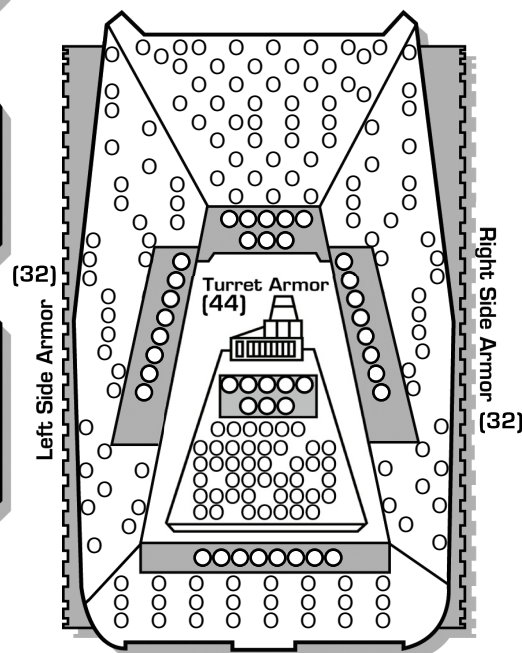
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Front Armor  
(44)



Rear Armor  
(24)



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

### Vehicle Type Modifiers:

Tracked, Naval +0  
 Wheeled +2  
 Hovercraft, Hydrofoil +3  
 WIGE +4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zhukov Heavy Tank (Liao)

Movement Points: **Tonnage:** 75  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                 | Loc | Dmg               | Min | Sht | Med | Lng |
|-----|----------------------|-----|-------------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | BD  | [E]               | —   | —   | —   | 6   |
| 1   | Guardian ECM Suite   | BD  | [E]               | —   | —   | —   | 6   |
| 1   | SRM 4                | FR  | 2/Msl<br>[M,C]    | —   | 3   | 6   | 9   |
| 2   | LB 10-X AC           | T   | 10<br>[D,B,C,F,S] | —   | 6   | 12  | 18  |

Ammo [CASE]:(SRM 4) 25, (LB 10-X Cluster) 10, (LB 10-X) 10

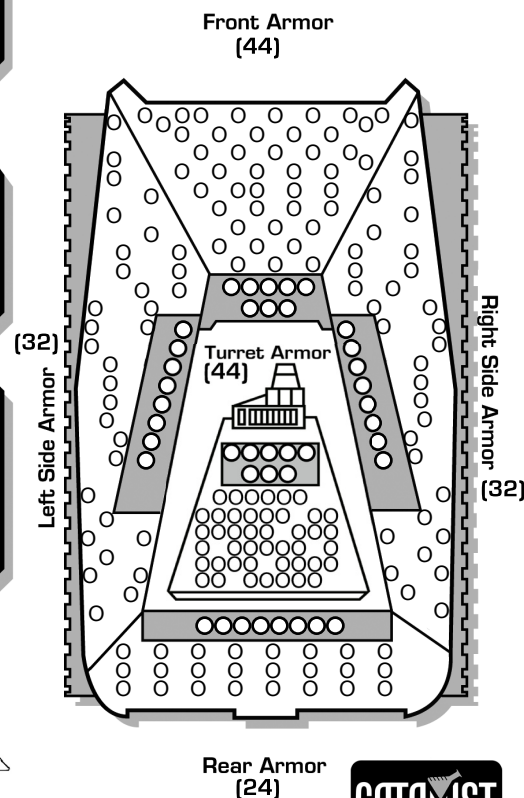
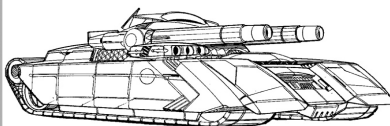
Cost: BV: 1,021

### CREW DATA

Crew: \_\_\_\_\_  
**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 (24)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Fortune Wheeled Assault Vehicle (C3M)

Movement Points: **Tonnage:** 80  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Jihad  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                  | Loc | Dmg        | Min | Sht | Med | Lng |
|-----|-----------------------|-----|------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Master | BD  | [E]        | 5   | 10  | 15  |     |
| 1   | LB 10-X AC            | T   | 10         | 6   | 12  | 18  |     |
|     |                       |     | [DB,C,F,S] |     |     |     |     |
| 1   | LB 20-X AC            | T   | 20         | 4   | 8   | 12  |     |
|     |                       |     | [DB,C,F,S] |     |     |     |     |

Ammo [CASE]: (LB 20-X Cluster) 10, (LB 10-X Cluster) 10  
 (LB 10-X) 10, (LB 20-X) 10

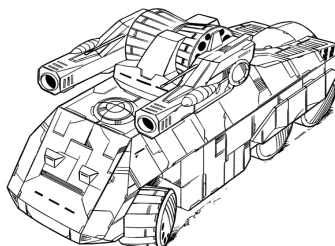
Cost: BV: 1,178

### CREW DATA

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

### CRITICAL DAMAGE

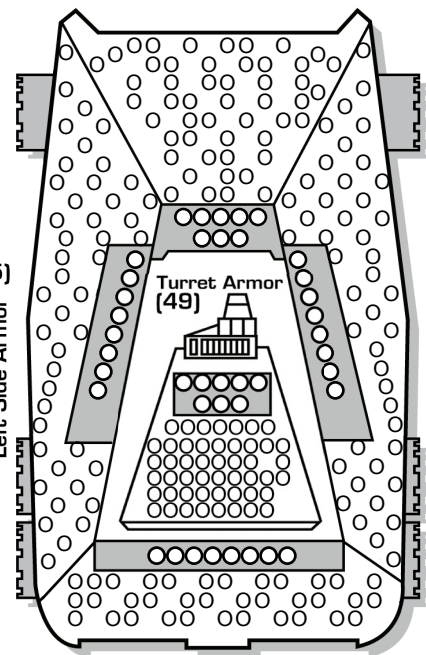
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



Front Armor  
(50)

(45)

Left Side Armor



Right Side Armor  
(45)

Rear Armor  
(35)



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

### Vehicle Type Modifiers:

Tracked, Naval +0  
 Wheeled +2  
 Hovercraft, Hydrofoil +3  
 WIGE +4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Partisan Air Defense Tank (Cell)

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

### Weapons & Equipment Inventory (hexes)

| Qty | Type                 | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|----------------------|-----|------------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | BD  | [E]              | —   | —   | —   | —   |
| 2   | Machine Gun          | FR  | [DB, AI]         | —   | 1   | 2   | 3   |
| 1   | AMS                  | T   | 2                | —   | —   | —   | —   |
| 2   | Autocannon/2         | T   | [DB, S]          | 4   | 8   | 16  | 24  |
| 2   | LB 10-X AC           | T   | 10 [DB, C, F, S] | 6   | 12  | 18  | —   |

Ammo: [AC/2] 45, [Machine Gun] 200, [AMS] 12  
 [LB 10-X Cluster] 10, [LB 10-X] 20

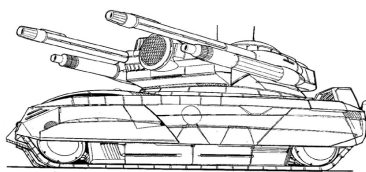
Cost: BV: 980

### CREW DATA

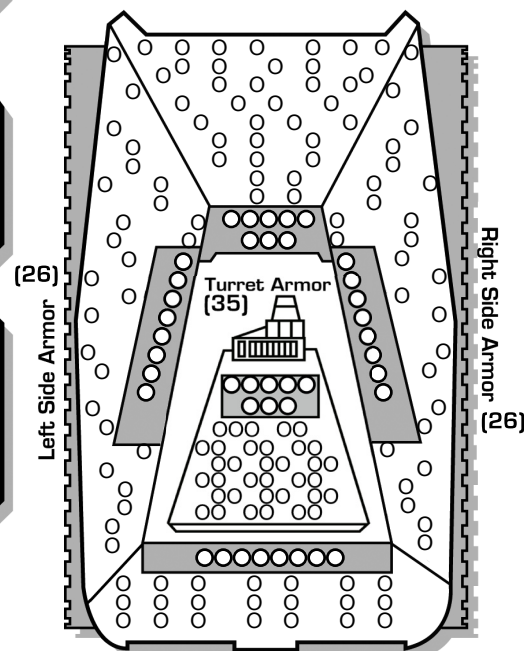
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Front Armor  
(35)



Rear Armor  
(21)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Partisan Air Defense Tank (LRM)

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                       | Loc | Dmg               | Min | Sht | Med | Lng |
|-----|----------------------------|-----|-------------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave       | BD  | [E]               | —   | —   | —   | —   |
| 2   | Machine Gun                | FR  | 2<br>[DB, AI]     | —   | 1   | 2   | 3   |
| 1   | AMS                        | T   | —                 | —   | —   | —   | —   |
| 4   | LRM 15<br>w/Artemis IV FCS | T   | 1/Msl<br>[M.C.S.] | 6   | 7   | 14  | 21  |

Ammo: [Machine Gun] 200, [LRM 15 Artemis] 48, [AMS] 12

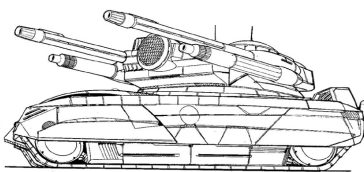
Cost: BV: 1,303

### CREW DATA

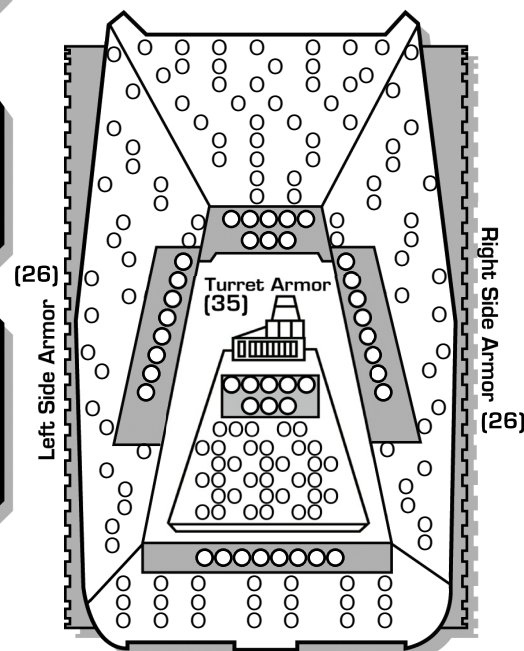
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Front Armor  
(35)



Rear Armor  
(21)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Schrek PPC Carrier (C3M)

Movement Points: Tonnage: 80  
 Cruising: 3 Tech Base: Inner Sphere  
 Flank: 5 Era: Jihad  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                  | Loc | Dmg   | Min | Sht | Med | Lng |
|-----|-----------------------|-----|-------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Master | BD  | [E]   | —   | 5   | 10  | 15  |
| 1   | Guardian ECM Suite    | BD  | [E]   | —   | —   | —   | 6   |
| 1   | AMS                   | FR  | —     | —   | —   | —   | —   |
| 1   | Light PPC             | T   | 5     | 3   | 6   | 12  | 18  |
|     |                       |     | [DEX] |     |     |     |     |
| 2   | PPC                   | T   | 10    | 3   | 6   | 12  | 18  |
|     |                       |     | [DEX] |     |     |     |     |

Ammo: [AMS] 24

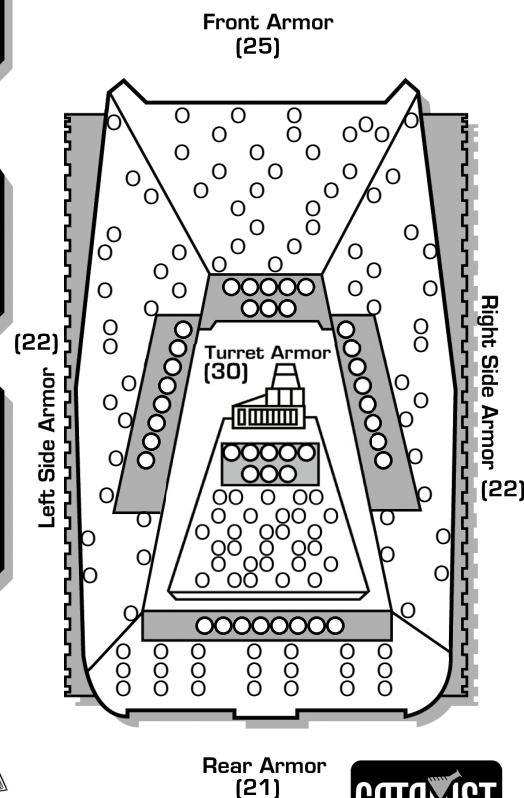
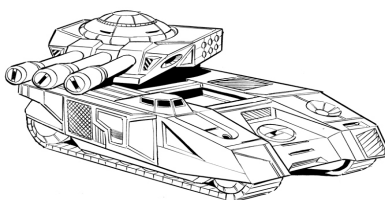
Cost: BV: 993

### CREW DATA

Crew: \_\_\_\_\_  
 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 ☐



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Schrek PPC Carrier (Armor)

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: Fusion Engine

Tonnage: 80

Tech Base: Inner Sphere

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

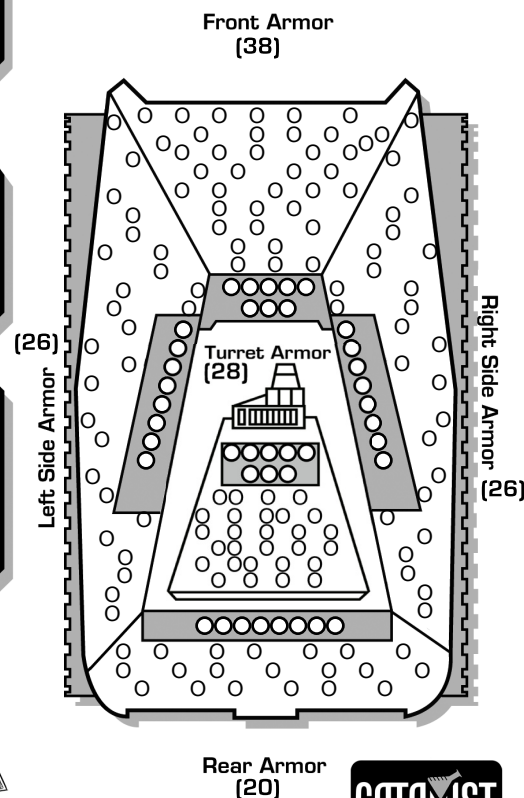
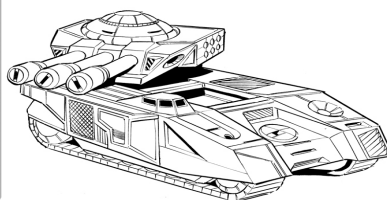
Front ☐

Left ☐

Right ☐

Rear ☐

Turret ☐



Rear Armor (20)



Cost: BV: 1,040

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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Ajax Assault Tank (Sealed)

Movement Points: **Tonnage:** 90  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 (Advanced)  
**Movement Type:** Tracked **Era:** Jihad  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                  | Loc | Dmg      | Min | Sht | Med | Lng |
|-----|-----------------------|-----|----------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave  | BD  | [E]      | —   | —   | —   | —   |
| 1   | Environmental Sealing | BD  | [E]      | —   | —   | —   | —   |
| 1   | Guardian ECM Suite    | BD  | [E]      | —   | —   | —   | 6   |
| 1   | ER Large Laser        | T   | 8 [DE]   | —   | 7   | 14  | 19  |
| 2   | Medium Pulse Laser    | T   | 6 [P]    | —   | 2   | 4   | 6   |
| 1   | MML 9                 | T   | [M.S.C.] | —   | —   | —   | —   |
| 1   | LRM                   | T   | 1/Msl    | 6   | 7   | 14  | 21  |
| 1   | SRM                   | T   | 2/Msl    | —   | 3   | 6   | 9   |
| 1   | SRT 6                 | T   | 6        | —   | 0   | 0   | —   |

Ammo [CASE]: [MML 9/SRM] 11, [SRT 6] 30, [MML 9/LRM] 13

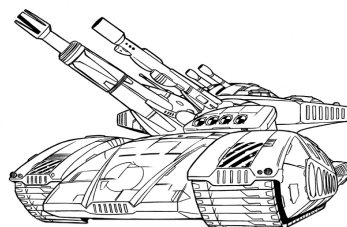
Cost: BV: 1,551

### CREW DATA

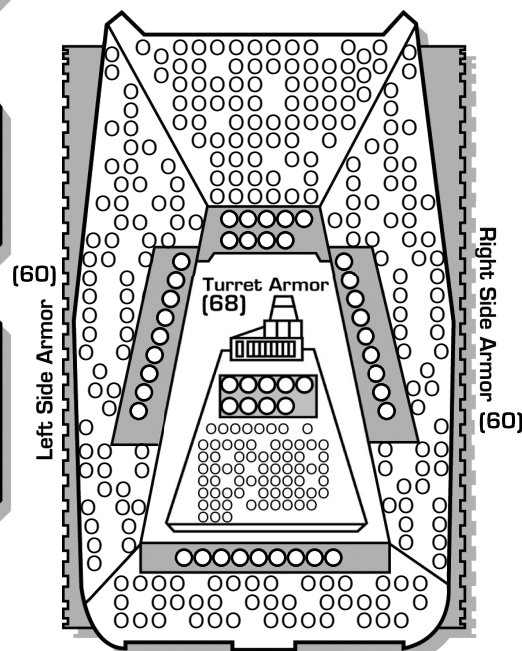
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Front Armor  
(76)



Rear Armor  
(40)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Challenger XIVs MBT

Movement Points: **Tonnage:** 90  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 (Advanced)  
**Movement Type:** Tracked **Era:** Jihad  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                  | Loc | Dmg              | Min | Sht | Med | Lng     |
|-----|-----------------------|-----|------------------|-----|-----|-----|---------|
| 1   | Environmental Sealing | BD  | [E]              | —   | —   | —   | —       |
| 1   | SRM 4                 | FR  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9       |
| 1   | SRT 4                 | FR  | 4                | —   | 0   | 0   | —       |
| 1   | Streak SRM 2          | RS  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9       |
| 1   | Streak SRM 2          | LS  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9       |
| 1   | Small Pulse Laser     | RR  | 3[P]             | —   | 1   | 2   | 3       |
| 1   | AMS                   | T   | —                | —   | —   | —   | —       |
| 1   | ER Large Laser        | T   | 8[DE]            | —   | 7   | 14  | 19      |
| 1   | LB 10-X AC            | T   | 10<br>[DB,C,F,S] | —   | 6   | 12  | 18      |
| 1   | MML 7<br>LRM<br>SRM   | T   | 1/Msl<br>2/Msl   | 6   | 7   | 14  | 21<br>9 |

Ammo: [Streak SRM 2] 50, [SRM 4] 25, [MML 7/LRM] 17  
[SRT 4] 25, [AMS] 12, [LB 10-X Cluster] 10  
[LB 10-X] 10, [MML 7/SRM] 14

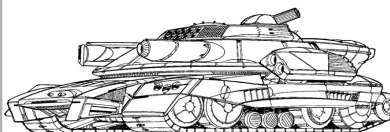
Cost: BV: 1,512

### CREW DATA

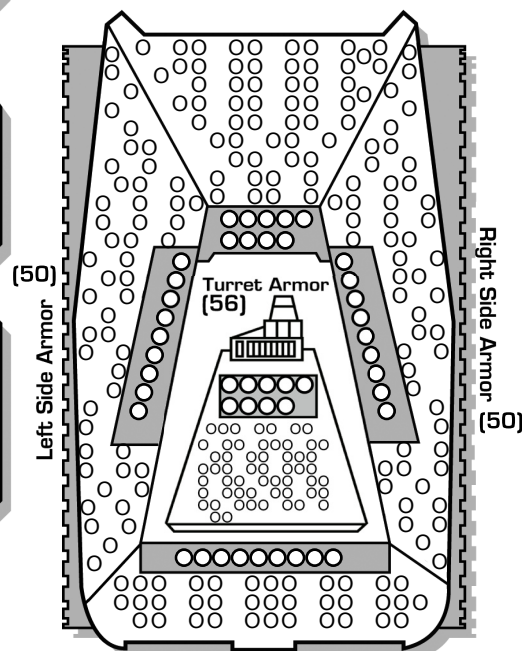
Crew: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Front Armor  
(56)



Rear Armor  
(36)



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

|                    |    |
|--------------------|----|
| Hit from rear      | +1 |
| Hit from the sides | +2 |

### Vehicle Type Modifiers:

|                       |    |
|-----------------------|----|
| Tracked, Naval        | +0 |
| Wheeled               | +2 |
| Hovercraft, Hydrofoil | +3 |
| WIGE                  | +4 |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Ontos Heavy Tank (MML)

Movement Points: **Tonnage:** 95  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type              | Loc | Dmg             | Min | Sht | Med | Lng |
|-----|-------------------|-----|-----------------|-----|-----|-----|-----|
| 2   | ER Medium Laser   | T   | 5 [DE]          | —   | 4   | 8   | 12  |
| 2   | Light Gauss Rifle | T   | 8 [DB,X]        | 3   | 8   | 17  | 25  |
| 2   | MML 7 LRM SRM     | T   | 1 [M,S,C] 2/Msl | 6   | 7   | 14  | 21  |
|     |                   |     |                 | —   | 3   | 6   | 9   |

Ammo [CASE]: (MML 7/LRM) 34, (Light Gauss) 64  
 (MML 7/SRM) 14

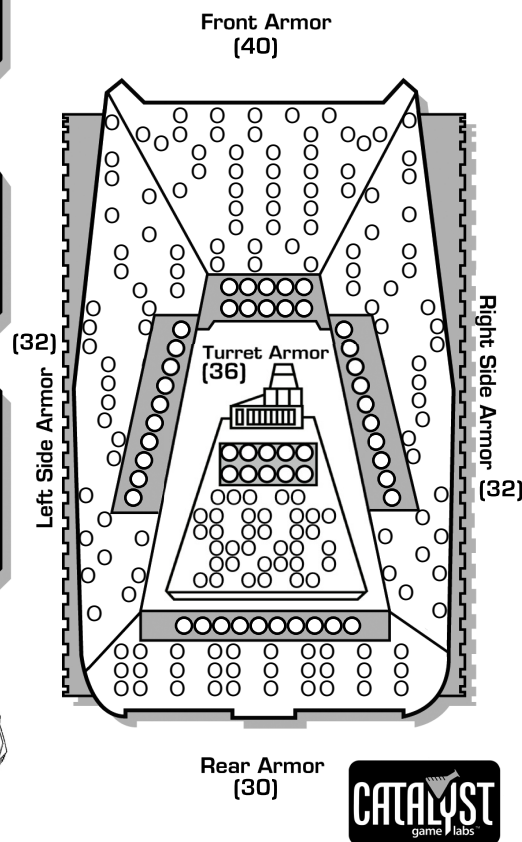
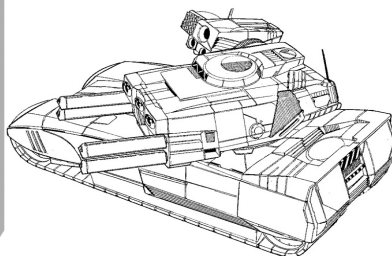
Cost: BV: 1,268

### CREW DATA

Crew: \_\_\_\_\_  
**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 ☐



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Ontos Heavy Tank (Sealed)

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

Tonnage: 95 **Tech Base:** Inner Sphere (Advanced) **Era:** Jihad

### Weapons & Equipment Inventory

| Qty | Type                  | Loc | Dmg       | Min | Sht | Med | Lng |
|-----|-----------------------|-----|-----------|-----|-----|-----|-----|
| 1   | Environmental Sealing | BD  | [E]       | —   | 4   | 8   | 12  |
| 2   | ER Medium Laser       | T   | 5 [DE]    | —   | 3   | 6   | 9   |
| 4   | Medium Laser          | T   | 5 [DE]    | —   | 3   | 6   | 9   |
| 2   | MML 7 LRM SRM         | T   | [M, S, C] | 6   | 7   | 14  | 21  |
|     | w/Artemis IV FCS      |     | 2/Msl     | —   | 3   | 6   | 9   |

Ammo [CASE]: [MML 7 LRM Artemis] 34, [MML 7 SRM Artemis] 42

Cost: BV: 1,156

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

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

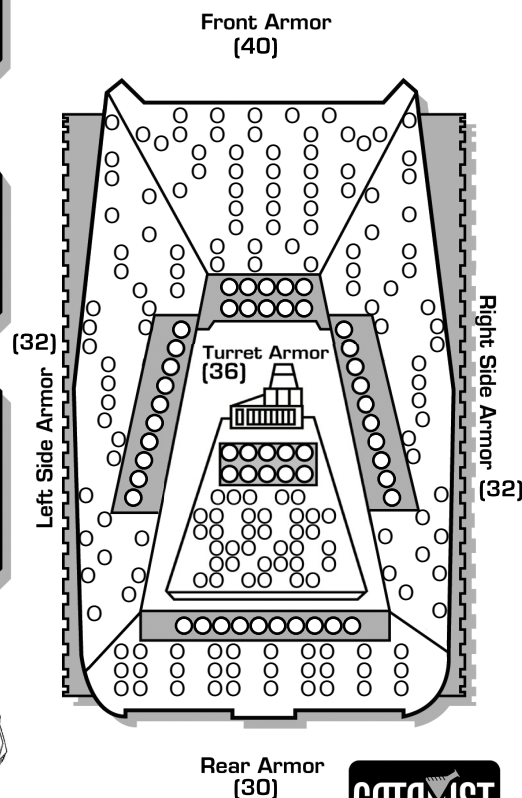
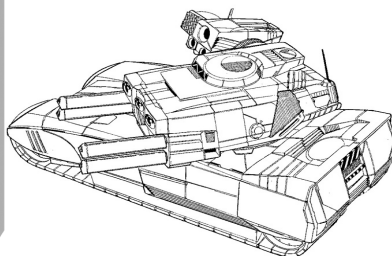
### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



Rear Armor (30)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Demolisher II Heavy Tank (MML)

Movement Points: **Tonnage:** 100  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Dmg         | Min | Sht | Med | Lng |
|-----|--------------------|-----|-------------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite | BD  | [E]         | —   | —   | —   | 6   |
| 2   | Machine Gun        | FR  | 2           | 1   | 2   | 3   |     |
|     |                    |     | [DB, AI]    |     |     |     |     |
| 4   | MML 9 LRM SRM      | T   | [M, S, C]   | 6   | 7   | 14  | 21  |
|     | w/Artemis IV FCS   |     | 1/Msl 2/Msl | —   | 3   | 6   | 9   |

Ammo [CASE]: (MML 9 SRM Artemis) 33, (Machine Gun) 300  
(MML 9 LRM Artemis) 52

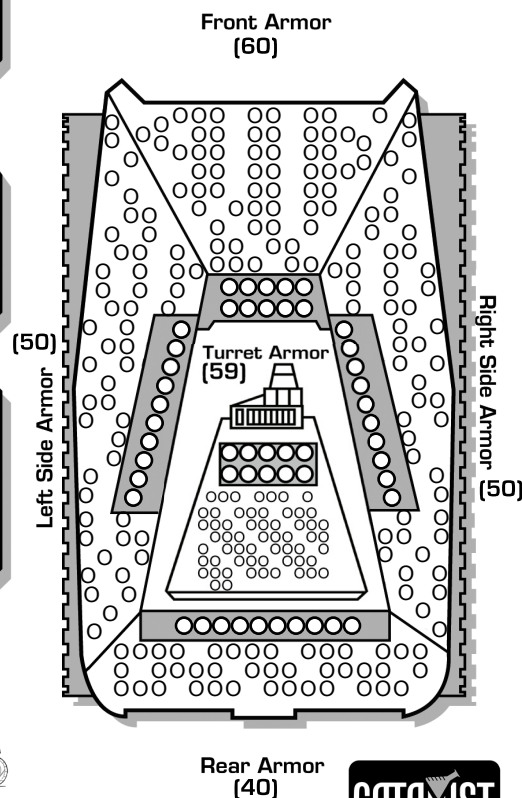
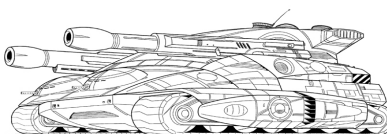
Cost: BV: 1,397

### CREW DATA

Crew: \_\_\_\_\_  
**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 ☐



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | 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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Fireball ALM-10D

Movement Points:

Walking: 11

Running: 17 [22]

Jumping: 0

Tonnage: 20

Tech Base: Inner Sphere

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)

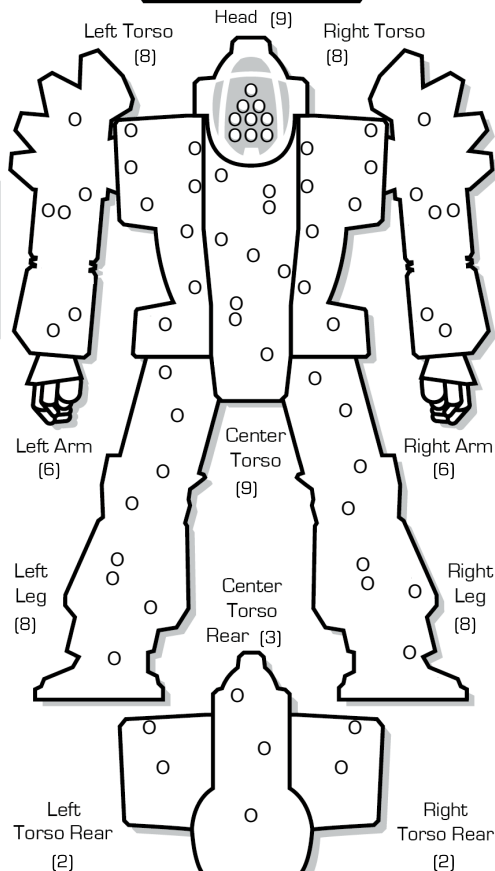
| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | ER Medium Laser    | RT  | 5  | 5 [DE] | —   | 4   | 8   | 12  |
| 1   | Targeting Computer | RT  | —  | [E]    | —   | —   | —   | —   |
| 1   | ER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

Cost:

BV: 957



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- MASC
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

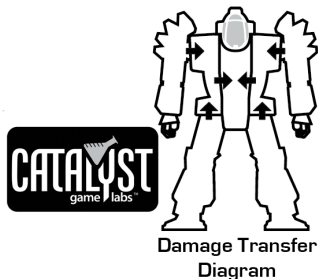
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Small Laser
- Endo Steel
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Targeting Computer
- Endo Steel

1-3

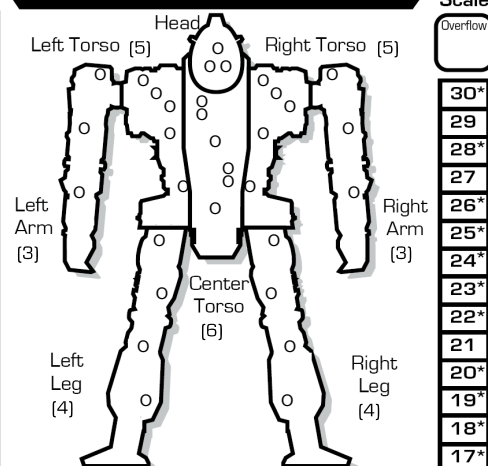
- Endo Steel
- Endo Steel
- Endo Steel
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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 4+  | ○                          |
| 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: **Commando COM-2Dr**

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

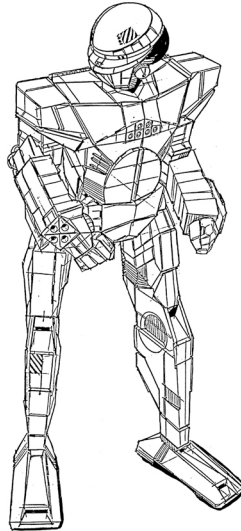
Name: \_\_\_\_\_

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   | MML 7           | RA  | 4  | [M.S.C] | 6   | 7   | 14  | 21  |
| 1   | SRM             |     |    | 1 [Msl] | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser | LA  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |



Cost:

BV: 563

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- 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
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

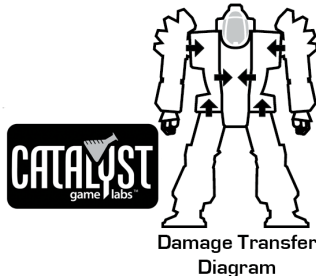
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- 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
- Lower Arm Actuator
- Hand Actuator
- MML 7
- MML 7

1-3

- MML 7
- MML 7
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
- CASE
- Roll Again

1-3

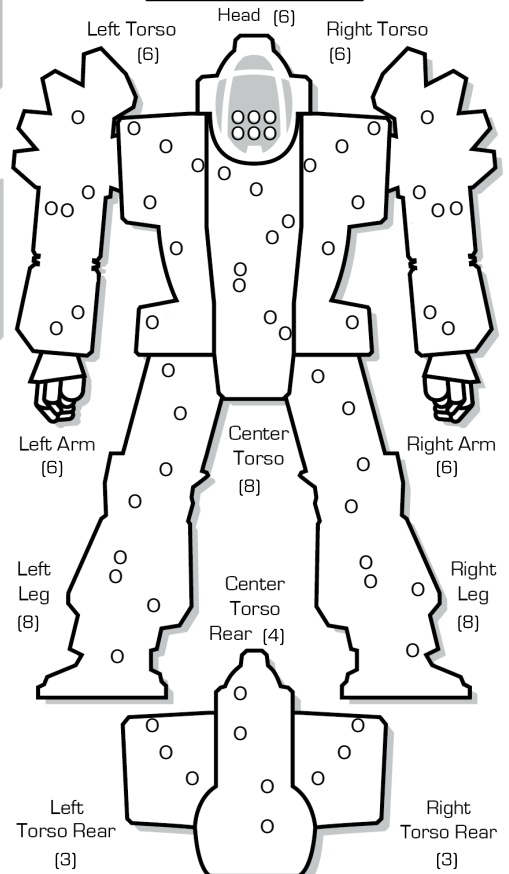
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

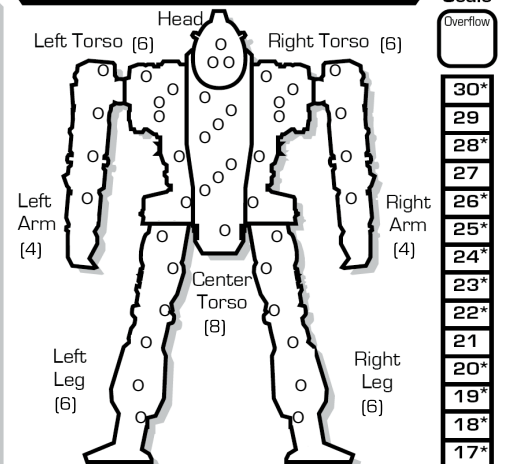
#### Right Leg

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

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Dart DRT-6T

Movement Points:

Walking: 9  
Running: 14  
Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere  
Era: Jihad

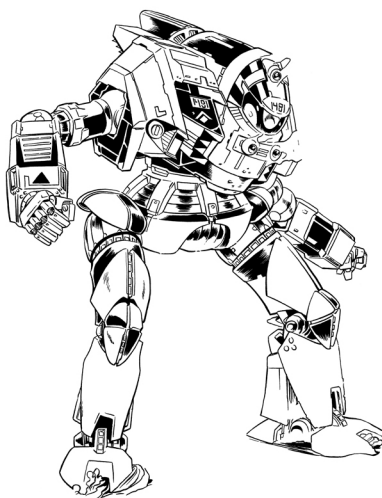
### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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



### Weapons & Equipment Inventory

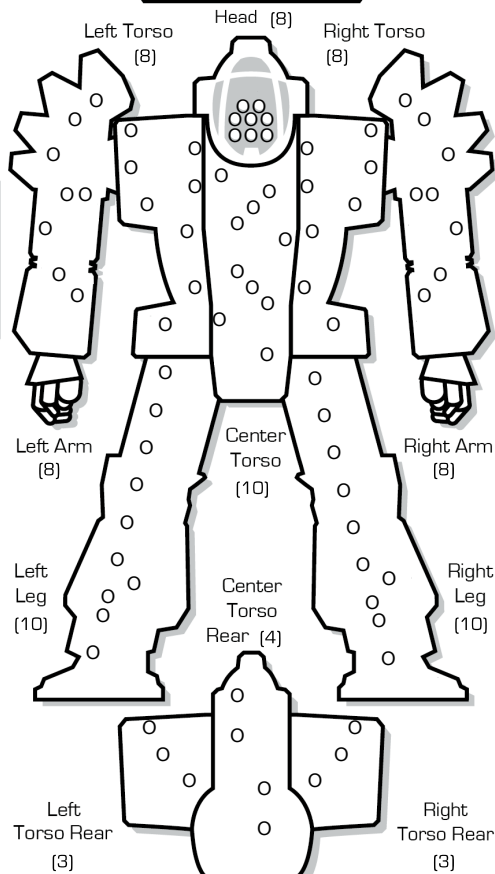
(hexes)

| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | ER Small Laser     | HD  | 2  | 3 [DE]  | —   | 2   | 4   | 5   |
| 1   | Light PPC          | CT  | 5  | 5 [DEX] | 3   | 6   | 12  | 18  |
| 1   | Targeting Computer | RT  | —  | [E]     | —   | —   | —   | —   |

Cost:

BV: 703

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Center Torso

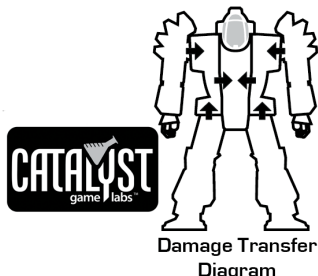
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

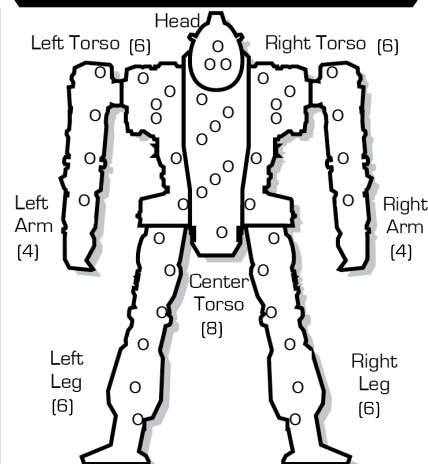
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Mongoose MON-86

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

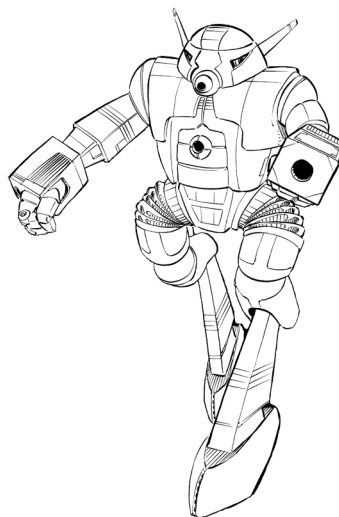
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



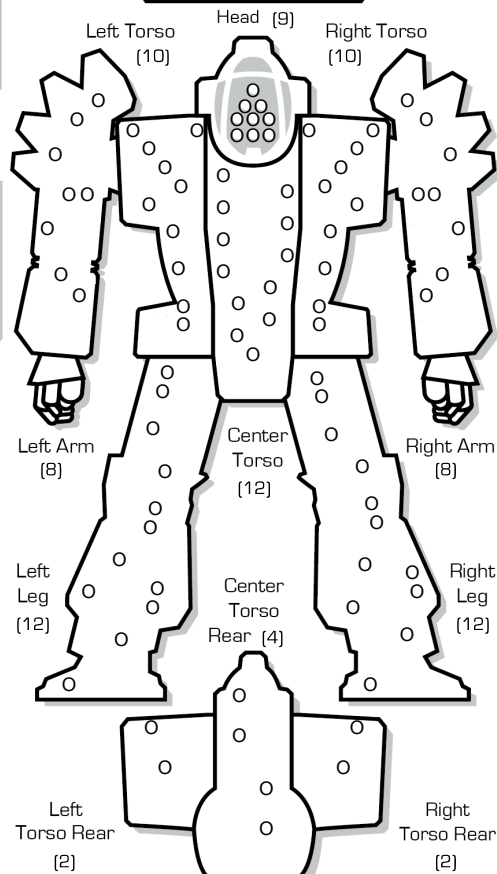
### Weapons & Equipment Inventory (hexes)

| Qty | Type                | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Small Laser         | HD  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |
| 1   | Light PPC           | CT  | 5  | 5 [DEX] | 3   | 6   | 12  | 18  |
| 1   | ER Small Laser      | RT  | 2  | 3 [DE]  | —   | 2   | 4   | 5   |
| 1   | Beagle Active Probe | LT  | —  | 3 [E]   | —   | —   | —   | 4   |
| 1   | Medium Laser        | RA  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | Medium Laser        | LA  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |

Cost:

BV: 887

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Beagle Active Probe
- Beagle Active Probe
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

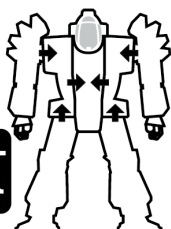
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC

4-6

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Endo Steel
- Endo Steel

1-3

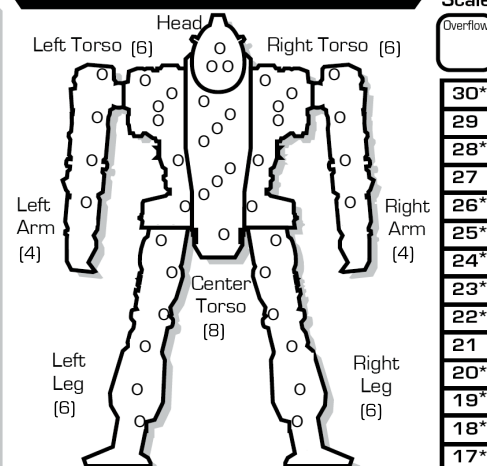
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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 4+  | ○                          |
| 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: Raptor RTX-10U

Movement Points:

Walking: 7

Running: 11

Underwater: 7

Tonnage: 25

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

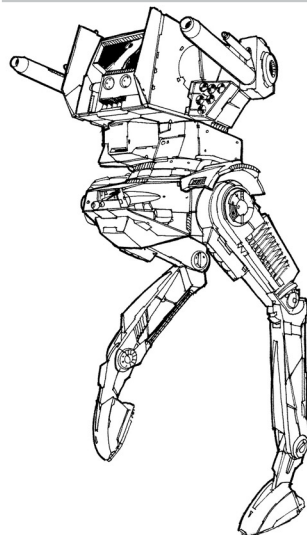
### WARRIOR DATA

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 Medium Laser | CT  | 5  | 5 [DE] | —   | 4   | 8   | 12  |
| 1   | SRT 4           | RT  | 3  | 4      | —   | 0   | 0   | —   |
| 1   | SRT 4           | LT  | 3  | 4      | —   | 0   | 0   | —   |
| 1   | ER Medium Laser | RA  | 5  | 5 [DE] | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser | LA  | 5  | 5 [DE] | —   | 4   | 8   | 12  |

Cost:

BV: 914

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 4-6 ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- UMU
- UMU
- UMU

- SRT 4
- 4-6 Ammo (SRT 4) 25
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Left Leg

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

#### Head

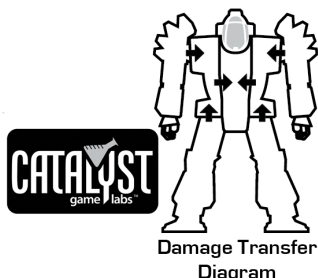
- Life Support
- Sensors
- Cockpit
- 4 Endo Steel
- Sensors
- Life Support

#### Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4 Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- ER Medium Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

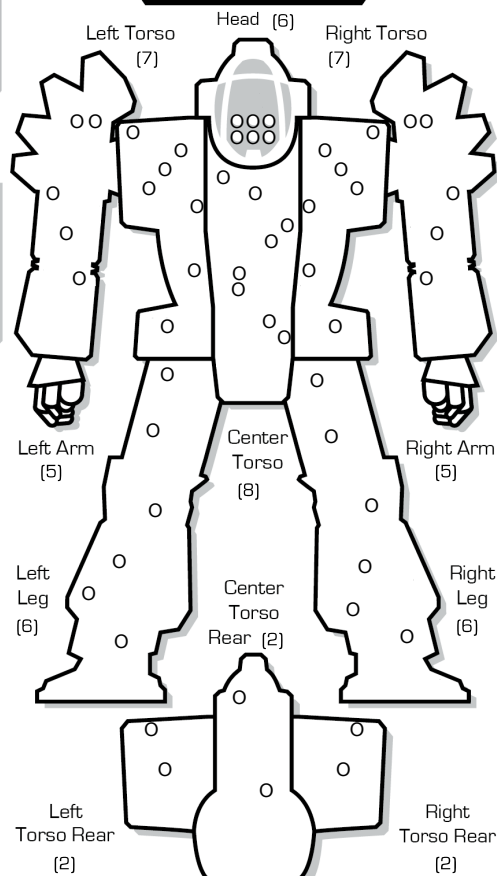
- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- UMU

- SRT 4
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

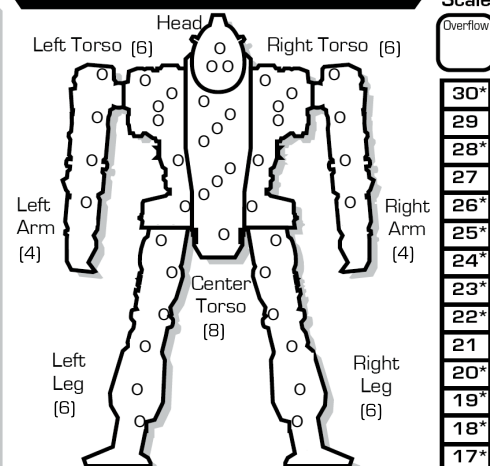
#### Right Leg

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

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>Double |
|-------------|------------------------|----------------------------------|
| 30          | Shutdown               | 0                                |
| 28          | Ammo Exp. avoid on 8+  | 0                                |
| 26          | Shutdown, avoid on 10+ | 0                                |
| 25          | -5 Movement Points     | 0                                |
| 24          | +4 Modifier to Fire    | 0                                |
| 23          | Ammo Exp. avoid on 6+  | 0                                |
| 22          | Shutdown, avoid on 8+  | 0                                |
| 20          | -4 Movement Points     | 0                                |
| 19          | Ammo Exp. avoid on 4+  | 0                                |
| 18          | Shutdown, avoid on 4+  | 0                                |
| 17          | +3 Modifier to Fire    | 0                                |
| 15          | -3 Movement Points     | 0                                |
| 14          | Shutdown, avoid on 4+  | 0                                |
| 13          | +2 Modifier to Fire    | 0                                |
| 10          | -2 Movement Points     | 0                                |
| 8           | +1 Modifier to Fire    | 0                                |
| 5           | -1 Movement Points     | 0                                |

| Heat Scale |
|------------|
| Overflow   |
| 30*        |
| 29         |
| 28*        |
| 27         |
| 26*        |
| 25*        |
| 24*        |
| 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: Arctic Fox AF1U

Movement Points:

Walking: 6

Running: 9

Underwater: 5

Tonnage: 30

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

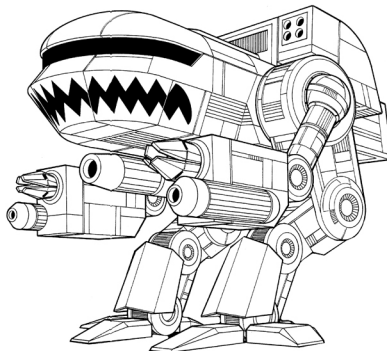
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

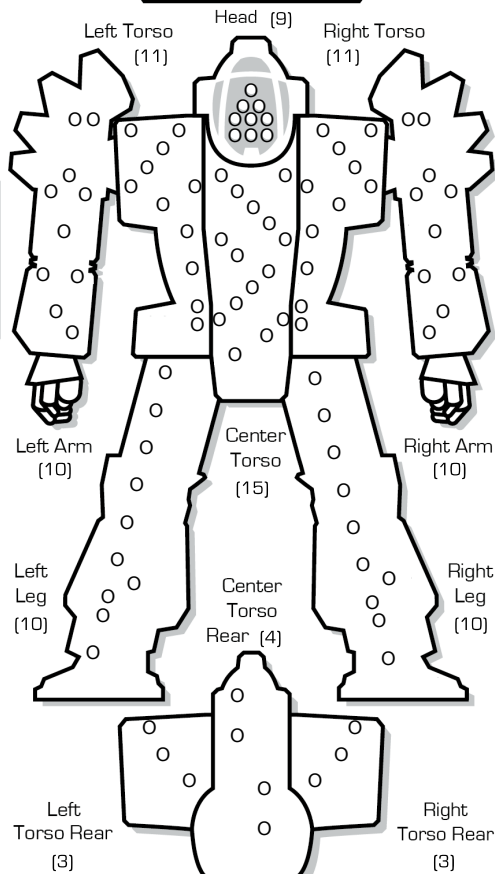
| Qty | Type             | Loc | Ht | Dmg   | Min | Sht | Med | Lng |
|-----|------------------|-----|----|-------|-----|-----|-----|-----|
| 1   | LRT 10           | RA  | 4  | 10    | 6   | 0   | 0   | —   |
| 1   | w/Artemis IV FCS |     |    |       |     |     |     |     |
| 1   | Light PPC        | LA  | 5  | 5     | 3   | 6   | 12  | 18  |
|     |                  |     |    | [DEX] |     |     |     |     |

Cost:

BV: 821



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

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

1-3

- UMU
- UMU
- UMU
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- MASS
- Sensors
- Life Support

1-3

#### Center Torso

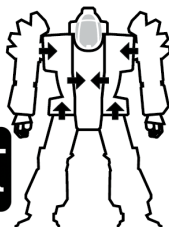
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRT 10
- LRT 10

1-3

- Artemis IV FCS
- Ammo (LRT 10 Artemis) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

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

1-3

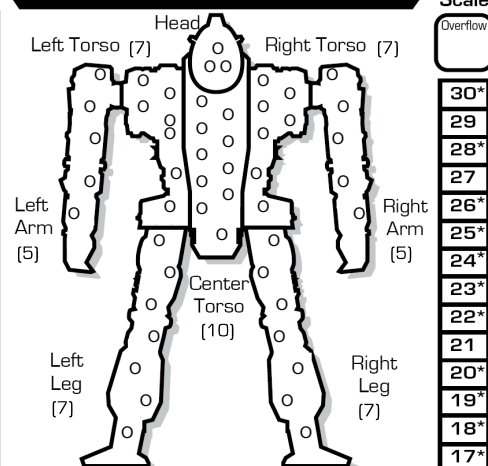
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- UMU
- UMU
- Roll Again

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                | Heat Sinks: 10 (20) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | 0                          |
| 28          | Ammo Exp. avoid on 8+  | 0                          |
| 26          | Shutdown, avoid on 10+ | 0                          |
| 25          | -5 Movement Points     | 0                          |
| 24          | +4 Modifier to Fire    | 0                          |
| 23          | Ammo Exp. avoid on 6+  | 0                          |
| 22          | Shutdown, avoid on 8+  | 0                          |
| 20          | -4 Movement Points     | 0                          |
| 19          | Ammo Exp. avoid on 4+  | 0                          |
| 18          | Shutdown, avoid on 6+  | 0                          |
| 17          | +3 Modifier to Fire    | 0                          |
| 15          | -3 Movement Points     | 0                          |
| 14          | Shutdown, avoid on 4+  | 0                          |
| 13          | +2 Modifier to Fire    | 0                          |
| 10          | -2 Movement Points     | 0                          |
| 8           | +1 Modifier to Fire    | 0                          |
| 5           | -1 Movement Points     | 0                          |

Heat Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 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: Hitman HM-1r

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

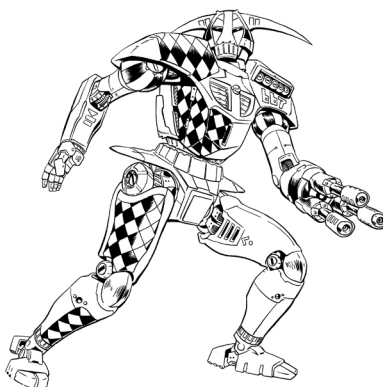
### Weapons & Equipment Inventory

(hexes)

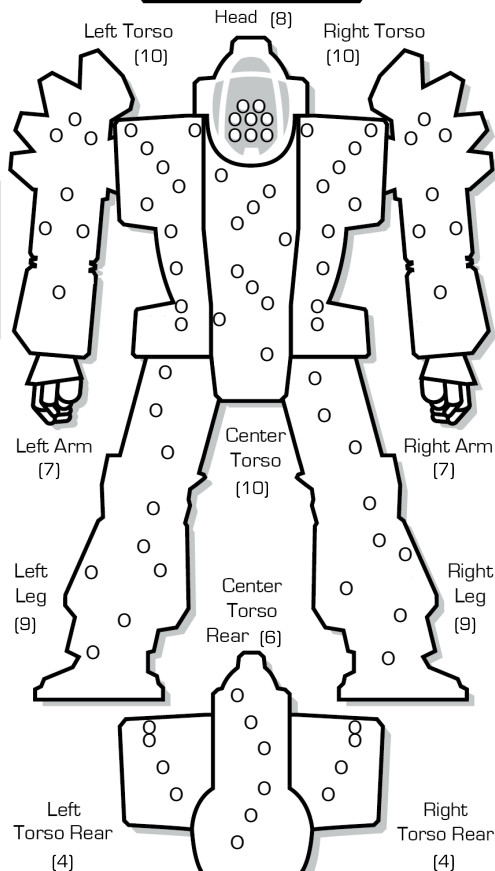
| Qty | Type                | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | TAG                 | HD  | 0  | 0 [S]   | —   | 5   | 10  | 15  |
| 1   | Beagle Active Probe | RT  | —  | [E]     | —   | —   | —   | 4   |
| 1   | Guardian ECM Suite  | LT  | —  | [E]     | —   | —   | —   | 6   |
| 1   | MML 7               | LT  | 4  | [M.S.C] | —   | —   | —   | —   |
|     | LRM                 |     |    | 1/Msl   | 6   | 7   | 14  | 21  |
|     | SRM                 |     |    | 2/Msl   | 3   | 6   | 9   | 9   |
| 2   | ER Medium Laser     | LA  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |

Cost:

BV: 938



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel

4-6

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7

1-3

- MML 7
- Ammo [MML 7/LRM] 17
- Ammo [MML 7/SRM] 14
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

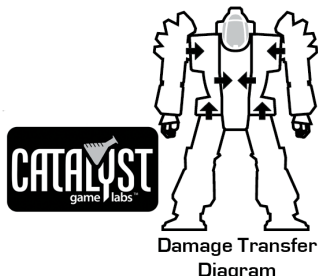
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

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

4-6

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

4-6

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Beagle Active Probe

1-3

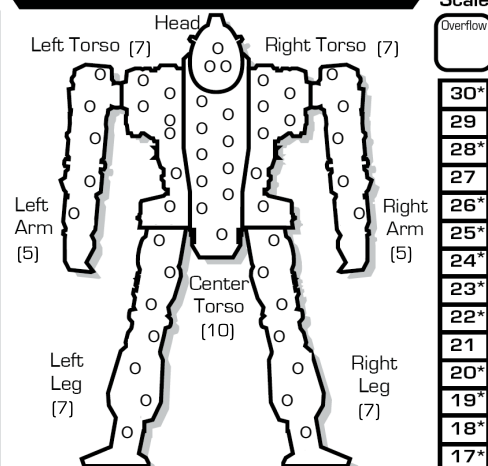
- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- MASC
- MASC

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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 4+  | ○                          |
| 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: UrbanMech UM-AIV

Movement Points:

Walking: 2

Running: 3

Jumping: 2

Tonnage: 30

Tech Base: Inner Sphere

(Advanced)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

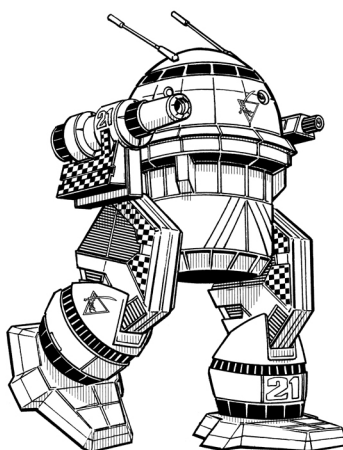
|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

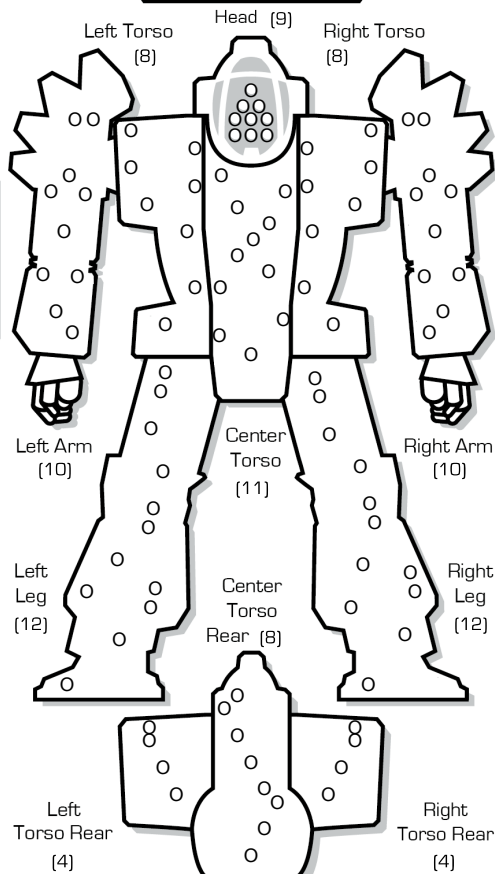
| Qty | Type            | Loc      | Ht     | Dmg     | Min | Sht | Med | Lng |
|-----|-----------------|----------|--------|---------|-----|-----|-----|-----|
| 1   | Arrow IV        | RT/RA 10 | 20     | [A,S,F] | —   | 1   | 2   | 8   |
| 1   | ER Medium Laser | LA 5     | 5 [DE] | —       | 4   | 8   | 12  |     |

Cost:

BV: 603



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Jump Jet
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

#### Left Leg

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

#### Head

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

1-3

4-6

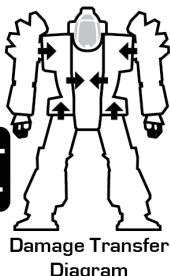
#### Center Torso

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

1-3

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Jump Jet
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Endo Steel

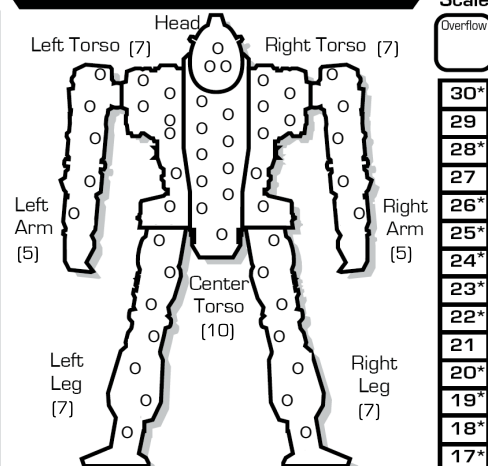
1-3

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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 4+  | ○                          |
| 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: UrbanMech UM-R80

Movement Points:

Walking: 2

Running: 3

Jumping: 3

Tonnage: 30

Tech Base: Inner Sphere

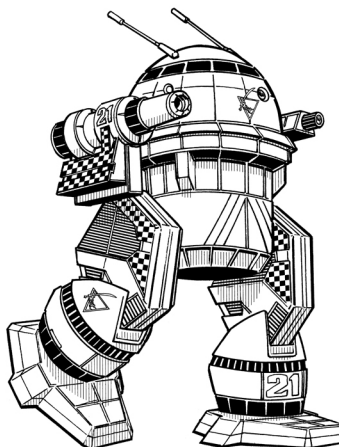
Era: Jihad

### 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

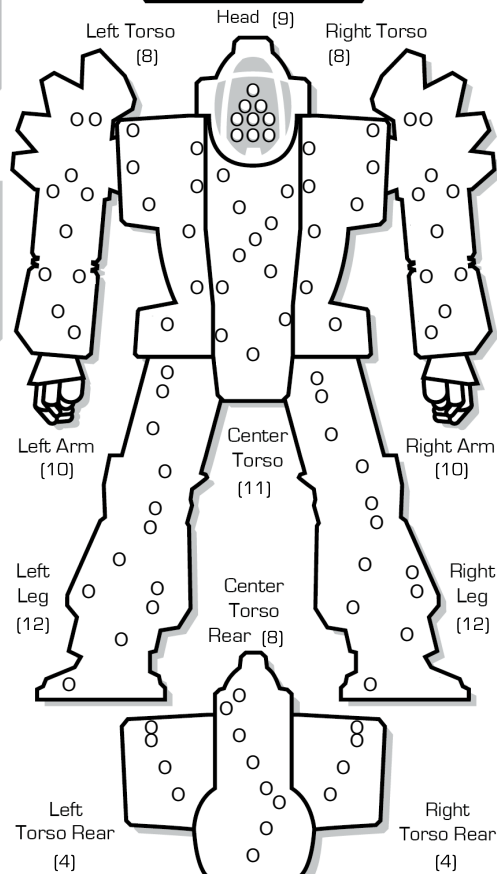
(hexes)

| Qty | Type                | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Beagle Active Probe | RT  | —  | [E]           | —   | —   | —   | 4   |
| 1   | Guardian ECM Suite  | LT  | —  | [E]           | —   | —   | —   | 6   |
| 1   | Small Pulse Laser   | LT  | 2  | 3 [P]         | —   | 1   | 2   | 3   |
| 1   | Snub-Nose PPC       | RA  | 10 | 10/8/5 [DE.V] | —   | 9   | 13  | 15  |
| 1   | TAG                 | RA  | 0  | 0 [S]         | —   | 5   | 10  | 15  |
| 1   | Small Laser         | LA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |

Cost:

BV: 699

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Small Pulse Laser
- Guardian ECM Suite

1-3

- Guardian ECM Suite
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- TAG
- Roll Again

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Beagle Active Probe
- Beagle Active Probe

1-3

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

4-6

#### Center Torso

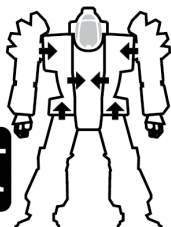
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

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

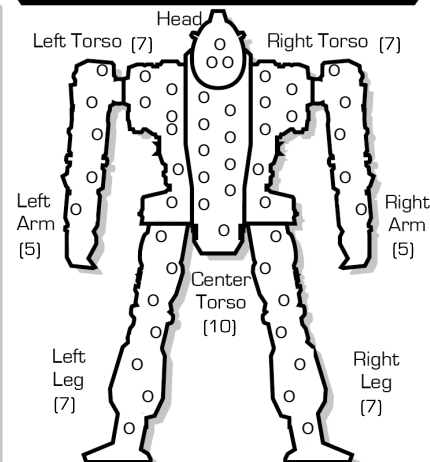


Damage Transfer Diagram

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 11 (11) 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: Jenner JR7-C4

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 35

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

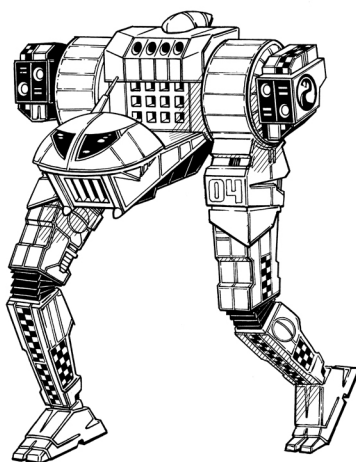
### Weapons & Equipment Inventory

(hexes)

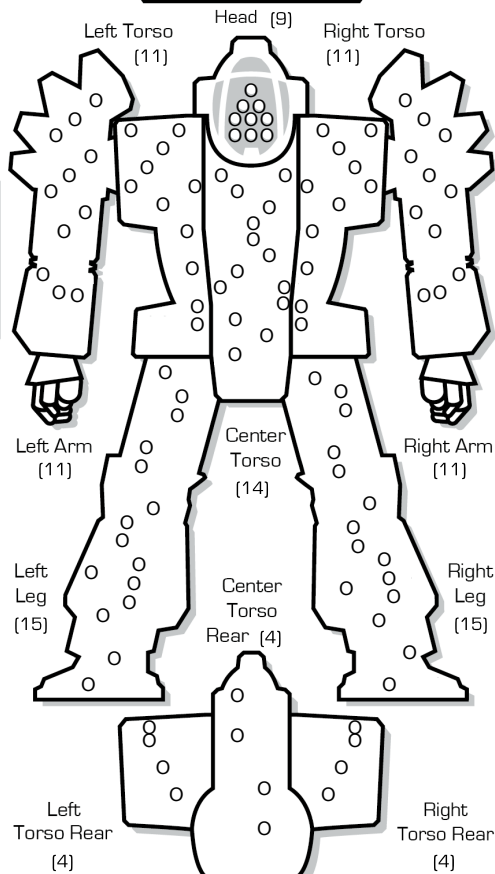
| Qty | Type                         | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|------------------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Boosted Slave | HD  | —  | [E]       | —   | —   | —   | —   |
| 1   | MML 5                        | RA  | 3  | [M, S, C] | 6   | 7   | 14  | 21  |
|     | LRM                          |     |    | 1/Msl     | —   | 3   | 6   | 9   |
|     | SRM                          |     |    | 2/Msl     | —   | —   | —   | —   |
| 1   | MML 5                        | LA  | 3  | [M, S, C] | 6   | 7   | 14  | 21  |
|     | LRM                          |     |    | 1/Msl     | —   | 3   | 6   | 9   |
|     | SRM                          |     |    | 2/Msl     | —   | —   | —   | —   |

Cost:

BV: 703



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MML 5
- 4 MML 5
- 5 MML 5
- Heavy Ferro-Fibrous

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Left Torso

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

- Jump Jet
- Jump Jet
- 3 Jump Jet
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- 5 C<sup>3</sup> Boosted Slave
- 6 C<sup>3</sup> Boosted Slave

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

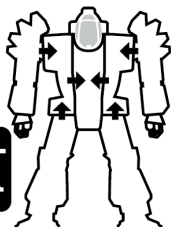
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Heavy Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer  
Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MML 5
- 4 MML 5
- 5 MML 5
- Heavy Ferro-Fibrous

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Right Torso

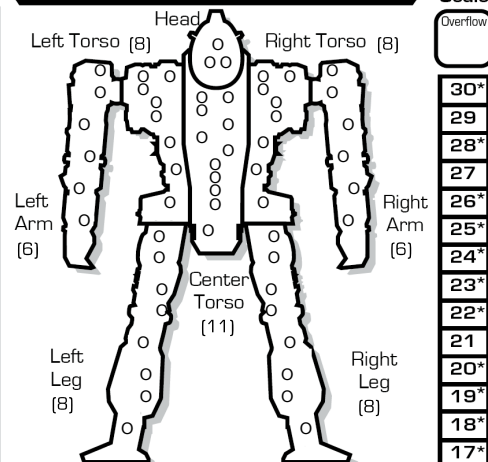
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Jump Jet
- 5 Jump Jet
- 6 Jump Jet

- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- CASE
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>Double |
|-------------|------------------------|----------------------------------|
| 30          | Shutdown               | 0                                |
| 28          | Ammo Exp. avoid on 8+  | 0                                |
| 26          | Shutdown, avoid on 10+ | 0                                |
| 25          | -5 Movement Points     | 0                                |
| 24          | +4 Modifier to Fire    | 0                                |
| 23          | Ammo Exp. avoid on 6+  | 0                                |
| 22          | Shutdown, avoid on 8+  | 0                                |
| 20          | -4 Movement Points     | 0                                |
| 19          | Ammo Exp. avoid on 4+  | 0                                |
| 18          | Shutdown, avoid on 6+  | 0                                |
| 17          | +3 Modifier to Fire    | 0                                |
| 15          | -3 Movement Points     | 0                                |
| 14          | Shutdown, avoid on 4+  | 0                                |
| 13          | +2 Modifier to Fire    | 0                                |
| 10          | -2 Movement Points     | 0                                |
| 8           | +1 Modifier to Fire    | 0                                |
| 5           | -1 Movement Points     | 0                                |

Heat  
Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 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: Raven RVN-4LR

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

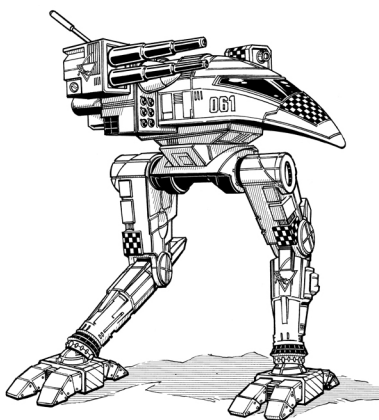
### Weapons & Equipment Inventory

(hexes)

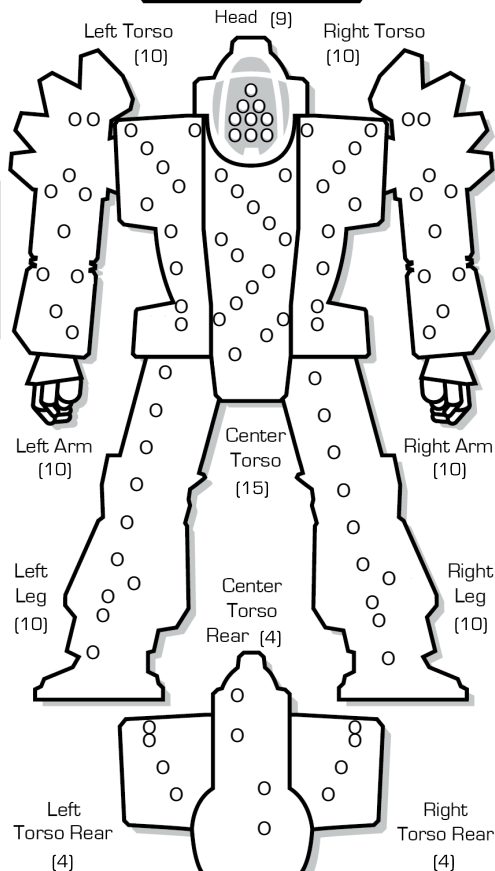
| Qty | Type                | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Beagle Active Probe | CT  | —  | [E]      | —   | —   | —   | 4   |
| 1   | TAG                 | RT  | 0  | 0 [S]    | —   | 5   | 10  | 15  |
| 1   | Guardian ECM Suite  | LT  | —  | [E]      | —   | —   | —   | 6   |
| 1   | MML 7 LRM SRM       | LT  | 4  | [M.S.C.] | —   | —   | —   | —   |
|     | w/Artemis IV FCS    |     |    | 1/Msl    | 6   | 7   | 14  | 21  |
|     |                     |     |    | 2/Msl    | 3   | 6   | 9   | 9   |
| 2   | ER Medium Laser     | RA  | 5  | 5 [DE]   | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser     | LA  | 5  | 5 [DE]   | —   | 4   | 8   | 12  |

Cost:

BV: 989



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Stealth
- Stealth

#### Center Torso

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

#### Roll Again

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7
- MML 7
- Artemis IV FCS
- Guardian ECM Suite
- Guardian ECM Suite
- Stealth
- Stealth

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Beagle Active Probe
- Beagle Active Probe

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo [MML 7 LRM Artemis] 17
- Ammo [MML 7 SRM Artemis] 14
- TAG
- CASE
- Stealth
- Stealth

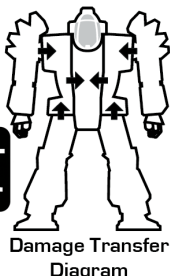
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

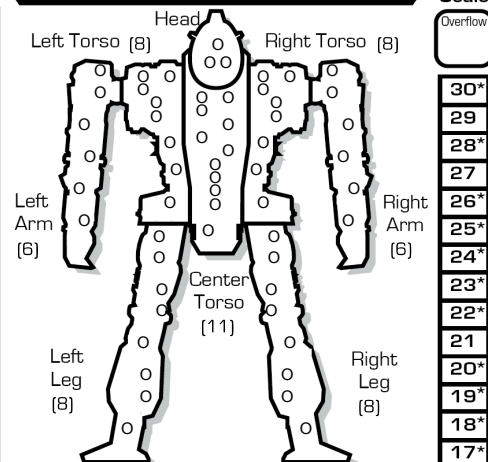
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



### 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: Talon TLN-6W

Movement Points:

Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

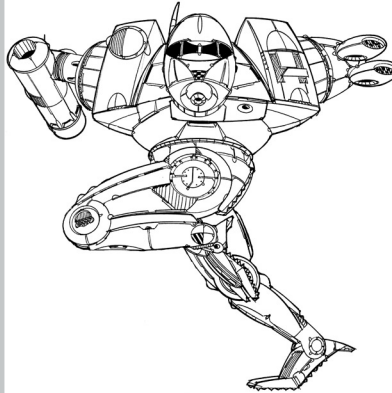
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

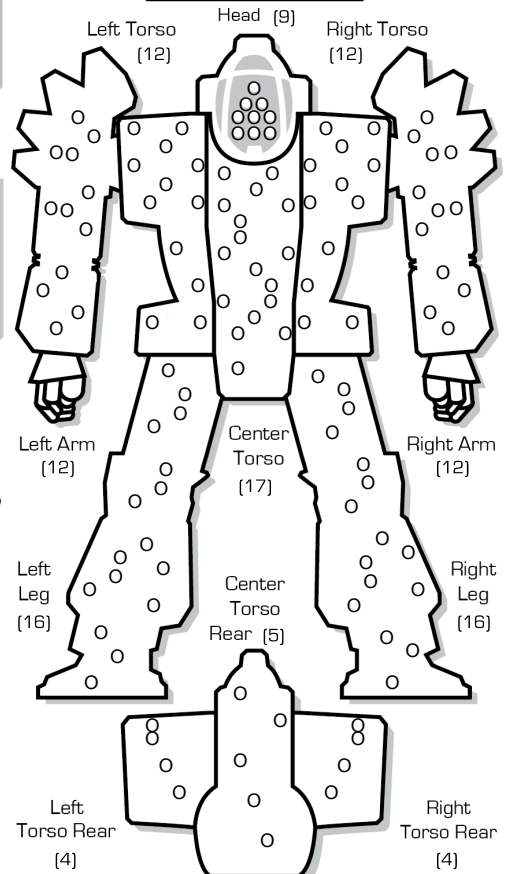
| Qty | Type         | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Heavy PPC    | RA  | 15 | 15     | 3   | 6   | 12  | 18  |
|     |              |     |    | [DEX]  |     |     |     |     |
| 2   | Medium Laser | LA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |

Cost:

BV: 1,341



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

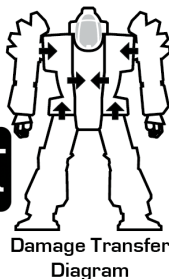
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

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



#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

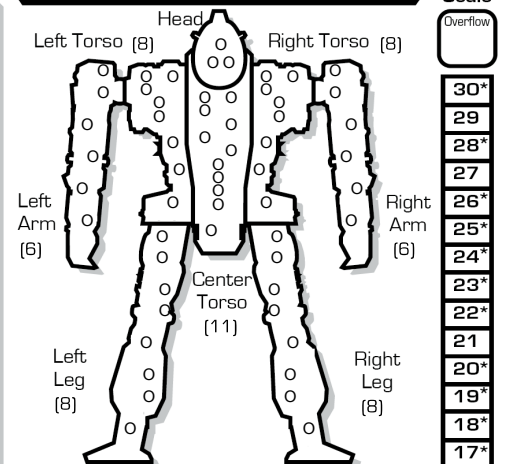
- Endo Steel
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

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

### 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: Hermes II HER-5Sr

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

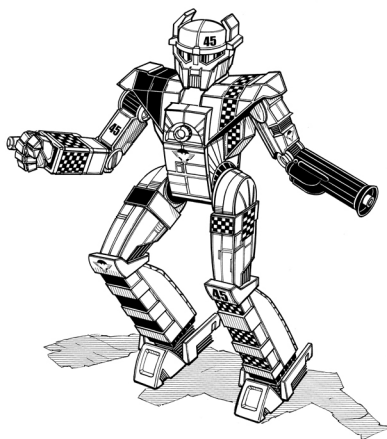
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



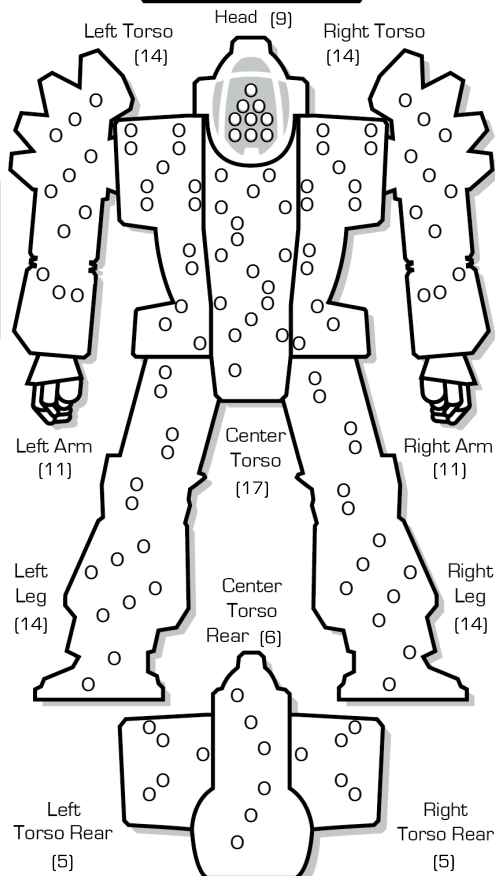
### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Heavy PPC          | RT  | 15 | 15        | 3   | 6   | 12  | 18  |
|     |                    |     |    | [DEX]     |     |     |     |     |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]     | —   | 2   | 4   | 6   |
| 1   | Flamer             | LA  | 3  | 2         | —   | 1   | 2   | 3   |
|     |                    |     |    | [DE,H,AI] |     |     |     |     |
| 1   | Guardian ECM Suite | LA  | —  | [E]       | —   | —   | —   | 6   |

Cost:

BV: 1,242

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Guardian ECM Suite
- Guardian ECM Suite

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- 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
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

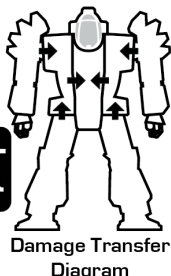
- Fusion Engine
- Fusion Engine
- Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

4-6

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

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



Damage Transfer  
Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Roll Again

1-3

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

4-6

#### Right Torso

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

1-3

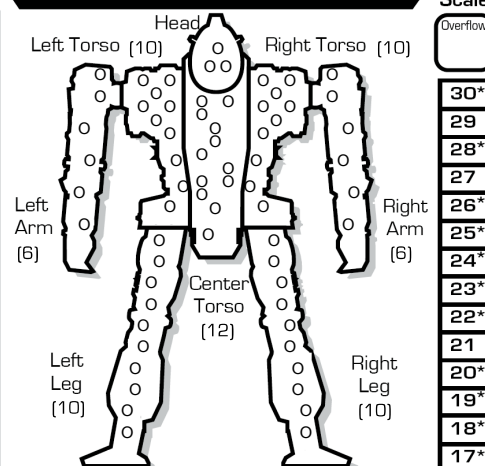
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

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:<br>10 (20)<br>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: Vulcan VT-5Sr

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 40

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

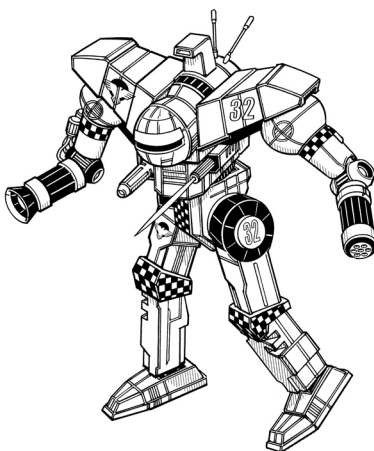
### Weapons & Equipment Inventory

(hexes)

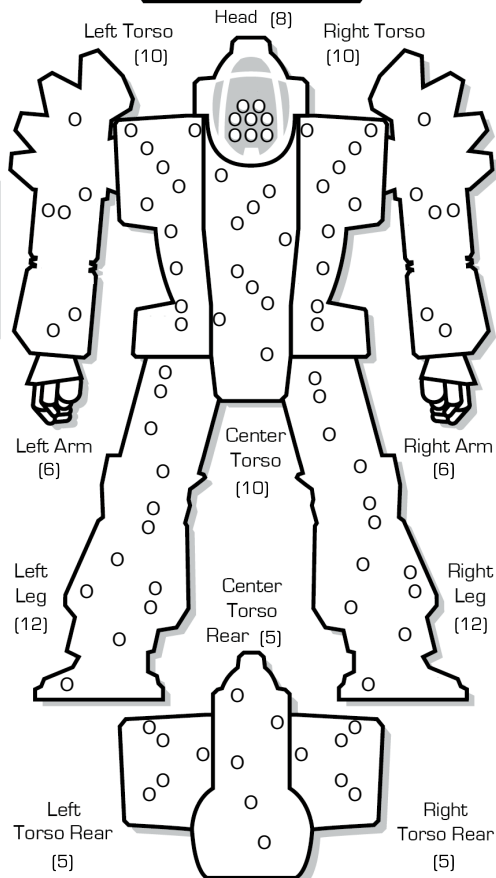
| Qty | Type         | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Plasma Rifle | RT  | 10 | 10        | —   | 5   | 10  | 15  |
|     |              |     |    | [DE,H,AI] |     |     |     |     |
| 1   | Medium Laser | LT  | 3  | 5         | —   | 3   | 6   | 9   |
| 1   | Flamer       | RA  | 3  | 2         | —   | 1   | 2   | 3   |
|     |              |     |    | [DE,H,AI] |     |     |     |     |
| 1   | Machine Gun  | LA  | 0  | 2         | —   | 1   | 2   | 3   |
|     |              |     |    | [DB,AI]   |     |     |     |     |

Cost:

BV: 1,210



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Machine Gun
  - Ferro-Fibrous
  - Ferro-Fibrous

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Heat Sink
  - Heat Sink
  - Heat Sink

- 4-6
- Jump Jet
  - Jump Jet
  - Medium Laser
  - Ammo [Machine Gun] 200
  - MASC
  - MASC

#### Left Leg

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

#### Head

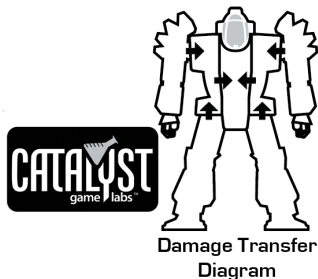
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- 4-6
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Flamer
  - Ferro-Fibrous
  - Ferro-Fibrous

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

#### Right Torso

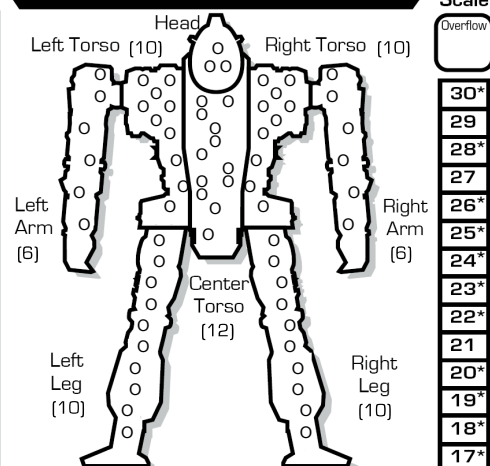
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet

- 4-6
- Plasma Rifle
  - Ammo (Plasma Rifle) 10
  - Ammo (Plasma Rifle) 10
  - CASE
  - Roll Again
  - 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: 12 (12) 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: Firestarter FS9-OU

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 45

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

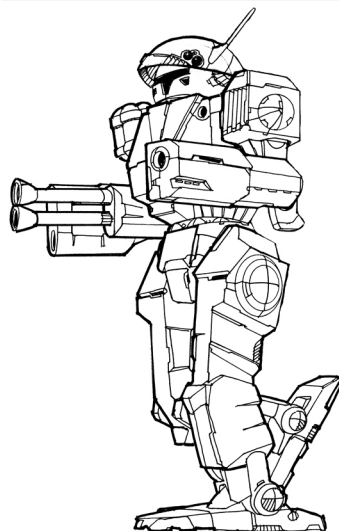
|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

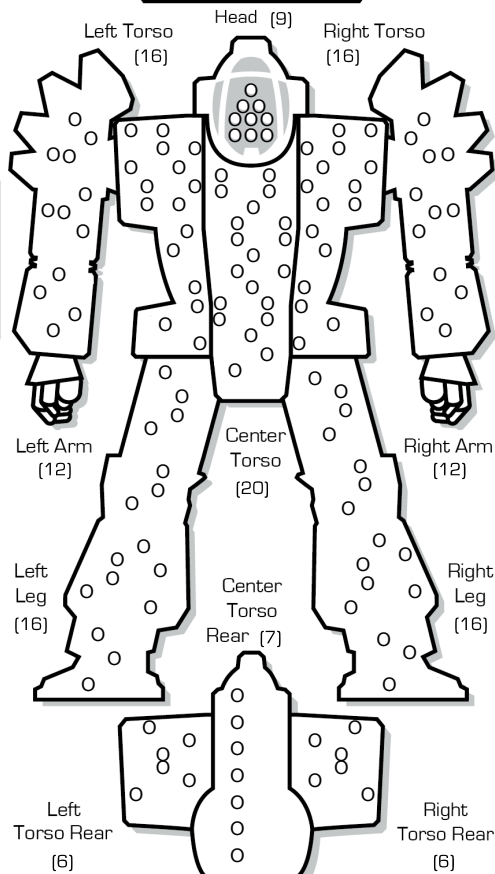
| Qty | Type                   | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser     | HD  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | Flamer                 | CT  | 3  | 2<br>[DE,H,A] | —   | 1   | 2   | 3   |
| 1   | Flamer[R]              | CT  | 3  | 2<br>[DE,H,A] | —   | 1   | 2   | 3   |
| 1   | Liquid Storage (1 ton) | RT  | —  | [E]           | —   | —   | —   | —   |
| 1   | Medium Pulse Laser     | RT  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | Medium Pulse Laser     | LT  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | Sword                  | RA  | —  | 6             | —   | —   | —   | —   |
| 2   | Medium Pulse Laser     | LA  | 4  | 6 [P]         | —   | 2   | 4   | 6   |

Cost:

BV: 1,120



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Medium Pulse Laser
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

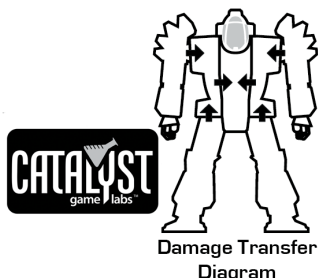
- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Flamer [R]

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Sword
- Sword

- Sword
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Right Torso

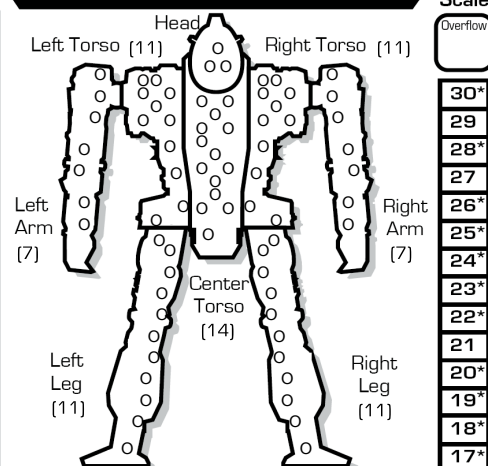
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Medium Pulse Laser
- Liquid Storage (1 ton)
- Roll Again

#### 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: Preta C-PRT-OU Exanimus

Movement Points:

Walking: 6

Running: 9

Underwater: 6

Tonnage: 45

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

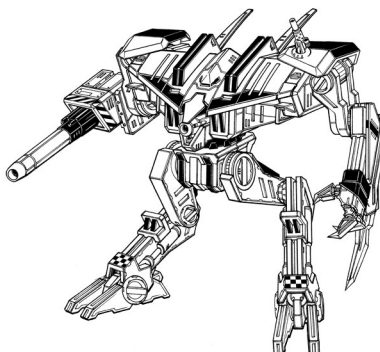
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

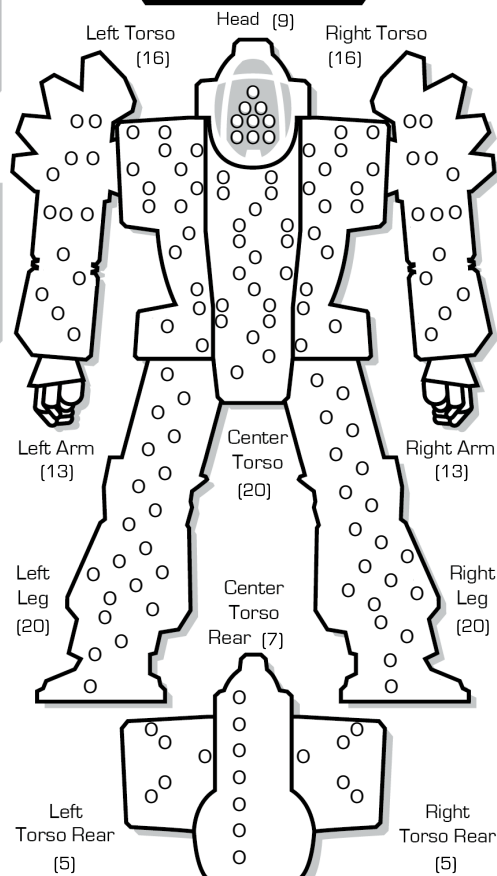
| Qty | Type              | Loc | Ht | Dmg          | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|--------------|-----|-----|-----|-----|
| 1   | ER Small Laser    | HD  | 2  | 3 [DE]       | —   | 2   | 4   | 5   |
| 1   | Improved C³ CPU   | CT  | 7  | [E]          | —   | —   | —   | —   |
| 1   | Laser AMS         | LA  | 7  | —            | —   | —   | —   | —   |
| 1   | Snub-Nose PPC     | RA  | 10 | 10/8/5 [DEV] | —   | 9   | 13  | 15  |
| 1   | Retractable Blade | LA  | —  | 5            | —   | —   | —   | —   |

Cost:

BV: 1,055



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

1-3

- Retractable Blade
- Retractable Blade
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- UMU
- UMU
- UMU
- Laser AMS

1-3

- Laser AMS
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Small Laser
- Roll Again

1-3

#### Center Torso

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

1-3

4-6

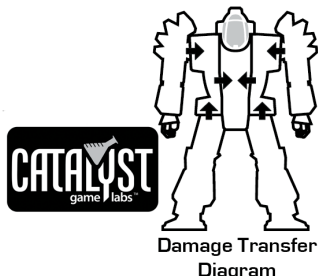
- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- UMU

1-3

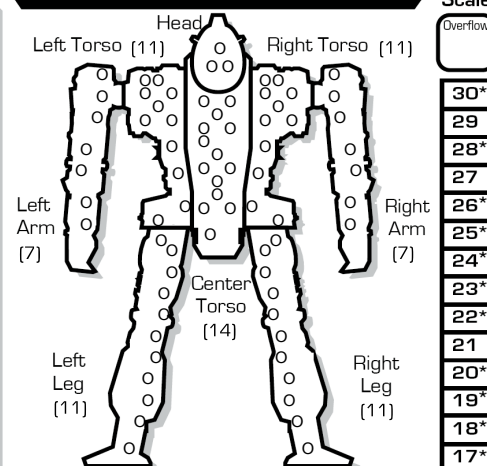
- UMU
- UMU
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

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                | 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: Snake SNK-2Br

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 45

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

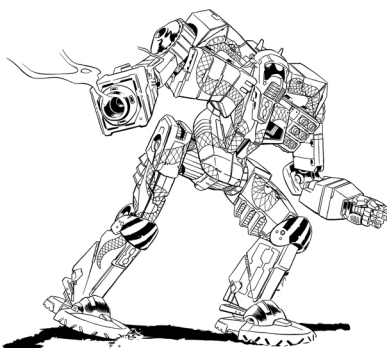
|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

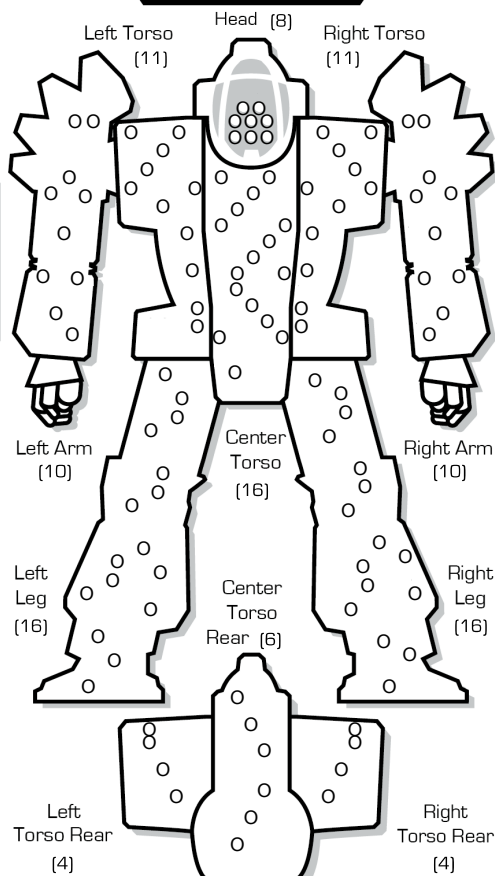
| Qty | Type               | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite | LT  | —  | [E]      | —   | —   | —   | 6   |
| 2   | Streak SRM 2       | LT  | 2  | 2/[M]    | —   | 3   | 6   | 9   |
| 2   | Plasma Rifle       | RA  | 10 | 10       | —   | 5   | 10  | 15  |
|     |                    |     |    | [DE,H,A] |     |     |     |     |

Cost:

BV: 1,603



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Double Heat Sink

- Stealth

4-6

- Stealth
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 2

1-3

- Streak SRM 2
- Guardian ECM Suite
- Guardian ECM Suite

4-6

- Stealth
- Stealth
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### 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

4-6

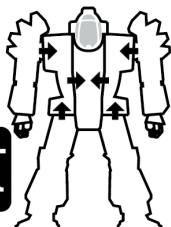
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Plasma Rifle

1-3

- Plasma Rifle

- Stealth

4-6

- Stealth
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (Plasma Rifle) 10

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Streak SRM 2) 50
- CASE

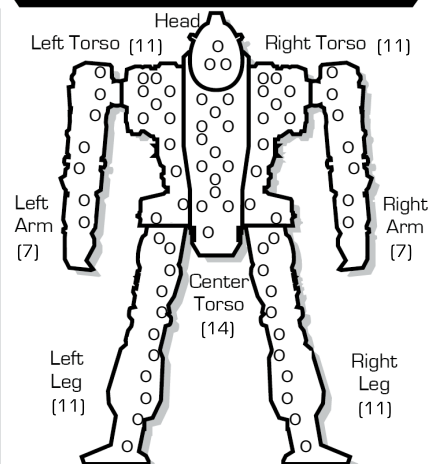
4-6

- Stealth
- Stealth
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>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: Vindicator VND-3LR

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

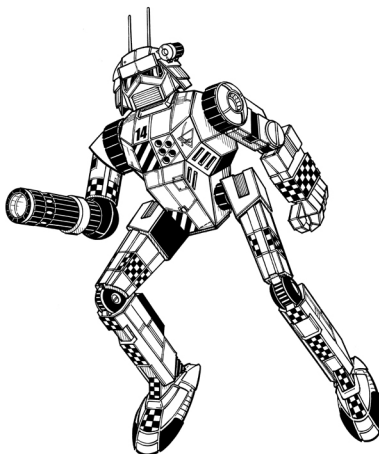
### Weapons & Equipment Inventory

(hexes)

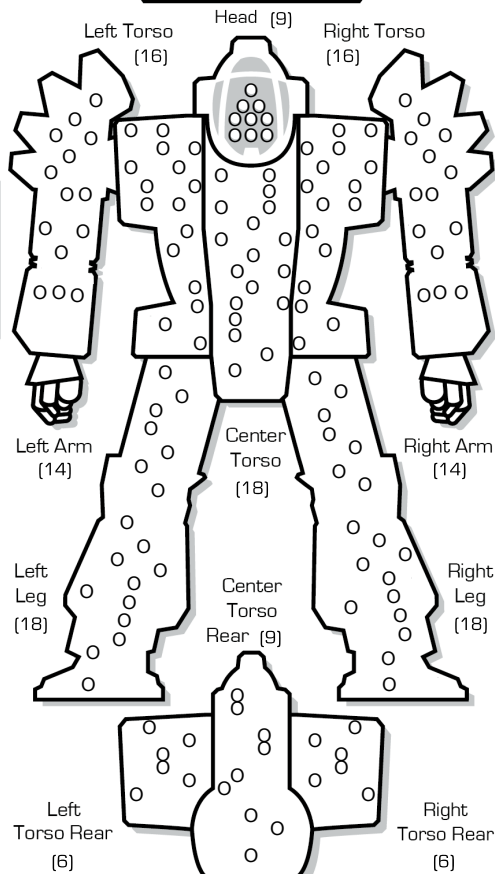
| Qty | Type            | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER Medium Laser | HD  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | MML 5           | LT  | 3  | 1 [M.S.C.]    | 6   | 7   | 14  | 21  |
|     | LRM             |     |    | 2 [Msl]       | —   | 3   | 6   | 9   |
| 1   | SRM             | RA  | 10 | 10/8/5 [DE.V] | —   | 9   | 13  | 15  |
| 1   | Snub-Nose PPC   |     |    |               |     |     |     |     |

Cost:

BV: 1,045



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MML 5
- MML 5
- MML 5

4-6

#### Left Leg

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

#### Head

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

1-3

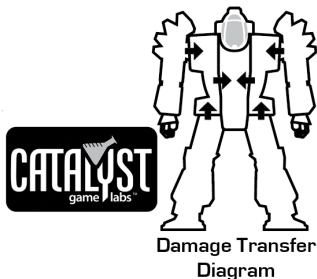
#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

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



#### Right Arm

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

1-3

- Snub-Nose PPC
- Snub-Nose PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

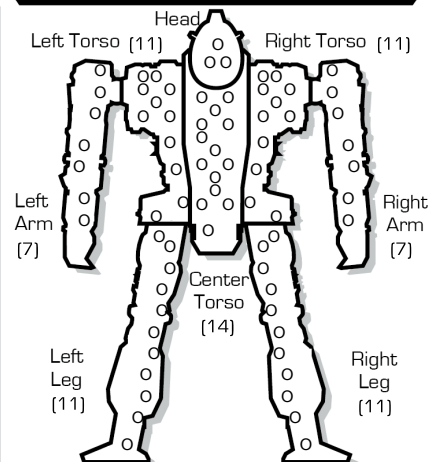
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- CASE

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 15 (30) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 4+  | ○ ○                        |
| 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-OU**

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

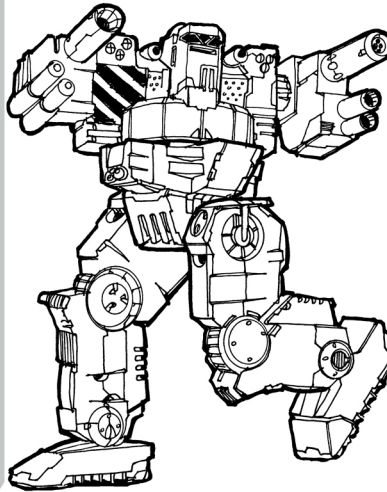
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

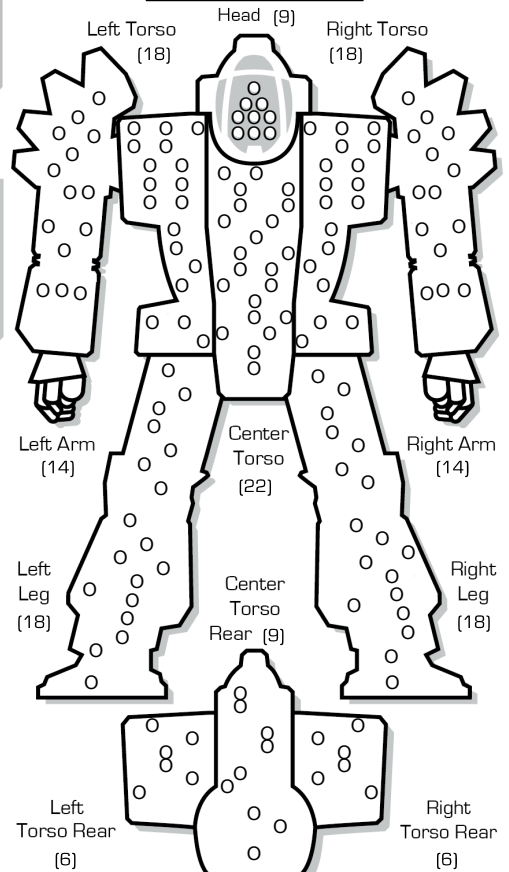
| Qty | Type           | Loc | Ht | Dmg        | Min | Sht | Med | Lng |
|-----|----------------|-----|----|------------|-----|-----|-----|-----|
| 1   | Light PPC      | RT  | 5  | 5<br>[DEX] | 3   | 6   | 12  | 18  |
| 1   | Light PPC      | LT  | 5  | 5<br>[DEX] | 3   | 6   | 12  | 18  |
| 1   | ER Small Laser | RA  | 2  | 3<br>[DE]  | —   | 2   | 4   | 5   |
| 3   | LRT 5          | RA  | 2  | 5          | 6   | 0   | 0   | —   |
| 3   | LRT 5          | LA  | 2  | 5          | 6   | 0   | 0   | —   |

Cost:

BV: 1,223



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRT 5

- LRT 5
- LRT 5
- Ammo (LRT 5) 24
- Ammo (LRT 5) 24
- HarJel
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- HarJel

- 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

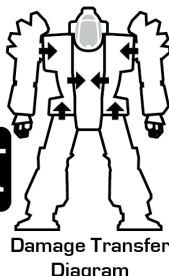
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- HarJel
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRT 5

- LRT 5
- LRT 5
- ER Small Laser
- Ammo (LRT 5) 24
- HarJel
- Roll Again

#### Right Torso

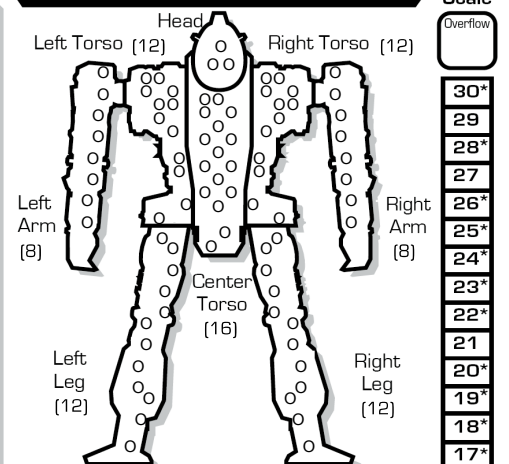
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- HarJel

- Endo Steel
- Endo Steel
- Endo Steel
- 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:<br>10 (20)<br>Double |
|-------------|------------------------|----------------------------------|
| 30          | Shutdown               | 0                                |
| 28          | Ammo Exp. avoid on 8+  | 0                                |
| 26          | Shutdown, avoid on 10+ | 0                                |
| 25          | -5 Movement Points     | 0                                |
| 24          | +4 Modifier to Fire    | 0                                |
| 23          | Ammo Exp. avoid on 6+  | 0                                |
| 22          | Shutdown, avoid on 8+  | 0                                |
| 20          | -4 Movement Points     | 0                                |
| 19          | Ammo Exp. avoid on 4+  | 0                                |
| 18          | Shutdown, avoid on 4+  | 0                                |
| 17          | +3 Modifier to Fire    | 0                                |
| 15          | -3 Movement Points     | 0                                |
| 14          | Shutdown, avoid on 4+  | 0                                |
| 13          | +2 Modifier to Fire    | 0                                |
| 10          | -2 Movement Points     | 0                                |
| 8           | +1 Modifier to Fire    | 0                                |
| 5           | -1 Movement Points     | 0                                |

| Heat Scale |
|------------|
| Overflow   |
| 30*        |
| 29         |
| 28*        |
| 27         |
| 26*        |
| 25*        |
| 24*        |
| 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: Centurion CN9-Ar

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

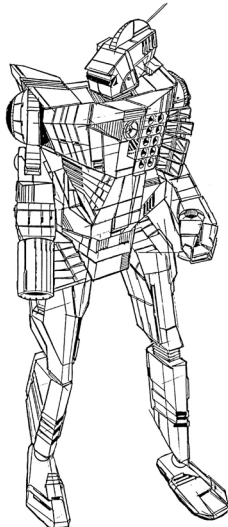
### Weapons & Equipment Inventory

(hexes)

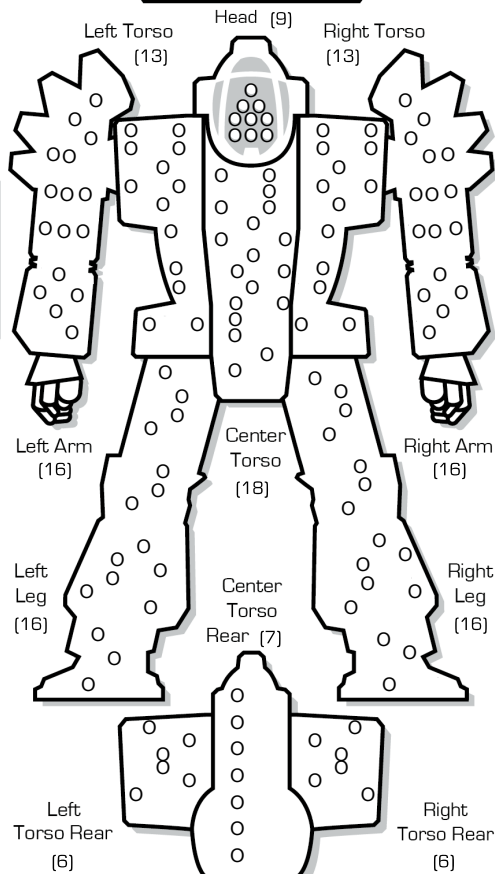
| Qty | Type                  | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-----------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Medium Laser          | CT  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser[R] | CT  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | LRM 10                | LT  | 4  | 1/MSI [M.C.S.] | 6   | 7   | 14  | 21  |
| 1   | Heavy PPC             | RA  | 15 | 15 [DEX]       | 3   | 6   | 12  | 18  |
| 1   | Light PPC             | RA  | 5  | 5 [DEX]        | 3   | 6   | 12  | 18  |

Cost:

BV: 1,226



### 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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- Ammo [LRM 10] 12

1-3

- Ammo [LRM 10] 12
- 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
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

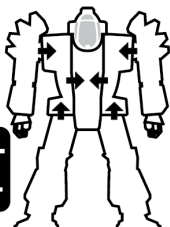
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Pulse Laser [R]

4-6

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

1-3

- Heavy PPC
- Light PPC
- Light PPC
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

1-3

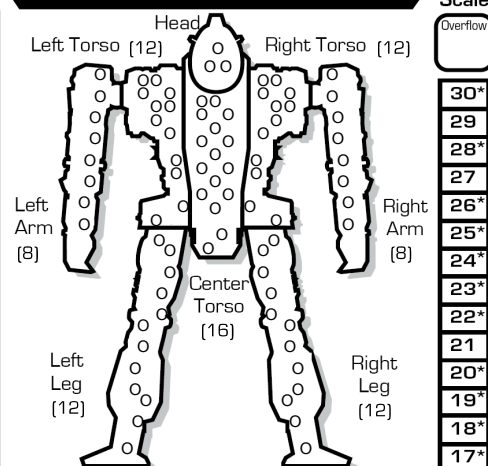
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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: 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 4+  | ○                          |
| 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: Centurion CN9-Da

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

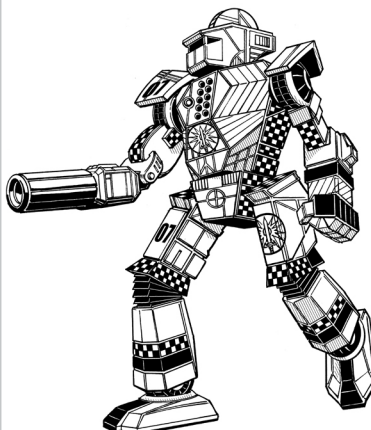
### Weapons & Equipment Inventory

(hexes)

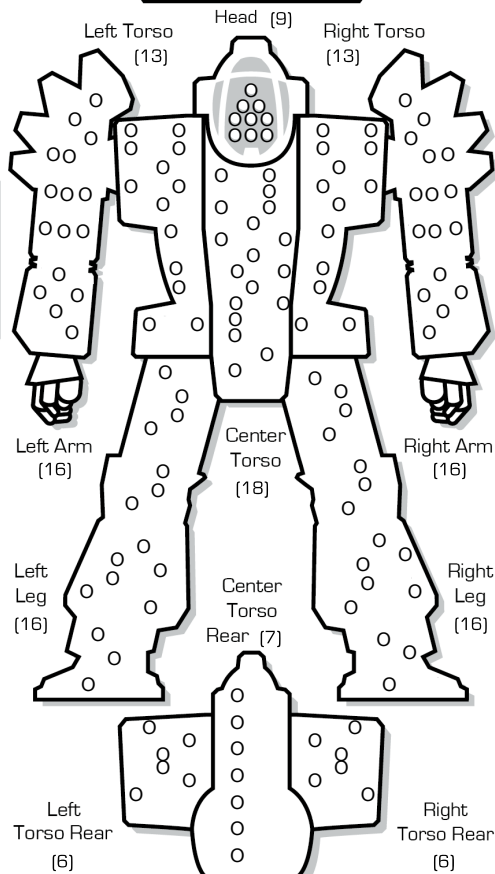
| Qty | Type               | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Medium Laser       | CT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Medium Laser[R]    | CT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | LRM 10             | LT  | 4  | 1 [Msl]  | 6   | 7   | 14  | 21  |
| 1   | w/Artemis IV FCS   | LT  | —  | [E]      | —   | —   | —   | —   |
| 1   | Targeting Computer | RA  | 1  | 5 [DB,S] | 3   | 6   | 12  | 18  |
| 1   | Autocannon/5       |     |    |          |     |     |     |     |

Cost:

BV: 1,035



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

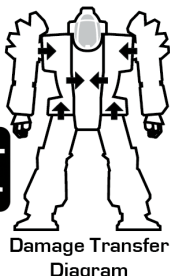
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser [R]

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5

1-3

- Autocannon/5
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [AC/5] 20
- Ammo [AC/5] 20
- Ammo [LRM 10 Artemis] 12

1-3

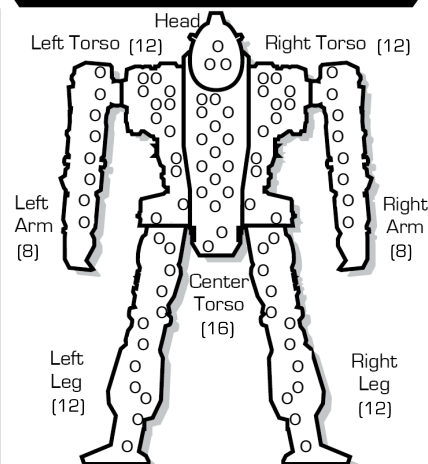
- Ammo [LRM 10 Artemis] 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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: 10 (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 4+  | ○                          |
| 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: Enfield END-6Sr

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

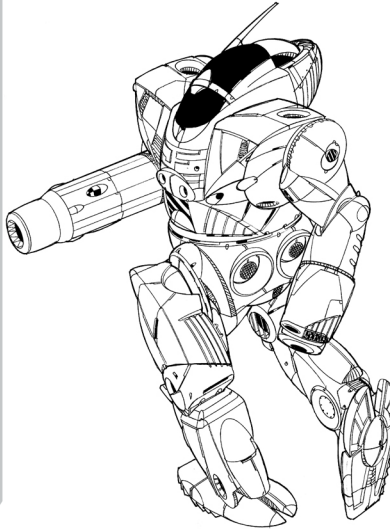
### Weapons & Equipment Inventory

(hexes)

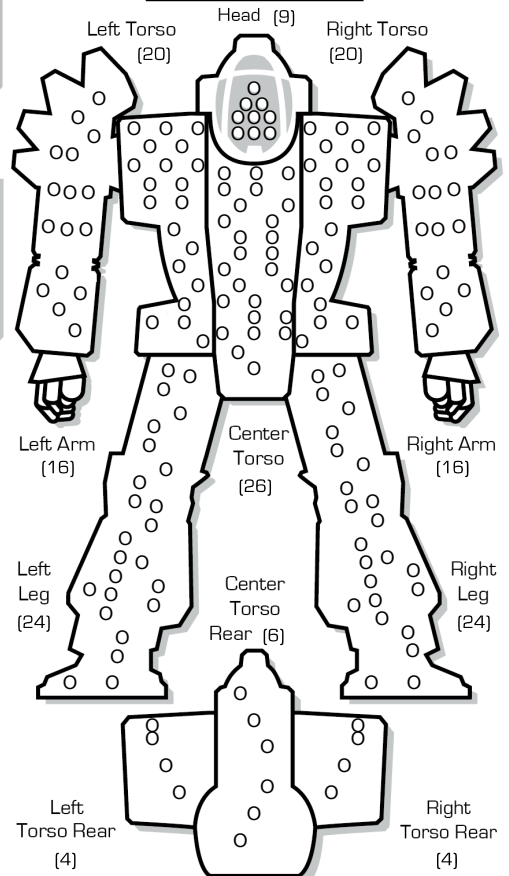
| Qty | Type                | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Medium Laser        | CT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Small Laser         | CT  | 1  | 3 [DE]   | —   | 1   | 2   | 3   |
| 1   | Guardian ECM Suite  | LT  | —  | [E]      | —   | —   | —   | 6   |
| 2   | Light Auto Cannon/5 | RA  | 1  | 5 [DB,S] | —   | 5   | 10  | 15  |
| 1   | Large Laser         | LA  | 8  | 8 [DE]   | —   | 5   | 10  | 15  |
| 1   | Medium Laser        | LA  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |

Cost:

BV: 1,361



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Large Laser
- Large Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Medium Laser
- Small Laser

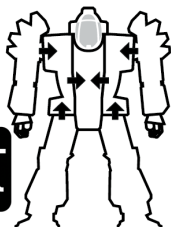
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light Auto Cannon/5
- Light Auto Cannon/5
- Light Auto Cannon/5

1-3

- Light Auto Cannon/5
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE

1-3

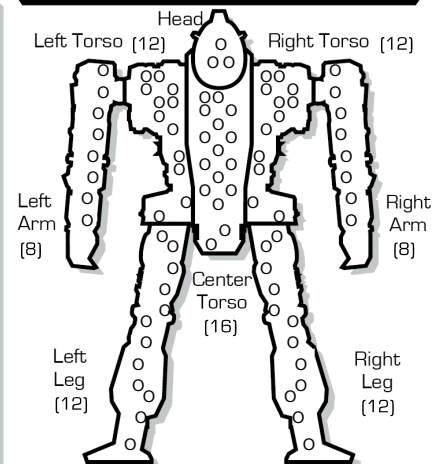
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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                | 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: Enforcer III ENF-6Ma

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 50

Tech Base: Inner Sphere

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

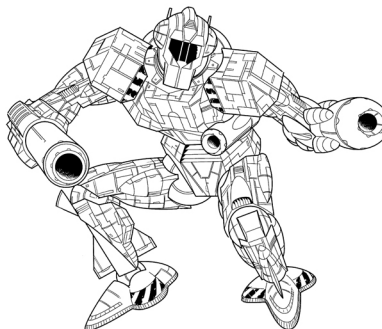
### Weapons & Equipment Inventory

(hexes)

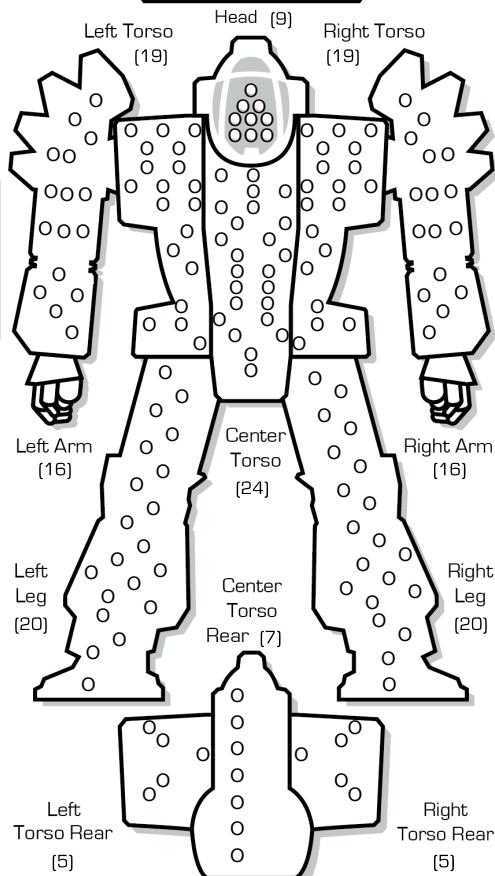
| Qty | Type           | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|----------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | ER Small Laser | LT  | 2  | 3 [DE]    | —   | 2   | 4   | 5   |
| 1   | Autocannon/10  | RA  | 3  | 10 [DB,S] | —   | 5   | 10  | 15  |
| 1   | ER Large Laser | LA  | 12 | 8 [DE]    | —   | 7   | 14  | 19  |

Cost:

BV: 1,275



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Small Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

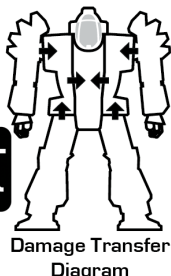
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

#### Right Torso

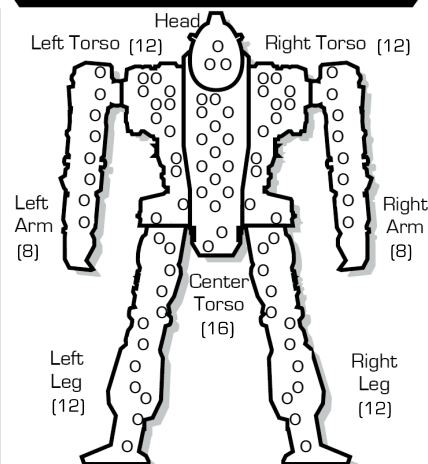
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Ammo (AC/10) 10
- Ammo (AC/10) 10
- Ammo (AC/10) 10

#### 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: 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 4+  | ○ ○                        |
| 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: Enforcer III ENF-7C3BS

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 50

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

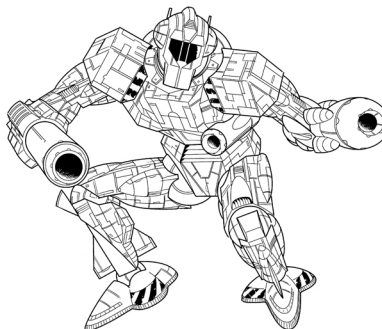
### Weapons & Equipment Inventory

(hexes)

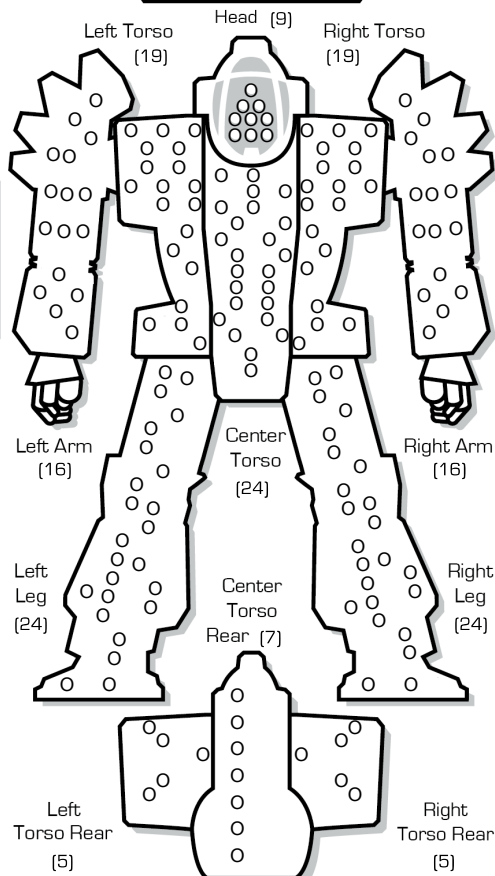
| Qty | Type                         | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|------------------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | ER Medium Laser              | CT  | 5  | 5 [DE]   | —   | 4   | 8   | 12  |
| 1   | C <sup>3</sup> Boosted Slave | RT  | —  | [E]      | —   | —   | —   | —   |
| 1   | Targeting Computer           | RT  | —  | [E]      | —   | —   | —   | —   |
| 1   | Medium Pulse Laser           | LT  | 4  | 6 [P]    | —   | 2   | 4   | 6   |
| 1   | Heavy PPC                    | RA  | 15 | 15 [DEX] | 3   | 6   | 12  | 18  |

Cost:

BV: 1,687



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC

#### Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

#### Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Right Torso

- Heavy PPC
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

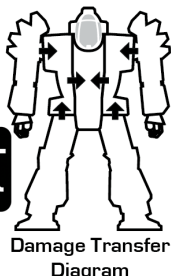
Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel
- Jump Jet
- Jump Jet

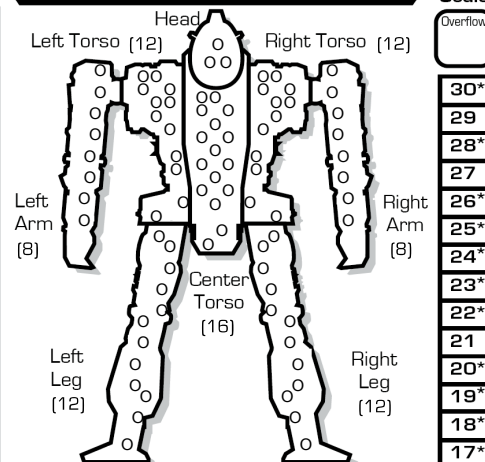
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

### 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: **Nightsky NGS-6T**

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 6

Tonnage: 50

Tech Base: Inner Sphere

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

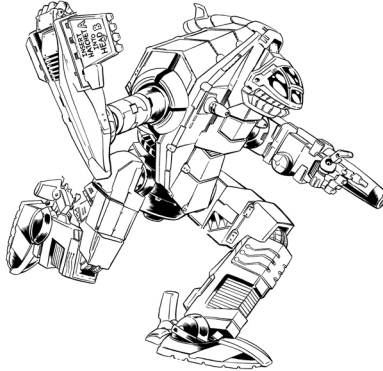
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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   | Small Pulse Laser  | HD  | 2  | 3 [P]  | —   | 1   | 2   | 3   |
| 1   | Medium Pulse Laser | RT  | 4  | 6 [P]  | —   | 2   | 4   | 6   |
| 1   | ER Medium Laser    | LT  | 5  | 5 [DE] | —   | 4   | 8   | 12  |
| 2   | ER Small Laser     | LT  | 2  | 3 [DE] | —   | 2   | 4   | 5   |
| 1   | Hatchet            | RA  | —  | 10     | —   | —   | —   | —   |
| 1   | Large Pulse Laser  | LA  | 10 | 9 [P]  | —   | 3   | 7   | 10  |



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

Cost: BV: 1,430

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- ER Small Laser

1-3

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- 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
- Jump Jet
- Jump Jet

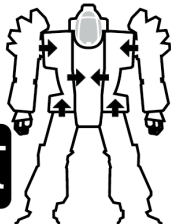
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Triple-Strength Myomer
- Triple-Strength Myomer

1-3

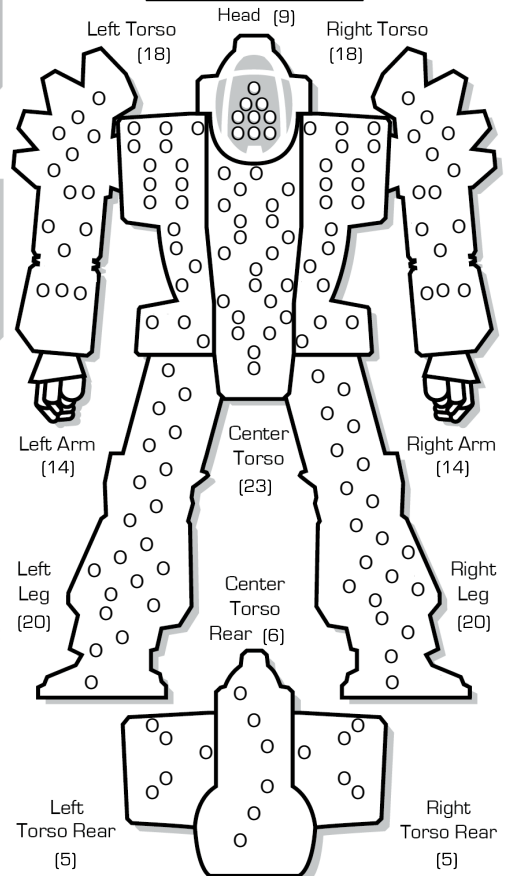
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

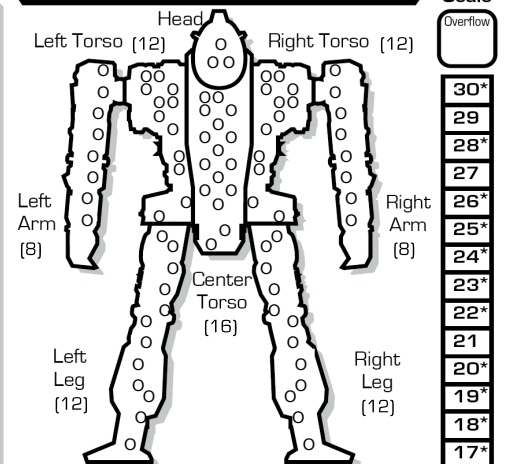
#### Right Leg

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

### ARMOR DIAGRAM



### 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 4+  | ○ ○                        |
| 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: Tessen TSN-1Cr

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

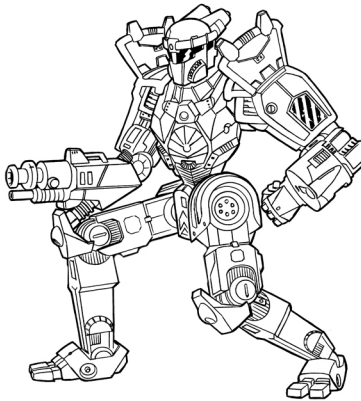
### Weapons & Equipment Inventory

(hexes)

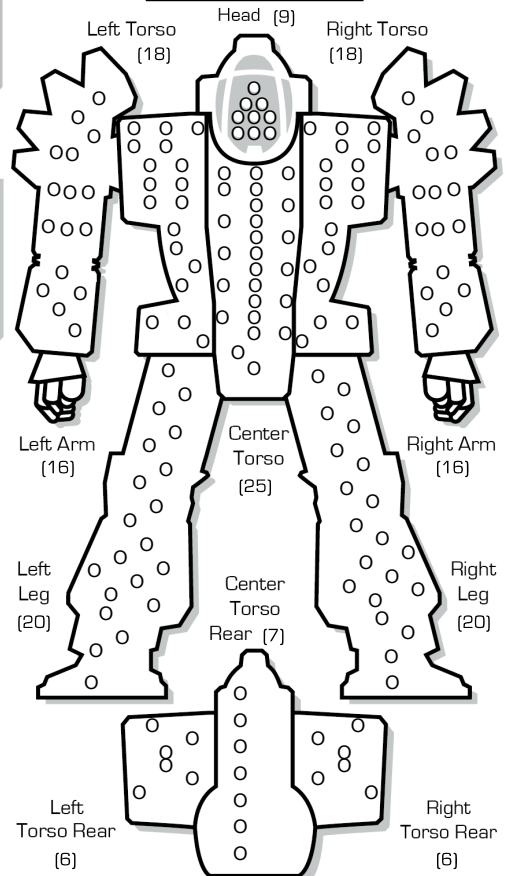
| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | TAG                | HD  | 0  | 0 [S]   | —   | 5   | 10  | 15  |
| 1   | Guardian ECM Suite | CT  | —  | [E]     | —   | —   | —   | 6   |
| 1   | ER PPC             | RA  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]   | —   | 2   | 4   | 6   |
| 1   | C³ Slave           | LA  | —  | [E]     | —   | —   | —   | 6   |
| 1   | iNarc              | LA  | 0  | [M]     | —   | 4   | 9   | 15  |

Cost:

BV: 1,241



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 iNarc
- 4 iNarc
- 5 iNarc
- 6 Ammo (iNarc) 4

- Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (iNarc) 4
- 4-6 C³ Slave
- 5 Endo Steel
- 6 Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 CASE
- 5 Endo Steel
- 6 Endo Steel

- Endo Steel
- Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Leg

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

#### 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
- 5 Gyro
- 6 Gyro

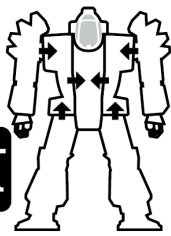
- Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Guardian ECM Suite
- 6 Guardian ECM Suite

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 ER PPC
- 5 ER PPC
- 6 ER PPC

- Medium Pulse Laser
- Endo Steel
- Endo Steel
- 4-6 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Right Torso

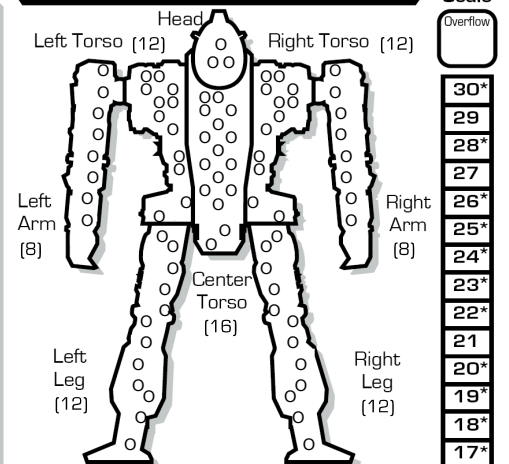
- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Right Leg

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

### 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: Bushwacker BSW-S2r

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

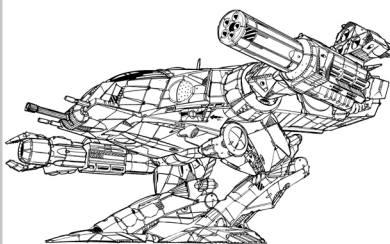
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

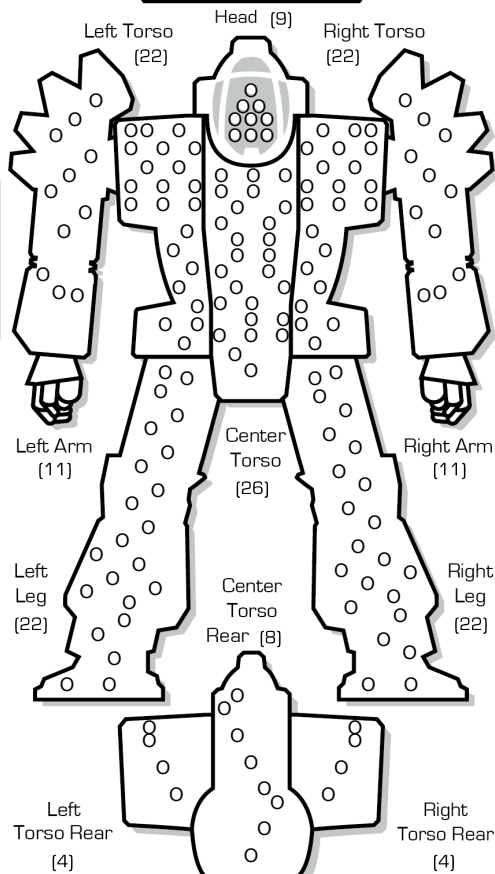
| Qty | Type         | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|--------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | Plasma Rifle | CT  | 10 | 10<br>[DE,H,AI]  | —   | 5   | 10  | 15  |
| 1   | AMS          | LT  | 1  | —                | —   | —   | —   | —   |
| 1   | LB 10-X AC   | RA  | 2  | 10<br>[DB,C,F,S] | —   | 6   | 12  | 18  |
| 1   | SRM 4        | LA  | 3  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |

Cost:

BV: 1,339



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- AMS
- Ammo (SRM 4) 25
- Ammo (Plasma Rifle) 10

1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

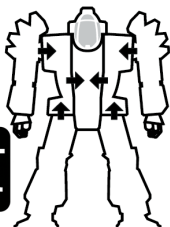
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Plasma Rifle
- Plasma Rifle

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (AMS) 12
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10

1-3

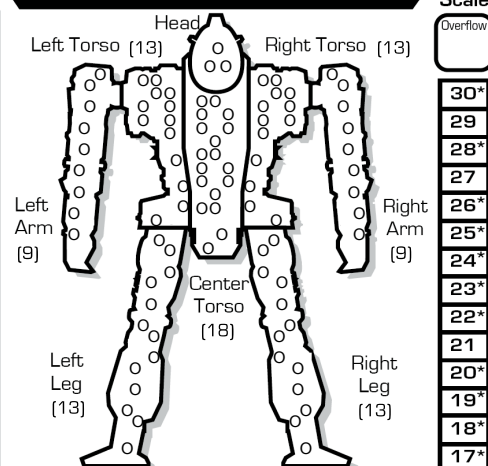
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 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 4+  | ○ ○                        |
| 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: Dervish DV-6Mr

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

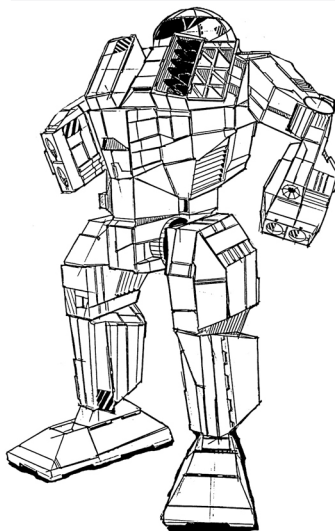
### Weapons & Equipment Inventory

(hexes)

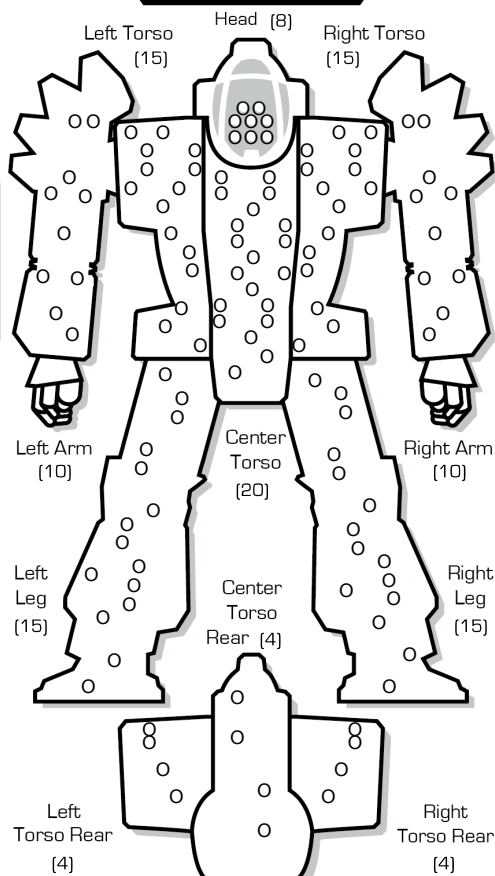
| Qty | Type               | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | LRM 10             | RT  | 4  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 10             | LT  | 4  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Medium Laser       | RA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]            | —   | 2   | 4   | 6   |
| 1   | Medium Laser       | LA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]            | —   | 2   | 4   | 6   |

Cost:

BV: 1,347



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Laser
- Roll Again

1-3

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

4-6

#### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- 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
- Jump Jet
- Jump Jet

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

1-3

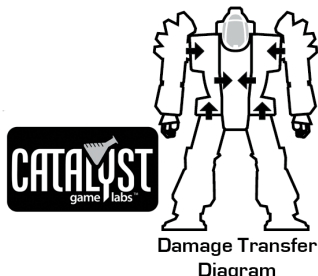
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

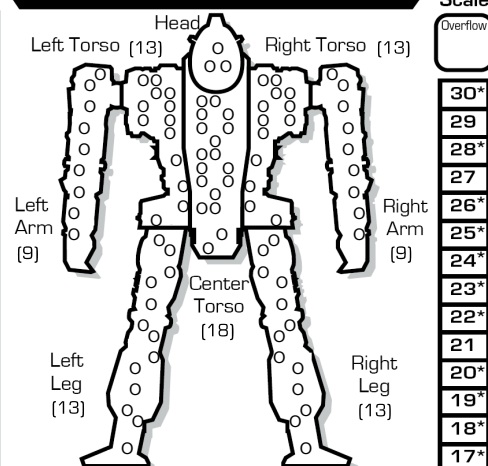
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>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: Men Shen MS1-OU

Movement Points:

Walking: 6

Running: 9 [12]

Underwater: 6

Tonnage: 55

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

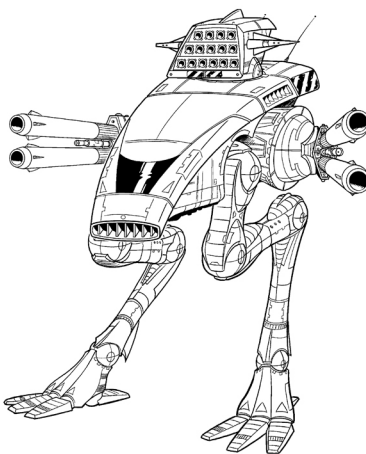
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

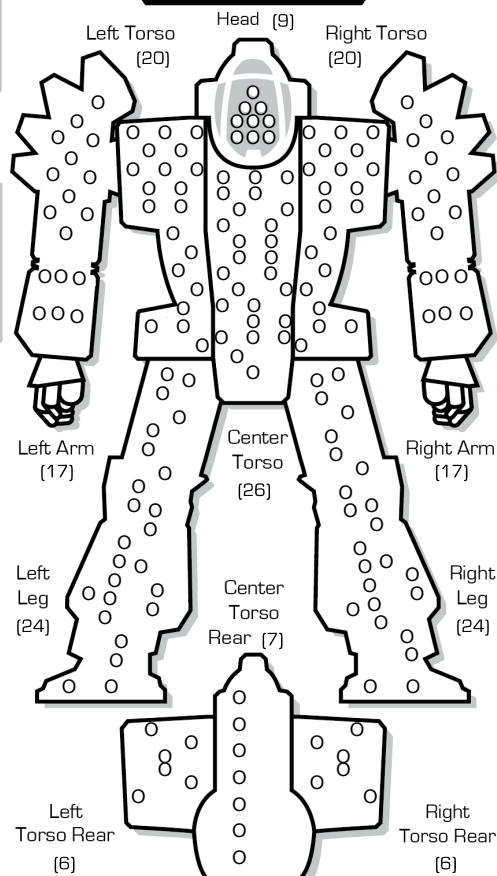
| Qty | Type                | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | TAG                 | HD  | 0  | 0 [S]         | —   | 5   | 10  | 15  |
| 1   | Beagle Active Probe | CT  | —  | [E]           | —   | —   | —   | 4   |
| 1   | ER Medium Laser     | RT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | Snub-Nose PPC       | RT  | 10 | 10/8/5 [DE.V] | —   | 9   | 13  | 15  |
| 1   | ER Medium Laser     | LT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | SRT 4               | RA  | 3  | 4             | —   | 0   | 0   | —   |
| 1   | SRT 4               | LA  | 3  | 4             | —   | 0   | 0   | —   |

Cost:

BV: 1,725



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - SRT 4
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - SRT 4
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

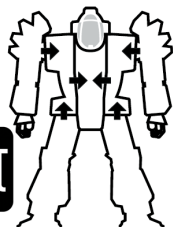
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- UMU
  - UMU
  - UMU

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Beagle Active Probe
  - Beagle Active Probe
- 4-6

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- UMU
  - UMU
  - UMU

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



Damage Transfer Diagram

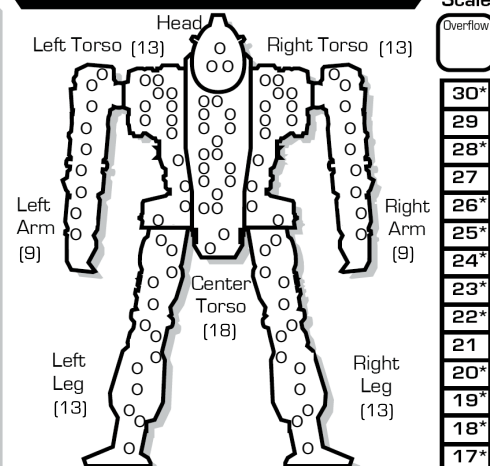
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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 4+  | ○                          |
| 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: Starslayer STY-3Dr

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 5

Tonnage: 50

Tech Base: Inner Sphere

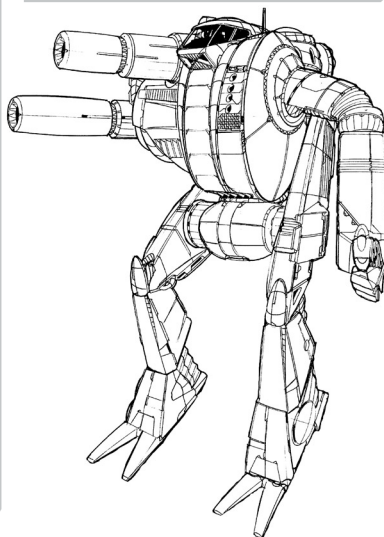
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



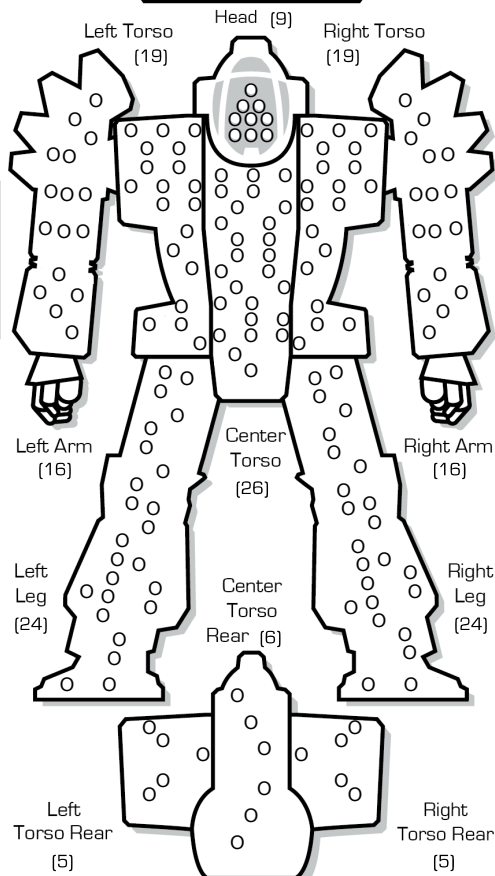
### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Medium Laser(R)    | HD  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Heavy PPC          | RT  | 15 | 15 [DEX] | 3   | 6   | 12  | 18  |
| 2   | Medium Laser       | LT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Guardian ECM Suite | RA  | —  | 5 [E]    | —   | —   | —   | 6   |

Cost:

BV: 1,781

### 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
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Medium Laser

1-3

- Medium Laser
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser (R)
- Sensors
- Life Support

1-3

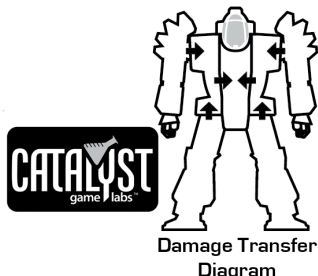
#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Light Ferro-Fibrous

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Heavy PPC

1-3

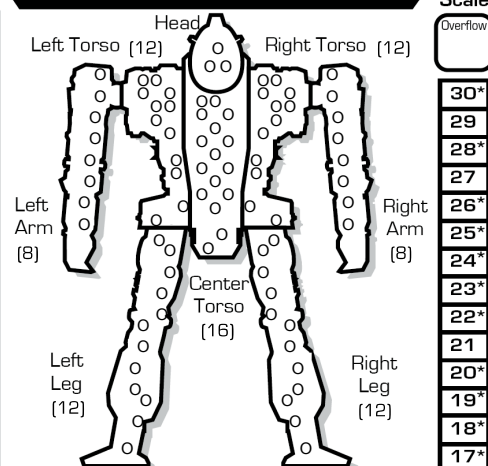
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

### 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 4+  | ○ ○                        |
| 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: Argus AGS-8DX

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

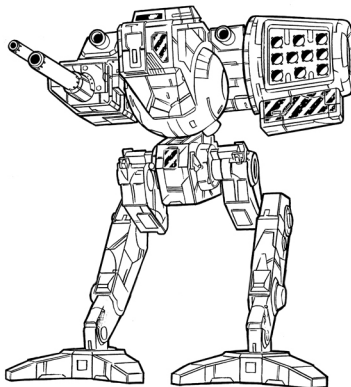
### Weapons & Equipment Inventory

(hexes)

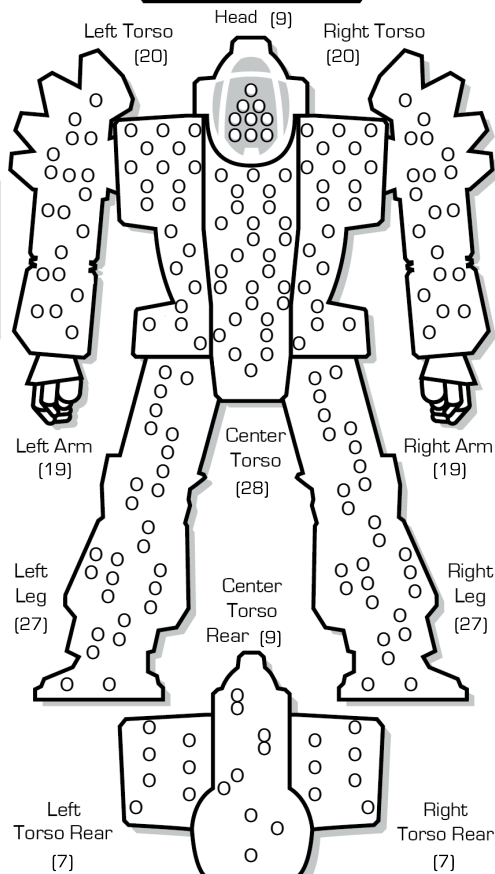
| Qty | Type               | Loc | Ht | Dmg               | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-------------------|-----|-----|-----|-----|
| 1   | ER Medium Laser    | RT  | 5  | 5 [DE]            | —   | 4   | 8   | 12  |
| 1   | Targeting Computer | RT  | —  | [E]               | —   | —   | —   | —   |
| 1   | C³ Boosted Slave   | LT  | —  | [E]               | —   | —   | —   | —   |
| 1   | ER Medium Laser    | LT  | 5  | 5 [DE]            | —   | 4   | 8   | 12  |
| 1   | Rotary AC/5        | RA  | 1  | 5/Sht<br>[DB,R,C] | —   | 5   | 10  | 15  |
| 1   | MML 7              | LA  | 4  | [M.S.C.]          | 6   | 7   | 14  | 21  |
|     | LRM                |     |    | 1/Msl             | —   | 3   | 6   | 9   |
|     | SRM                |     |    | 2/Msl             | —   | —   | —   | —   |

Cost:

BV: 1,598



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MML 7
- 4 MML 7
- 5 MML 7
- 6 MML 7

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 ER Medium Laser
- 5 Ammo (MML 7/LRM) 17
- 6 Ammo (MML 7/SRM) 14

- 1 C³ Boosted Slave
- 2 C³ Boosted Slave
- 4 CASE
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Head

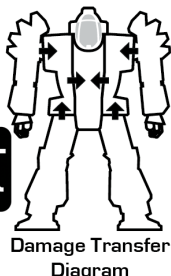
- Life Support
- 2 Sensors
- 3 Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

#### Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Endo Steel
- 6 Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Rotary AC/5
- 4-6 Rotary AC/5
- 5 Rotary AC/5
- 6 Rotary AC/5

- 1 Rotary AC/5
- 2 Rotary AC/5
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

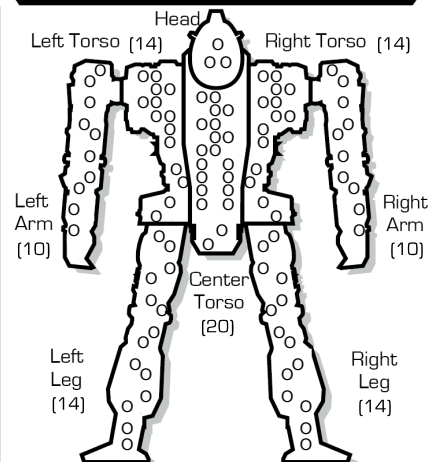
- XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 ER Medium Laser
- 5 Ammo (RAC/5) 20
- 6 Ammo (RAC/5) 20

- 1 Targeting Computer
- 2 Targeting Computer
- 3 Targeting Computer
- 4 CASE
- 5 Endo Steel
- 4-6 Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 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: Black Hawk-KU BHKU-OU

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 60

Tech Base: Inner Sphere

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)

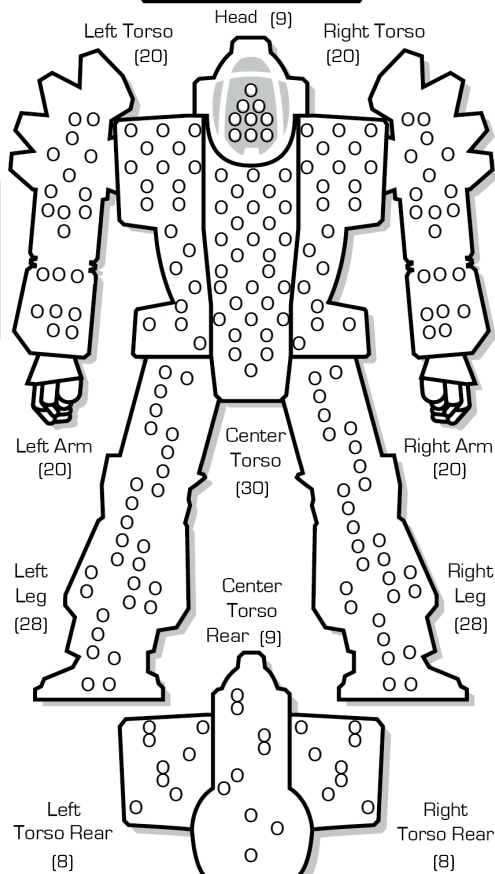
| Qty | Type                   | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | ER Medium Laser        | HD  | 5  | 5 [DE] | —   | 4   | 8   | 12  |
| 1   | Liquid Storage (1 ton) | CT  | —  | [E]    | —   | —   | —   | —   |
| 6   | ER Medium Laser        | RA  | 5  | 5 [DE] | —   | 4   | 8   | 12  |
| 1   | Hatchet                | LA  | —  | 12     | —   | —   | —   | —   |

Cost:

BV: 1,687



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

#### Left Leg

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

#### Head

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

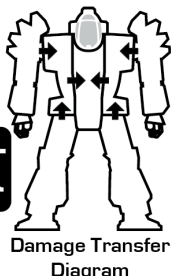
1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Liquid Storage (1 ton)

4-6

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



#### Right Arm

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

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

4-6

#### Right Torso

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

1-3

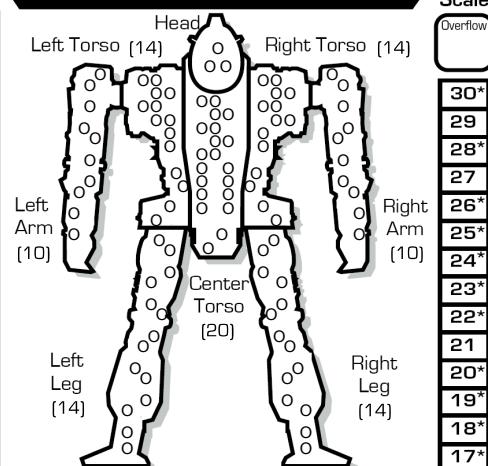
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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: 19 (38) 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: Dragon DRG-5Nr

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

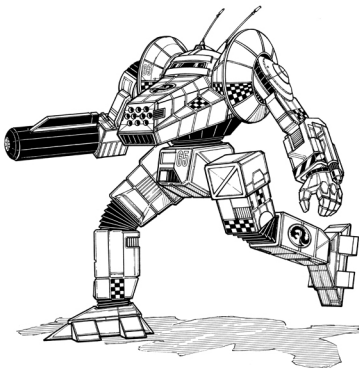
### Weapons & Equipment Inventory

(hexes)

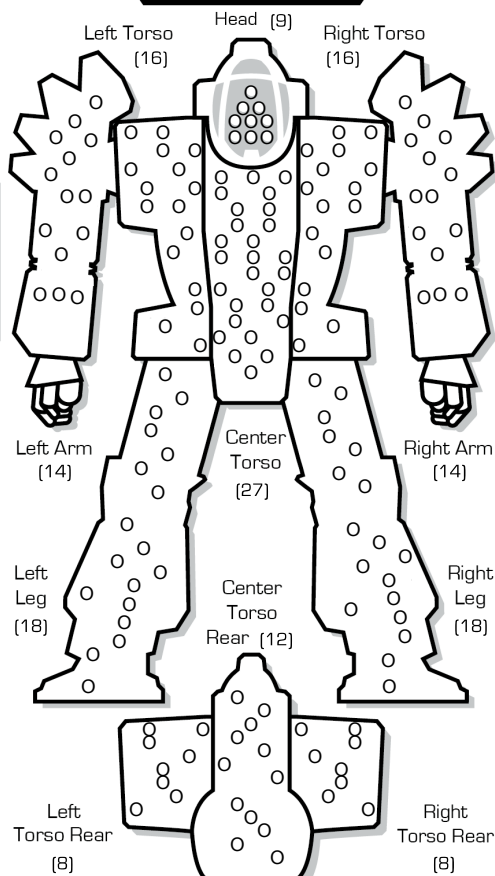
| Qty | Type                | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | LRM 10              | LT  | 4  | 1/Mei<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | w/Artemis IV FCS    |     |    |                  |     |     |     |     |
| 1   | Medium Laser[R]     | LT  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | Light Auto Cannon/5 | RA  | 1  | 5 [DB,S]         | —   | 5   | 10  | 15  |
| 2   | Medium Laser        | LA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |

Cost:

BV: 1,277



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Laser
  - Medium Laser

- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- LRM 10
  - LRM 10
  - Artemis IV FCS
- 1-3
- Medium Laser (R)
  - Ammo (LRM 10 Artemis) 12
  - Ammo (LRM 10 Artemis) 12

- CASE
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6
- Foot Actuator
  - Roll Again
  - Roll Again

#### Head

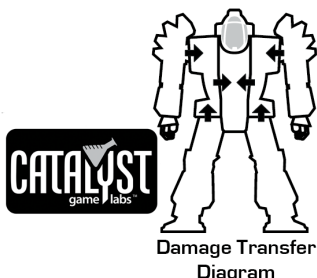
- Life Support
  - Sensors
  - Cockpit
- 1-3
- Roll Again
  - Sensors
  - Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - Fusion Engine
  - Fusion Engine
- 4-6
- Fusion Engine
  - Roll Again
  - Roll Again

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Light Auto Cannon/5
  - Light Auto Cannon/5
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

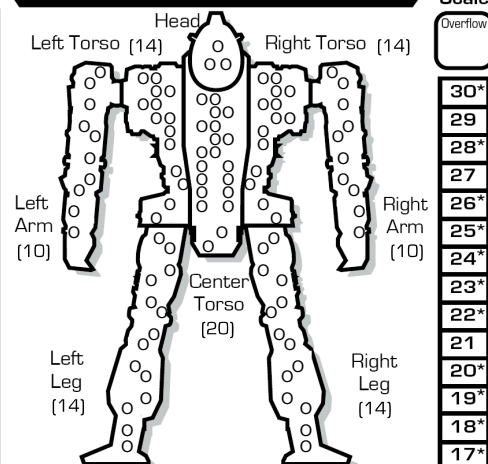
- Ammo (LAC/5) 20
  - Ammo (LAC/5) 20
  - CASE
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6
- Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (10)<br>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: Grand Dragon DRG-7KC

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

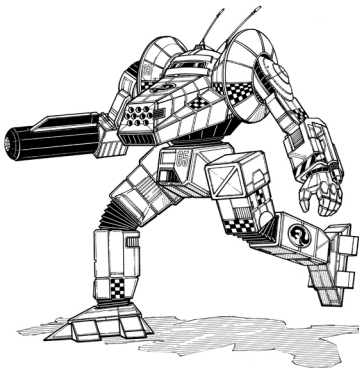
### Weapons & Equipment Inventory

(hexes)

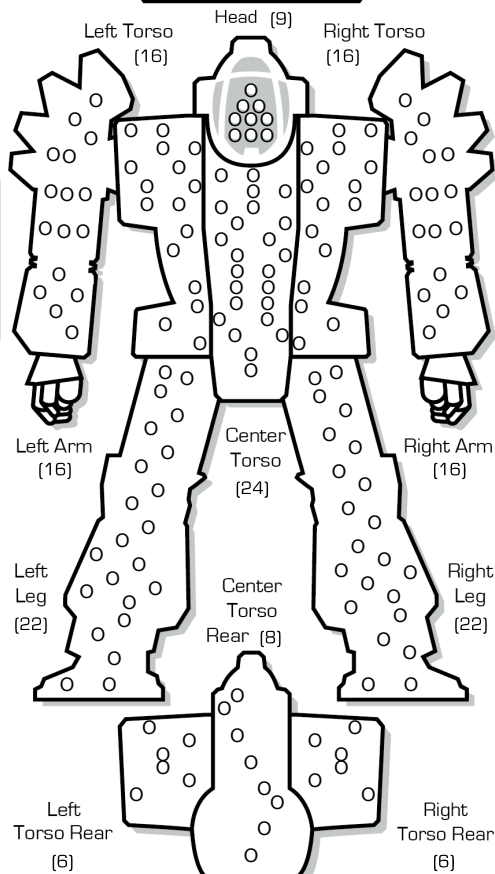
| Qty | Type                         | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|------------------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Boosted Slave | RT  | —  | [E]       | —   | —   | —   | —   |
| 1   | MML 5                        | LT  | 3  | [M, S, C] | —   | —   | —   | —   |
| 1   | LRM                          | —   | —  | 1/Msl     | 6   | 7   | 14  | 21  |
| 1   | SRM                          | —   | —  | 2/Msl     | —   | 3   | 6   | 9   |
| 1   | ER PPC                       | RA  | 15 | 10 [DE]   | —   | 7   | 14  | 23  |
| 3   | ER Medium Laser              | LA  | 5  | 5 [DE]    | —   | 4   | 8   | 12  |

Cost:

BV: 1,673



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

#### Left Torso

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

1-3

- MML 5
- MML 5
- MML 5

4-6

- Ammo [MML 5/LRM] 24
- Ammo [MML 5/SRM] 20
- Light Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

#### Head

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

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- C<sup>3</sup> Boosted Slave
- C<sup>3</sup> Boosted Slave
- MASC

1-3

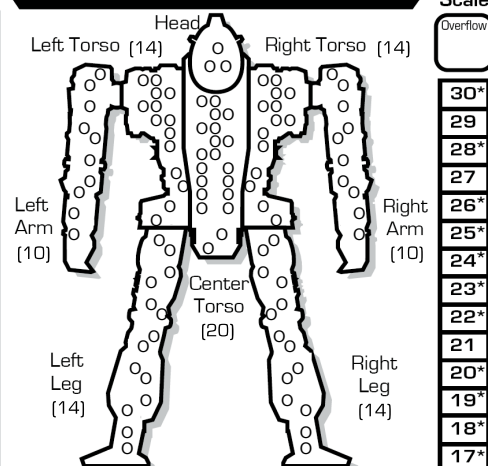
- MASC
- MASC
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 15 (30) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 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: Grigori C-GRG-OU Exanimus

Movement Points:

Walking: 4

Running: 6

Underwater: 4

Tonnage: 60

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

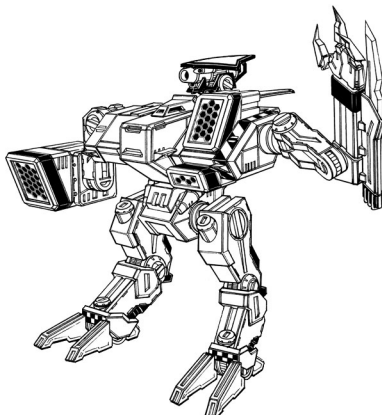
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

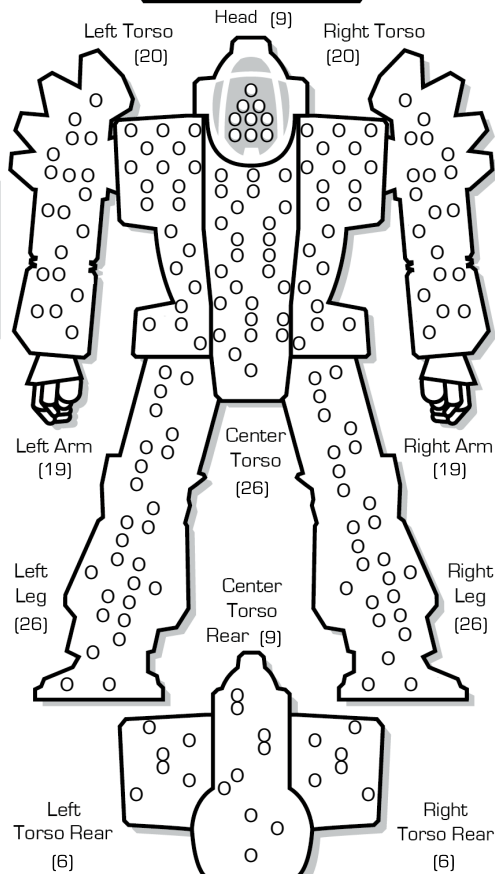
| Qty | Type                | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | ER Medium Laser     | RT  | 5  | 5 [DE]   | —   | 4   | 8   | 12  |
| 1   | ER PPC              | RT  | 15 | 10 [DE]  | —   | 7   | 14  | 23  |
| 1   | Beagle Active Probe | LT  | —  | [E]      | —   | —   | —   | 4   |
| 1   | Improved C³CPU      | LT  | —  | [E]      | —   | —   | —   | —   |
| 1   | ER Medium Laser     | LT  | 5  | 5 [DE]   | —   | 4   | 8   | 12  |
| 1   | Heavy PPC           | RA  | 15 | 15 [DEX] | 3   | 6   | 12  | 18  |
| 2   | ER Small Laser      | LA  | 2  | 3 [DE]   | —   | 2   | 4   | 5   |

Cost:

BV: 1,604



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- UMU

1-3

- UMU
- ER Medium Laser
- Beagle Active Probe
- Beagle Active Probe
- Improved C³CPU
- Improved C³CPU

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- MASS
- Roll Again

1-3

#### Center Torso

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

4-6

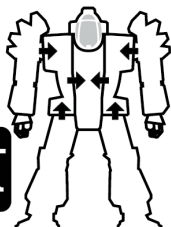
- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- UMU
- UMU
- ER PPC
- ER PPC

1-3

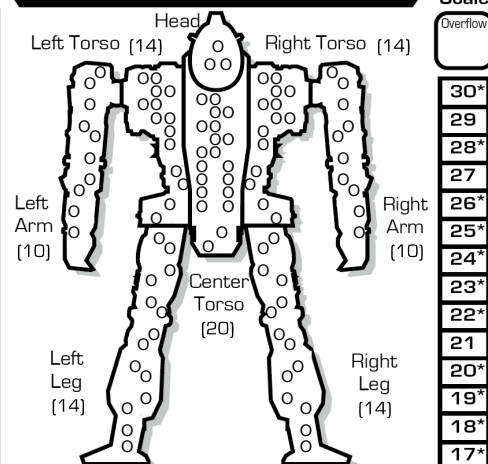
- ER PPC
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### 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: Quickdraw QKD-5Mr

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 60

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

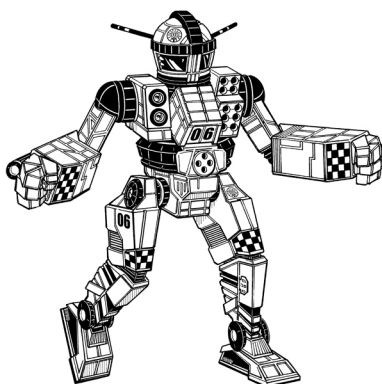
### Weapons & Equipment Inventory

(hexes)

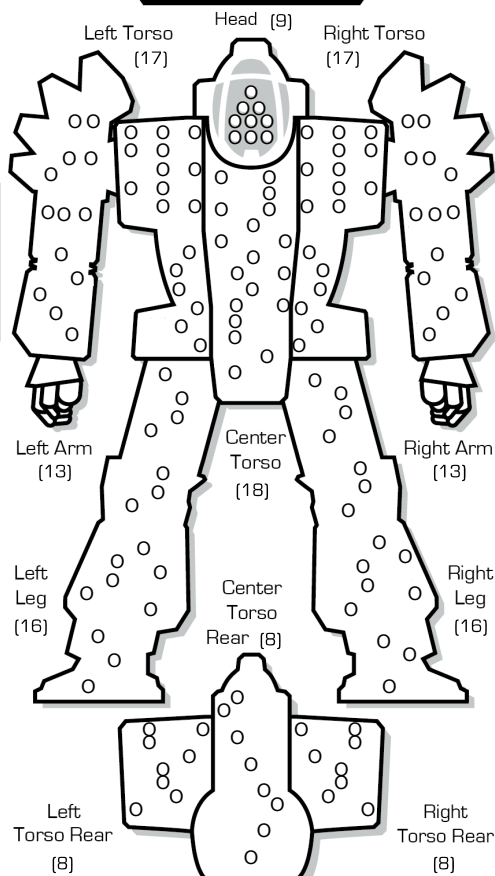
| Qty | Type               | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------------|-----|-----|-----|-----|
| 2   | Medium Laser(R)    | RT  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | Targeting Computer | RT  | —  | [E]            | —   | —   | —   | —   |
| 1   | Guardian ECM Suite | LT  | —  | [E]            | —   | —   | —   | 6   |
| 1   | LRM 10             | LT  | 4  | 1/MSI [M.C.S.] | 6   | 7   | 14  | 21  |
| 1   | w/Artemis IV FCS   | RA  | 5  | 5 [DE]         | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser    | LA  | 5  | 5 [DE]         | —   | 4   | 8   | 12  |

Cost:

BV: 1,465



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12

1-3

- Guardian ECM Suite
- Guardian ECM Suite
- CASE
- 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
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

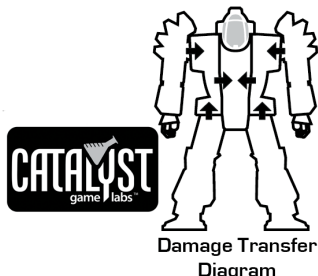
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- 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
- ER Medium Laser
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)
- Targeting Computer
- Roll Again

1-3

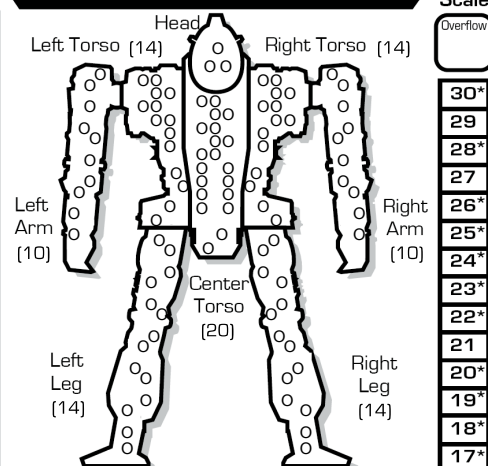
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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: 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 4+  | ○ ○                        |
| 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: Axman AXM-3Sr

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

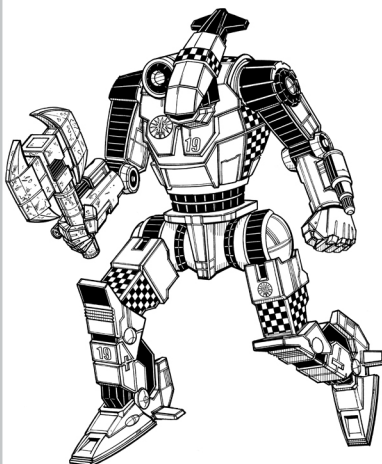
### Weapons & Equipment Inventory

(hexes)

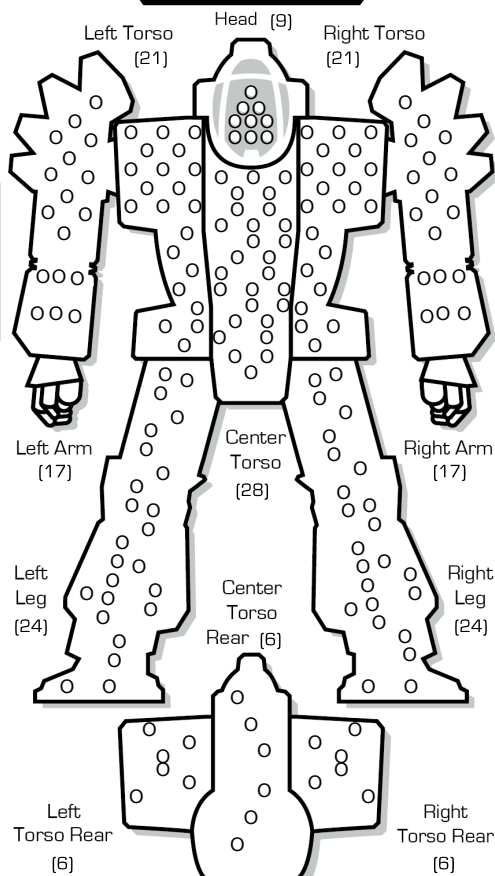
| Qty | Type               | Loc | Ht | Dmg               | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-------------------|-----|-----|-----|-----|
| 1   | C³ Slave           | CT  | —  | [E]               | —   | —   | —   | —   |
| 1   | Medium Pulse Laser | CT  | 4  | 6 [P]             | —   | 2   | 4   | 6   |
| 1   | Rotary AC/5        | RT  | 1  | 5/Sht<br>[DB,R,C] | —   | 5   | 10  | 15  |
| 1   | Guardian ECM Suite | LT  | —  | [E]               | —   | —   | —   | 6   |
| 1   | Hatchet            | RA  | —  | 13                | —   | —   | —   | —   |
| 3   | ER Medium Laser    | LA  | 5  | 5 [DE]            | —   | 4   | 8   | 12  |

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

Cost: BV: 1,734



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

1-3

- Guardian ECM Suite
- Guardian ECM Suite
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

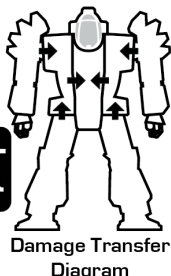
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Medium Pulse Laser
- C³ Slave

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Hatchet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Rotary AC/5

1-3

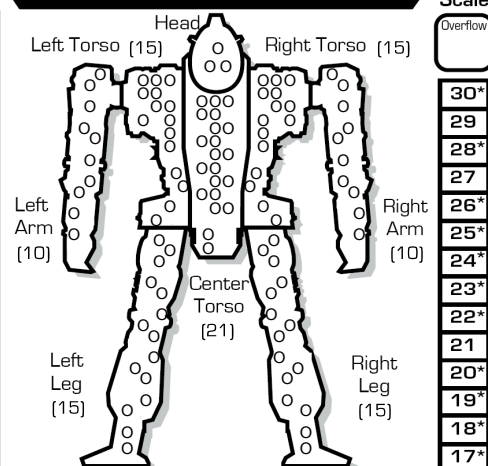
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ferro-Fibrous

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: 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: Catapult CPLT-C5A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

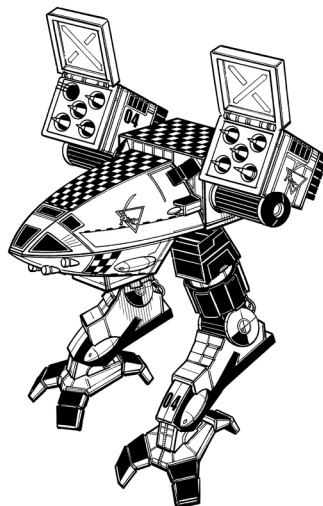
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| 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 |
|-----|------------------|-----|----|---------------|-----|-----|-----|-----|
| 2   | ER Medium Laser  | CT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser  | RT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser  | LT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | LRM 15           | RA  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | LRM 15           | LA  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
|     | w/Artemis IV FCS |     |    |               |     |     |     |     |



Cost:

BV: 1,772

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- 4 LRM 15
- 5 LRM 15
- Artemis IV FCS

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Jump Jet
- Jump Jet
- ER Medium Laser

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- 4-6 Ammo (LRM 15 Artemis) 8
- CASE
- Endo Steel
- Roll Again

#### Left Leg

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

#### Head

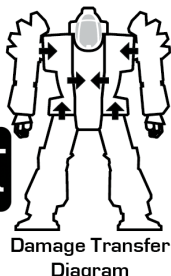
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- ER Medium Laser
- ER Medium Laser

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- 4 LRM 15
- 5 LRM 15
- Artemis IV FCS

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Right Torso

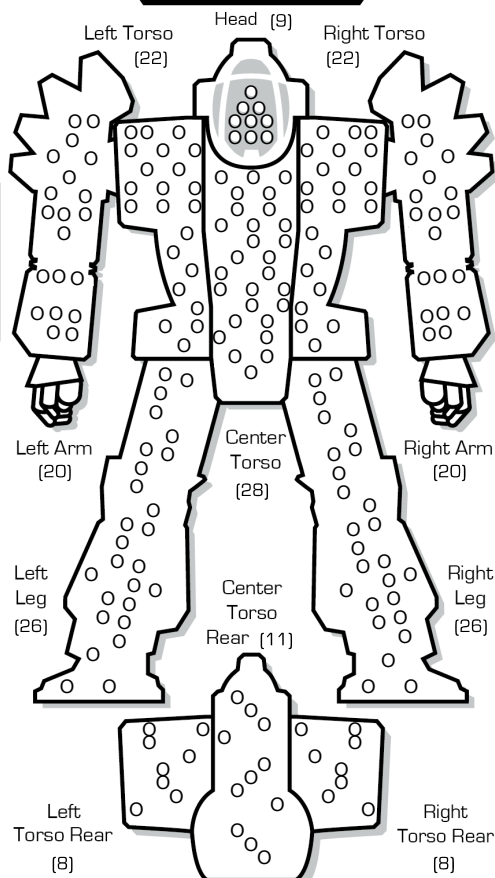
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Jump Jet
- Jump Jet
- ER Medium Laser

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

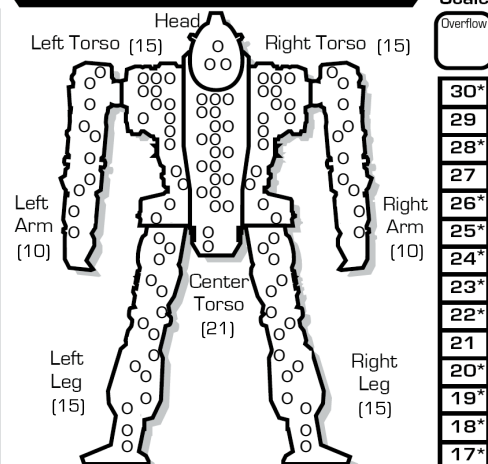
#### Right Leg

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

### ARMOR DIAGRAM



### 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 4+  | ○ ○                        |
| 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: JagerMech JM6-DDa

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

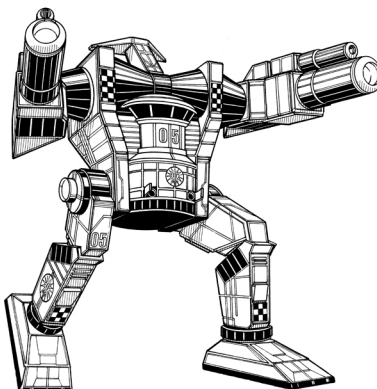
### Weapons & Equipment Inventory

(hexes)

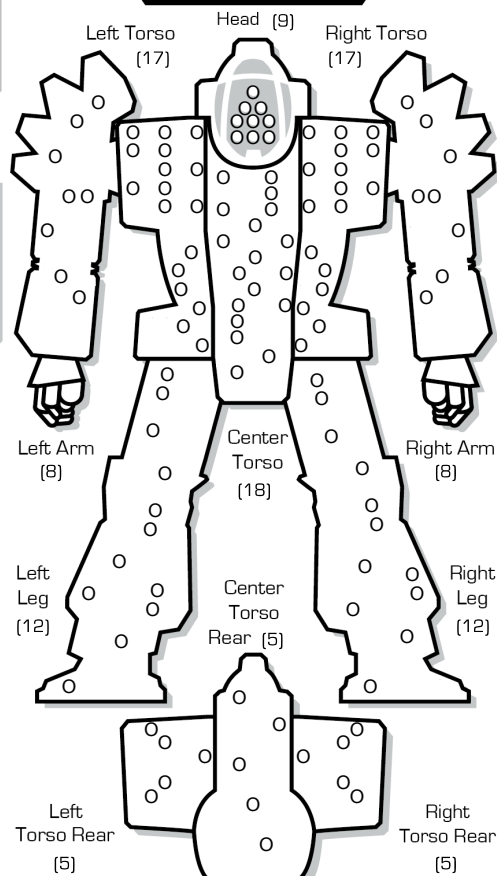
| Qty | Type                | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|----------|-----|-----|-----|-----|
| 2   | Medium Laser        | CT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Targeting Computer  | RT  | 1  | 5 [E]    | —   | —   | —   | —   |
| 1   | Autocannon/5        | RA  | 1  | 5 [DB,S] | 3   | 6   | 12  | 18  |
| 1   | Light Auto Cannon/2 | RA  | 1  | 2 [DB,S] | —   | 6   | 12  | 18  |
| 1   | Autocannon/5        | LA  | 1  | 5 [DB,S] | 3   | 6   | 12  | 18  |
| 1   | Light Auto Cannon/2 | LA  | 1  | 2 [DB,S] | —   | 6   | 12  | 18  |

Cost:

BV: 911



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5

1-3

- Light Auto Cannon/2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (AC/5) 20
- Ammo (AC/5) 20
- Ammo (LAC/2) 45

1-3

- Ammo (LAC/2) 45
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### 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

1-3

#### Center Torso

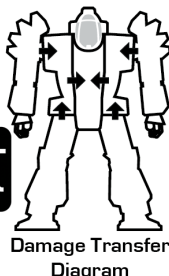
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5

1-3

- Light Auto Cannon/2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (AC/5) 20
- Targeting Computer
- Targeting Computer

1-3

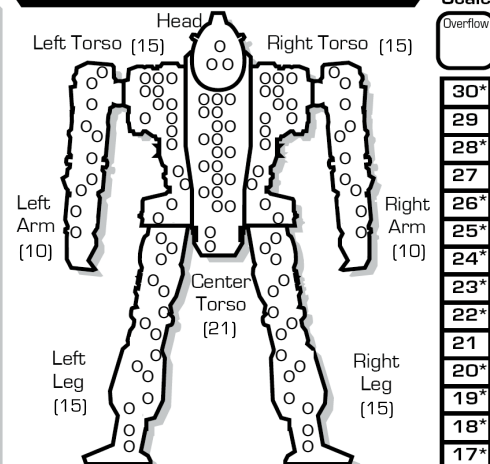
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- CASE

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: 10 (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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-OU

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

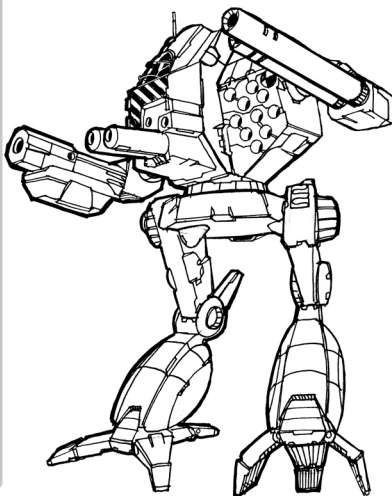
### Weapons & Equipment Inventory

(hexes)

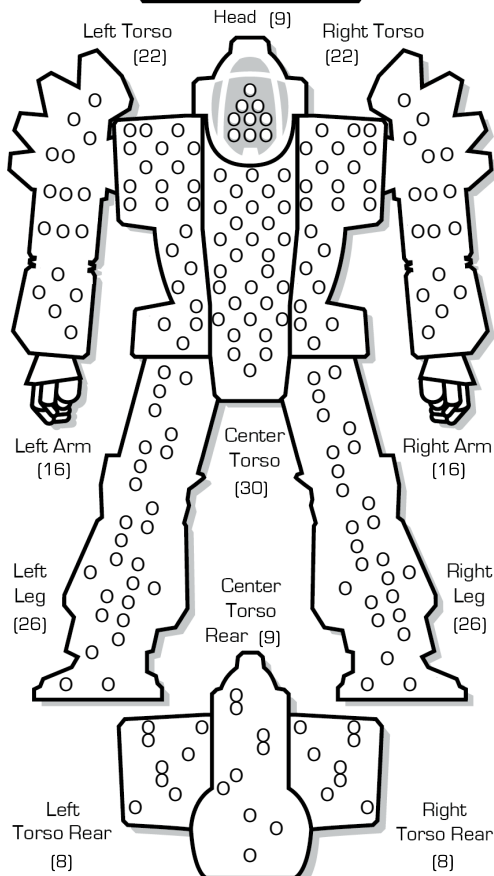
| Qty | Type              | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|--------|-----|-----|-----|-----|
| 2   | Medium Laser      | CT  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | C³ Master         | RT  | 0  | [E]    | —   | 5   | 10  | 15  |
| 1   | Small Pulse Laser | LT  | 2  | 3 [P]  | —   | 1   | 2   | 3   |
| 1   | LRT 15            | RA  | 5  | 15     | 6   | 0   | 0   | —   |
|     | w/Artemis IV FCS  |     |    |        |     |     |     |     |
| 1   | SRT 4             | RA  | 3  | 4      | —   | 0   | 0   | —   |
|     | w/Artemis IV FCS  |     |    |        |     |     |     |     |
| 1   | LRT 15            | LA  | 5  | 15     | 6   | 0   | 0   | —   |
|     | w/Artemis IV FCS  |     |    |        |     |     |     |     |
| 1   | SRT 4             | LA  | 3  | 4      | —   | 0   | 0   | —   |
|     | w/Artemis IV FCS  |     |    |        |     |     |     |     |

Cost:

BV: 1,359



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRT 15
- 4 LRT 15
- 5 LRT 15
- Artemis IV FCS

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRT 15
- 4 LRT 15
- 5 LRT 15
- Artemis IV FCS

#### Center Torso

- SRT 4
- Artemis IV FCS
- 4-6 Ammo (SRT 4 Artemis) 25
- 4 Ammo (LRT 15 Artemis) 8
- 5 Ammo (LRT 15 Artemis) 8
- Roll Again

1-3

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Gyro
- 5 Gyro
- 6 Gyro

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Small Pulse Laser
- CASE
- Roll Again

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Medium Laser
- 6 Medium Laser

#### Right Torso

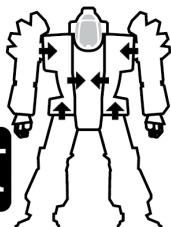
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 C³ Master
- 5 C³ Master
- 6 C³ Master

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

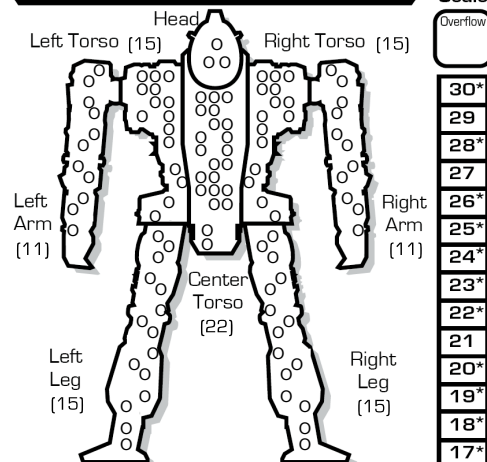
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 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 4+  | ○                          |
| 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: Daikyu DAI-01r

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

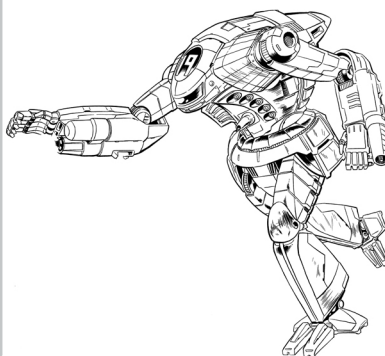
### Weapons & Equipment Inventory

(hexes)

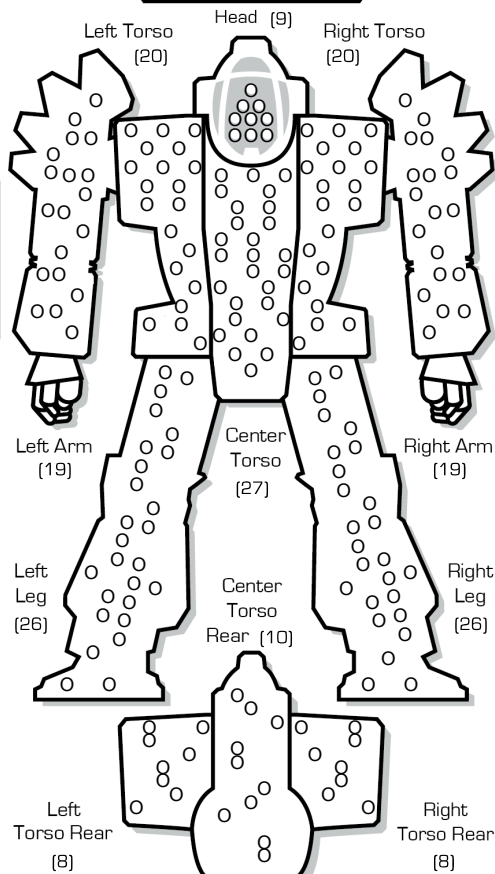
| Qty | Type                         | Loc | Ht | Dmg                | Min | Sht | Med | Lng |
|-----|------------------------------|-----|----|--------------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Boosted Slave | CT  | —  | [E]                | —   | —   | —   | —   |
| 1   | LRM 5                        | LT  | 2  | 1/1 Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Medium Laser                 | LT  | 3  | 5 [DE]             | —   | 3   | 6   | 9   |
| 1   | LB 5-X AC                    | RA  | 1  | 5<br>[DB,C,F,S]    | 3   | 7   | 14  | 21  |
| 1   | ER PPC                       | LA  | 15 | 10 [DE]            | —   | 7   | 14  | 23  |
| 1   | LB 5-X AC                    | LA  | 1  | 5<br>[DB,C,F,S]    | 3   | 7   | 14  | 21  |

Cost:

BV: 1,513



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- 4-6 ER PPC
- ER PPC
- ER PPC

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- LRM 5
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

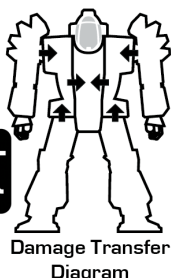
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- C<sup>3</sup> Boosted Slave
- C<sup>3</sup> Boosted Slave

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Right Torso

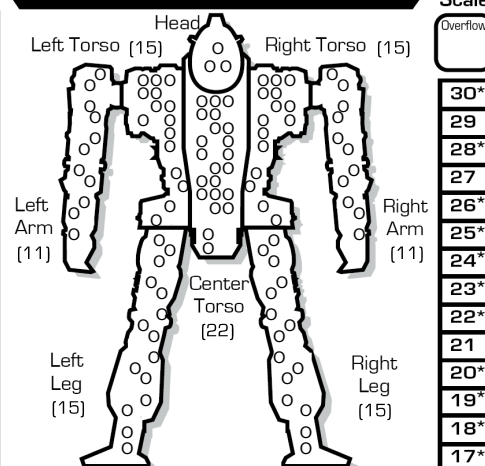
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (LB 5-X) 20
- Ammo (LB 5-X Cluster) 20
- Ammo (LRM 5) 24

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

#### 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:<br>10 (20)<br>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: Deva C-DVA-OU Exanimus

Movement Points:

Walking: 4

Running: 6

Underwater: 4

Tonnage: 70

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

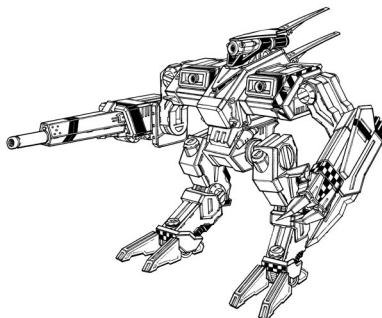
### Weapons & Equipment Inventory

(hexes)

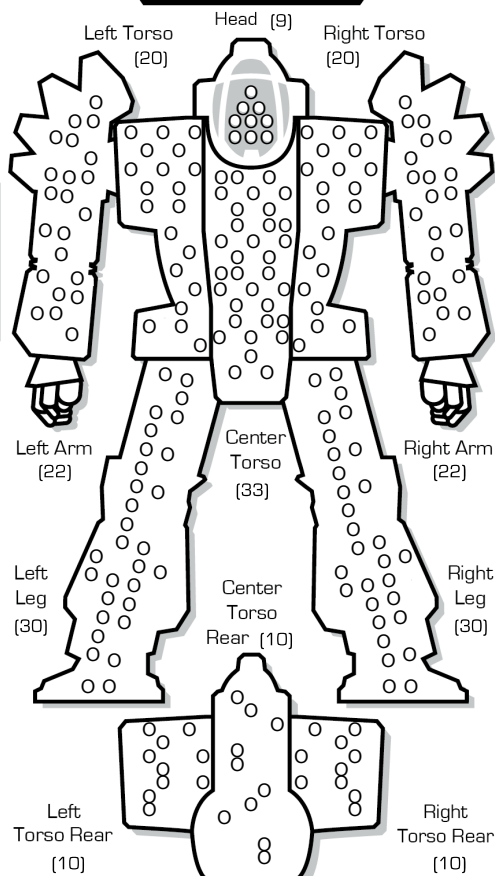
| Qty | Type                        | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-----------------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Improved C <sup>3</sup> CPU | RT  | —  | [E]    | —   | —   | —   | —   |
| 1   | ER Small Laser(R)           | LT  | 2  | 3 [DE] | —   | 2   | 4   | 5   |
| 2   | LRT 15                      | RA  | 5  | 15     | 6   | 0   | 0   | —   |
| 3   | ER Medium Laser             | LA  | 5  | 5 [DE] | —   | 4   | 8   | 12  |

Cost:

BV: 1,685



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- UMU
- ER Small Laser (R)
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- MASS
- Roll Again

#### Center Torso

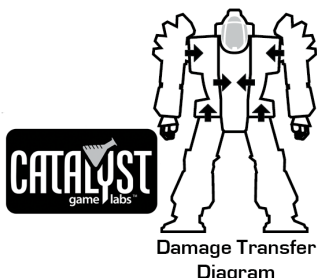
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- UMU
- UMU

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRT 15
- LRT 15
- LRT 15
- LRT 15

1-3

- LRT 15
- LRT 15
- Ammo (LRT 15) 8
- Ammo (LRT 15) 8
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- UMU
- Ammo (LRT 15) 8
- Ammo (LRT 15) 8
- Ammo (LRT 15) 8

1-3

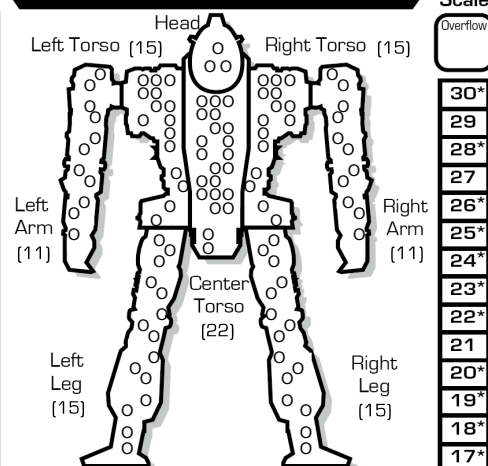
- Ammo (LRT 15) 8
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU
- CASE
- Endo Steel
- Endo Steel

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                | 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     | ○ ○                        |

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Gallowglas GAL-2GLSA

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Tonnage: 70

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

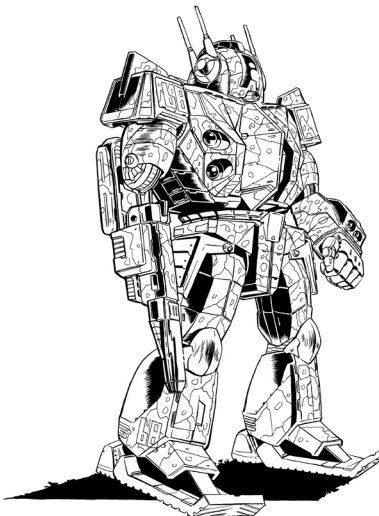
### Weapons & Equipment Inventory

(hexes)

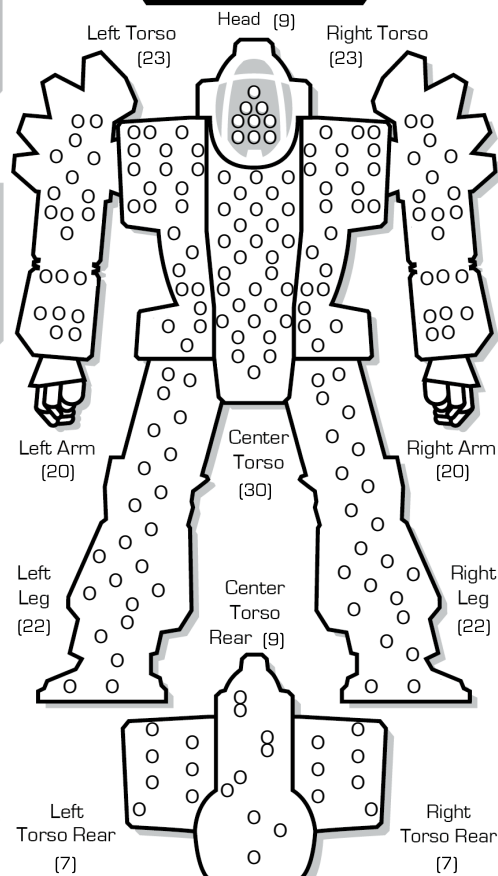
| Qty | Type               | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------|-----|-----|-----|-----|
| 2   | Large Laser        | RT  | 8  | 8 [DE]   | —   | 5   | 10  | 15  |
| 1   | Heavy PPC          | RA  | 15 | 15 [DEX] | 3   | 6   | 12  | 18  |
| 1   | Light PPC          | RA  | 5  | 5 [DEX]  | 3   | 6   | 12  | 18  |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]    | —   | 2   | 4   | 6   |

Cost:

BV: 1,771



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

4-6

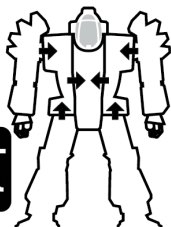
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

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

1-3

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Light PPC
- Light PPC

4-6

#### Right Torso

- Large Laser
- Large Laser
- Large Laser
- Large Laser
- CASE
- Endo Steel

1-3

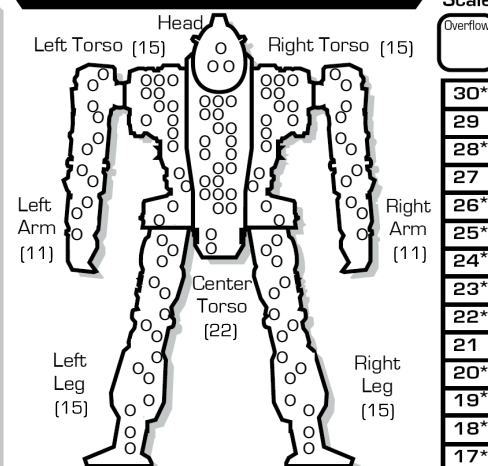
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: JagerMech JM7-C3BS

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

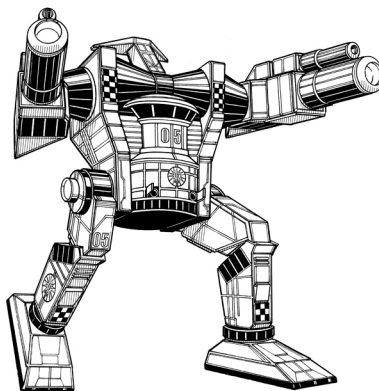
### Weapons & Equipment Inventory

(hexes)

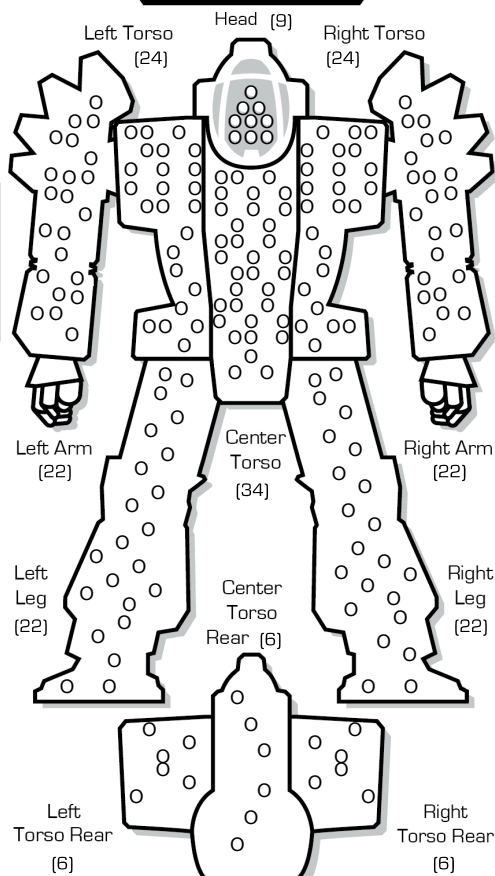
| Qty | Type                         | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|------------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER Medium Laser              | CT  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | C <sup>3</sup> Boosted Slave | RT  | —  | [E]           | —   | —   | —   | —   |
| 2   | Light Auto Cannon/2          | RA  | 1  | 2 [DB,S]      | —   | 6   | 12  | 18  |
| 1   | Snub-Nose PPC                | RA  | 10 | 10/8/5 [DE,V] | —   | 9   | 13  | 15  |
| 2   | Light Auto Cannon/2          | LA  | 1  | 2 [DB,S]      | —   | 6   | 12  | 18  |
| 1   | Snub-Nose PPC                | LA  | 10 | 10/8/5 [DE,V] | —   | 9   | 13  | 15  |

Cost:

BV: 1,354



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Snub-Nose PPC
- 4 Snub-Nose PPC
- Light Auto Cannon/2
- Light Auto Cannon/2

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Ammo (LAC/2) 45
- CASE
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### 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
- 1-3 Gyro
- Gyro
- Gyro

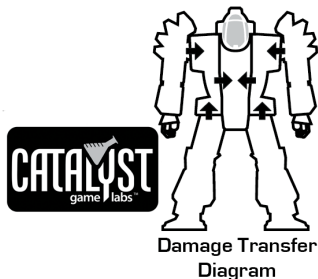
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- ER Medium Laser
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Snub-Nose PPC
- 4 Snub-Nose PPC
- Light Auto Cannon/2
- Light Auto Cannon/2

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

#### Right Torso

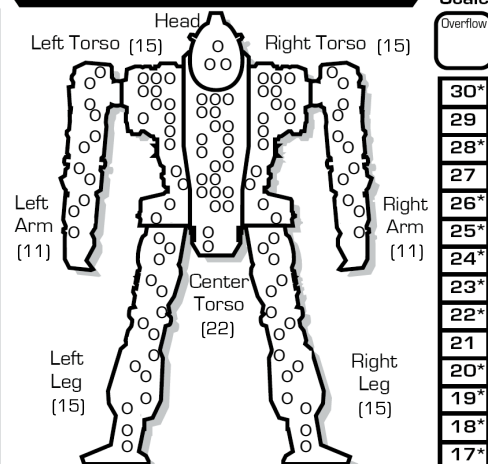
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Ammo (LAC/2) 45
- C<sup>3</sup> Boosted Slave
- C<sup>3</sup> Boosted Slave
- 4 CASE
- Ferro-Fibrous
- Ferro-Fibrous

#### 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: 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: No-Dachi NDA-2KC

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Era: Dark Age

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

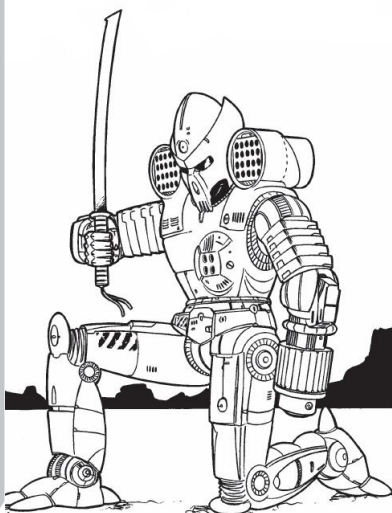
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

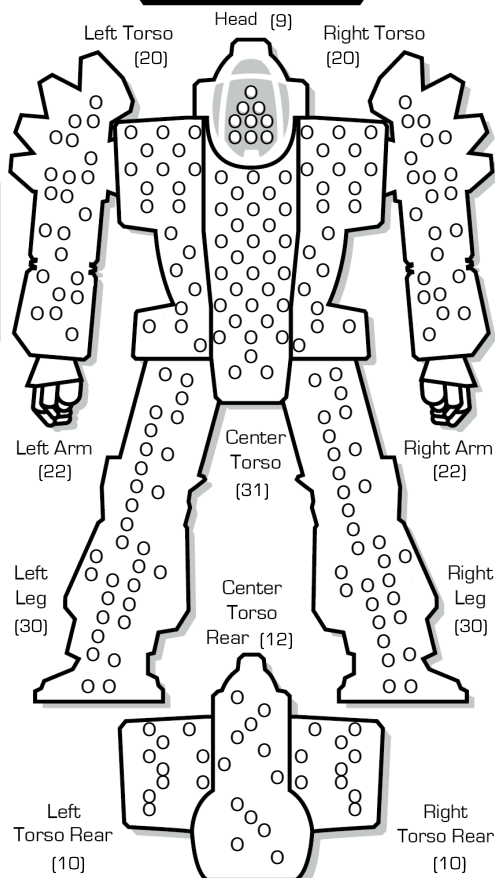
| Qty | Type                | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | Flamer              | HD  | 3  | 2           | —   | 1   | 2   | 3   |
|     |                     |     |    | [DE, H, AI] |     |     |     |     |
| 1   | Medium Pulse Laser  | CT  | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | Small Laser         | CT  | 1  | 3 [DE]      | —   | 1   | 2   | 3   |
| 1   | C³ Slave            | RT  | —  | [E]         | —   | —   | —   | —   |
| 2   | Medium Pulse Laser  | RT  | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | ER Medium Laser (R) | LT  | 5  | 5 [DE]      | —   | 4   | 8   | 12  |
| 2   | Medium Pulse Laser  | LT  | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | Sword               | RA  | —  | 8           | —   | —   | —   | —   |
| 1   | Large Pulse Laser   | LA  | 10 | 9 [P]       | —   | 3   | 7   | 10  |
| 1   | Medium Pulse Laser  | LA  | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | Small Pulse Laser   | LA  | 2  | 3 [P]       | —   | 1   | 2   | 3   |

Cost:

BV: 1,684



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Sword
- Sword

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
- Gyro
- Gyro

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- C³ Slave
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- ER Medium Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

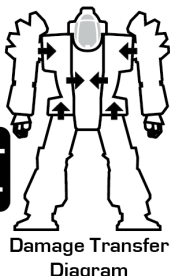
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

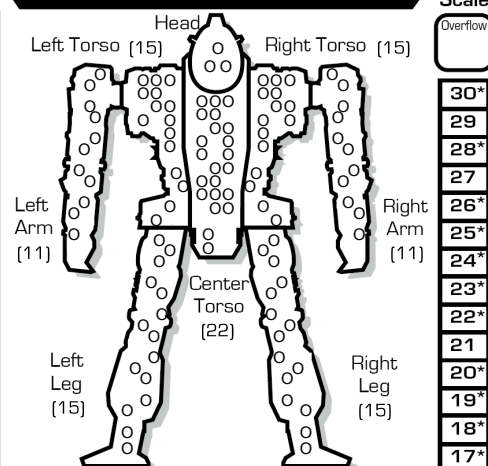
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### 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: 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Bandersnatch BNDR-01Ar

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

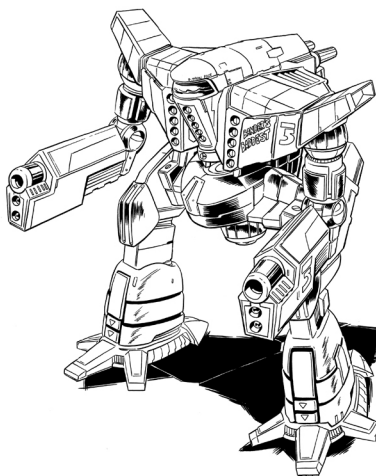
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

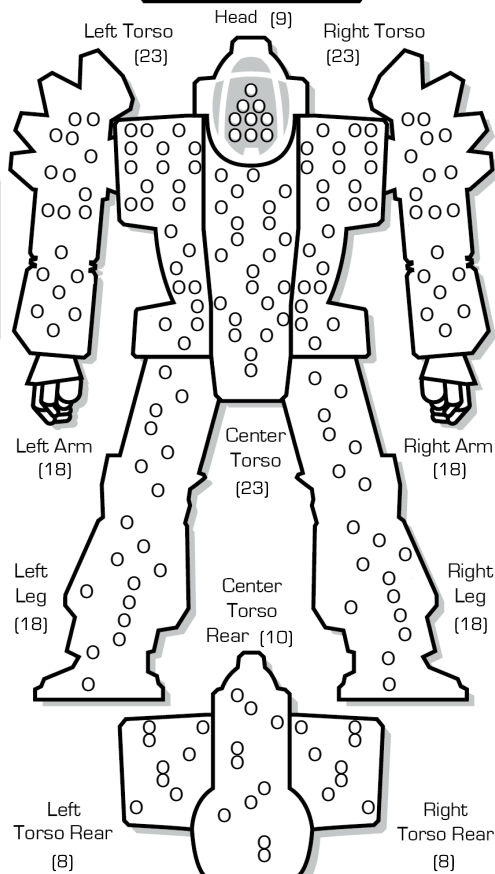
| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | LRM 5              | HD  | 2  | 1/Mei [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | Guardian ECM Suite | CT  | —  | [E]           | —   | —   | —   | 6   |
| 1   | ER Small Laser(R)  | RT  | 2  | 3 [DE]        | —   | 2   | 4   | 5   |
| 1   | LRM 5              | RT  | 2  | 1/Mei [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | LRM 5              | LT  | 2  | 1/Mei [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | LB 10-X AC         | RA  | 2  | 10 [DB,C,F,S] | —   | 6   | 12  | 18  |
| 2   | Medium Laser       | RA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC         | LA  | 2  | 10 [DB,C,F,S] | —   | 6   | 12  | 18  |
| 2   | Medium Laser       | LA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |

Cost:

BV: 1,522



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
- 4-6 Medium Laser
5. Medium Laser
6. Roll Again

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 LRM 5
5. Ammo (LRM 5) 24
6. Ammo (LB 10-X) 10

1. Ammo (LB 10-X Cluster) 10
2. CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

#### Center Torso

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

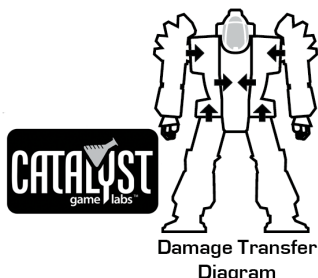
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
- 4-6 Medium Laser
5. Medium Laser
6. Roll Again

#### Right Torso

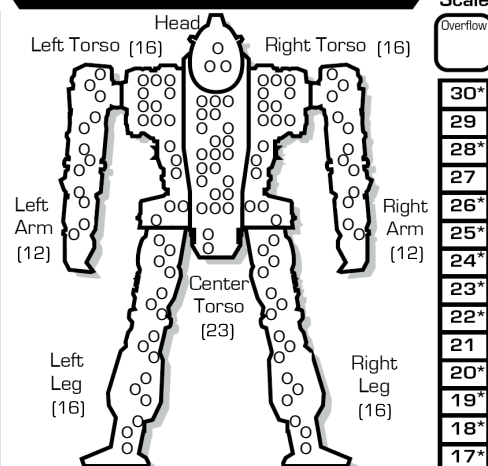
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 ER Small Laser (R)
5. LRM 5
6. Ammo (LRM 5) 24

1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X Cluster) 10
3. CASE
4. Roll Again
5. Roll Again
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: Falconer FLC-9R

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 75

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

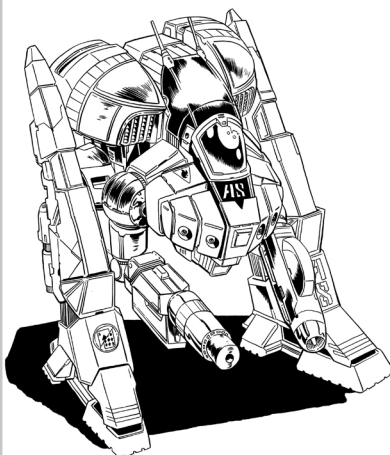
### Weapons & Equipment Inventory

(hexes)

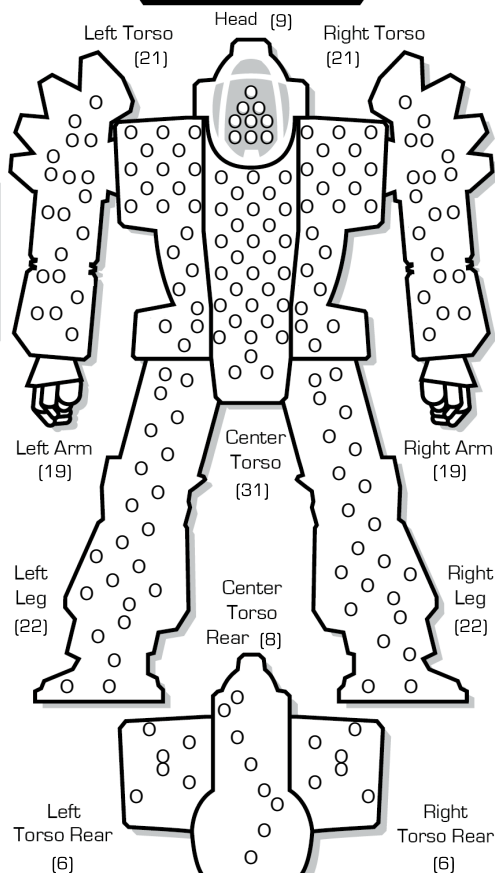
| Qty | Type         | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------------|-----|-----|-----|-----|
| 2   | Medium Laser | RT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 2   | Medium Laser | LT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC   | RA  | 2  | 10 [DB,C,F,S] | —   | 6   | 12  | 18  |
| 1   | Heavy PPC    | LA  | 15 | 15 [DEX]      | 3   | 6   | 12  | 18  |

Cost:

BV: 1,979



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC

- Heavy PPC
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

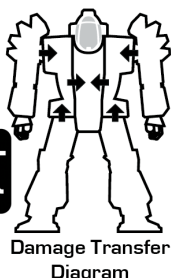
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Endo Steel
- Endo Steel
- Roll Again

#### Right Torso

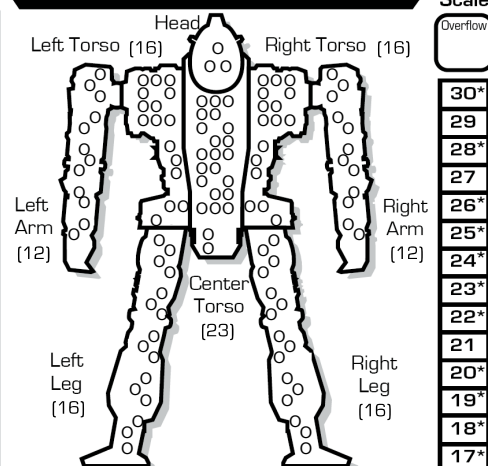
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Medium Laser
- Ammo (LB 10-X) 10

- Ammo (LB 10-X Cluster) 10
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- 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: 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: Hammerhands HMH-6E

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 5

Tonnage: 75

Tech Base: Inner Sphere

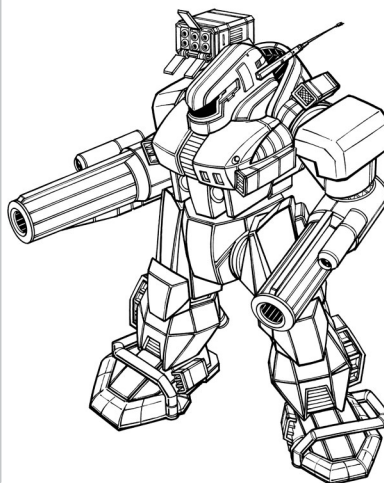
Era: Jihad

### 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

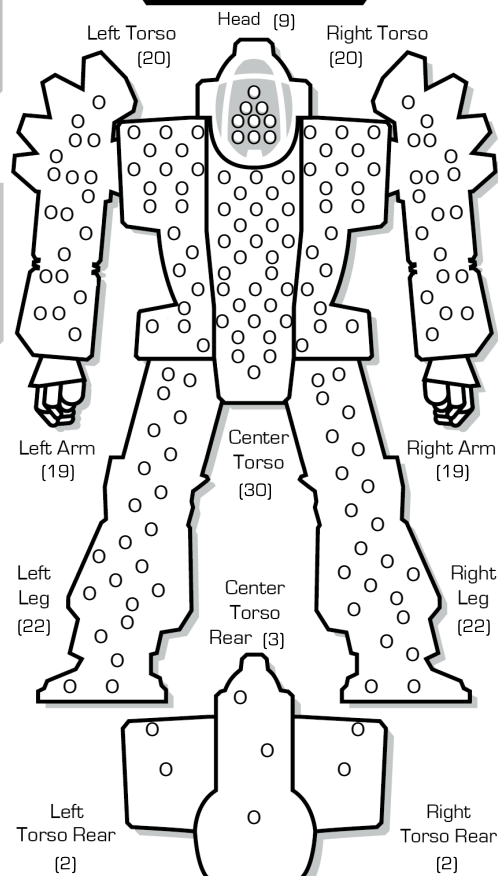
(hexes)

| Qty | Type               | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite | RT  | —  | [E]            | —   | —   | —   | 6   |
| 1   | C³ Slave           | LT  | —  | [E]            | —   | —   | —   | —   |
| 1   | Medium Laser       | RA  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | Rotary AC/5        | RA  | 1  | 5/Sht [DB,R,C] | —   | 5   | 10  | 15  |
| 1   | Medium Laser       | LA  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | Rotary AC/5        | LA  | 1  | 5/Sht [DB,R,C] | —   | 5   | 10  | 15  |

Cost:

BV: 2,204

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rotary AC/5
- 5 Rotary AC/5
- 6 Rotary AC/5
- 1 Rotary AC/5
- 2 Rotary AC/5
- 3 Rotary AC/5
- 4-6 Medium Laser
- 5 Ammo (RAC/5) 20
- 6 Triple-Strength Myomer

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Improved Jump Jet
- 5 Improved Jump Jet
- 6 C³ Slave
- 1 Triple-Strength Myomer
- 2 Triple-Strength Myomer
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Triple-Strength Myomer
- 5 Sensors
- 6 Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Improved Jump Jet
- 6 Improved Jump Jet

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

#### Right Arm

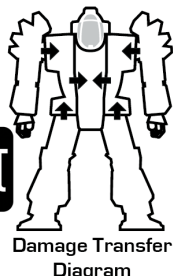
- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rotary AC/5
- 5 Rotary AC/5
- 6 Rotary AC/5
- 1 Rotary AC/5
- 2 Rotary AC/5
- 3 Rotary AC/5
- 4-6 Medium Laser
- 5 Ammo (RAC/5) 20
- 6 Triple-Strength Myomer

#### Right Torso

- Improved Jump Jet
- Improved Jump Jet
- Guardian ECM Suite
- Guardian ECM Suite
- 5 Ammo (RAC/5) 20
- 6 Ammo (RAC/5) 20
- 1 Ammo (RAC/5) 20
- 2 Ammo (RAC/5) 20
- 3 CASE
- 4 Triple-Strength Myomer
- 5 Roll Again
- 6 Roll Again

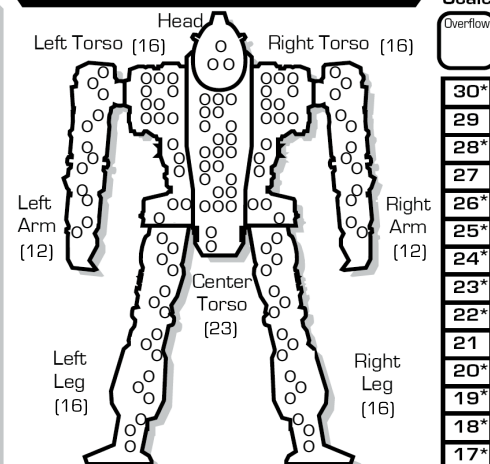
#### Right Leg

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



CATALYST  
game labs

### 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: Rakshasa MDG-1Ar

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

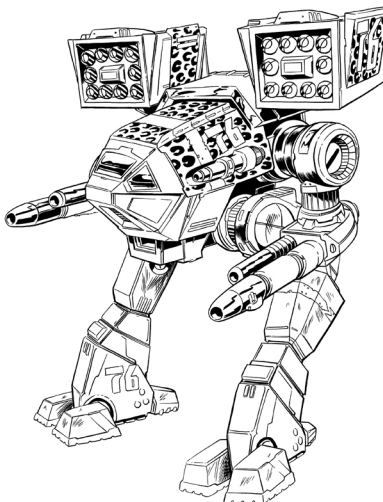
### Weapons & Equipment Inventory

(hexes)

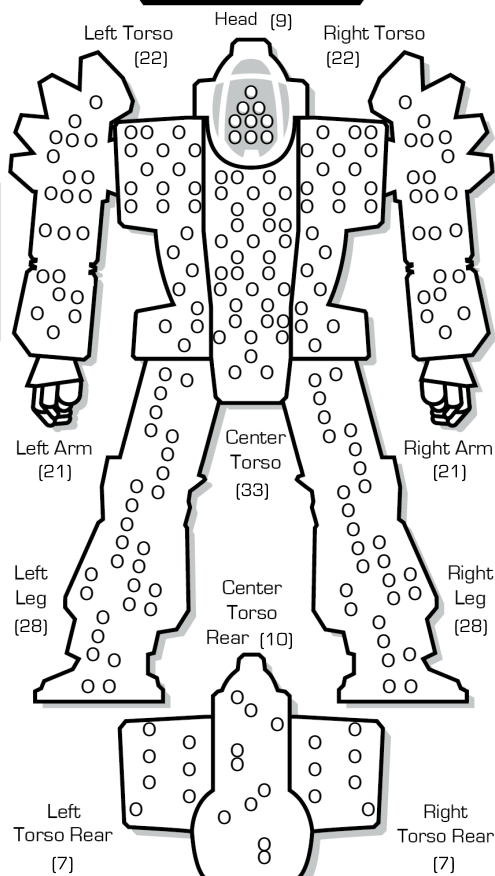
| Qty | Type          | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|---------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | MML 7         | RT  | 4  | [M.S.C.]      | 6   | 7   | 14  | 21  |
|     | LRM           |     |    | 2/Msl         | —   | 3   | 6   | 9   |
| 1   | MML 7         | LT  | 4  | [M.S.C.]      | 6   | 7   | 14  | 21  |
|     | LRM           |     |    | 2/Msl         | —   | 3   | 6   | 9   |
| 1   | Medium Laser  | RA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Snub-Nose PPC | RA  | 10 | 10/8/5 [DE.V] | —   | 9   | 13  | 15  |
| 1   | Medium Laser  | LA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Snub-Nose PPC | LA  | 10 | 10/8/5 [DE.V] | —   | 9   | 13  | 15  |

Cost:

BV: 1,675



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Medium Laser

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Medium Laser

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

#### Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 MML 7
- MML 7
- MML 7
- 1 MML 7
- 2 Ammo [MML 7/LRM] 17
- 3 Ammo [MML 7/LRM] 17
- 4-6 Ammo [MML 7/SRM] 14
- CASE
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 MML 7
- MML 7
- MML 7
- 1 MML 7
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

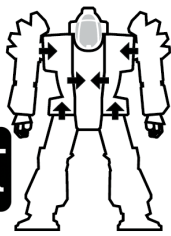
Life Support ○

#### Left Leg

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

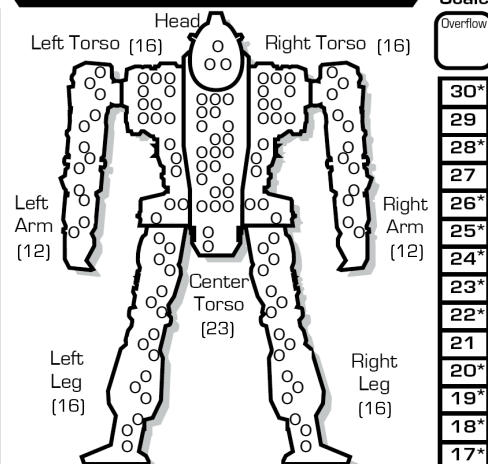
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 15 (30) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 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: **Charger CGR-3Kr**

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 5

Tonnage: 80

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

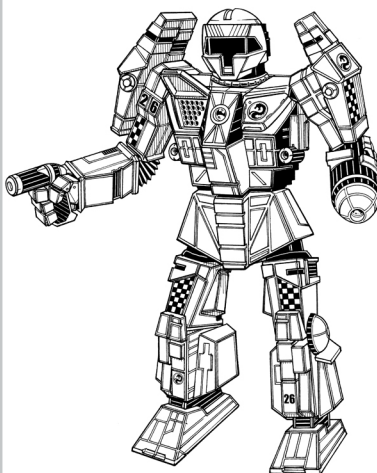
### Weapons & Equipment Inventory

(hexes)

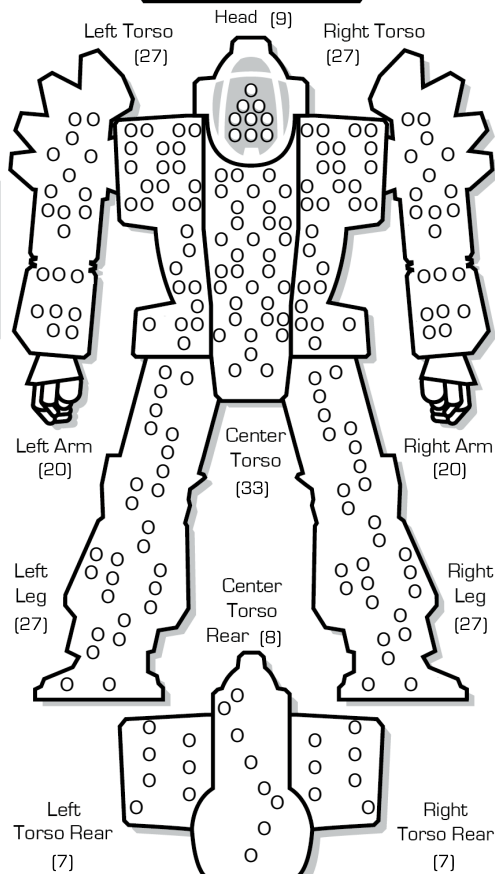
| Qty | Type               | Loc | Ht | Dmg          | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------------|-----|-----|-----|-----|
| 1   | ER Small Laser     | HD  | 2  | 3 [DE]       | —   | 2   | 4   | 5   |
| 1   | Small Laser        | CT  | 1  | 3 [DE]       | —   | 1   | 2   | 3   |
| 1   | ER Medium Laser    | RT  | 5  | 5 [DE]       | —   | 4   | 8   | 12  |
| 1   | Medium Laser       | RT  | 3  | 5 [DE]       | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser    | LT  | 5  | 5 [DE]       | —   | 4   | 8   | 12  |
| 1   | Targeting Computer | LT  | —  | [E]          | —   | —   | —   | —   |
| 1   | Sword              | RA  | —  | 9            | —   | —   | —   | —   |
| 1   | Light PPC          | LA  | 5  | 5            | 3   | 6   | 12  | 18  |
|     |                    |     |    | [DEX]        |     |     |     |     |
| 1   | Snub-Nose PPC      | LA  | 10 | 10/8/5 [DEV] | —   | 9   | 13  | 15  |

Cost:

BV: 2,092



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Light PPC

- Light PPC
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Left Leg

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

#### Head

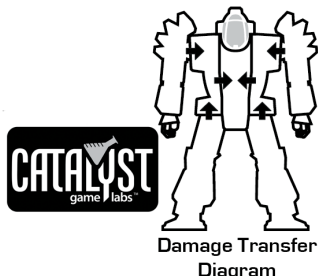
- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Small Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Sword
- Sword

- Sword
- Sword
- Sword
- 4-6 Sword
- Light Ferro-Fibrous
- Triple-Strength Myomer

#### Right Torso

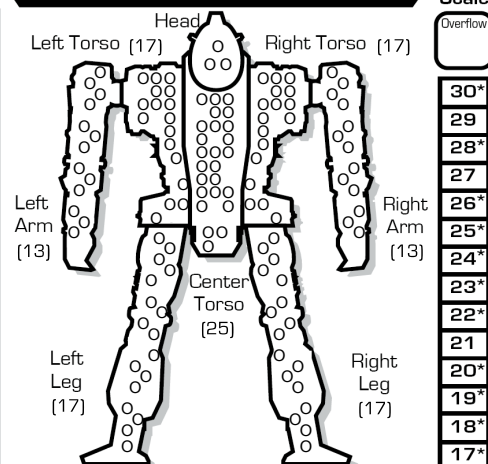
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Medium Laser
- Light Ferro-Fibrous

- Light Ferro-Fibrous
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- 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: Hatamoto-Chi HTM-28Tr

Movement Points: Tonnage: 80  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 Era: Jihad  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

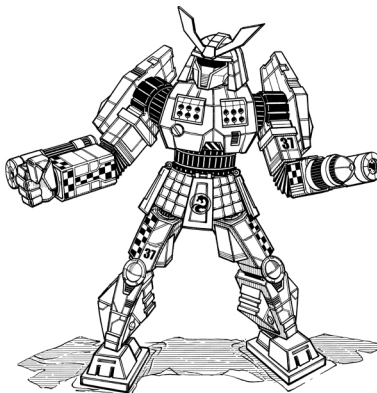
| Qty | Type               | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | C³ Slave           | CT  | —  | [E]         | —   | 3   | 6   | 9   |
| 1   | Streak SRM 6       | RT  | 4  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | Guardian ECM Suite | LT  | —  | [E]         | —   | —   | —   | 6   |
| 1   | Streak SRM 4       | LT  | 3  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser    | RA  | 5  | 5 [DE]      | —   | 4   | 8   | 12  |
| 1   | ER PPC             | RA  | 15 | 10 [DE]     | —   | 7   | 14  | 23  |
| 1   | ER Medium Laser    | LA  | 5  | 5 [DE]      | —   | 4   | 8   | 12  |
| 1   | ER PPC             | LA  | 15 | 10 [DE]     | —   | 7   | 14  | 23  |

Cost: BV: 2,034

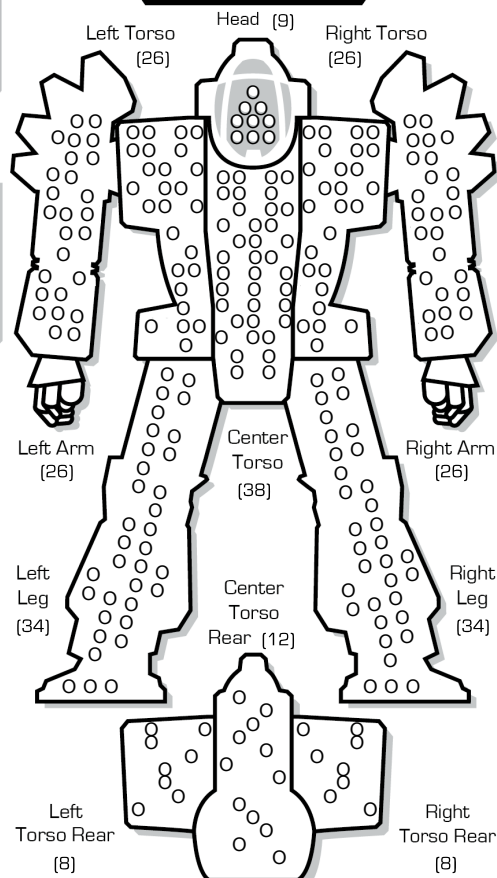
### WARRIOR DATA

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
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - ER PPC
  - ER PPC
  - ER PPC
  - ER Medium Laser
- 4-6

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Streak SRM 4
  - Ammo (Streak SRM 4) 25
  - Guardian ECM Suite
  - Guardian ECM Suite
  - CASE
- 4-6

#### Left Leg

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

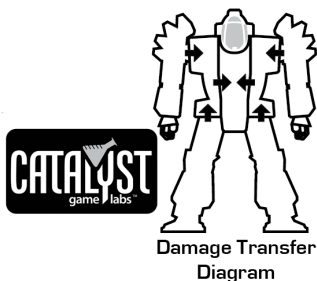
#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - C³ Slave
- 4-6

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - ER PPC
  - ER PPC
  - ER PPC
  - ER Medium Laser
- 4-6

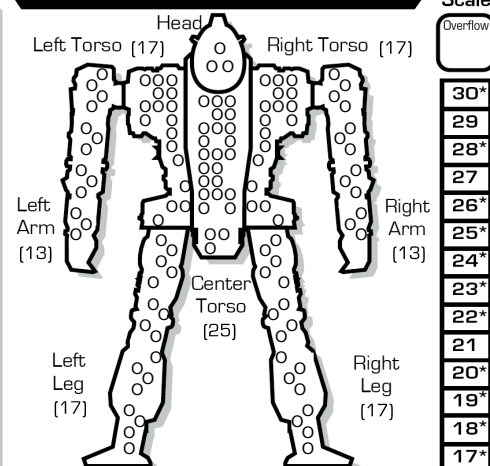
#### Right Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Streak SRM 6
  - Streak SRM 6
  - Ammo (Streak SRM 6) 15
  - CASE
  - 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: 17 (34) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 4+  | ○ ○                        |
| 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: Victor VTR-9Ka

Movement Points:

Walking: 4

Running: 6

Jumping: 5

Tonnage: 80

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

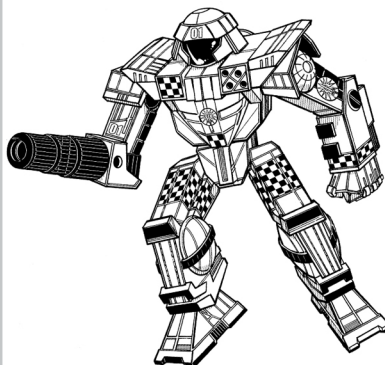
Name: \_\_\_\_\_

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   | Autocannon/20 | RT/RA 7 | 20     | [DB,S] | —   | 3   | 6   | 9   |
| 1   | Medium Laser  | LA 3    | 5 [DE] | —      | 3   | 6   | 9   |     |



Cost:

BV: 1,594

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Improved Jump Jet
- Improved Jump Jet
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

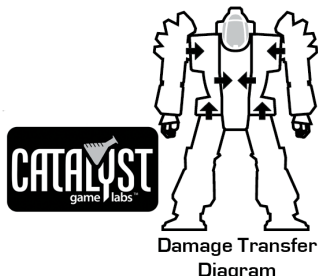
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

4-6

#### Right Torso

- Improved Jump Jet
- Improved Jump Jet
- Autocannon/20
- Ammo [AC/20] 5
- Ammo [AC/20] 5
- Ammo [AC/20] 5

1-3

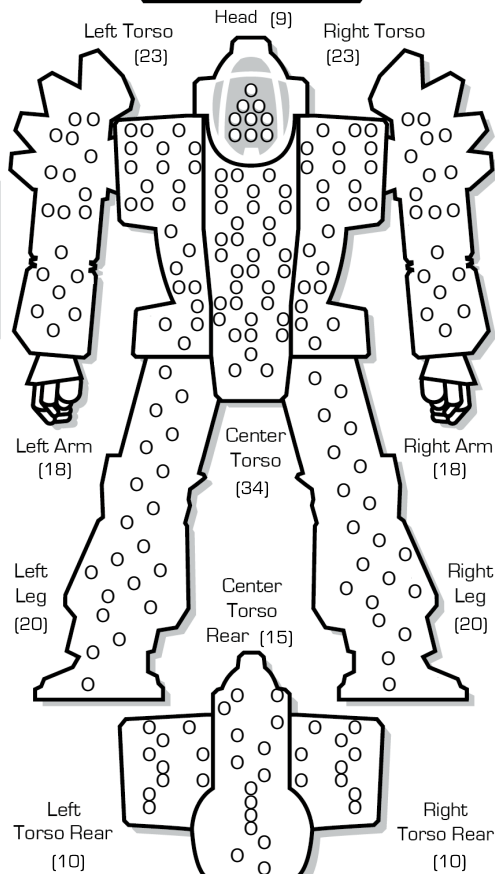
- Ammo [AC/20] 5
- Ammo [AC/20] 5
- Ammo [AC/20] 5
- CASE
- Endo Steel
- Endo Steel

4-6

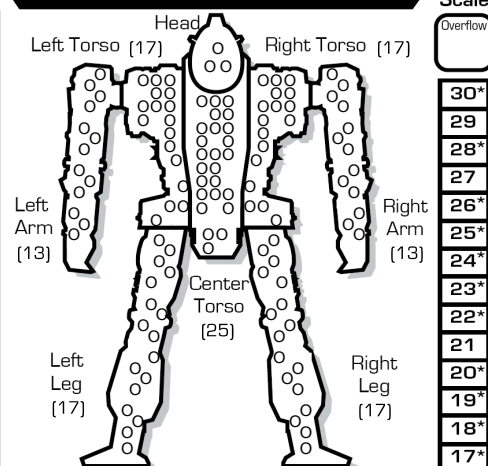
#### Right Leg

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

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 12 (12) 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: Victor VTR-Cr

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 80

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

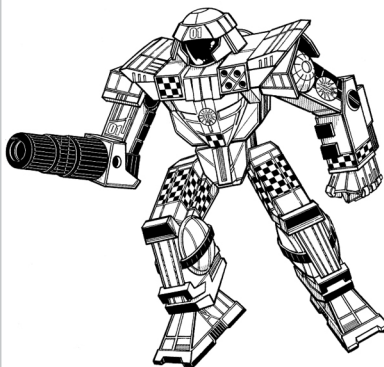
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

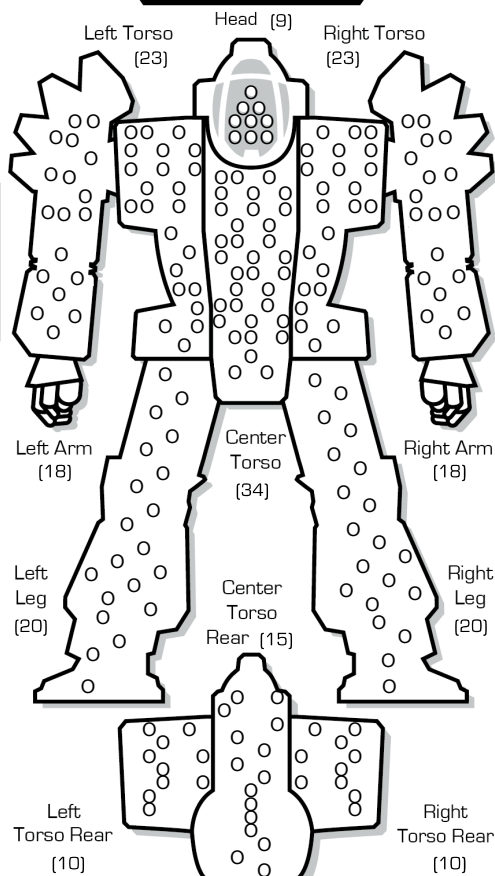
| Qty | Type                          | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|-------------------------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | C³ Boosted Slave              | LT  | —  | [E]         | —   | 3   | 6   | 9   |
| 1   | Streak SRM 4                  | LT  | 3  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | Hyper Velocity Auto Cannon/10 | RA  | 7  | 10 [DB]     | —   | 6   | 12  | 20  |
| 2   | Medium Laser                  | LA  | 3  | 5 [DE]      | —   | 3   | 6   | 9   |

Cost:

BV: 1,465



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

#### Left Torso

- Streak SRM 4
- Ammo (Streak SRM 4) 25
- C³ Boosted Slave
- C³ Boosted Slave
- CASE
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

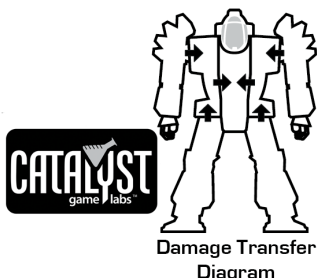
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hyper Velocity Auto Cannon/10
- Hyper Velocity Auto Cannon/10
- Hyper Velocity Auto Cannon/10

1-3

- Hyper Velocity Auto Cannon/10
- Hyper Velocity Auto Cannon/10
- Hyper Velocity Auto Cannon/10
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ammo (HVAC/10) 8
- Ammo (HVAC/10) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

1-3

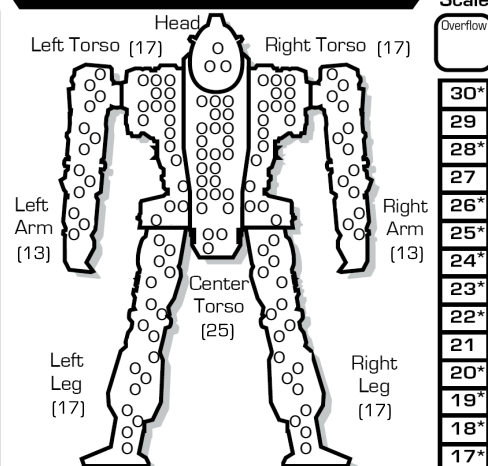
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 14 (14) 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: Warlord BLR-2DR

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

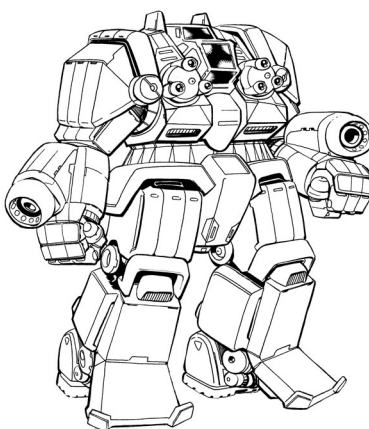
### Weapons & Equipment Inventory

(hexes)

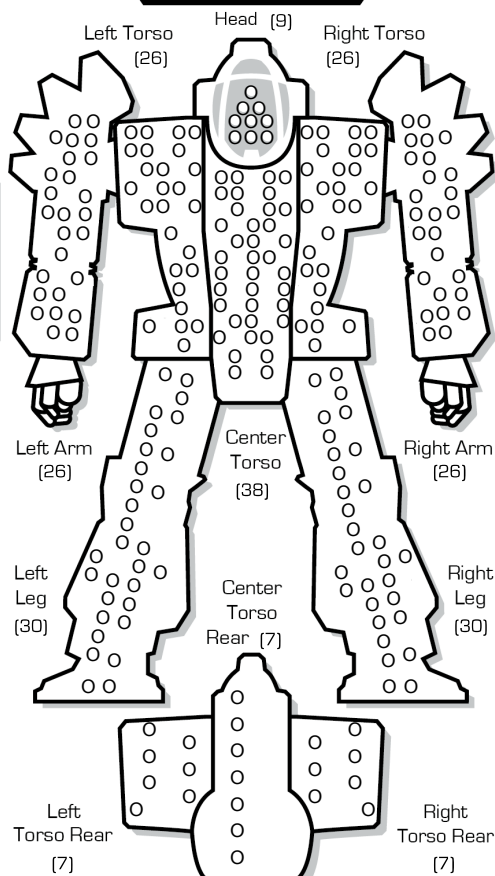
| Qty | Type               | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | C³ Slave           | HD  | —  | [E]       | —   | —   | —   | —   |
| 1   | Medium Pulse Laser | CT  | 4  | 6 [P]     | —   | 2   | 4   | 6   |
| 1   | Small Pulse Laser  | CT  | 2  | 3 [P]     | —   | 1   | 2   | 3   |
| 2   | ER Medium Laser    | RT  | 5  | 5 [DE]    | —   | 4   | 8   | 12  |
| 2   | ER Medium Laser    | LT  | 5  | 5 [DE]    | —   | 4   | 8   | 12  |
| 1   | ER PPC             | RA  | 15 | 10 [DE]   | —   | 7   | 14  | 23  |
| 1   | Medium Laser       | RA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Heavy PPC          | LA  | 15 | 15 [DE,X] | —   | 3   | 6   | 12  |

Cost:

BV: 2,284



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Heavy PPC
- Heavy PPC
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

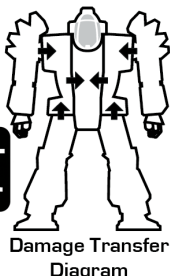
#### Center Torso

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

1-3

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- Medium Laser
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

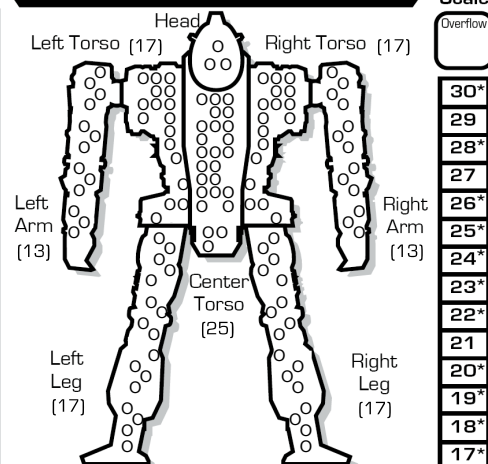
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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                | Heat Sinks: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Gunslinger GUN-2ERDR

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 85

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

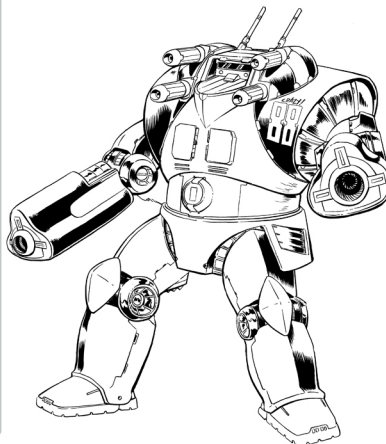
### Weapons & Equipment Inventory

(hexes)

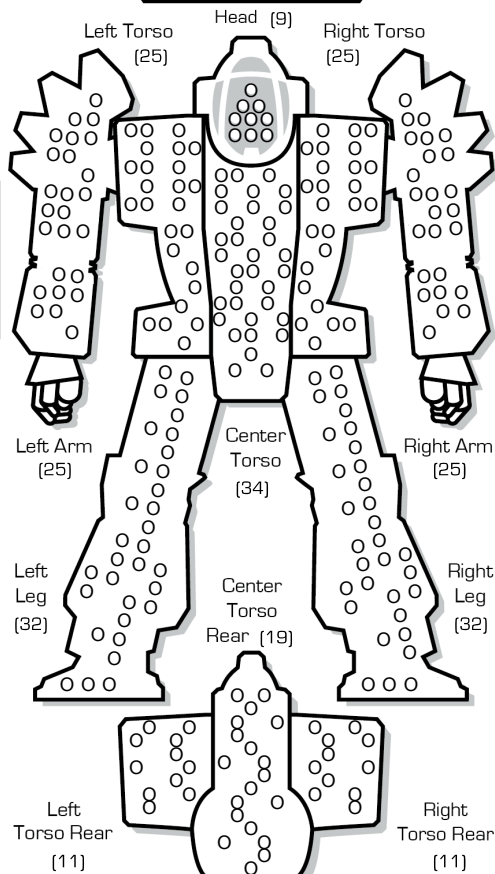
| Qty | Type                          | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|-------------------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | ER Small Laser                | HD  | 2  | 3 [DE]    | —   | 2   | 4   | 5   |
| 2   | ER Medium Laser               | RT  | 5  | 5 [DE]    | —   | 4   | 8   | 12  |
| 1   | C <sup>3</sup> Boosted Master | LT  | 0  | 0 [S]     | —   | 5   | 10  | 15  |
| 2   | ER Medium Laser               | LT  | 5  | 5 [DE]    | —   | 4   | 8   | 12  |
| 1   | Gauss Rifle                   | RA  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle                   | LA  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |

Cost:

BV: 2,371



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- 5 Sensors
- 6 Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Center Torso

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

#### Right Torso

- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4-6 Gauss Rifle
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 ER Medium Laser
- 5 ER Medium Laser
- 6 Ammo [Gauss] 8

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

#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 ER Medium Laser
- 5 ER Medium Laser
- 6 Ammo [Gauss] 8

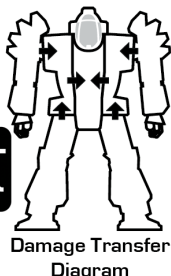
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

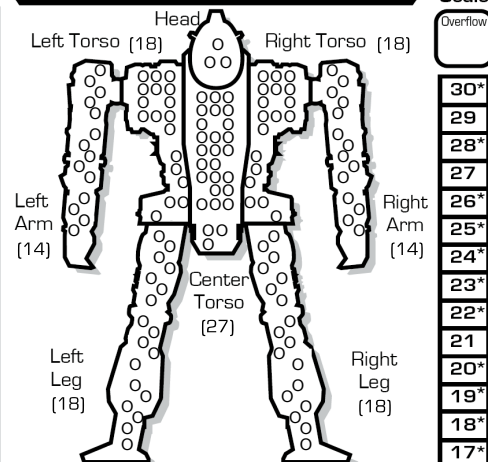
- 1 Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Jump Jet
- 6 Roll Again

#### Right Leg

- 1 Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Jump Jet
- 6 Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT 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: Longbow LGB-8V

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

(Advanced)

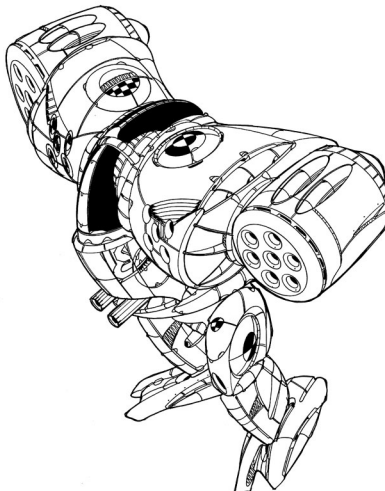
Era: Jihad

### 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   | ER Large Laser     | CT    | 12 | 8 [DE]      | —   | 7   | 14  | 19  |
| 1   | Arrow IV           | RT/RA | 10 | 20 [AE,S,F] | —   | 1   | 2   | 8   |
| 1   | Medium Pulse Laser | RT    | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | Arrow IV           | LT/LA | 10 | 20 [AE,S,F] | —   | 1   | 2   | 8   |
| 1   | Medium Pulse Laser | LT    | 4  | 6 [P]       | —   | 2   | 4   | 6   |

Cost:

BV: 1,808

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5
- CASE

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5

#### Head

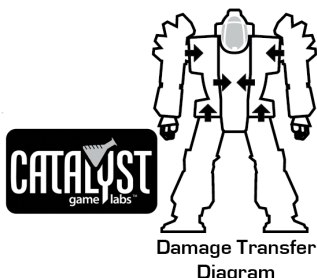
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### 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 Large Laser
- ER Large Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

#### Right Torso

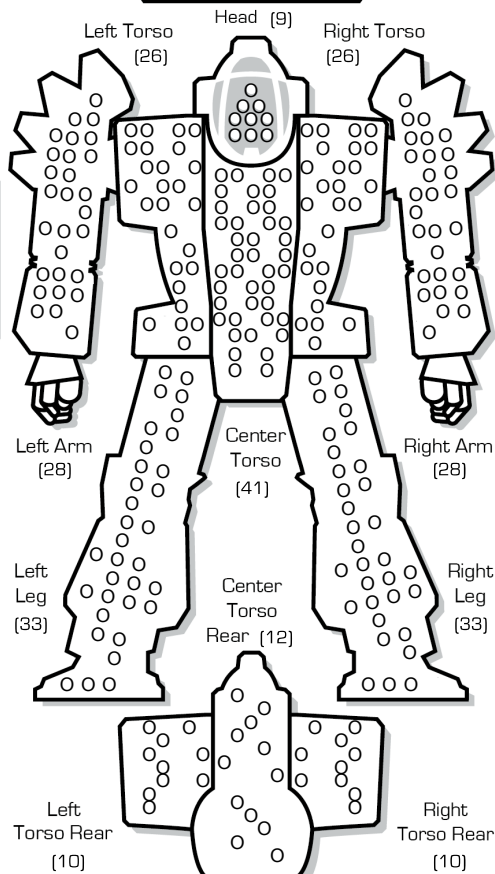
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5
- CASE

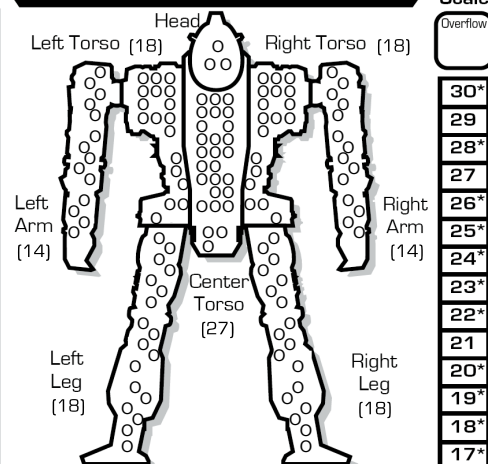
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Arrow IV) 5
- Ammo (Arrow IV Homing) 5

### ARMOR 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 4+  | ○                          |
| 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   |

## 'MECH DATA

Era: Jihad

(hexes)

| Qty | Type               | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Small VSP Laser    | HD  | 3  | 5/4/3<br>[P,V] | —   | 2   | 4   | 6   |
| 2   | Medium Pulse Laser | CT  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | ER PPC             | RT  | 15 | 10 [DE]        | —   | 7   | 14  | 23  |
| 1   | CR Boosted Slave   | LT  | —  | [E]            | —   | —   | —   | —   |
| 1   | ER PPC             | LT  | 15 | 10 [DE]        | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | MML 5              | RA  | 3  | [M,S,C]        | 6   | 7   | 14  | 21  |
|     | LRM                |     |    | 1/ Msl         | —   | 3   | 6   | 9   |
|     | SRM                |     |    | 2/ Msl         | —   | —   | —   | —   |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | MML 5              | LA  | 3  | [M,S,C]        | 6   | 7   | 14  | 21  |
|     | LRM                |     |    | 1/ Msl         | 6   | 7   | 14  | 21  |
|     | SRM                |     |    | 2/ Msl         | —   | 3   | 6   | 9   |

BV: 1.712

## WARRIOR DATA

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

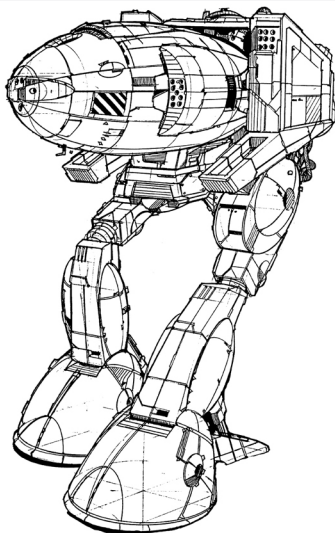


Diagram of a robot body plan with numbered parts:

- Head (9)
- Left Torso (25)
- Right Torso (25)
- Left Arm (23)
- Center Torso (36)
- Right Arm (23)
- Left Leg (25)
- Center Torso Rear (11)
- Right Leg (25)
- Left Torso Rear (7)
- Right Torso Rear (7)

## CRITICAL HIT TABLE

1. Shoulder
2. Upper Arm Actuator
3. [ Double Heat Sink
4. [ Double Heat Sink
5. [ Double Heat Sink
6. [ Double Heat Sink

2. [ Double Heat Sink
3. [ MML 5
4. [ MML 5
5. [ MML 5
6. Medium Pulse Laser

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

[ ER PPC  
 [ ER PPC  
 [ ER PPC  
 [ C<sup>3</sup> Boosted Slave  
 [ C<sup>3</sup> Boosted Slave  
 Roll Again

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

1. Life Support
2. Sensors
3. Cockpit
4. Small VSP Laser
5. Sensors
6. Life Support

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

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

1-3

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

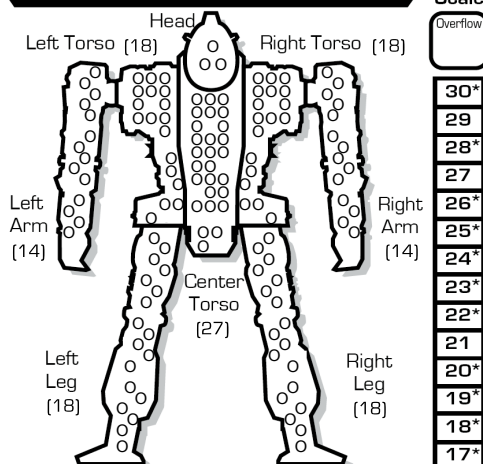
1. Double Heat Sink
2. Double Heat Sink
3. MML 5
4. MML 5
5. MML 5
6. Medium Pulse Laser

1-3 Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. CASE II

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

## INTERNAL STRUCTURE DIAGRAM

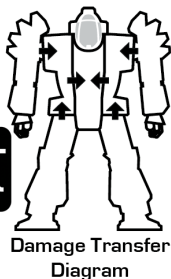


## HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>18 (36)<br>Double |
|-------------|------------------------|----------------------------------|
| 30          | Shutdown               |                                  |
| 28          | Ammo Exp. avoid on 8+  | 0 0                              |
| 26          | Shutdown, avoid on 10+ | 0 0                              |
| 25          | -5 Movement Points     | 0 0                              |
| 24          | +4 Modifier to Fire    | 0 0                              |
| 23          | Ammo Exp. avoid on 6+  | 0 0                              |
| 22          | Shutdown, avoid on 8+  | 0 0                              |
| 20          | -4 Movement Points     | 0 0                              |
| 19          | Ammo Exp. avoid on 4+  | 0 0                              |
| 18          | Shutdown, avoid on 6+  | 0 0                              |
| 17          | +3 Modifier to Fire    | 0                                |
| 15          | -3 Movement Points     | 0                                |
| 14          | Shutdown, avoid on 4+  | 0                                |
| 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: Templar TLR1-OU

Movement Points:

Walking: 4

Running: 6

Underwater: 4

Tonnage: 85

Tech Base: Inner Sphere

(Experimental)

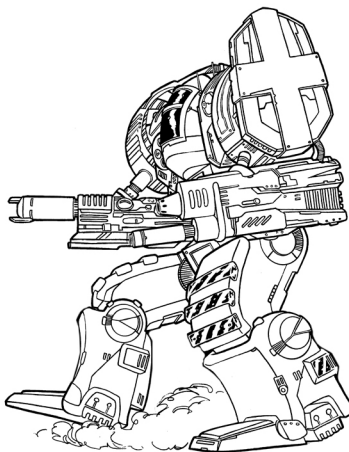
Era: Jihad

### 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 |
|-----|--------------------|-----|----|-------|-----|-----|-----|-----|
| 2   | Medium Pulse Laser | CT  | 4  | 6 [P] | —   | 2   | 4   | 6   |
| 1   | C³ Slave           | LT  | —  | [E]   | —   | —   | —   | —   |
| 1   | Large Pulse Laser  | RA  | 10 | 9 [P] | —   | 3   | 7   | 10  |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P] | —   | 2   | 4   | 6   |
| 1   | SRT 6              | RA  | 4  | 6     | —   | 0   | 0   | —   |
| 2   | LRT 10             | LA  | 4  | 10    | 6   | 0   | 0   | —   |

Cost:

BV: 1,747

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRT 10
- 1-3 LRT 10
- 1-3 LRT 10

- 1-3 LRT 10
- HarJel
- Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink

- 1-3 UMU
- 1-3 UMU
- 4-6 C³ Slave
- 4-6 HarJel
- 4-6 Endo Steel
- 4-6 Endo Steel

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 5 Sensors
- 6 Life Support

#### Center Torso

- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

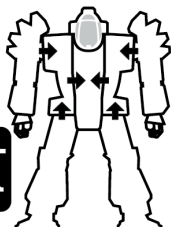
- 1-3 Gyro
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 Medium Pulse Laser
- 4-6 Medium Pulse Laser

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Large Pulse Laser

- 1-3 Large Pulse Laser
- 2 SRT 6
- 2 SRT 6
- 4-6 Medium Pulse Laser
- 4-6 HarJel
- 4-6 Endo Steel

#### Right Torso

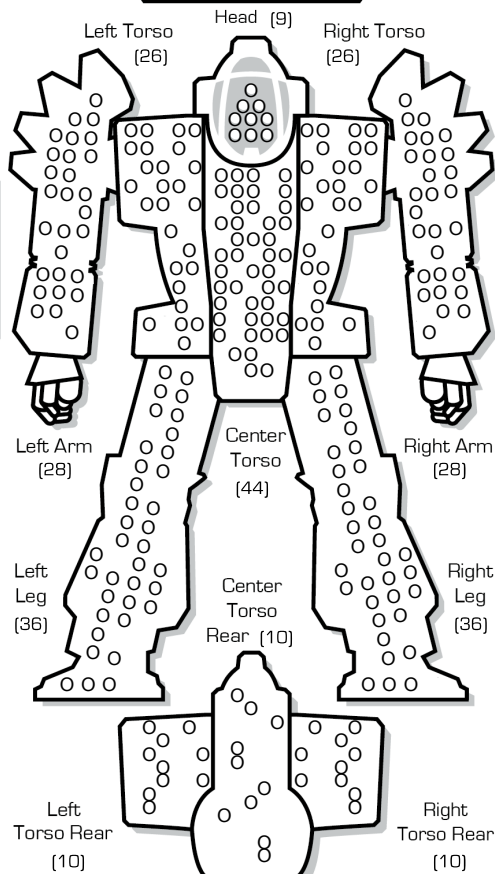
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 4-6 UMU
- 4-6 UMU
- 4-6 Ammo (LRT 10) 12

- 1-3 Ammo (LRT 10) 12
- 2-3 Ammo (SRT 6) 15
- 4-6 HarJel
- 4-6 CASE
- 4-6 Endo Steel
- 4-6 Endo Steel

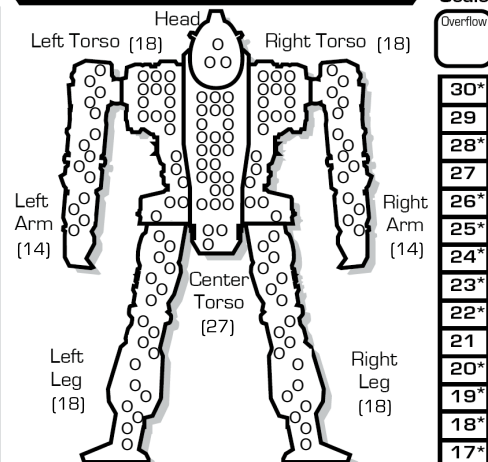
#### Right Leg

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

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 15 (30) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 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: Akuma AKU-2XC

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

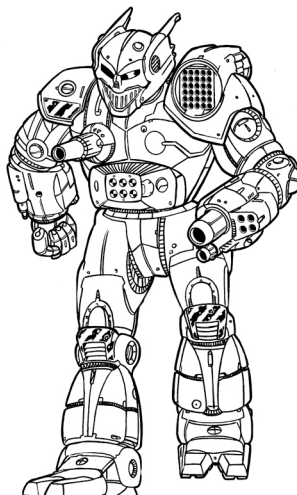
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| 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   | Angel ECM Suite              | CT  | —  | [E]        | —   | —   | —   | 6   |
| 1   | C <sup>3</sup> Boosted Slave | CT  | —  | [E]        | —   | —   | —   | —   |
| 1   | LB 10-X AC                   | RT  | 2  | 10         | —   | 6   | 12  | 18  |
|     |                              |     |    | [DB,C,F,S] |     |     |     |     |
| 1   | MRM 40                       | LT  | 12 | 1/2 Msl    | —   | 3   | 8   | 15  |
|     | w/Apollo FCS                 |     |    | [M,C]      |     |     |     |     |
| 1   | Medium Laser                 | RA  | 3  | 5 [DE]     | —   | 3   | 6   | 9   |
| 1   | Medium Laser                 | LA  | 3  | 5 [DE]     | —   | 3   | 6   | 9   |
| 1   | Snub-Nose PPC                | LA  | 10 | 10/8/5     | —   | 9   | 13  | 15  |
|     |                              |     |    | [DE,V]     |     |     |     |     |



Cost:

BV: 2,134

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Snub-Nose PPC
- Snub-Nose PPC
- Medium Laser
- 4-6 Coolant Pod
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- MRM 40
- MRM 40
- MRM 40
- 1-3 MRM 40
- MRM 40
- MRM 40
- 1-3 MRM 40
- MRM Apollo FCS
- 4-6 Ammo [MRM 40] 6
- Ammo [MRM 40] 6
- Ammo [MRM 40] 6
- CASE

1-3

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4-6 Compact Gyro
- Compact Gyro
- Fusion Engine
- 1-3 Fusion Engine
- Fusion Engine
- 4-6 Angel ECM Suite
- Angel ECM Suite
- C<sup>3</sup> Boosted Slave
- C<sup>3</sup> Boosted Slave

1-3

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

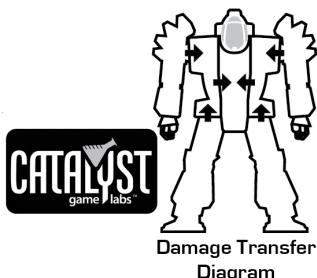
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1-3 LB 10-X AC
- LB 10-X AC
- 4-6 LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

1-3

4-6

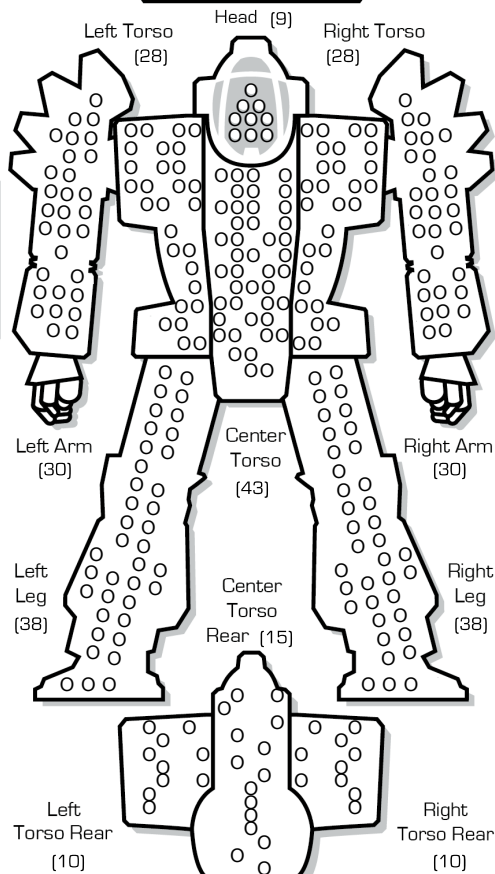
#### Right Leg

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

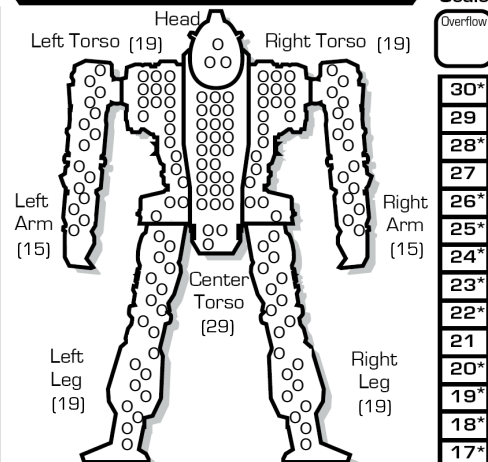


Damage Transfer Diagram

### ARMOR DIAGRAM



### 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: Cyclops CP-11-B

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

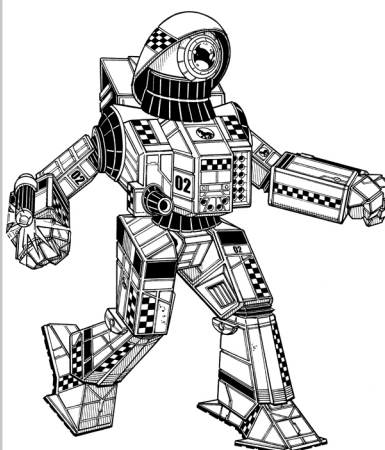
Era: Jihad

### 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

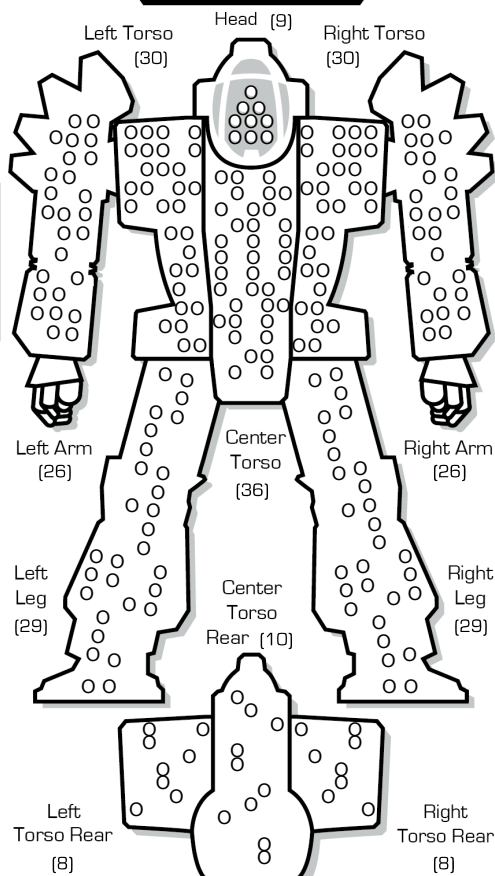
(hexes)

| Qty | Type         | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | SRM 4        | CT  | 3  | 2 [M,C]   | —   | 3   | 6   | 9   |
| 1   | Gauss Rifle  | RT  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle  | LT  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | LRM 10       | LT  | 4  | 1 [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Medium Laser | RA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Medium Laser | LA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |

Cost:

BV: 2,145

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Ferro-Fibrous

4-6

#### Left Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- LRM 10
- LRM 10
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- CASE

4-6

#### 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

1-3

#### Center Torso

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

4-6

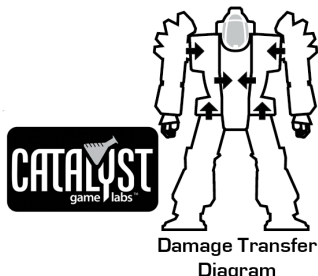
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Ammo [SRM 4] 25

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

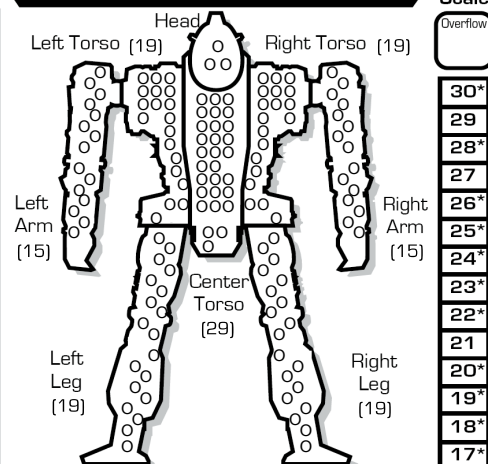
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- CASE

4-6

#### 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Cyclops CP-11-C2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

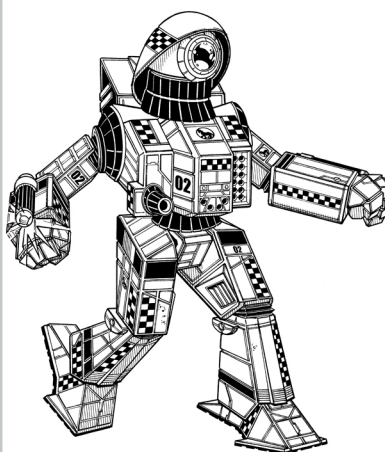
### Weapons & Equipment Inventory

(hexes)

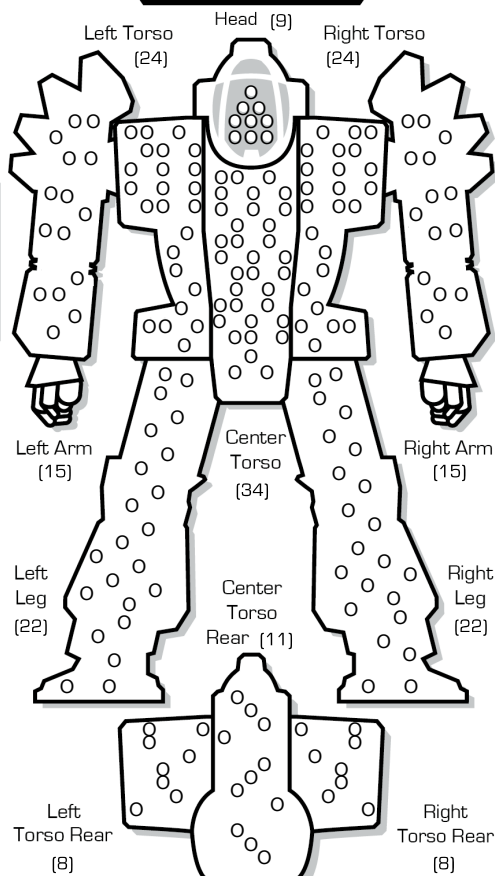
| Qty | Type            | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Streak SRM 4    | CT  | 3  | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |
| 1   | C³ Master       | RT  | 0  | [E]            | —   | 5   | 10  | 15  |
| 1   | ER PPC          | RT  | 15 | 10 [DE]        | —   | 7   | 14  | 23  |
| 1   | C³ Master       | LT  | 0  | [E]            | —   | 5   | 10  | 15  |
| 2   | Medium Laser    | LT  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser | RA  | 5  | 5 [DE]         | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser | LA  | 5  | 5 [DE]         | —   | 4   | 8   | 12  |

Cost:

BV: 1,534



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Roll Again

1-3

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

4-6

#### Left Torso

- Medium Laser
- Medium Laser
- C³ Master
- C³ Master
- C³ Master
- C³ Master

1-3

- C³ Master
- 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
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

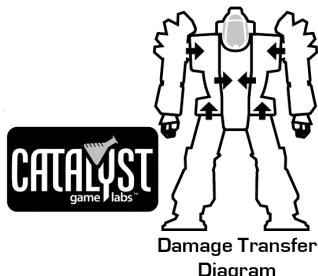
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Streak SRM 4
- Ammo [Streak SRM 4] 25

4-6

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
- Roll Again

1-3

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

4-6

#### Right Torso

- ER PPC
- ER PPC
- ER PPC
- C³ Master
- C³ Master
- C³ Master

1-3

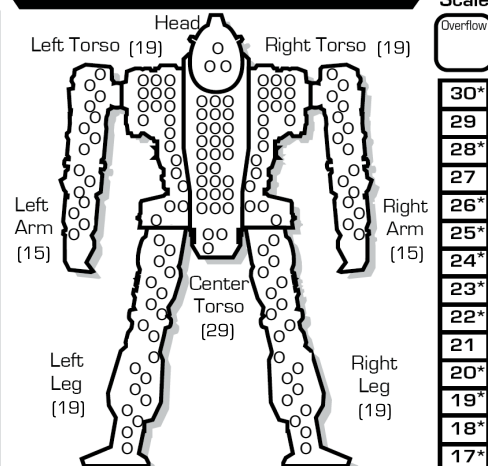
- C³ Master
- C³ Master
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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:<br>14 (28)<br>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: Cyclops CP-11-C3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

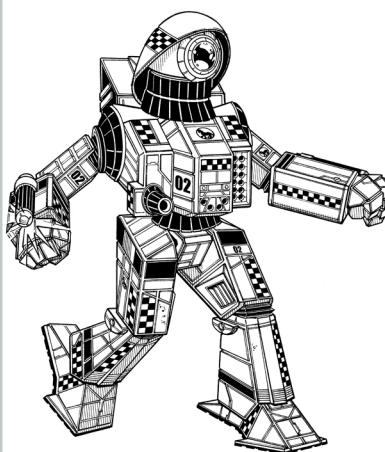
### Weapons & Equipment Inventory

(hexes)

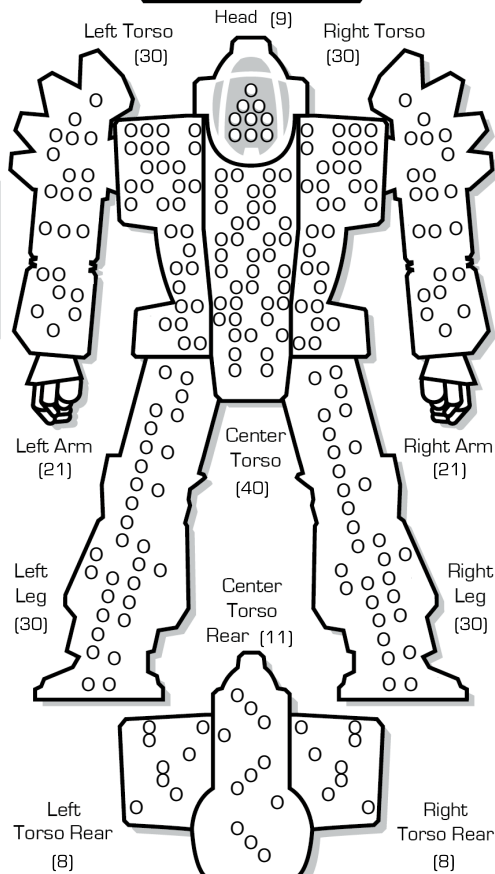
| Qty | Type              | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Streak SRM 4      | CT  | 3  | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |
| 1   | Gauss Rifle       | RT  | 1  | 15<br>[DB,X]   | 2   | 7   | 15  | 22  |
| 1   | C³ Boosted Master | LT  | 0  | 0[S]           | —   | 5   | 10  | 15  |
| 1   | ER Medium Laser   | RA  | 5  | 5[DE]          | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser   | LA  | 5  | 5[DE]          | —   | 4   | 8   | 12  |

Cost:

BV: 1,752



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- C³ Boosted Master
- C³ Boosted Master
- C³ Boosted Master
- C³ Boosted Master
- C³ Boosted Master
- C³ Boosted Master

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Streak SRM 4
- Ammo [Streak SRM 4] 25

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

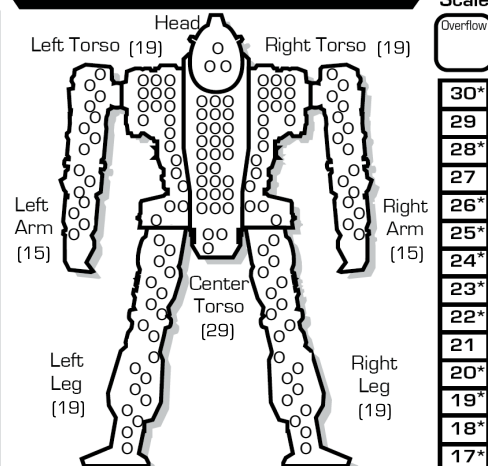
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



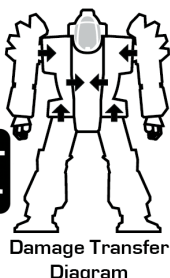
### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>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: Albatross ALB-3Ur

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

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)

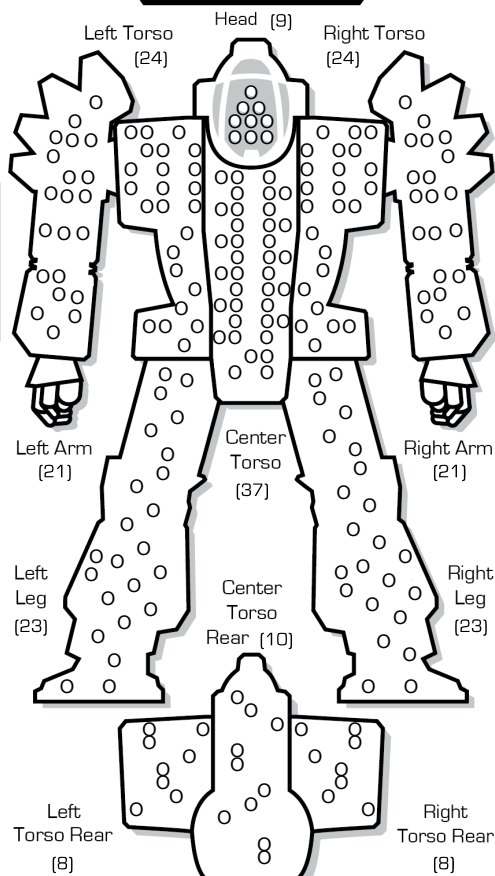
| Qty | Type           | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|----------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | MML 9          | RT  | 5  | [M.S.C.]      | 6   | 7   | 14  | 21  |
| 1   | LRM            |     |    | 1/Msl         | —   | 3   | 6   | 9   |
| 1   | SRM            |     |    | 2/Msl         | —   | 7   | 14  | 19  |
| 1   | ER Large Laser | LT  | 12 | 8 [DE]        | —   | 3   | 6   | 9   |
| 2   | Medium Laser   | RA  | 3  | 5 [DE]        | —   | 9   | 13  | 15  |
| 1   | Snub-Nose PPC  | RA  | 10 | 10/8/5 [DE.V] | —   | 2   | 7   | 15  |
| 1   | Gauss Rifle    | LA  | 1  | 15 [DB.X]     | —   | —   | —   | —   |

Cost:

BV: 1,902



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4 Gauss Rifle
- 5 Ammo [Gauss] 8
- 6 Ammo [Gauss] 8

#### Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 ER Large Laser
- 5 ER Large Laser
- 6 Ammo [MML 9/LRM] 13

- 1 Ammo [MML 9/SRM] 11
- 2 CASE
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 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

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

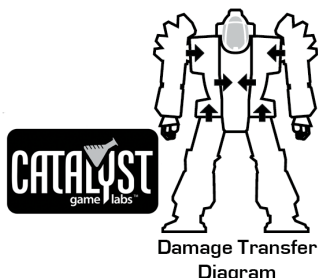
- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Roll Again
- 6 Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Snub-Nose PPC
- 5 Snub-Nose PPC
- 6 Medium Laser

- 1 Medium Laser
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

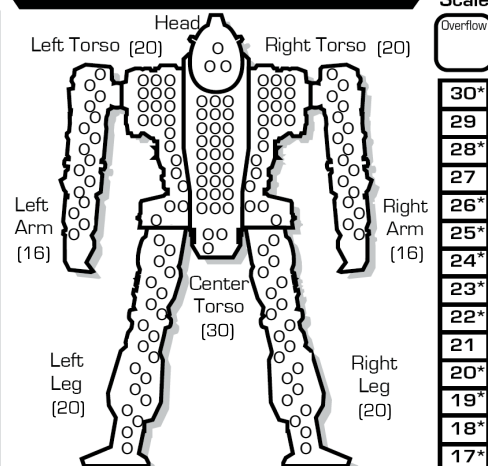
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 MML 9
- 5 MML 9
- 6 MML 9

- 1 MML 9
- 2 MML 9
- 3 Ammo [MML 9/LRM] 13
- 4 Ammo [MML 9/SRM] 11
- 5 CASE
- 6 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: 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Banshee BNC-3Mr

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

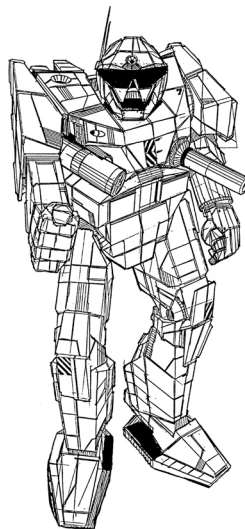
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| 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   | Small Laser     | HD  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |
| 1   | ER Medium Laser | RT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | ER PPC          | RT  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | ER Medium Laser | LT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | ER PPC          | LT  | 15 | 10 [DE] | —   | 7   | 14  | 23  |



Cost:

BV: 1,801

### 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

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

1-3

#### Center Torso

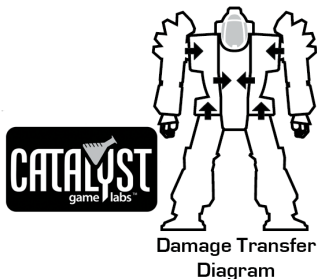
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



#### Right 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

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

1-3

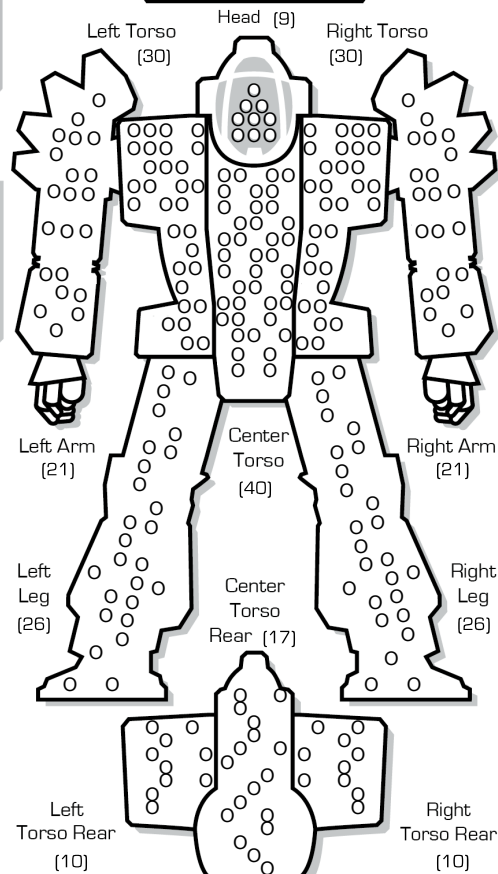
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

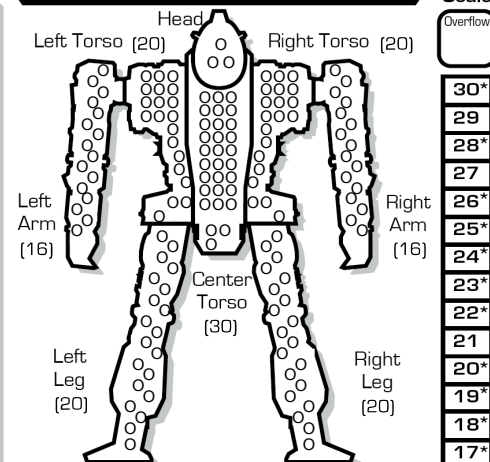
#### Right Leg

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

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Naginata NC-C3Ar

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

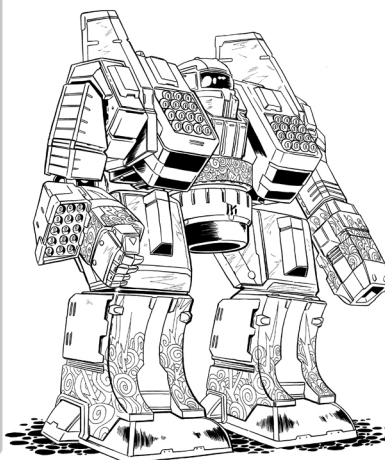
### Weapons & Equipment Inventory

(hexes)

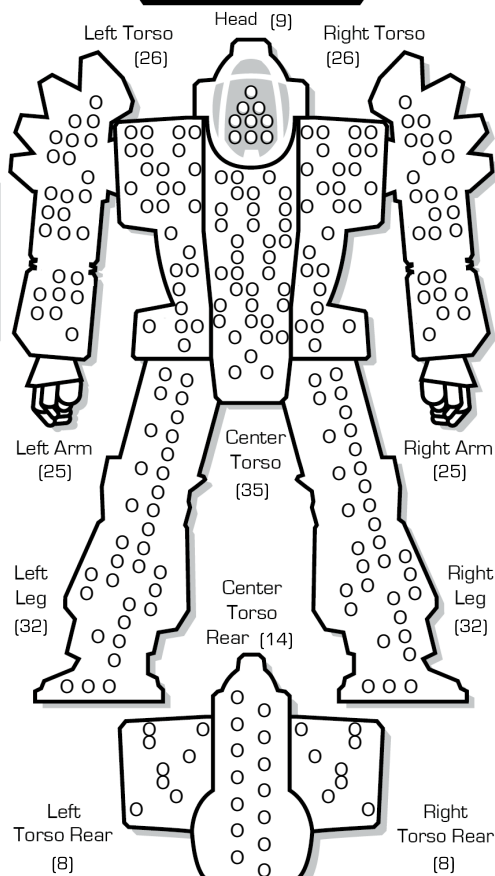
| Qty | Type                          | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | LRM 15                        | RT  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | w/Artemis IV FCS              | LT  | 0  | 0 [S]         | —   | 5   | 10  | 15  |
| 1   | C <sup>3</sup> Boosted Master | LT  | 10 | 11/9/7 [P.V]  | —   | 4   | 8   | 15  |
| 1   | Large VSP Laser               | RA  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | LRM 15                        | LA  | 15 | 10 [DE]       | —   | 7   | 14  | 23  |
| 1   | ER PPC                        |     |    |               |     |     |     |     |

Cost:

BV: 1,879



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- ER PPC
- ER PPC

#### Left Torso

- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- 1-3 Large VSP Laser
- C<sup>3</sup> Boosted Master
- C<sup>3</sup> Boosted Master

- C<sup>3</sup> Boosted Master
- C<sup>3</sup> Boosted Master
- C<sup>3</sup> Boosted Master
- 4-6 C<sup>3</sup> Boosted Master
- CASE
- Roll Again

#### Left Leg

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

#### Head

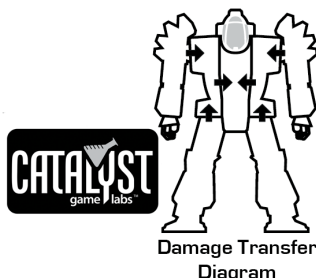
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- LRM 15
- LRM 15
- 4-6 LRM 15
- Artemis IV FCS
- Roll Again

#### Right Torso

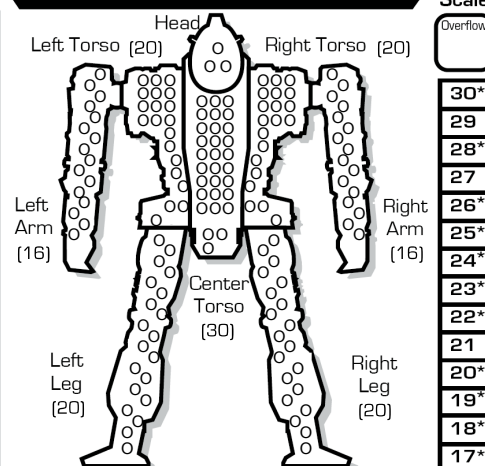
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 LRM 15
- LRM 15
- LRM 15

- Artemis IV FCS
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- 4-6 Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE

#### 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: 15 (30) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

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

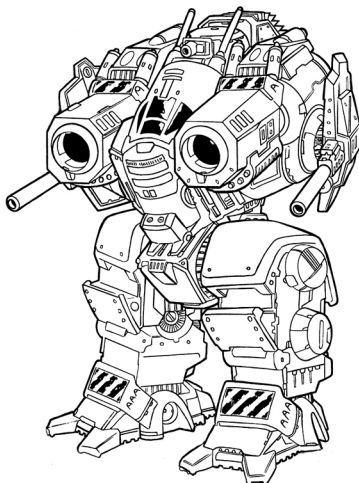
## 'MECH DATA

Jumping: 0

**Era:** Jihad

## Consciousness#

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Deac |



| Qty | Type                       | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite         | CT  | 2  | [E]    | 3   | 6   | 12  | 6   |
| 1   | Improved Heavy Gauss Rifle | RT  | 2  | [DB,X] | 3   | 6   | 12  | 19  |
| 1   | Improved Heavy Gauss Rifle | LT  | 2  | [DB,X] | 3   | 6   | 12  | 19  |
| 1   | ER Medium Laser            | RA  | 5  | [DE]   | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser            | LA  | 5  | [DE]   | —   | 4   | 8   | 12  |

BV:2.610

1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Ammo (Heavy Gauss) 4
5. Endo Steel
6. Endo Steel

1-3

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

4-6

1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. CASE

1-3

4-6

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Heavy Gauss) 4
6. Ammo (Heavy Gauss) 4

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

**1-3**

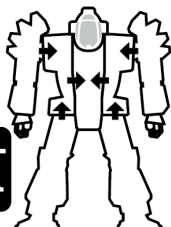
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

4-6

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



### Damage Transfer Diagram

1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Ammo (Heavy Gauss) 4
5. Endo Steel
6. Endo Steel

1-3

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

4-6

1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

1-3

4-6

1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. CASE

4-6

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Heavy Gauss) 4
6. Ammo (Heavy Gauss) 4

Head (9)

Left Torso (32)

Right Torso (32)

Left Arm (34)

Right Arm (34)

Left Leg (42)

Right Leg (42)

Center Torso (46)

Center Torso Rear (16)

Left Torso Rear (10)

Right Torso Rear (10)

A diagram of a human figure with 100 points distributed across its body parts. The points are represented by small circles. The distribution is as follows:

- Head: 10 points
- Left Torso: 21 points
- Right Torso: 21 points
- Left Arm: 17 points
- Right Arm: 17 points
- Center Torso: 31 points
- Left Leg: 21 points
- Right Leg: 21 points

| Heat Level* | Effects                | Heat Sinks:<br>10 (20) |
|-------------|------------------------|------------------------|
| 30          | Shutdown               | Double                 |
| 28          | Ammo Exp. avoid on 8+  | 0                      |
| 26          | Shutdown, avoid on 10+ | 0                      |
| 25          | -5 Movement Points     | 0                      |
| 24          | +4 Modifier to Fire    | 0                      |
| 23          | Ammo Exp. avoid on 6+  | 0                      |
| 22          | Shutdown, avoid on 8+  | 0                      |
| 20          | -4 Movement Points     | 0                      |
| 19          | Ammo Exp. avoid on 4+  | 0                      |
| 18          | Shutdown, avoid on 6+  | 0                      |
| 17          | +3 Modifier to Fire    | 0                      |
| 15          | -3 Movement Points     | 0                      |
| 14          | Shutdown, avoid on 4+  | 0                      |
| 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: King Crab KGC-005r

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

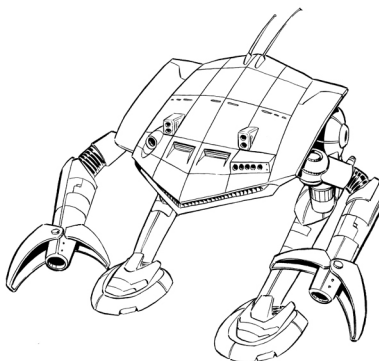
### Weapons & Equipment Inventory

(hexes)

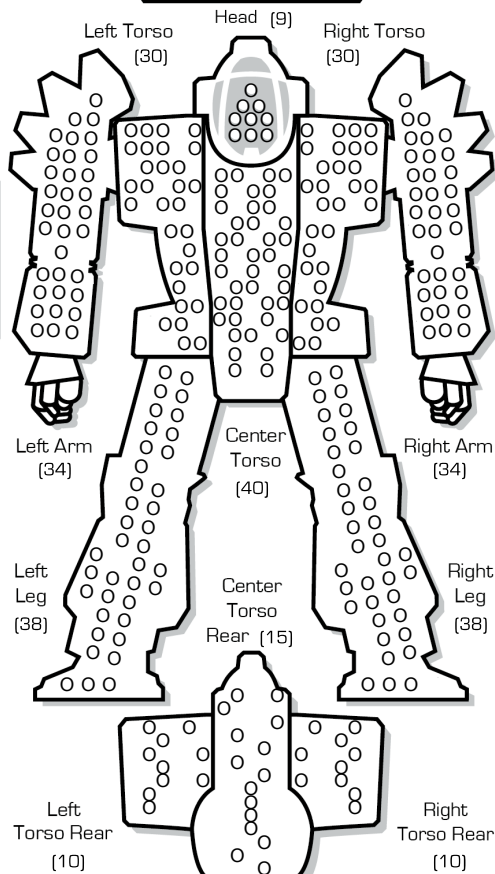
| Qty | Type                 | Loc     | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|----------------------|---------|----|-------------|-----|-----|-----|-----|
| 1   | C <sup>3</sup> Slave | CT      | —  | [E]         | —   | —   | —   | —   |
| 1   | Heavy PPC            | RT      | 15 | 15 [DEX]    | 3   | 6   | 12  | 18  |
| 1   | LB 20-X AC           | RT/RA 6 | 20 | [DB,C,F,S]  | —   | 4   | 8   | 12  |
| 1   | LB 20-X AC           | LT/LA 6 | 20 | [DB,C,F,S]  | —   | 4   | 8   | 12  |
| 1   | Streak SRM 4         | LT      | 3  | 2/Mel [M,C] | —   | 3   | 6   | 9   |

Cost:

BV: 2,335



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Endo Steel

#### Left Torso

- LB 20-X AC
- LB 20-X AC
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5

- Ammo (LB 20-X Cluster) 5
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

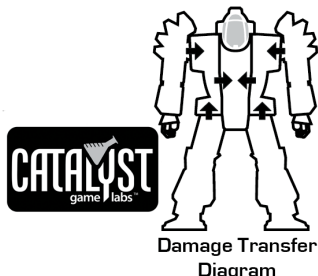
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- C<sup>3</sup> Slave
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Endo Steel

#### Right Torso

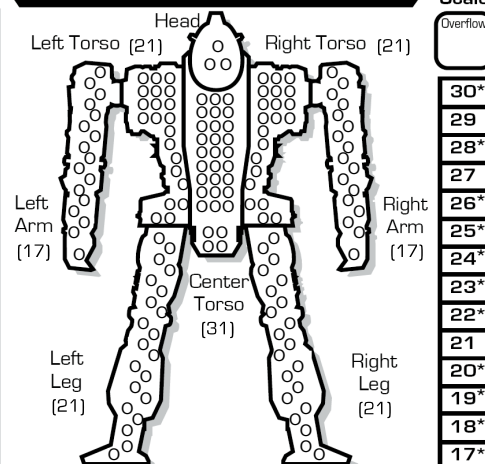
- LB 20-X AC
- LB 20-X AC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5
- CASE
- 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   |





**CLAN**

# BATTLETECH



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

Type: **Afreet (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 1 Jump: 4  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Vibro Claw [2] [E] — — — —  
 ECM Suite [E] — — — —  
 Heavy Machine Gun 3 [DB,S] — 1 2 —  
 Armor: Fire Resistant  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○  
 2 ●○○○○○  
 3 ●○○○○○  
 4 ●○○○○○  
 5 ●○○○○○  
 Cost: BV: 264/38

### BATTLE ARMOR: SQUAD/POINT 2

Type: **Afreet (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 1 Jump: 4  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Vibro Claw [2] [E] — — — —  
 ECM Suite [E] — — — —  
 Heavy Machine Gun 3 [DB,S] — 1 2 —  
 Armor: Fire Resistant  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○  
 2 ●○○○○○  
 3 ●○○○○○  
 4 ●○○○○○  
 5 ●○○○○○  
 Cost: BV: 264/38

### BATTLE ARMOR: SQUAD/POINT 3

Type: **Afreet (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 1 Jump: 4  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Vibro Claw [2] [E] — — — —  
 ECM Suite [E] — — — —  
 Heavy Machine Gun 3 [DB,S] — 1 2 —  
 Armor: Fire Resistant  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○  
 2 ●○○○○○  
 3 ●○○○○○  
 4 ●○○○○○  
 5 ●○○○○○  
 Cost: BV: 264/38

### BATTLE ARMOR: SQUAD/POINT 4

Type: **Afreet (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 1 Jump: 4  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Vibro Claw [2] [E] — — — —  
 ECM Suite [E] — — — —  
 Heavy Machine Gun 3 [DB,S] — 1 2 —  
 Armor: Fire Resistant  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○  
 2 ●○○○○○  
 3 ●○○○○○  
 4 ●○○○○○  
 5 ●○○○○○  
 Cost: BV: 264/38

### BATTLE ARMOR: SQUAD/POINT 5

Type: **Afreet (Interdictor)** Era: Jihad  
 Gunnery Skill: Anti-Mech Skill:  
 Ground MP: 1 Jump: 4  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Vibro Claw [2] [E] — — — —  
 ECM Suite [E] — — — —  
 Heavy Machine Gun 3 [DB,S] — 1 2 —  
 Armor: Fire Resistant  
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○  
 2 ●○○○○○  
 3 ●○○○○○  
 4 ●○○○○○  
 5 ●○○○○○  
 Cost: BV: 264/38

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Clan Medium "Rache" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 4

#### Weapons & Equip.

|                       | Dmg         | Min | Sht | Med | Lng |
|-----------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator [2] | [E]         | —   | —   | —   | —   |
| Machine Gun           | 2 [DB.S]    | —   | 1   | 2   | 3   |
| Searchlight           | [E]         | —   | —   | —   | 9   |
| SRM 3 [OS]            | 2/Msl [M.C] | —   | 3   | 6   | 9   |
| SRM 3 [OS] (Body)     | 2/Msl [M.C] | —   | 3   | 6   | 9   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 372/53

### BATTLE ARMOR: SQUAD/POINT 2

Type: Clan Medium "Rache" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 4

#### Weapons & Equip.

|                       | Dmg         | Min | Sht | Med | Lng |
|-----------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator [2] | [E]         | —   | —   | —   | —   |
| Machine Gun           | 2 [DB.S]    | —   | 1   | 2   | 3   |
| Searchlight           | [E]         | —   | —   | —   | 9   |
| SRM 3 [OS]            | 2/Msl [M.C] | —   | 3   | 6   | 9   |
| SRM 3 [OS] (Body)     | 2/Msl [M.C] | —   | 3   | 6   | 9   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 372/53

### BATTLE ARMOR: SQUAD/POINT 3

Type: Clan Medium "Rache" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 4

#### Weapons & Equip.

|                       | Dmg         | Min | Sht | Med | Lng |
|-----------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator [2] | [E]         | —   | —   | —   | —   |
| Machine Gun           | 2 [DB.S]    | —   | 1   | 2   | 3   |
| Searchlight           | [E]         | —   | —   | —   | 9   |
| SRM 3 [OS]            | 2/Msl [M.C] | —   | 3   | 6   | 9   |
| SRM 3 [OS] (Body)     | 2/Msl [M.C] | —   | 3   | 6   | 9   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 372/53

### BATTLE ARMOR: SQUAD/POINT 4

Type: Clan Medium "Rache" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 4

#### Weapons & Equip.

|                       | Dmg         | Min | Sht | Med | Lng |
|-----------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator [2] | [E]         | —   | —   | —   | —   |
| Machine Gun           | 2 [DB.S]    | —   | 1   | 2   | 3   |
| Searchlight           | [E]         | —   | —   | —   | 9   |
| SRM 3 [OS]            | 2/Msl [M.C] | —   | 3   | 6   | 9   |
| SRM 3 [OS] (Body)     | 2/Msl [M.C] | —   | 3   | 6   | 9   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 372/53

### BATTLE ARMOR: SQUAD/POINT 5

Type: Clan Medium "Rache" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 4

#### Weapons & Equip.

|                       | Dmg         | Min | Sht | Med | Lng |
|-----------------------|-------------|-----|-----|-----|-----|
| Basic Manipulator [2] | [E]         | —   | —   | —   | —   |
| Machine Gun           | 2 [DB.S]    | —   | 1   | 2   | 3   |
| Searchlight           | [E]         | —   | —   | —   | 9   |
| SRM 3 [OS]            | 2/Msl [M.C] | —   | 3   | 6   | 9   |
| SRM 3 [OS] (Body)     | 2/Msl [M.C] | —   | 3   | 6   | 9   |

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 372/53

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Elemental (Fire) [AP Gauss] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
AP Gauss Rifle 3 [S] — 3 6 9  
Battle Claw [E] — — — —  
SRM 2 (OS) (Body) 2/Msl [M,C] — 3 6 9

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 576/82

### BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental (Fire) [AP Gauss] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
AP Gauss Rifle 3 [S] — 3 6 9  
Battle Claw [E] — — — —  
SRM 2 (OS) (Body) 2/Msl [M,C] — 3 6 9

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 576/82

### BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental (Fire) [AP Gauss] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
AP Gauss Rifle 3 [S] — 3 6 9  
Battle Claw [E] — — — —  
SRM 2 (OS) (Body) 2/Msl [M,C] — 3 6 9

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 576/82

### BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental (Fire) [AP Gauss] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
AP Gauss Rifle 3 [S] — 3 6 9  
Battle Claw [E] — — — —  
SRM 2 (OS) (Body) 2/Msl [M,C] — 3 6 9

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 576/82

### BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental (Fire) [AP Gauss] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
AP Gauss Rifle 3 [S] — 3 6 9  
Battle Claw [E] — — — —  
SRM 2 (OS) (Body) 2/Msl [M,C] — 3 6 9

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 576/82

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Elemental (Fire) [Flamer] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

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

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 403/58

### BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental (Fire) [Flamer] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

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

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 403/58

### BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental (Fire) [Flamer] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

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

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 403/58

### BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental (Fire) [Flamer] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

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

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 403/58

### BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental (Fire) [Flamer] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

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

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 403/58

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Elemental [Fire] [Pulse Laser] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Battle Claw       | [E]         | —   | —   | —   | —   |
| Micro Pulse Laser | 3 [P]       | —   | 1   | 2   | 3   |
| SRM 2 [OS] (Body) | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 479/68

### BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [Fire] [Pulse Laser] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Battle Claw       | [E]         | —   | —   | —   | —   |
| Micro Pulse Laser | 3 [P]       | —   | 1   | 2   | 3   |
| SRM 2 [OS] (Body) | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 479/68

### BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [Fire] [Pulse Laser] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Battle Claw       | [E]         | —   | —   | —   | —   |
| Micro Pulse Laser | 3 [P]       | —   | 1   | 2   | 3   |
| SRM 2 [OS] (Body) | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 479/68

### BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [Fire] [Pulse Laser] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Battle Claw       | [E]         | —   | —   | —   | —   |
| Micro Pulse Laser | 3 [P]       | —   | 1   | 2   | 3   |
| SRM 2 [OS] (Body) | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 479/68

### BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [Fire] [Pulse Laser] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

| Weapons & Equip.  | Dmg         | Min | Sht | Med | Lng |
|-------------------|-------------|-----|-----|-----|-----|
| Battle Claw       | [E]         | —   | —   | —   | —   |
| Micro Pulse Laser | 3 [P]       | —   | 1   | 2   | 3   |
| SRM 2 [OS] (Body) | 2/Msl [M,C] | —   | 3   | 6   | 9   |

Armor: Fire Resistant

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 479/68

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Elemental [Space] [Flamer] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Flamer 2 [S] — 1 2 3  
Heavy Battle Claw (2) [E] — — — —  
Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [Space] [Flamer] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Flamer 2 [S] — 1 2 3  
Heavy Battle Claw (2) [E] — — — —  
Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [Space] [Flamer] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Flamer 2 [S] — 1 2 3  
Heavy Battle Claw (2) [E] — — — —  
Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [Space] [Flamer] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Flamer 2 [S] — 1 2 3  
Heavy Battle Claw (2) [E] — — — —  
Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [Space] [Flamer] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Flamer 2 [S] — 1 2 3  
Heavy Battle Claw (2) [E] — — — —  
Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: Elemental (Space) [MG] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Cutting Torch [E] — — — —

Heavy Battle Claw (2) [E] — — — —

Machine Gun 2 [DB,S] — 1 2 3

Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental (Space) [MG] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Cutting Torch [E] — — — —

Heavy Battle Claw (2) [E] — — — —

Machine Gun 2 [DB,S] — 1 2 3

Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental (Space) [MG] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Cutting Torch [E] — — — —

Heavy Battle Claw (2) [E] — — — —

Machine Gun 2 [DB,S] — 1 2 3

Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental (Space) [MG] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Cutting Torch [E] — — — —

Heavy Battle Claw (2) [E] — — — —

Machine Gun 2 [DB,S] — 1 2 3

Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental (Space) [MG] Era: Star League

Gunnery Skill: Anti-Mech Skill:

Ground MP: 1 Jump: 3

Weapons & Equip. Dmg Min Sht Med Lng

Cutting Torch [E] — — — —

Heavy Battle Claw (2) [E] — — — —

Machine Gun 2 [DB,S] — 1 2 3

Space Operations Adaptation [E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○○

2 ●○○○○○○○○○○

3 ●○○○○○○○○○○

4 ●○○○○○○○○○○

5 ●○○○○○○○○○○

Cost: BV: 291/42

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

**Type:** Elemental [Space] [Pulse Laser] Era: Civil War  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 1 **Jump:** 3  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Lng**  
 Cutting Torch [E] — — — —  
 Heavy Battle Claw (2) [E] — — — —  
 Micro Pulse Laser 3 [P] — 1 2 3  
 Space Operations Adaptation [E] — — — —  
**Mechanized:** ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☒

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Elemental [Space] [Pulse Laser] Era: Civil War  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 1 **Jump:** 3  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Lng**  
 Cutting Torch [E] — — — —  
 Heavy Battle Claw (2) [E] — — — —  
 Micro Pulse Laser 3 [P] — 1 2 3  
 Space Operations Adaptation [E] — — — —  
**Mechanized:** ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☒

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Elemental [Space] [Pulse Laser] Era: Civil War  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 1 **Jump:** 3  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Lng**  
 Cutting Torch [E] — — — —  
 Heavy Battle Claw (2) [E] — — — —  
 Micro Pulse Laser 3 [P] — 1 2 3  
 Space Operations Adaptation [E] — — — —  
**Mechanized:** ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☒

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Elemental [Space] [Pulse Laser] Era: Civil War  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 1 **Jump:** 3  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Lng**  
 Cutting Torch [E] — — — —  
 Heavy Battle Claw (2) [E] — — — —  
 Micro Pulse Laser 3 [P] — 1 2 3  
 Space Operations Adaptation [E] — — — —  
**Mechanized:** ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☒

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Elemental [Space] [Pulse Laser] Era: Civil War  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 1 **Jump:** 3  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Lng**  
 Cutting Torch [E] — — — —  
 Heavy Battle Claw (2) [E] — — — —  
 Micro Pulse Laser 3 [P] — 1 2 3  
 Space Operations Adaptation [E] — — — —  
**Mechanized:** ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☒

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

Cost: BV: 366/52

### LEG ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

### SWARM ATTACKS TABLE

| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
|---------------------------------|-------------------------|
| 4-6                             | +2                      |
| 1-3                             | +5                      |

### SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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/POINT 1

Type: **Gnome (LRM)**

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 2

Weapons & Equip.

AP Gauss Rifle

Heavy Battle Claw

LRM 4 (Body)

Ammo 0000

Dmg Min Sht Med Lng

3 [S] — 3 6 9

[E] — — — —

1/Ms [M.C.S] — 7 14 21

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○○○○○○○○

2 ●○○○○○○○○○○○○○○○○

3 ●○○○○○○○○○○○○○○○○

4 ●○○○○○○○○○○○○○○○○

5 ●○○○○○○○○○○○○○○○○

Cost: BV: 611/87

### BATTLE ARMOR: SQUAD/POINT 2

Type: **Gnome (LRM)**

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 2

Weapons & Equip.

AP Gauss Rifle

Heavy Battle Claw

LRM 4 (Body)

Ammo 0000

Dmg Min Sht Med Lng

3 [S] — 3 6 9

[E] — — — —

1/Ms [M.C.S] — 7 14 21

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○○○○○○○○

2 ●○○○○○○○○○○○○○○○○

3 ●○○○○○○○○○○○○○○○○

4 ●○○○○○○○○○○○○○○○○

5 ●○○○○○○○○○○○○○○○○

Cost: BV: 611/87

### BATTLE ARMOR: SQUAD/POINT 3

Type: **Gnome (LRM)**

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 2

Weapons & Equip.

AP Gauss Rifle

Heavy Battle Claw

LRM 4 (Body)

Ammo 0000

Dmg Min Sht Med Lng

3 [S] — 3 6 9

[E] — — — —

1/Ms [M.C.S] — 7 14 21

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○○○○○○○○

2 ●○○○○○○○○○○○○○○○○

3 ●○○○○○○○○○○○○○○○○

4 ●○○○○○○○○○○○○○○○○

5 ●○○○○○○○○○○○○○○○○

Cost: BV: 611/87

### BATTLE ARMOR: SQUAD/POINT 4

Type: **Gnome (LRM)**

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 2

Weapons & Equip.

AP Gauss Rifle

Heavy Battle Claw

LRM 4 (Body)

Ammo 0000

Dmg Min Sht Med Lng

3 [S] — 3 6 9

[E] — — — —

1/Ms [M.C.S] — 7 14 21

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○○○○○○○○

2 ●○○○○○○○○○○○○○○○○

3 ●○○○○○○○○○○○○○○○○

4 ●○○○○○○○○○○○○○○○○

5 ●○○○○○○○○○○○○○○○○

Cost: BV: 611/87

### BATTLE ARMOR: SQUAD/POINT 5

Type: **Gnome (LRM)**

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 1

Jump: 2

Weapons & Equip.

AP Gauss Rifle

Heavy Battle Claw

LRM 4 (Body)

Ammo 0000

Dmg Min Sht Med Lng

3 [S] — 3 6 9

[E] — — — —

1/Ms [M.C.S] — 7 14 21

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○○○○○○○○○○

2 ●○○○○○○○○○○○○○○○○

3 ●○○○○○○○○○○○○○○○○

4 ●○○○○○○○○○○○○○○○○

5 ●○○○○○○○○○○○○○○○○

Cost: BV: 611/87

### 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<br>BATTLE ARMOR<br>TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE<br>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<br>ROLL | BIPEDAL<br>LOCATION | FOUR-LEGGED<br>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<br>NUMBER | 'MECH<br>LOCATION   | VEHICLE<br>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<br>NUMBER | LARGE SUPPORT<br>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



| LEG ATTACKS TABLE               |                         |
|---------------------------------|-------------------------|
| BATTLE ARMOR<br>TROOPERS ACTIVE | BASE TO-HIT<br>MODIFIER |
| 4-6                             | 0                       |
| 3                               | +2                      |
| 2                               | +5                      |
| 1                               | +7                      |

**Type:** Golem (Support) **Era:** Jihad  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 2  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Eng**  
 Advanced SRM 6 (Body) 2/Msl [M,C] — 4 8 12  
 Ammo 0 0 0 0 0 0  
 Basic Manipulator (2) [E] — — — —  
**Armor:** Fire Resistant  
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☒

**1**  ○○○○○○○○○○○○○○○○○○○○

**2**  ○○○○○○○○○○○○○○○○○○○○

**3**  ○○○○○○○○○○○○○○○○○○○○

**4**  ○○○○○○○○○○○○○○○○○○○○

**5**  ○○○○○○○○○○○○○○○○○○○○

Cost: BV: 922 / 132

**Type:** Golem (Support) **Era:** Jihad  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 2  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Eng**  
 Advanced SRM 6 (Body) 2/Msl [M,C] — 4 8 12  
 Ammo 0 0 0 0 0 0  
 Basic Manipulator (2) [E] — — — — —  
**Armor:** Fire Resistant  
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☒

|          |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
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| <b>2</b> |  | <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> |
| <b>3</b> |  | <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> |
| <b>4</b> |  | <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> |
| <b>5</b> |  | <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> |

**Cost:** BV: 922 / 132

**Type:** Golem (Support) **Era:** Jihad  
**Gunnery Skill:** **Anti-Mech Skill:**  
**Ground MP:** 2  
**Weapons & Equip.** **Dmg** **Min** **Sht** **Med** **Eng**  
 Advanced SRM 6 (Body) 2/Mst [M,C] — 4 8 12  
 Ammo 0 0 0 0 0 0  
 Basic Manipulator (2) [E] — — — —  
**Armor:** Fire Resistant  
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☒

**1**

**2**

**3**

**4**

**5**

Cost:

BV: 922 / 132

**Type: Golem (Support)** Era: Jihad

**Gunnery Skill:** Anti-Mech Skill:

**Ground MP:** 2

**Weapons & Equip.** Dmg Min Sht Med Eng

Advanced SRM 6 (Body) 2/Msl [M.C.] — 4 8 12

Ammo 0 0 0 0 0

Basic Manipulator (2) [E] — — — —

**Armor:** Fire Resistant

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

**1**

**2**

**3**

**4**

**5**

Cost:

RV: 922 / 132

**Type: Golem (Support)** Era: Jihad

**Gunnery Skill:** Anti-Mech Skill:

**Ground MP:** 2

**Weapons & Equip.** Dmg Min Sht Med Eng

Advanced SRM 6 (Body) 2/Msl [M.C.] — 4 8 12

Ammo 0 0 0 0 0

Basic Manipulator (2) [E] — — — —

**Armor:** Fire Resistant

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

[illegible]

| ATTACKING ENEMY |        | FRIENDLY MECHANIZED BATTLE |    |                 |    |    |    |
|-----------------|--------|----------------------------|----|-----------------|----|----|----|
| BATTLE          | ARMOR  | ARMOR                      |    | TROOPERS ACTIVE |    |    |    |
| 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 |

|                    |    |
|--------------------|----|
| Claws with magnets | -1 |
|--------------------|----|

|                           |    |
|---------------------------|----|
| 'Mech prone               | -2 |
| 'Mech or vehicle immobile | -4 |
| Vehicle                   | -2 |

\*Modifiers are cumulative

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

| <b>TROOPER<br/>NUMBER</b> | <b>'MECH<br/>LOCATION</b> | <b>VEHICLE<br/>LOCATION</b> |
|---------------------------|---------------------------|-----------------------------|
| 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                        |

| <b>TROOPER<br/>NUMBER</b> | <b>LARGE SUPPORT<br/>VEHICLE LOCATION *</b> |
|---------------------------|---------------------------------------------|
| 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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Shamash Reconnaissance Vehicle (Interdictor)

Movement Points: Tonnage: 11  
 Cruising: 13 Tech Base: Clan  
 Flank: 20 Era: Jihad  
 Movement Type: Hover  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

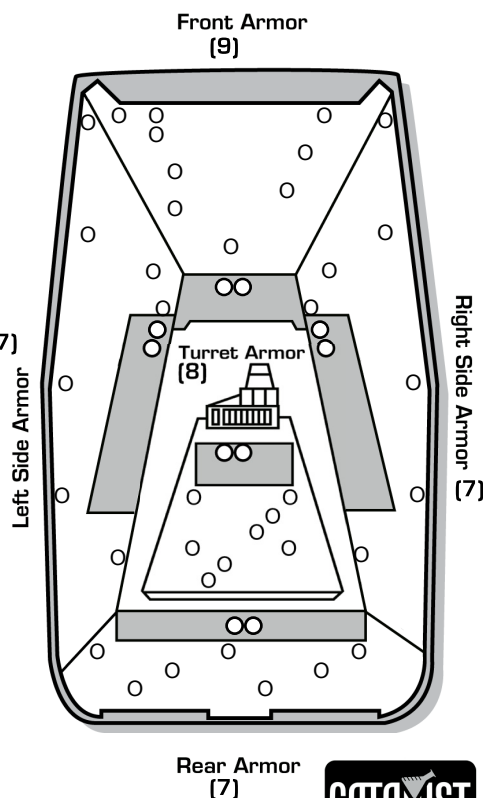
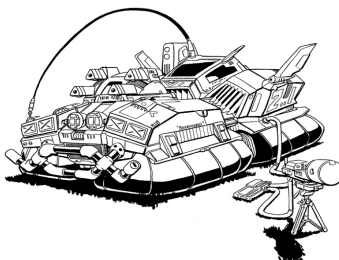
| Qty | Type            | Loc | Dmg    | Min | Sht | Med | Lng |
|-----|-----------------|-----|--------|-----|-----|-----|-----|
| 1   | ECM Suite       | BD  | [E]    | —   | —   | —   | 6   |
| 1   | ER Medium Laser | T   | 7 [DE] | —   | 5   | 10  | 15  |

### CREW DATA

Crew: \_\_\_\_\_  
 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 ☐



Cost: BV: 520



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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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

SSide hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*                                                                                          |
|----------|--------------------------------------------------------------------------------------------------|
| 2-5      | No effect.                                                                                       |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls                                             |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

### Vehicle Type Modifiers:

Tracked, Naval +0  
 Wheeled +2  
 Hovercraft, Hydrofoil +3  
 WIGE +4

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Piranha 4**

Movement Points:

Walking: 9  
Running: 14  
Jumping: 0

Tonnage: 20

Tech Base: **Clan**  
Era: **Jihad**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

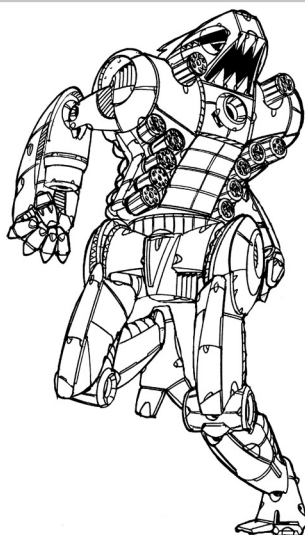
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

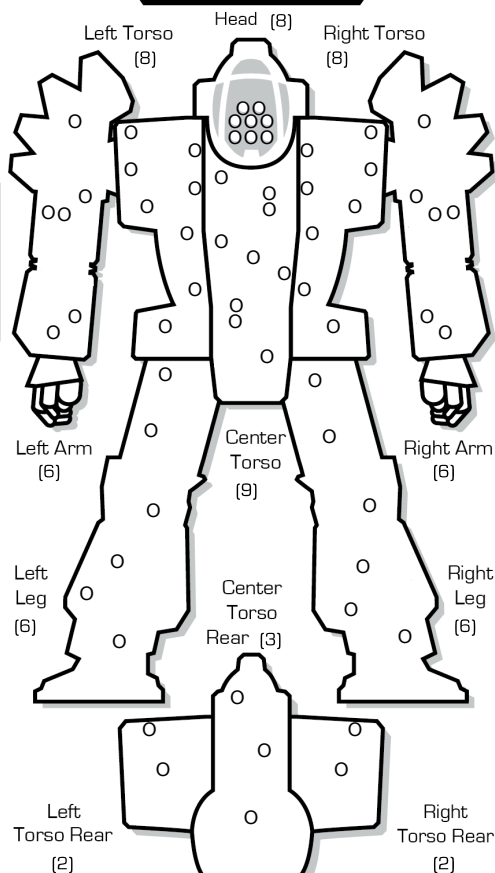
| Qty | Type                    | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Targeting Computer      | CT  | —  | [E]      | —   | —   | —   | —   |
| 4   | Light Machine Gun       | RT  | 0  | 1        | —   | 2   | 4   | 6   |
|     |                         |     |    | [DB, AI] |     |     |     |     |
| 1   | Light Machine Gun Array | RT  | —  | [T]      | —   | —   | —   | —   |
| 4   | Machine Gun             | LT  | 0  | 2        | —   | 1   | 2   | 3   |
|     |                         |     |    | [DB, AI] |     |     |     |     |
| 1   | Machine Gun Array       | LT  | —  | [T]      | —   | —   | —   | —   |
| 1   | ER Medium Laser         | RA  | 5  | 7 [DE]   | —   | 5   | 10  | 15  |
| 1   | ER Medium Laser         | LA  | 5  | 7 [DE]   | —   | 5   | 10  | 15  |

Cost:

BV: 1,063



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun Array
- Ammo (Machine Gun) 100
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

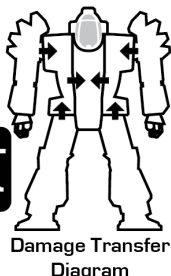
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Targeting Computer

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun

1-3

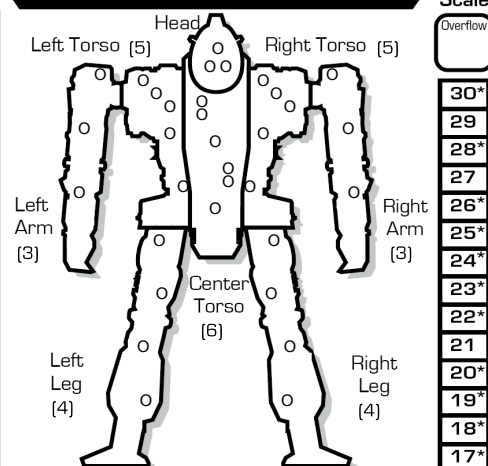
- Light Machine Gun Array
- Ammo (Light Machine Gun) 100
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 (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 4+  | ○                          |
| 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: Uller U

Movement Points:

Walking: 6

Running: 9

Underwater: 6

Tonnage: 30

Tech Base: Clan

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

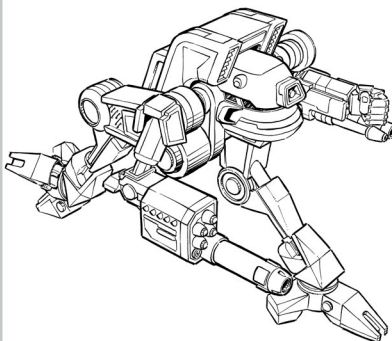
### Weapons & Equipment Inventory

(hexes)

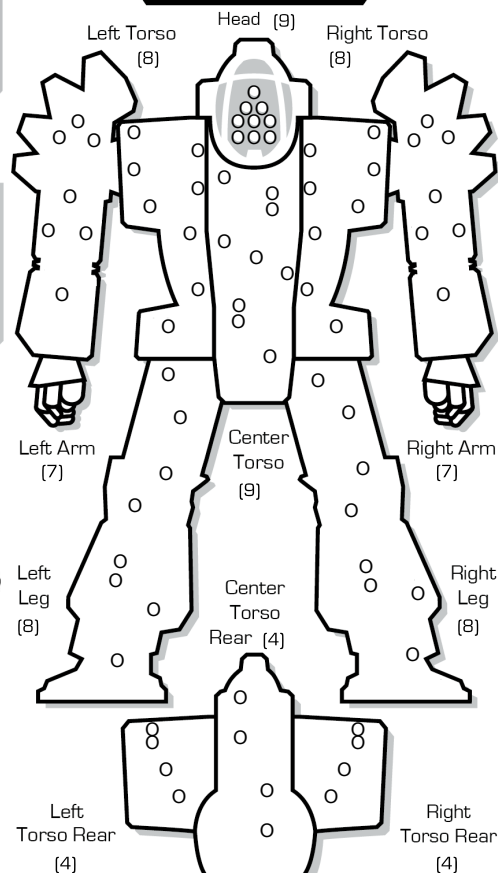
| Qty | Type            | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|--------|-----|-----|-----|-----|
| 1   | ER Medium Laser | RT  | 5  | 7 [DE] | —   | 5   | 10  | 15  |
| 4   | LRT 5           | RA  | 2  | 5      | —   | 0   | 0   | —   |
| 4   | LRT 5           | LA  | 2  | 5      | —   | 0   | 0   | —   |

Cost:

BV: 1,434



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRT 5
- LRT 5
- LRT 5

1-3

- LRT 5
- Ammo (LRT 5) 24
- Ammo (LRT 5) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 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
- Double Heat Sink
- Double Heat Sink

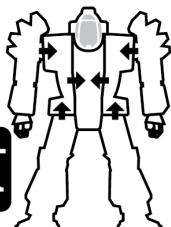
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRT 5
- LRT 5
- LRT 5

1-3

- LRT 5
- Ammo (LRT 5) 24
- Ammo (LRT 5) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- UMU
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

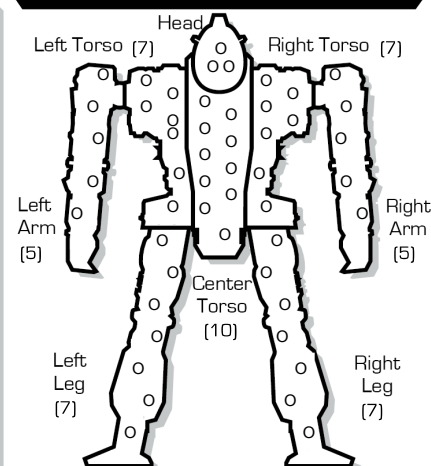
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### 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 4+  | ○                          |
| 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Dragonfly U

Movement Points:

Walking: 8  
Running: 12  
Jumping: 8

Tonnage: 40

Tech Base: Mixed Tech (Clan)  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

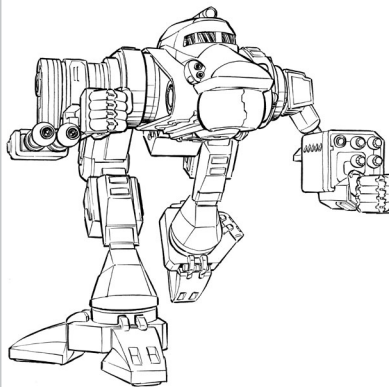
### Weapons & Equipment Inventory

(hexes)

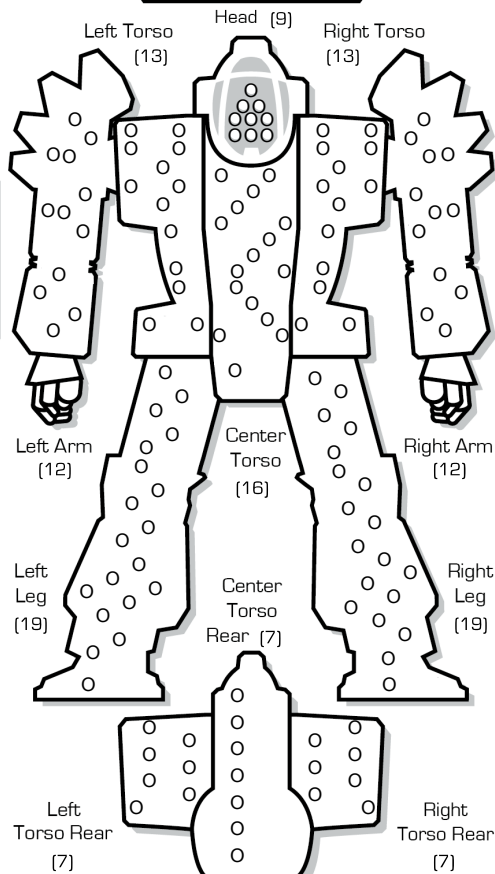
| Qty | Type                   | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Liquid Storage (1 ton) | CT  | —  | [E]    | —   | —   | —   | —   |
| 1   | ECM Suite              | RT  | —  | [E]    | —   | —   | —   | 6   |
| 1   | AMS                    | LT  | 1  | —      | —   | —   | —   | —   |
| 2   | ER Medium Laser        | RA  | 5  | 7 [DE] | —   | 5   | 10  | 15  |
| 1   | Hatchet (IS)           | LA  | —  | 8      | —   | —   | —   | —   |

Cost:

BV: 1,417



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet (IS)
- Hatchet (IS)

1-3

- Hatchet (IS)
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- AMS
- Ammo (AMS) 24

1-3

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

4-6

#### Left Leg

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

#### Head

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

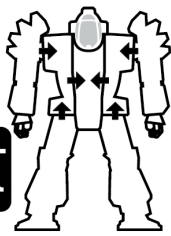
1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- Liquid Storage (1 ton)
- Endo Steel

4-6

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
- ER Medium Laser

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ECM Suite
- Endo Steel

1-3

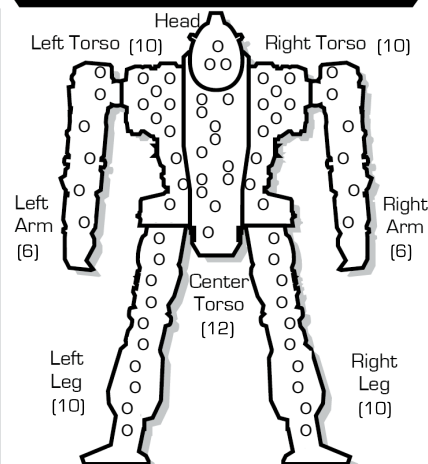
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30\*

29

28\*

27

26\*

25\*

24\*

23\*

22\*

21

20\*

19\*

18\*

17\*

16

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>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 4+  | ○                                |
| 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Fenris U

Movement Points:

Walking: 8

Running: 12

Underwater: 7

Tonnage: 45

Tech Base: Clan

(Experimental)

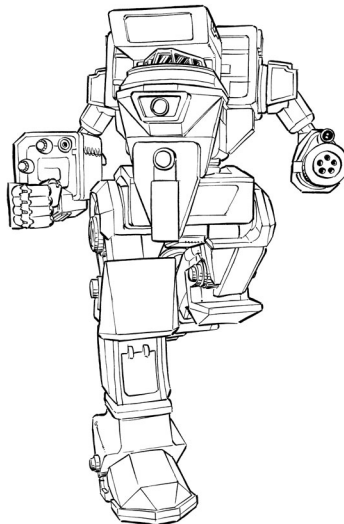
Era: Jihad

### 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

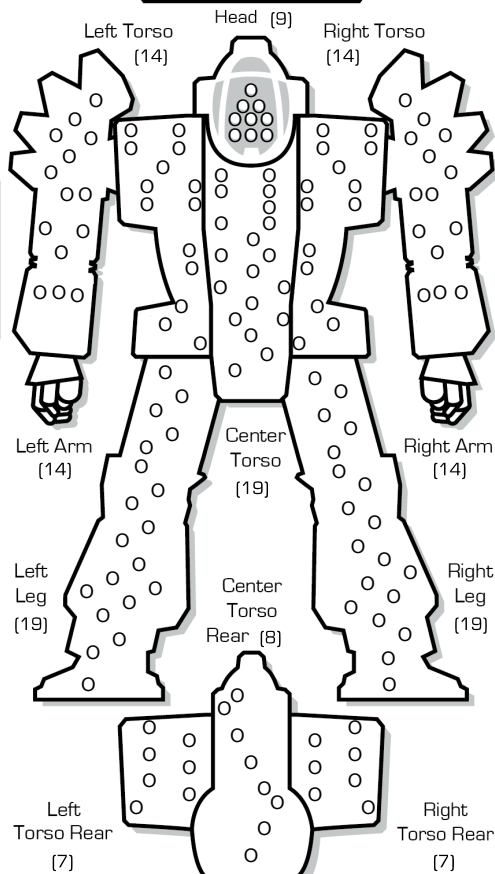
(hexes)

| Qty | Type            | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|--------|-----|-----|-----|-----|
| 1   | SRT 4           | LT  | 3  | 4      | —   | 0   | 0   | —   |
| 1   | LRT 5           | RA  | 2  | 5      | —   | 0   | 0   | —   |
| 2   | ER Medium Laser | LA  | 5  | 7 [DE] | —   | 5   | 10  | 15  |

Cost:

BV: 1,532

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- UMU
- SRT 4

1-3

- Ammo [SRT 4] 25
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

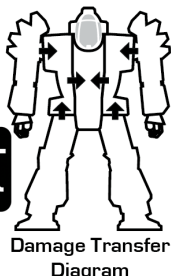
1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- Endo Steel

4-6

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

CATALYST  
game labs



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRT 5
- Ammo [LRT 5] 24

1-3

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

4-6

#### Right Torso

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

1-3

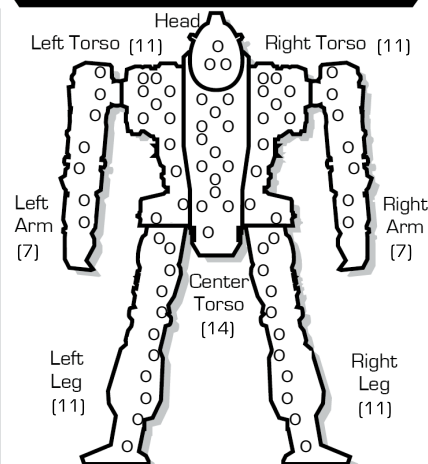
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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                | 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 4+  | ○ ○                        |
| 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: **Black Hawk U**

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 50

Tech Base: Mixed Tech (Clan)

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

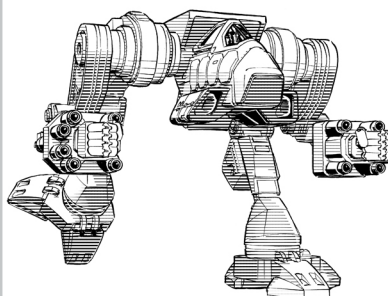
### Weapons & Equipment Inventory

(hexes)

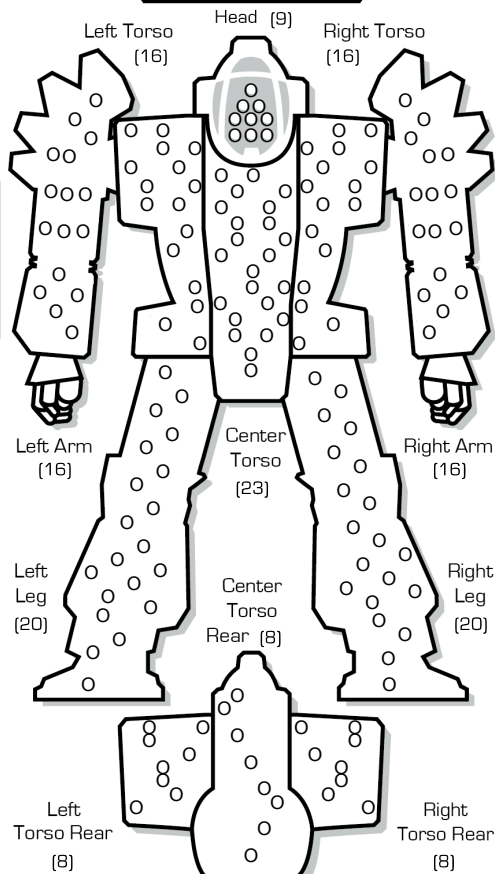
| Qty | Type                   | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | ECM Suite              | HD  | —  | [E]      | —   | —   | —   | 6   |
| 1   | Liquid Storage (1 ton) | RT  | —  | [E]      | —   | —   | —   | —   |
| 4   | Machine Gun            | RT  | 0  | 2        | —   | 1   | 2   | 3   |
|     |                        |     |    | [DB, AI] |     |     |     |     |
| 1   | Light Active Probe     | LT  | —  | [E]      | —   | —   | —   | —   |
| 1   | Liquid Storage (1 ton) | LT  | —  | [E]      | —   | —   | —   | —   |
| 4   | Machine Gun            | LT  | 0  | 2        | —   | 1   | 2   | 3   |
|     |                        |     |    | [DB, AI] |     |     |     |     |
| 3   | Heavy Medium Laser     | RA  | 7  | 10 [DE]  | —   | 3   | 6   | 9   |
| 1   | Spot Welder            | RA  | —  | 10       | —   | —   | —   | —   |
| 3   | Micro Pulse Laser      | LA  | 1  | 3 [P]    | —   | 1   | 2   | 3   |
| 1   | Sword (IS)             | LA  | —  | 6        | —   | —   | —   | —   |

Cost:

BV: 1,413



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Micro Pulse Laser
- Micro Pulse Laser

1-3

- Micro Pulse Laser
- Sword (IS)
- Sword (IS)
- Sword (IS)
- Sword (IS)
- Roll Again

4-6

#### Left Torso

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

1-3

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Light Active Probe
- Liquid Storage (1 ton)

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

#### Center Torso

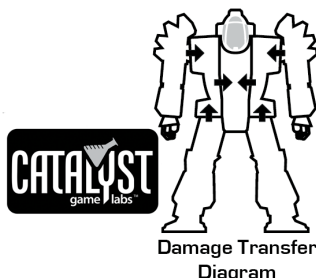
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- HarJel

4-6

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



#### Right Arm

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

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Spot Welder
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Liquid Storage (1 ton)

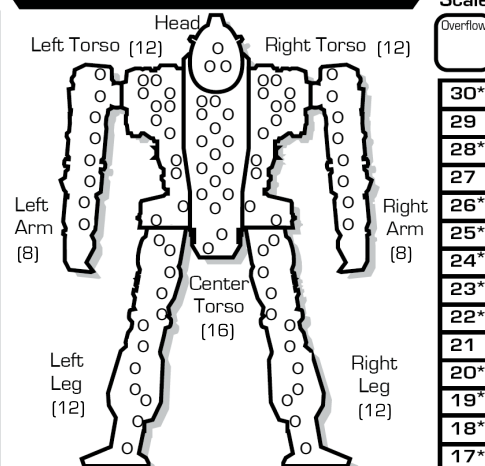
1-3

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: 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 4+  | ○ ○                        |
| 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: Hunchback IIC 4

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Clan

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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

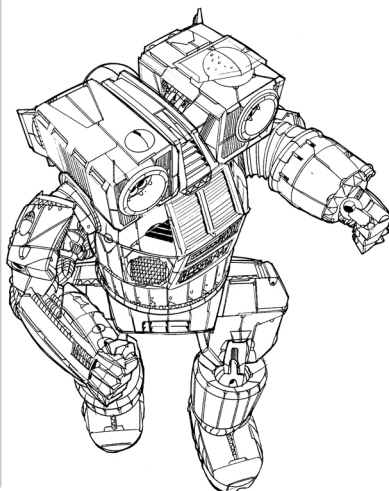
### Weapons & Equipment Inventory

(hexes)

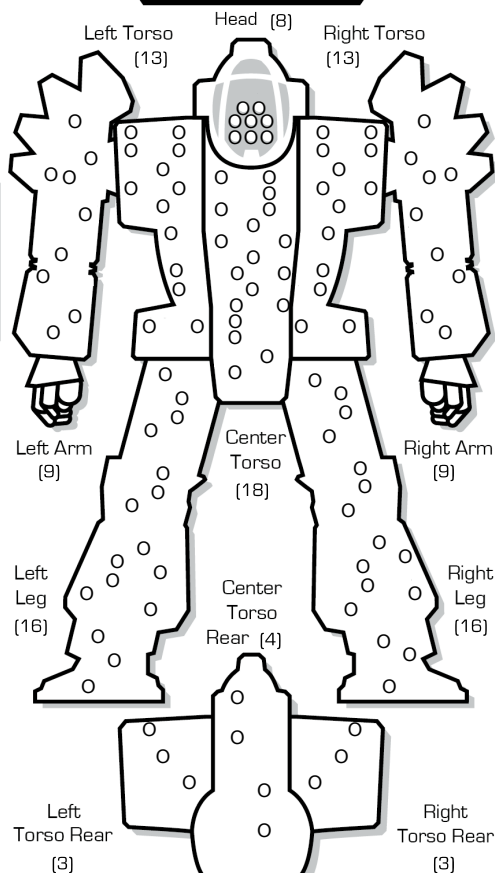
| Qty | Type            | Loc | Ht | Dmg               | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|-------------------|-----|-----|-----|-----|
| 1   | ECM Suite       | HD  | —  | [E]               | —   | —   | —   | 6   |
| 2   | ER Medium Laser | CT  | 5  | 7 [DE]            | —   | 5   | 10  | 15  |
| 1   | Rotary AC/5     | RT  | 1  | 5/Sht<br>[DB,R,C] | —   | 7   | 14  | 21  |
| 1   | Rotary AC/5     | LT  | 1  | 5/Sht<br>[DB,R,C] | —   | 7   | 14  | 21  |

Cost:

BV: 2,097



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso (CASE)

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

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

#### Center Torso

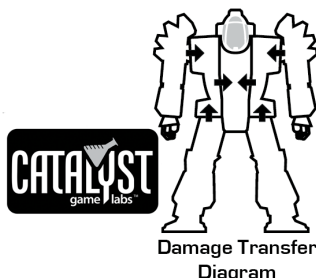
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

4-6

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



#### Right Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Torso (CASE)

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

1-3

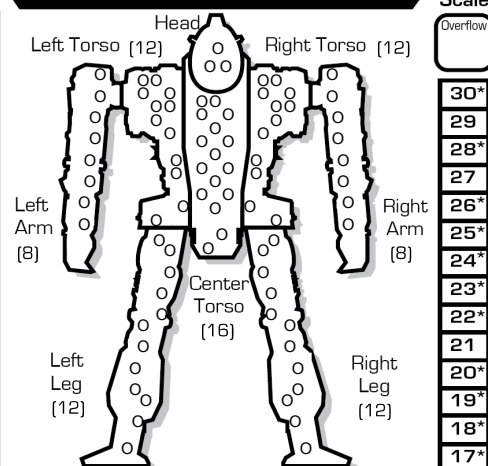
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

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: 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 4+  | ○ ○                        |
| 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: **Vulture U**

Movement Points:

Walking: 5

Running: 8

Underwater: 5

Tonnage: 60

Tech Base: **Clan**

(Experimental)

Era: **Jihad**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

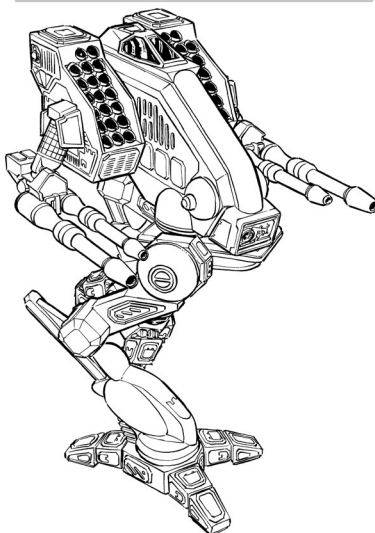
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

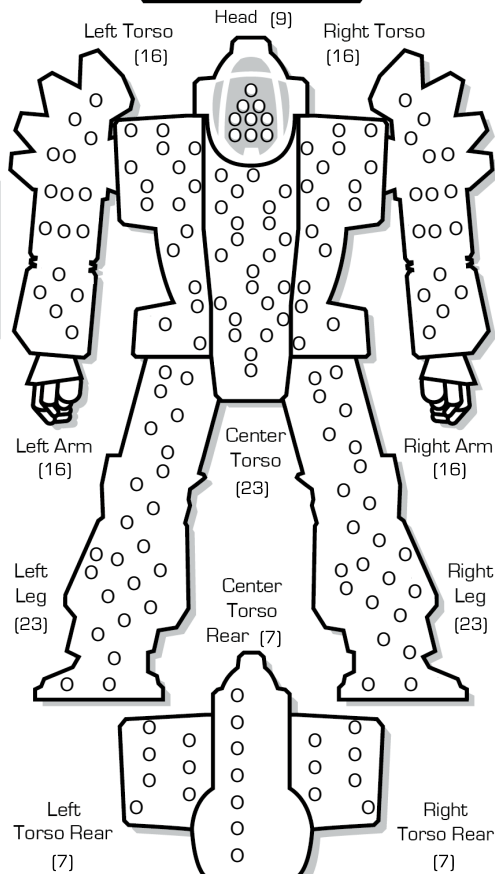
| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | LRT 15             | RT  | 5  | 15     | —   | 0   | 0   | —   |
|     | w/Artemis V FCS    |     |    |        |     |     |     |     |
| 1   | LRT 15             | LT  | 5  | 15     | —   | 0   | 0   | —   |
|     | w/Artemis V FCS    |     |    |        |     |     |     |     |
| 1   | ER Medium Laser    | RA  | 5  | 7 [DE] | —   | 5   | 10  | 15  |
| 1   | Medium Pulse Laser | RA  | 4  | 7 [P]  | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser    | LA  | 5  | 7 [DE] | —   | 5   | 10  | 15  |
| 1   | Medium Pulse Laser | LA  | 4  | 7 [P]  | —   | 4   | 8   | 12  |

Cost:

BV: 2,488



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Medium Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRT 15
- LRT 15
- Artemis V FCS
- Artemis V FCS

1-3

- Ammo (LRT 15 Artemis V) 8
- Ammo (LRT 15 Artemis V) 8
- HarJel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

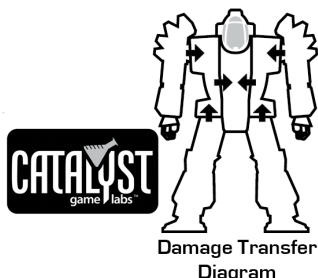
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- HarJel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Medium Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRT 15
- LRT 15
- Artemis V FCS
- Artemis V FCS

1-3

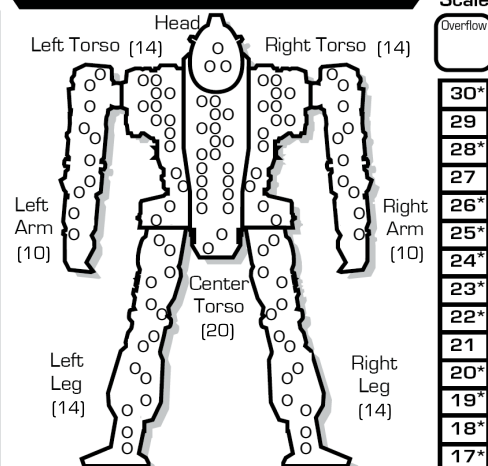
- Ammo (LRT 15 Artemis V) 8
- Ammo (LRT 15 Artemis V) 8
- HarJel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

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

### 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 4+  | ○ ○                        |
| 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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: **Balius U**

Movement Points:

Walking: 6

Running: 9

Underwater: 5

Tonnage: 65

Tech Base: **Clan**

(Experimental)

Era: **Jihad**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

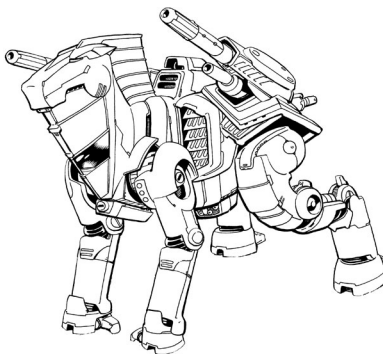
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

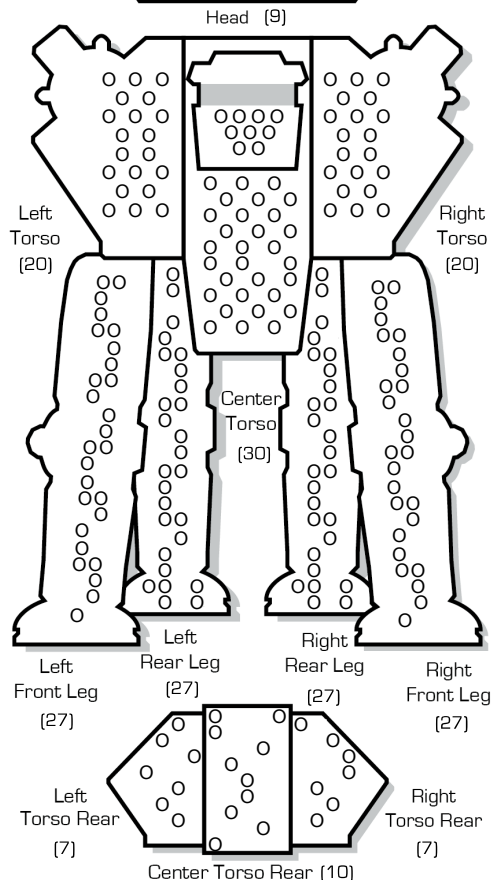
| Qty | Type           | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|----------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | Flamer         | HD  | 3  | 2           | —   | 1   | 2   | 3   |
|     |                |     |    | [DE, H, AI] |     |     |     |     |
| 1   | ECM Suite      | CT  | —  | [E]         | —   | —   | —   | 6   |
| 2   | SRT 6          | RT  | 4  | 6           | —   | 0   | 0   | 15  |
| 1   | ER Large Laser | LT  | 12 | 10 [DE]     | —   | 8   | 15  | 25  |
| 2   | SRT 6          | LT  | 4  | 6           | —   | 0   | 0   | —   |

Cost:

BV: 2,014



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

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

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- SRT 6
- SRT 6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- ER Large Laser
- SRT 6
- SRT 6
- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- Endo Steel
- Endo Steel
- Endo Steel

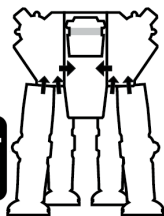
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Rear Leg

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

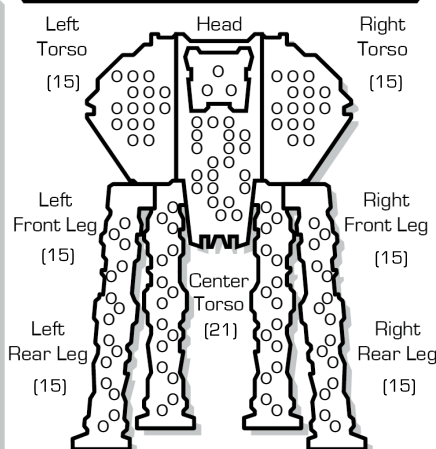
#### Right Rear Leg

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



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 4+  | ○                          |
| 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: **Cauldron-Born U**

Movement Points:

Walking: 5

Running: 8

Underwater: 5

Tonnage: 65

Tech Base: **Clan**

(Experimental)

Era: **Jihad**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

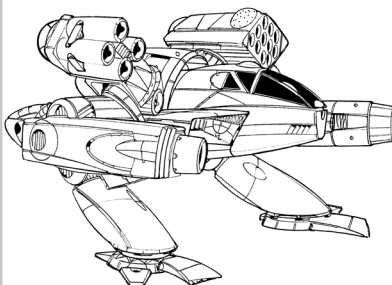
### Weapons & Equipment Inventory

(hexes)

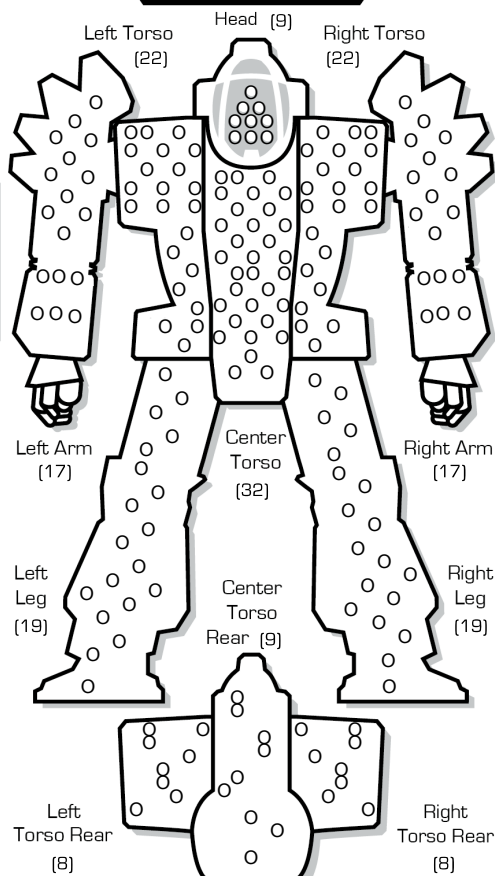
| Qty | Type              | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | LRT 15            | RT  | 5  | 15     | —   | 0   | 0   | —   |
| 1   | LRT 15            | LT  | 5  | 15     | —   | 0   | 0   | —   |
| 1   | ER Small Laser    | RA  | 2  | 5 [DE] | —   | 2   | 4   | 6   |
| 1   | Large Pulse Laser | RA  | 10 | 10 [P] | —   | 6   | 14  | 20  |
| 1   | ER Small Laser    | LA  | 2  | 5 [DE] | —   | 2   | 4   | 6   |
| 1   | Large Pulse Laser | LA  | 10 | 10 [P] | —   | 6   | 14  | 20  |

Cost:

BV: 2,593



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- ER Small Laser
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

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

1-3

- UMU
- LRT 15
- LRT 15
- Ammo (LRT 15) 8
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

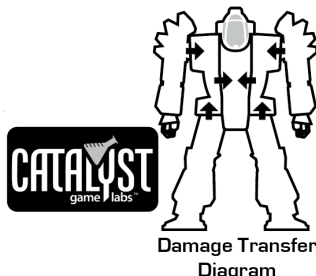
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- ER Small Laser
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso (CASE)

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

1-3

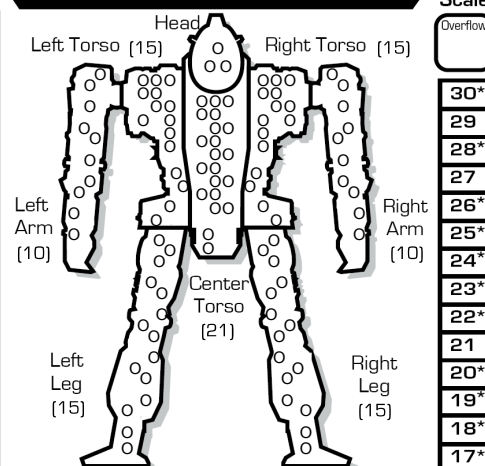
- UMU
- UMU
- LRT 15
- LRT 15
- Ammo (LRT 15) 8
- Endo Steel

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                | Heat Sinks: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Crossbow U

Movement Points:

Walking: 5

Running: 8

Underwater: 5

Tonnage: 65

Tech Base: Clan

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

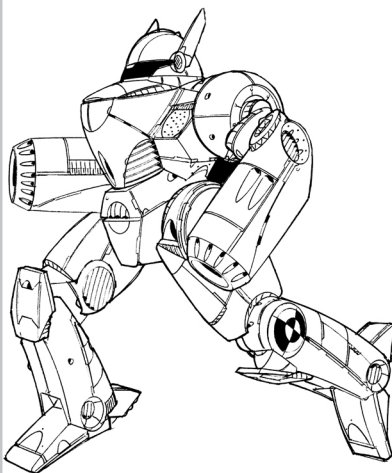
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

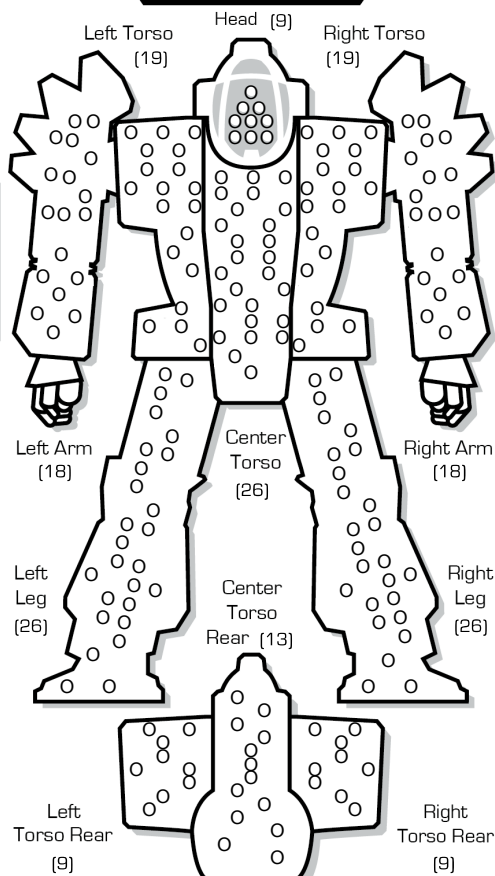
| Qty | Type            | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|--------|-----|-----|-----|-----|
| 1   | ER Medium Laser | RA  | 5  | 7 [DE] | —   | 5   | 10  | 15  |
| 1   | LRT 10          | RA  | 4  | 10     | —   | 0   | 0   | —   |
| 1   | SRT 2           | RA  | 2  | 2      | —   | 0   | 0   | —   |
| 1   | ER Medium Laser | LA  | 5  | 7 [DE] | —   | 5   | 10  | 15  |
| 1   | LRT 10          | LA  | 4  | 10     | —   | 0   | 0   | —   |
| 1   | SRT 2           | LA  | 2  | 2      | —   | 0   | 0   | —   |

Cost:

BV: 1,856



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRT 10
- ER Medium Laser
- SRT 2

1-3

- Ammo (LRT 10) 12
- 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
- UMU
- UMU

#### Head

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

1-3

#### Center Torso (CASE)

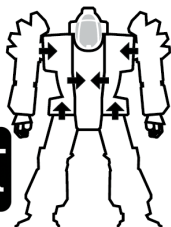
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- UMU
- Ammo (SRT 2) 50

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



Damage Transfer  
Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRT 10
- ER Medium Laser
- SRT 2

1-3

- Ammo (LRT 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

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

1-3

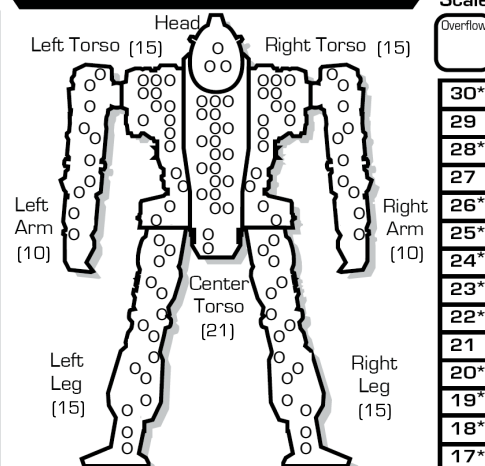
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>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: Ha Otoko 3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Clan

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)

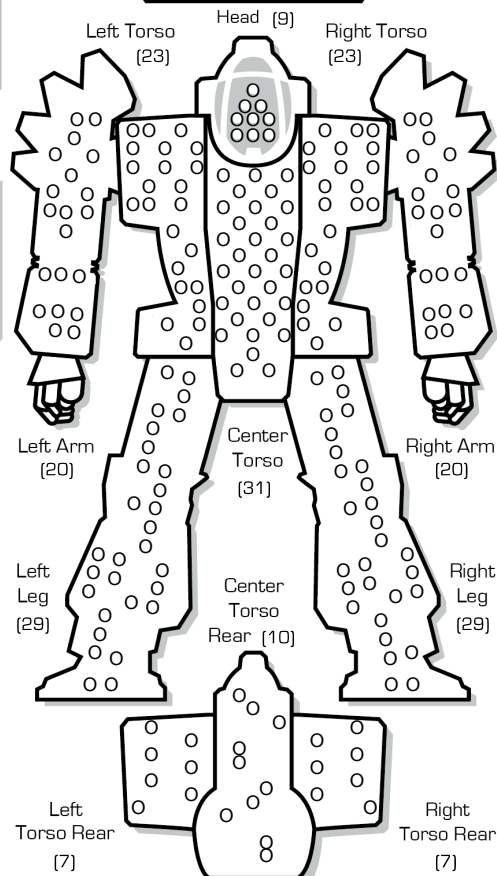
| Qty | Type             | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | ECM Suite        | HD  | —  | [E]     | —   | —   | —   | 6   |
| 1   | LRM 20           | RT  | 6  | 1/Msl   | —   | 7   | 14  | 21  |
|     | w/Artemis IV FCS |     |    | [M.C.S] |     |     |     |     |
| 1   | LRM 20           | LT  | 6  | 1/Msl   | —   | 7   | 14  | 21  |
|     | w/Artemis IV FCS |     |    | [M.C.S] |     |     |     |     |
| 1   | AP Gauss Rifle   | RA  | 1  | 3       | —   | 3   | 6   | 9   |
|     |                  |     |    | [DB.X]  |     |     |     |     |
| 1   | ER Large Laser   | RA  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | AP Gauss Rifle   | LA  | 1  | 3       | —   | 3   | 6   | 9   |
|     |                  |     |    | [DB.X]  |     |     |     |     |
| 1   | ER Medium Laser  | LA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |

Cost:

BV: 2,206



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- AP Gauss Rifle

1-3

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

4-6

#### Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20 Artemis) 6

1-3

- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

1-3

#### Center Torso

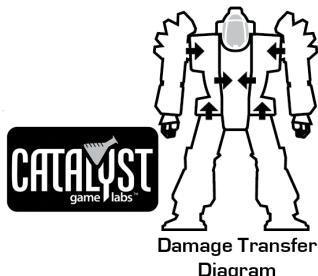
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- AP Gauss Rifle

1-3

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

4-6

#### Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20 Artemis) 6

1-3

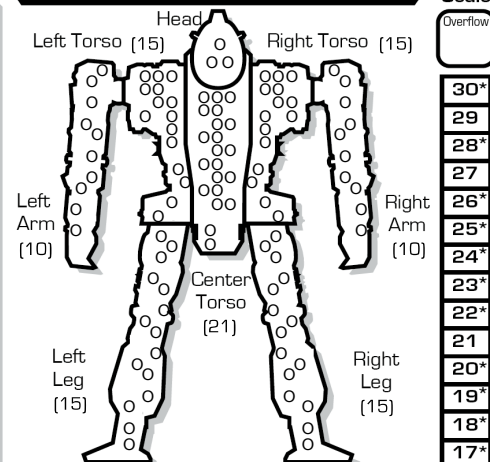
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (AP Gauss) 40
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### 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: 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: Thor U

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 70

Tech Base: Clan

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

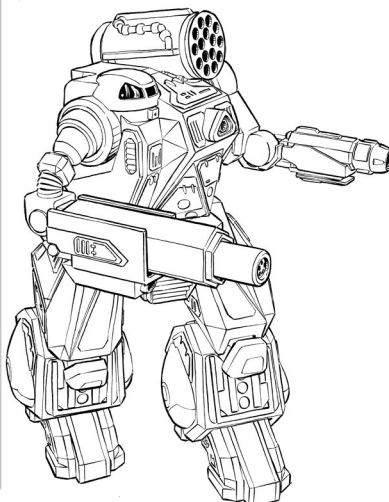
### Weapons & Equipment Inventory

(hexes)

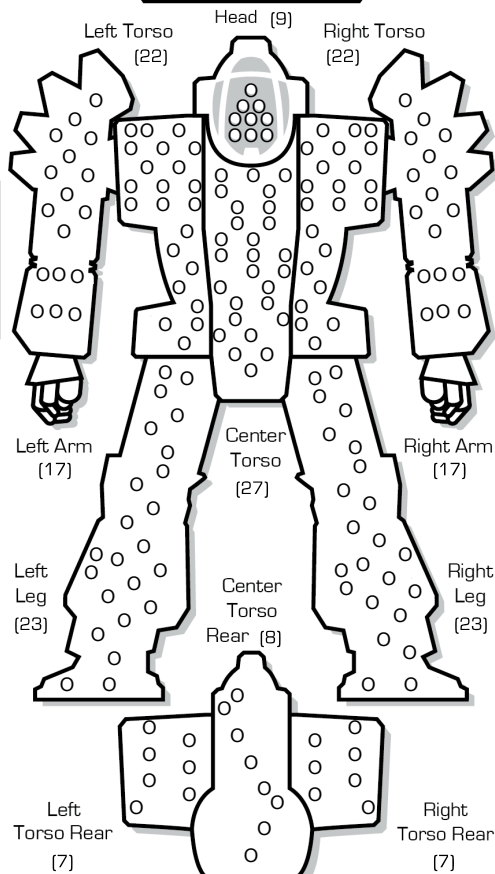
| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Targeting Computer | RT  | —  | [E]     | —   | 0   | 0   | —   |
| 1   | LRT 15             | LT  | 5  | 15      | —   | 0   | 0   | —   |
| 1   | ER PPC             | RA  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 1   | ER PPC             | LA  | 15 | 15 [DE] | —   | 7   | 14  | 23  |

Cost:

BV: 3,092



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRT 15
- LRT 15

1-3

- Ammo (LRT 15) 8
- Ammo (LRT 15) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

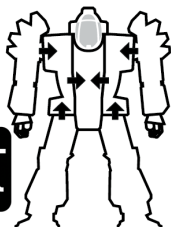
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

1-3

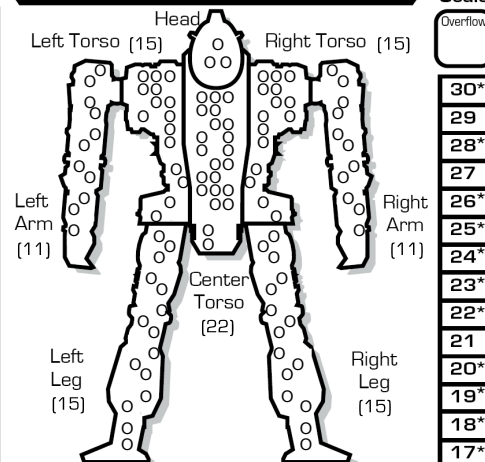
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

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: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 4+  | ○ ○                        |
| 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 U

Movement Points:

Walking: 5

Running: 8

Underwater: 4

Tonnage: 75

Tech Base: Clan

(Experimental)

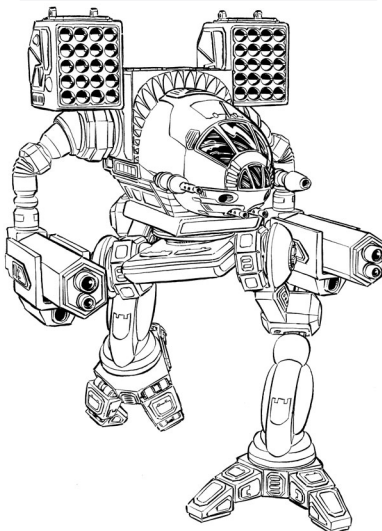
Era: Jihad

### 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   | LRT 15           | RT  | 5  | 15      | —   | 0   | 0   | —   |
| 1   | w/Artemis IV FCS |     |    |         |     |     |     |     |
| 1   | LRT 15           | LT  | 5  | 15      | —   | 0   | 0   | —   |
| 1   | w/Artemis IV FCS |     |    |         |     |     |     |     |
| 1   | ER Large Laser   | RA  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | ER Micro Laser   | RA  | 1  | 2 [DE]  | —   | 1   | 2   | 4   |
| 1   | ER Large Laser   | LA  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | ER Micro Laser   | LA  | 1  | 2 [DE]  | —   | 1   | 2   | 4   |

Cost:

BV: 2,627

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser

- ER Micro Laser
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 UMU
- 4-6 UMU
- LRT 15
- LRT 15
- Artemis IV FCS
- Ammo (LRT 15 Artemis) 8
- HarJel
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel

#### Left Leg

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

#### Head

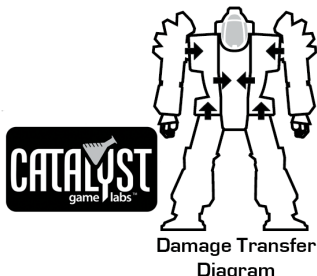
- Life Support
- Sensors
- Cockpit
- 4 Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 4-6 Gyro
- Gyro

- Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- HarJel
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Micro Laser
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

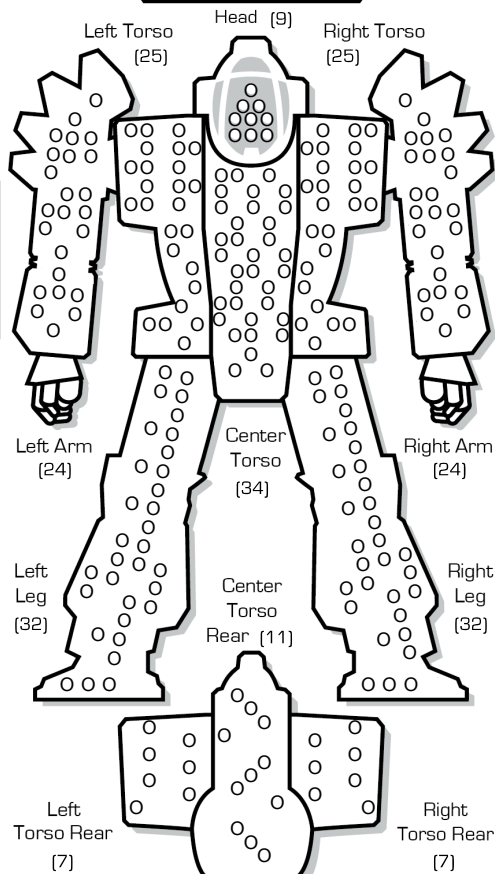
#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 UMU
- 4-6 UMU
- LRT 15
- LRT 15
- Artemis IV FCS
- Ammo (LRT 15 Artemis) 8
- HarJel
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel

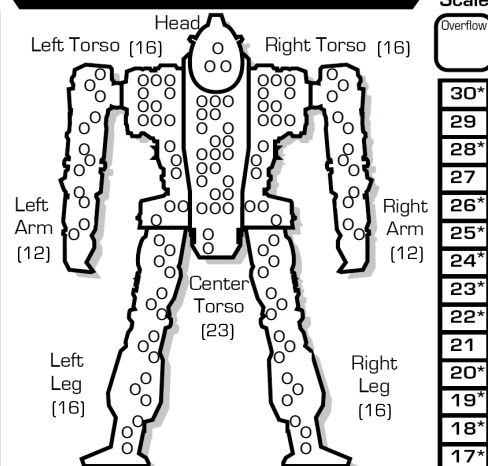
#### Right Leg

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

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Highlander IIC 3

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 90

Tech Base: Clan

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

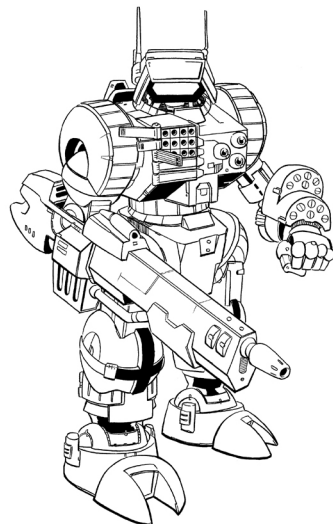
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| 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   | ECM Suite          | HD  | —  | [E]              | —   | —   | —   | 6   |
| 1   | LRM 20             | RT  | 6  | 1/Msl<br>[M,C,S] | —   | 7   | 14  | 21  |
| 3   | w/Artemis IV FCS   | LT  | 4  | 7 [P]            | —   | 4   | 8   | 12  |
| 1   | Medium Pulse Laser | RA  | 4  | 20<br>[C/F]      | 2   | 8   | 16  | 24  |
| 2   | Streak SRM 6       | LA  | 4  | 2/Msl<br>[M,C]   | —   | 4   | 8   | 12  |



Cost:

BV: 3,001

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Streak SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6

1-3

- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (Streak SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

#### Center Torso

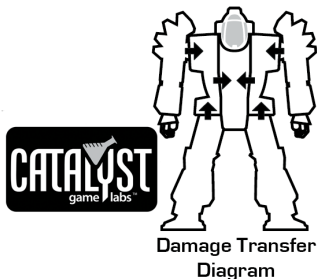
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- HAG/20
- Ammo (HAG 20) 6
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

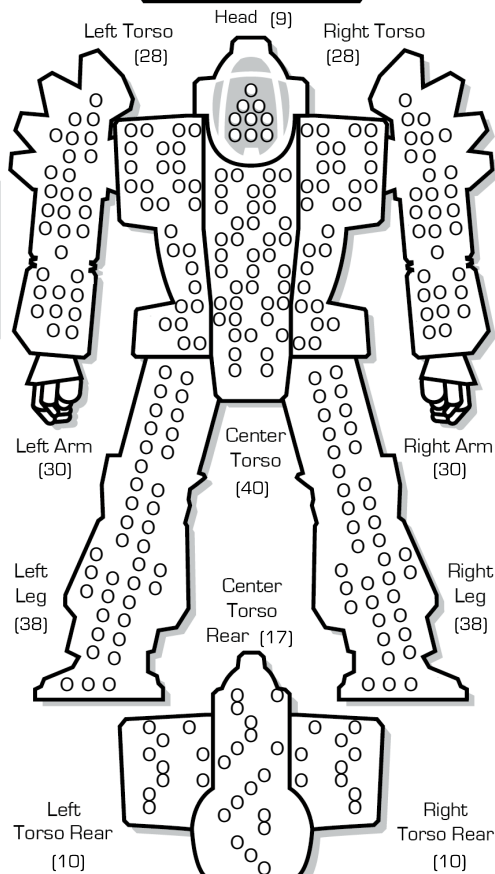
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

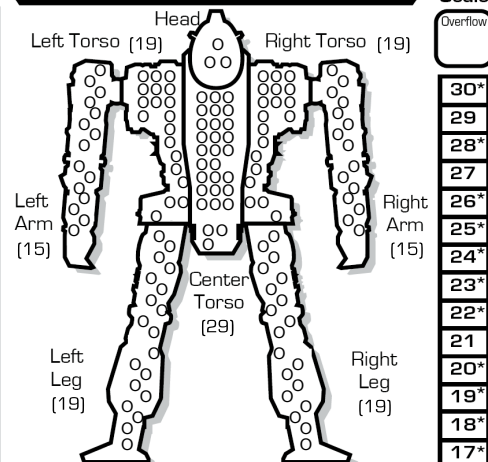
#### Right Leg

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

### ARMOR DIAGRAM



### 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 4+  | ○ ○                        |
| 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: Turkina U

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 95

Tech Base: Clan

(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

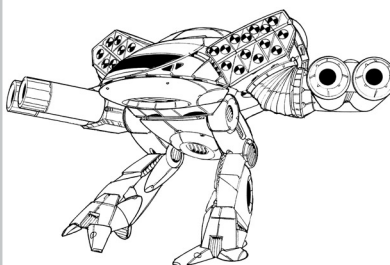
### Weapons & Equipment Inventory

(hexes)

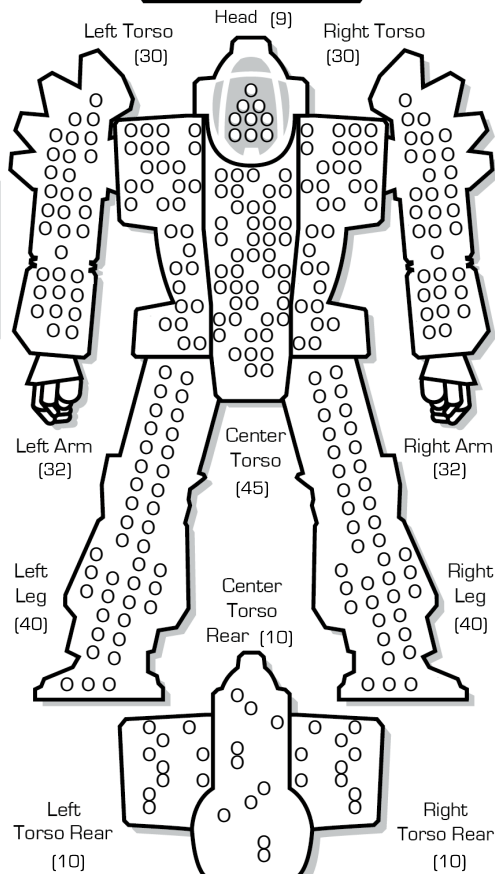
| Qty | Type                          | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-------------------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Active Probe                  | HD  | —  | [E]            | —   | —   | —   | 5   |
| 1   | Liquid Storage (1 ton)        | RT  | —  | [E]            | —   | —   | —   | —   |
| 1   | LRM 15                        | RT  | 5  | 1/MSI [M.C.S.] | —   | 7   | 14  | 21  |
| 1   | Liquid Storage (1 ton)        | LT  | —  | [E]            | —   | —   | —   | —   |
| 1   | LRM 15                        | LT  | 5  | 1/MSI [M.C.S.] | —   | 7   | 14  | 21  |
| 1   | ATM 9 Standard                | RA  | 6  | [M.S.C.]       | —   | —   | —   | —   |
| 1   | Extended-Range High-Explosive | RA  | 6  | 2/MSI [M.C.S.] | 4   | 5   | 10  | 15  |
| 3   | ER Small Laser                | RA  | 2  | 5 [DE]         | —   | 3   | 4   | 6   |
| 7   | ER Small Laser                | LA  | 2  | 5 [DE]         | —   | 2   | 4   | 6   |
| 1   | Targeting Computer            | LA  | —  | [E]            | —   | —   | —   | —   |

Cost:

BV: 2,520



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Targeting Computer
- O Coolant Pod
- O HarJel

4-6

#### Left Torso (CASE)

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

1-3

- Jump Jet
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- O Liquid Storage (1 ton)
- O HarJel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

#### Head

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

#### Center Torso

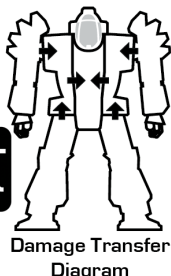
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- O HarJel

4-6

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



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ATM 9
- ATM 9
- ATM 9
- ATM 9

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- O HarJel

4-6

#### Right Torso (CASE)

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

1-3

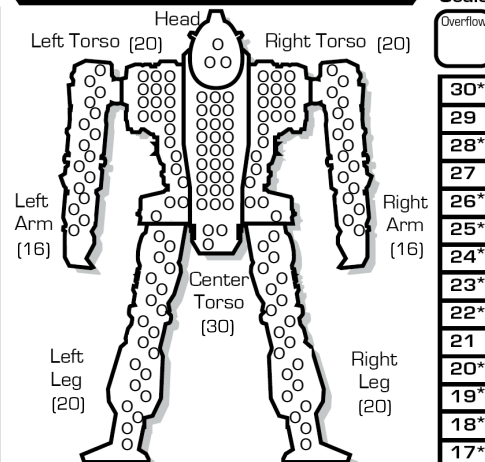
- Jump Jet
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- O Liquid Storage (1 ton)
- O HarJel

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 15 (30) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 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: Daishi U

Movement Points:

Walking: 3

Running: 5

Underwater: 3

Tonnage: 100

Tech Base: Clan

(Experimental)

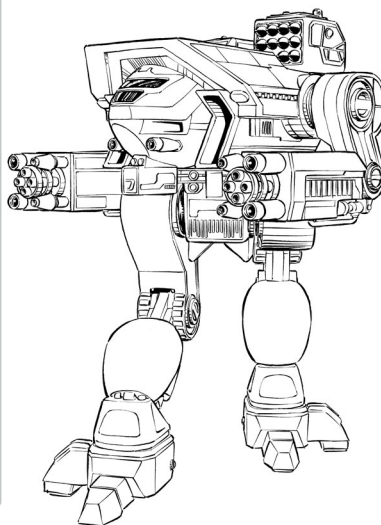
Era: Jihad

### 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

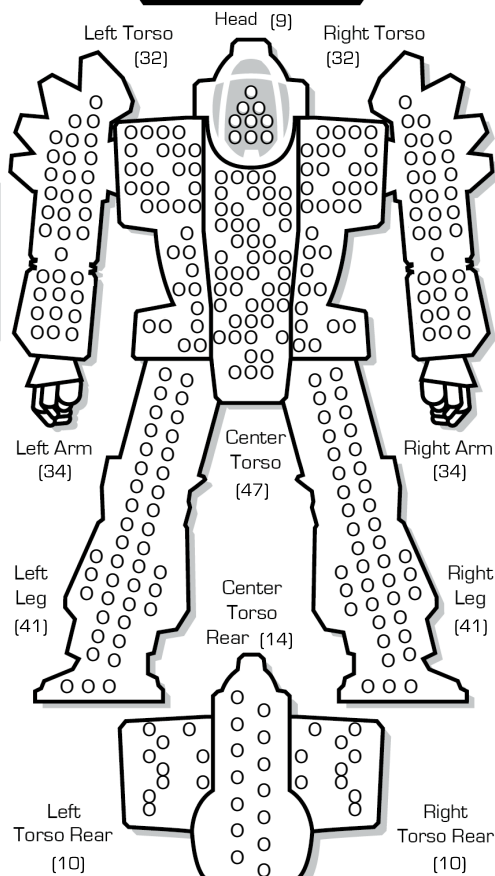
(hexes)

| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 3   | SRT 6              | RT  | 4  | 6       | —   | 0   | 0   | —   |
| 3   | SRT 6              | LT  | 4  | 6       | —   | 0   | 0   | —   |
| 1   | ER PPC             | RA  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 2   | Medium Pulse Laser | RA  | 4  | 7 [P]   | —   | 4   | 8   | 12  |
| 1   | ER PPC             | LA  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 2   | Medium Pulse Laser | LA  | 4  | 7 [P]   | —   | 4   | 8   | 12  |
| 1   | Targeting Computer | LA  | —  | [E]     | —   | —   | —   | —   |

Cost:

BV: 3,360

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- HarJel
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- UMU
- SRT 6

1-3

- SRT 6
- SRT 6
- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- HarJel
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- MASS
- Sensors
- Life Support

1-3

#### Center Torso

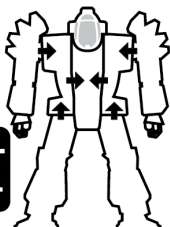
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- UMU
- HarJel

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- HarJel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- UMU
- SRT 6

1-3

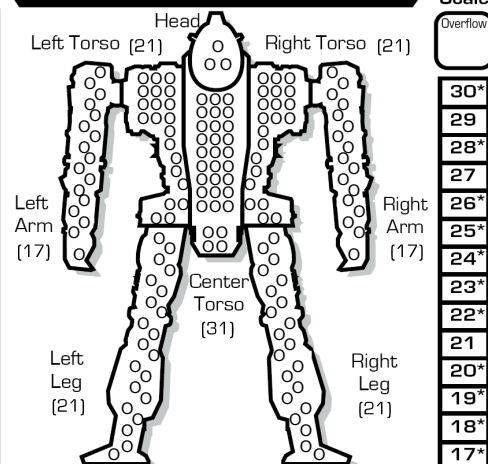
- SRT 6
- SRT 6
- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- HarJel
- Roll Again

4-6

#### 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: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○ ○                        |
| 28          | Ammo Exp. avoid on 8+  | ○ ○                        |
| 26          | Shutdown, avoid on 10+ | ○ ○                        |
| 25          | -5 Movement Points     | ○ ○                        |
| 24          | +4 Modifier to Fire    | ○ ○                        |
| 23          | Ammo Exp. avoid on 6+  | ○ ○                        |
| 22          | Shutdown, avoid on 8+  | ○ ○                        |
| 20          | -4 Movement Points     | ○ ○                        |
| 19          | Ammo Exp. avoid on 4+  | ○ ○                        |
| 18          | Shutdown, avoid on 6+  | ○ ○                        |
| 17          | +3 Modifier to Fire    | ○ ○                        |
| 15          | -3 Movement Points     | ○ ○                        |
| 14          | Shutdown, avoid on 4+  | ○ ○                        |
| 13          | +2 Modifier to Fire    | ○ ○                        |
| 10          | -2 Movement Points     | ○ ○                        |
| 8           | +1 Modifier to Fire    | ○ ○                        |
| 5           | -1 Movement Points     | ○ ○                        |

Heat Scale

Overflow

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