



RECORD SHEETS: 3075 UNABRIDGED



THE CUTTING EDGE

NOTES

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

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

INNER SPHERE BATTLE ARMOR

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

INNER SPHERE VEHICLES

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

INNER SPHERE BATTLEMECHS

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

INNER SPHERE AEROSPACE

Shade
Rusalka
Striga
Aurora
Leopard PWS
Union PWS
Mule PWS
Excalibur PWS

CLAN BATTLE ARMOR

Aerie
Afreet
Clan Medium
Corona
Rogue Bear
Golem

CLAN VEHICLES

Bellona Hover Tank
SM1 Tank Destroyer

CLAN BATTLEMECHS

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

CLAN PROTOMECHS

Erinyes
Cecerops
Orc
Procyon
Chrysaor
Basilisk
Triton
Delphyne



CREDITS

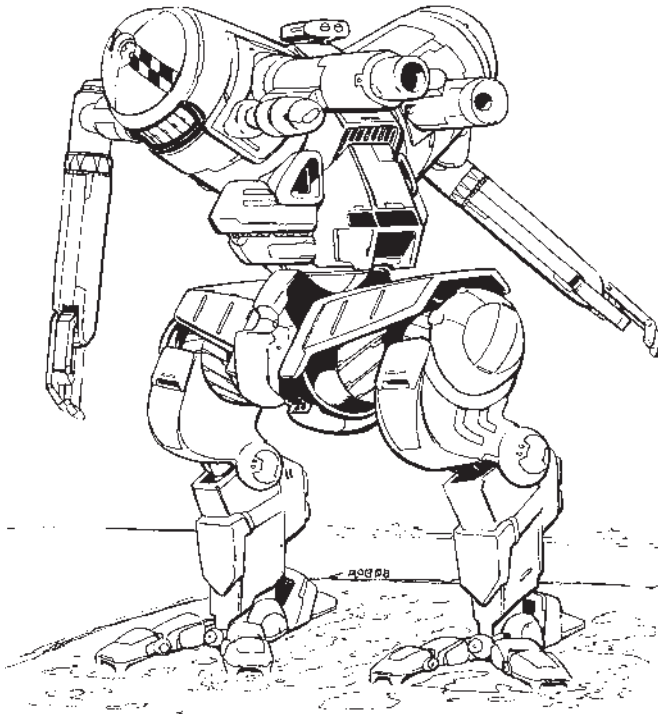
STANDARD RULES

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

Advanced and Experimental Rules: If any record sheets includes “Advanced” or “Experimental” on it—meaning it mounts equipment from *Tactical Operations*—then that record sheet is generally not appropriate for tournament 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 p. 4 for an explanation of BattleTech Eras.

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BATTLETECH

TM

BATTLETECH ERAS

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

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

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

STAR LEAGUE (2570)

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



SUCCESSION WARS (3025, 3030, 3040)

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



CLAN INVASION (3052, 3057)

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



CIVIL WAR (3062, 3067)

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



JIHAD

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



DARK AGE (3132+)

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



SOURCEBOOKS

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

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



INNER SPHERE BATTLE ARMOR

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nighthawk Mk. XXI Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 55/11

BATTLE ARMOR: SQUAD 2

Type: Nighthawk Mk. XXI Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 55/11

BATTLE ARMOR: SQUAD 3

Type: Nighthawk Mk. XXI Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 55/11

BATTLE ARMOR: SQUAD 4

Type: Nighthawk Mk. XXI Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 55/11

BATTLE ARMOR: SQUAD 5

Type: Nighthawk Mk. XXI Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 55/11

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nighthawk Mk. XXI (WoB) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 95/11

BATTLE ARMOR: SQUAD 2

Type: Nighthawk Mk. XXI (WoB) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 95/11

BATTLE ARMOR: SQUAD 3

Type: Nighthawk Mk. XXI (WoB) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 95/11

BATTLE ARMOR: SQUAD 4

Type: Nighthawk Mk. XXI (WoB) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 95/11

BATTLE ARMOR: SQUAD 5

Type: Nighthawk Mk. XXI (WoB) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - -
 Extended Life Support [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 95/11

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nighthawk Mk. XXII Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 47/9

BATTLE ARMOR: SQUAD 2

Type: Nighthawk Mk. XXII Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 47/9

BATTLE ARMOR: SQUAD 3

Type: Nighthawk Mk. XXII Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 47/9

BATTLE ARMOR: SQUAD 4

Type: Nighthawk Mk. XXII Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 47/9

BATTLE ARMOR: SQUAD 5

Type: Nighthawk Mk. XXII Era: Star League
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 47/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G12 Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 81/9

BATTLE ARMOR: SQUAD 2

Type: Tornado G12 Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 81/9

BATTLE ARMOR: SQUAD 3

Type: Tornado G12 Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 81/9

BATTLE ARMOR: SQUAD 4

Type: Tornado G12 Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 81/9

BATTLE ARMOR: SQUAD 5

Type: Tornado G12 Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 81/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [David] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

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

BV: 138/15

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [David] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

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

BV: 138/15

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [David] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

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

BV: 138/15

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [David] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

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

BV: 138/15

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [David] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

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

BV: 138/15

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Flamer 2 [DE,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 119/13

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Flamer 2 [DE,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 119/13

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Flamer 2 [DE,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 119/13

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Flamer 2 [DE,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 119/13

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Flamer 2 [DE,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 119/13

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [GL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1 [DB,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 80/9

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [GL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1 [DB,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 80/9

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [GL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1 [DB,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 80/9

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [GL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1 [DB,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 80/9

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [GL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1 [DB,S] - 1 2 3

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 80/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [MG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Machine Gun 2 [DB,S] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 119/13

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [MG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Machine Gun 2 [DB,S] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 119/13

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [MG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Machine Gun 2 [DB,S] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 119/13

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [MG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Machine Gun 2 [DB,S] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 119/13

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [MG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Machine Gun 2 [DB,S] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 119/13

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G13 [SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 158/18

BATTLE ARMOR: SQUAD 2

Type: Tornado G13 [SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 158/18

BATTLE ARMOR: SQUAD 3

Type: Tornado G13 [SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 158/18

BATTLE ARMOR: SQUAD 4

Type: Tornado G13 [SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 158/18

BATTLE ARMOR: SQUAD 5

Type: Tornado G13 [SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

6 ○○○

BV: 158/18

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado G14 Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 70/8

BATTLE ARMOR: SQUAD 2

Type: Tornado G14 Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 70/8

BATTLE ARMOR: SQUAD 3

Type: Tornado G14 Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 70/8

BATTLE ARMOR: SQUAD 4

Type: Tornado G14 Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 70/8

BATTLE ARMOR: SQUAD 5

Type: Tornado G14 Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

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

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○
 5 ○○○
 6 ○○○
 BV: 70/8

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tornado P12 "Hurricane" Era: Succession Wars
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 81/9

BATTLE ARMOR: SQUAD 2

Type: Tornado P12 "Hurricane" Era: Succession Wars
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 81/9

BATTLE ARMOR: SQUAD 3

Type: Tornado P12 "Hurricane" Era: Succession Wars
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 81/9

BATTLE ARMOR: SQUAD 4

Type: Tornado P12 "Hurricane" Era: Succession Wars
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 81/9

BATTLE ARMOR: SQUAD 5

Type: Tornado P12 "Hurricane" Era: Succession Wars
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng

Camo System [+2 - hexes moved]
 Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

BV: 81/9

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Djinn Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 IS Light TAG (Body) 0 [S] — 3 6 9
 Machine Gun 2 [DB,S] — 1 2 3

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

BV: 237/26

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 2

Type: Djinn Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 IS Light TAG (Body) 0 [S] — 3 6 9
 Machine Gun 2 [DB,S] — 1 2 3

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

BV: 237/26

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 3

Type: Djinn Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 IS Light TAG (Body) 0 [S] — 3 6 9
 Machine Gun 2 [DB,S] — 1 2 3

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

BV: 237/26

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 4

Type: Djinn Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 IS Light TAG (Body) 0 [S] — 3 6 9
 Machine Gun 2 [DB,S] — 1 2 3

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

BV: 237/26

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 5

Type: Djinn Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 IS Light TAG (Body) 0 [S] — 3 6 9
 Machine Gun 2 [DB,S] — 1 2 3

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

BV: 237/26

Mechanized: Swarm: Leg: AP:

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Djinn (Stealth) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

Camo System (+2 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 313/35

BATTLE ARMOR: SQUAD 2

Type: Djinn (Stealth) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

Camo System (+2 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 313/35

BATTLE ARMOR: SQUAD 3

Type: Djinn (Stealth) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

Camo System (+2 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 313/35

BATTLE ARMOR: SQUAD 4

Type: Djinn (Stealth) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

Camo System (+2 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 313/35

BATTLE ARMOR: SQUAD 5

Type: Djinn (Stealth) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 David Light Gauss Rifle 1 [DB,S] - 3 5 8

Camo System (+2 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 313/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 115/22

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 115/22

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 115/22

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 115/22

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 115/22

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 153/22

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 153/22

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 153/22

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 153/22

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Flamer 2 [DE,S] - 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 153/22

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Flamer 2 [DE,S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 194/22

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Flamer 2 [DE,S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 194/22

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Flamer 2 [DE,S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 194/22

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Flamer 2 [DE,S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 194/22

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Flamer 2 [DE,S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 194/22

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/SPL] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Small Pulse Laser 3 [P,AI] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 129/25

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/SPL] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Small Pulse Laser 3 [P,AI] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 129/25

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/SPL] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Small Pulse Laser 3 [P,AI] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 129/25

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/SPL] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Small Pulse Laser 3 [P,AI] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 129/25

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/SPL] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 Small Pulse Laser 3 [P,AI] - 1 2 3

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 129/25

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/SPL] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 168/24

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/SPL] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 168/24

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/SPL] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 168/24

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/SPL] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 168/24

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/SPL] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 168/24

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/SPL] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 210/23

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/SPL] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 210/23

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/SPL] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 210/23

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/SPL] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 210/23

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/SPL] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 210/23

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 105/20

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 105/20

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 105/20

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 105/20

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Micro Grenade Launcher 1 [DB,S] - 1 2 -
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

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

BV: 105/20

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 142/20

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 142/20

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 142/20

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 142/20

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 142/20

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [MicroGL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 182/20

BATTLE ARMOR: SQUAD 2

Type: Kobold [MicroGL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 182/20

BATTLE ARMOR: SQUAD 3

Type: Kobold [MicroGL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 182/20

BATTLE ARMOR: SQUAD 4

Type: Kobold [MicroGL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 182/20

BATTLE ARMOR: SQUAD 5

Type: Kobold [MicroGL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Micro Grenade Launcher 1 [DB,S] — 1 2 —
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 182/20

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 Flamer 2 [DE.S] - 1 2 3

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 Flamer 2 [DE.S] - 1 2 3

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 Flamer 2 [DE.S] - 1 2 3

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 Flamer 2 [DE.S] - 1 2 3

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/Flamer] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 Flamer 2 [DE.S] - 1 2 3

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 187/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 250/36

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 250/36

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 250/36

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 250/36

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/Flamer] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 250/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 319/35

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 319/35

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 319/35

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 319/35

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/Flamer] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 Flamer 2 [DE.S] — 1 2 3
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 319/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 177/34

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 177/34

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 177/34

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 177/34

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/TAG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

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

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

BV: 177/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 239/34

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 239/34

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 239/34

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 239/34

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/TAG] (Clan) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] - 1 2 3
 Trooper 1
 IS Light TAG 0 [S] - 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 239/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold [SL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 307/34

BATTLE ARMOR: SQUAD 2

Type: Kobold [SL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 307/34

BATTLE ARMOR: SQUAD 3

Type: Kobold [SL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 307/34

BATTLE ARMOR: SQUAD 4

Type: Kobold [SL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 307/34

BATTLE ARMOR: SQUAD 5

Type: Kobold [SL/TAG] (ComStar) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Trooper 1
 IS Light TAG 0 [S] — 3 6 9

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 307/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asterion [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 2

Type: Asterion [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 3

Type: Asterion [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 4

Type: Asterion [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 5

Type: Asterion [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asterion [PPC] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 2

Type: Asterion [PPC] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 3

Type: Asterion [PPC] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 4

Type: Asterion [PPC] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 5

Type: Asterion [PPC] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 187/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asura Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6
 Rocket Launcher 4 (Body) 1/Msl [M,C] - 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 514/57

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 2

Type: Asura Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6
 Rocket Launcher 4 (Body) 1/Msl [M,C] - 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 514/57

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 3

Type: Asura Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6
 Rocket Launcher 4 (Body) 1/Msl [M,C] - 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 514/57

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 4

Type: Asura Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6
 Rocket Launcher 4 (Body) 1/Msl [M,C] - 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 514/57

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 5

Type: Asura Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6
 Rocket Launcher 4 (Body) 1/Msl [M,C] - 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 514/57

Mechanized: Swarm: Leg: AP:

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asura (Anti-Infantry) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)

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

BV: 347/39

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 2

Type: Asura (Anti-Infantry) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)

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

BV: 347/39

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 3

Type: Asura (Anti-Infantry) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)

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

BV: 347/39

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 4

Type: Asura (Anti-Infantry) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)

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

BV: 347/39

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 5

Type: Asura (Anti-Infantry) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 - hexes moved)

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

BV: 347/39

Mechanized: Swarm: Leg: AP:

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Asura (SRM) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 SRM 6 (OS) (Body) 2/Msl [M.C.S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 383/43

BATTLE ARMOR: SQUAD 2

Type: Asura (SRM) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 SRM 6 (OS) (Body) 2/Msl [M.C.S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 383/43

BATTLE ARMOR: SQUAD 3

Type: Asura (SRM) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 SRM 6 (OS) (Body) 2/Msl [M.C.S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 383/43

BATTLE ARMOR: SQUAD 4

Type: Asura (SRM) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 SRM 6 (OS) (Body) 2/Msl [M.C.S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 383/43

BATTLE ARMOR: SQUAD 5

Type: Asura (SRM) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: [3]
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 SRM 6 (OS) (Body) 2/Msl [M.C.S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 383/43

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rottweiler Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Firedrake Needler 1 [DB,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Small Laser 3 [DE] — 1 2 3

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

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

BV: 209/40

BATTLE ARMOR: SQUAD 2

Type: Rottweiler Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Firedrake Needler 1 [DB,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Small Laser 3 [DE] — 1 2 3

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

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

BV: 209/40

BATTLE ARMOR: SQUAD 3

Type: Rottweiler Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Firedrake Needler 1 [DB,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Small Laser 3 [DE] — 1 2 3

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

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

BV: 209/40

BATTLE ARMOR: SQUAD 4

Type: Rottweiler Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Firedrake Needler 1 [DB,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Small Laser 3 [DE] — 1 2 3

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

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

BV: 209/40

BATTLE ARMOR: SQUAD 5

Type: Rottweiler Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Firedrake Needler 1 [DB,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Small Laser 3 [DE] — 1 2 3

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

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

BV: 209/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rottweiler (Close Combat) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Flamer 2 [DE,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Machine Gun 2 [DB,S] — 1 2 3

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

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

BV: 204/39

BATTLE ARMOR: SQUAD 2

Type: Rottweiler (Close Combat) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Flamer 2 [DE,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Machine Gun 2 [DB,S] — 1 2 3

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

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

BV: 204/39

BATTLE ARMOR: SQUAD 3

Type: Rottweiler (Close Combat) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Flamer 2 [DE,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Machine Gun 2 [DB,S] — 1 2 3

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

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

BV: 204/39

BATTLE ARMOR: SQUAD 4

Type: Rottweiler (Close Combat) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Flamer 2 [DE,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Machine Gun 2 [DB,S] — 1 2 3

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

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

BV: 204/39

BATTLE ARMOR: SQUAD 5

Type: Rottweiler (Close Combat) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 5
Weapons & Equip.
 Flamer 2 [DE,S] — 1 2 3
 Improved Sensors [E] — — — 2
 Machine Gun 2 [DB,S] — 1 2 3

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

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

BV: 204/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rottweiler (Upgrade) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip. Dmg Min Sht Med Lng
 King David Light Gauss Rifle 1 [DB,S] - 3 6 9
 Remote Sensor Dispenser [E] - - - -

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

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

BV: 181/35

BATTLE ARMOR: SQUAD 2

Type: Rottweiler (Upgrade) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip. Dmg Min Sht Med Lng
 King David Light Gauss Rifle 1 [DB,S] - 3 6 9
 Remote Sensor Dispenser [E] - - - -

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

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

BV: 181/35

BATTLE ARMOR: SQUAD 3

Type: Rottweiler (Upgrade) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip. Dmg Min Sht Med Lng
 King David Light Gauss Rifle 1 [DB,S] - 3 6 9
 Remote Sensor Dispenser [E] - - - -

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

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

BV: 181/35

BATTLE ARMOR: SQUAD 4

Type: Rottweiler (Upgrade) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip. Dmg Min Sht Med Lng
 King David Light Gauss Rifle 1 [DB,S] - 3 6 9
 Remote Sensor Dispenser [E] - - - -

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

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

BV: 181/35

BATTLE ARMOR: SQUAD 5

Type: Rottweiler (Upgrade) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 5
Weapons & Equip. Dmg Min Sht Med Lng
 King David Light Gauss Rifle 1 [DB,S] - 3 6 9
 Remote Sensor Dispenser [E] - - - -

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

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

BV: 181/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Se'irim Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Searchlight [E] — — — 9
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach missiles before jumping or swarm/leg attacks
Armor: Basic Stealth [+0/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 2

Type: Se'irim Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Searchlight [E] — — — 9
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach missiles before jumping or swarm/leg attacks
Armor: Basic Stealth [+0/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 3

Type: Se'irim Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Searchlight [E] — — — 9
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach missiles before jumping or swarm/leg attacks
Armor: Basic Stealth [+0/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 4

Type: Se'irim Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Searchlight [E] — — — 9
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach missiles before jumping or swarm/leg attacks
Armor: Basic Stealth [+0/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 437/49

BATTLE ARMOR: SQUAD 5

Type: Se'irim Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Searchlight [E] — — — 9
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach missiles before jumping or swarm/leg attacks
Armor: Basic Stealth [+0/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 437/49

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: **Se'irim (Anti-Infantry)** Era: **Jihad**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Flamer 2 [DE,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
Armor: Basic Stealth (+0/+1/+2)
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 2

Type: **Se'irim (Anti-Infantry)** Era: **Jihad**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Flamer 2 [DE,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
Armor: Basic Stealth (+0/+1/+2)
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 3

Type: **Se'irim (Anti-Infantry)** Era: **Jihad**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Flamer 2 [DE,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
Armor: Basic Stealth (+0/+1/+2)
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 4

Type: **Se'irim (Anti-Infantry)** Era: **Jihad**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Flamer 2 [DE,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
Armor: Basic Stealth (+0/+1/+2)
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 347/39

BATTLE ARMOR: SQUAD 5

Type: **Se'irim (Anti-Infantry)** Era: **Jihad**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Vibro Claw [E] — — — —
 Flamer 2 [DE,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
 Machine Gun (Body) 2 [DB,S] — 1 2 3
Armor: Basic Stealth (+0/+1/+2)
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 347/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Se'irim (Capture Team) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	-	1	2	3
Battle Claw (2)	[E]	-	-	-	-
Light Machine Gun	1 [DB,S]	-	2	4	6
Light Machine Gun	1 [DB,S]	-	2	4	6
Searchlight	[E]	-	-	-	9

must detach DWP before moving full ground speed
Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 2

Type: Se'irim (Capture Team) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	-	1	2	3
Battle Claw (2)	[E]	-	-	-	-
Light Machine Gun	1 [DB,S]	-	2	4	6
Light Machine Gun	1 [DB,S]	-	2	4	6
Searchlight	[E]	-	-	-	9

must detach DWP before moving full ground speed
Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 3

Type: Se'irim (Capture Team) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	-	1	2	3
Battle Claw (2)	[E]	-	-	-	-
Light Machine Gun	1 [DB,S]	-	2	4	6
Light Machine Gun	1 [DB,S]	-	2	4	6
Searchlight	[E]	-	-	-	9

must detach DWP before moving full ground speed
Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 4

Type: Se'irim (Capture Team) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	-	1	2	3
Battle Claw (2)	[E]	-	-	-	-
Light Machine Gun	1 [DB,S]	-	2	4	6
Light Machine Gun	1 [DB,S]	-	2	4	6
Searchlight	[E]	-	-	-	9

must detach DWP before moving full ground speed
Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 357/40

BATTLE ARMOR: SQUAD 5

Type: Se'irim (Capture Team) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (Body) (DWP)	1 [S,OS]	-	1	2	3
Battle Claw (2)	[E]	-	-	-	-
Light Machine Gun	1 [DB,S]	-	2	4	6
Light Machine Gun	1 [DB,S]	-	2	4	6
Searchlight	[E]	-	-	-	9

must detach DWP before moving full ground speed
Armor: Basic Stealth [+0/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

5 ○○○○○○○

6 ○○○○○○○

BV: 357/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Theseus [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 2

Type: Theseus [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 3

Type: Theseus [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 4

Type: Theseus [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

BATTLE ARMOR: SQUAD 5

Type: Theseus [MRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Medium Recoilless Rifle (Body)3 [DB,S] - 2 4 6

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

Mechanized: Swarm: Leg: AP:

BV: 207/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Theseus (RL) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Light Recoilless Rifle (Body) 2 [DB,S] — 2 4 6
 Rocket Launcher 3 1/Msl [M,C] — 3 7 12

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

Mechanized: Swarm: Leg: AP:

BV: 195/38

BATTLE ARMOR: SQUAD 2

Type: Theseus (RL) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Light Recoilless Rifle (Body) 2 [DB,S] — 2 4 6
 Rocket Launcher 3 1/Msl [M,C] — 3 7 12

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

Mechanized: Swarm: Leg: AP:

BV: 195/38

BATTLE ARMOR: SQUAD 3

Type: Theseus (RL) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Light Recoilless Rifle (Body) 2 [DB,S] — 2 4 6
 Rocket Launcher 3 1/Msl [M,C] — 3 7 12

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

Mechanized: Swarm: Leg: AP:

BV: 195/38

BATTLE ARMOR: SQUAD 4

Type: Theseus (RL) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Light Recoilless Rifle (Body) 2 [DB,S] — 2 4 6
 Rocket Launcher 3 1/Msl [M,C] — 3 7 12

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

Mechanized: Swarm: Leg: AP:

BV: 195/38

BATTLE ARMOR: SQUAD 5

Type: Theseus (RL) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Light Recoilless Rifle (Body) 2 [DB,S] — 2 4 6
 Rocket Launcher 3 1/Msl [M,C] — 3 7 12

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

Mechanized: Swarm: Leg: AP:

BV: 195/38

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Void Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 176/34

BATTLE ARMOR: SQUAD 2

Type: Void Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 176/34

BATTLE ARMOR: SQUAD 3

Type: Void Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 176/34

BATTLE ARMOR: SQUAD 4

Type: Void Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 176/34

BATTLE ARMOR: SQUAD 5

Type: Void Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Support PPC (Body) 2 [DE] - 2 5 7

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 176/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Void (DCA) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heavy Battle Claw [E] — — — —
 Small Laser 3 [DE] — 1 2 3

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 195/37

BATTLE ARMOR: SQUAD 2

Type: Void (DCA) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heavy Battle Claw [E] — — — —
 Small Laser 3 [DE] — 1 2 3

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 195/37

BATTLE ARMOR: SQUAD 3

Type: Void (DCA) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heavy Battle Claw [E] — — — —
 Small Laser 3 [DE] — 1 2 3

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 195/37

BATTLE ARMOR: SQUAD 4

Type: Void (DCA) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heavy Battle Claw [E] — — — —
 Small Laser 3 [DE] — 1 2 3

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 195/37

BATTLE ARMOR: SQUAD 5

Type: Void (DCA) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heavy Battle Claw [E] — — — —
 Small Laser 3 [DE] — 1 2 3

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

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

BV: 195/37

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Void (Nova Cat) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Magshot 2 [DB,S] - 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 342/49

BATTLE ARMOR: SQUAD 2

Type: Void (Nova Cat) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Magshot 2 [DB,S] - 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 342/49

BATTLE ARMOR: SQUAD 3

Type: Void (Nova Cat) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Magshot 2 [DB,S] - 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 342/49

BATTLE ARMOR: SQUAD 4

Type: Void (Nova Cat) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Magshot 2 [DB,S] - 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 342/49

BATTLE ARMOR: SQUAD 5

Type: Void (Nova Cat) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Magshot 2 [DB,S] - 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 342/49

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Ying Long [Plasma] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Plasma Rifle (Body) 2 [D,E,S,H,AI] - 2 4 6

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

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

BV: 212/41

BATTLE ARMOR: SQUAD 2

Type: Ying Long [Plasma] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Plasma Rifle (Body) 2 [D,E,S,H,AI] - 2 4 6

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

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

BV: 212/41

BATTLE ARMOR: SQUAD 3

Type: Ying Long [Plasma] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Plasma Rifle (Body) 2 [D,E,S,H,AI] - 2 4 6

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

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

BV: 212/41

BATTLE ARMOR: SQUAD 4

Type: Ying Long [Plasma] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Plasma Rifle (Body) 2 [D,E,S,H,AI] - 2 4 6

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

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

BV: 212/41

BATTLE ARMOR: SQUAD 5

Type: Ying Long [Plasma] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Plasma Rifle (Body) 2 [D,E,S,H,AI] - 2 4 6

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

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

BV: 212/41

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx A Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 505/56

BATTLE ARMOR: SQUAD 2

Type: Phalanx A Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 505/56

BATTLE ARMOR: SQUAD 3

Type: Phalanx A Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 505/56

BATTLE ARMOR: SQUAD 4

Type: Phalanx A Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 505/56

BATTLE ARMOR: SQUAD 5

Type: Phalanx A Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 505/56

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx A (FWL) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 292/56

BATTLE ARMOR: SQUAD 2

Type: Phalanx A (FWL) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 292/56

BATTLE ARMOR: SQUAD 3

Type: Phalanx A (FWL) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 292/56

BATTLE ARMOR: SQUAD 4

Type: Phalanx A (FWL) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 292/56

BATTLE ARMOR: SQUAD 5

Type: Phalanx A (FWL) Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 King David Light Gauss Rifle 1 [DB,S] — 3 6 9
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 292/56

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Phalanx B Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Armor Taser 1 [S,OS] — 1 2 3
 Battle Claw [E] — — — —
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 6 ○○○○○○○○
 BV: 551/61

BATTLE ARMOR: SQUAD 2

Type: Phalanx B Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Armor Taser 1 [S,OS] — 1 2 3
 Battle Claw [E] — — — —
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 6 ○○○○○○○○
 BV: 551/61

BATTLE ARMOR: SQUAD 3

Type: Phalanx B Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Armor Taser 1 [S,OS] — 1 2 3
 Battle Claw [E] — — — —
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 6 ○○○○○○○○
 BV: 551/61

BATTLE ARMOR: SQUAD 4

Type: Phalanx B Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Armor Taser 1 [S,OS] — 1 2 3
 Battle Claw [E] — — — —
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 6 ○○○○○○○○
 BV: 551/61

BATTLE ARMOR: SQUAD 5

Type: Phalanx B Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Armor Taser 1 [S,OS] — 1 2 3
 Battle Claw [E] — — — —
 SRM 4 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 6 ○○○○○○○○
 BV: 551/61

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx C Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Heavy Mortar (Body) 3 [DB,S] 2 2 4 6
 Magshot 2 [DB,S] — 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 420/47

BATTLE ARMOR: SQUAD 2

Type: Phalanx C Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Heavy Mortar (Body) 3 [DB,S] 2 2 4 6
 Magshot 2 [DB,S] — 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 420/47

BATTLE ARMOR: SQUAD 3

Type: Phalanx C Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Heavy Mortar (Body) 3 [DB,S] 2 2 4 6
 Magshot 2 [DB,S] — 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 420/47

BATTLE ARMOR: SQUAD 4

Type: Phalanx C Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Heavy Mortar (Body) 3 [DB,S] 2 2 4 6
 Magshot 2 [DB,S] — 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 420/47

BATTLE ARMOR: SQUAD 5

Type: Phalanx C Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Heavy Mortar (Body) 3 [DB,S] 2 2 4 6
 Magshot 2 [DB,S] — 3 6 9

Armor: Improved Stealth [+1/+2/+3]
 Mechanized: Swarm: Leg: AP:

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

BV: 420/47

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tengu [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Plasma Rifle 2 [D,E,S,H,A,I] - 2 4 6

Mechanized: Swarm: Leg: AP:

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

BV: 432/48

BATTLE ARMOR: SQUAD 2

Type: Tengu [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Plasma Rifle 2 [D,E,S,H,A,I] - 2 4 6

Mechanized: Swarm: Leg: AP:

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

BV: 432/48

BATTLE ARMOR: SQUAD 3

Type: Tengu [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Plasma Rifle 2 [D,E,S,H,A,I] - 2 4 6

Mechanized: Swarm: Leg: AP:

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

BV: 432/48

BATTLE ARMOR: SQUAD 4

Type: Tengu [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Plasma Rifle 2 [D,E,S,H,A,I] - 2 4 6

Mechanized: Swarm: Leg: AP:

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

BV: 432/48

BATTLE ARMOR: SQUAD 5

Type: Tengu [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Plasma Rifle 2 [D,E,S,H,A,I] - 2 4 6

Mechanized: Swarm: Leg: AP:

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

BV: 432/48

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

BATTLE ARMOR: SQUAD 1

Type: Tengu (C3i) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Improved BC³ [E] — — — —
 IS Light TAG 0[S] — 3 6 9

Mechanized: Swarm: Leg: AP:

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

BV: 335/37

BATTLE ARMOR: SQUAD 2

Type: Tengu (C3i) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Improved BC³ [E] — — — —
 IS Light TAG 0[S] — 3 6 9

Mechanized: Swarm: Leg: AP:

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

BV: 335/37

BATTLE ARMOR: SQUAD 3

Type: Tengu (C3i) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Improved BC³ [E] — — — —
 IS Light TAG 0[S] — 3 6 9

Mechanized: Swarm: Leg: AP:

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

BV: 335/37

BATTLE ARMOR: SQUAD 4

Type: Tengu (C3i) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Improved BC³ [E] — — — —
 IS Light TAG 0[S] — 3 6 9

Mechanized: Swarm: Leg: AP:

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

BV: 335/37

BATTLE ARMOR: SQUAD 5

Type: Tengu (C3i) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 2
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Improved BC³ [E] — — — —
 IS Light TAG 0[S] — 3 6 9

Mechanized: Swarm: Leg: AP:

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

BV: 335/37

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Tengu (ML) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Medium Laser (DWP) 5 [DE] - 3 6 9
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 604/67

BATTLE ARMOR: SQUAD 2

Type: Tengu (ML) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Medium Laser (DWP) 5 [DE] - 3 6 9
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 604/67

BATTLE ARMOR: SQUAD 3

Type: Tengu (ML) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Medium Laser (DWP) 5 [DE] - 3 6 9
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 604/67

BATTLE ARMOR: SQUAD 4

Type: Tengu (ML) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Medium Laser (DWP) 5 [DE] - 3 6 9
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 604/67

BATTLE ARMOR: SQUAD 5

Type: Tengu (ML) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Medium Laser (DWP) 5 [DE] - 3 6 9
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 604/67

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tengu (RL) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 450/50

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 2

Type: Tengu (RL) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 450/50

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 3

Type: Tengu (RL) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 450/50

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 4

Type: Tengu (RL) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 450/50

Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD 5

Type: Tengu (RL) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip.
 Battle Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 Rocket Launcher 4 (Body) 1/Msl [M,C] — 3 7 12
 must detach missiles before jumping or swarm/leg attacks

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

BV: 450/50

Mechanized: Swarm: Leg: AP:

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tengu (Support) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Light Recoilless Rifle 2 [DB,S] - 2 4 6
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 467/52

BATTLE ARMOR: SQUAD 2

Type: Tengu (Support) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Light Recoilless Rifle 2 [DB,S] - 2 4 6
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 467/52

BATTLE ARMOR: SQUAD 3

Type: Tengu (Support) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Light Recoilless Rifle 2 [DB,S] - 2 4 6
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 467/52

BATTLE ARMOR: SQUAD 4

Type: Tengu (Support) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Light Recoilless Rifle 2 [DB,S] - 2 4 6
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 467/52

BATTLE ARMOR: SQUAD 5

Type: Tengu (Support) [LRR] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Light Recoilless Rifle 2 [DB,S] - 2 4 6
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9
 must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

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

BV: 467/52

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Tengu (VSP) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Small VSP Laser (DWP) 5/4/3 [P.V] - 2 4 6
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 464/52

BATTLE ARMOR: SQUAD 2

Type: Tengu (VSP) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Small VSP Laser (DWP) 5/4/3 [P.V] - 2 4 6
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 464/52

BATTLE ARMOR: SQUAD 3

Type: Tengu (VSP) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Small VSP Laser (DWP) 5/4/3 [P.V] - 2 4 6
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 464/52

BATTLE ARMOR: SQUAD 4

Type: Tengu (VSP) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Small VSP Laser (DWP) 5/4/3 [P.V] - 2 4 6
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 464/52

BATTLE ARMOR: SQUAD 5

Type: Tengu (VSP) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2] Jump:[2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] - - - -
 Small VSP Laser (DWP) 5/4/3 [P.V] - 2 4 6
 must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

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

BV: 464/52

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Flamer 2 [DE.S] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 312/60

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Flamer 2 [DE.S] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 312/60

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Flamer 2 [DE.S] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 312/60

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Flamer 2 [DE.S] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 312/60

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/Flamer] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Flamer 2 [DE.S] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 312/60

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/LRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Light Recoilless Rifle 2 [DB.S] — 2 4 6
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 336/65

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/LRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Light Recoilless Rifle 2 [DB.S] — 2 4 6
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 336/65

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/LRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Light Recoilless Rifle 2 [DB.S] — 2 4 6
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 336/65

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/LRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Light Recoilless Rifle 2 [DB.S] — 2 4 6
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 336/65

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/LRR] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Light Recoilless Rifle 2 [DB.S] — 2 4 6
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 336/65

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/Magshot] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Magshot 2 [DB.S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 346/67

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/Magshot] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Magshot 2 [DB.S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 346/67

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/Magshot] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Magshot 2 [DB.S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 346/67

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/Magshot] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Magshot 2 [DB.S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 346/67

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/Magshot] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Magshot 2 [DB.S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 346/67

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 326/63

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 326/63

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 326/63

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 326/63

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/SL] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3
 SRM 4 (Body) 2/Mst [M.C.S] — 3 6 9
 Ammo 00000000
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

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

BV: 326/63

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [SRM/TAG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 IS Light TAG 0 [S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 295/57

BATTLE ARMOR: SQUAD 2

Type: Grenadier [SRM/TAG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 IS Light TAG 0 [S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 295/57

BATTLE ARMOR: SQUAD 3

Type: Grenadier [SRM/TAG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 IS Light TAG 0 [S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 295/57

BATTLE ARMOR: SQUAD 4

Type: Grenadier [SRM/TAG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 IS Light TAG 0 [S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 295/57

BATTLE ARMOR: SQUAD 5

Type: Grenadier [SRM/TAG] Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 IS Light TAG 0 [S] — 3 6 9
 SRM 4 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 00000000
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 295/57

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier (Hunter-Killer) [SRM/Magshot] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Magshot 2 [DB,S] — 3 6 9
 SRM 5 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0 0 0 0
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 379/73

BATTLE ARMOR: SQUAD 2

Type: Grenadier (Hunter-Killer) [SRM/Magshot] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Magshot 2 [DB,S] — 3 6 9
 SRM 5 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0 0 0 0
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 379/73

BATTLE ARMOR: SQUAD 3

Type: Grenadier (Hunter-Killer) [SRM/Magshot] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Magshot 2 [DB,S] — 3 6 9
 SRM 5 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0 0 0 0
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 379/73

BATTLE ARMOR: SQUAD 4

Type: Grenadier (Hunter-Killer) [SRM/Magshot] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Magshot 2 [DB,S] — 3 6 9
 SRM 5 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0 0 0 0
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 379/73

BATTLE ARMOR: SQUAD 5

Type: Grenadier (Hunter-Killer) [SRM/Magshot] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Firedrake Needler 1 [DB,S] — 1 2 3
 Magshot 2 [DB,S] — 3 6 9
 SRM 5 (Body) 2/Msl [M.C.S] — 3 6 9
 Ammo 0 0 0 0
Armor: Standard Stealth [+1/+1/+2]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 379/73

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier (Hunter-Killer) [SRM/Narc] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	-	-	-	-
Compact Narc	[M]	-	2	4	5
Ammo 000/000/000/000					
Firedrake Needler	1 [DB.S]	-	1	2	3
SRM 5 (Body)	2/Msl [M.C.S]	-	3	6	9
Ammo 0000					

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 2

Type: Grenadier (Hunter-Killer) [SRM/Narc] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	-	-	-	-
Compact Narc	[M]	-	2	4	5
Ammo 000/000/000/000					
Firedrake Needler	1 [DB.S]	-	1	2	3
SRM 5 (Body)	2/Msl [M.C.S]	-	3	6	9
Ammo 0000					

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 3

Type: Grenadier (Hunter-Killer) [SRM/Narc] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	-	-	-	-
Compact Narc	[M]	-	2	4	5
Ammo 000/000/000/000					
Firedrake Needler	1 [DB.S]	-	1	2	3
SRM 5 (Body)	2/Msl [M.C.S]	-	3	6	9
Ammo 0000					

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 4

Type: Grenadier (Hunter-Killer) [SRM/Narc] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	-	-	-	-
Compact Narc	[M]	-	2	4	5
Ammo 000/000/000/000					
Firedrake Needler	1 [DB.S]	-	1	2	3
SRM 5 (Body)	2/Msl [M.C.S]	-	3	6	9
Ammo 0000					

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 383/74

BATTLE ARMOR: SQUAD 5

Type: Grenadier (Hunter-Killer) [SRM/Narc] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	-	-	-	-
Compact Narc	[M]	-	2	4	5
Ammo 000/000/000/000					
Firedrake Needler	1 [DB.S]	-	1	2	3
SRM 5 (Body)	2/Msl [M.C.S]	-	3	6	9
Ammo 0000					

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 383/74

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Hauberk Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw
 LRM 5
 Ammo 000000
 Small Laser
Dmg [E] _____
 1/Msl [M.C.S] 6 7 14 21
 3 [DE] - 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 363/70

BATTLE ARMOR: SQUAD 2

Type: Hauberk Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw
 LRM 5
 Ammo 000000
 Small Laser
Dmg [E] _____
 1/Msl [M.C.S] 6 7 14 21
 3 [DE] - 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 363/70

BATTLE ARMOR: SQUAD 3

Type: Hauberk Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw
 LRM 5
 Ammo 000000
 Small Laser
Dmg [E] _____
 1/Msl [M.C.S] 6 7 14 21
 3 [DE] - 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 363/70

BATTLE ARMOR: SQUAD 4

Type: Hauberk Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw
 LRM 5
 Ammo 000000
 Small Laser
Dmg [E] _____
 1/Msl [M.C.S] 6 7 14 21
 3 [DE] - 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 363/70

BATTLE ARMOR: SQUAD 5

Type: Hauberk Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw
 LRM 5
 Ammo 000000
 Small Laser
Dmg [E] _____
 1/Msl [M.C.S] 6 7 14 21
 3 [DE] - 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 363/70

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Hauberk II Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw [E] — — — —
 Magshot (Body) 2 [DB,S] — 3 6 9
 Magshot (Body) 2 [DB,S] — 3 6 9
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 325/63

BATTLE ARMOR: SQUAD 2

Type: Hauberk II Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw [E] — — — —
 Magshot (Body) 2 [DB,S] — 3 6 9
 Magshot (Body) 2 [DB,S] — 3 6 9
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 325/63

BATTLE ARMOR: SQUAD 3

Type: Hauberk II Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw [E] — — — —
 Magshot (Body) 2 [DB,S] — 3 6 9
 Magshot (Body) 2 [DB,S] — 3 6 9
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 325/63

BATTLE ARMOR: SQUAD 4

Type: Hauberk II Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw [E] — — — —
 Magshot (Body) 2 [DB,S] — 3 6 9
 Magshot (Body) 2 [DB,S] — 3 6 9
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 325/63

BATTLE ARMOR: SQUAD 5

Type: Hauberk II Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Battle Claw [E] — — — —
 Magshot (Body) 2 [DB,S] — 3 6 9
 Magshot (Body) 2 [DB,S] — 3 6 9
 Small Pulse Laser 3 [P,AI] — 1 2 3
Armor: Improved Stealth [+1/+2/+3]
Mechanized: **Swarm:** **Leg:** **AP:**

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

BV: 325/63

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 2

Type: Nephilim [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 3

Type: Nephilim [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 4

Type: Nephilim [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 634/70

BATTLE ARMOR: SQUAD 5

Type: Nephilim [Plasma] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Plasma Rifle	2 [DE,S,H]	—	2	4	6
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 634/70

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Capture Team) [HMG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip.
 Battle Armor Taser (Body) (DWP) 1 [S,OS] -- 1 2 3
 Heavy Battle Claw [E] -- -- --
 Heavy Machine Gun 3 [DB,S] -- 1 2 --
 LRM 2 (OS) (Body) 1/Msl [M,C,S] 6 7 14 21
 must detach DWP before moving full ground speed
Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

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

BV: 638/71

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Capture Team) [HMG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip.
 Battle Armor Taser (Body) (DWP) 1 [S,OS] -- 1 2 3
 Heavy Battle Claw [E] -- -- --
 Heavy Machine Gun 3 [DB,S] -- 1 2 --
 LRM 2 (OS) (Body) 1/Msl [M,C,S] 6 7 14 21
 must detach DWP before moving full ground speed
Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

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

BV: 638/71

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Capture Team) [HMG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip.
 Battle Armor Taser (Body) (DWP) 1 [S,OS] -- 1 2 3
 Heavy Battle Claw [E] -- -- --
 Heavy Machine Gun 3 [DB,S] -- 1 2 --
 LRM 2 (OS) (Body) 1/Msl [M,C,S] 6 7 14 21
 must detach DWP before moving full ground speed
Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

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

BV: 638/71

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Capture Team) [HMG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip.
 Battle Armor Taser (Body) (DWP) 1 [S,OS] -- 1 2 3
 Heavy Battle Claw [E] -- -- --
 Heavy Machine Gun 3 [DB,S] -- 1 2 --
 LRM 2 (OS) (Body) 1/Msl [M,C,S] 6 7 14 21
 must detach DWP before moving full ground speed
Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

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

BV: 638/71

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Capture Team) [HMG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip.
 Battle Armor Taser (Body) (DWP) 1 [S,OS] -- 1 2 3
 Heavy Battle Claw [E] -- -- --
 Heavy Machine Gun 3 [DB,S] -- 1 2 --
 LRM 2 (OS) (Body) 1/Msl [M,C,S] 6 7 14 21
 must detach DWP before moving full ground speed
Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

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

BV: 638/71

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Gauss) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	-	3	5	8
Heavy Battle Claw	[E]	-	-	-	-
Magshot (Body)	2 [DB,S]	-	3	6	9
Magshot (Body)	2 [DB,S]	-	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Gauss) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	-	3	5	8
Heavy Battle Claw	[E]	-	-	-	-
Magshot (Body)	2 [DB,S]	-	3	6	9
Magshot (Body)	2 [DB,S]	-	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Gauss) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	-	3	5	8
Heavy Battle Claw	[E]	-	-	-	-
Magshot (Body)	2 [DB,S]	-	3	6	9
Magshot (Body)	2 [DB,S]	-	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Gauss) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	-	3	5	8
Heavy Battle Claw	[E]	-	-	-	-
Magshot (Body)	2 [DB,S]	-	3	6	9
Magshot (Body)	2 [DB,S]	-	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 733/81

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Gauss) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Light Gauss Rifle	1 [DB,S]	-	3	5	8
Heavy Battle Claw	[E]	-	-	-	-
Magshot (Body)	2 [DB,S]	-	3	6	9
Magshot (Body)	2 [DB,S]	-	3	6	9

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

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 733/81

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Narc) Era: Jihad
Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	-	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	-	-	7	-
Rocket Launcher 2 (Body)	1/Msi [M.C]	-	3	7	12
Support PPC (DWP)	2 [DE]	-	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

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

BV: 677/75

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Narc) Era: Jihad
Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	-	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	-	-	7	-
Rocket Launcher 2 (Body)	1/Msi [M.C]	-	3	7	12
Support PPC (DWP)	2 [DE]	-	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

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

BV: 677/75

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Narc) Era: Jihad
Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	-	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	-	-	7	-
Rocket Launcher 2 (Body)	1/Msi [M.C]	-	3	7	12
Support PPC (DWP)	2 [DE]	-	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

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

BV: 677/75

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Narc) Era: Jihad
Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	-	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	-	-	7	-
Rocket Launcher 2 (Body)	1/Msi [M.C]	-	3	7	12
Support PPC (DWP)	2 [DE]	-	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

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

BV: 677/75

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Narc) Era: Jihad
Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Compact Narc (Body)	[M]	-	2	4	5
Ammo 00/00/00/00/00/00					
Heavy Battle Claw	[E]	-	-	7	-
Rocket Launcher 2 (Body)	1/Msi [M.C]	-	3	7	12
Support PPC (DWP)	2 [DE]	-	2	5	7

must detach DWP before moving full ground speed

Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

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

BV: 677/75

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Seeker) [MG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	-	-	-	-
Improved Sensors	[E]	-	-	-	2
Machine Gun	2 [DB,S]	-	1	2	3
Searchlight	[E]	-	-	-	9
SRM 3 (Body)	2/Msl [M,C,S]	-	3	6	9
Ammo 0 0 0					

Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Seeker) [MG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	-	-	-	-
Improved Sensors	[E]	-	-	-	2
Machine Gun	2 [DB,S]	-	1	2	3
Searchlight	[E]	-	-	-	9
SRM 3 (Body)	2/Msl [M,C,S]	-	3	6	9
Ammo 0 0 0					

Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Seeker) [MG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	-	-	-	-
Improved Sensors	[E]	-	-	-	2
Machine Gun	2 [DB,S]	-	1	2	3
Searchlight	[E]	-	-	-	9
SRM 3 (Body)	2/Msl [M,C,S]	-	3	6	9
Ammo 0 0 0					

Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Seeker) [MG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	-	-	-	-
Improved Sensors	[E]	-	-	-	2
Machine Gun	2 [DB,S]	-	1	2	3
Searchlight	[E]	-	-	-	9
SRM 3 (Body)	2/Msl [M,C,S]	-	3	6	9
Ammo 0 0 0					

Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 736/82

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Seeker) [MG] Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	-	-	-	-
Improved Sensors	[E]	-	-	-	2
Machine Gun	2 [DB,S]	-	1	2	3
Searchlight	[E]	-	-	-	9
SRM 3 (Body)	2/Msl [M,C,S]	-	3	6	9
Ammo 0 0 0					

Armor: Mimetic Armor [+3 - hexes moved]
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

BV: 736/82

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Nephilim (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks
Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 2

Type: Nephilim (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks
Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 3

Type: Nephilim (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks
Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 4

Type: Nephilim (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks
Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○

BV: 628/70

BATTLE ARMOR: SQUAD 5

Type: Nephilim (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Rocket Launcher 4 (Body)	1/Msl [M,C]	—	3	7	12
Small Laser	3 [DE]	—	1	2	3

must detach missiles before jumping or swarm/leg attacks
Armor: Mimetic Armor [+3 - hexes moved]

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○○○○○○○○○
2	○○○○○○○○○○○○○○○○○○
3	○○○○○○○○○○○○○○○○○○
4	○○○○○○○○○○○○○○○○○○
5	○○○○○○○○○○○○○○○○○○
6	○○○○○○○○○○○○○○○○○○

BV: 628/70

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY BATTLE ARMOR TROOPERS ACTIVE	MECHANIZED	BATTLE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2			
5	+0	+0	+0	+1	+2	+3			
4	+0	+0	+1	+2	+3	+4			
3	+0	+1	+2	+3	+4	+5			
2	+1	+2	+3	+4	+5	+6			
1	+2	+3	+4	+5	+6	+7			

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shedu Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Recoilless Rifle 3 [DB.S] - 3 5 7

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 2

Type: Shedu Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Recoilless Rifle 3 [DB.S] - 3 5 7

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 3

Type: Shedu Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Recoilless Rifle 3 [DB.S] - 3 5 7

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 4

Type: Shedu Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Recoilless Rifle 3 [DB.S] - 3 5 7

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 651/72

BATTLE ARMOR: SQUAD 5

Type: Shedu Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Machine Gun 3 [DB.S] - 1 2 -
 Heavy Recoilless Rifle 3 [DB.S] - 3 5 7

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 651/72

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	-1
'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Shedu (Capture Team) Era: Jihad

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Magshot	2 [DB,S]	-	3	6	9

must detach DWP before moving full ground speed

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 2

Type: Shedu (Capture Team) Era: Jihad

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Magshot	2 [DB,S]	-	3	6	9

must detach DWP before moving full ground speed

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 3

Type: Shedu (Capture Team) Era: Jihad

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Magshot	2 [DB,S]	-	3	6	9

must detach DWP before moving full ground speed

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 4

Type: Shedu (Capture Team) Era: Jihad

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Magshot	2 [DB,S]	-	3	6	9

must detach DWP before moving full ground speed

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 600/67

BATTLE ARMOR: SQUAD 5

Type: Shedu (Capture Team) Era: Jihad

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 [3]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Battle Armor Taser (DWP)	1 [S,OS]	-	1	2	3
Magshot	2 [DB,S]	-	3	6	9

must detach DWP before moving full ground speed

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○

BV: 600/67

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shedu (Recon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - - -
 Improved Sensors [E] - - - - - 2
 Light Mortar 3 [DB,S] 1 1 2 3
 Camo System (+2 - hexes moved)

1 ○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 2

Type: Shedu (Recon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - - -
 Improved Sensors [E] - - - - - 2
 Light Mortar 3 [DB,S] 1 1 2 3
 Camo System (+2 - hexes moved)

1 ○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 3

Type: Shedu (Recon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - - -
 Improved Sensors [E] - - - - - 2
 Light Mortar 3 [DB,S] 1 1 2 3
 Camo System (+2 - hexes moved)

1 ○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 4

Type: Shedu (Recon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - - -
 Improved Sensors [E] - - - - - 2
 Light Mortar 3 [DB,S] 1 1 2 3
 Camo System (+2 - hexes moved)

1 ○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○

BV: 573/64

BATTLE ARMOR: SQUAD 5

Type: Shedu (Recon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] - - - - -
 Improved Sensors [E] - - - - - 2
 Light Mortar 3 [DB,S] 1 1 2 3
 Camo System (+2 - hexes moved)

1 ○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○

BV: 573/64

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	-1
SITUATION*	
'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shedu (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 2

Type: Shedu (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 3

Type: Shedu (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 4

Type: Shedu (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 624/69

BATTLE ARMOR: SQUAD 5

Type: Shedu (Support) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9
SRM 3 [OS]	2/Msl [M.C.S.]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○○○

BV: 624/69

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units



INNER SPHERE VEHICLES

BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter

Movement Points: **Tonnage:** 15
Crusing: 13 **Tech Base:** Inner Sphere
Flank: 20 **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

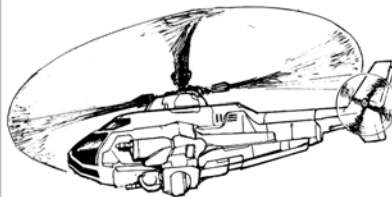
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	ER Small Laser	FR	3 [DE]	—	2	4	5
1	TAG	FR	0 [S]	—	5	9	15

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

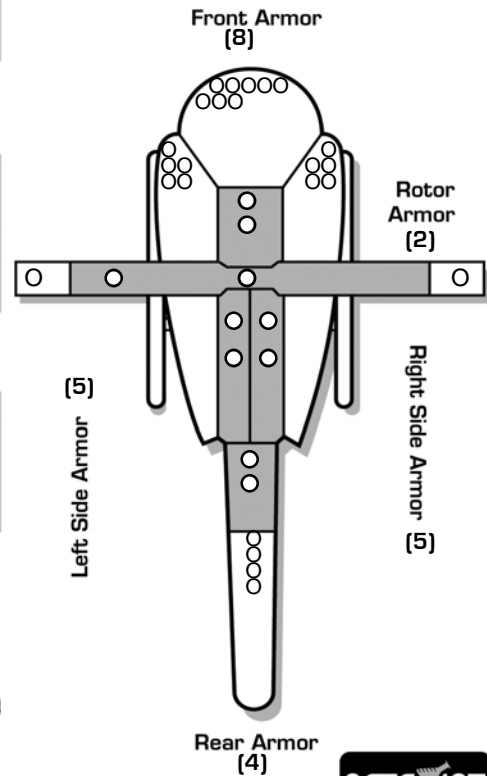
CRITICAL DAMAGE

Flight Stabilizer* +3 **Engine Hit**
Sensor Hits +1 +2 +3
Stabilizers
Front **Left** **Right** **Rear**
*Move at Cruising speed only



BV: 288

ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter (C3)

Movement Points: **Tonnage:** 15
Crusing: 13 **Tech Base:** Inner Sphere
Flank: 20 **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

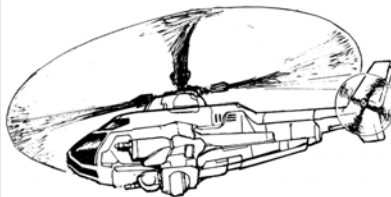
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	-	-	-	4
1	C ³ Slave	BD	[E]	-	-	-	-
1	Guardian ECM Suite	BD	[E]	-	-	-	6
2	ER Small Laser	FR	3 [DE]	-	2	4	5

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

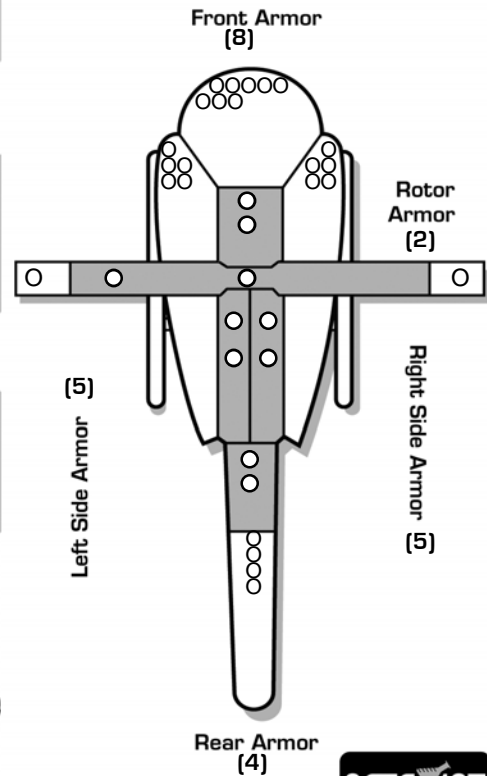
CRITICAL DAMAGE

Flight Stabilizer* +3 **Engine Hit**
Sensor Hits +1 +2 +3 0
Stabilizers
Front **Left** **Right** **Rear**
*Move at Cruising speed only



BV: 288

ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter (Export)

Movement Points: **Tonnage:** 15
Cruising: 13 **Tech Base:** Inner Sphere
Flank: 20 **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	FR	3 [DE]	-	2	4	5
2	Machine Gun	FR	2 [DB, AI]	-	1	2	3
2	Rocket Launcher 10	FR	1/Msl [M.C.]	-	5	11	18

Ammo: [Machine Gun] 100

BV: 415

CREW DATA

Crew: _____

Gunnery Skill: _____ **Driving Skill:** _____

Co-Pilot Hit +1 **Pilot Hit** +2
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

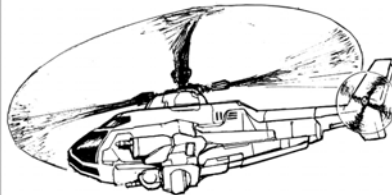
Flight Stabilizer* +3 **Engine Hit**

Sensor Hits +1 +2 +3

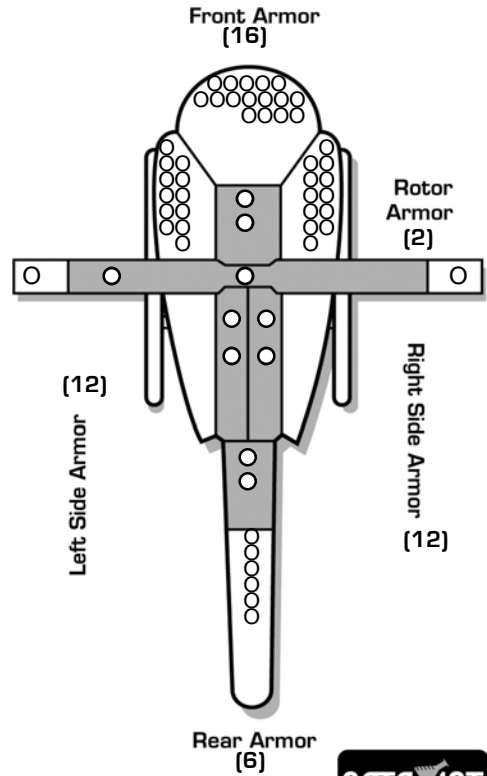
Stabilizers

Front **Left** **Right** **Rear**

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crow Scout Helicopter "Dragonfly"

Movement Points: **Tonnage:** 15
Cruising: 13 **Tech Base:** Inner Sphere
Flank: 20 **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

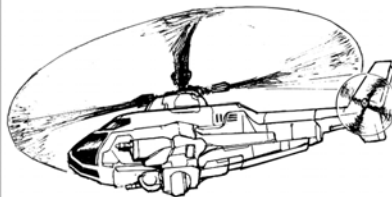
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	C ³ Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	TAG	FR	0 [S]	—	5	9	15

CREW DATA

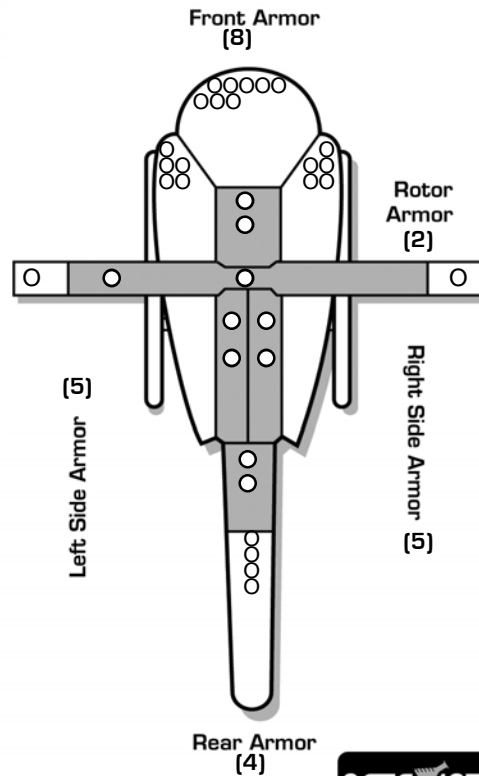
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Co-Pilot Hit +1 **Pilot Hit** +2
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

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



BV: 186

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: MIT 23 MASH Vehicle

Movement Points: **Tonnage:** 20
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 **Era:** Civil War
Movement Type: Wheeled
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

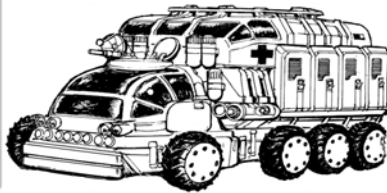
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MASH (7 theaters)	BD	[E]	-	-	-	-

CREW DATA

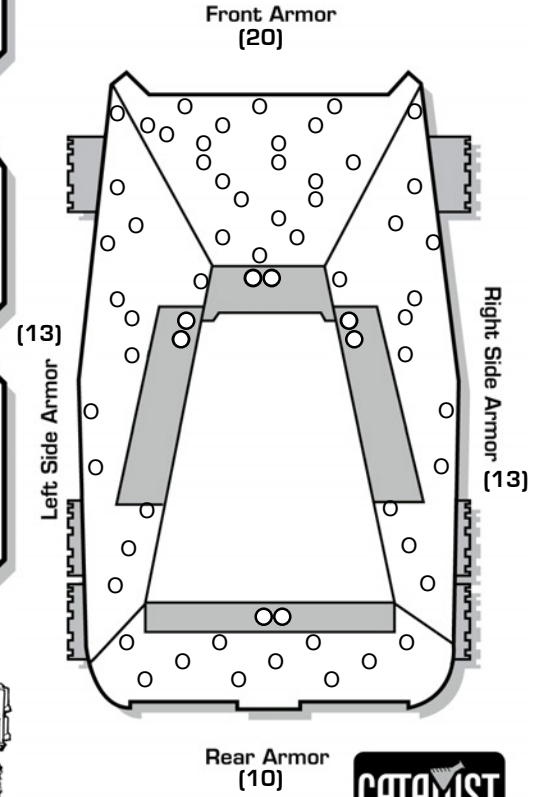
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



BV: 172



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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 Vehicle Hit Location Table may inflict a 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	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled

Movement Points: **Tonnage:** 20
Cruising: 12 **Tech Base:** Inner Sphere
Flank: 18 **Era:** Jihad
Movement Type: Hover
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C,S]	-	3	6	9
1	ER Medium Laser	T	5 [DE]	-	4	8	12

Ammo: [SRM 2] 50

BV: 403

CREW DATA

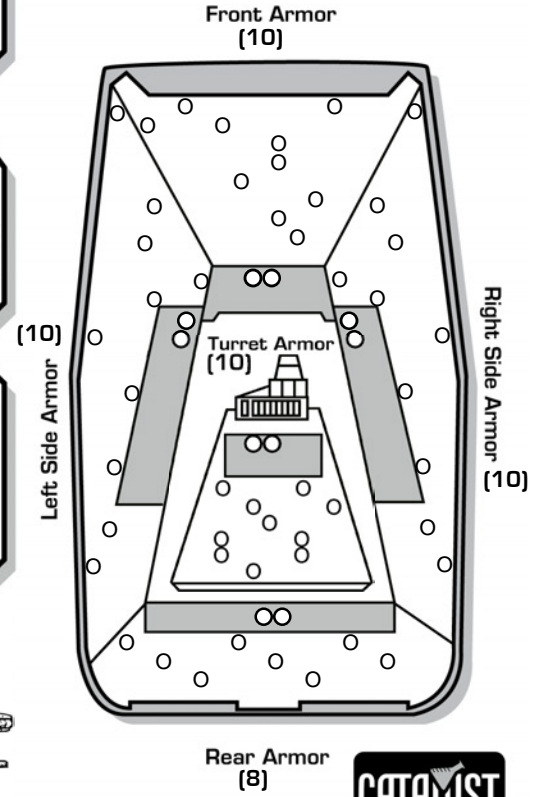
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit [+1] **Driver Hit** [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits [+1] [+2] [+3] D
Motive System Hits [+1] [+2] [+3]
Stabilizers
Front **Left** **Right**
Rear **Turret**



ARMOR DIAGRAM



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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 Vehicle 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	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled (Flamer)

Movement Points: **Cruising:** 12 **Flank:** 18 **Movement Type:** Hover **Engine Type:** Fusion Engine

Tonnage: 20

Tech Base: Inner Sphere (Intro) **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flamer	FR	2	-	1	2	3
			[DE,H,AI]				
2	Medium Laser	T	5 [DE]	-	3	6	9

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

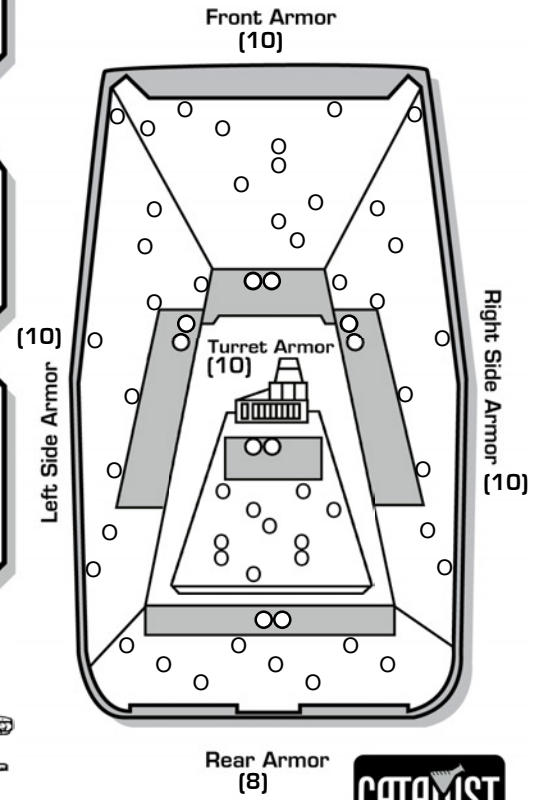
Sensor Hits **+1** **+2** **+3** **D**

Motive System Hits **+1** **+2** **+3**

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



BV: 436



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled (Rocket)

Movement Points: **Cruising:** 12 **Flank:** 18 **Movement Type:** Hover **Engine Type:** Fusion Engine

Tonnage: 20 **Tech Base:** Inner Sphere **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Rocket Launcher 10	FR	1/Msl [M,C]	-	5	11	18
2	Rocket Launcher 10	RR	1/Msl [M,C]	-	5	11	18
1	ER Medium Laser	T	5[DE]	-	4	8	12

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

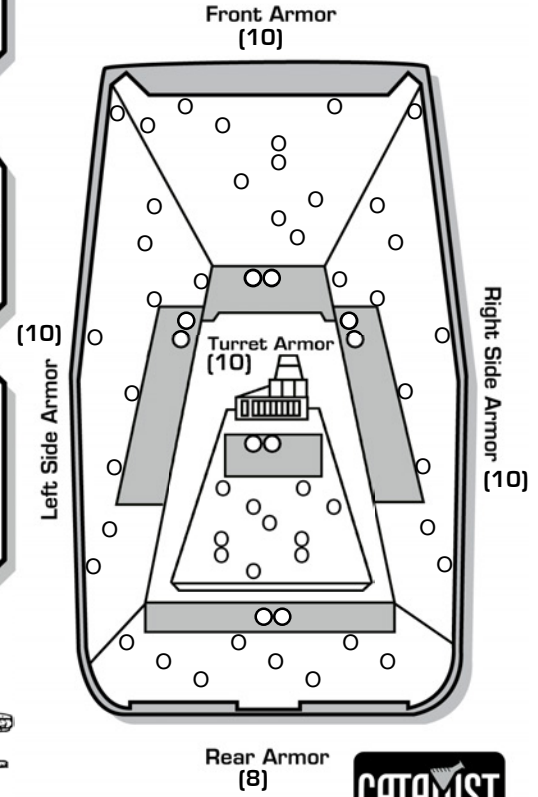
Sensor Hits **+1** **+2** **+3** **D**

Motive System Hits **+1** **+2** **+3**

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



BV: 484



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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 Vehicle 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
	WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Tamerlane Strike Sled 2

Movement Points: **Tonnage:** 20
Cruising: 12 **Tech Base:** Inner Sphere
Flank: 18 **(Intro)**
Movement Type: Hover **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl	-	3	6	9
1	Medium Laser	T	5[DE]	-	3	6	9

Ammo: [SRM 2] 50

BV: 359

CREW DATA

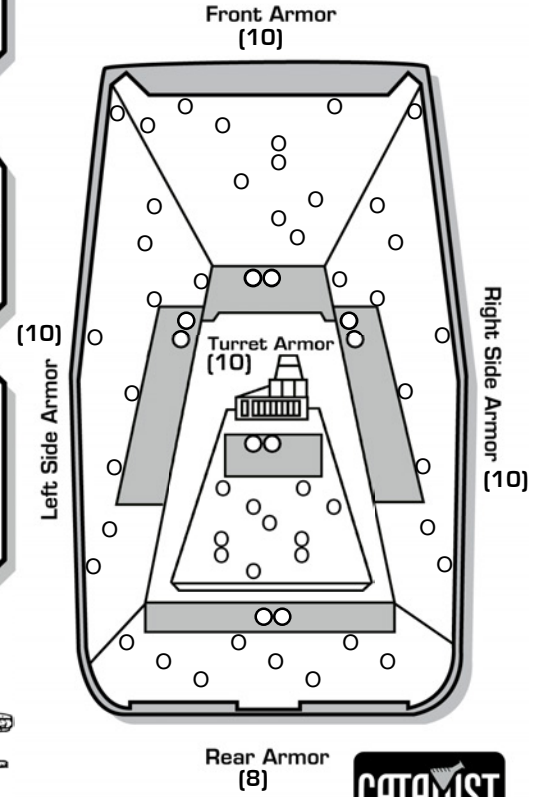
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**



ARMOR DIAGRAM



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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 Vehicle 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
	WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC

Movement Points: **Tonnage:** 35
Cruising: 10 **Tech Base:** Inner Sphere
Flank: 15 **(Intro)**
Movement Type: Hover **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	-	1	2	3
[DB,AI]							

Infantry Compartment (5 tons)

Ammo: (Machine Gun) 100

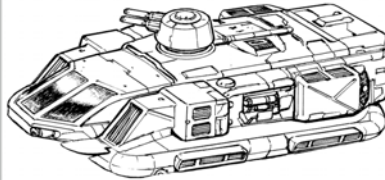
BV: 435

CREW DATA

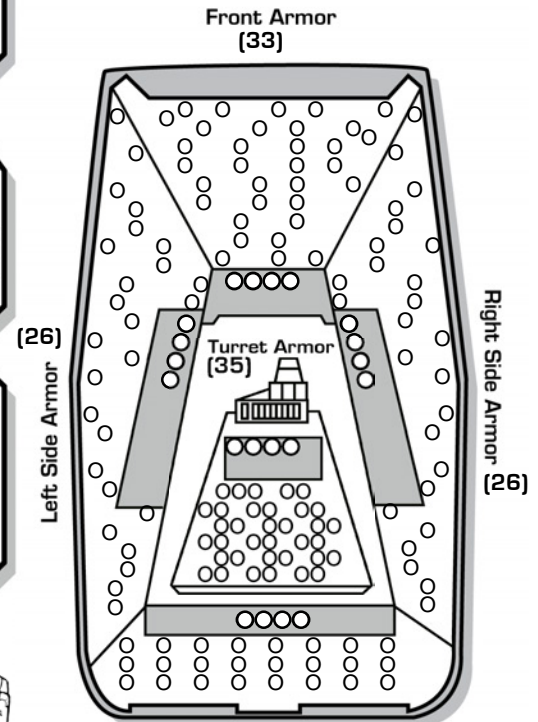
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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 Vehicle 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
WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC (HQ)

Movement Points: **Cruising:** 10 **Flank:** 15 **Movement Type:** Hover **Engine Type:** Fusion Engine

Tonnage: 35 **Tech Base:** Inner Sphere **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (3 ton)	BD	[E]	—	—	—	—
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	TAG	T	0 [S]	—	5	9	15

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

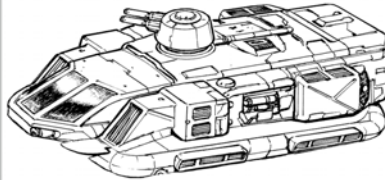
CRITICAL DAMAGE

Turret Locked Engine Hit

Sensor Hits +1 +2 +3 D

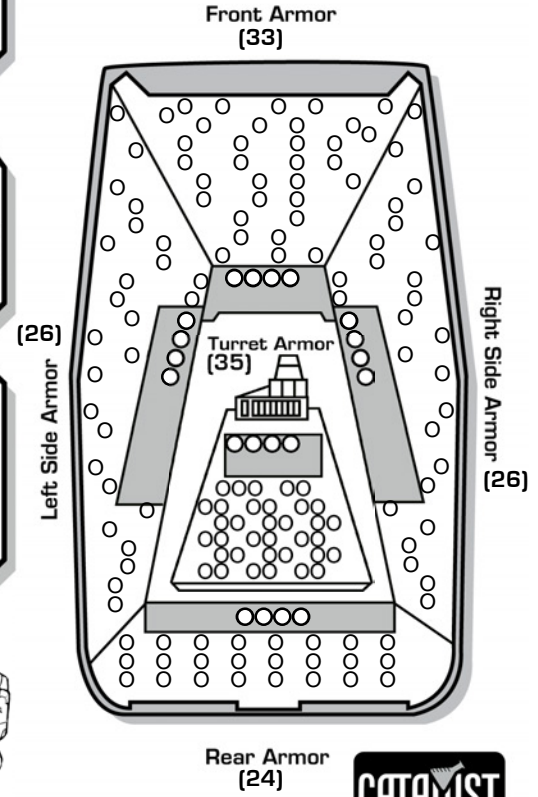
Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear Turret



BV: 708

ARMOR DIAGRAM



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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 Vehicle 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	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC (Laser)

Movement Points: **Tonnage:** 35
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 **Era:** Jihad
Movement Type: Hover
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	T	5 [DE]	-	4	8	12

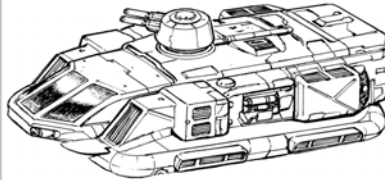
Infantry Compartment (5 tons)

CREW DATA

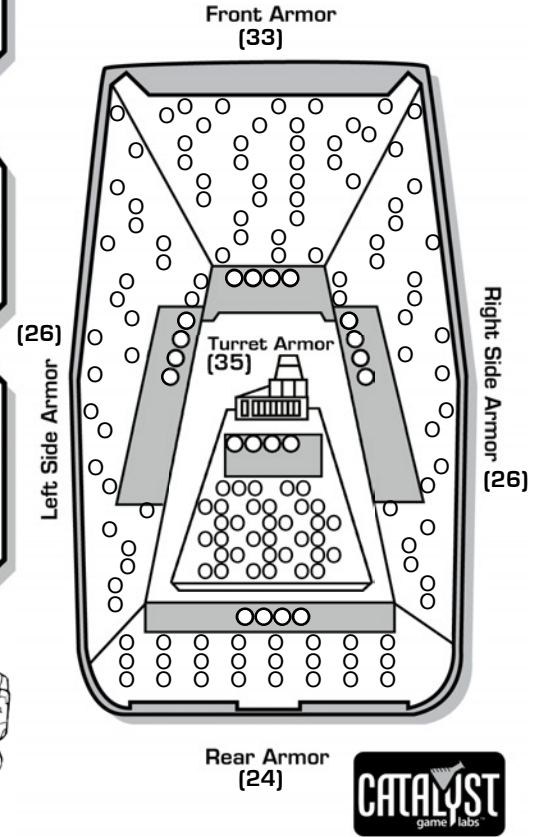
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



BV: 565



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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	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saxon APC (MASH)

Movement Points: **Tonnage:** 35
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 **Era:** Jihad
Movement Type: Hover
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MASH (2 theaters)	BD	[E]	-	-	-	-
1	Machine Gun	T	2 [DB, AI]	-	1	2	3

Ammo: (Machine Gun) 200

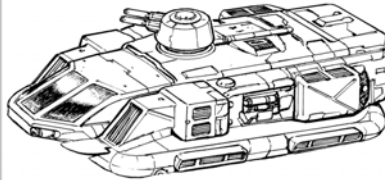
BV: 436

CREW DATA

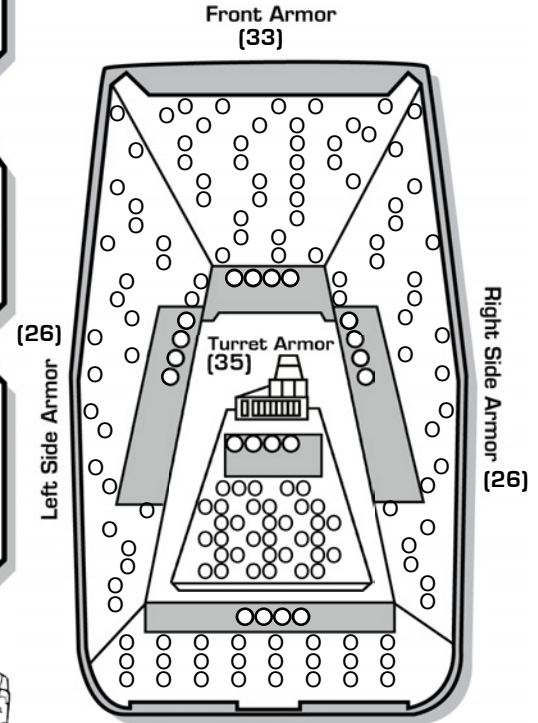
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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 Vehicle 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
 WICE +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

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hiryo Armored Infantry Transport

Movement Points: **Tonnage:** 40
 Cruising: 8 **Tech Base:** Inner Sphere
 Flank: 12 **Era:** Jihad
Movement Type: WiGE
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	FR	10/8/5	-	9	13	15
[DE.V]							

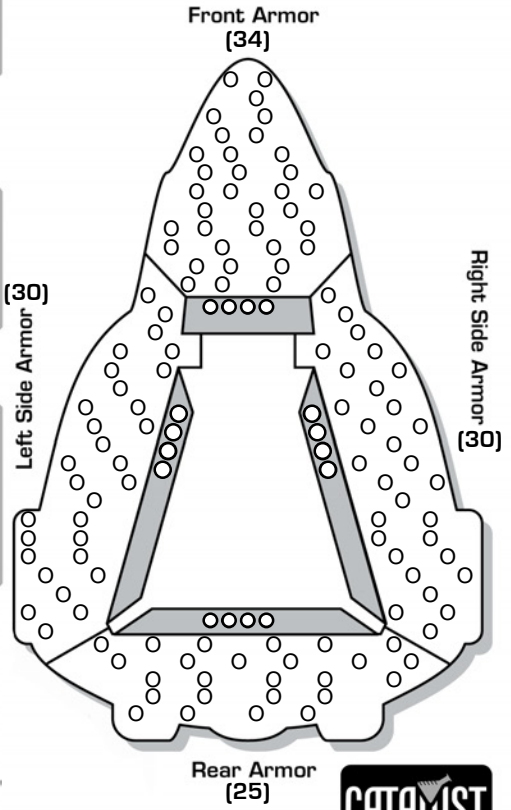
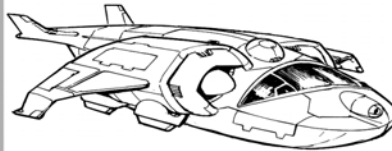
Infantry Compartment (8 tons)

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



BV: 687

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hiryo Armored Infantry Transport (Light PPC)

Movement Points: **Tonnage:** 40
 Cruising: 8 **Tech Base:** Inner Sphere
 Flank: 12 **Era:** Jihad
Movement Type: WiGE
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light PPC	FR	5 [DE]	3	6	12	18

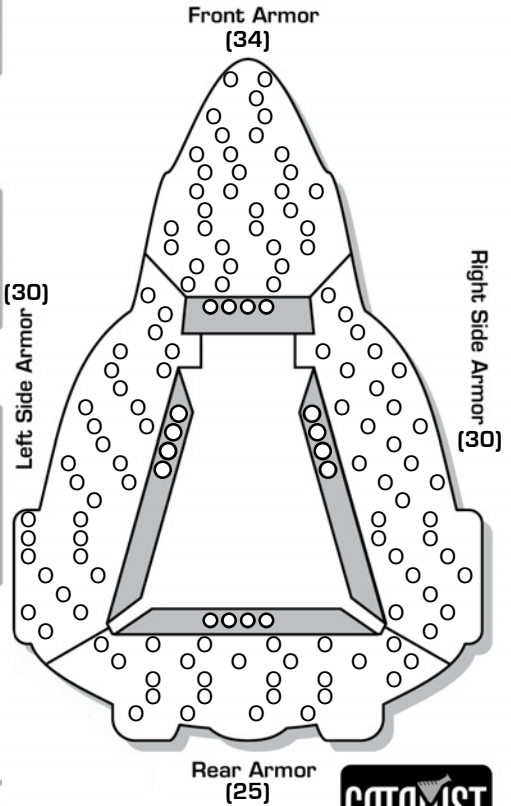
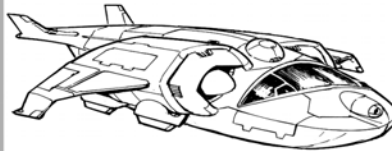
Infantry Compartment (8 tons)

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



BV: 708

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	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

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hiryo Armored Infantry Transport (MRM)

Movement Points: **Tonnage:** 40
 Cruising: 8 **Tech Base:** Inner Sphere
 Flank: 12 **Era:** Jihad
Movement Type: WiGE
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MRM 20	FR	1/Msl	-	3	8	15
[M,C]							

Infantry Compartment (4 tons)

Ammo: (MRM 20) 36

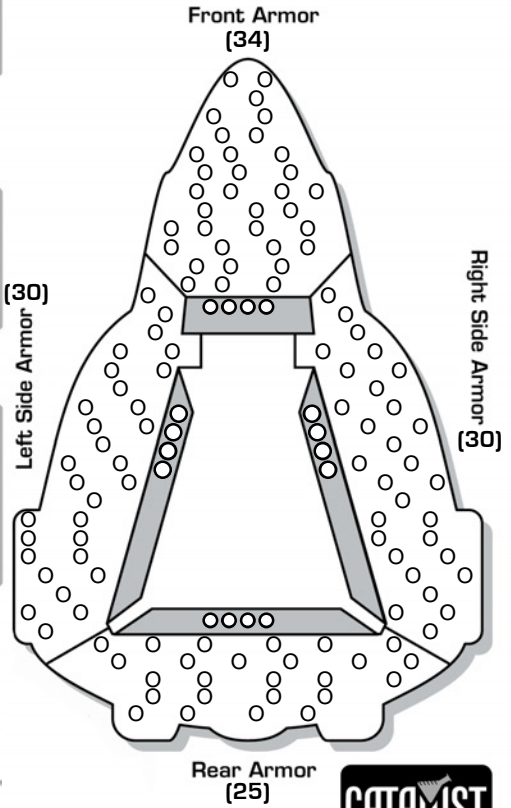
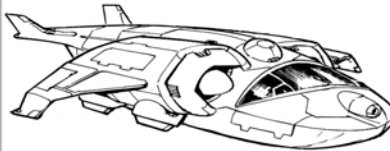
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CREW DATA

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Danai Support Vehicle

Movement Points: **Tonnage:** 45
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 (Advanced)
Movement Type: Wheeled **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thumper	FR	15 [A,E,S,F]	-	1	2	21
2	ER Medium Laser	T	5 [DE]	-	4	8	12

Ammo: (Thumper) 20

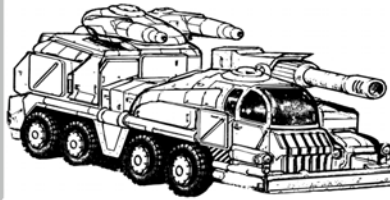
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CREW DATA

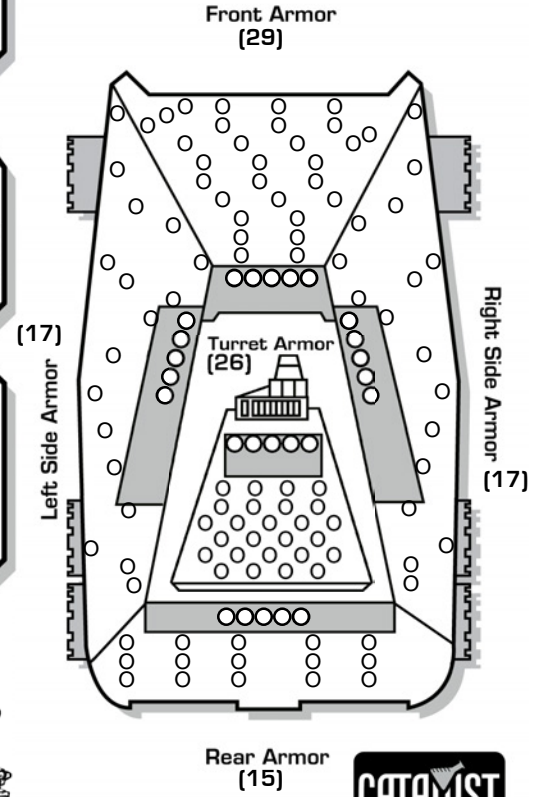
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle 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	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Hover Tank (Upgrade)

Movement Points: **Tonnage:** 50
 Cruising: 9 **Tech Base:** Inner Sphere
 Flank: 14 **Era:** Civil War
 Movement Type: Hover
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	LRG
1	LB 5-X AC	FR	5	3	7	14	21
		[DB,C/F/S]					
2	Machine Gun	FR	2	-	1	2	3
		[DB,AI]					
1	LRM 15	T	1/Msl	6	7	14	21
		[M,C,S]					

Ammo: [Machine Gun] 100, [LRM 15] 16, [LB 5-X] 40

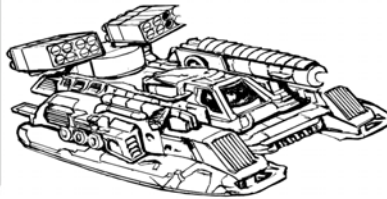
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CREW DATA

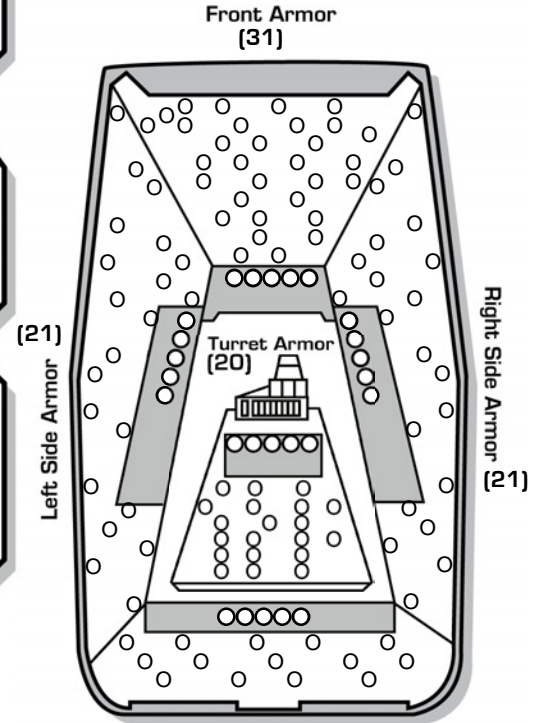
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

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



Rear Armor (14)



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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 Vehicle 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	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Hover Tank (Upgrade) (Laser)

Movement Points: **Tonnage:** 50
 Cruising: 9 **Tech Base:** Inner Sphere
 Flank: 14 **Era:** Jihad
Movement Type: Hover
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	-	-	-	6
1	ER Large Laser	FR	8 [DE]	-	7	14	19
2	Machine Gun	FR	2	-	1	2	3
			[DB, AI]				
1	AMS	T	-	-	-	-	-
1	LRM 15	T	1/Msl	6	7	14	21
			[M,C,S]				

Ammo: (Machine Gun) 100, (LRM 15) 16, (AMS) 12

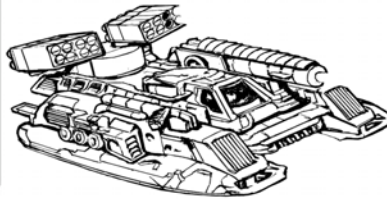
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CREW DATA

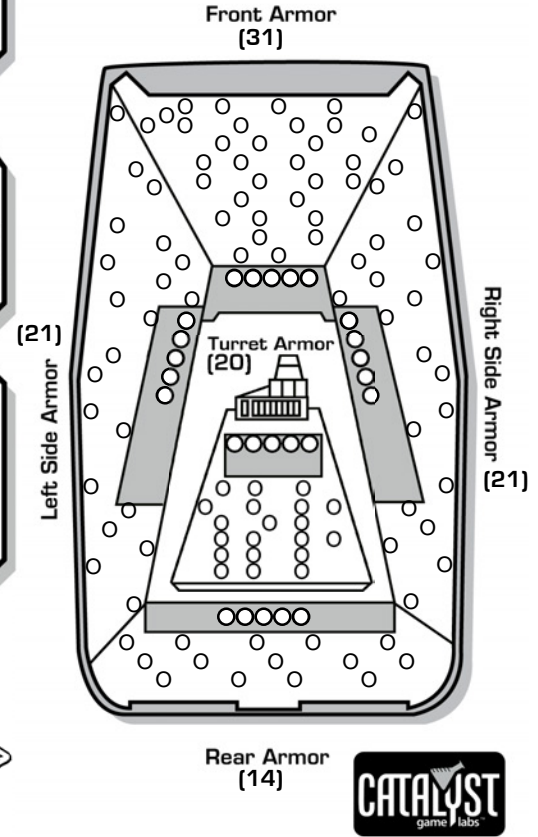
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle 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	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES I Tactical Missile Carrier

Movement Points: **Tonnage:** 50
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 **Era:** Jihad
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.S]	-	3	6	9
2	SRM 6	FR	2/Msl [M.C.S]	-	3	6	9
1	SRM 6	T	2/Msl [M.C.S]	-	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100, [SRM 6] 30

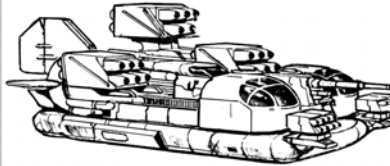
BV: 752

CREW DATA

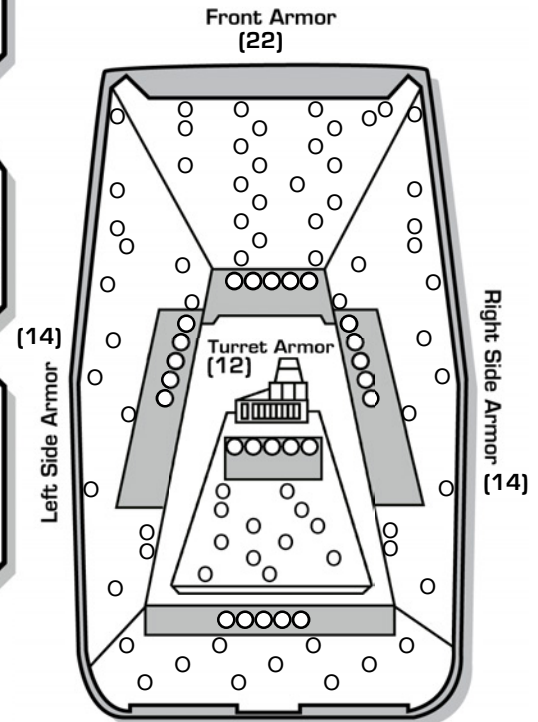
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle

Movement Points: **Tonnage:** 60
Cruising: 4 **Tech Base:** Inner Sphere (Advanced)
Flank: 6 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	-	1	2	3
1	Thumper	FR	15 [AE,S,F]	-	1	2	21
2	Machine Gun	RR	2 [DB,AI]	-	1	2	3

Ammo: (Thumper) 40, (Machine Gun) 200

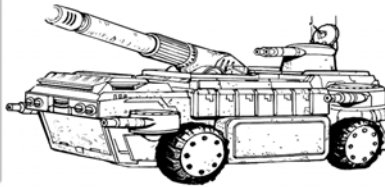
BV: 568

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

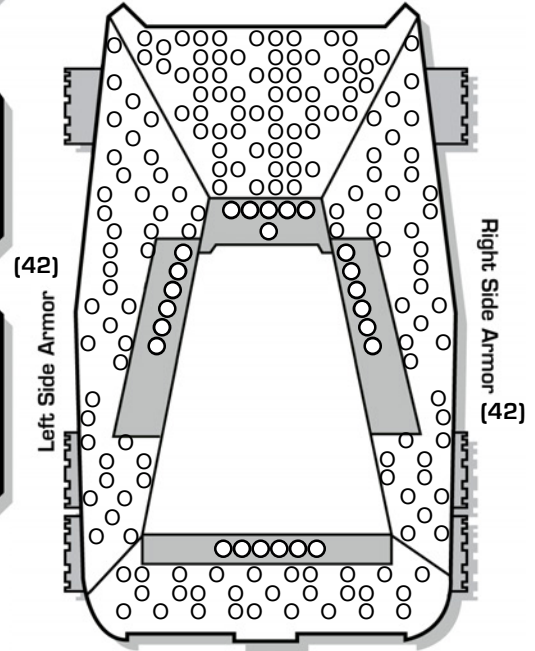
CRITICAL DAMAGE

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
(64)



Rear Armor
(28)



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle TAV-1

Movement Points: **Tonnage:** 60
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Advanced)
Movement Type: Wheeled **Era:** Jihad
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 [DB,AI]	-	1	2	3
1	Thumper	FR	15 [AE,S,F]	-	1	2	21
2	Machine Gun	RR	2 [DB,AI]	-	1	2	3
2	ER Small Laser	T	3 [DE]	-	2	4	5

Ammo (CASE): (Thumper) 40, (Machine Gun) 200

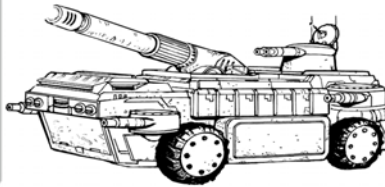
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CREW DATA

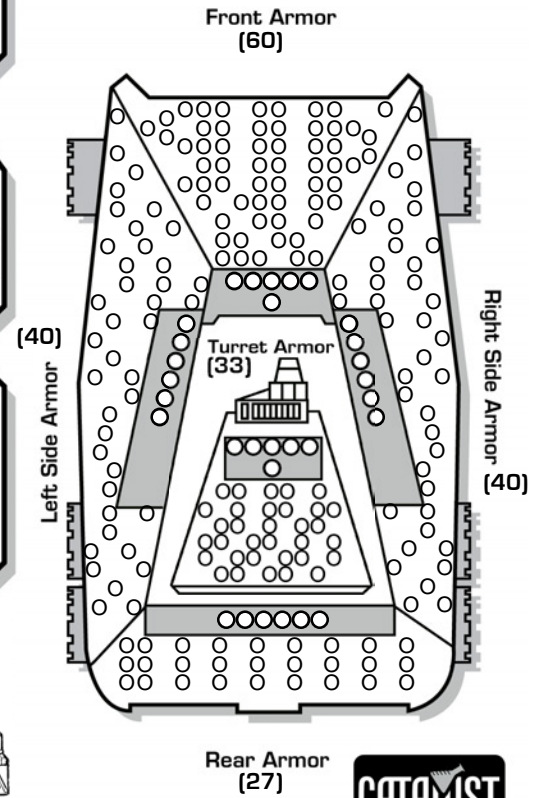
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit [+1] **Driver Hit** [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle TAV-2

Movement Points: **Tonnage:** 60
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Advanced)
Movement Type: Wheeled **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	-	-	-	4
2	Machine Gun	FR	2 [DB,AI]	-	1	2	3
1	Thumper	FR	15 [AE,S,F]	-	1	2	21
2	Machine Gun	RR	2 [DB,AI]	-	1	2	3
2	ER Small Laser	T	3 [DE]	-	2	4	5

Ammo (CASE): (Thumper) 40, (Machine Gun) 200

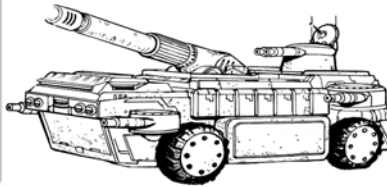
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CREW DATA

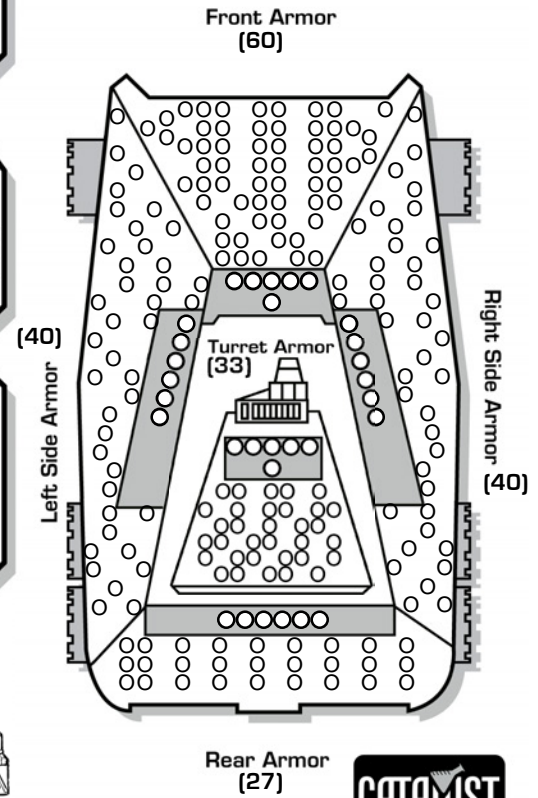
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle 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	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +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: DI Morgan Assault Tank

Movement Points: **Tonnage:** 100
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 **Era:** Jihad
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	-	1	2	3
3	ER PPC	T	10 [DE]	-	7	14	23

Ammo: (Machine Gun) 100

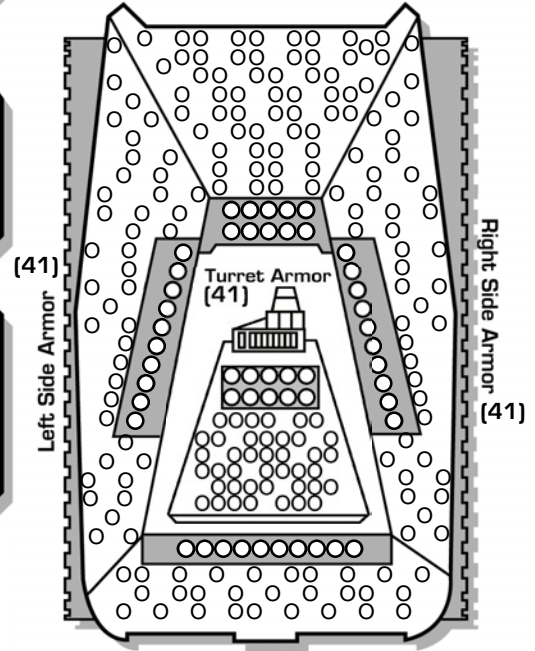
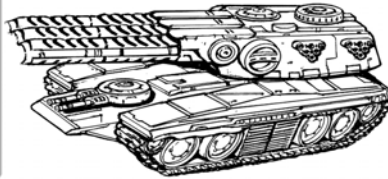
BV: 1,390

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** 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 (28)



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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 Vehicle 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
 WICE +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: DI Morgan Assault Tank (Gauss)

Movement Points: **Tonnage:** 100
 Cruising: 2 **Tech Base:** Inner Sphere
 Flank: 3 **Era:** Jihad
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
2	Machine Gun	FR	2	—	1	2	3
			[DB,AI]				
3	Gauss Rifle	T	15	2	7	15	22
			[DB,X]				

Ammo: (Machine Gun) 100, (Gauss) 48

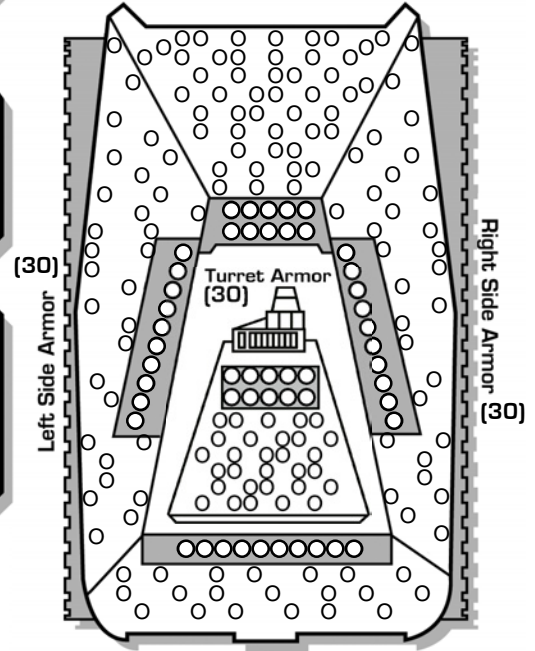
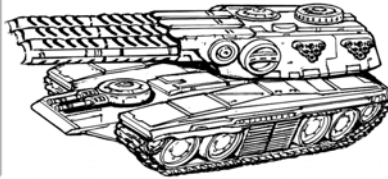
BV: 1,621

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	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 Vehicle 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
 WICE +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: DI Morgan Assault Tank (LRM)

Movement Points: **Tonnage:** 100
 Cruising: 3 **Tech Base:** Inner Sphere
 Flank: 5 **Era:** Jihad
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	BD	[E]	-	-	-	-
2	ER Medium Laser	FR	5 [DE]	-	4	8	12
4	LRM 20 w/Artemis IV FCS	T	1/Msl [M.C.S]	6	7	14	21

Ammo [CASE]: (LRM 20) 48

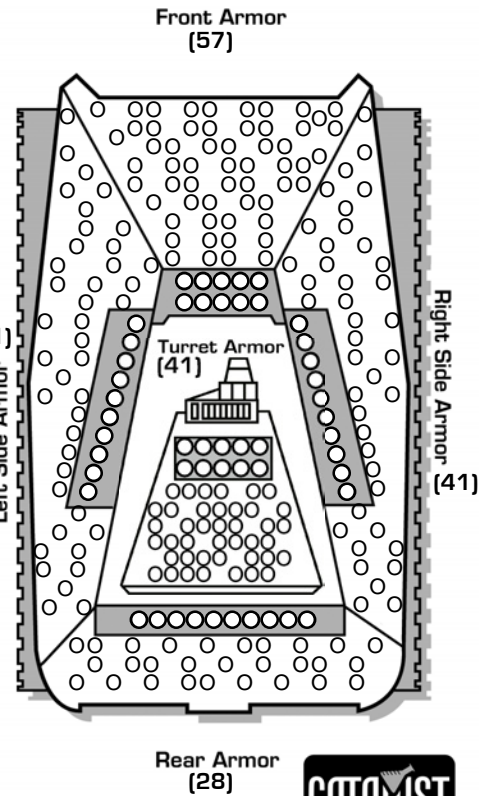
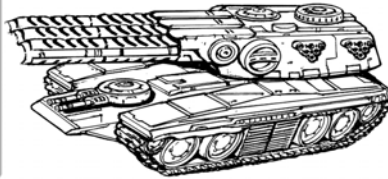
BV: 1,869

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 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 Vehicle 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
 WICE +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: **J1-50 Transportable Field Repair Unit "Jifty"**

Movement Points: Tonnage: 60
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
2	Light Machine Gun	FR	1 [DB,AI]	-	2	4	6
2	Lift Hoist	RR	[E]	-	-	-	-

Cargo Space - 19.50 tons (1 door)
 Chassis Modifications: Armored Chassis

Ammo: (Light Machine Gun) 100

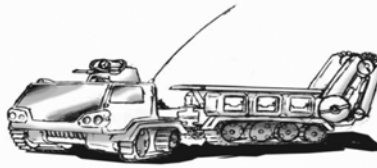
BV: 231

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

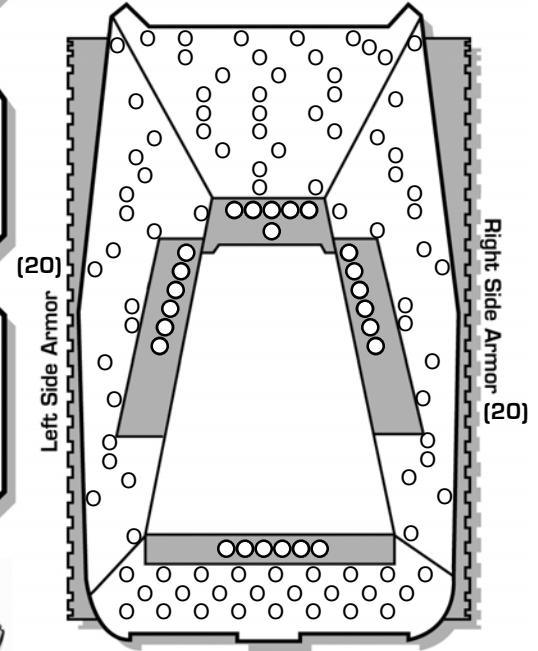
CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
 Front Left Right
 Rear



BAR: 6

Front Armor (27)



Rear Armor (25)



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty" (Hoist)

Movement Points: **Tonnage:** 60
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
2	Light Machine Gun	FR	1 [DB,AI]	-	2	4	6
3	Lift Hoist	RR	[E]	-	-	-	-

Cargo Space - 16.50 tons (1 door)
 Chassis Modifications: Armored Chassis

Ammo: (Light Machine Gun) 100

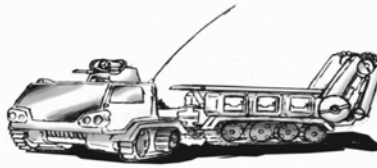
BV: 231

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

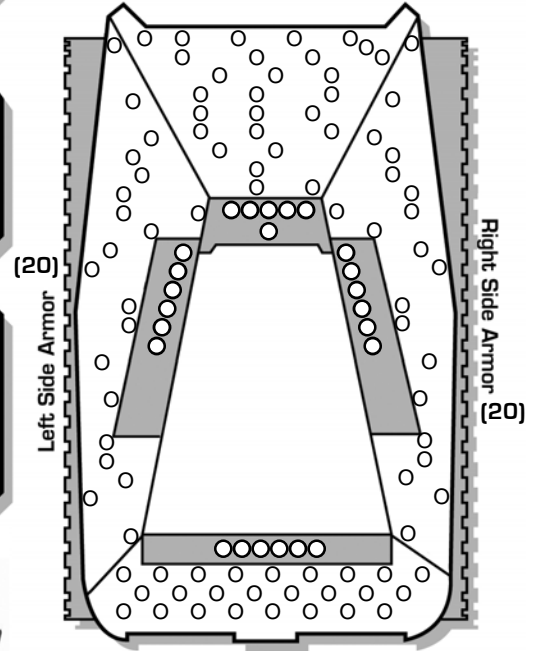
Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
 Front Left Right
 Rear



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **J1-50 Transportable Field Repair Unit "Jifty" (MG)**

Movement Points: **Tonnage:** 60
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
2	Machine Gun	FR	2 [DB,AI]	-	1	2	3
2	Lift Hoist	RR	[E]	-	-	-	-

Cargo Space - 19.50 tons (1 door)
 Chassis Modifications: Armored Chassis

Ammo: (Machine Gun) 100

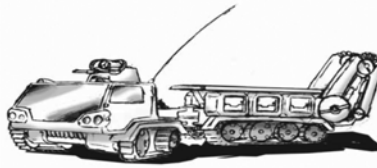
BV: 231

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

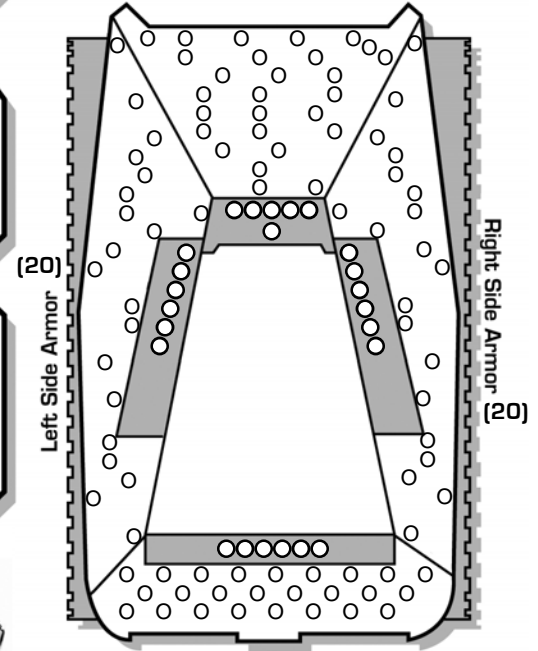
Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)



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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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **J1-50 Transportable Field Repair Unit "Jifty" (ML)**

Movement Points: **Tonnage:** 60
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
2	Medium Laser	FR	5 [DE]	-	3	6	9
2	Lift Hoist	RR	[E]	-	-	-	-

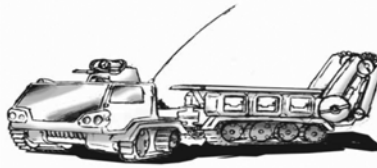
Cargo Space - 13 tons (1 door)
 Chassis Modifications: Armored Chassis

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

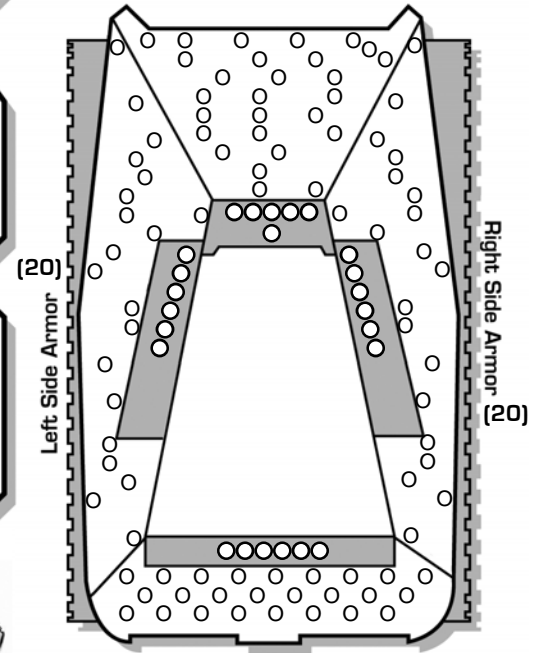


BV: 304

ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JI-50 Transportable Field Repair Unit "Jifty" (Q-Vehicle)

Movement Points: **Tonnage:** 60
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
8	SRM 4	FR	2/Msl [M,C,S]	-	3	6	9
2	Lift Hoist	RR	[E]	-	-	-	-

Chassis Modifications: Armored Chassis

Ammo: [SRM 4] 125

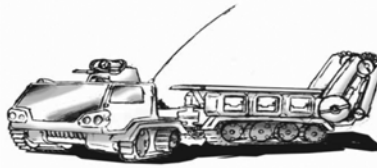
BV: 523

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit [+1] **Driver Hit** [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

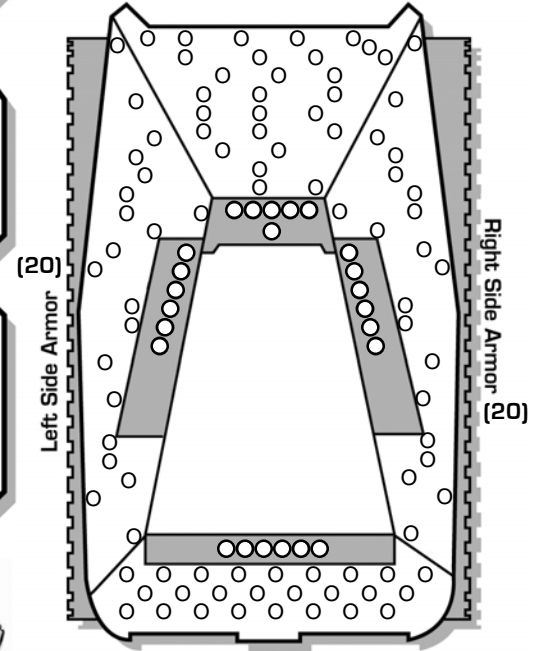
Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear



ARMOR DIAGRAM

BAR: 6

Front Armor (27)



Rear Armor (25)



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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 +1	Tracked, Naval +0
Hit from the sides +2	Wheeled +2
	Hovercraft, Hydrofoil +3
	WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Transportable Field Repair Unit "Nifty"

Movement Points: **Tonnage:** 60
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
2	Light Machine Gun	FR	1	-	2	4	6
			[DB,AI]				
2	Lift Hoist	RR	[E]	-	-	-	-

Cargo Space - 19 tons (1 door)
 Chassis Modifications: Armored Chassis

Ammo: (Light Machine Gun) 100

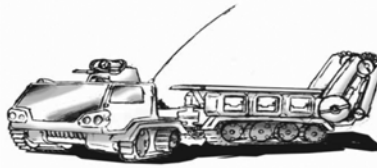
BV: 226

CREW DATA

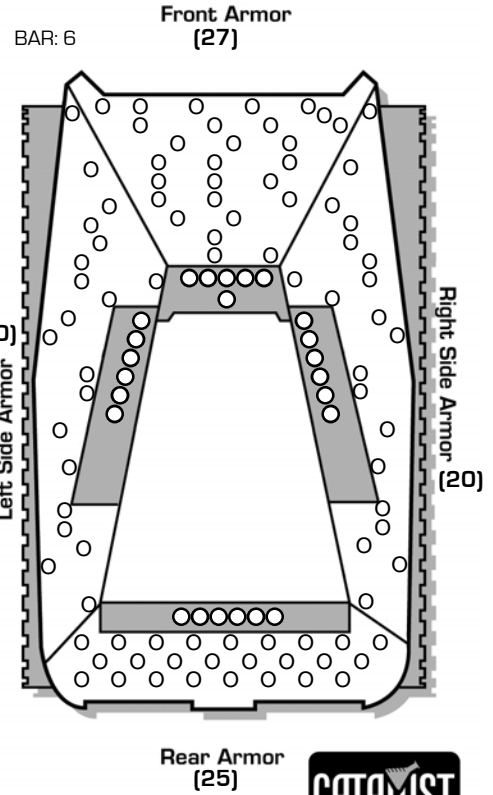
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle 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	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +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

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: O-65 HMRV "Oppie"

Movement Points: **Tonnage:** 150
Cruising: 2 **Tech Base:** Inner Sphere
Flank: 3 (Advanced)
Movement Type: Tracked **Era:** Succession Wars
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Paramedic Equipment	BD	[E]	-	-	-	-
1	Bulldozer	FR	[E]	-	-	-	-
1	Mine Sweeper	FR	[E]	-	-	-	-
1	Mounted Searchlight	FR	[E]	-	-	-	170
1	Manipulator	FRRS	[E]	-	-	-	-
1	Mounted Searchlight	FRRS	[E]	-	-	-	170
1	Manipulator	FRLS	[E]	-	-	-	-
1	Mounted Searchlight	FRLS	[E]	-	-	-	170
1	Manipulator	RRRS	[E]	-	-	-	-
1	Sprayer	RRRS	[E]	-	-	-	1
1	Manipulator	RRLS	[E]	-	-	-	-
1	Sprayer	RRLS	[E]	-	-	-	1
1	Backhoe	RR	6	-	-	-	-
1	Mounted Searchlight	RR	[E]	-	-	-	170

Chassis Modifications: Environmental Sealing, Tractor

Cargo:
Liquid Cargo Space - 22.91 tons (1 door)

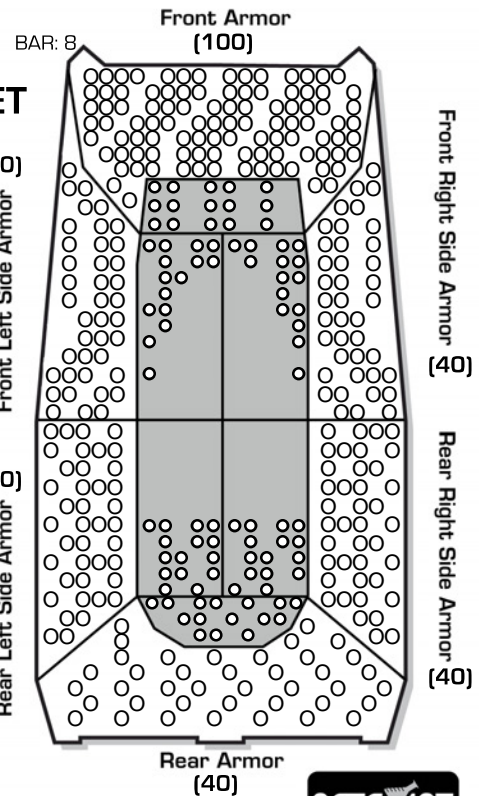
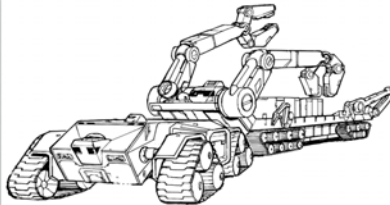
BV: 924

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **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



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			
	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +8. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: O-66 HMRV "Oppie"

Movement Points: **Tonnage:** 150
Cruising: 2 **Tech Base:** Inner Sphere
Flank: 3 (Advanced)
Movement Type: Tracked **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Paramedic Equipment	BD	[E]	-	-	-	-
1	Bulldozer	FR	[E]	-	-	-	-
1	Mine Sweeper	FR	[E]	-	-	-	-
1	Mounted Searchlight	FR	[E]	-	-	-	170
1	Manipulator	FRRS	[E]	-	-	-	-
1	Mounted Searchlight	FRRS	[E]	-	-	-	170
1	Manipulator	FRLS	[E]	-	-	-	-
1	Mounted Searchlight	FRLS	[E]	-	-	-	170
1	Manipulator	RRRS	[E]	-	-	-	-
1	Sprayer	RRRS	[E]	-	-	-	1
1	Manipulator	RRLS	[E]	-	-	-	-
1	Sprayer	RRLS	[E]	-	-	-	1
1	Backhoe	RR	6	-	-	-	-
1	Mounted Searchlight	RR	[E]	-	-	-	170

Chassis Modifications: Environmental Sealing, Tractor

Cargo:
 Infantry Bay - 5 tons (1 door)
 Liquid Cargo Space - 18.36 tons (1 door)

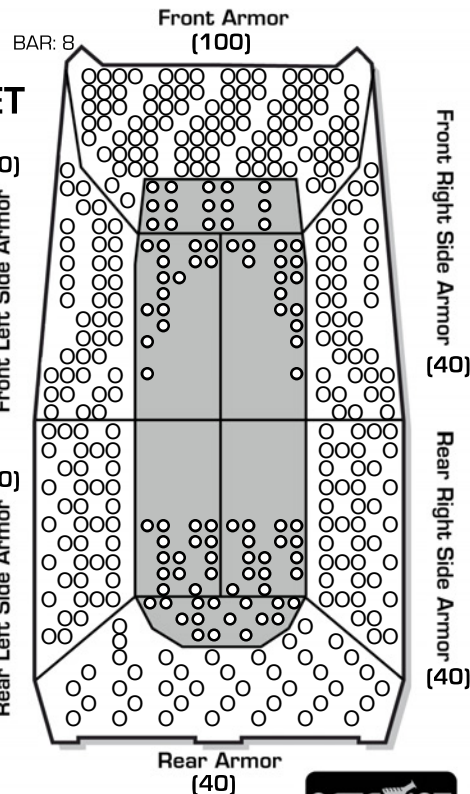
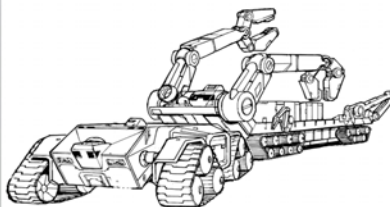
BV: 924

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit: +1 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



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			
	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Critical Hits Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +8. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: HMRV Salvage Bed

Movement Points: **Tonnage:** 150
Cruising: 0 **Tech Base:** Inner Sphere
Flank: 0 **Era:** Succession Wars
Movement Type: Tracked
Engine Type: None

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	FR	[E]	-	-	-	170
1	Lift Hoist	FRRS	[E]	-	-	-	-
1	Mounted Searchlight	FRRS	[E]	-	-	-	170
1	Lift Hoist	FRLS	[E]	-	-	-	-
1	Mounted Searchlight	FRLS	[E]	-	-	-	170
1	Backhoe	RR	6	-	-	-	-
2	Mounted Searchlight	RR	[E]	-	-	-	170

Chassis Modifications: Trailer

Cargo:
 Cargo Space - 100 tons

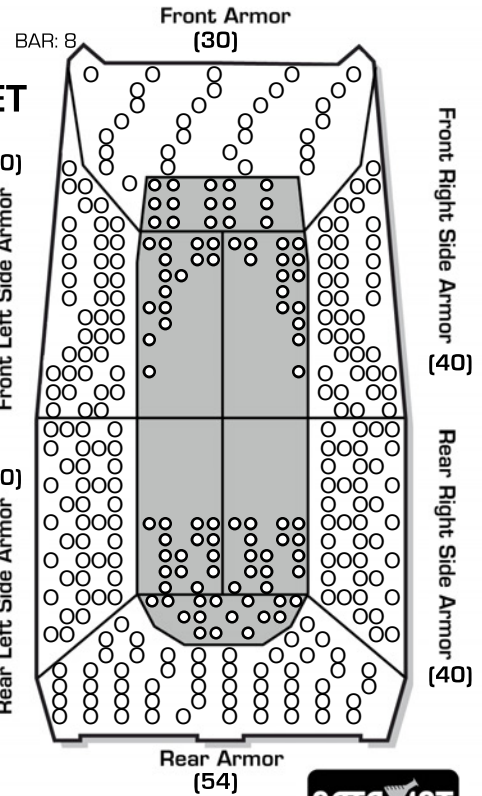
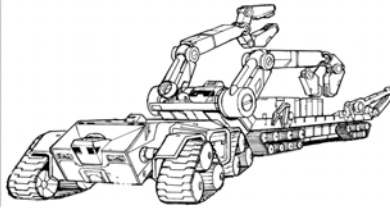
BV: 606

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit: +1 **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



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			
	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Critical Hits Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +8. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: HMRV DeConAid Trailer

Movement Points:
 Cruising: 0
 Flank: 0
Movement Type: Tracked
Engine Type: None

Tonnage: 60
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MASH (11 theaters)	BD	[E]	-	-	-	-
2	Mounted Searchlight	FR	[E]	-	-	-	170
1	Mounted Searchlight	RS	[E]	-	-	-	170
1	Sprayer	RS	[E]	-	-	-	-
1	Mounted Searchlight	LS	[E]	-	-	-	170
1	Sprayer	LS	[E]	-	-	-	-
2	Mounted Searchlight	RR	[E]	-	-	-	170

Infantry Bay - 5 tons (1 door)
 Liquid Cargo Space - 18.63 tons
 Chassis Modifications: Environmental Sealing, Trailer

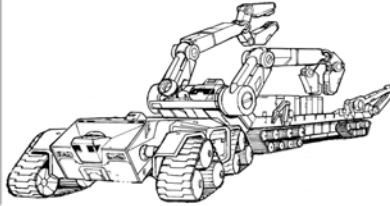
BV: 296

CREW DATA

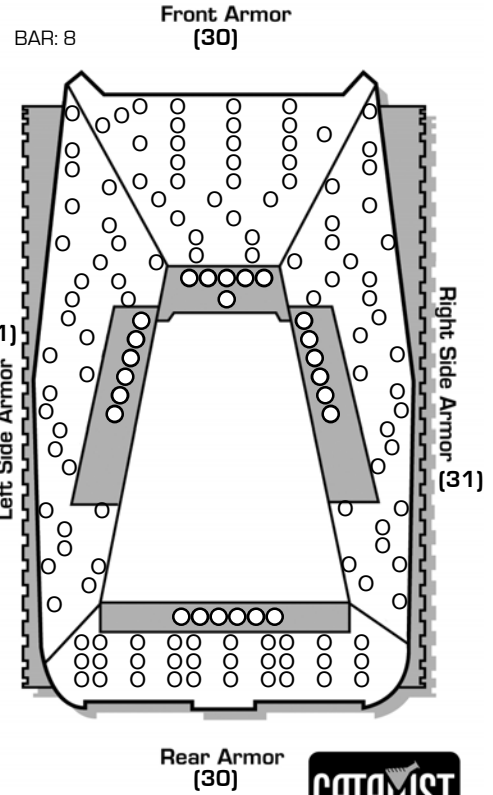
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +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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INNER SPHERE BATTLEMECHS

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Malak C-MK-O Invictus

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	-	4	8	12
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Improved C ³ CPU	LT	-	[E]	-	-	-	-
1	SRM 2	LT	2	2/Msl [M,C,S]	-	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	Retractable Blade	LA	-	3	-	-	-	-

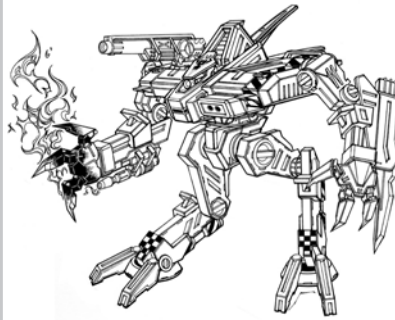
BV: 792

WARRIOR DATA

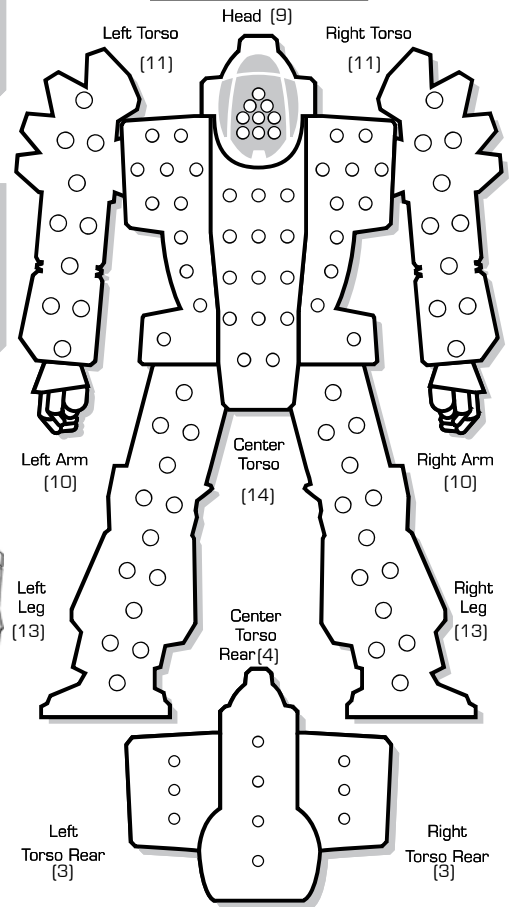
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Retractable Blade
- 3. Retractable Blade
- 4-6 4. Retractable Blade
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. SRM 2
- 1. Improved C³ CPU
- 2. Improved C³ CPU
- 4-6 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

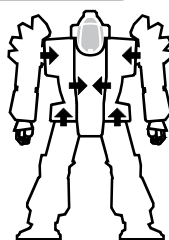
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. ER Medium Laser
- 6. Roll Again

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro
- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4-6 4. Light Fusion Engine
- 5. Light Fusion Engine
- 6. Light Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Flamer
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

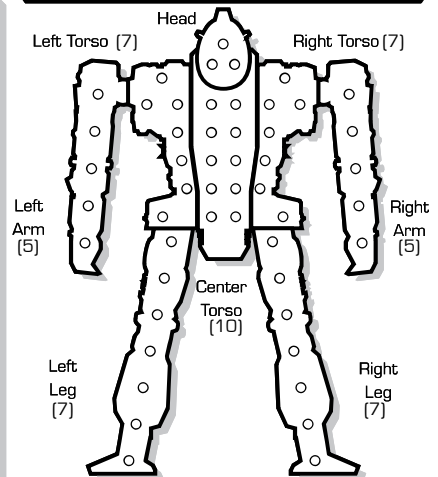
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Light PPC
- 4. Light PPC
- 5. Ammo (SRM 2) 50
- 6. CASE
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Light Ferro-Fibrous
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Malak C-MK-OA Dominus

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	-	4	8	12
1	ER Small Laser	RT	2	3 [DE]	-	2	4	5
1	Flamer	RT	3	2 [DE,H,AI]	-	1	2	3
1	Improved C ³ CPU	LT	-	1 [E]	-	-	-	-
1	Flamer	LT	3	2 [DE,H,AI]	-	1	2	3
3	Light Machine Gun	RA	0	1 [DB,AI]	-	2	4	6
1	Light Machine Gun Array	RA	-	1 [T]	-	-	-	-
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
3	Light Machine Gun	LA	0	1 [DB,AI]	-	2	4	6
1	Light Machine Gun Array	LA	-	1 [T]	-	-	-	-

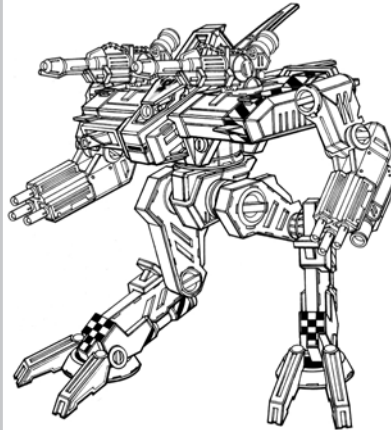
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WARRIOR DATA

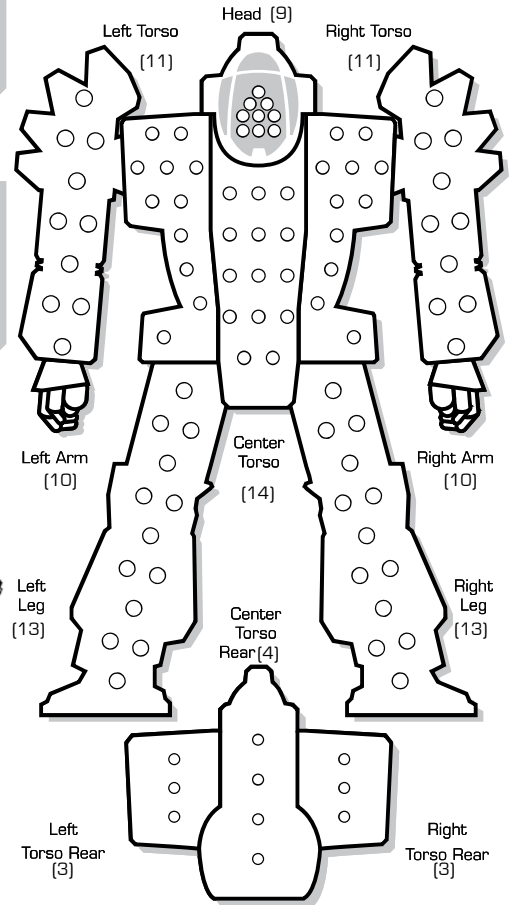
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun Array
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Flamer

- Improved C³ CPU
- Improved C³ CPU
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

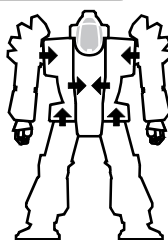
- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Laser
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- 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
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun Array

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

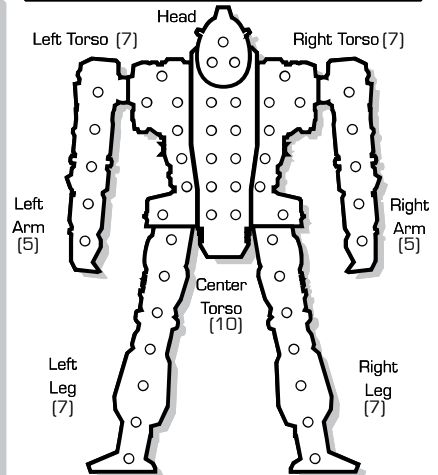
- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser
- Flamer
- Ammo (Light Machine Gun) 100
- CASE

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Roll Again

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	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	Heat Scale
	30*
	29
	28*
	27
	26*
	25*
	24*
	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: Malak C-MK-OB Infernus

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10 [B/5] [DEV]	-	9	13	15
1	Guardian ECM Suite	RT	-	[E]	-	-	-	6
1	Improved C ³ CPU	LT	-	[E]	-	-	-	-
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12

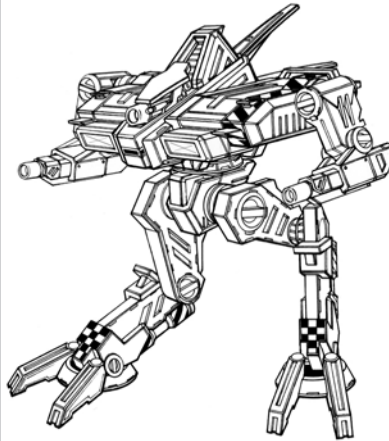
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WARRIOR DATA

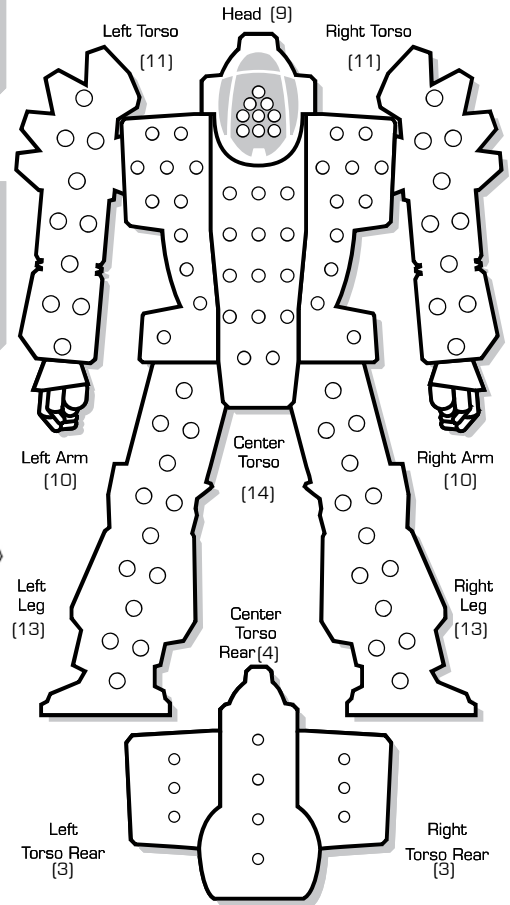
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved C³ CPU

- Improved C³ CPU
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

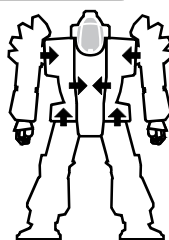
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- 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
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso

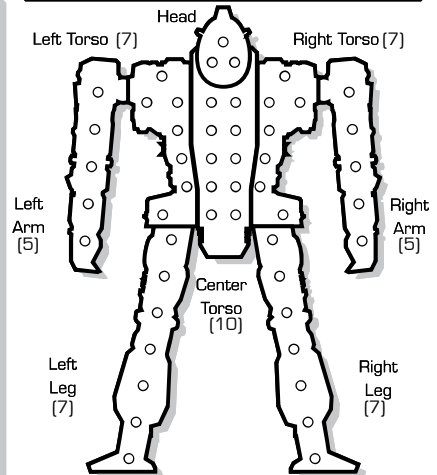
- Light Fusion Engine
- Light Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

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	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	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	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: Malak C-MK-OC Comminus

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	9	15
1	B-Pod	RT	0	1	—	—	—	—
[DB,PD,AI,X,OS]								
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
3	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Beagle Active Probe	LA	—	[E]	—	—	—	4

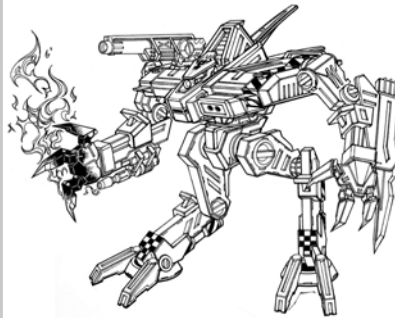
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WARRIOR DATA

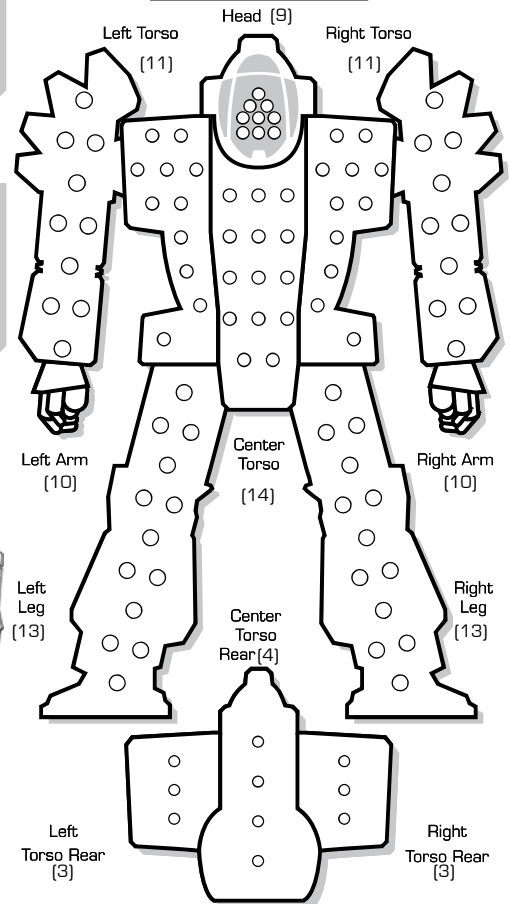
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Beagle Active Probe
- 3. Beagle Active Probe
- 4-6 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser
- 1. Improved C³ CPU
- 2. Improved C³ CPU
- 4-6 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. TAG
- 6. Roll Again

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro
- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4-6 4. Light Fusion Engine
- 5. Light Fusion Engine
- 6. Light Fusion Engine

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. ER Small Laser
- 5. ER Small Laser
- 6. ER Small Laser
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Medium Laser
- 4. B-Pod
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite
- 1. Targeting Computer
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 4-6 6. Light Ferro-Fibrous

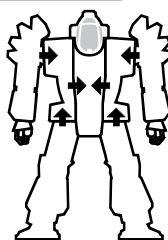
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Medium Laser
- 4. B-Pod
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite
- 1. Targeting Computer
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 4-6 6. Light Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

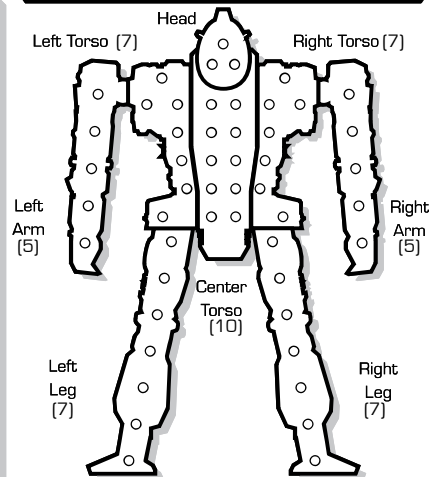
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Malak C-MK-OD Luminos

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Light PPC	LA	5	5 [DE]	3	6	12	18

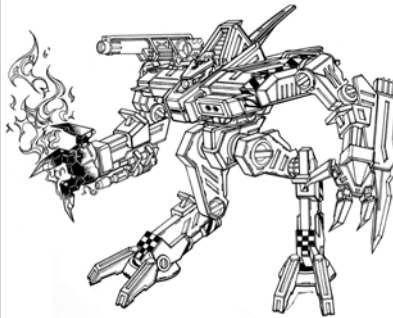
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WARRIOR DATA

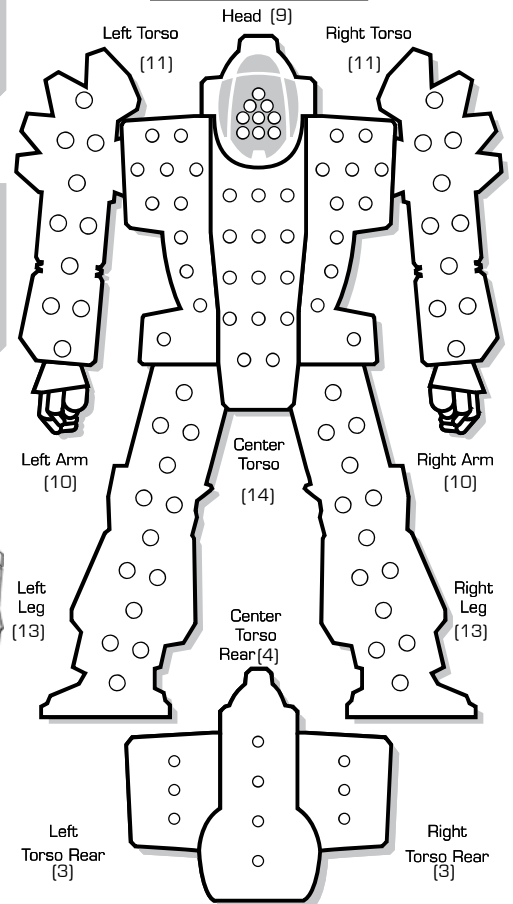
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Light PPC

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. ER Small Laser
- 6. Roll Again

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Light PPC
- 4. Light PPC
- 5. ER Medium Laser
- 6. Endo Steel

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. Light Fusion Engine
- 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro

Right Torso

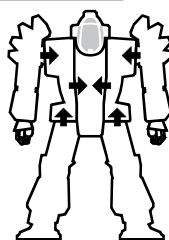
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. ER Small Laser
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Small Laser

- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4-6. Light Fusion Engine
- 5. Light Fusion Engine
- 6. Light Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Leg

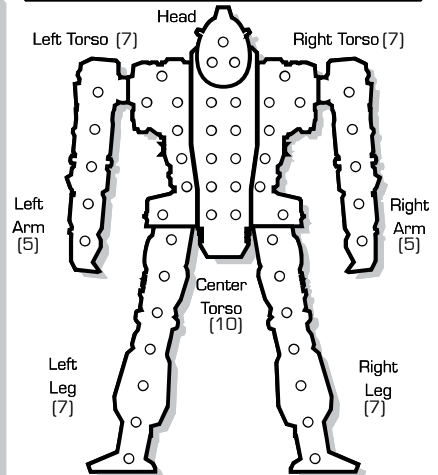
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	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: Malak C-MK-OE Eminus

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere (Advanced)
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 5	RA	3	5[M]	5	6	12	18

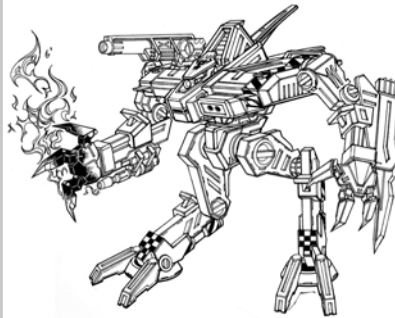
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WARRIOR DATA

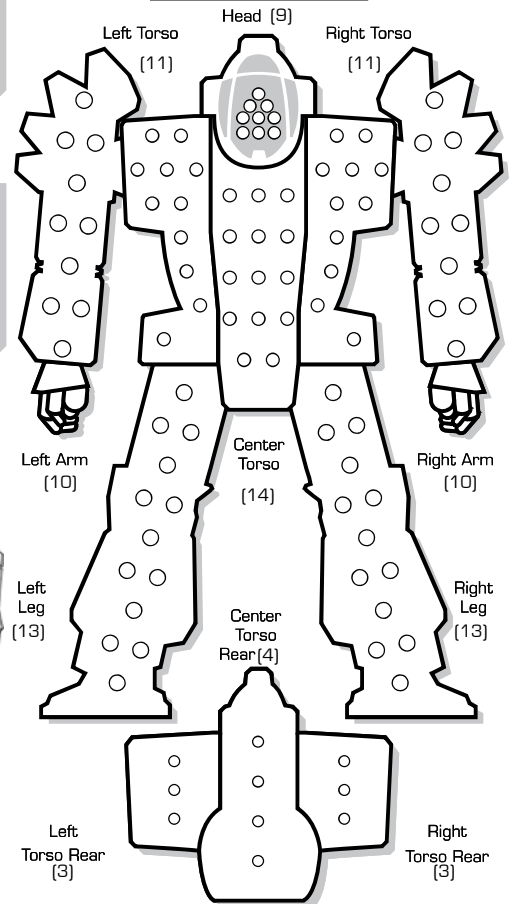
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Improved C³ CPU
- Improved C³ CPU
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Light PPC
- Light PPC

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 XL Gyro
- XL Gyro
- XL Gyro

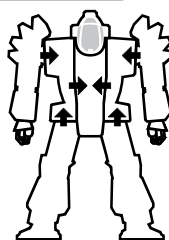
- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Thunderbolt 5
- Ammo (Thunderbolt 5) 12

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

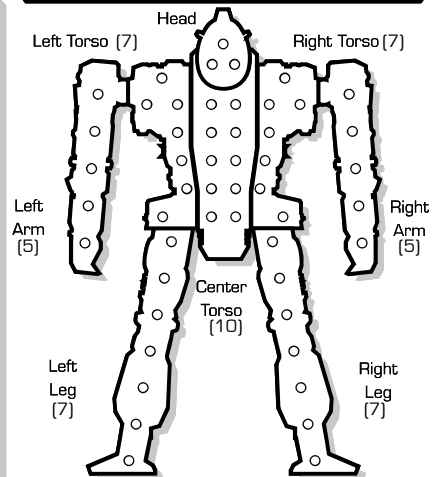
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- CASE
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

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	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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Malak C-MK-OS Caelestis

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	RA	—	[E]	—	—	—	—
3	ER Small Laser	LA	2	3 [DE]	—	2	4	5

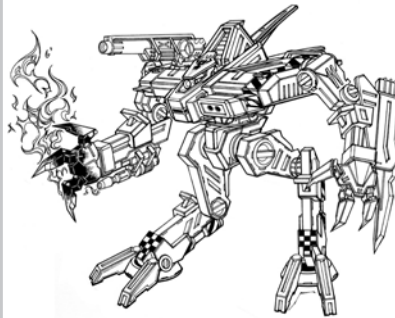
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WARRIOR DATA

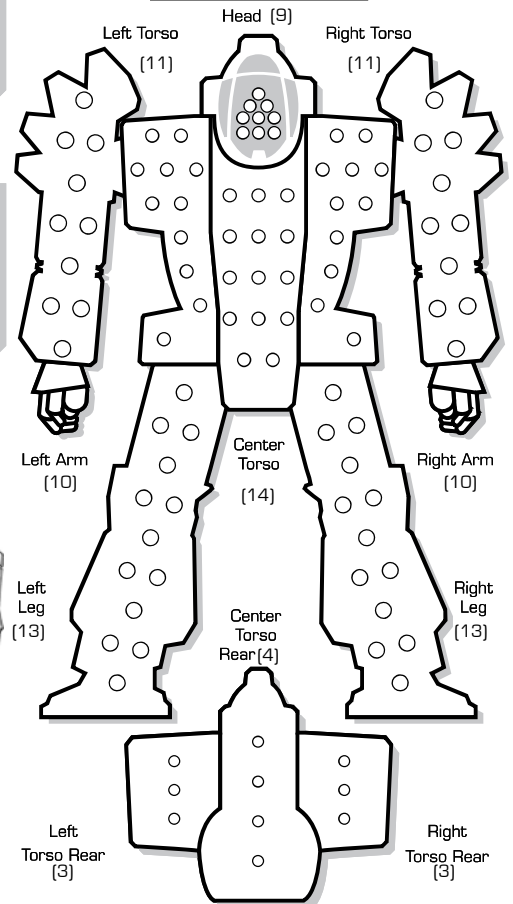
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- ER Small Laser
- ER Small Laser
- 4-6 ER Small Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved C³ CPU

- Improved C³ CPU
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

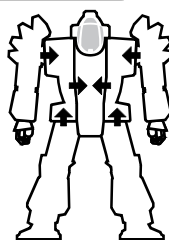
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Roll Again
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
3. Light Fusion Engine
- 1-3 XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 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
- 1-3 ER PPC
- ER PPC
- ER PPC
- PPC Capacitor

- Endo Steel
- Endo Steel
3. Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

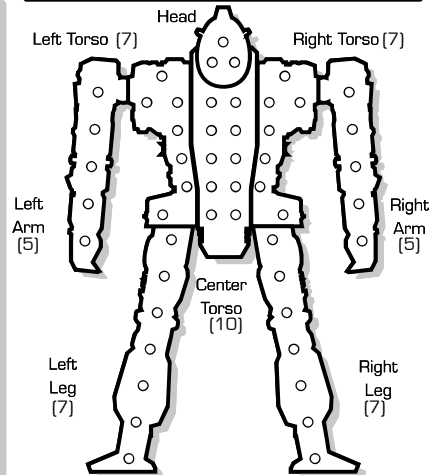
- Light Fusion Engine
- Light Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

- Light Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

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	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	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	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: Valiant V4-LNT-K7

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 [14] **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Hatchet	LA	—	6	—	—	—	—

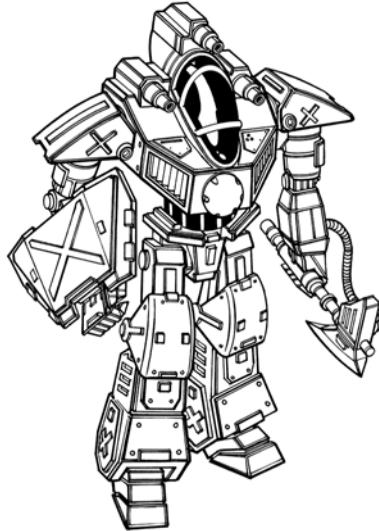
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WARRIOR DATA

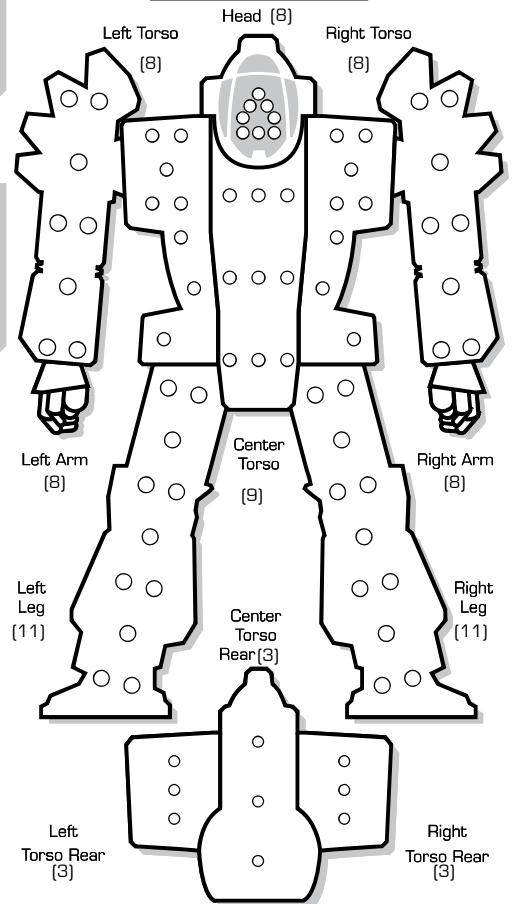
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 Hatchet
- 6 Hatchet

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 ER Medium Laser
- 5 Roll Again
- 6 Roll Again

Right Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Roll Again
- 6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

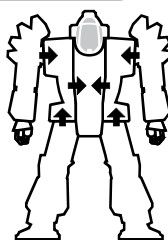
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 MASC
- 6 MASC

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 Roll Again
- 6 Roll Again

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 ER Medium Laser
- 5 Roll Again
- 6 Roll Again

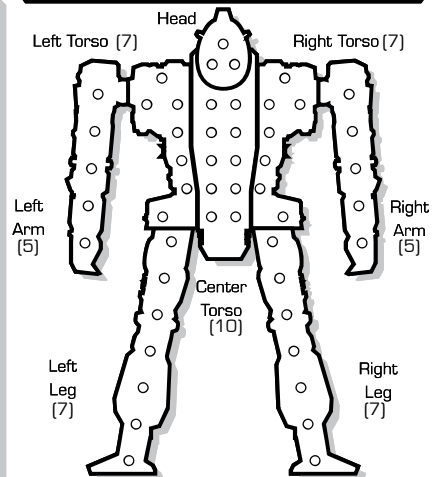
Right Torso

- 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
- 5 Roll Again
- 6 Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Valiant V4-LNT-J3

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Flamer	RA	3	2 [DE,H,A]	—	1	2	3
1	Small Shield	RA	—	3	—	—	—	—
1	Hatchet	LA	—	6	—	—	—	—

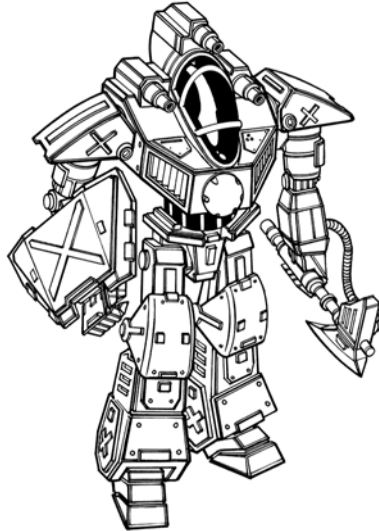
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WARRIOR DATA

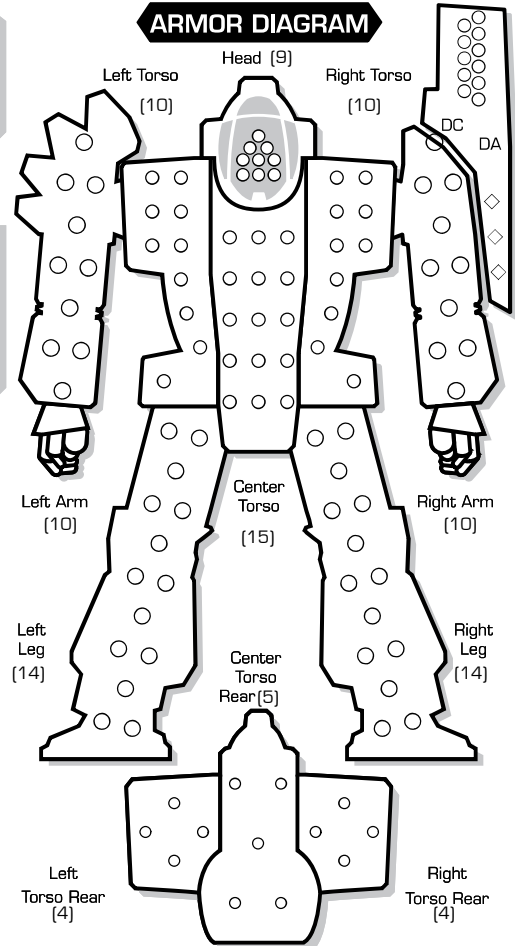
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Hatchet
6. Hatchet

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
5. Sensors
6. Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Flamer
6. Small Shield

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

Right Torso

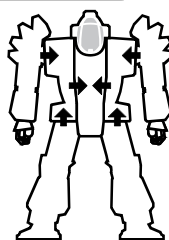
1. Light Fusion Engine
2. Light Fusion Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

- 4-6 1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Leg

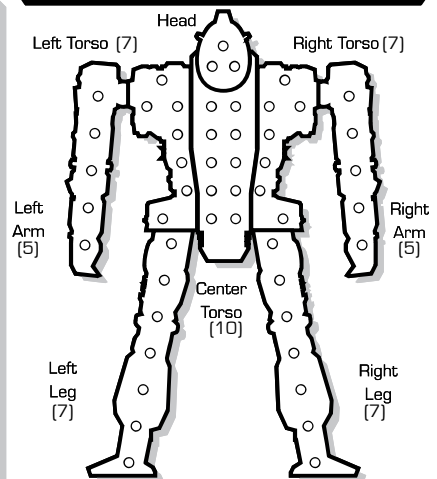
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



Heat Scale



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valiant VLN-3T

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 [14] (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Small Shield	RA	—	3	—	—	—	—
1	Hatchet	LA	—	6	—	—	—	—

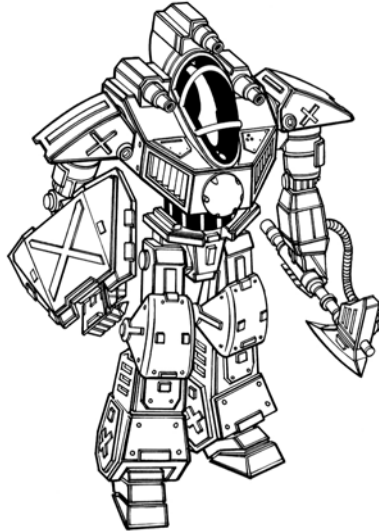
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WARRIOR DATA

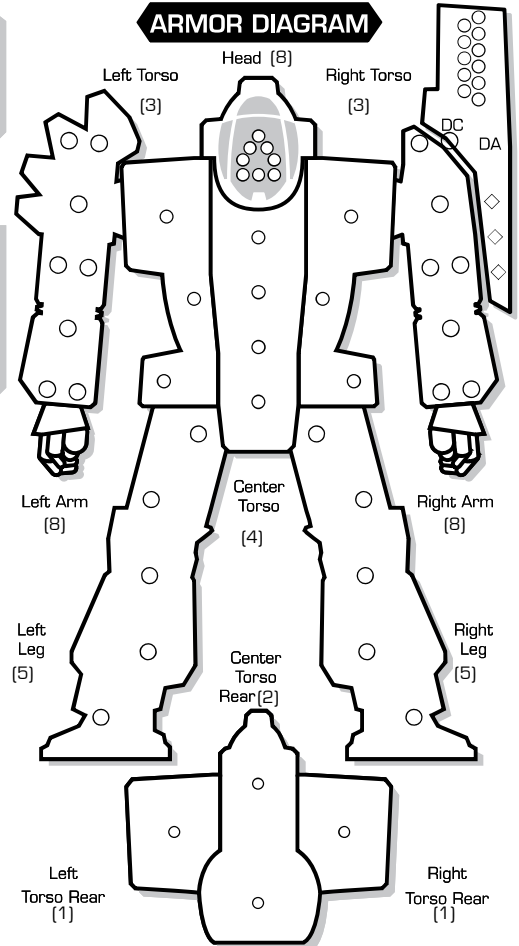
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Hatchet
6. Hatchet

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. Roll Again
6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Roll Again
6. Roll Again

Head

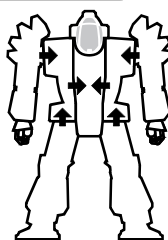
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

- 4-6 Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. MASC
6. MASC

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Small Shield
6. Small Shield

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

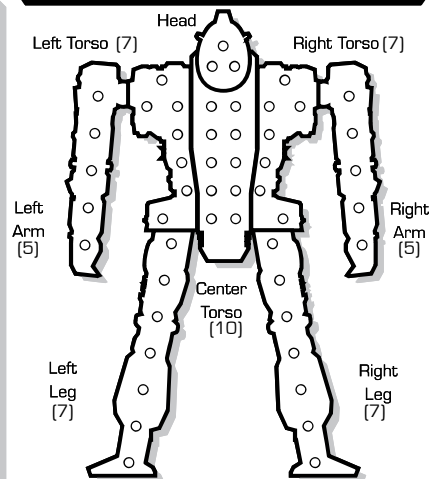
- 1-3 Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. Roll Again
6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: **Wight WGT-1LAW/SC**

Movement Points: **Tonnage: 35**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **Era: Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12

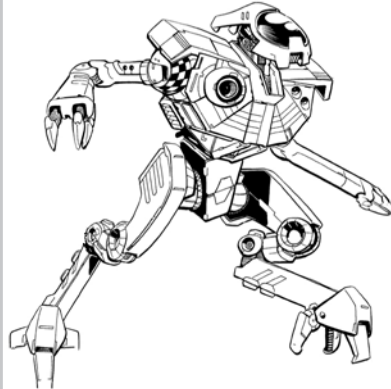
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WARRIOR DATA

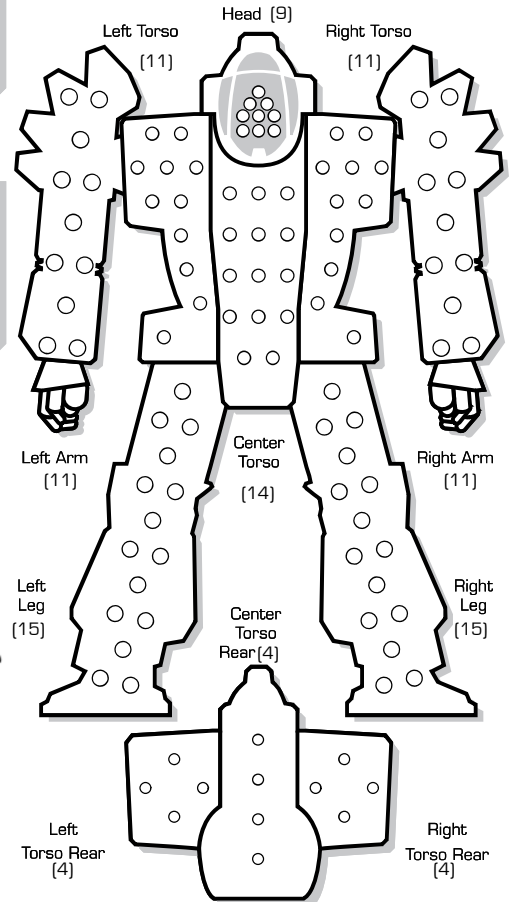
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
- 4-6
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - Endo Steel

- Endo Steel
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
- 4-6
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous

Left Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 1-3
- Endo Steel
 - Endo Steel

Head

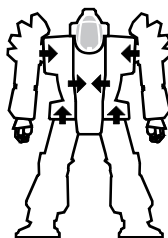
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
- 1-3
- Sensors
 - Life Support

Center Torso

- Compact Fusion Engine
 - Compact Fusion Engine
 - Compact Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Gyro
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Endo Steel
 - Heavy Ferro-Fibrous

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
- 4-6
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous

Right Torso

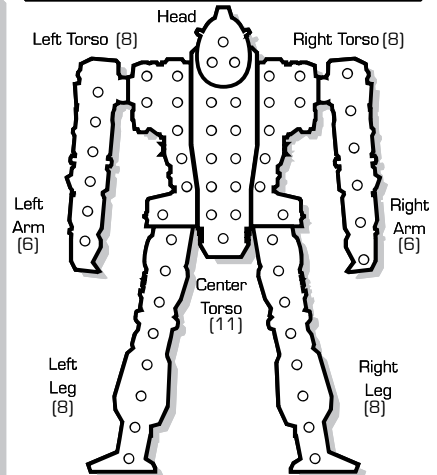
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Heavy PPC
 - Heavy PPC
 - Heavy PPC

- Heavy PPC
 - Endo Steel
 - Endo Steel
- 4-6
- Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 1-3
- Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
30*
29
28*
27
26*
25*
24*
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: **Wight WGT-1LAW/SC3**

Movement Points: **Tonnage: 35**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **Era: Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	C ³ Slave	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

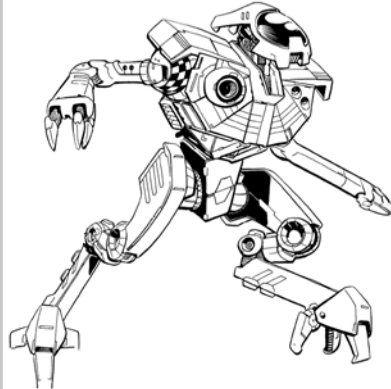
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WARRIOR DATA

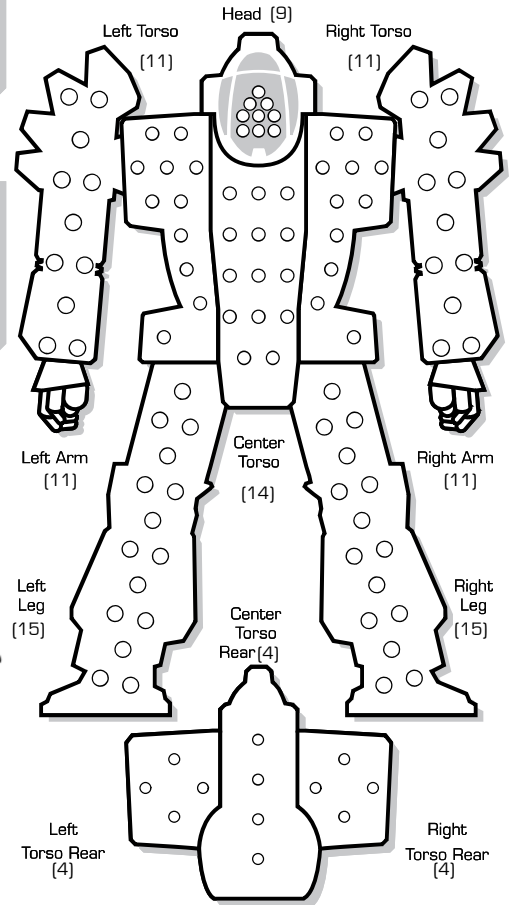
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel

Center Torso

- 1. Heavy Ferro-Fibrous
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4-6 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Left Torso

- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. ER Medium Laser
- 5. C³ Slave
- 6. Endo Steel

Right Torso

- 1-3 1. Endo Steel
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4-6 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel

Center Torso

- 1-3 1. Compact Fusion Engine
- 2. Compact Fusion Engine
- 3. Compact Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

Right Torso

- 1-3 1. Heavy Ferro-Fibrous
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4-6 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Left Leg

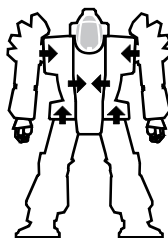
- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram



Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel

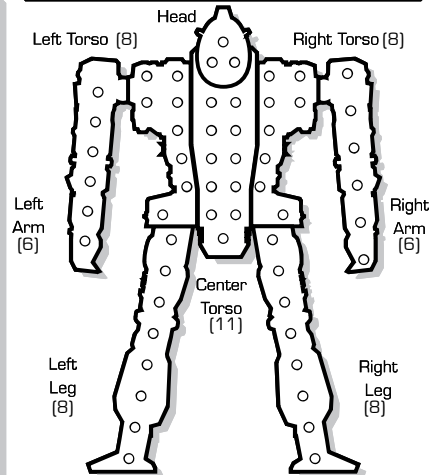
Right Torso

- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

Right Leg

- 1-3 1. Heavy PPC
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: **Wight WGT-2LAW**

Movement Points: **Walking: 5** **Running: 8** **Jumping: 7**
 Tonnage: **35**
 Tech Base: **Inner Sphere**
 Era: **Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12

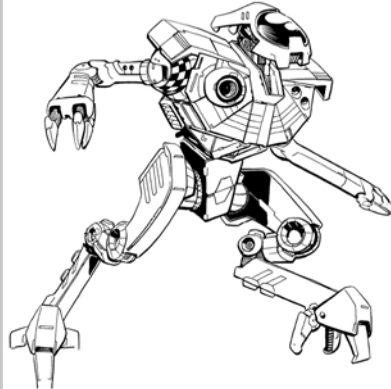
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WARRIOR DATA

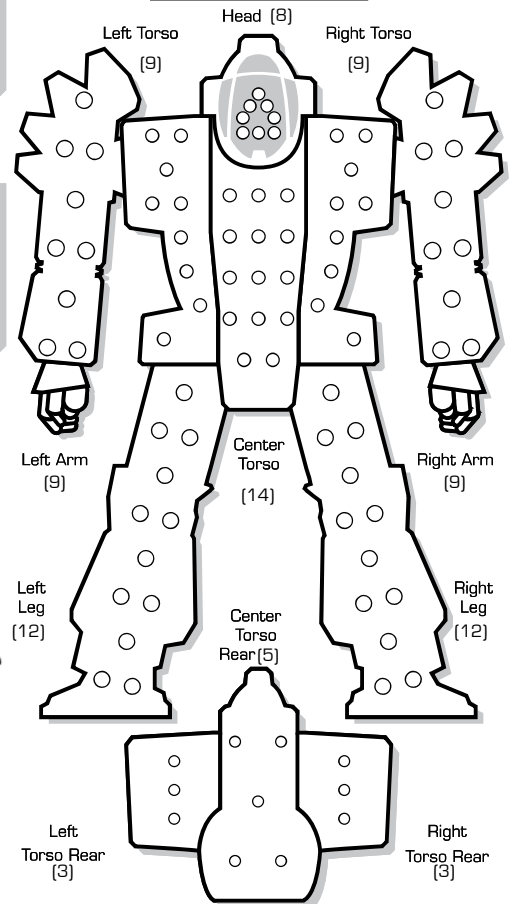
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

- Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet

- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - ER Medium Laser
 - ER Medium Laser
 - Endo Steel
- 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

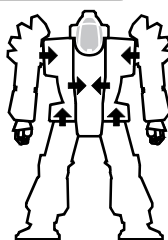
Center Torso

- Compact Fusion Engine
 - Compact Fusion Engine
 - Compact Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

- Gyro

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - 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
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

- Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

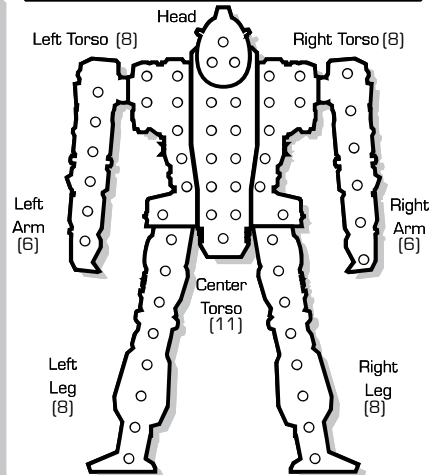
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet

- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Light PPC
 - Light PPC
 - 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	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

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: **Wight WGT-2LAWC3**

Movement Points: **Walking: 5** **Running: 8** **Jumping: 7**
 Tonnage: **35**
 Tech Base: **Inner Sphere**
 Era: **Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	C ³ Slave	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

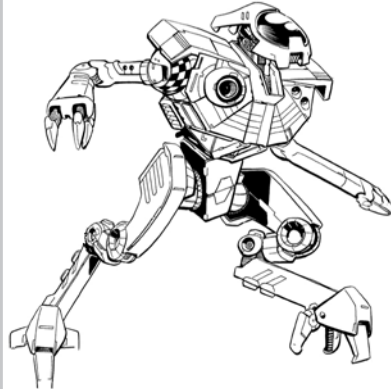
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WARRIOR DATA

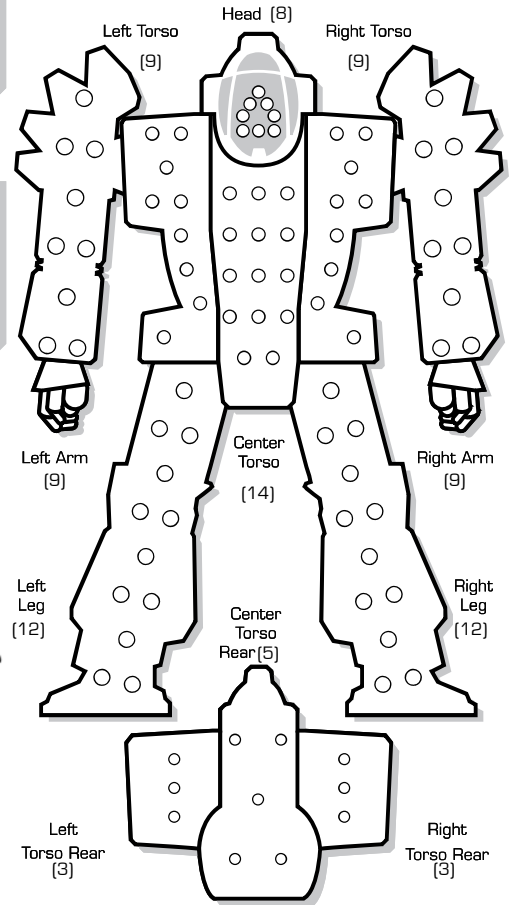
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- ER Medium Laser
- C³ Slave
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

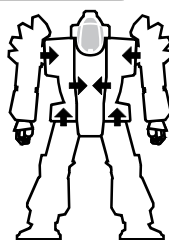
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet

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

- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Right Torso

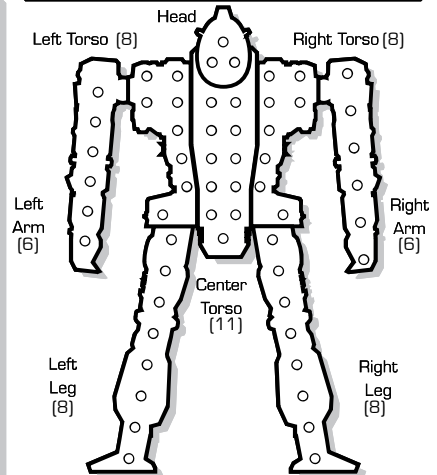
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Light PPC
- Light PPC
- 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	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

Heat Scale
30*
29
28*
27
26*
25*
24*
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: **Wight WGT-2SC**

Movement Points: **Walking: 5** **Tonnage: 35**
Running: 8 **Tech Base: Inner Sphere**
Jumping: 5 **Era: Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RT	10	10 [B/5 [DEV]	-	9	13	15
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12

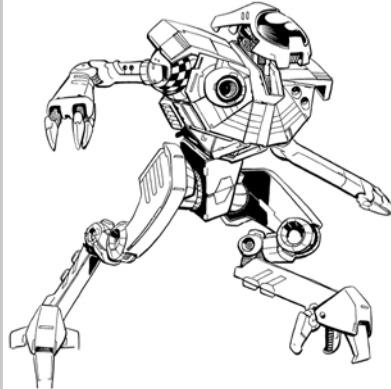
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WARRIOR DATA

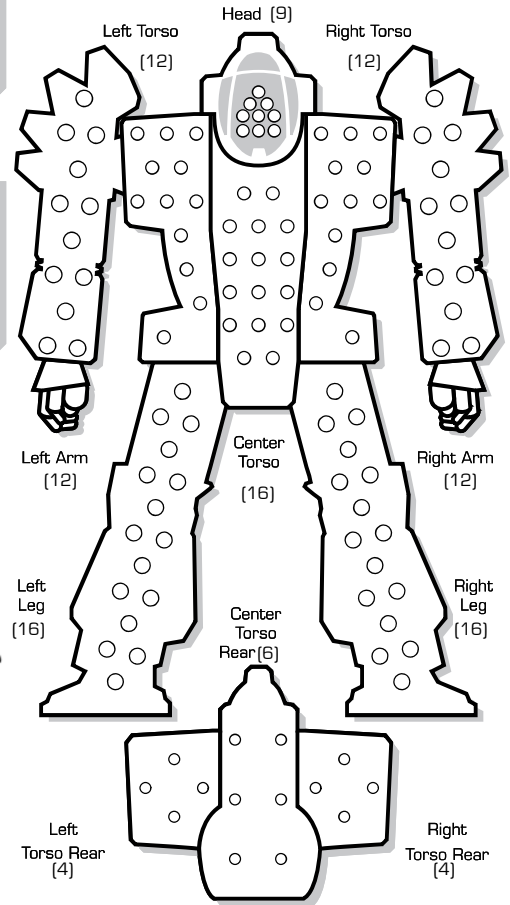
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- ER Medium Laser

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Snub-Nose PPC

1-3

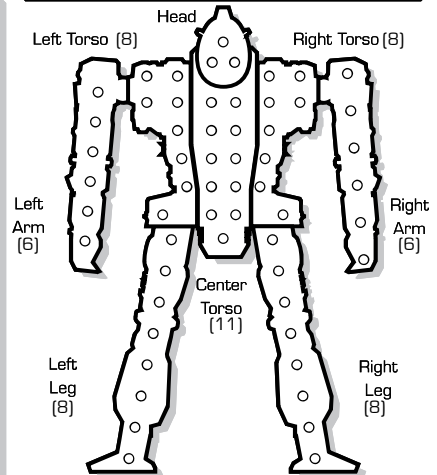
- Snub-Nose PPC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM

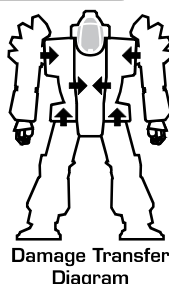


HEAT DATA

Heat Level*	Effects	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	Heat Scale
	30*
	29
	28*
	27
	26*
	25*
	24*
	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: **Wight WGT-3SC**

Movement Points: **Tonnage:** 35
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RT	10	10 [DE,H,AI]	-	5	10	15
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12

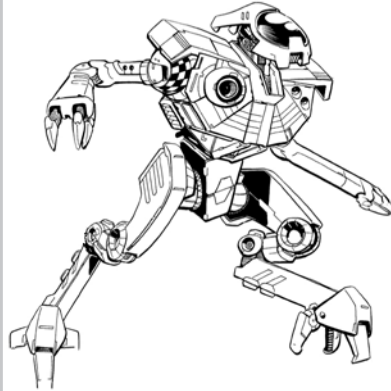
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WARRIOR DATA

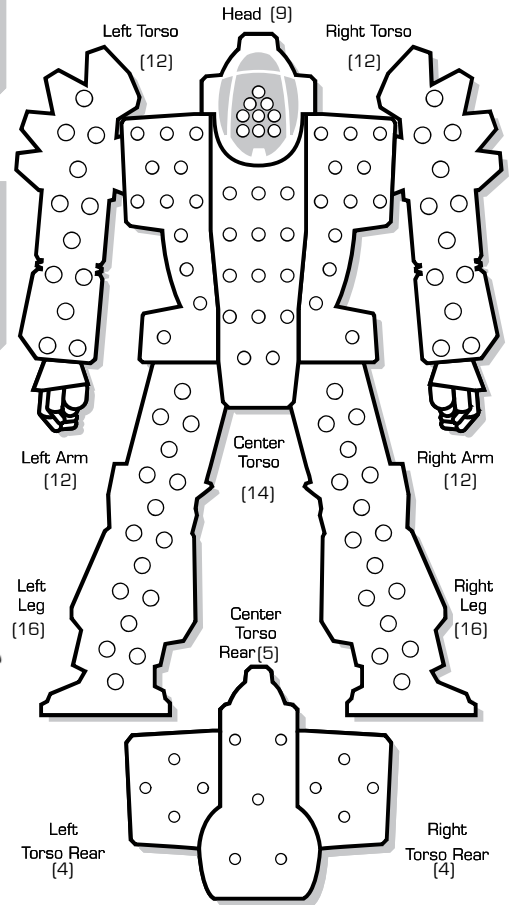
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- 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
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10

1-3

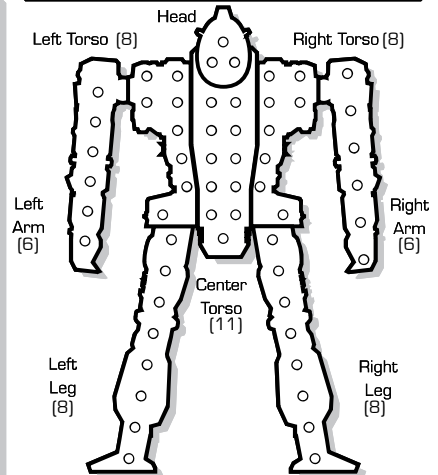
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM

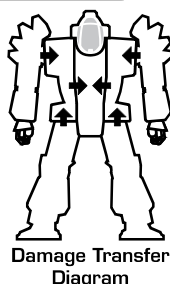


HEAT DATA

Heat Level*	Effects	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	Heat Scale
	30*
	29
	28*
	27
	26*
	25*
	24*
	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 II MON-266

Movement Points: **Walking:** 8 **Running:** 12 [16] **Tonnage:** 40 **Tech Base:** Inner Sphere **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Beagle Active Probe	LT	—	[E]	—	—	—	4

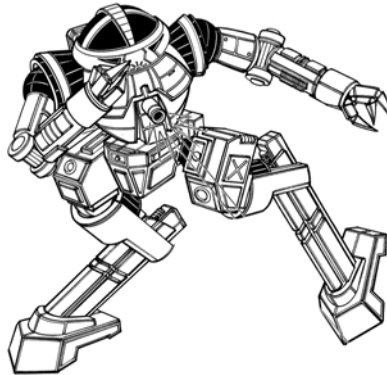
BV: 1,085

WARRIOR DATA

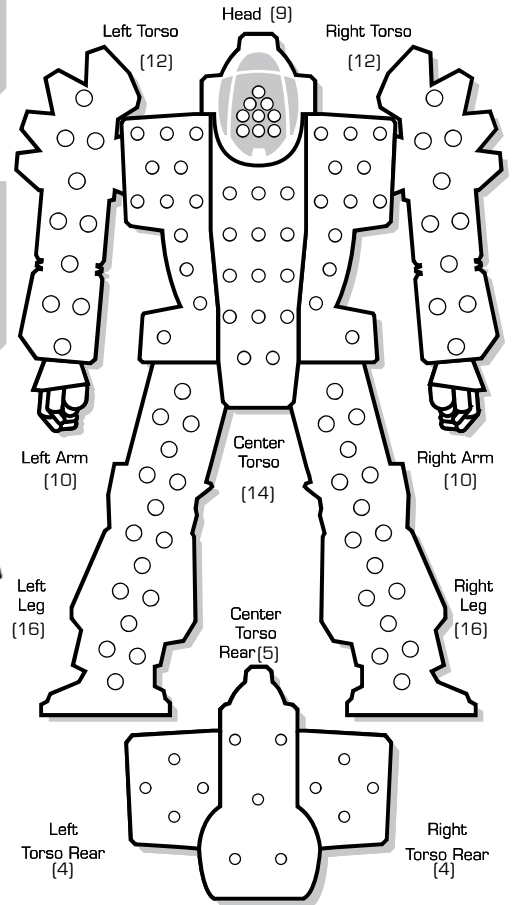
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved C³ CPU
- Improved C³ CPU
- Guardian ECM Suite

Left Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Beagle Active Probe
- Beagle Active Probe
- MASC

- 4-6 Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser

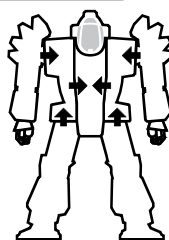
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

- 1-3 MASC
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

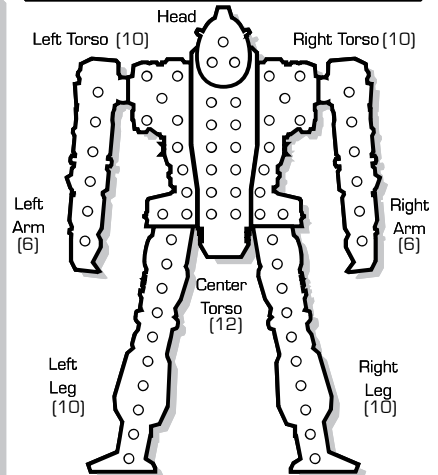
- 1-3 Guardian ECM Suite
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat Scale
30*	
29	
28*	
27	
26*	
25*	
24*	
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 II MON-267

Movement Points: Tonnage: 40
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 [16] Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4

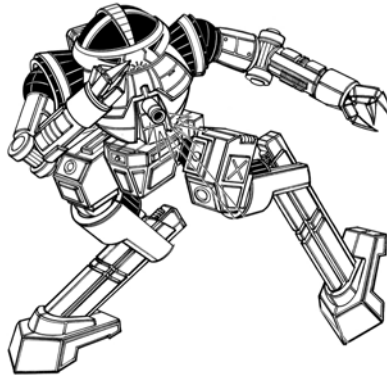
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WARRIOR DATA

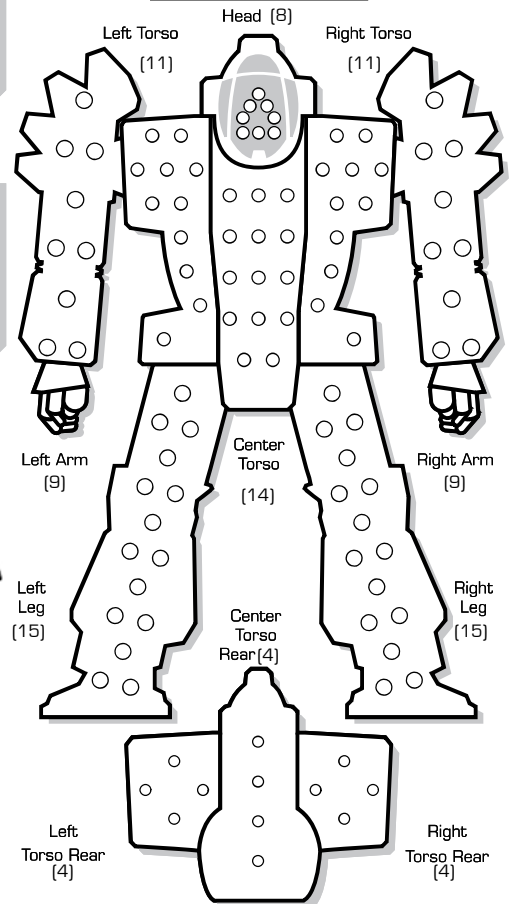
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Targeting Computer
- Targeting Computer
- Guardian ECM Suite

Left Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Beagle Active Probe
- Beagle Active Probe
- MASC

- 1-3 Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

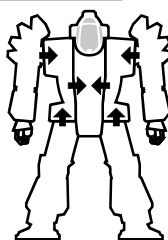
Life Support ○

Left Leg

- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Stealth

Right Leg

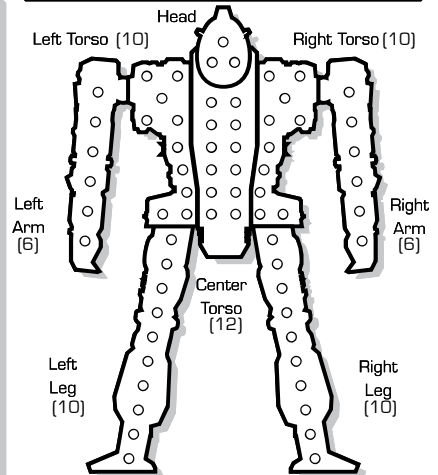
- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Stealth



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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 II MON-268

Movement Points: **Walking:** 8 **Running:** 12 [16] **Tonnage:** 40 **Tech Base:** Inner Sphere **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	C ³ Master	RT	0	[E]	—	5	9	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

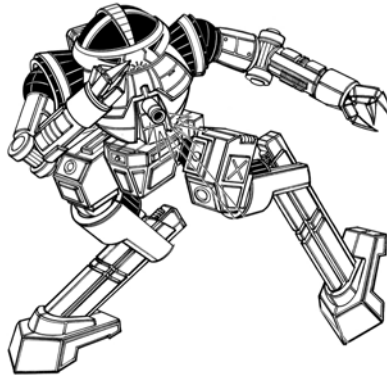
BV: 1,215

WARRIOR DATA

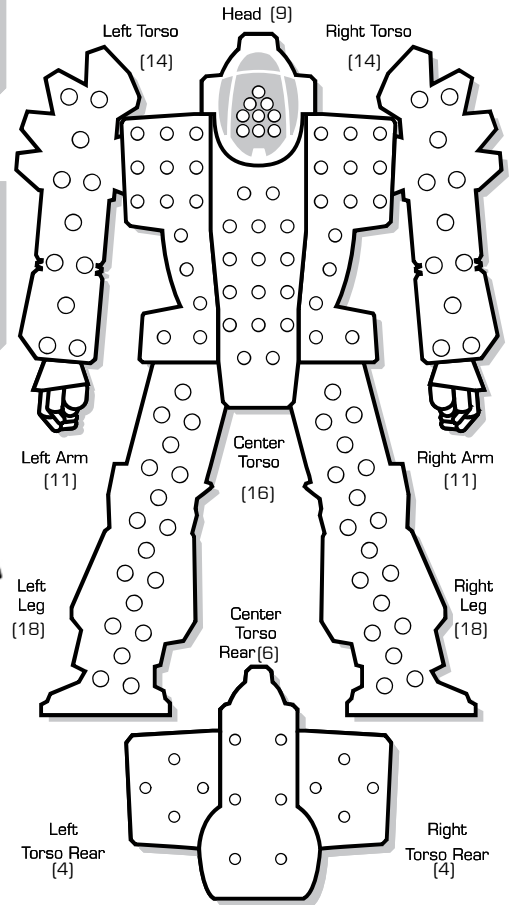
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Endo Steel
- 1-3

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

Right Torso

- Endo Steel
 - Endo Steel
 - Endo Steel
 - 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
 - MASC
- 1-3

- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - Ferro-Fibrous
- 4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

- MASC
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - C³ Master
 - C³ Master
 - C³ Master
- 1-3

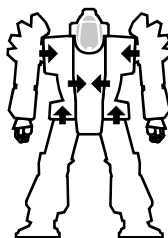
- C³ Master
 - C³ Master
 - Targeting Computer
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

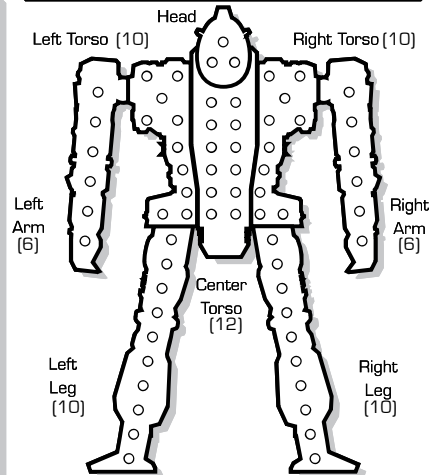
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-O Invictus**

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	AMS	LT	1	— [PD]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DEV]	—	9	13	15
1	Retractable Blade	LA	—	5	—	—	—	—

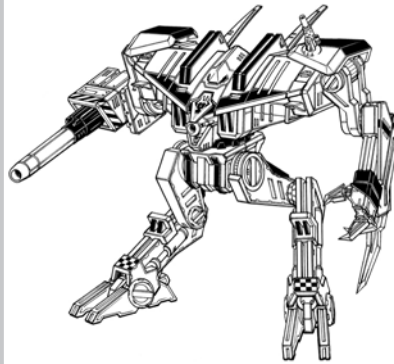
BV: 1,067

WARRIOR DATA

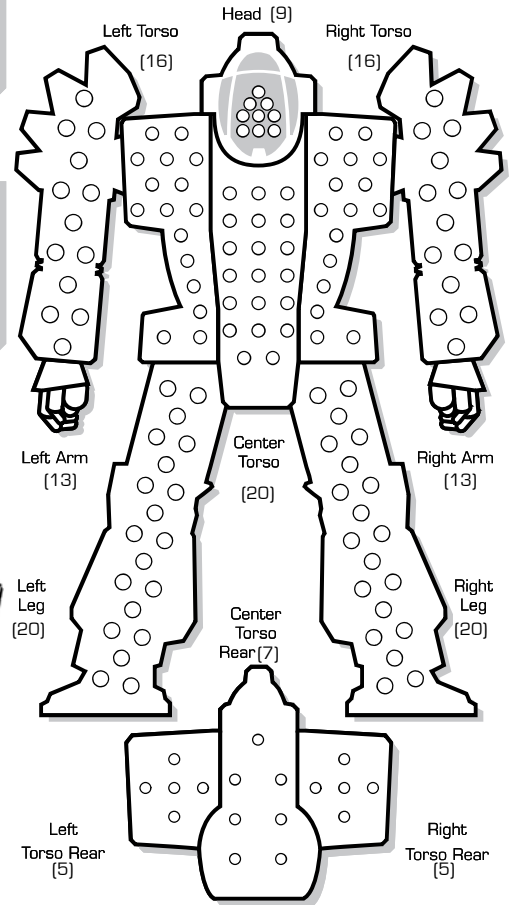
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Retractable Blade
- 6. Retractable Blade
- 1. Retractable Blade
- 2. Retractable Blade
- 4-6 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. AMS
- 1-3 4. Ammo (AMS) 12
- 5. CASE
- 6. Endo Steel
- 1. Endo Steel
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 4-6 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Light PPC
- 6. Light PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. Improved C³ CPU
- 6. Improved C³ CPU

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Snub-Nose PPC
- 1-3 4. Snub-Nose PPC
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

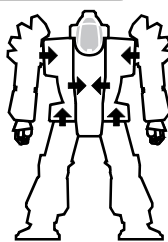
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel
- 1. Endo Steel
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 4-6 6. Roll Again

Right Leg

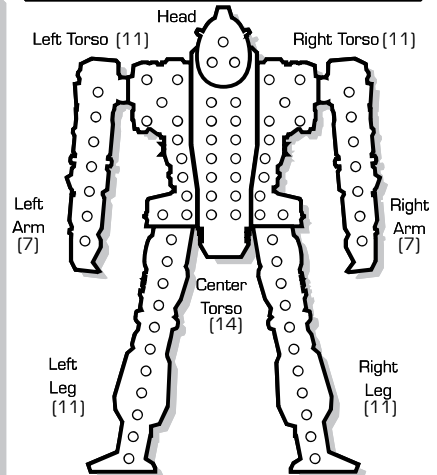
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
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-OA Dominus

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Era:** Jihad
 Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

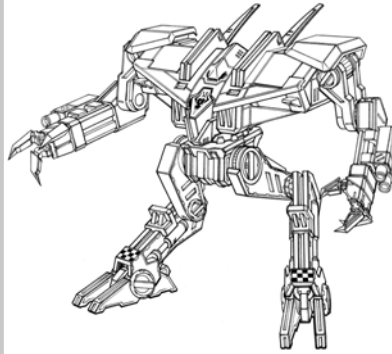
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WARRIOR DATA

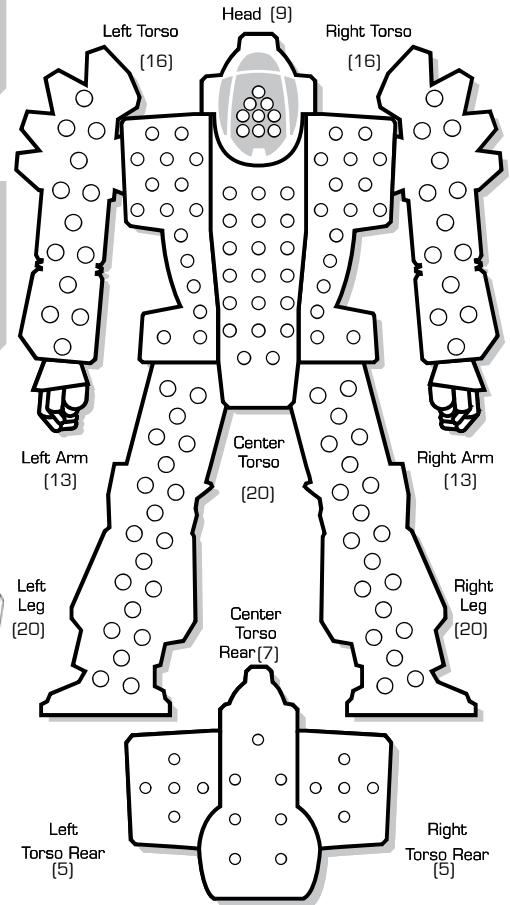
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- 1 Improved Jump Jet
- Improved Jump Jet
- 4-6 Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

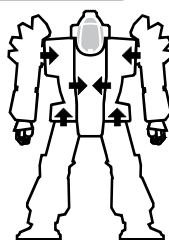
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Targeting Computer
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 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
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

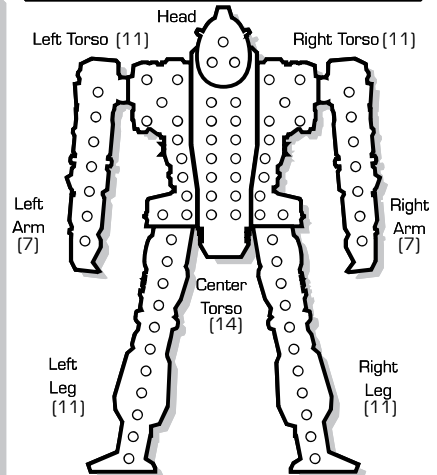
Right Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- 1 Improved Jump Jet
- Improved Jump Jet
- 4-6 Improved Jump Jet
- Improved Jump Jet
- 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	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	Heat Scale
	30*
	29
	28*
	27
	26*
	25*
	24*
	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-OB Infernus

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Era:** Jihad
Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

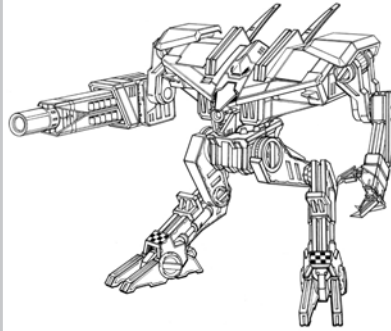
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WARRIOR DATA

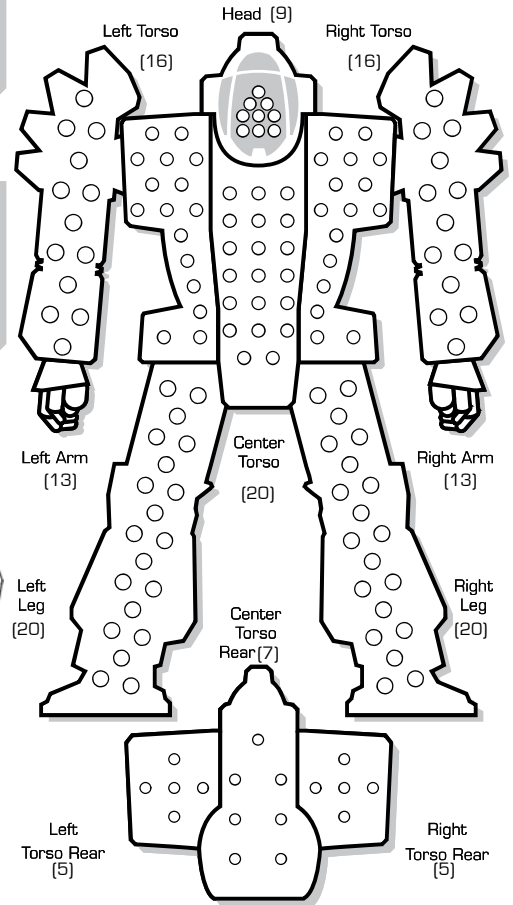
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



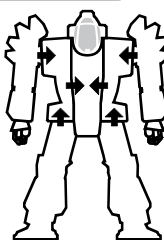
ARMOR DIAGRAM



CRITICAL HIT TABLE

Hit Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Heavy PPC
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. Endo Steel
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. Endo Steel
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

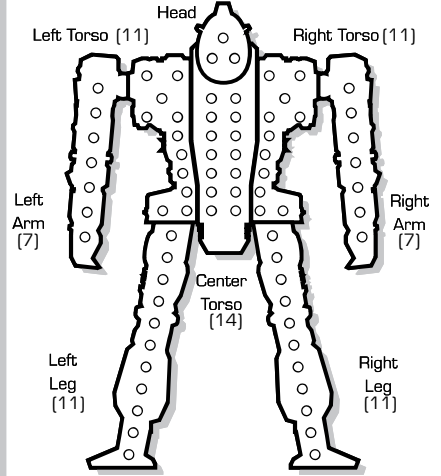
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Preta C-PRT-OC Comminus

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	HD	—	[E]	—	—	—	4
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	TAG	LT	0	0 [S]	—	5	9	15
1	Plasma Rifle	RA	10	10 [DE,H,A]	—	5	10	15
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

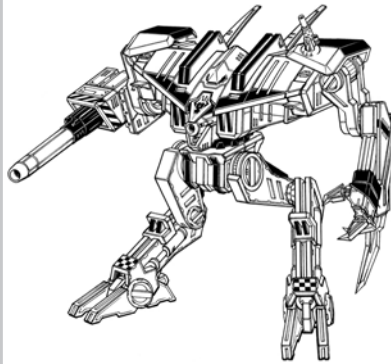
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WARRIOR DATA

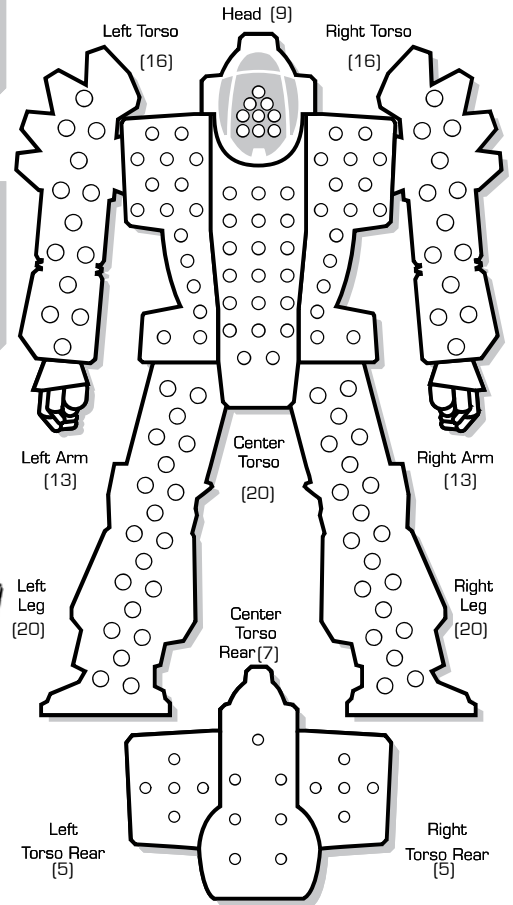
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 TAG
- Endo Steel
- Endo Steel
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

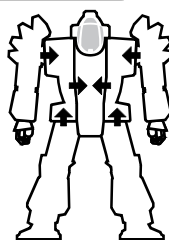
- Life Support
- Sensors
- Small Cockpit
- Sensors
- 4 Beagle Active Probe
- Beagle Active Probe

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 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
- Lower Arm Actuator
- 1-3 Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10

- Ammo (Plasma Rifle) 10
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

Right Torso

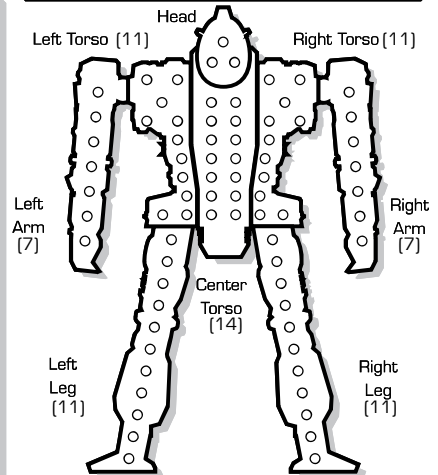
- Light Fusion Engine
- Light Fusion Engine
- 1-3 ER Small Laser
- Endo Steel
- Endo Steel
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OD Luminos

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Era:** Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10 [B/5] [DEV]	—	9	13	15
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Pulse Laser	RT	2	3 [P, AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Small Pulse Laser	LT	2	3 [P, AI]	—	1	2	3

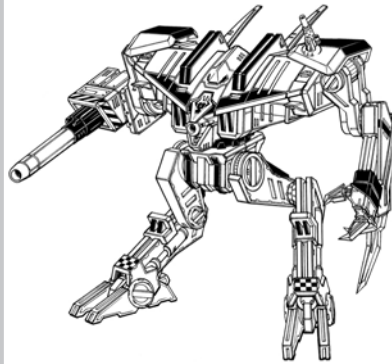
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WARRIOR DATA

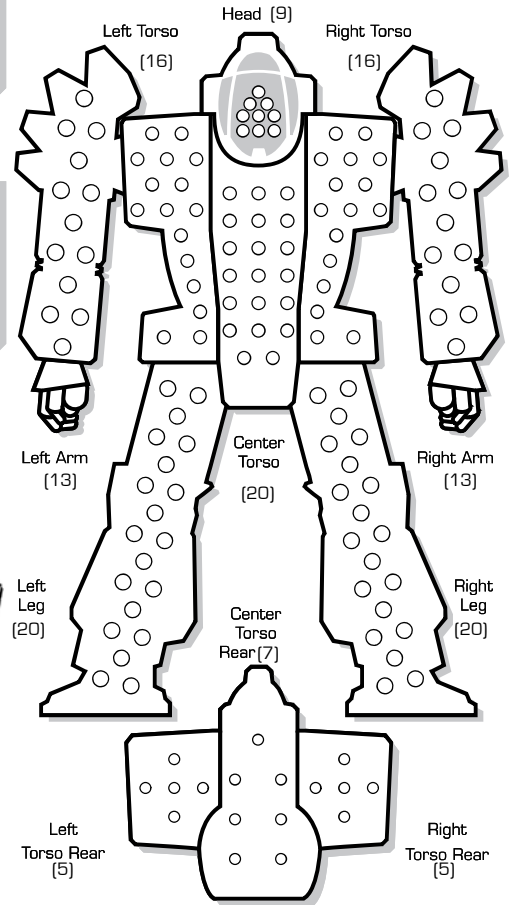
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Medium Pulse Laser

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet
- Medium Pulse Laser

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

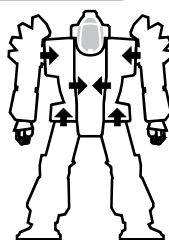
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

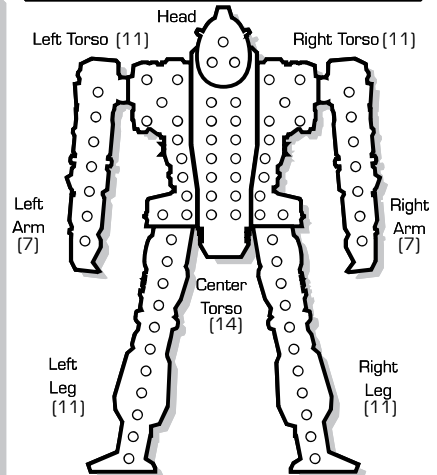
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OE Eminus

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere (Advanced)
 Running: 9 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher	10	HD	3	1/2 [M]	5	11	18
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	RA	7	15 [M]	5	6	12	18

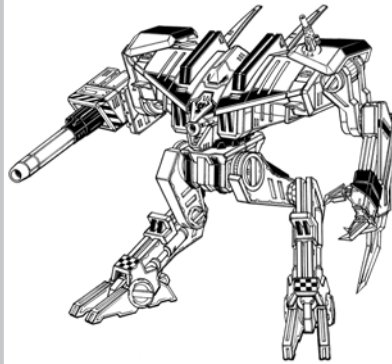
BV: 1,211

WARRIOR DATA

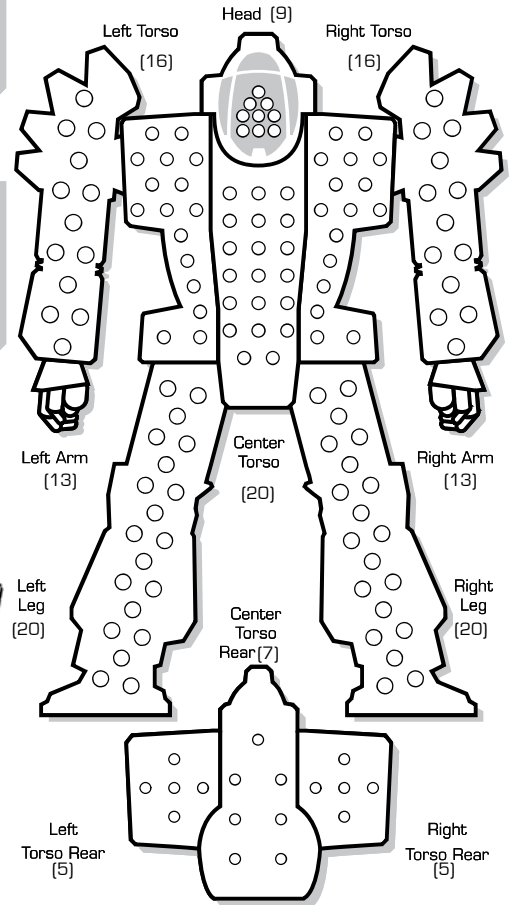
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Rocket Launcher 10
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

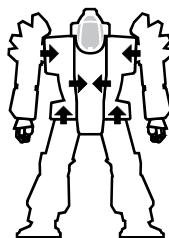
- Light Fusion Engine
- Light Fusion Engine
- 1-3 ER Medium Laser
- CASE
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 ER Medium Laser
- Endo Steel
- Endo Steel
- Roll Again

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Leg

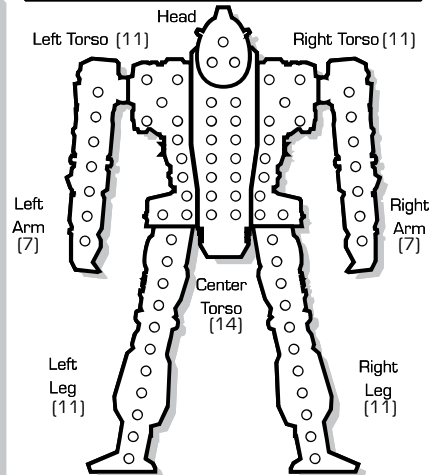
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OS Caelestis

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Mixed Tech (I.S.)
Running: 9 (Experimental)
Jumping: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Pulse Laser (Clan)	HD	6	7 [P]	—	5	9	14
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	ER Large Pulse Laser (Clan)	RA	13	10 [P]	—	7	15	23
1	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14

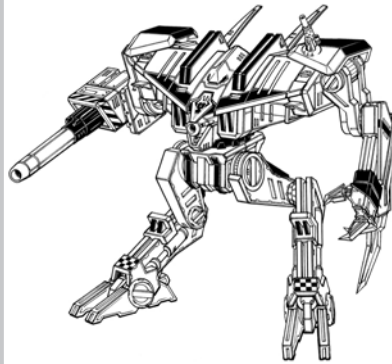
BV: 1,566

WARRIOR DATA

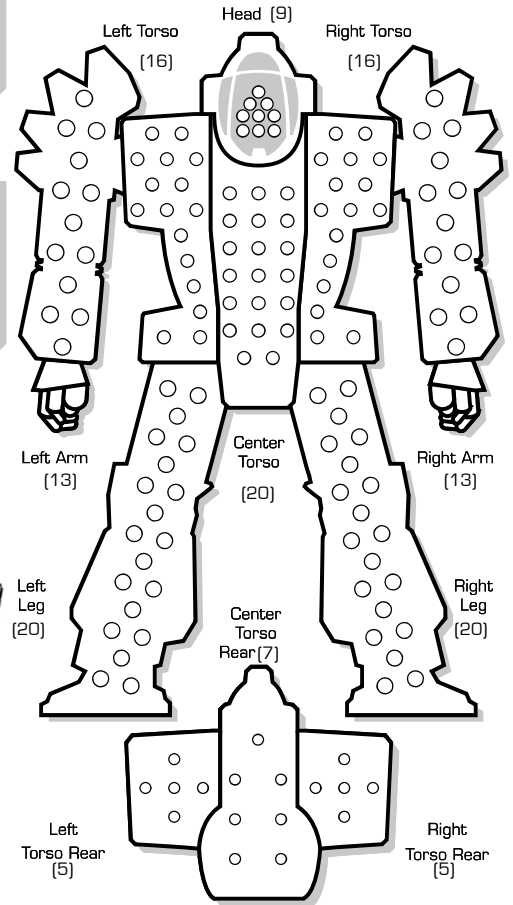
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Pulse Laser (Clan)
- ER Medium Pulse Laser (Clan)

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

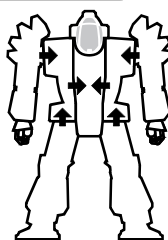
- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Pulse Laser (Clan)
- ER Medium Pulse Laser (Clan)

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- 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
- Lower Arm Actuator
- Hand Actuator
- ER Large Pulse Laser (Clan)
- ER Large Pulse Laser (Clan)

- ER Large Pulse Laser (Clan)
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

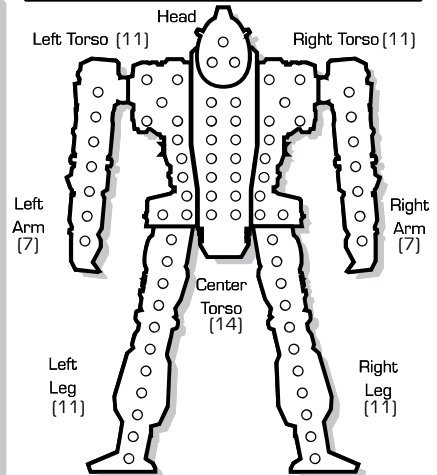
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Roll Again
- 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	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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Legionnaire LGN-1X

Movement Points: **Tonnage:** 50
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	-	4	8	12
1	Rotary AC/2	RT	1	2/Sht	-	6	12	18
				[DB,R/C]				
1	Beagle Active Probe	LT	-	[E]	-	-	-	4
1	Targeting Computer	LT	-	[E]	-	-	-	-

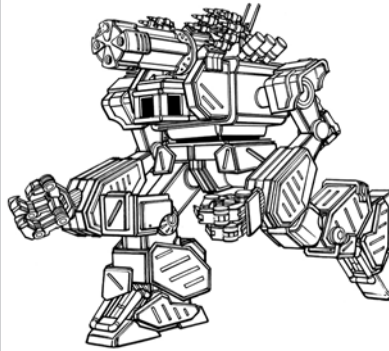
BV: 1,322

WARRIOR DATA

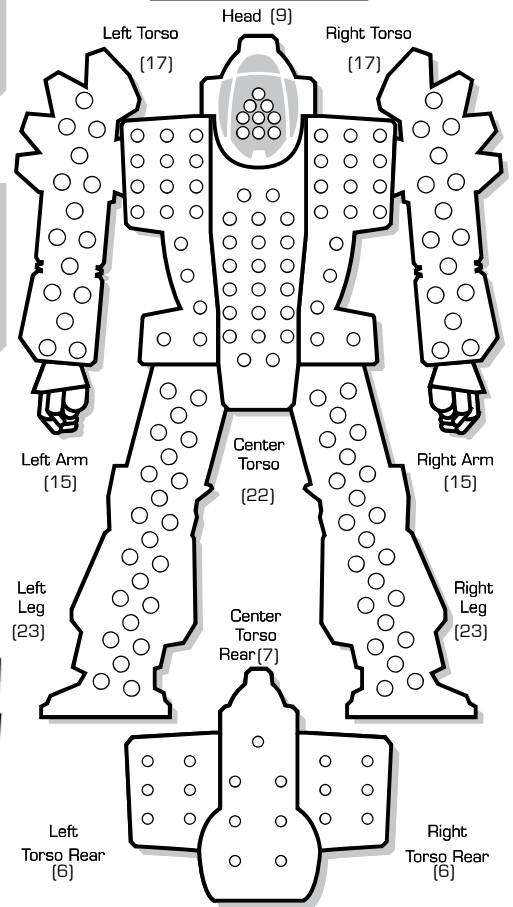
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

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
- Beagle Active Probe
- Beagle Active Probe
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

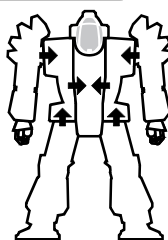
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

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

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

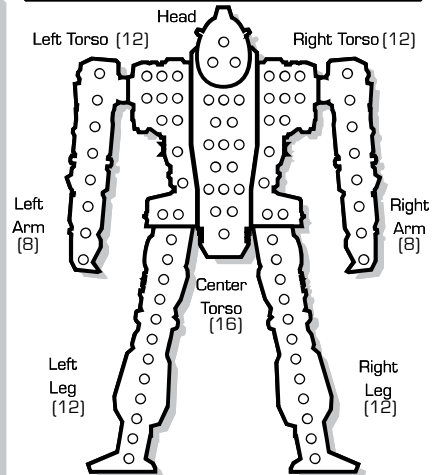
- Ammo [RAC/2] 45
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

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	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

Heat Scale
30*
29
28*
27
26*
25*
24*
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: Legionnaire LGN-2D

Movement Points: Tonnage: 50
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	-	5	10	15
1	Targeting Computer	LT	-	[E]	-	-	-	-

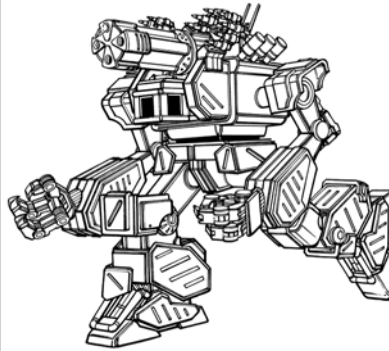
BV: 1,386

WARRIOR DATA

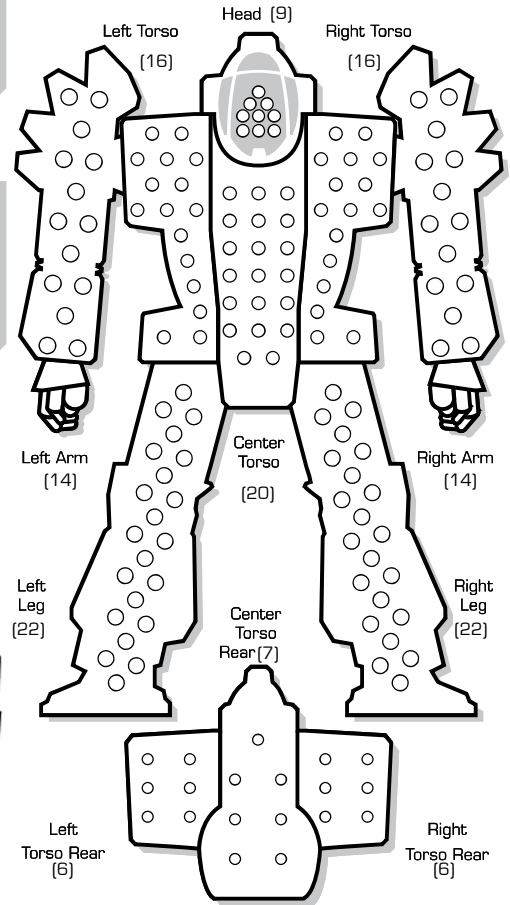
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
 4. Hand Actuator
 5. Endo Steel
 6. 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
- 1-3
 4. Targeting Computer
 5. Targeting Computer
 6. Targeting Computer

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

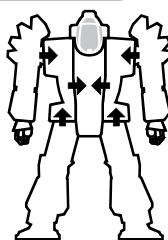
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
 4. Gyro
 5. Gyro
 6. Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
 4. Hand Actuator
 5. Endo Steel
 6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

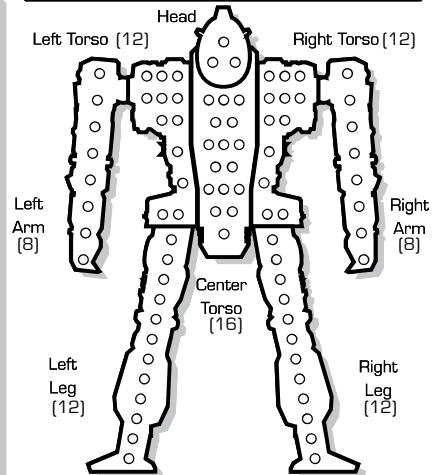
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
 4. Rotary AC/5
 5. Rotary AC/5
 6. Rotary AC/5

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	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: Legionnaire LGN-2XA

Movement Points: **Tonnage:** 50
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** (Advanced) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	RT/RA	10	20 [A,E,S,F]	-	1	2	8

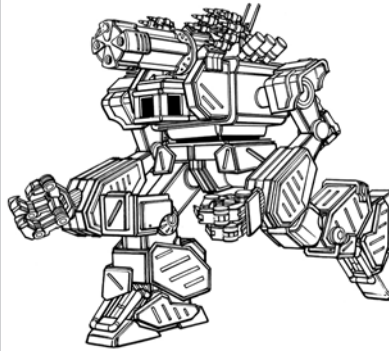
BV: 1,172

WARRIOR DATA

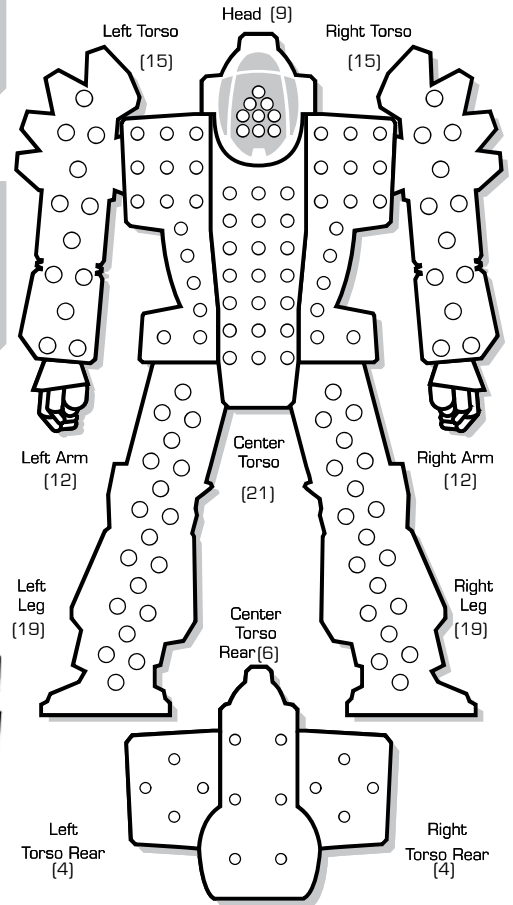
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Arrow IV
- Arrow IV

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Arrow IV] 5
- Ammo [Arrow IV Homing] 5
- Endo Steel

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV

1-3

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

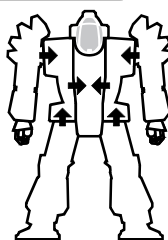
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

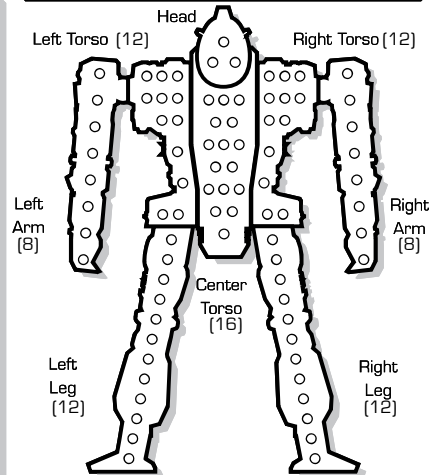
4-6



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	-4 Movement Points
20*	Ammo Exp. avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	Shutdown, avoid on 4+
15*	+2 Modifier to Fire
14*	-2 Movement Points
13*	+1 Modifier to Fire
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2XU

Movement Points: **Tonnage:** 50
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	-	6	12	18
1	Targeting Computer	LT	-	[E]	-	-	-	-

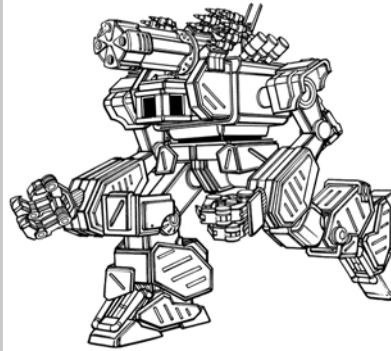
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WARRIOR DATA

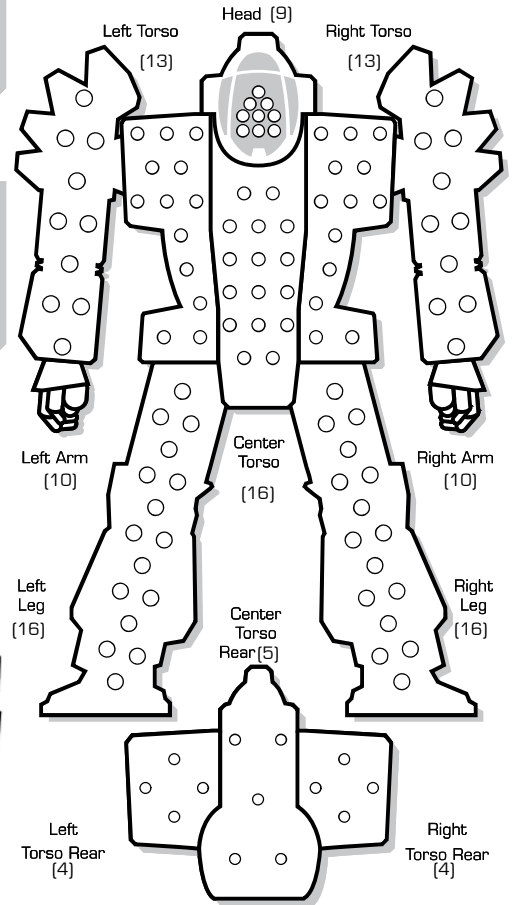
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer

- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

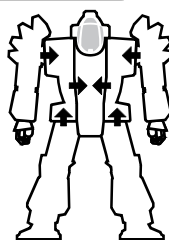
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

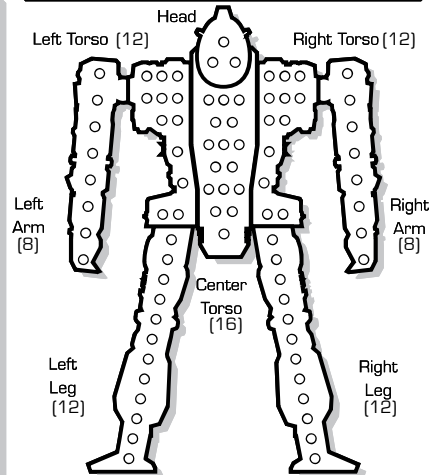
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Eyleuka EYL-4A

Movement Points: **Walking:** 6 **Tonnage:** 55
Running: 9 [12] **Tech Base:** Inner Sphere
Jumping: 6 **Era:** Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
4	Machine Gun	RT	0	—	—	1	2	3
				[DB, AI]				
1	Machine Gun Array	RT	—	[T]	—	—	—	—
4	Machine Gun	LT	0	—	—	1	2	3
				[DB, AI]				
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

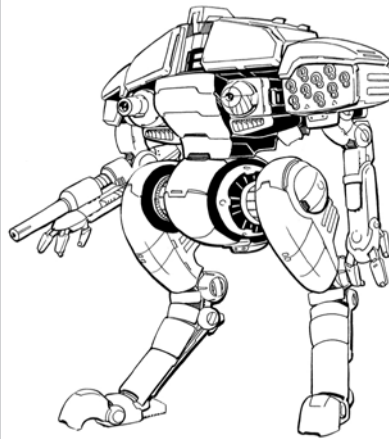
BV: 1,571

WARRIOR DATA

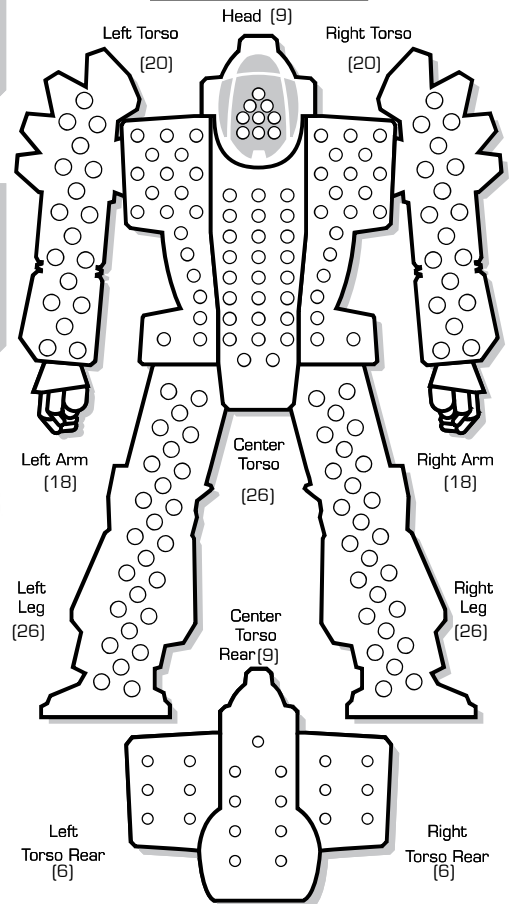
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Machine Gun
 - Machine Gun
- 1-3

- Machine Gun
 - Machine Gun Array
 - MASC
 - MASC
 - MASC
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

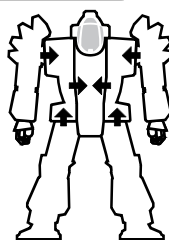
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 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
- 1-3
- Hand Actuator
 - ER Large Laser
 - ER Large Laser

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

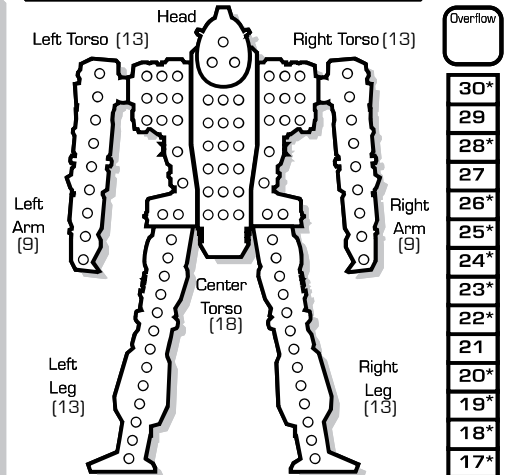
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Machine Gun
 - Machine Gun
- 1-3

- Machine Gun
 - Machine Gun Array
 - Ammo (Machine Gun) 200
 - Beagle Active Probe
 - Beagle Active Probe
 - CASE
- 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	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	Heat Level
	30*
	29
	28*
	27
	26*
	25*
	24*
	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: Eyleuka EYL-35A

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 7
Tonnage: 55 **Tech Base:** Inner Sphere **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	TAG	RT	0	[S]	—	5	9	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 10	RA	4	1/MeL [M,C,S]	6	7	14	21
1	LRM 10	LA	4	1/MeL [M,C,S]	6	7	14	21

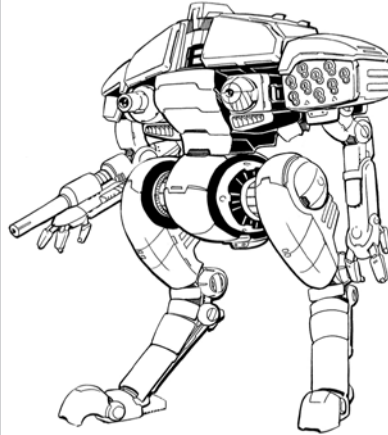
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WARRIOR DATA

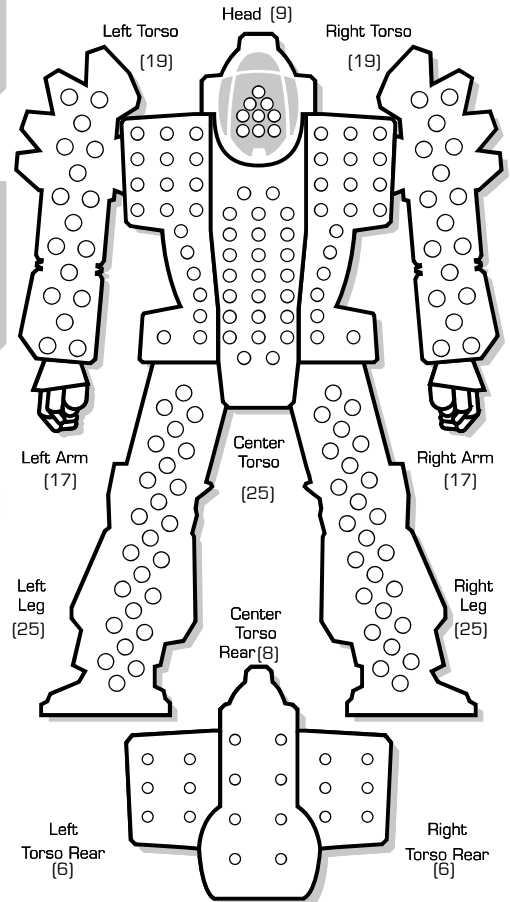
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Stealth
- Stealth
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- ER Medium Laser
- Stealth
- Stealth

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

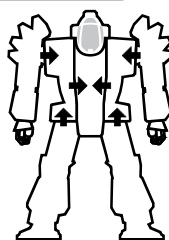
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Guardian ECM Suite
- Guardian ECM Suite

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

- ER Medium Laser
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Stealth
- Stealth
- Roll Again

Right Torso

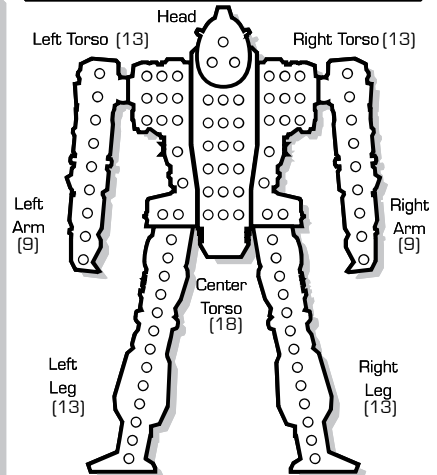
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- TAG
- Stealth
- Stealth

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: Eyleuka EYL-45A

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Era:** Jihad
 Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	TAG	LT	0	0 [S]	—	5	9	15
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	MML 9	LA	5	[M.C.S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

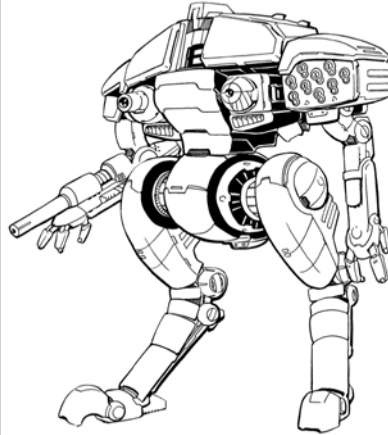
BV: 1,520

WARRIOR DATA

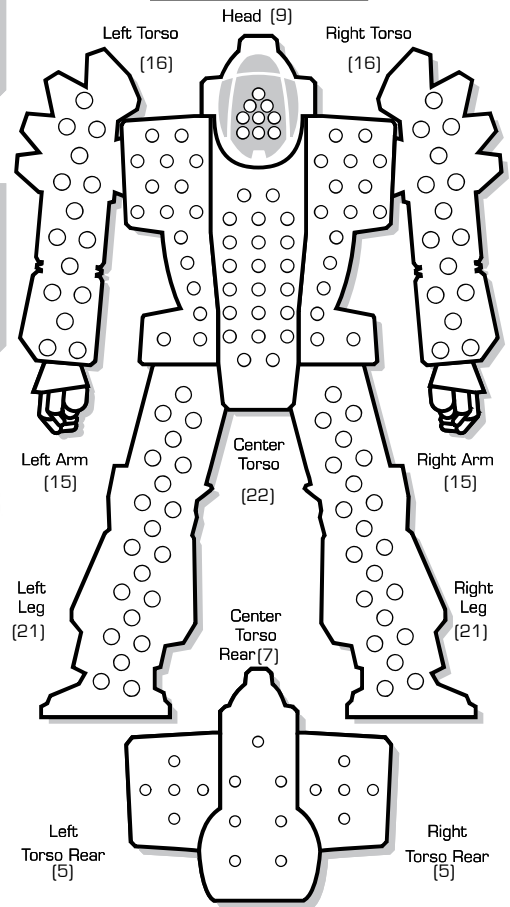
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. MML 9
- 6. MML 9
- 1. MML 9
- 2. MML 9
- 3. MML 9
- 4-6 4. Ammo (MML 9/SRM) 11
- 5. Stealth
- 6. Stealth

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4-6 4. TAG
- 5. Stealth
- 6. Stealth

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth
- 6. Stealth

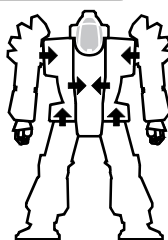
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Ammo (MML 9/LRM) 13
- 6. Ammo (MML 9/LRM) 13

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Compact Gyro
- 5. Compact Gyro
- 6. XL Fusion Engine
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Improved Jump Jet
- 4-6 4. Improved Jump Jet
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. ER Large Laser
- 6. ER Large Laser
- 1. ER Medium Laser
- 2. Stealth
- 3. Stealth
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

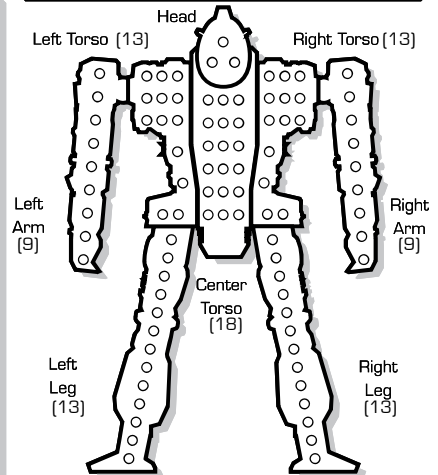
Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4-6 4. ER Medium Laser
- 5. Stealth
- 6. Stealth

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth
- 6. Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Eyleuka EYL-45B

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 7
Tonnage: 55 **Tech Base:** Inner Sphere **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10 [B/5] [DE/V]	—	9	13	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	TAG	LT	0	0 [S]	—	5	9	15
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

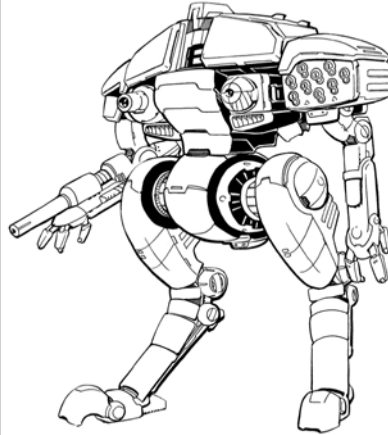
BV: 1,726

WARRIOR DATA

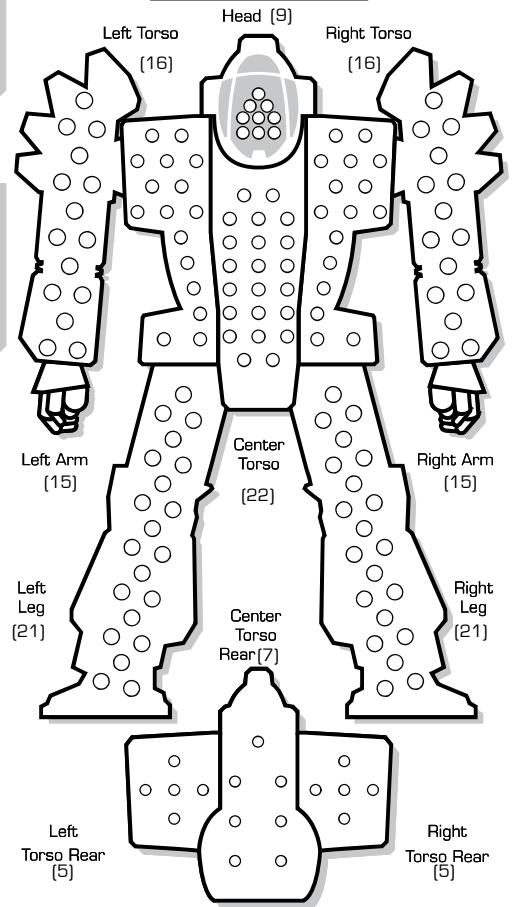
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 Double Heat Sink
- 6 Double Heat Sink

Center Torso

- 1 Double Heat Sink
- 2 Stealth
- 3 Stealth
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Improved Jump Jet
- 5 Improved Jump Jet
- 6 Improved Jump Jet

- 1 Improved Jump Jet
- 2 Improved Jump Jet
- 3 Improved Jump Jet

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

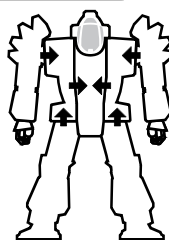
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Compact Gyro
- 5 Compact Gyro
- 6 XL Fusion Engine

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 Improved Jump Jet
- 4 Improved Jump Jet
- 5 Guardian ECM Suite
- 6 Guardian ECM Suite

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 4 Hand Actuator
- 5 Double Heat Sink
- 6 Double Heat Sink

Center Torso

- 1 Double Heat Sink
- 2 ER Large Laser
- 3 ER Large Laser
- 4 ER Medium Laser
- 5 Stealth
- 6 Stealth

Right Torso

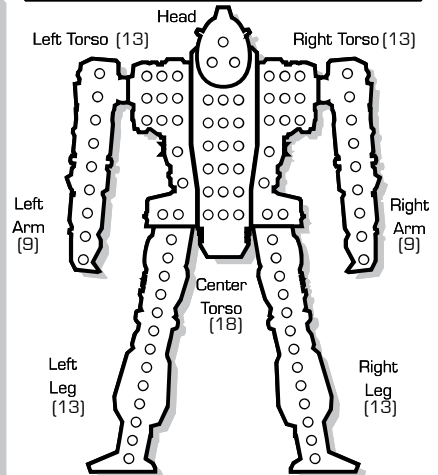
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Improved Jump Jet
- 5 Improved Jump Jet
- 6 Improved Jump Jet

- 1 Improved Jump Jet
- 2 Improved Jump Jet
- 3 Improved Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	
27	
26*	
25*	
24*	
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-O Invictus

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M.C.S.]	6	7	14	21
1	Streak SRM 4	LT	3	2/Msl [M.C.]	—	3	6	9
1	MRM 20	RA	6	1/Msl [M.C.]	—	3	8	15
1	Retractable Blade	LA	—	6	—	—	—	—

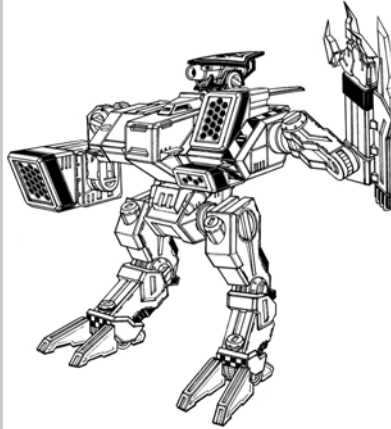
BV: 1,245

WARRIOR DATA

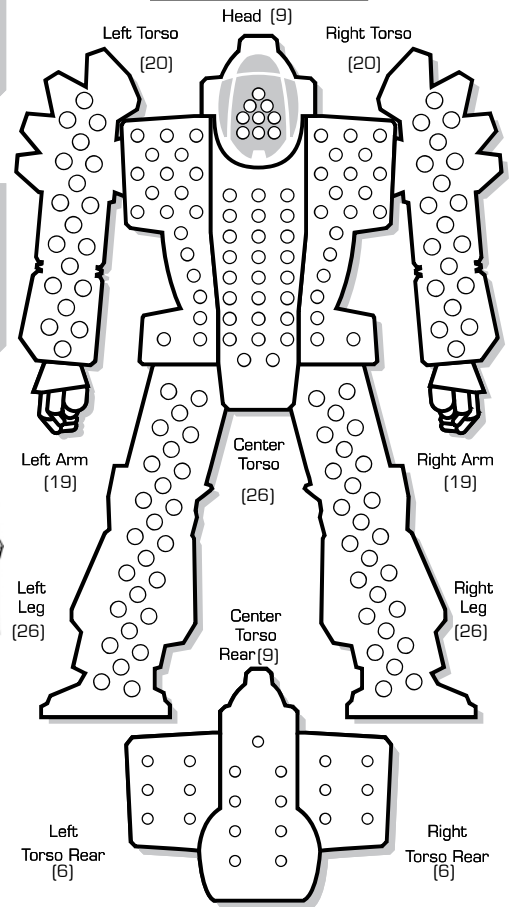
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Retractable Blade
- 3. Retractable Blade
- 4-6 4. Retractable Blade
- 5. Retractable Blade
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. LRM 15
- 4. LRM 15
- 5. LRM 15
- 6. Streak SRM 4
- 1. Improved C³ CPU
- 2. Improved C³ CPU
- 4-6 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

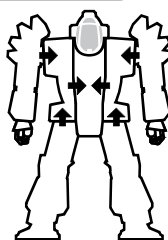
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Light PPC
- 6. Light PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro
- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4-6 4. Light Fusion Engine
- 5. Light Fusion Engine
- 6. Light Fusion Engine

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. MRM 20
- 5. MRM 20
- 6. MRM 20
- 1. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

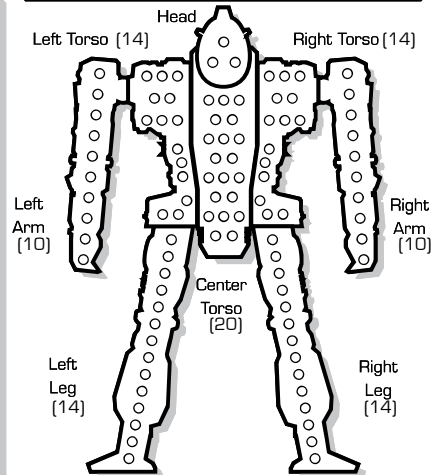
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Ammo (MRM 20) 12
- 1-3 4. Ammo (LRM 15) 8
- 5. Ammo (LRM 15) 8
- 6. Ammo (Streak SRM 4) 25
- 1. CASE
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 4-6 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OA Dominus

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	HD	4	2/Mel [M,C]	—	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

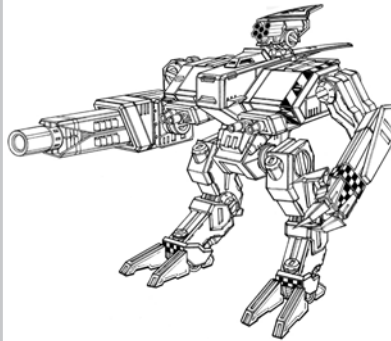
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WARRIOR DATA

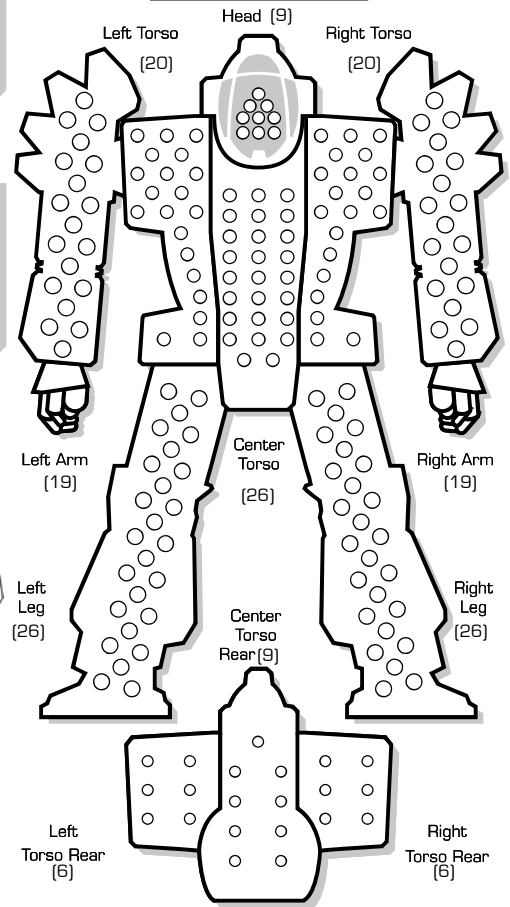
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
- ER Medium Laser
3. Medium Pulse Laser
- 4-6 Improved C³ CPU
5. Improved C³ CPU
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

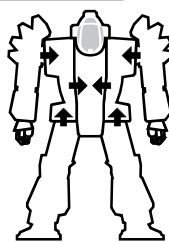
- Life Support
- Sensors
- Small Cockpit
- Sensors
5. Streak SRM 6
6. Streak SRM 6

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
- 4-6 Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
3. Heavy PPC
- 1-3 4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

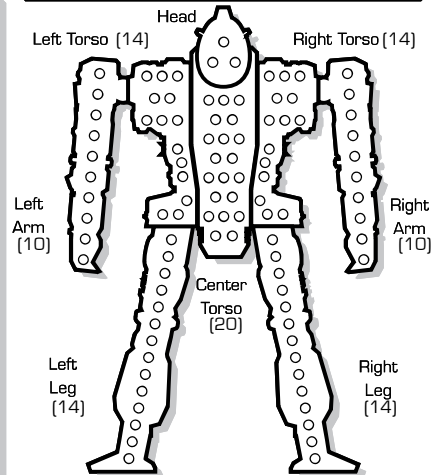
- Light Fusion Engine
2. Light Fusion Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
- ER Medium Laser
3. Medium Pulse Laser
- 4-6 4. Ammo [Streak SRM 6] 15
5. CASE
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
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

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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-OB Infernus

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Plasma Rifle	RT	10	10 [DE,H,AI]	—	5	10	15
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
1	MML 7 LRM SRM	RA	4	[M,C,S] 1/Msl 2/Msl	6	7	14	21
1	w/Artemis IV FCS	LA	4	[M,C,S] 1/Msl 2/Msl	6	7	14	21

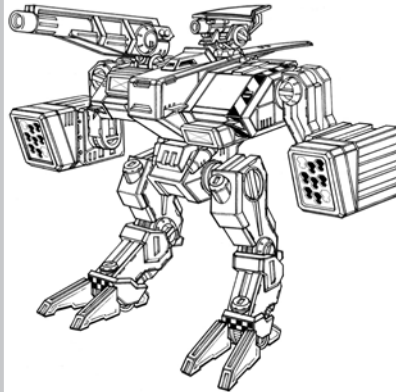
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WARRIOR DATA

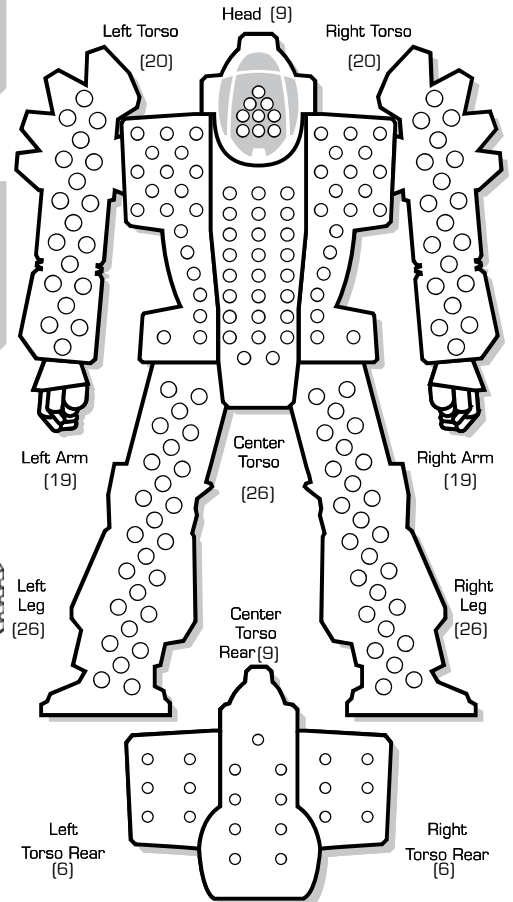
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- MML 7
- MML 7
- MML 7
- MML 7
- Artemis IV FCS

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- ER Small Laser (R)
- Ammo (MML 7 LRM Artemis) 17
- 1-3 Ammo (MML 7 SRM Artemis) 14
- Improved C³ CPU
- Improved C³ CPU
- 4-6 CASE
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium Pulse Laser
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro
- 1-3 XL Gyro
- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- MML 7
- MML 7
- MML 7
- Artemis IV FCS
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 1-3 Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle
- Plasma Rifle
- 1-3 Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

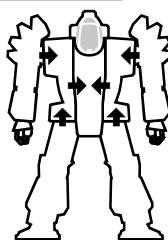
Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle
- Plasma Rifle
- 1-3 Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

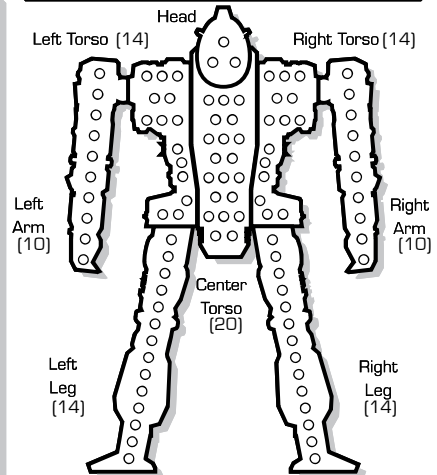
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OC Comminus

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	[DE]	—	4	8	12
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	[DE]	—	4	8	12
2	Streak SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
3	MRM 10	LA	4	1/Msl [M,C]	—	3	8	15

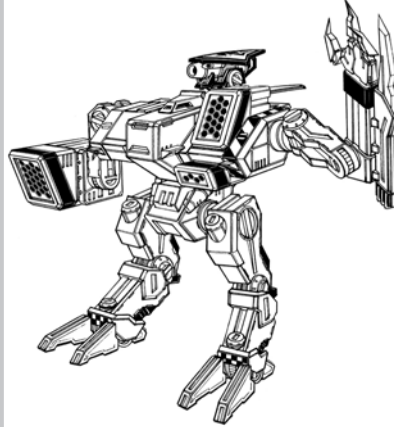
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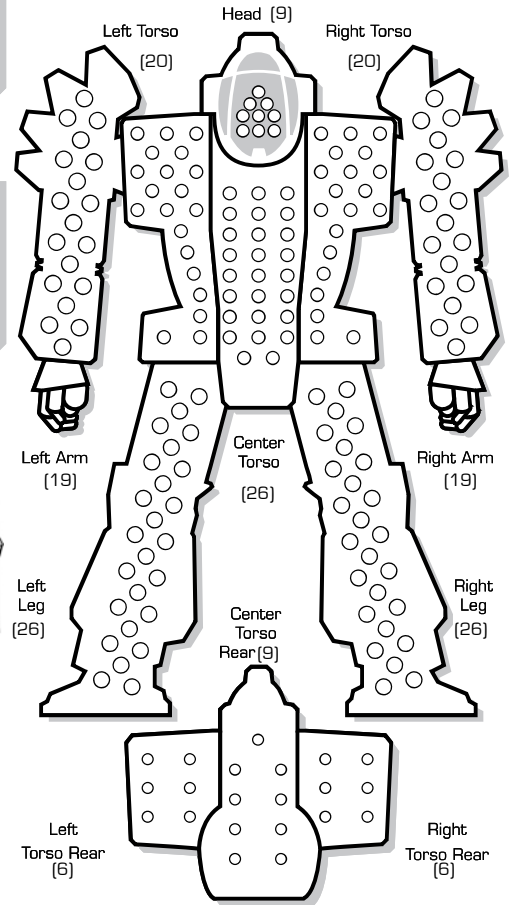
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



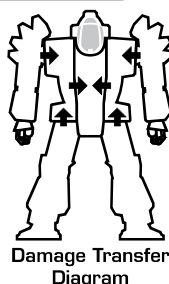
ARMOR DIAGRAM



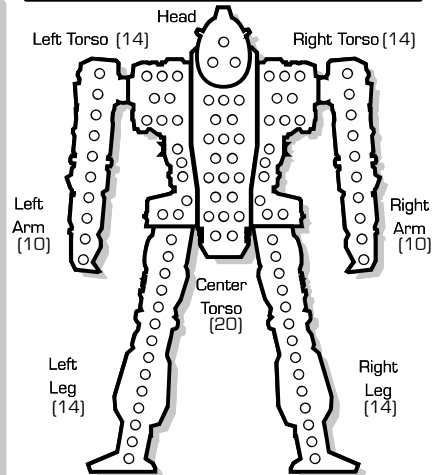
CRITICAL HIT TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> MRM 10 MRM 10 MRM 10 MRM 10 MRM 10 MRM 10 <p>Left Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Jump Jet Jump Jet ER Medium Laser Ammo (Streak SRM 6) 15 <p>1-3</p> <ol style="list-style-type: none"> Ammo (MRM 10) 24 Improved C³ CPU Improved C³ CPU <p>4-6</p> <ol style="list-style-type: none"> CASE Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Light Ferro-Fibrous Light Ferro-Fibrous | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Small Cockpit Sensors Guardian ECM Suite Guardian ECM Suite <p>Center Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine XL Gyro XL Gyro XL Gyro <p>1-3</p> <ol style="list-style-type: none"> XL Gyro XL Gyro XL Gyro <p>4-6</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Streak SRM 6 Streak SRM 6 <p>1-3</p> <ol style="list-style-type: none"> Streak SRM 6 Streak SRM 6 <p>4-6</p> <ol style="list-style-type: none"> Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Jump Jet Jump Jet ER Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Light Ferro-Fibrous Light Ferro-Fibrous |
|--|--|---|

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grigori C-GRG-OD Luminos

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	ER Small Laser	LA	2	3 [DE]	—	2	4	5

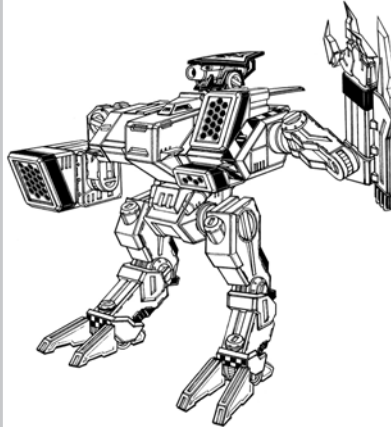
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WARRIOR DATA

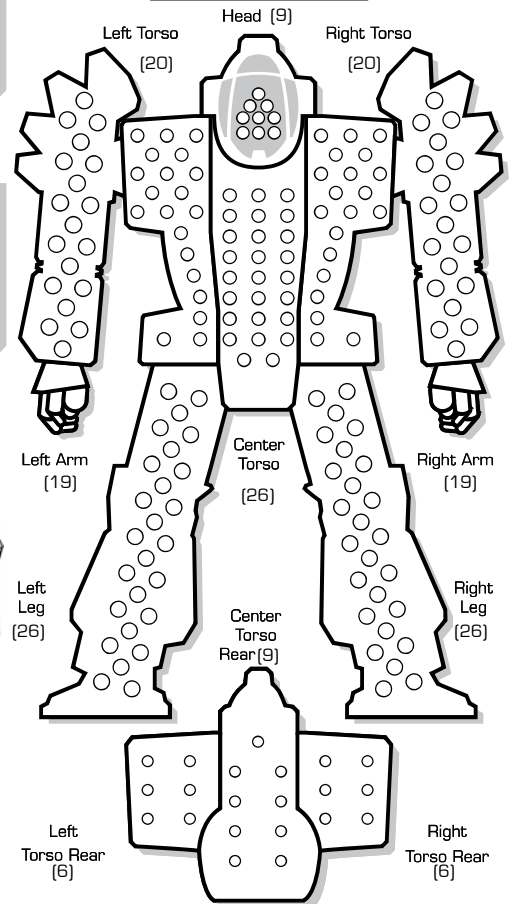
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. ER Small Laser
- 3. ER Small Laser
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Improved Jump Jet
- 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. ER Medium Laser
- 4-6 4. Improved C³ CPU
- 5. Improved C³ CPU
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

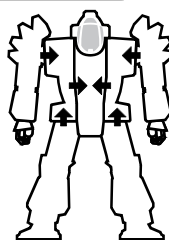
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Light PPC
- 6. Light PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro
- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4-6 4. Light Fusion Engine
- 5. Light Fusion Engine
- 6. Light Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Heavy PPC
- 1-3 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC
- 1. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

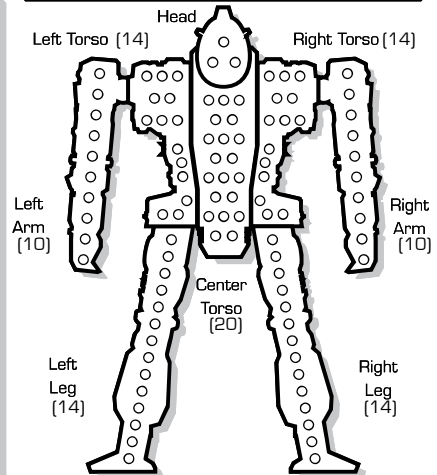
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Improved Jump Jet
- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. ER Medium Laser
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OE Eminus

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	RA	7	15[M]	5	6	12	18
1	ER PPC	LA	15	10 [DE]	—	7	14	23

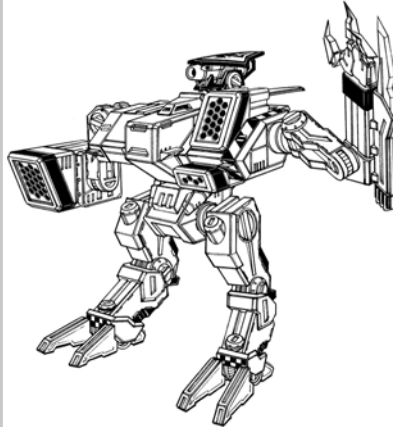
BV: 1,544

WARRIOR DATA

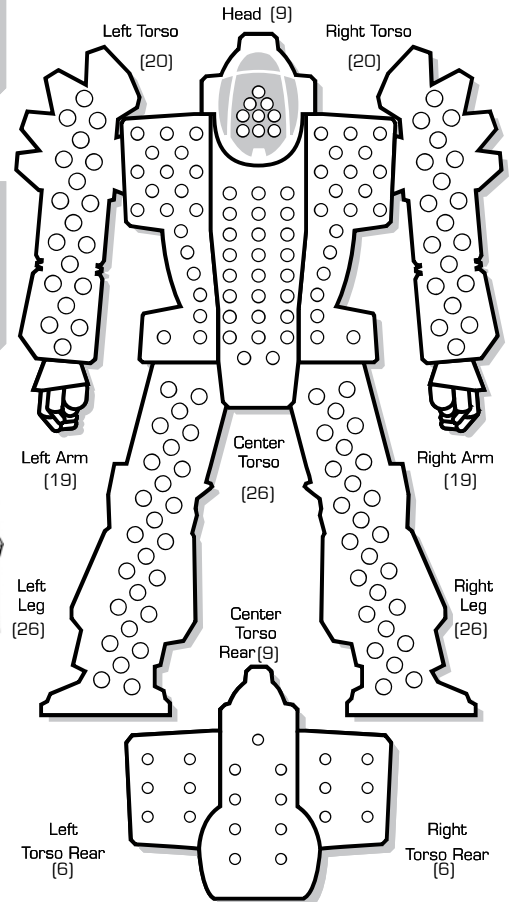
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER PPC
- 1. ER PPC
- 2. ER PPC
- 3. Roll Again
- 4-6. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser
- 1. ER Medium Laser
- 2. Improved C³ CPU
- 3. Improved C³ CPU
- 4-6. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Head

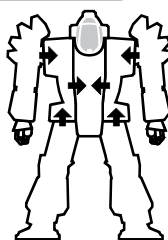
- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. ER Medium Laser
- 6. ER Small Laser

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3. XL Gyro
- 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro

- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4-6. Light Fusion Engine
- 5. Light Fusion Engine
- 6. Light Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3. Hand Actuator
- 4. Thunderbolt 15
- 5. Thunderbolt 15
- 6. Thunderbolt 15
- 1. Thunderbolt 15
- 2. Ammo [Thunderbolt 15] 4
- 3. Ammo [Thunderbolt 15] 4
- 4-6. Light Ferro-Fibrous
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

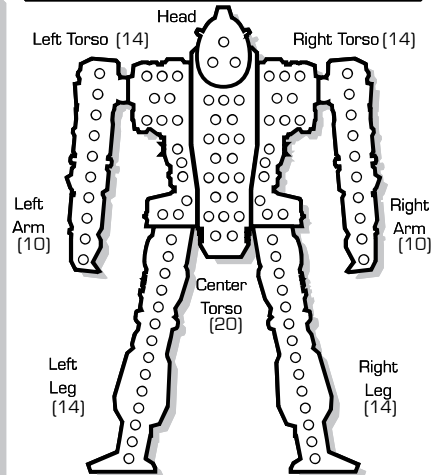
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser
- 1. ER Medium Laser
- 2. CASE
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OS Caelestis

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Mixed Tech (I.S.)
 Running: 6 Era: (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Streak LRM 10 (Clan)	RT	4	1/Msl [M.C.S]	—	7	14	21
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	Silver Bullet Gauss Rifle	RA	1	15 [D.B.C/F/X]	2	7	15	22

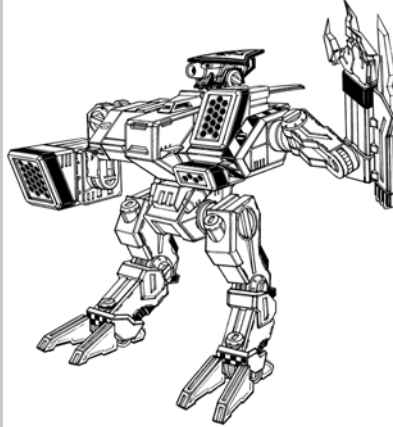
BV: 1,378

WARRIOR DATA

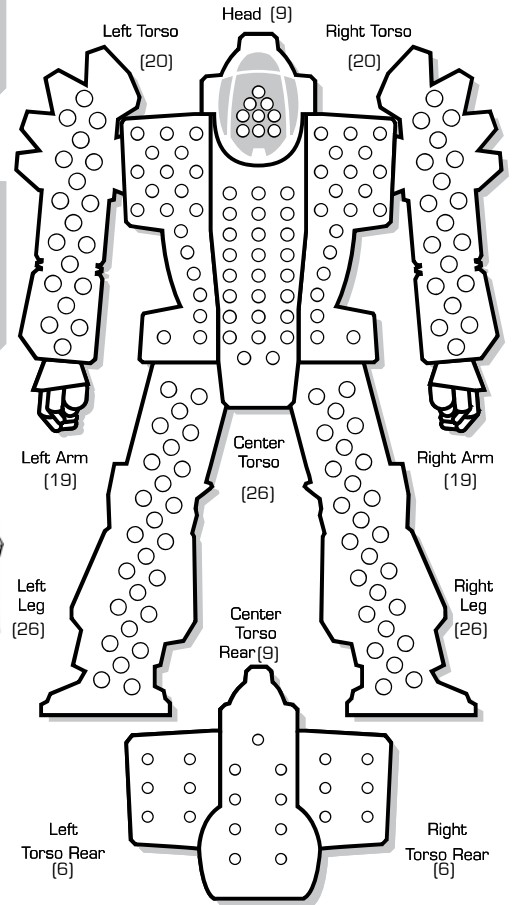
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Ammo (Silver Bullet) 8
- Ammo (Silver Bullet) 8
- Improved C³ CPU
- Improved C³ CPU

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

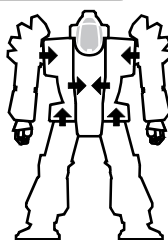
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium X-Pulse Laser
- Medium X-Pulse Laser

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 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
- 1-3 Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle

- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- 3 Silver Bullet Gauss Rifle
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso

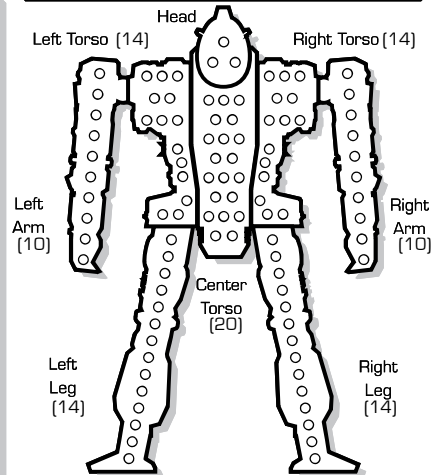
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Streak LRM 10 (Clan)
- Streak LRM 10 (Clan)
- Ammo (Streak LRM 10) 12
- CASE II

- 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
- Light Ferro-Fibrous
- Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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-O Tamiel

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 (Advanced)
 Jumping: 4 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	Thunderbolt 10	LT	5	10[M]	5	6	12	18
1	Thunderbolt 10	RA	5	10[M]	5	6	12	18
1	Snub-Nose PPC	LA	10	10[B/5]	—	9	13	15

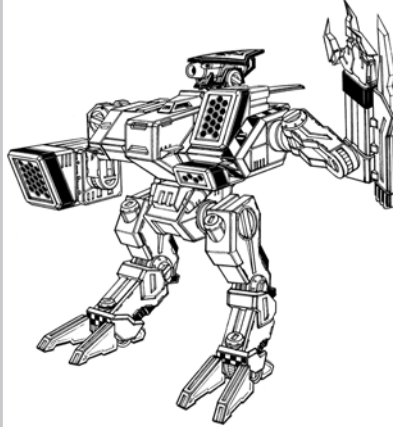
BV: 1,426

WARRIOR DATA

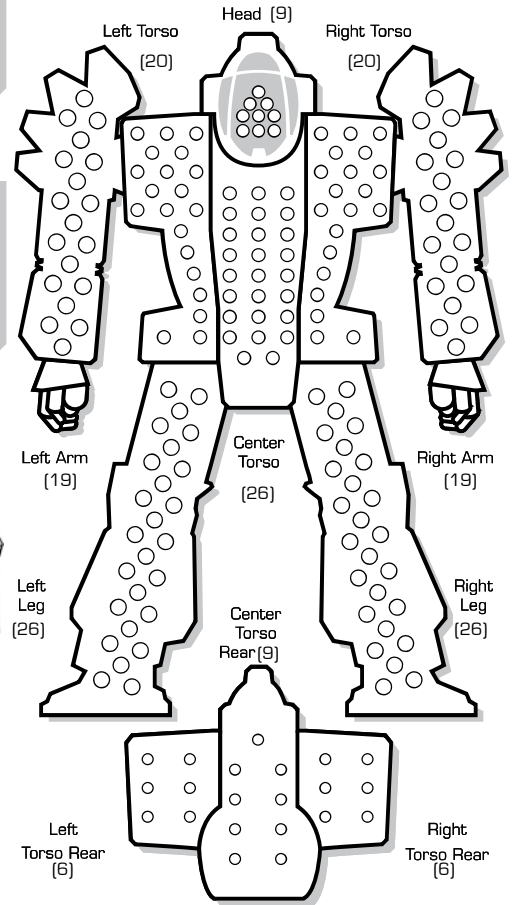
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Snub-Nose PPC
- 1-3
- Snub-Nose PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Thunderbolt 10
 - Thunderbolt 10
- 1-3
- Improved C³ CPU
 - Improved C³ CPU
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 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
- Guardian ECM Suite
- Guardian ECM Suite

Center Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro
- 1-3
- XL Gyro
 - XL Gyro
 - XL Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Thunderbolt 10
 - Thunderbolt 10
- 1-3
- Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

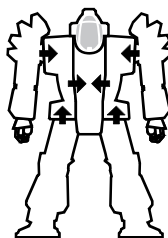
Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Ammo (Thunderbolt 10) 6
 - Ammo (Thunderbolt 10) 6
- 1-3
- CASE
 - Roll Again
 - 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

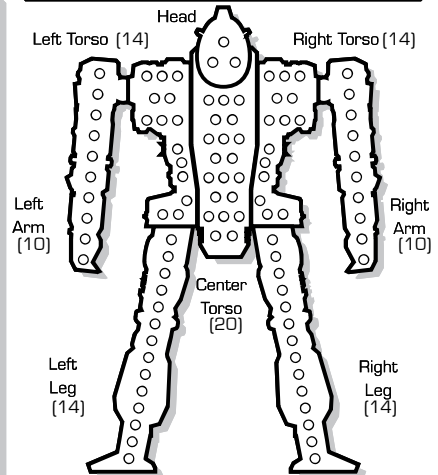
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Patriot PKM-2C

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere (Advanced)
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	TAG	RT	0	0 [S]	—	5	9	15
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	8
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

BV: 1,613

WARRIOR DATA

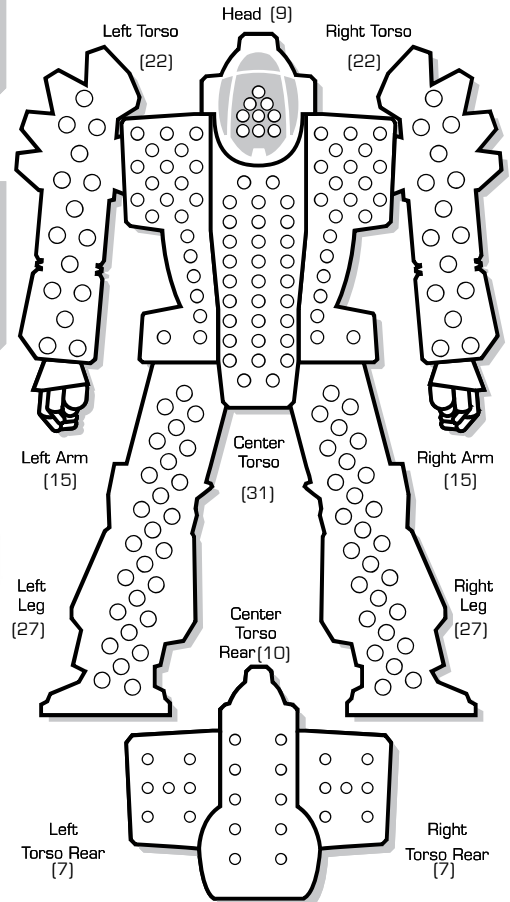
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Arrow IV
- 5. Arrow IV
- 6. Arrow IV
- 1. Arrow IV
- 2. Arrow IV
- 3. Arrow IV
- 4-6 4. Arrow IV
- 5. Arrow IV
- 6. Arrow IV

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Arrow IV
- 5. Arrow IV
- 6. Arrow IV
- 1. Arrow IV
- 2. Arrow IV
- 3. Arrow IV
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. AMS
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Heavy Duty Gyro
- 5. Heavy Duty Gyro
- 6. Heavy Duty Gyro
- 1. Heavy Duty Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Ammo [AMS] 12
- 5. Ammo [Arrow IV] 5
- 6. Ammo [Arrow IV] 5
- 1. Ammo [Arrow IV Homing] 5
- 2. Ammo [Arrow IV Homing] 5
- 3. TAG
- 4. CASE
- 5. Endo Steel
- 4-6 6. Endo Steel

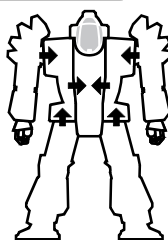
Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Ammo [AMS] 12
- 5. Ammo [Arrow IV] 5
- 6. Ammo [Arrow IV] 5
- 1. Ammo [Arrow IV Homing] 5
- 2. Ammo [Arrow IV Homing] 5
- 3. TAG
- 4. CASE
- 5. Endo Steel
- 4-6 6. Endo Steel

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

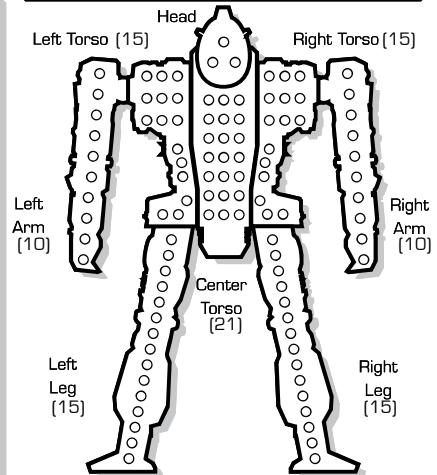
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Patriot PKM-2D

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	- [PD]	-	-	-	-
1	Guardian ECM Suite	CT	-	[E]	-	-	-	6
1	TAG	RT	0	0 [S]	-	5	9	15
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
1	LB 20-X AC	LT/LA	6	20	-	4	8	12
				[DB,C/F/S]				
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

BV: 1,699

WARRIOR DATA

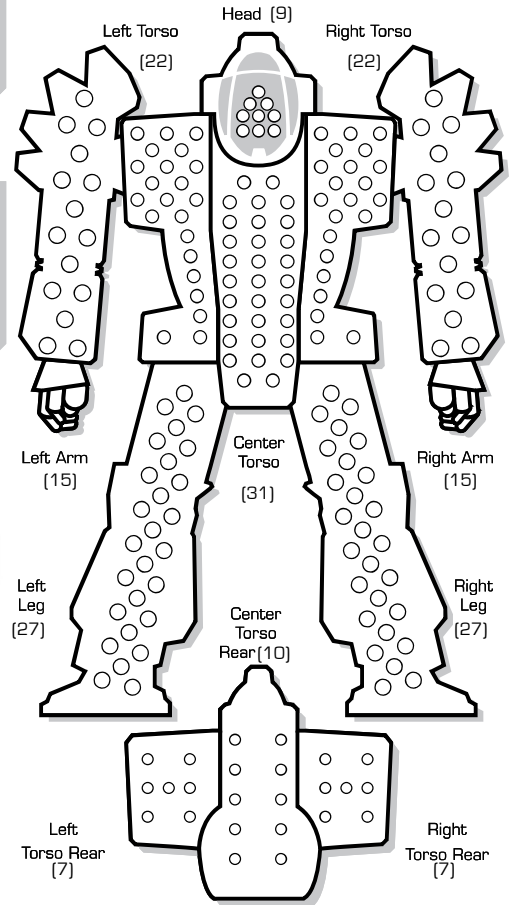
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

Head

- Life Support
- Sensors
- Cockpit
- AMS
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- 5 Heavy PPC
- 6 Heavy PPC

Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Heavy Duty Gyro
- 5 Heavy Duty Gyro
- 6 Heavy Duty Gyro

Right Torso

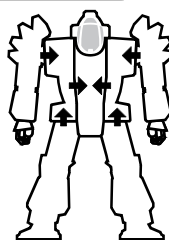
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Ammo [AMS] 12
- 5 Ammo [LB 20-X] 5
- 6 Ammo [LB 20-X] 5

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 LB 20-X AC
- 5 LB 20-X AC
- 6 ER Medium Laser

- 1 Heavy Duty Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Guardian ECM Suite
- 6 Guardian ECM Suite

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

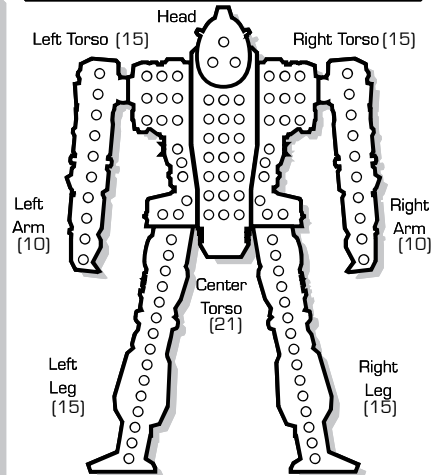
Left Leg

- 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	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

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: Patriot PKM-2E

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	9	15
1	MML 7	LT	4	[M.C.S]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	MML 7	LA	4	[M.C.S]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							

BV: 1,443

WARRIOR DATA

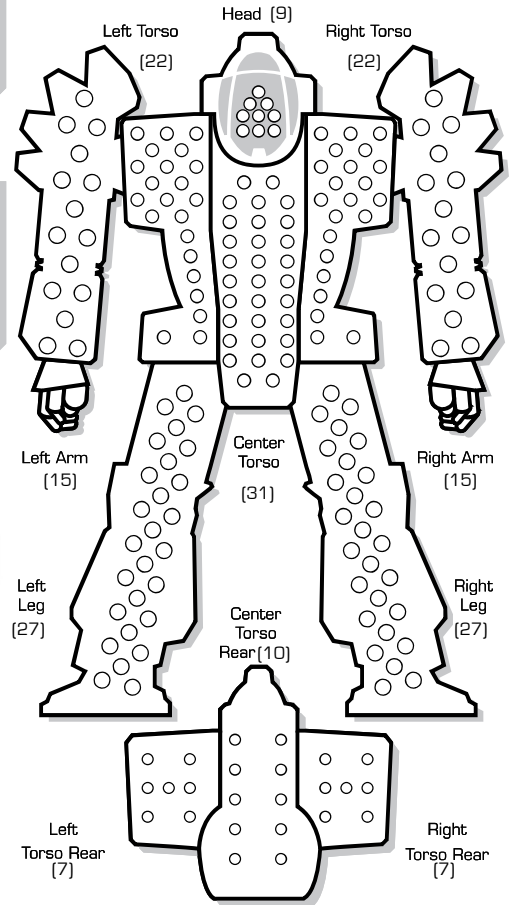
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- MML 7
- MML 7
- MML 7
- MML 7

1-3

- Artemis IV FCS
- MML 7
- MML 7
- MML 7
- MML 7
- Artemis IV FCS

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7

1-3

- MML 7
- Artemis IV FCS
- 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
- AMS
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

4-6

- Heavy Duty Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Heavy PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [AMS] 12
- Ammo [MML 7 LRM Artemis] 17
- Ammo [MML 7 LRM Artemis] 17

1-3

- Ammo [MML 7 SRM Artemis] 14
- Ammo [MML 7 SRM Artemis] 14
- TAG
- CASE
- Endo Steel
- Endo Steel

4-6

Right Leg

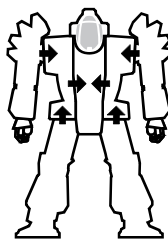
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○

Gyro Hits ○○○

Sensor Hits ○○

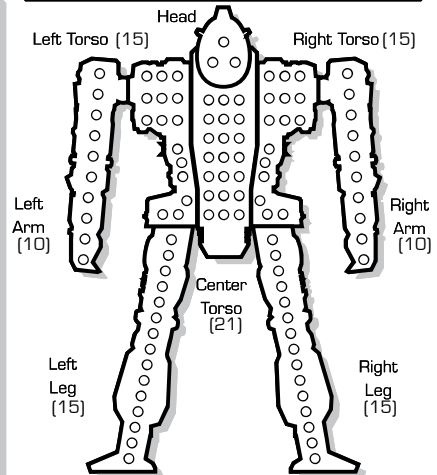
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-O Invictus

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Retractable Blade	LA	—	7	—	—	—	—

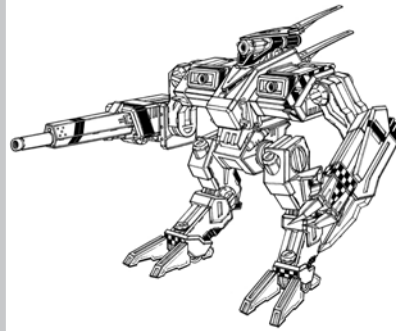
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WARRIOR DATA

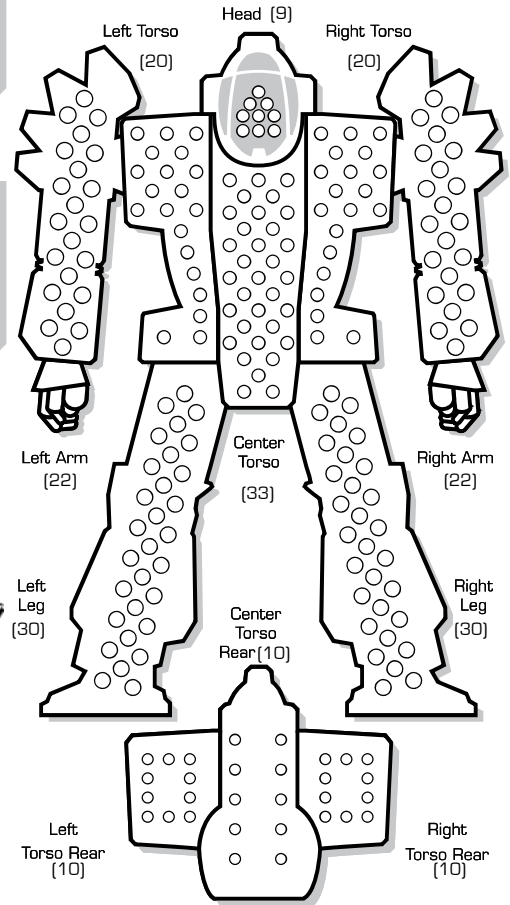
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Retractable Blade
- 6. Retractable Blade
- 1. Retractable Blade
- 2. Retractable Blade
- 3. Retractable Blade
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Light PPC
- 4. Light PPC
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

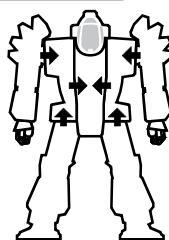
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Light PPC
- 6. Light PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Heavy Duty Gyro
- 5. Heavy Duty Gyro
- 6. Heavy Duty Gyro
- 1. Heavy Duty Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Gauss Rifle
- 1-3 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4-6 4. Ammo (Gauss) 8
- 5. Endo Steel
- 6. Endo Steel

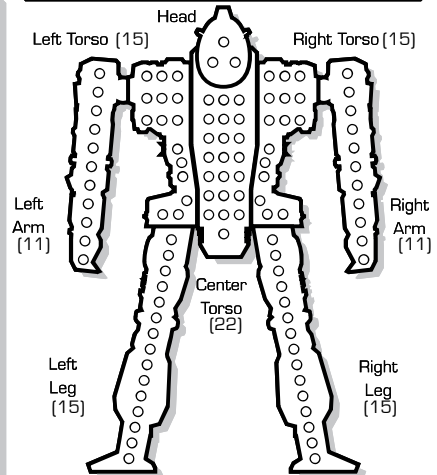
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light PPC
- 1-3 4. Light PPC
- 5. Improved C³ CPU
- 6. Improved C³ CPU
- 1. CASE
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	
27	
26*	
25*	
24*	
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-OA Dominus

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	MML 7	RA	4	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15
				[DB,R/C]				

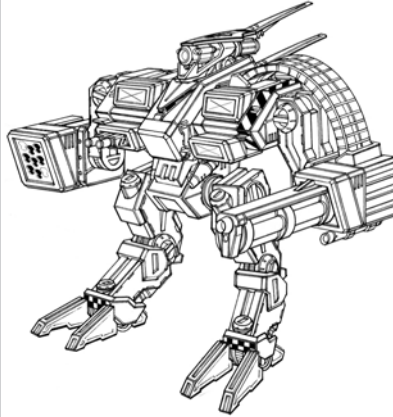
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WARRIOR DATA

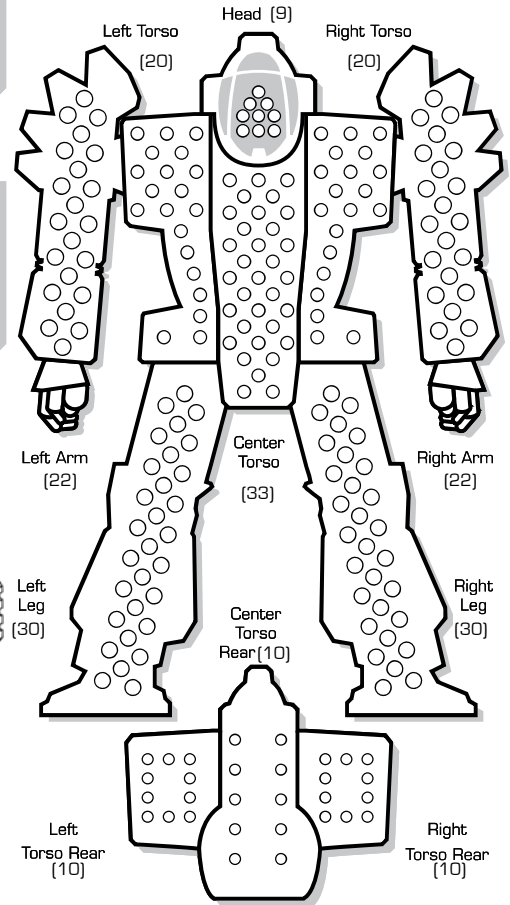
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Rotary AC/5
- 4. Rotary AC/5
- 5. Rotary AC/5
- 6. Rotary AC/5
- 1. Rotary AC/5
- 2. Rotary AC/5
- 3. ER Small Laser
- 4-6. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. Ammo [RAC/5] 20
- 4. Ammo [RAC/5] 20
- 5. Ammo [RAC/5] 20
- 6. Ammo [MML 7/LRM] 17
- 1. Ammo [MML 7/SRM] 14
- 2. CASE
- 3. Endo Steel
- 4-6. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

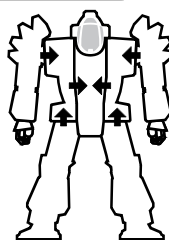
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Light PPC
- 6. Light PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3. Heavy Duty Gyro
- 4. Heavy Duty Gyro
- 5. Heavy Duty Gyro
- 6. Heavy Duty Gyro
- 1. Heavy Duty Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6. Light Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3. Hand Actuator
- 4. MML 7
- 5. MML 7
- 6. MML 7
- 1. MML 7
- 2. MML 7
- 3. Endo Steel
- 4-6. Endo Steel
- 5. Roll Again
- 6. Roll Again

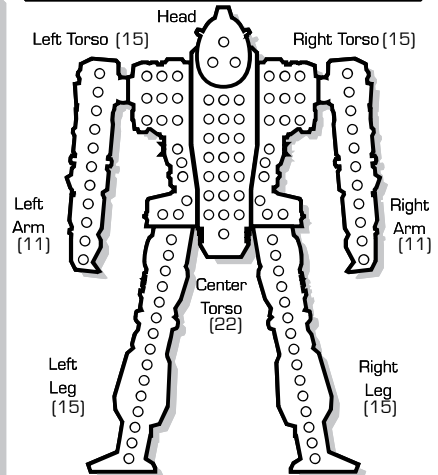
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Medium Laser
- 4. ER Medium Laser
- 1-3. Improved C³ CPU
- 5. Improved C³ CPU
- 6. Improved C³ CPU
- 1. Targeting Computer
- 2. Targeting Computer
- 3. Targeting Computer
- 4-6. Targeting Computer
- 5. Endo Steel
- 6. Endo Steel

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-OC Comminus

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Ultra AC/20	RT/RA	8	20/Sht [DB,R/C]	—	3	7	10
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

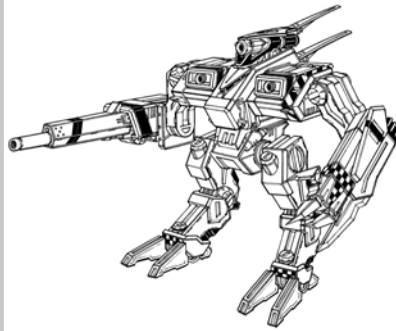
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WARRIOR DATA

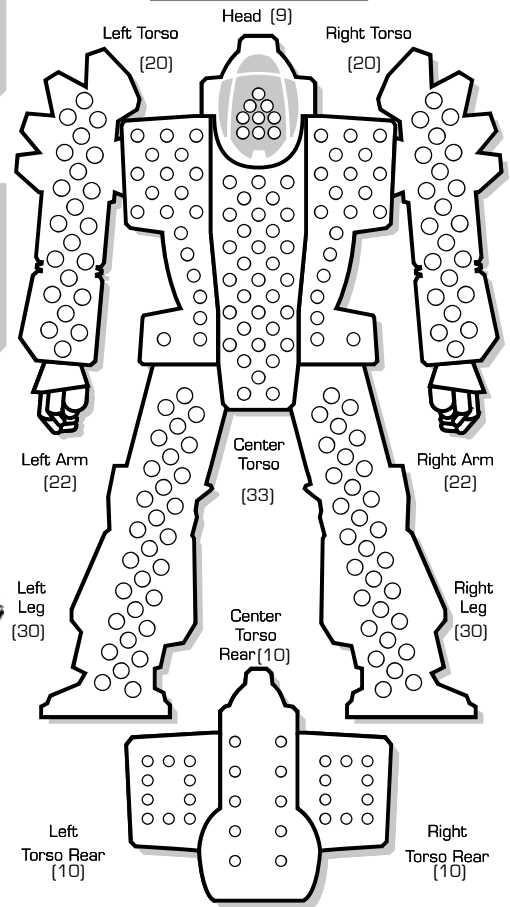
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. ER Medium Laser
- 3. ER Medium Laser
- 4-6 4. ER Medium Laser
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Jump Jet
- 1-3 4. ER Small Laser (R)
- 5. Ammo (Ultra AC/20) 5
- 6. Ammo (Ultra AC/20) 5
- 1. Ammo (Ultra AC/20) 5
- 2. CASE
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite

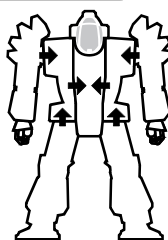
Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Heavy Duty Gyro
- 5. Heavy Duty Gyro
- 6. Heavy Duty Gyro
- 1. Heavy Duty Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. Jump Jet
- 6. Jump Jet

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Jump Jet
- 6. Jump Jet

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Ultra AC/20
- 1-3 4. Ultra AC/20
- 5. Ultra AC/20
- 6. Ultra AC/20
- 1. Ultra AC/20
- 2. Ultra AC/20
- 3. Ultra AC/20
- 4-6 4. Ultra AC/20
- 5. Endo Steel
- 6. Endo Steel

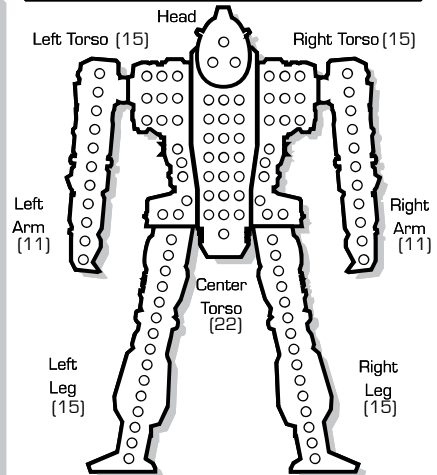
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Jump Jet
- 1. Ultra AC/20
- 2. Ultra AC/20
- 3. Improved C³ CPU
- 4-6 4. Improved C³ CPU
- 5. Endo Steel
- 6. Endo Steel

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	
27	
26*	
25*	
24*	
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-OD Luminos

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	ER Medium Laser(R)	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser(R)	CT	2	3 [DE]	—	2	4	5
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

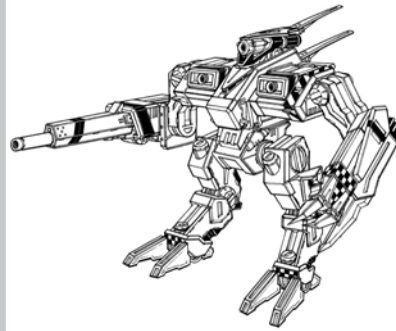
BV: 1,711

WARRIOR DATA

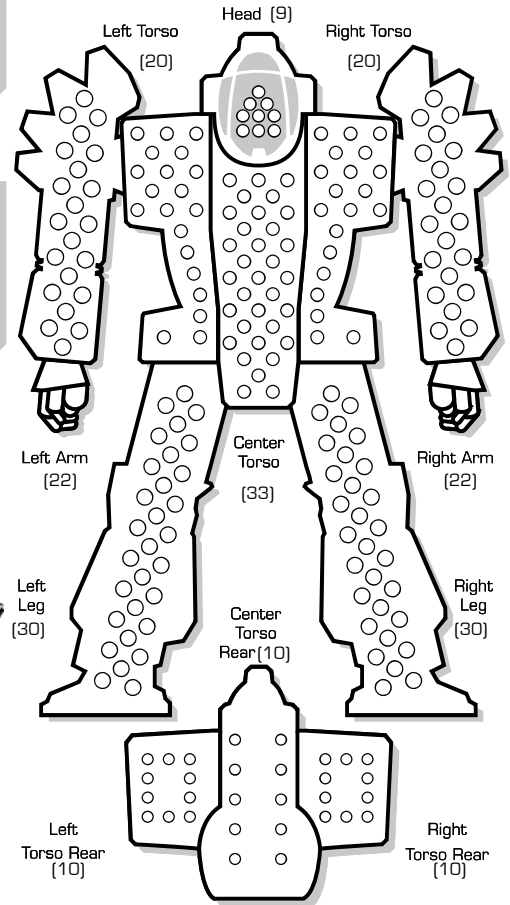
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



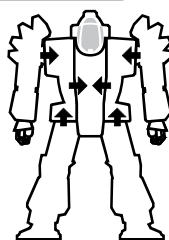
CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Roll Again
- #### Left Torso
- Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
- 4-6
- Jump Jet
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel

- #### Head
- Life Support
 - Sensors
 - Small Cockpit
 - Sensors
 - Medium Pulse Laser
 - Medium Pulse Laser
- #### Center Torso
- Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Light Fusion Engine
 - Heavy Duty Gyro
 - Heavy Duty Gyro
 - Heavy Duty Gyro
- 4-6
- Heavy Duty Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - ER Medium Laser (R)
 - ER Small Laser (R)

- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Heavy PPC
- 1-3
- Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6
- #### Right Torso
- Light Fusion Engine
 - Light Fusion Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
- 4-6
- Jump Jet
 - Medium Pulse Laser
 - Improved C³ CPU
 - Improved C³ CPU
 - Endo Steel
 - Endo Steel

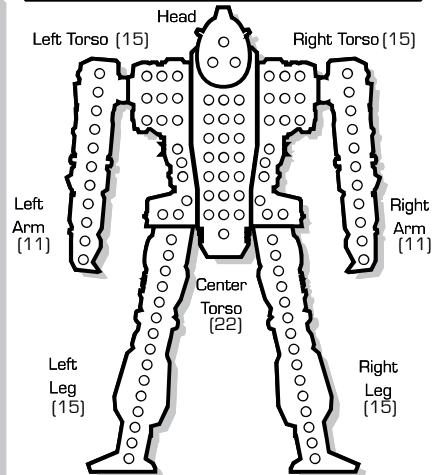
Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow	30*
	29
	28*
	27
	26*
	25*
	24*
	23*
	22*
	21
	20*
	19*
	18*
	17*
	16
	15*
	14*
	13*
	12
	11
	10*
	9
	8*
	7
	6
	5*
	4
	3
	2
	1
	0

HEAT DATA

Heat Level*	Effects	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	○○○○○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Deva C-DVA-OE Eminus

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** (Advanced) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	HD	5	5 [DE]	3	6	12	18
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	LA	7	15[M]	5	6	12	18

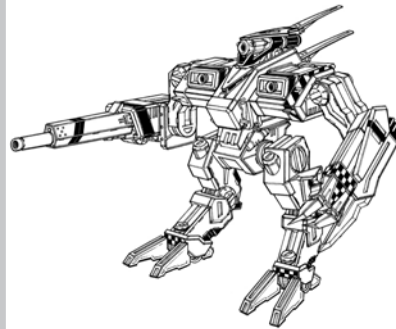
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WARRIOR DATA

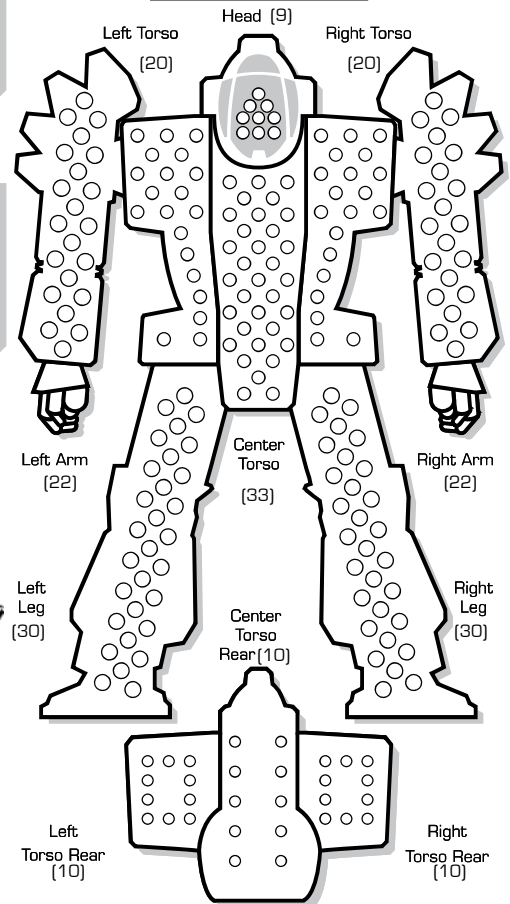
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Thunderbolt 15
- 6. Thunderbolt 15
- 1. Thunderbolt 15
- 2. Ammo (Thunderbolt 15) 4
- 3. Ammo (Thunderbolt 15) 4
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Light PPC
- 1. Light PPC
- 2. CASE
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

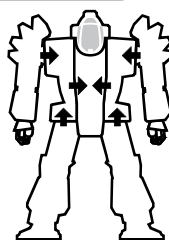
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Light PPC
- 6. Light PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Heavy Duty Gyro
- 5. Heavy Duty Gyro
- 6. Heavy Duty Gyro
- 1. Heavy Duty Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. Light PPC
- 6. Light PPC

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. ER Medium Laser
- 3. ER Medium Laser
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

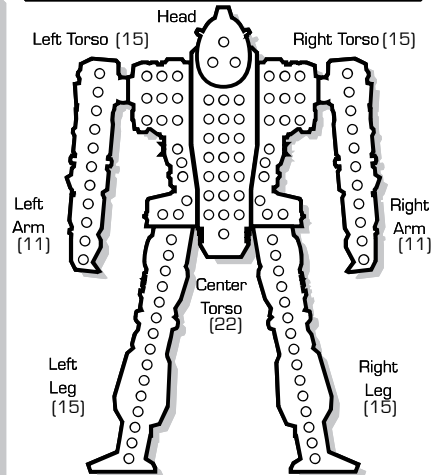
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Light PPC
- 4. Light PPC
- 5. Improved C³ CPU
- 6. Improved C³ CPU
- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 4-6 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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-OS Caelestis

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 [8] **Era:** (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	7	— [PD]	—	—	—	—
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Blazer Cannon	RA	16	12 [DE]	—	5	10	15
1	Blazer Cannon	LA	16	12 [DE]	—	5	10	15

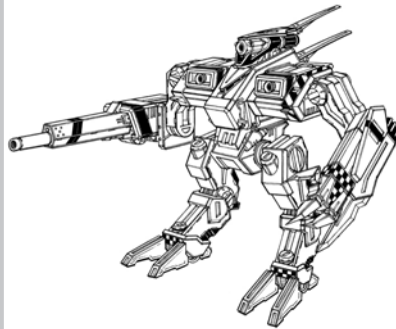
BV: 1,785

WARRIOR DATA

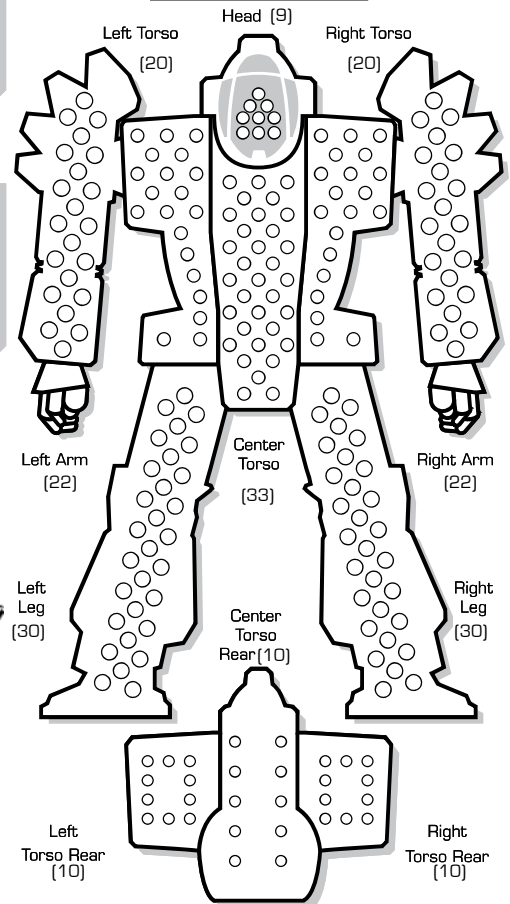
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- 1-3 Laser AMS
- Laser AMS

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

Right Torso

- Blazer Cannon
- Blazer Cannon
- Blazer Cannon
- 4-6 Blazer Cannon
- Endo Steel
- Endo Steel

Left Torso

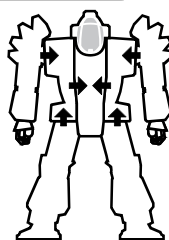
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 Light Fusion Engine
- ER Small Laser
- Supercharger

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved C³ CPU

Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Leg

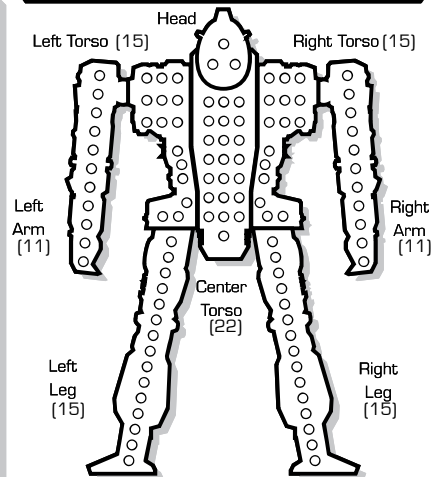
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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: Defiance DFN-3C

Movement Points: **Tonnage:** 75
 Walking: 4 [5] **Tech Base:** Inner Sphere
 Running: 6 [8] **Era:** Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB,AI]	-	1	2	3
2	SRM 6	CT	4	2/Msl [M.C.S]	-	3	6	9
1	LB 10-X AC	RT	2	10 [D.B.C/F/S]	-	6	12	18
2	Medium Pulse Laser	LT	4	6 [P]	-	2	4	6
2	Small Laser	LT	1	3 [DE]	-	1	2	3
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	ER PPC	LA	15	10 [DE]	-	7	14	23

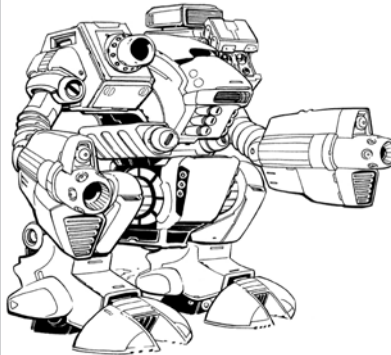
BV: 1,817

WARRIOR DATA

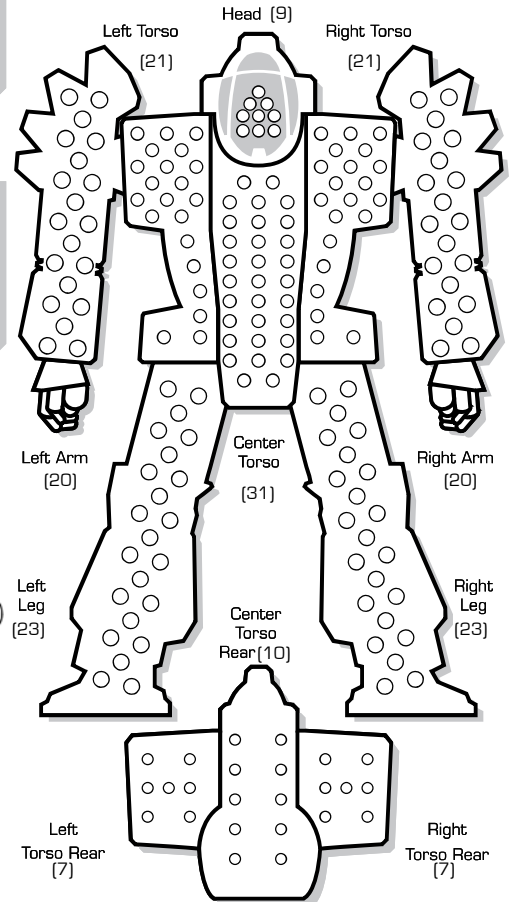
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 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
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Small Laser
- Small Laser
- Ammo (Machine Gun) 100
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple-Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- Machine Gun
- Sensors
- Life Support

Center Torso

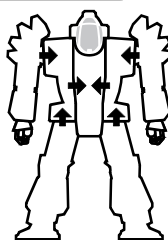
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine

1-3

4-6

- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- SRM 6
- SRM 6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

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
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- Ammo (SRM 6) 15

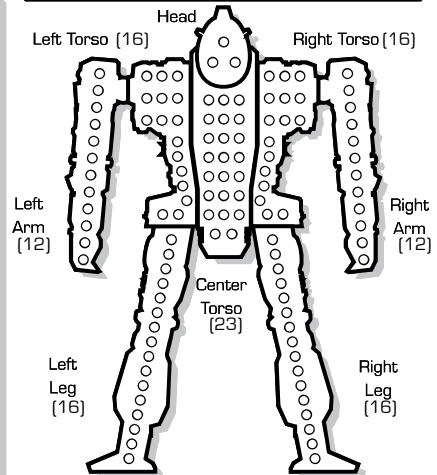
1-3

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Defiance DFN-3S

Movement Points: **Tonnage:** 75
 Walking: 4 [5] **Tech Base:** Inner Sphere
 Running: 6 [8] **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB,AI]	-	1	2	3
1	SRM 6	CT	4	2/Msl [M.C.S]	-	3	6	9
1	LB 10-X AC	RT	2	10 [D.B.C/F/S]	-	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
2	ER Small Laser	LT	2	3 [DE]	-	2	4	5
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	ER PPC	LA	15	10 [DE]	-	7	14	23

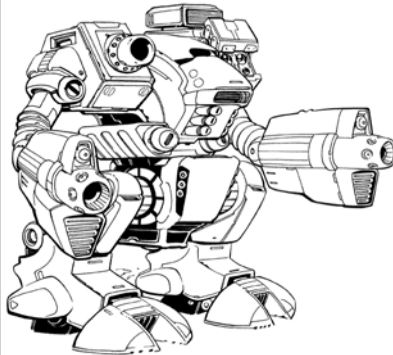
BV: 1,940

WARRIOR DATA

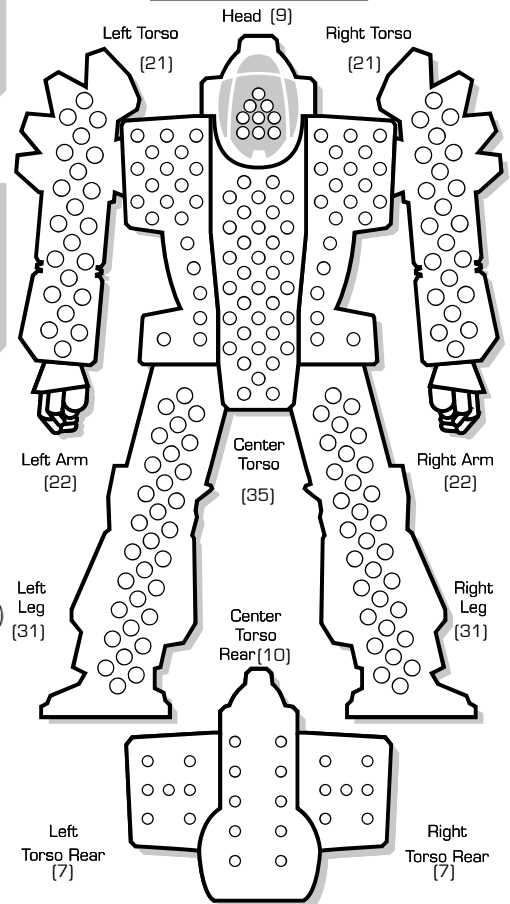
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - ER Medium Laser
 - ER Medium Laser
 - ER Small Laser
 - ER Small Laser
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple-Strength Myomer

Head

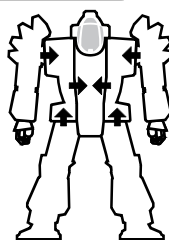
- Life Support
- Sensors
- Cockpit
- Machine Gun
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- SRM 6
- SRM 6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

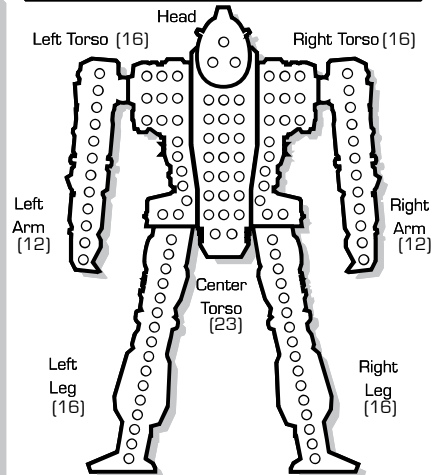
Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- LB 10-X AC
 - LB 10-X AC
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X Cluster) 10
 - Ammo (SRM 6) 15
 - Ammo (Machine Gun) 100

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Defiance DFN-3T

Movement Points: **Tonnage:** 75
 Walking: 4 [5] **Tech Base:** Inner Sphere
 Running: 6 [8] **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB,AI]	-	1	2	3
1	SRM 6	CT	4	2/Msl [M.C.S]	-	3	6	9
1	LB 10-X AC	RT	2	10 [D.B.C/F/S]	-	6	12	18
2	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
2	ER Small Laser	LT	2	3 [DE]	-	2	4	5
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

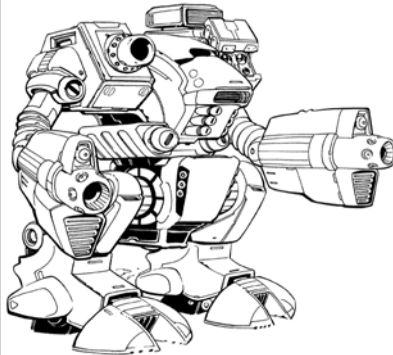
BV: 1,981

WARRIOR DATA

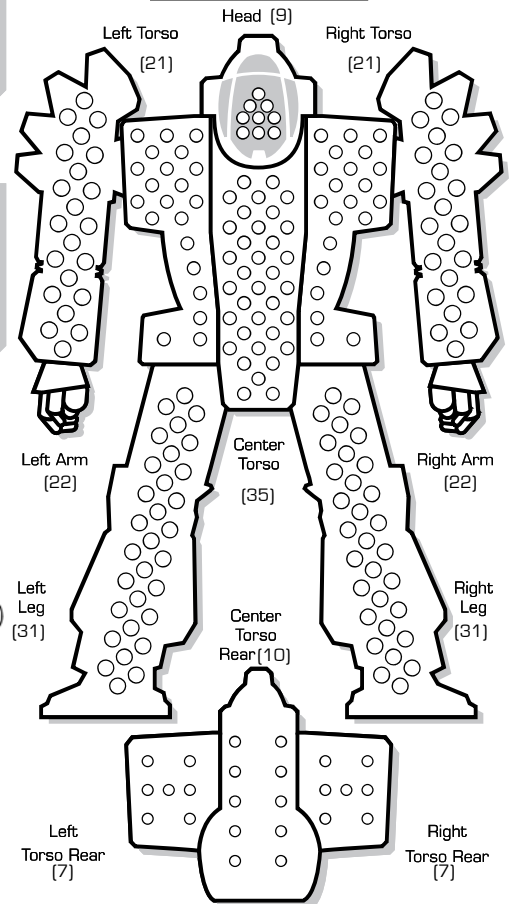
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - ER Medium Laser
 - ER Medium Laser
 - ER Small Laser
 - ER Small Laser
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple-Strength Myomer

Head

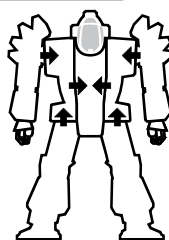
- Life Support
- Sensors
- Cockpit
- Machine Gun
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- SRM 6
- SRM 6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

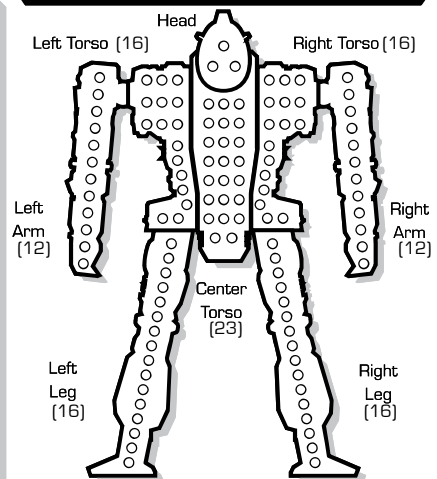
Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- LB 10-X AC
 - LB 10-X AC
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X Cluster) 10
 - Ammo (SRM 6) 15
 - Ammo (Machine Gun) 100

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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-2D

Movement Points: **Walking:** 4 **Running:** 6
Tonnage: 80 **Tech Base:** Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

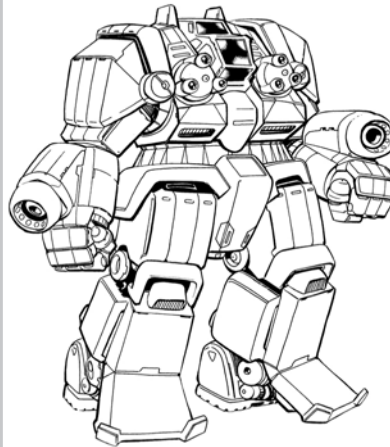
BV: 2,041

WARRIOR DATA

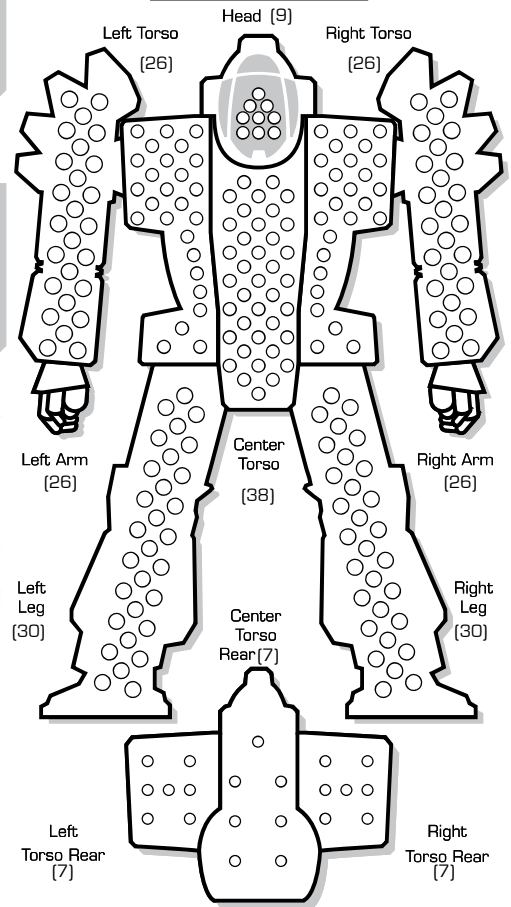
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Heavy PPC
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Heavy PPC
- 4-6 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER Medium Laser
- 2. ER Medium Laser
- 4-6 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4-6 4. Fusion Engine
- 5. ER Medium Laser
- 6. ER Medium Laser

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Heavy PPC
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Heavy PPC
- 4-6 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

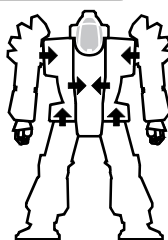
Right Torso

- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER Medium Laser
- 2. ER Medium Laser
- 4-6 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

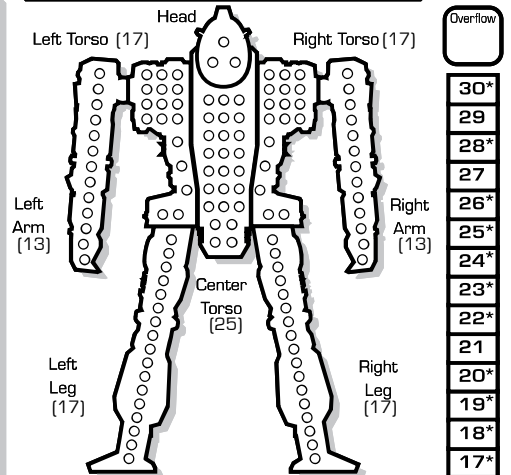
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	-4 Movement Points
20*	Ammo Exp. avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	Shutdown, avoid on 4+
15*	+2 Modifier to Fire
14*	-2 Movement Points
13*	+1 Modifier to Fire
12	-1 Movement Points
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warlord BLR-2G

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
4	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	RT	3	5 [DE]	—	3	6	9
4	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	LT	3	5 [DE]	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

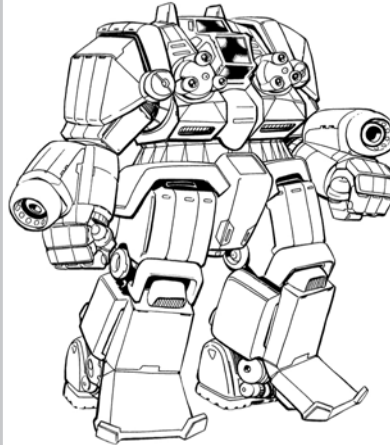
BV: 2,033

WARRIOR DATA

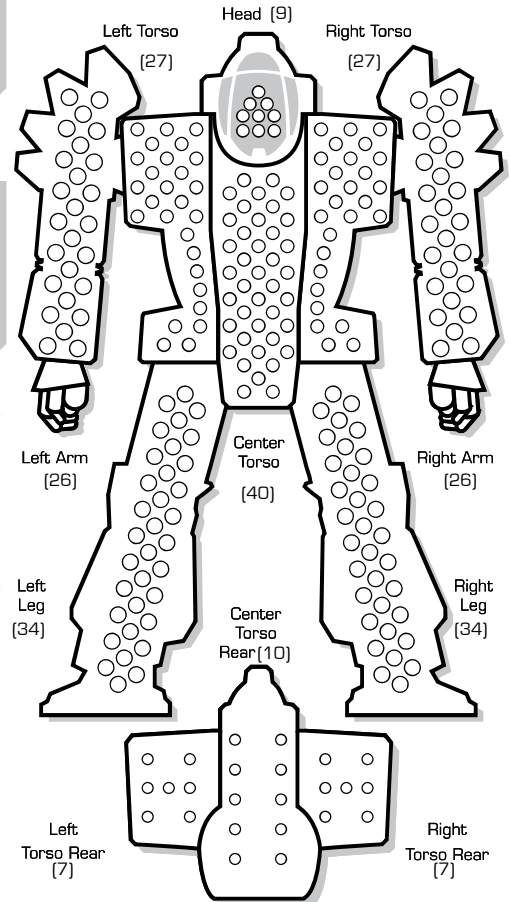
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

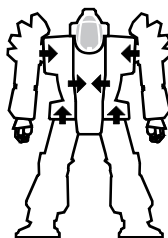
Center Torso

- 1-3 XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Roll Again

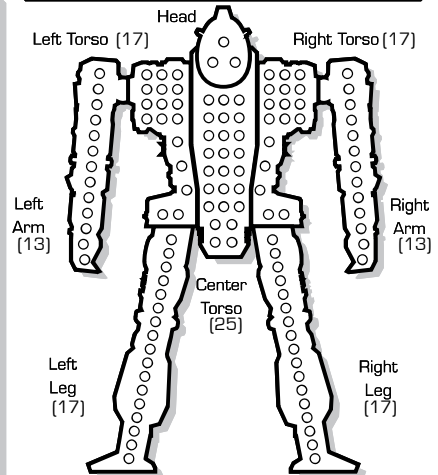
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Scale	Overflow
30*	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
29	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
28*	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
27	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
26*	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
25*	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
24*	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
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: Seraph C-SRP-O Invictus

Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Inner Sphere
 Running: 5 [6] **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE/V]	-	9	13	15
1	MML 5 LRM SRM	RT	3	[M,C,S] 1/Msl 2/Msl	6	7	14	21
1	Improved C ³ CPU	LT	-	[E]	-	-	-	-
1	MML 5 LRM SRM	LT	3	[M,C,S] 1/Msl 2/Msl	6	7	14	21
1	Streak SRM 6	LT	4	2/Msl [M,C]	-	3	6	9
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	-	6	12	18
1	Retractable Blade	LA	-	9	-	-	-	-

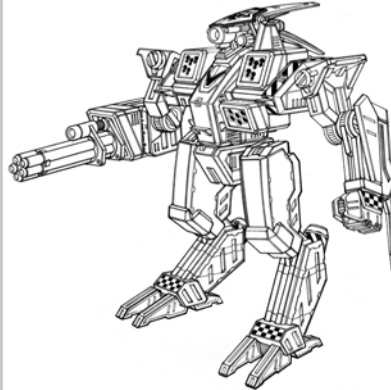
BV: 1,794

WARRIOR DATA

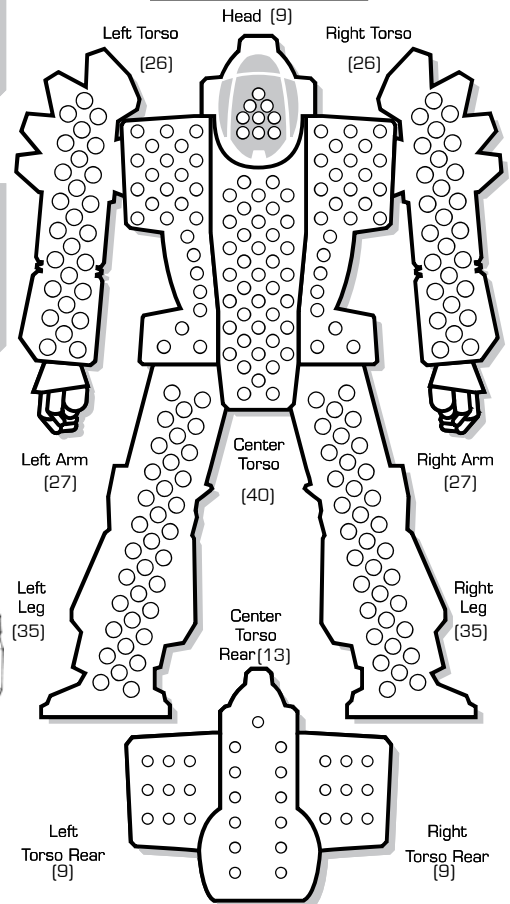
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Retractable Blade
- 6. Retractable Blade
- 1. Retractable Blade
- 2. Retractable Blade
- 3. Retractable Blade
- 4-6 4. Retractable Blade
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. MML 5
- 1. MML 5
- 2. MML 5
- 3. Streak SRM 6
- 4-6 4. Streak SRM 6
- 5. Improved C³ CPU
- 6. Improved C³ CPU

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Head

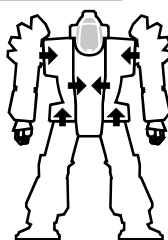
- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Snub-Nose PPC
- 6. Snub-Nose PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Ultra AC/10
- 1. Ultra AC/10
- 2. Ultra AC/10
- 3. Ultra AC/10
- 4-6 4. Ultra AC/10
- 5. Ultra AC/10
- 6. Ultra AC/10

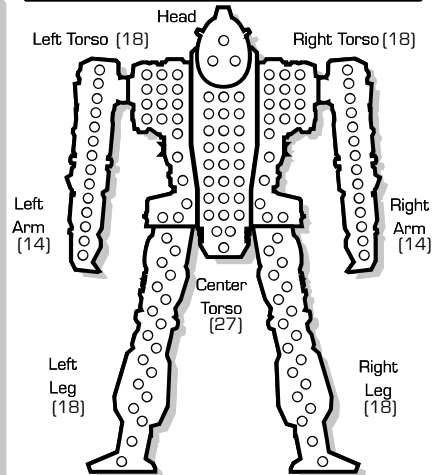
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. MML 5
- 4. MML 5
- 5. MML 5
- 6. Ammo (Ultra AC/10) 10
- 1. Ammo (Ultra AC/10) 10
- 2. Ammo (Ultra AC/10) 10
- 3. Ammo (MML 5/LRM) 24
- 4-6 4. Ammo (MML 5/SRM) 20
- 5. Ammo (Streak SRM 6) 15
- 6. CASE

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
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: Seraph C-SRP-OA Dominus

Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Inner Sphere
 Running: 5 [6] **Era:** Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

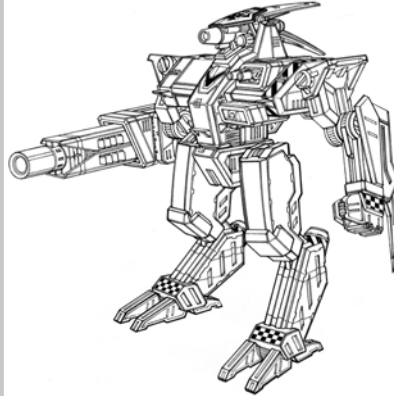
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	HD	10	10 [DE,H,A]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	TAG	LT	0	0 [S]	—	5	9	15
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Retractable Blade	LA	—	9	—	—	—	—

BV: 2,338

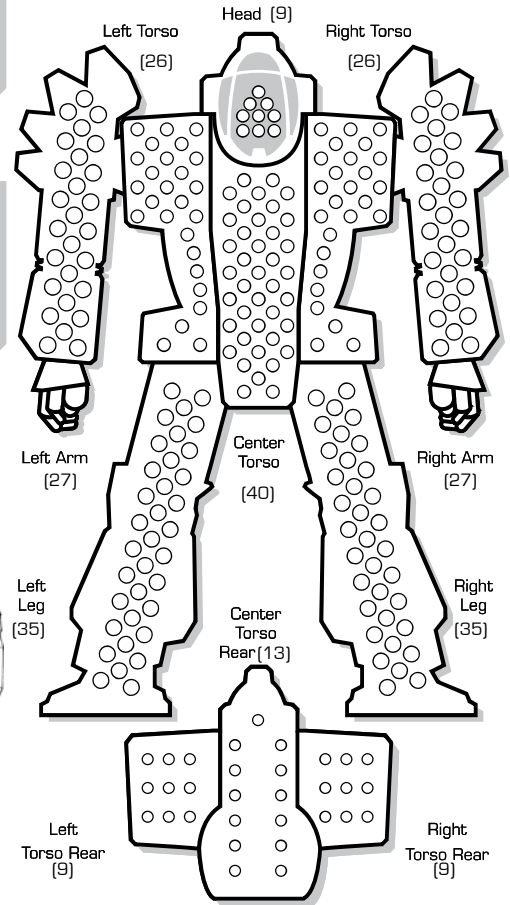
WARRIOR DATA

Name: _____
 Gunnery Skill: ____ Piloting Skill: ____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Retractable Blade
- 6. Retractable Blade
- 1. Retractable Blade
- 2. Retractable Blade
- 3. Retractable Blade
- 4-6 4. Retractable Blade
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3 3. Improved Jump Jet
- 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Medium Pulse Laser
- 2. ER Medium Laser
- 3. TAG
- 4-6 4. Ammo [Plasma Rifle] 10
- 5. Improved C³ CPU
- 6. Improved C³ CPU

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

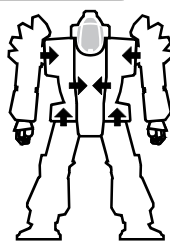
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Plasma Rifle
- 6. Plasma Rifle

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. Improved Jump Jet
- 6. Improved Jump Jet

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Heavy PPC
- 3. Heavy PPC
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

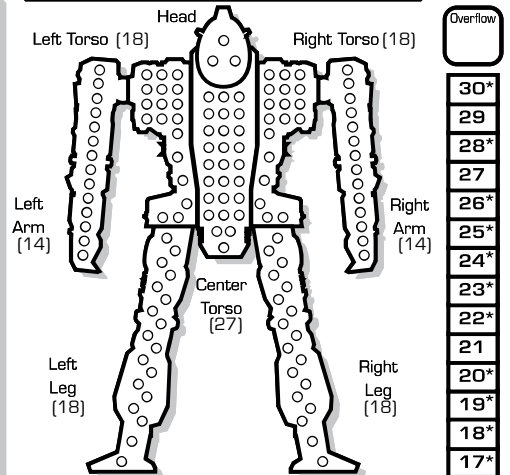
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Improved Jump Jet
- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Ammo [Plasma Rifle] 10
- 2. Targeting Computer
- 3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow	30*
	29
	28*
	27
	26*
	25*
	24*
	23*
	22*
	21
	20*
	19*
	18*
	17*
	16
	15*
	14*
	13*
	12
	11
	10*
	9
	8*
	7
	6
	5*
	4
	3
	2
	1
	0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○
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: Seraph C-SRP-OB Infernus

Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Inner Sphere
 Running: 5 [6] **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10 [B/S] [DE/V]	—	9	13	15
1	AMS	RT	1	— [PD]	—	—	—	—
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

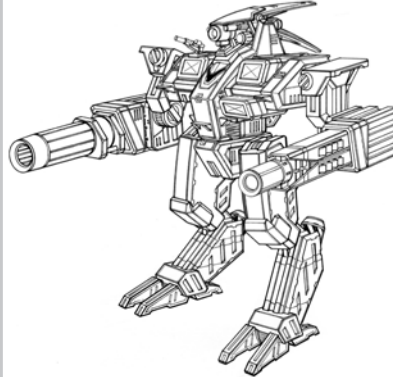
BV: 2,181

WARRIOR DATA

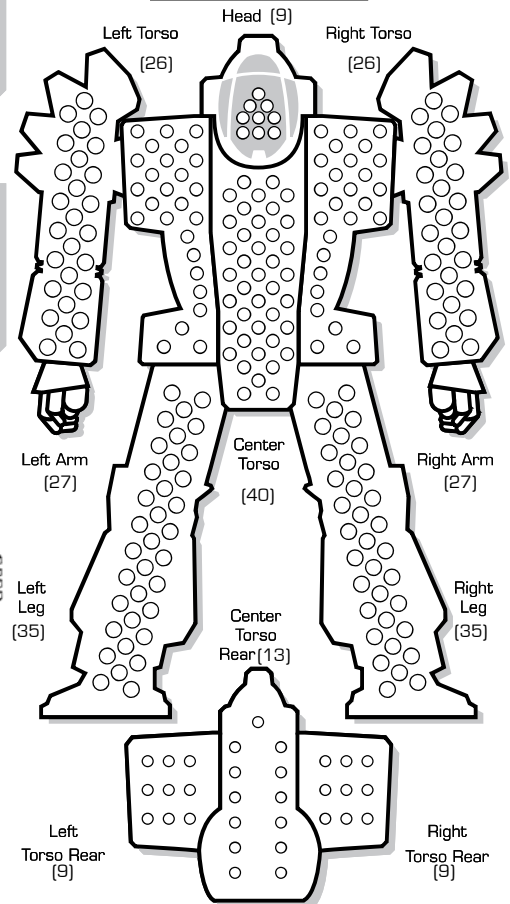
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Heavy PPC
- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

- 1. Triple-Strength Myomer
- 2. Triple-Strength Myomer
- 4-6. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. Improved C³ CPU
- 4. Improved C³ CPU
- 5. Targeting Computer
- 6. Targeting Computer

- 1. Targeting Computer
- 2. Targeting Computer
- 3. Targeting Computer
- 4-6. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Head

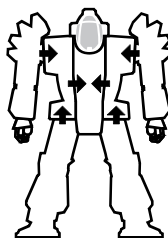
- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Snub-Nose PPC
- 6. Snub-Nose PPC

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3. Gyro
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6. Light Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. LB 20-X AC
- 4. LB 20-X AC
- 5. LB 20-X AC
- 6. LB 20-X AC

- 1. LB 20-X AC
- 2. LB 20-X AC
- 3. LB 20-X AC
- 4-6. LB 20-X AC
- 4. LB 20-X AC
- 5. LB 20-X AC
- 6. LB 20-X AC

Right Torso

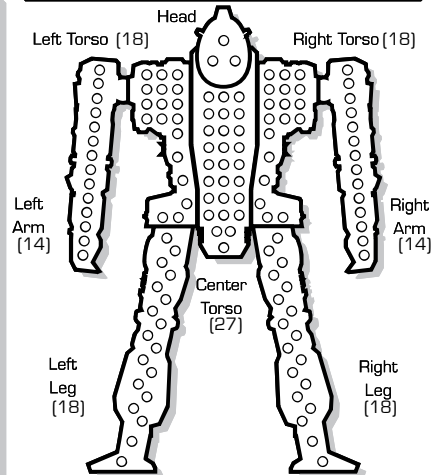
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. LB 20-X AC
- 4. AMS
- 5. Ammo (LB 20-X) 5
- 6. Ammo (LB 20-X) 5

- 1. Ammo (LB 20-X Cluster) 5
- 2. Ammo (AMS) 12
- 3. CASE
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Seraph C-SRP-OC Comminus
 Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Inner Sphere
 Running: 5 [6] **Era:** Jihad

Weapons & Equipment Inventory (hexes)

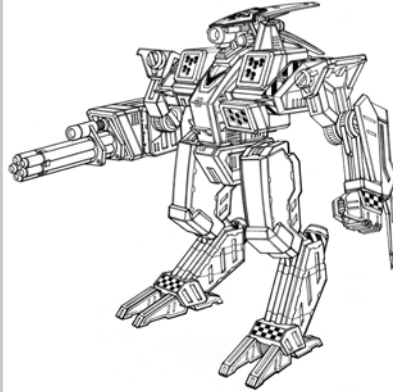
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	MRM 40	RT	12	1/2 Msl [M,C]	—	3	8	15
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

BV: 2,136

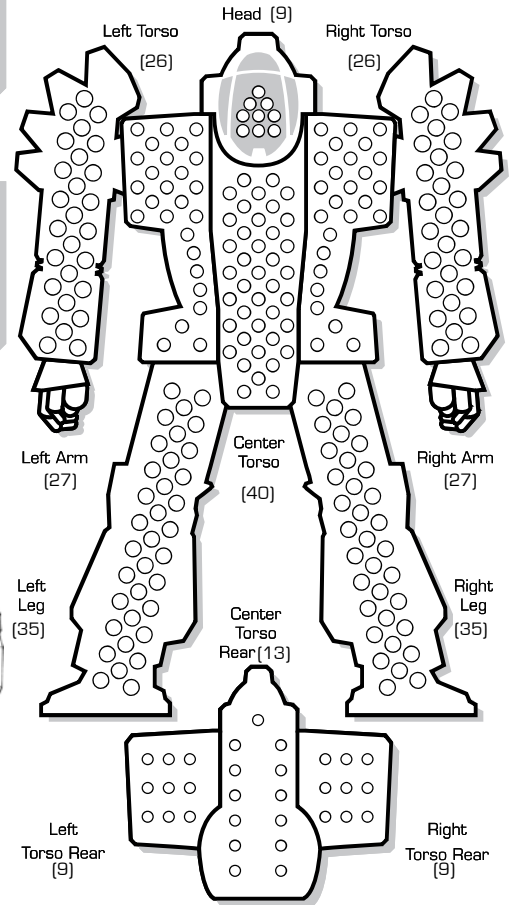
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Heavy PPC
- 3. Heavy PPC
- 4-6. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Ammo (Plasma Rifle) 10
- 4. Ammo (Plasma Rifle) 10
- 5. Improved C³ CPU
- 6. Improved C³ CPU

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

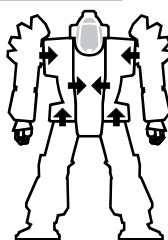
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Flamer
- 6. Flamer

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3. Gyro
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Plasma Rifle
- 4. Plasma Rifle
- 5. ER Medium Laser
- 6. ER Medium Laser

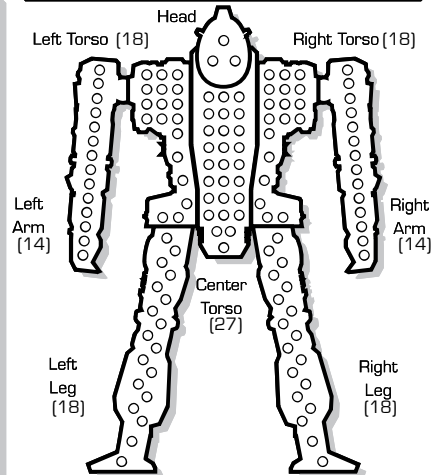
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 1-3. MRM 40
- 4. MRM 40
- 5. MRM 40
- 6. MRM 40
- 1. MRM 40
- 2. MRM 40
- 3. MRM 40
- 4. Ammo (MRM 40) 6
- 5. Ammo (MRM 40) 6
- 6. CASE

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
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

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: Seraph C-SRP-OD Luminos

Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Inner Sphere
 Running: 5 [6] **Era:** Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE, H, AI]	—	1	2	3
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

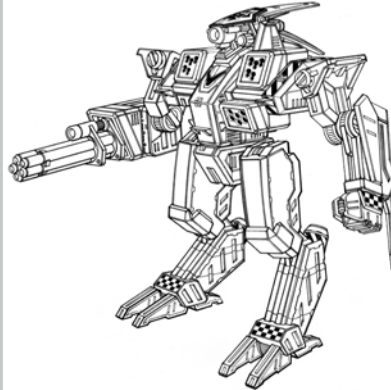
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WARRIOR DATA

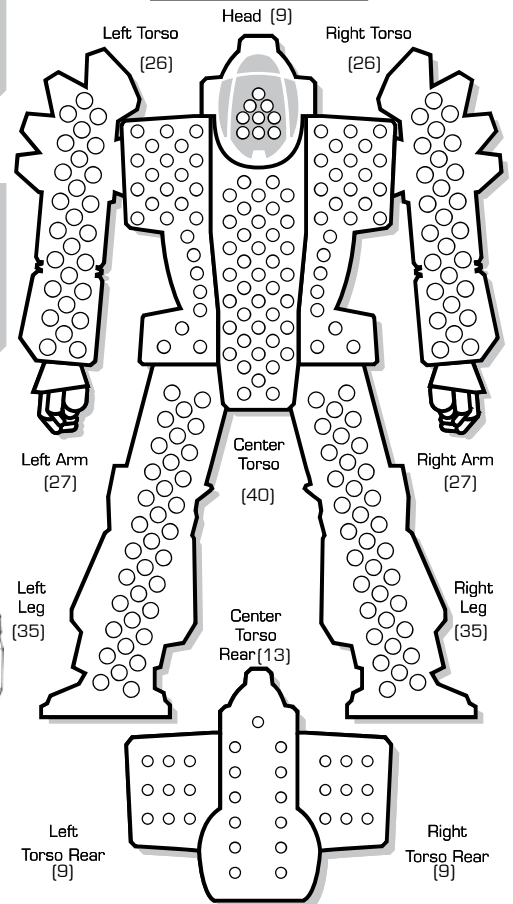
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Heavy PPC
- 1-3
- Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 4-6
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Roll Again

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Medium Pulse Laser
 - Small Laser
 - Improved C³ CPU
 - Improved C³ CPU
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium Pulse Laser
- Flamer

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
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Heavy PPC
- 1-3
- Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

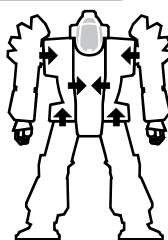
Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Light PPC
 - Light PPC
 - Medium Pulse Laser
 - Small Laser
 - Roll Again
 - Roll Again
- 4-6

Right Leg

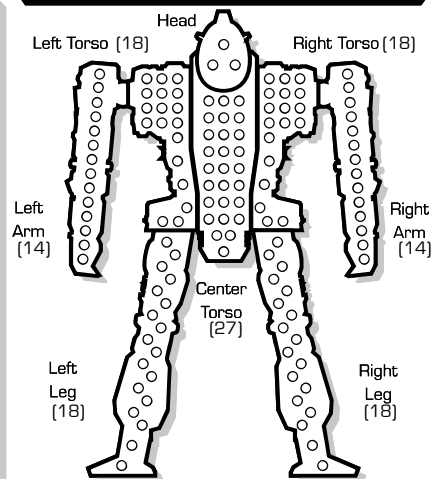
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	
27	
26*	
25*	
24*	
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: Seraph C-SRP-OE Eminus

Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Inner Sphere
 Running: 5 [6] **Era:** (Advanced) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10[B/5 [DEV]	-	9	13	15
1	Thunderbolt 20	RT	8	20[M]	5	6	12	18
1	Improved C ³ CPU	LT	-	[E]	-	-	-	-
1	Thunderbolt 20	LT	8	20[M]	5	6	12	18

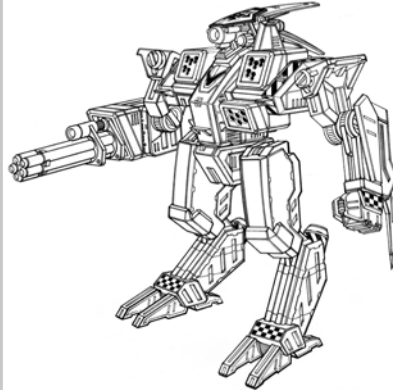
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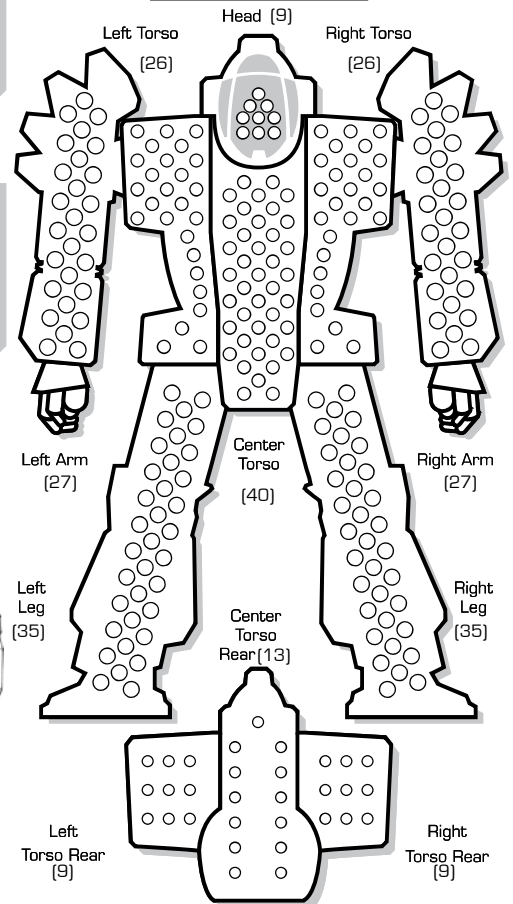
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20

- Thunderbolt 20
2. Ammo (Thunderbolt 20) 3
3. Ammo (Thunderbolt 20) 3
- 4-6 Improved C³ CPU
- Improved C³ CPU
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

Head

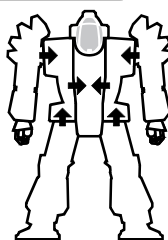
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

Center Torso

- Light Fusion Engine
- Light Fusion Engine
3. Light Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
2. Light Fusion Engine
3. Light Fusion Engine
- 4-6 Light Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

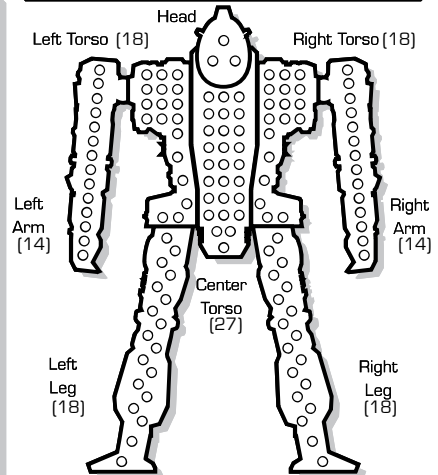
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20

- Thunderbolt 20
2. Ammo (Thunderbolt 20) 3
3. Ammo (Thunderbolt 20) 3
4. Ammo (Thunderbolt 20) 3
5. Ammo (Thunderbolt 20) 3
- 4-6 CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
30*
29
28*
27
26*
25*
24*
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: Seraph C-SRP-OS Caelestis

Movement Points: **Tonnage:** 85
 Walking: 3 [4] **Tech Base:** Mixed Tech (I.S.)
 Running: 5 [6] (Experimental)
 Jumping: 3 **Era:** Jihad

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (Clan)	HD	10	10 [P]	—	6	14	20
1	Large Pulse Laser (Clan)	CT	10	10 [P]	—	6	14	20
1	Streak LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Improved C³ CPU	LT	—	[E]	—	—	—	—
2	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
1	Streak LRM 10 (Clan)	RA	4	1/Msl [M,C,S]	—	7	14	21
1	Streak LRM 10 (Clan)	LA	4	1/Msl [M,C,S]	—	7	14	21

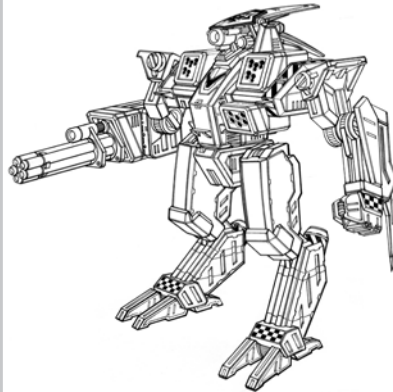
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WARRIOR DATA

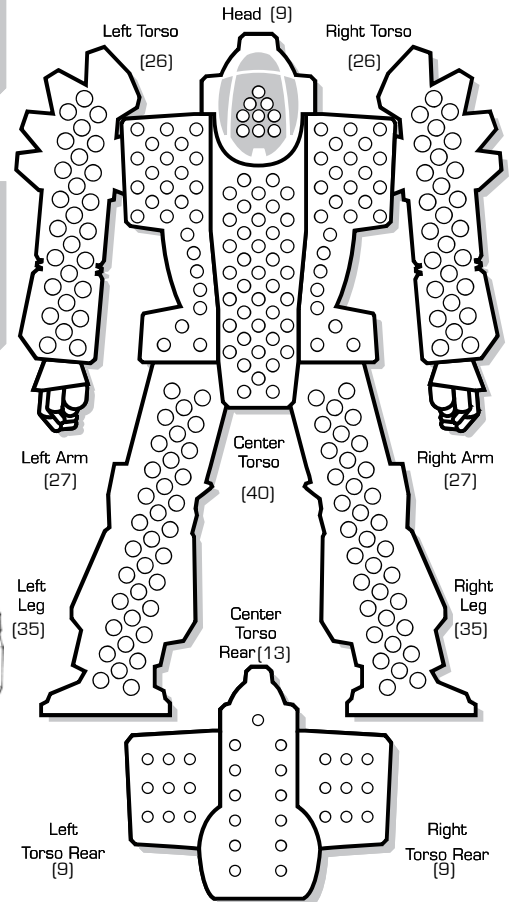
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Streak LRM 10 (Clan)
 - 4. Streak LRM 10 (Clan)
 - 5. Triple-Strength Myomer
 - 6. Triple-Strength Myomer
- 4-6

Left Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Jump Jet
- 1-3
- 1. Jump Jet
 - 2. Medium Pulse Laser (Clan)
 - 3. Medium Pulse Laser (Clan)
 - 4. Improved C³ CPU
 - 5. Improved C³ CPU
 - 6. Roll Again
- 4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Large Pulse Laser (Clan)
- 6. Large Pulse Laser (Clan)

Center Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Light Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3

- 1. Gyro
 - 2. Light Fusion Engine
 - 3. Light Fusion Engine
 - 4. Light Fusion Engine
 - 5. Large Pulse Laser (Clan)
 - 6. Large Pulse Laser (Clan)
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

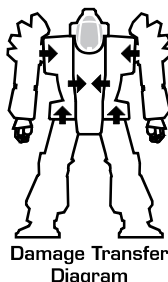
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Streak LRM 10 (Clan)
 - 4. Streak LRM 10 (Clan)
 - 5. Ammo (Streak LRM 10) 12
 - 6. Roll Again
- 4-6

Right Torso

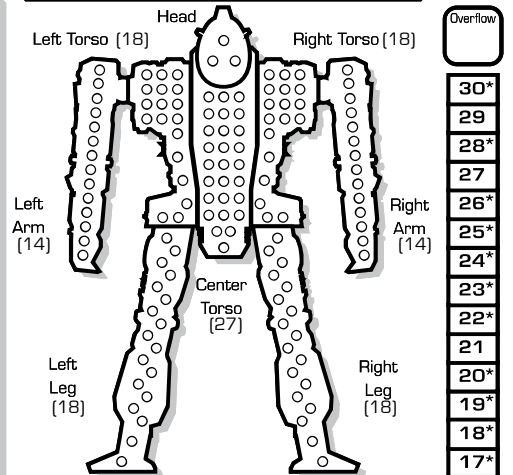
- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Jump Jet
 - 4. Streak LRM 10 (Clan)
 - 5. Streak LRM 10 (Clan)
 - 6. Ammo (Streak LRM 10) 12
- 4-6

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
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: Archangel C-ANG-O Invictus

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Era:** Jihad
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	HD	10	10 [DE,H,A]	-	5	10	15
1	Improved C ³ CPU	CT	-	[E]	-	-	-	-
1	Guardian ECM Suite	CT	-	[E]	-	-	-	6
1	Targeting Computer	LT	-	[E]	-	-	-	-
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Retractable Blade	LA	-	10	-	-	-	-

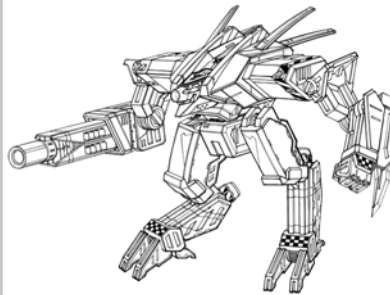
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WARRIOR DATA

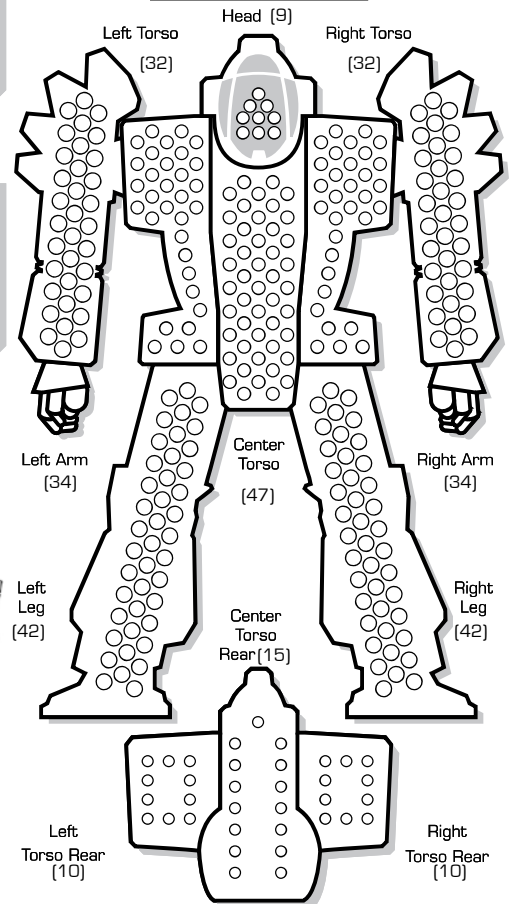
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Retractable Blade
- 6. Retractable Blade
- 1. Retractable Blade
- 2. Retractable Blade
- 3. Retractable Blade
- 4-6 4. Retractable Blade
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Jump Jet
- 2. Targeting Computer
- 3. Targeting Computer
- 1-3 4. Targeting Computer
- 5. Targeting Computer
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

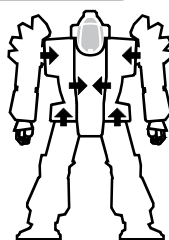
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Plasma Rifle
- 6. Plasma Rifle

Center Torso

- 1. Compact Fusion Engine
- 2. Compact Fusion Engine
- 3. Compact Fusion Engine
- 1-3 4. Compact Gyro
- 5. Compact Gyro
- 6. Jump Jet
- 1. Improved C³ CPU
- 2. Improved C³ CPU
- 3. Ammo (Plasma Rifle) 10
- 4-6 4. Ammo (Plasma Rifle) 10
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Heavy PPC
- 1-3 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

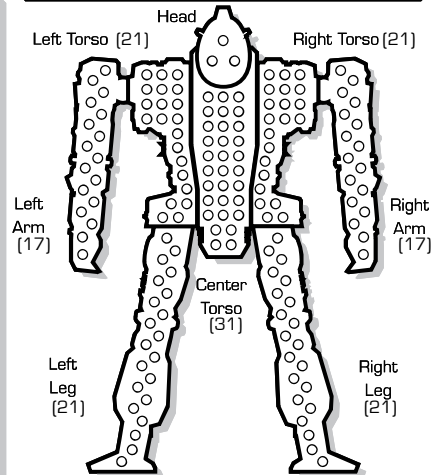
Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 1-3 4. Jump Jet
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Archangel C-ANG-OA Dominus

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DE.V]	—	9	13	15
1	Improved C ³ CPU	CT	—	[E]	—	4	8	12
2	ER Medium Laser	CT	5	5 [DE]	—	—	—	—
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

BV: 2,134

WARRIOR DATA

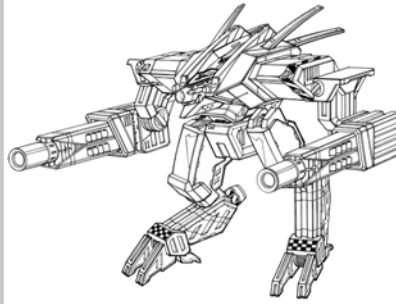
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

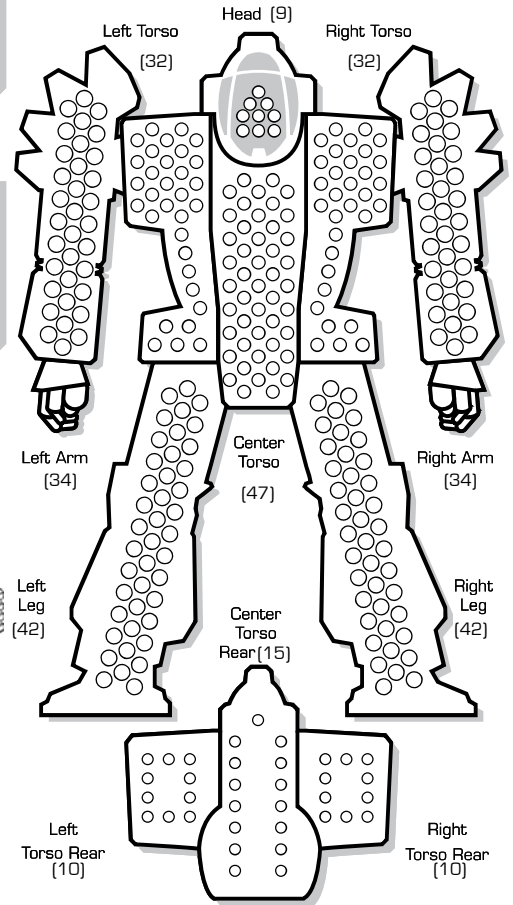
Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness#



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
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 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
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

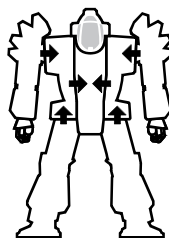
Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

Center Torso

- Compact Fusion Engine
 - Compact Fusion Engine
 - Compact Fusion Engine
 - Compact Gyro
 - Compact Gyro
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
 - Improved C³ CPU
 - Improved C³ CPU
- 4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

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
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 4-6

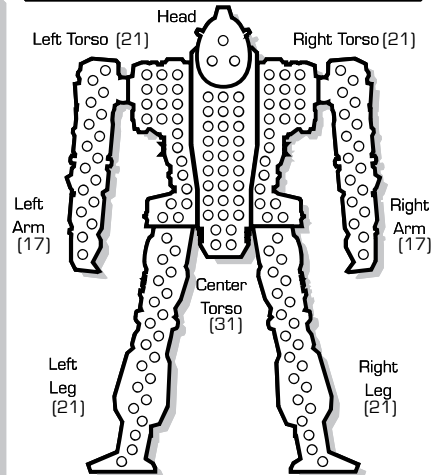
Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - 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	20 (40) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OB Infernus

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	HD	10	10/8/5 [DEV]	-	9	13	15
1	Improved C ³ CPU	CT	-	[E]	-	-	-	-
1	Snub-Nose PPC	CT	10	10/8/5 [DEV]	-	9	13	15
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	Light PPC	LA	5	5 [DE]	3	6	12	18

BV: 2,069

WARRIOR DATA

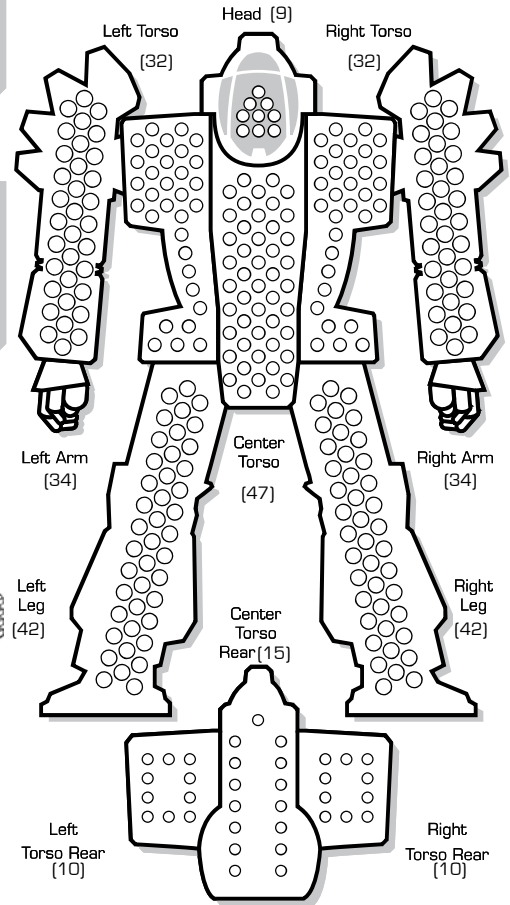
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Light PPC
- 4-6 4 Light PPC
- 5 Light PPC
- 6 Light PPC

Left Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 1-3 Endo Steel
- 5 Endo Steel
- 6 Endo Steel
- 1 Endo Steel
- 2 Endo Steel
- 3 Roll Again
- 4-6 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

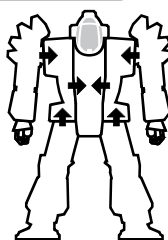
Head

- Life Support
- Sensors
- Small Cockpit
- 4 Sensors
- 5 Snub-Nose PPC
- 6 Snub-Nose PPC

Center Torso

- 1 Compact Fusion Engine
- 2 Compact Fusion Engine
- 3 Compact Fusion Engine
- 4 Compact Gyro
- 5 Compact Gyro
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Snub-Nose PPC
- 4-6 4 Snub-Nose PPC
- 5 Improved C³ CPU
- 6 Improved C³ CPU

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Heavy PPC
- 4-6 4 Heavy PPC
- 5 Heavy PPC
- 6 Heavy PPC

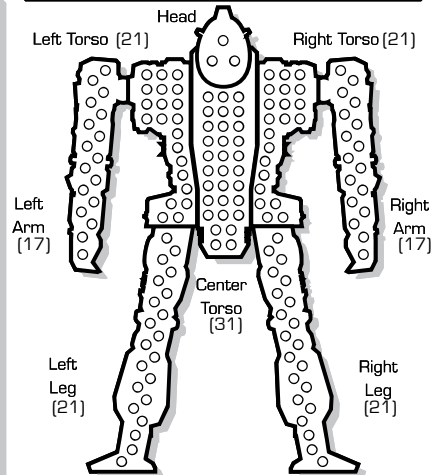
Right Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	20 (40) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OE Eminus
 Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	8 [DE]	—	7	14	19
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

BV: 2,097

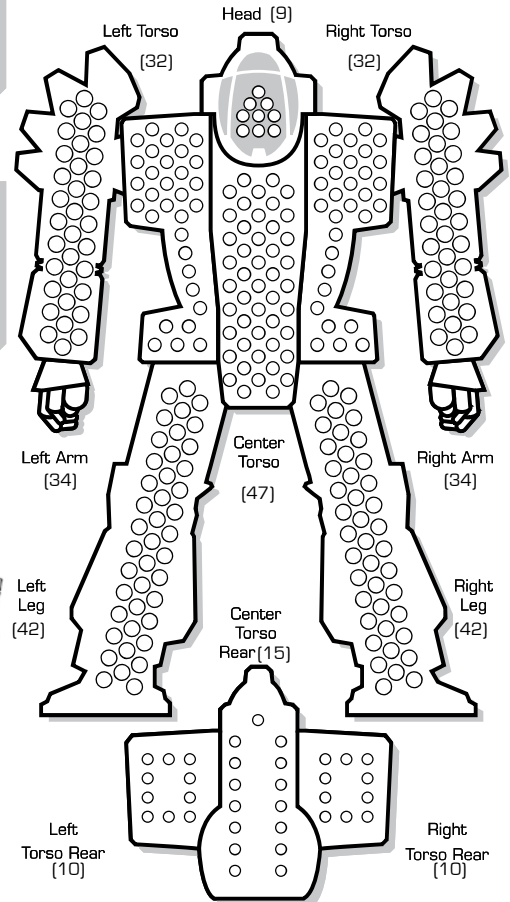
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 4-6. ER PPC
- 4. ER PPC
- 5. ER PPC
- 6. Roll Again

Left Torso

- 1. ER Small Laser
- 2. Targeting Computer
- 1-3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Endo Steel
- 3. Endo Steel
- 4-6. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

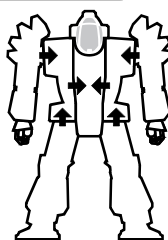
Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. ER Large Laser
- 6. ER Large Laser

Center Torso

- 1. Compact Fusion Engine
- 2. Compact Fusion Engine
- 3. Compact Fusion Engine
- 1-3. Compact Gyro
- 4. Compact Gyro
- 5. Compact Gyro
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Light PPC
- 4-6. Light PPC
- 4. Improved C³ CPU
- 5. Improved C³ CPU
- 6. Improved C³ CPU

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 4-6. ER PPC
- 3. ER PPC
- 4. ER PPC
- 5. ER PPC
- 6. Roll Again

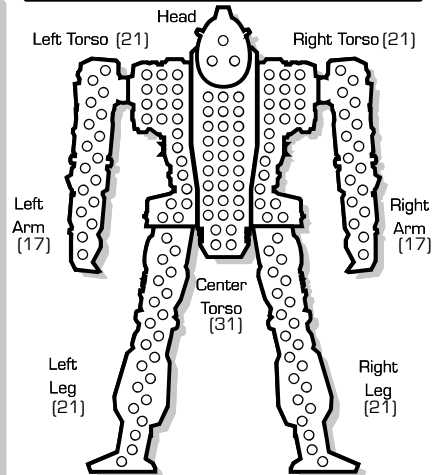
Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER Small Laser
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: Titan TI-1A

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Inner Sphere (Intro)
 Running: 5 **Era:** Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Mel [M.C.S]	-	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
2	SRM 4	RT	3	2/Mel [M.C.S]	-	3	6	9
1	PPC	LT	10	10 [DE]	3	6	12	18
2	SRM 4	LT	3	2/Mel [M.C.S]	-	3	6	9
3	Medium Laser	RA	3	5 [DE]	-	3	6	9
3	Medium Laser	LA	3	5 [DE]	-	3	6	9

BV: 1,959

WARRIOR DATA

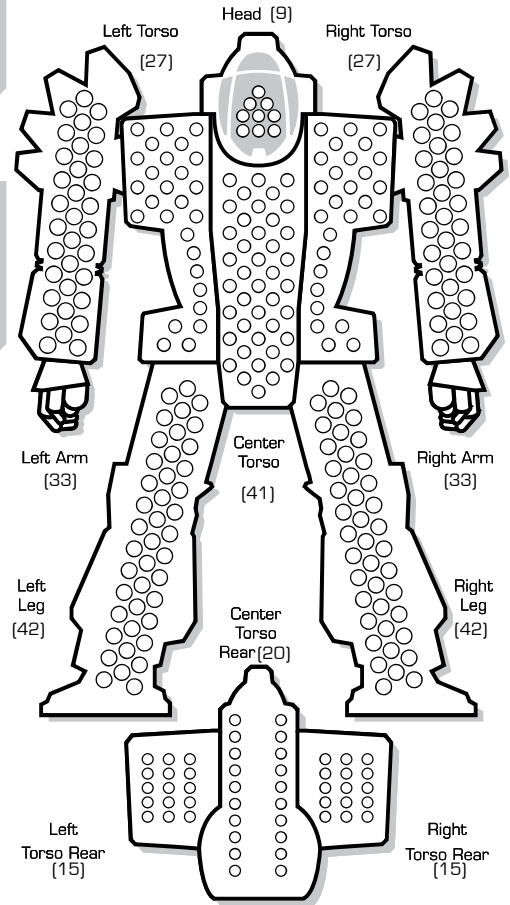
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro

4-6

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. PPC
- 5. PPC
- 6. PPC

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. PPC
- 5. PPC
- 6. PPC

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4-6 4. Fusion Engine
- 5. SRM 6
- 6. SRM 6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

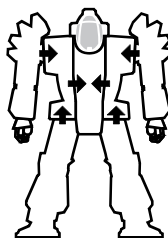
- 1. SRM 4
- 2. SRM 4
- 3. Ammo [SRM 4] 25
- 4-6 4. Ammo [SRM 6] 15
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

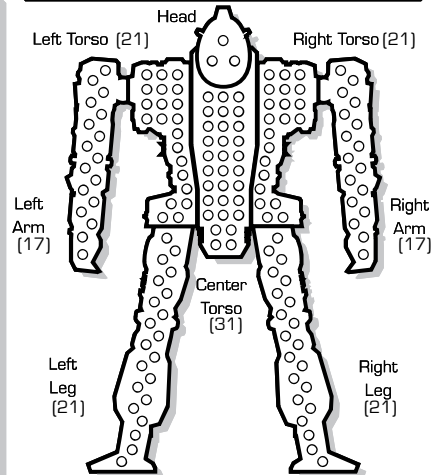
Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	22 (22) 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

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
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

(Industrial)

'MECH DATA

Type: Hyena HYN-4A SalvageMech

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Era:** Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Lift Hoist[R]	RT	-	[E]	-	-	-	-
1	Lift Hoist[R]	LT	-	[E]	-	-	-	-
1	Salvage Arm	RA	-	[E]	-	-	-	-

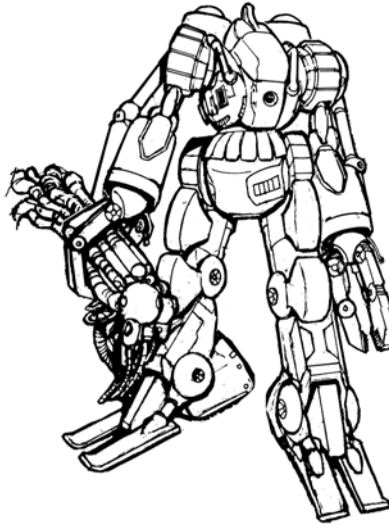
BV: 483

WARRIOR DATA

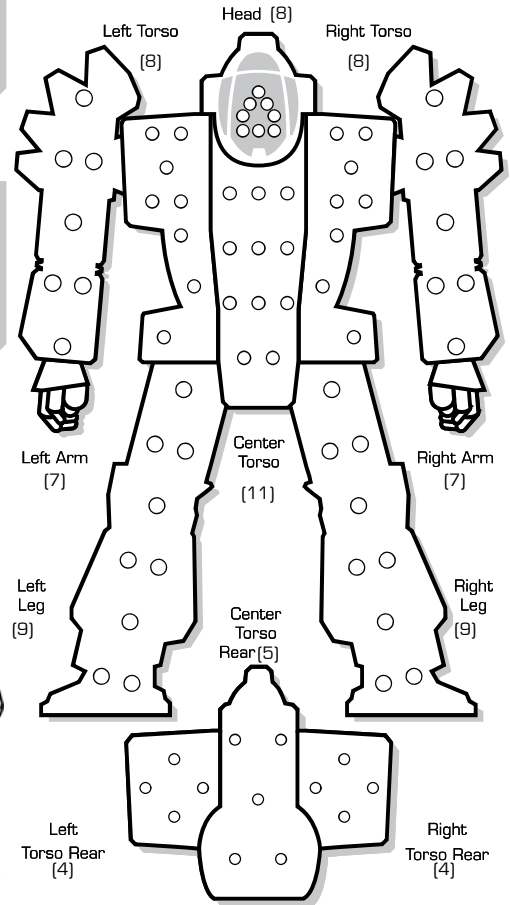
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Environmental Sealing
- Triple-Strength Myomer

1-3

- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Environmental Sealing
- Triple-Strength Myomer
- Triple-Strength Myomer

1-3

- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Environmental Sealing
- Triple-Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Laser
- Environmental Sealing

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Environmental Sealing

1-3

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Environmental Sealing
- Triple-Strength Myomer
- Triple-Strength Myomer

1-3

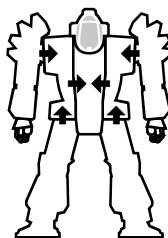
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Environmental Sealing
- Triple-Strength Myomer

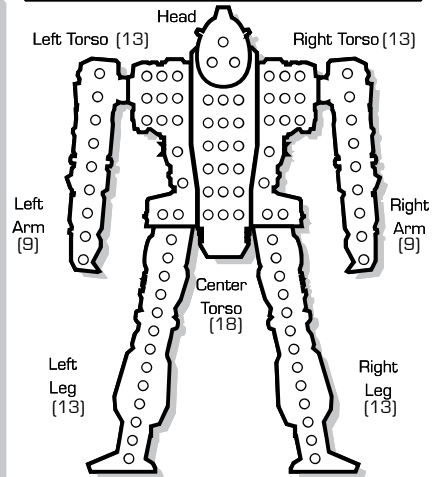
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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	Heat Scale
30*	
29	
28*	
27	
26*	
25*	
24*	
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

(Industrial)

'MECH DATA

Type: Hyena HYN-4B SalvageMech

Movement Points: **Tonnage:** 55
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	0	2 [DB,AI]	-	1	2	3
1	Lift Hoist[R]	RT	-	[E]	-	-	-	-
1	Lift Hoist[R]	LT	-	[E]	-	-	-	-
1	Salvage Arm	RA	-	[E]	-	-	-	-

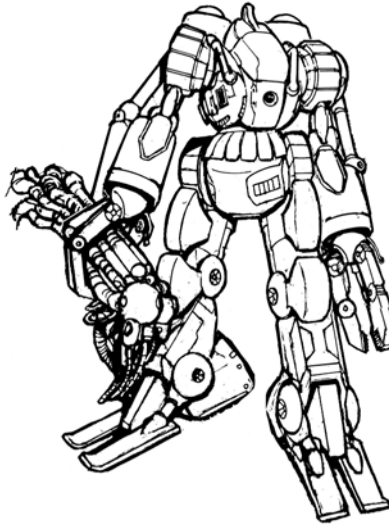
BV: 405

WARRIOR DATA

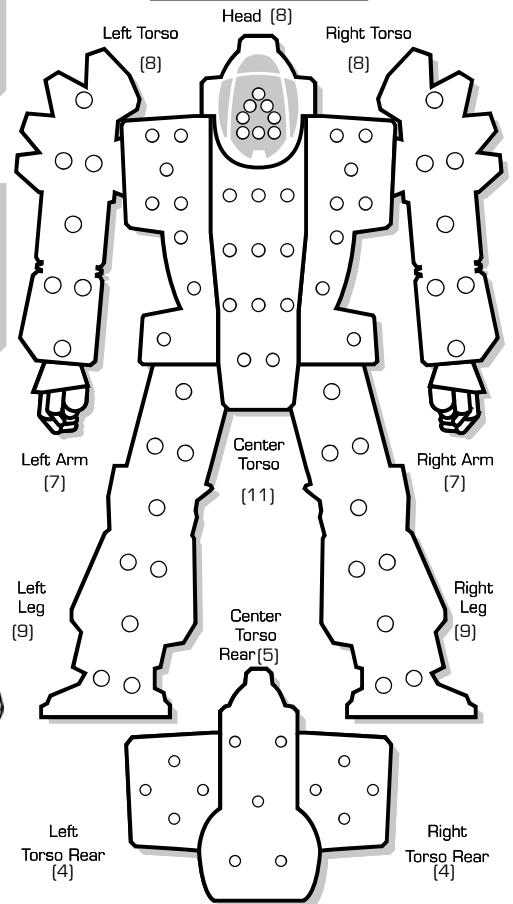
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Salvage Arm
- Salvage Arm
 - Roll Again

Center Torso

- I.C.E.
 - I.C.E.
 - I.C.E.
- 1-3 Gyro
- Gyro
 - Gyro

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Lift Hoist (R)
 - Lift Hoist (R)
 - Lift Hoist (R)
- 1-3 Roll Again
- Roll Again
 - Roll Again

- Gyro
 - I.C.E.
 - I.C.E.
 - I.C.E.
- 4-6 Machine Gun
- Ammo (Machine Gun) 200

Right Torso

- Lift Hoist (R)
 - Lift Hoist (R)
 - Lift Hoist (R)
- 1-3 Roll Again
- Roll Again
 - Roll Again

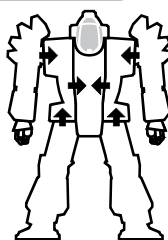
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

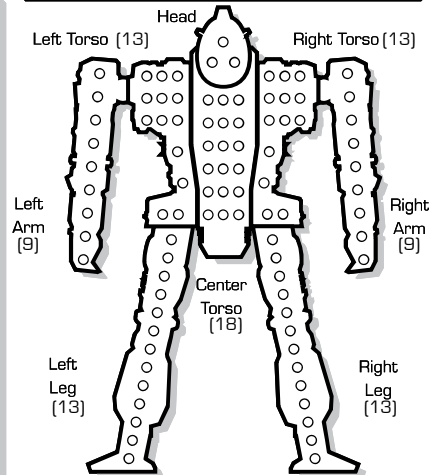
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	0 (0) Single
30*	Shutdown	
29		
28*	Ammo Exp. avoid on 8+	
27		
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+	
21	-4 Movement Points	
20*	Ammo Exp. avoid on 4+	
19*	Shutdown, avoid on 6+	
18*	+3 Modifier to Fire	
17*	-3 Movement Points	
16	Shutdown, avoid on 4+	
15*	+2 Modifier to Fire	
14*	-2 Movement Points	
13*	+1 Modifier to Fire	
12	-1 Movement Points	
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hyena HYN-KTO

Movement Points: **Walking:** 5 **Running:** 8
Tonnage: 55 **Tech Base:** Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
8	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Lift Hoist[R]	RT	—	[E]	—	—	—	—
1	Lift Hoist[R]	LT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—

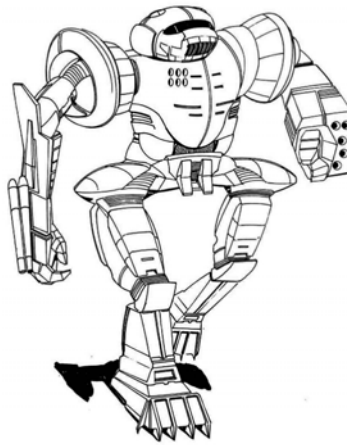
BV: 933

WARRIOR DATA

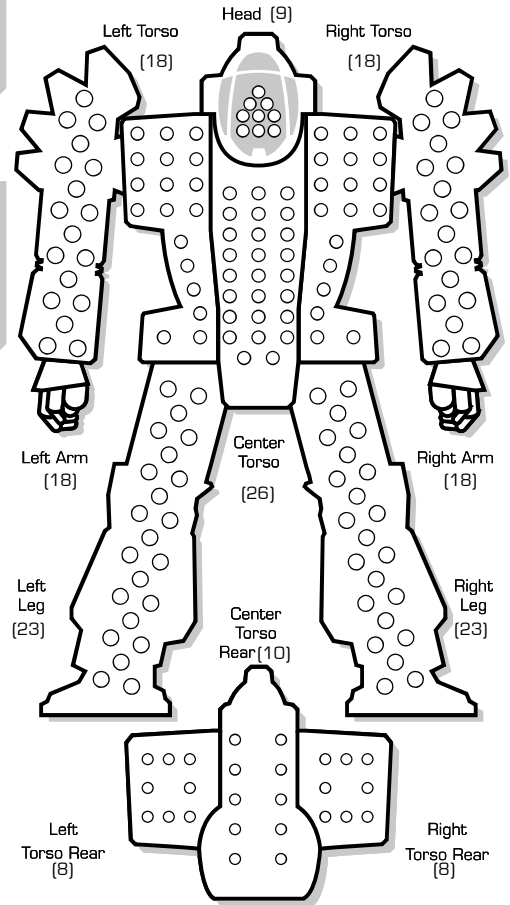
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Salvage Arm
 - Salvage Arm
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Lift Hoist (R)
 - Lift Hoist (R)
 - Lift Hoist (R)
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Roll Again
- 4-6

Right Torso

- Lift Hoist (R)
 - Lift Hoist (R)
 - Lift Hoist (R)
- 1-3
- Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
 - Ferro-Fibrous
- 4-6

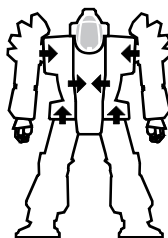
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

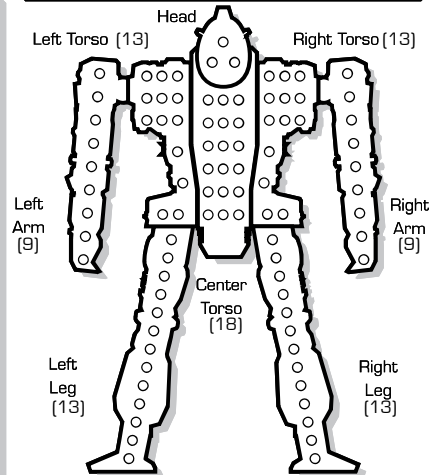
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	23*
○	22*
○	21
○	20*
○	19*
○	18*
○	17*
○	16
○	15*
○	14*
○	13*
○	12
○	11
○	10*
○	9
○	8*
○	7
○	6
○	5*
○	4
○	3
○	2
○	1
○	0



INNER SPHERE AEROSPACE FIGHTERS

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-O Invictus

Thrust: Tonnage: 35
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 Era: (Advanced) Jihad

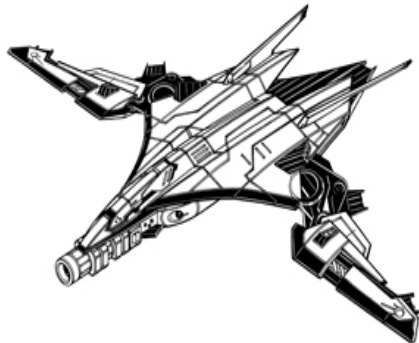
Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)			
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Guardian ECM Suite [E]	N	0	-	-	6	-
1	Heavy PPC [DE]	N	15	15	15	-	-
2	Medium Pulse Laser [P]	N	4	6	-	-	-

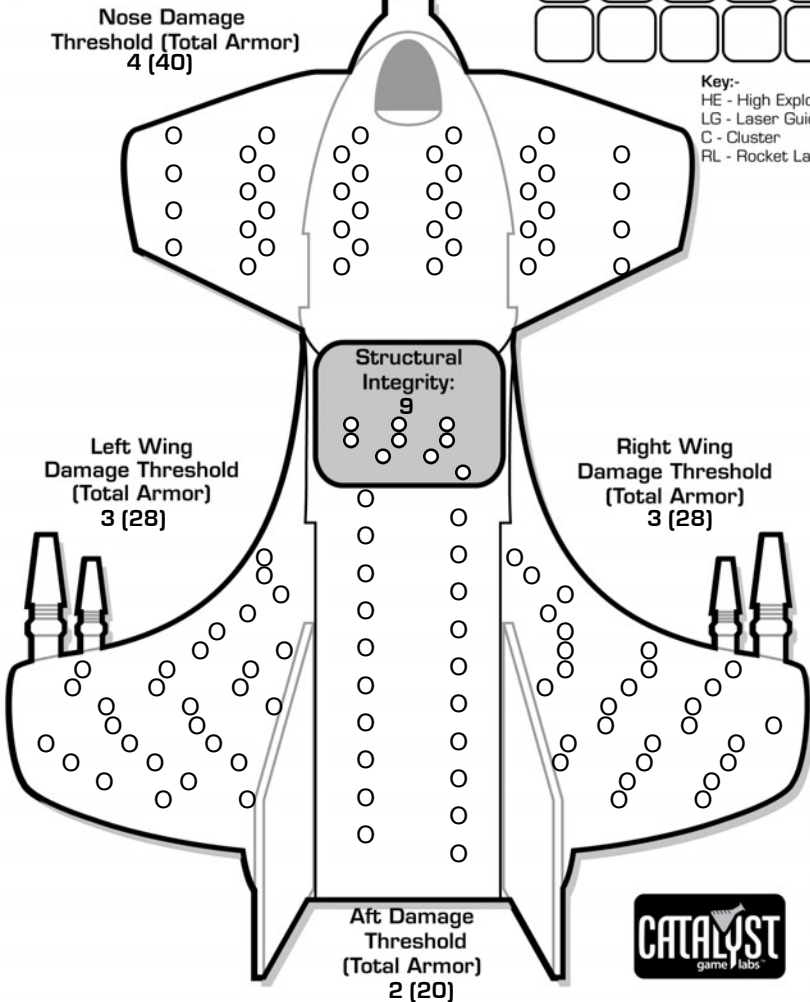
Small Cockpit

Fuel: 400 Points

BV: 1,324



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OA Dominus

Thrust: Tonnage: 35
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 (Advanced)
 Era: Jihad

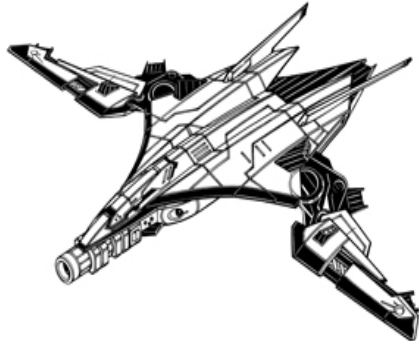
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	LRM 15 [M.C.S]	N	5	12	12	12	-
w/Artemis IV FCS							
2	ER Medium Laser [DE]	LW	5	5	5	-	-
2	ER Medium Laser [DE]	RW	5	5	5	-	-

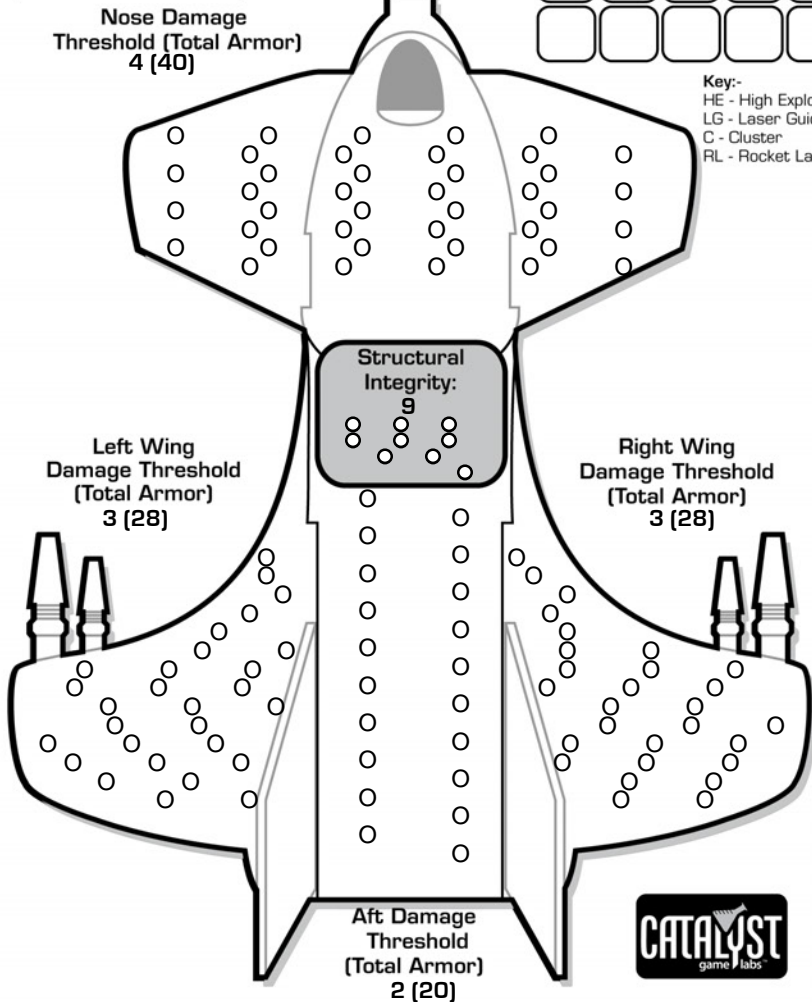
Small Cockpit

Ammo [CASE]: [LRM 15 Artemis] 16
 Fuel: 400 Points

BV: 1,265



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0
25	Random Movement, avoid on 10+	0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OB Infernus

Thrust: Tonnage: 35
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 (Advanced)
 Era: Jihad

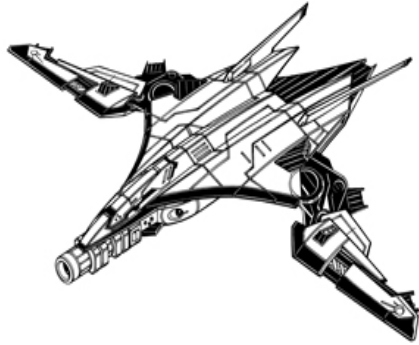
Weapons & Equipment Inventory

Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	ER Large Laser [DE]	N	12	8	8	8	-
1	Targeting Computer [E]	N	0	-	-	-	-
1	ER Small Laser [DE]	A	2	3	-	-	-

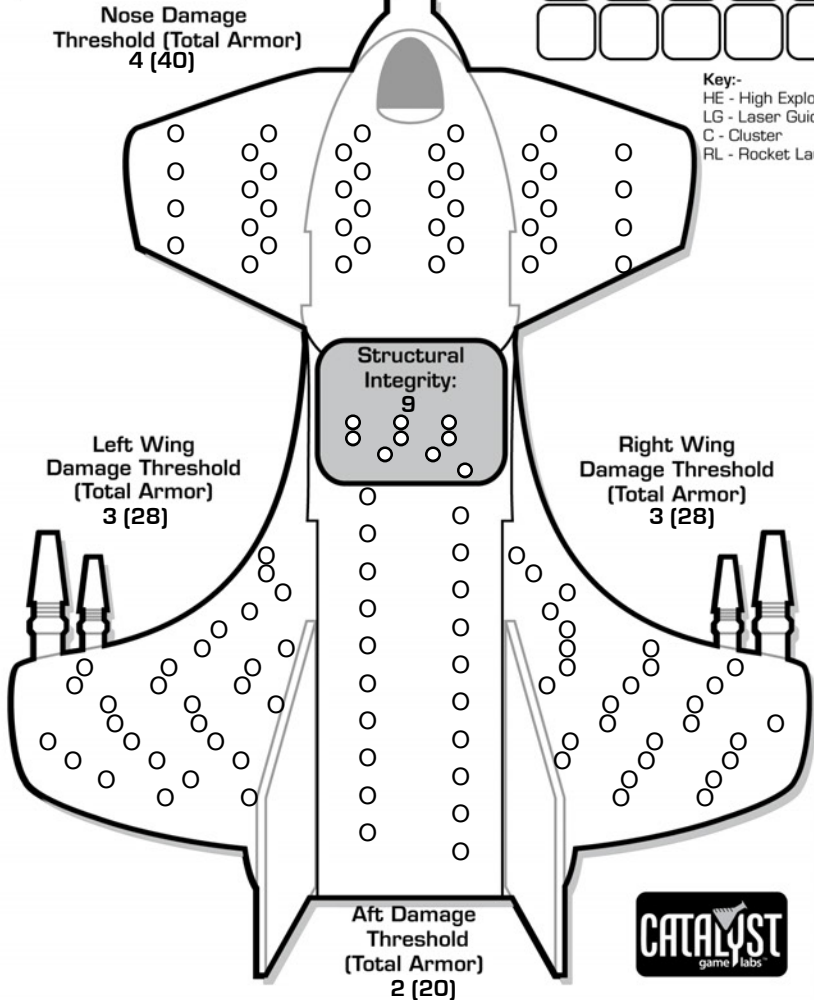
Small Cockpit

Fuel: 400 Points

BV: 1,209



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OC Comminus

Thrust: _____ Tonnage: 35
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 Era: (Advanced) Jihad

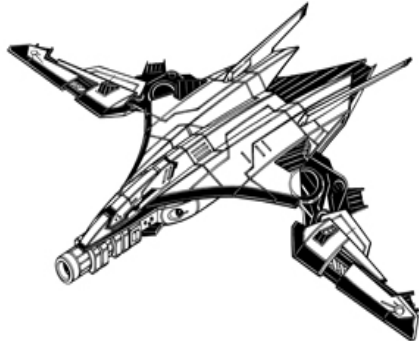
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Thunderbolt 10 [M]	N	5	—	—	—	—
2	ER Medium Laser [DE]	LW	5	5	5	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—

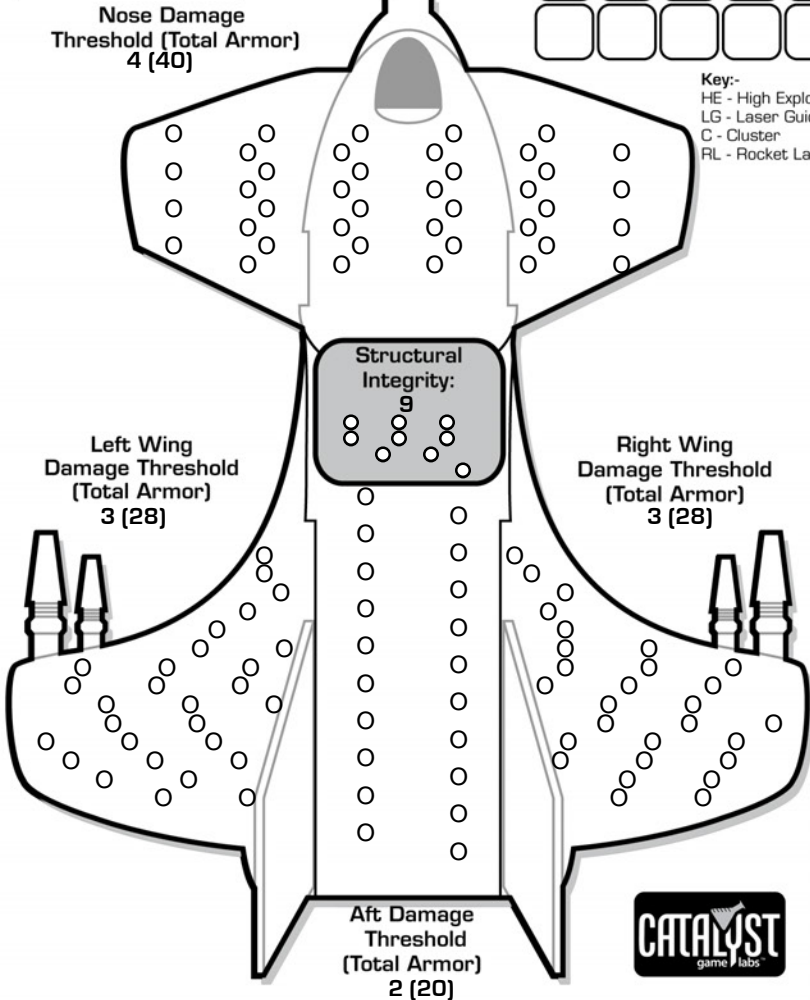
Small Cockpit

Ammo (CASE): (Thunderbolt 10) 12
 Fuel: 400 Points

BV: 1,186



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OD Luminos

Thrust: Tonnage: 35
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 (Advanced)
 Era: Jihad

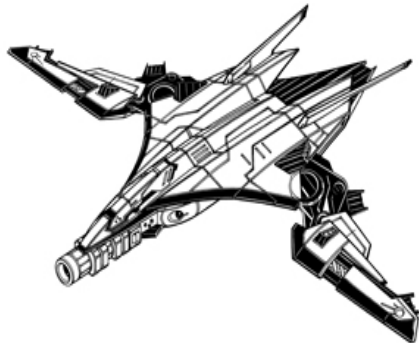
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Large Pulse Laser [P]	N	10	9	9	-	-
1	ER Small Laser [DE]	LW	2	3	-	-	-
1	ER Small Laser [DE]	RW	2	3	-	-	-
1	ER Small Laser [DE]	A	2	3	-	-	-

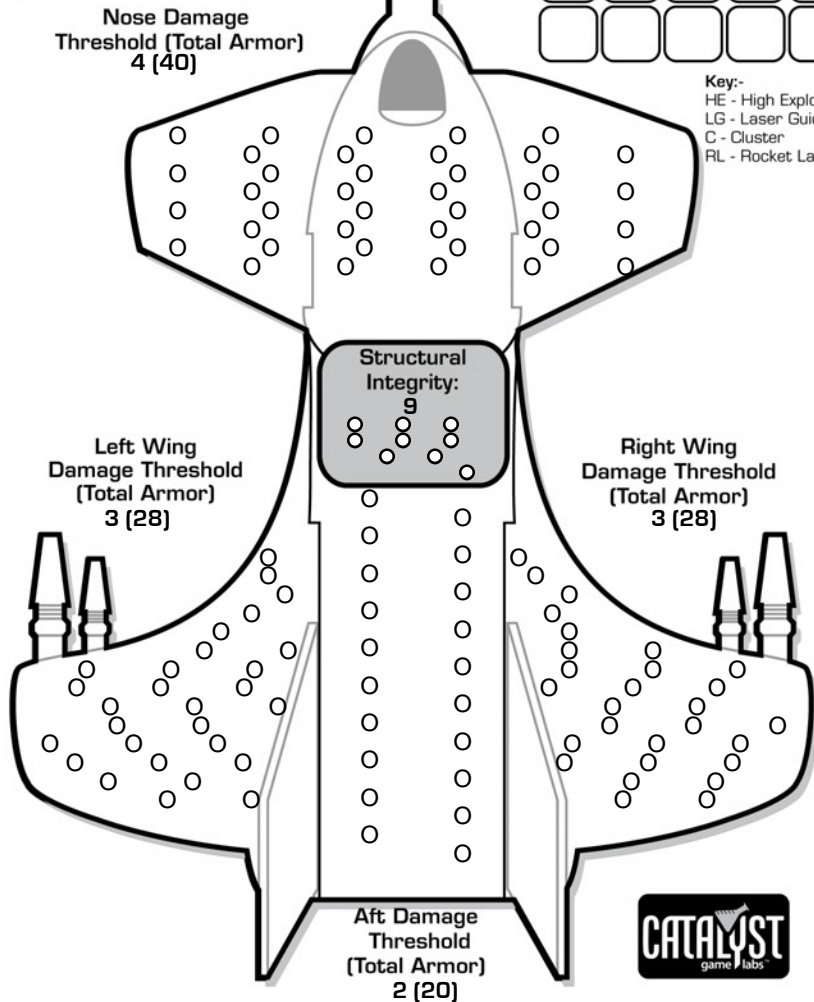
Small Cockpit

Fuel: 400 Points

BV: 927



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shade S-HA-OE Eminus

Thrust: _____ Tonnage: 35
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 Era: (Advanced) Jihad

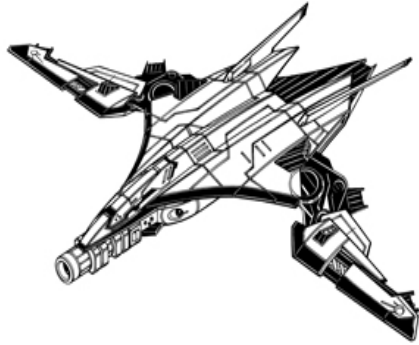
Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)		
Qty Type	Loc.	Ht	SRV	MRV	LRV	ERV
1 Light Gauss Rifle [DB,X]	N	1	8	8	8	8
1 ER Medium Laser [DE]	LW	5	5	5	-	-
1 ER Medium Laser [DE]	RW	5	5	5	-	-

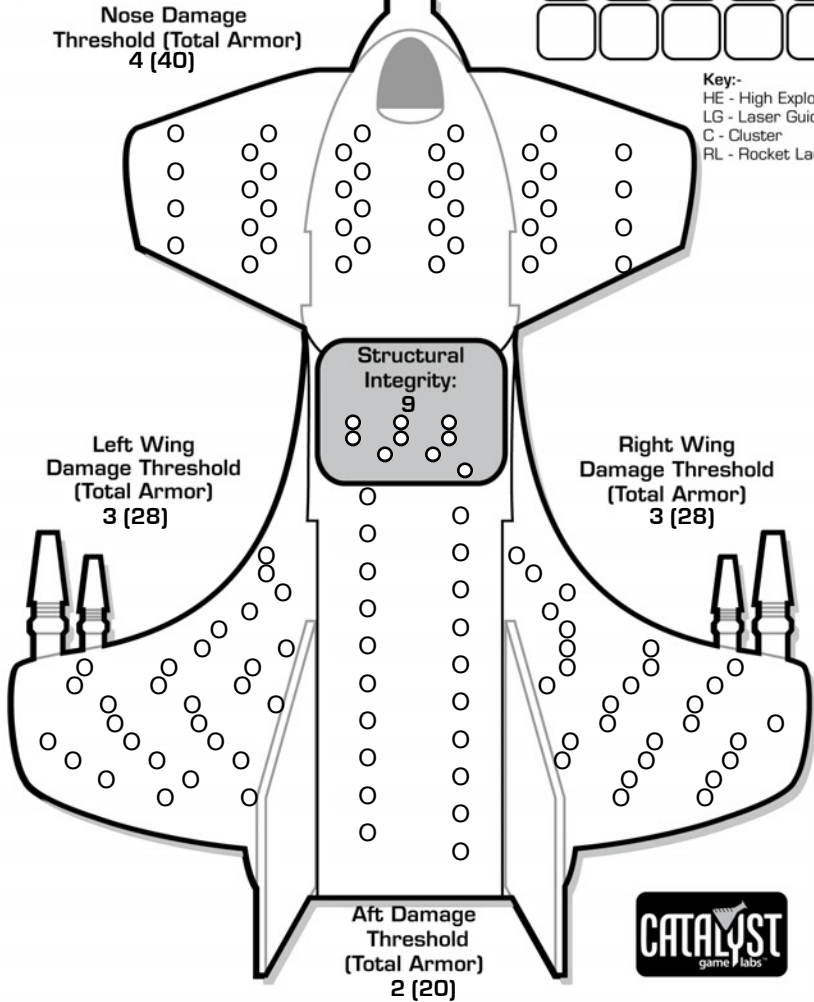
Small Cockpit

Ammo (CASE): [Light Gauss] 16
 Fuel: 400 Points

BV: 973



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-O Invictus

Thrust:
 Safe Thrust: 7
 Maximum Thrust: 11

Tonnage: 65
 Tech Base: Inner Sphere (Advanced)
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER PPC [DE]	N	15	10	10	10	-
1	LRM 15 [M.C.S] w/Artemis IV FCS	N	5	12	12	12	-
2	ER Medium Laser [DE]	LW	5	5	5	-	-
1	Medium Pulse Laser [P]	LW	4	6	-	-	-
2	ER Medium Laser [DE]	RW	5	5	5	-	-
1	Medium Pulse Laser [P]	RW	4	6	-	-	-
1	ER Small Laser [DE]	A	2	3	-	-	-

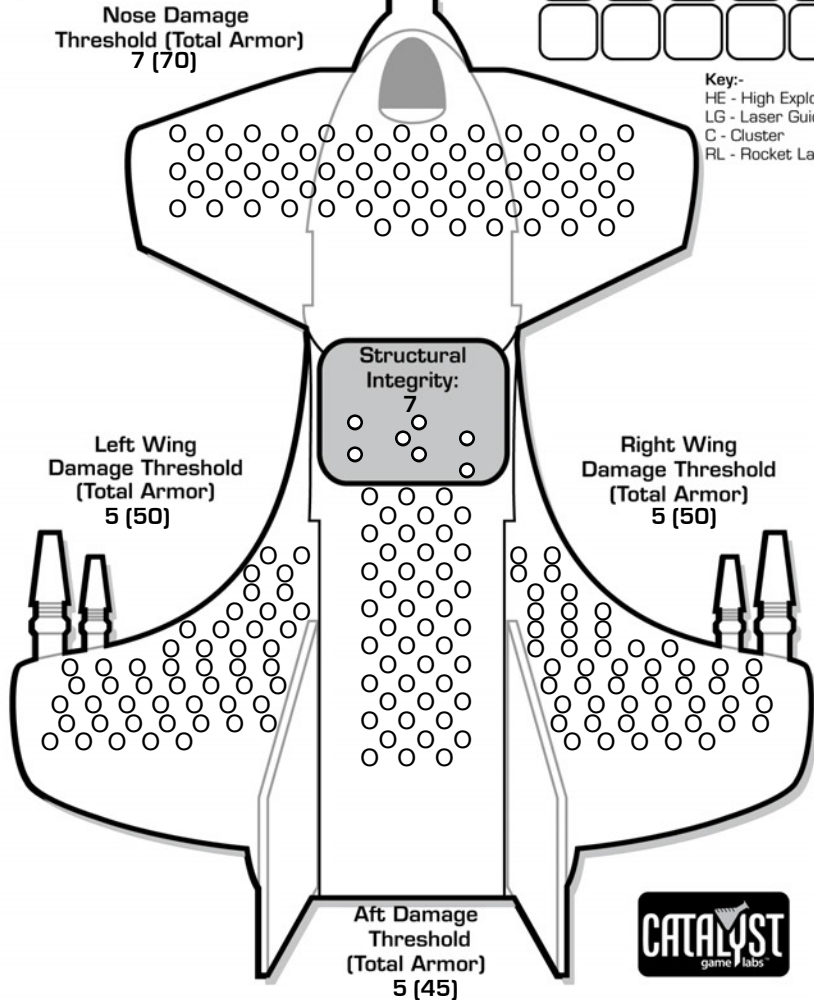
Small Cockpit

Ammo (CASE): [LRM 15 Artemis] 16
 Fuel: 400 Points

BV: 1,883



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18 (36)
28	Ammo Exp. avoid on 8+	0 0
27	Pilot Damage, avoid on 9+	Double
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OA Dominus

Thrust: Tonnage: 65
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 (Advanced) Jihad
 Era:

Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc. Ht	SRV	MRV	LRV	ERV
1	ER Small Laser [DE]	N 2	3	-	-	-
1	Large Pulse Laser [P]	N 10	9	9	-	-
2	Medium Pulse Laser [P]	N 4	6	-	-	-
1	MML 9 SRM Ammo	LW 5	14	-	-	-
	LRM Ammo w/Artemis IV FCS		7	7	7	-
1	MML 9 SRM Ammo	RW 5	14	-	-	-
	LRM Ammo w/Artemis IV FCS		7	7	7	-
2	Medium Laser [DE]	A 3	5	-	-	-
Small Cockpit						

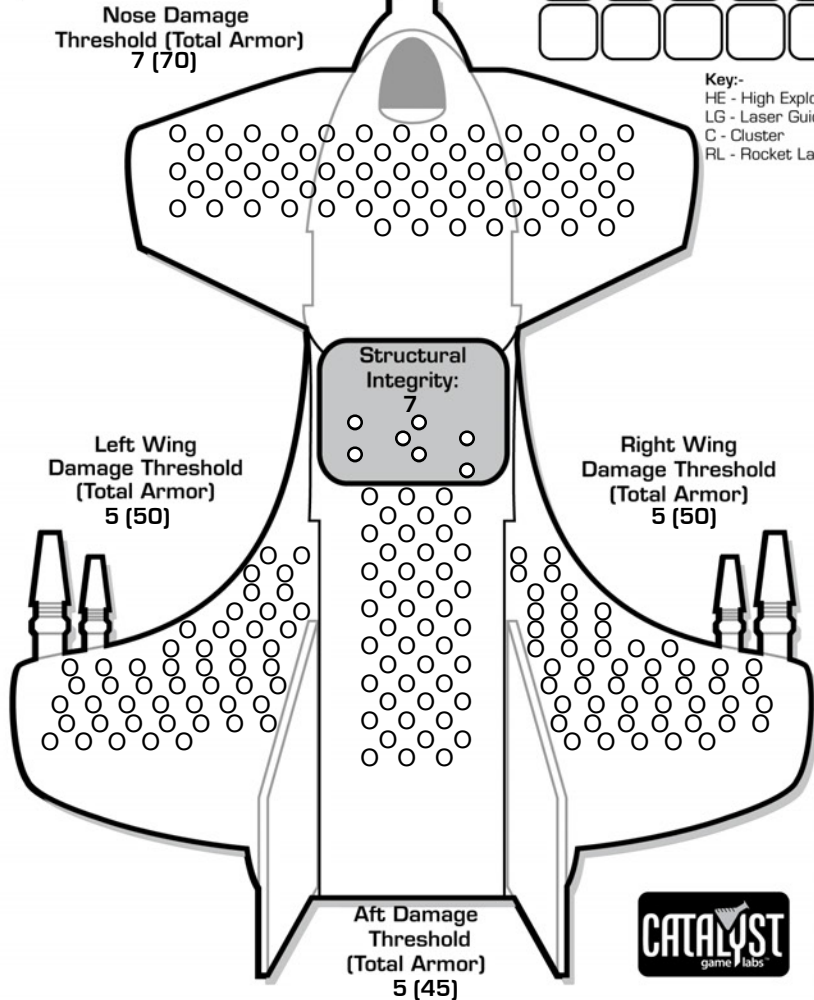
Ammo (CASE): (MML 9 SRM Artemis) 22, (MML 9 LRM Artemis) 26

Fuel: 400 Points

BV: 1,479



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OB Infernus

Thrust: _____ Tonnage: 65
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: (Advanced) Jihad

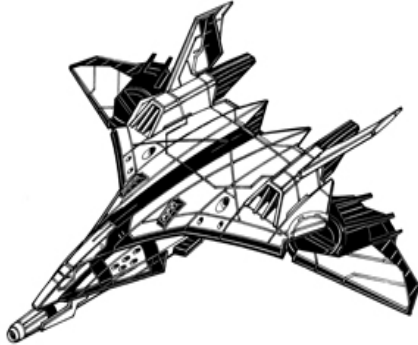
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	ER Medium Laser [DE]	N	5	5	5	-	-
1	Large VSP Laser [P,V]	N	10	10	7	-	-
2	Medium VSP Laser [P,V]	LW	7	7	-	-	-
2	Medium VSP Laser [P,V]	RW	7	7	-	-	-

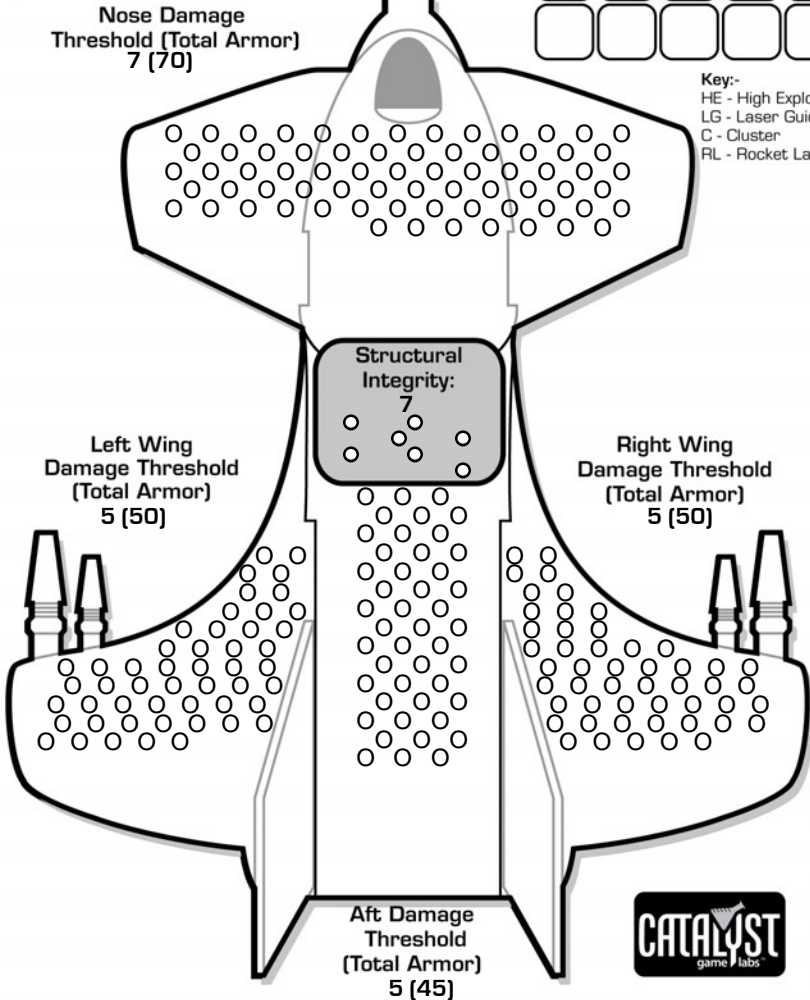
Small Cockpit

Fuel: 400 Points

BV: 1,369



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 (34)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OC Comminus

Thrust:
 Safe Thrust: 7
 Maximum Thrust: 11
 Tonnage: 65
 Tech Base: Inner Sphere (Advanced)
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)			
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Medium Pulse Laser [P]	N	4	6	-	-	-
1	MRM 40 [M,C]	N	12	24	24	-	-
2	Medium Pulse Laser [P]	LW	4	6	-	-	-
2	Medium Pulse Laser [P]	RW	4	6	-	-	-
1	ER Small Laser [DE]	A	2	3	-	-	-

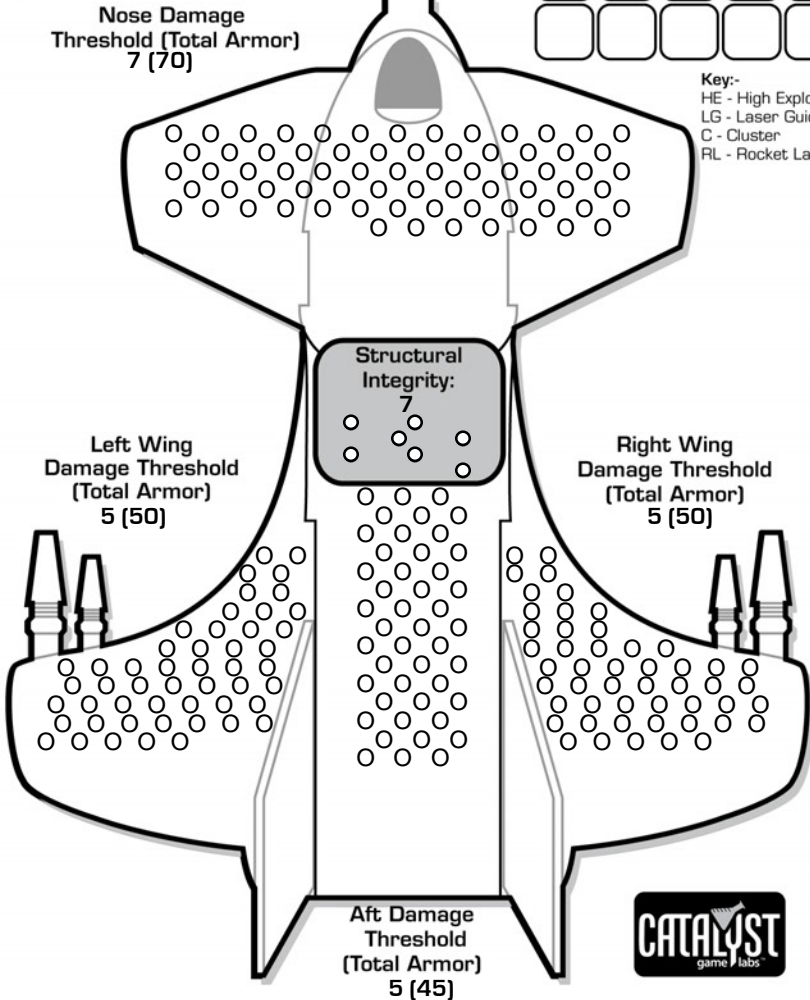
Small Cockpit

Ammo (CASE): (MRM 40) 18
 Fuel: 400 Points

BV: 1,639



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 (32)
28	Ammo Exp. avoid on 8+	0 0
27	Pilot Damage, avoid on 9+	Double
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OD Luminos

Thrust: Tonnage: 65
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 (Advanced)
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	ER Medium Laser [DE]	N	5	5	5	-	-
1	Heavy PPC [DE]	N	15	15	15	-	-
1	Large Pulse Laser [P]	LW	10	9	9	-	-
1	Large Pulse Laser [P]	RW	10	9	9	-	-

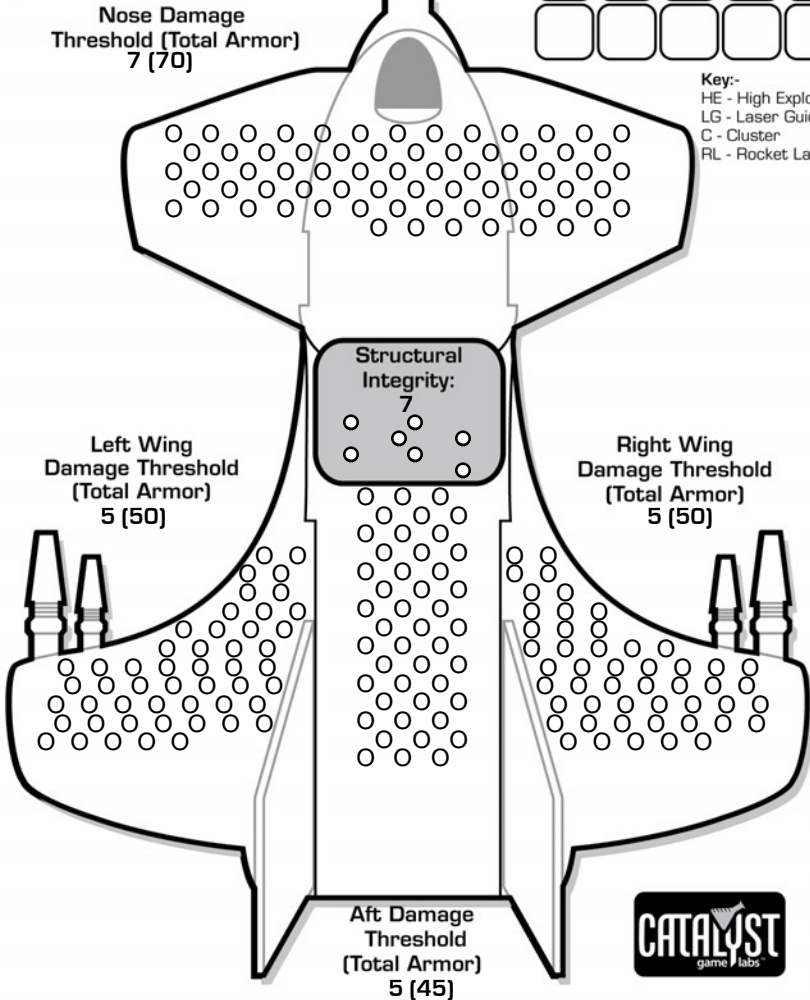
Small Cockpit

Fuel: 480 Points

BV: 1,712



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 (34)
28	Ammo Exp. avoid on 8+	0 0
27	Pilot Damage, avoid on 9+	Double
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rusalka S-RSL-OE Eminus

Thrust: _____ Tonnage: 65
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: (Advanced) Jihad

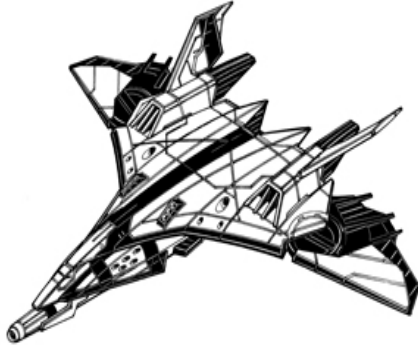
Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)			
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Light Gauss Rifle [DB,X]	N	1	8	8	8	8
1	ER Large Laser [DE]	LW	12	8	8	8	—
1	ER Medium Laser [DE]	LW	5	5	5	—	—
1	ER Large Laser [DE]	RW	12	8	8	8	—
1	ER Medium Laser [DE]	RW	5	5	5	—	—
1	Small Laser [DE]	A	1	3	—	—	—

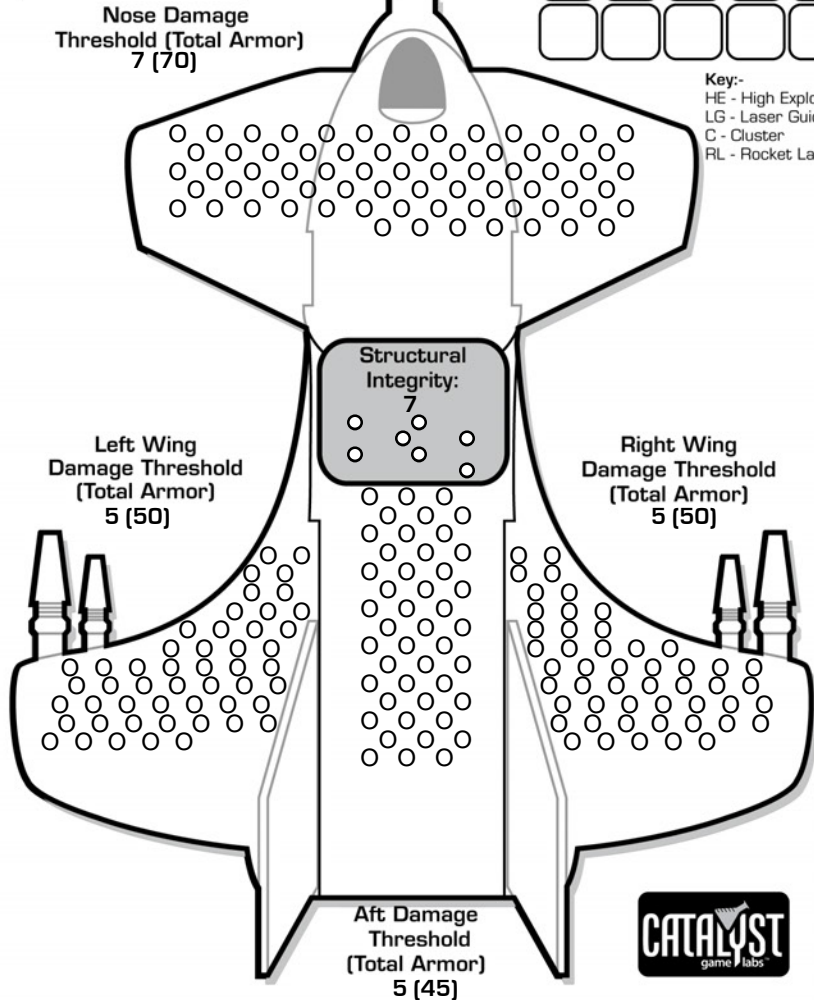
Small Cockpit

Ammo (CASE): (Light Gauss) 32
 Fuel: 400 Points

BV: 1,721



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 (34)
28	Ammo Exp. avoid on 8+	0 0
27	Pilot Damage, avoid on 9+	Double
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STRO Invictus

Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
1	Heavy PPC [DE]	LW	15	15	15	—	—
1	Heavy PPC [DE]	RW	15	15	15	—	—
2	ER Medium Laser [DE]	A	5	5	5	—	—

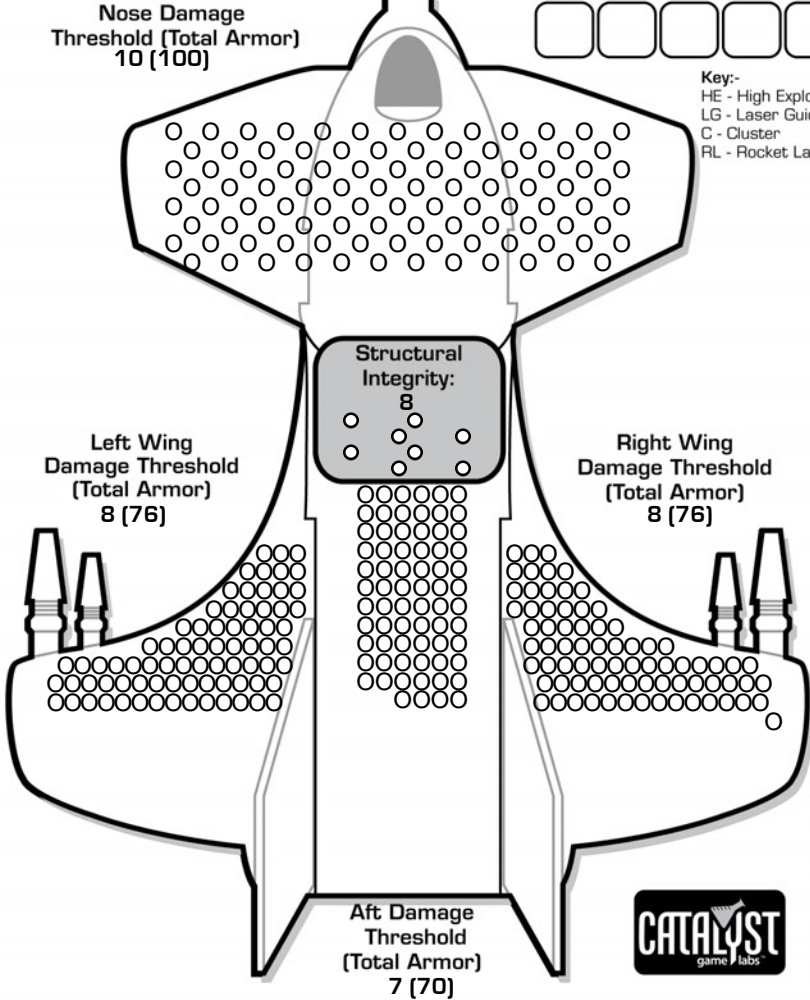
Small Cockpit

Ammo (CASE): (Gauss) 16
 Fuel: 400 Points

BV: 2,586



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 (30)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OA Dominus

Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced) Jihad

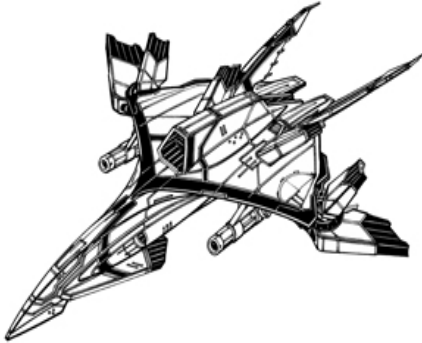
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Gty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Heavy PPC [DE]	N	15	15	15	-	-
1	Rotary AC/5 [DB,R/C]	LW	1	20	20	-	-
1	Streak SRM 4 [M,C]	LW	3	8	-	-	-
1	Rotary AC/5 [DB,R/C]	RW	1	20	20	-	-
1	Streak SRM 4 [M,C]	RW	3	8	-	-	-

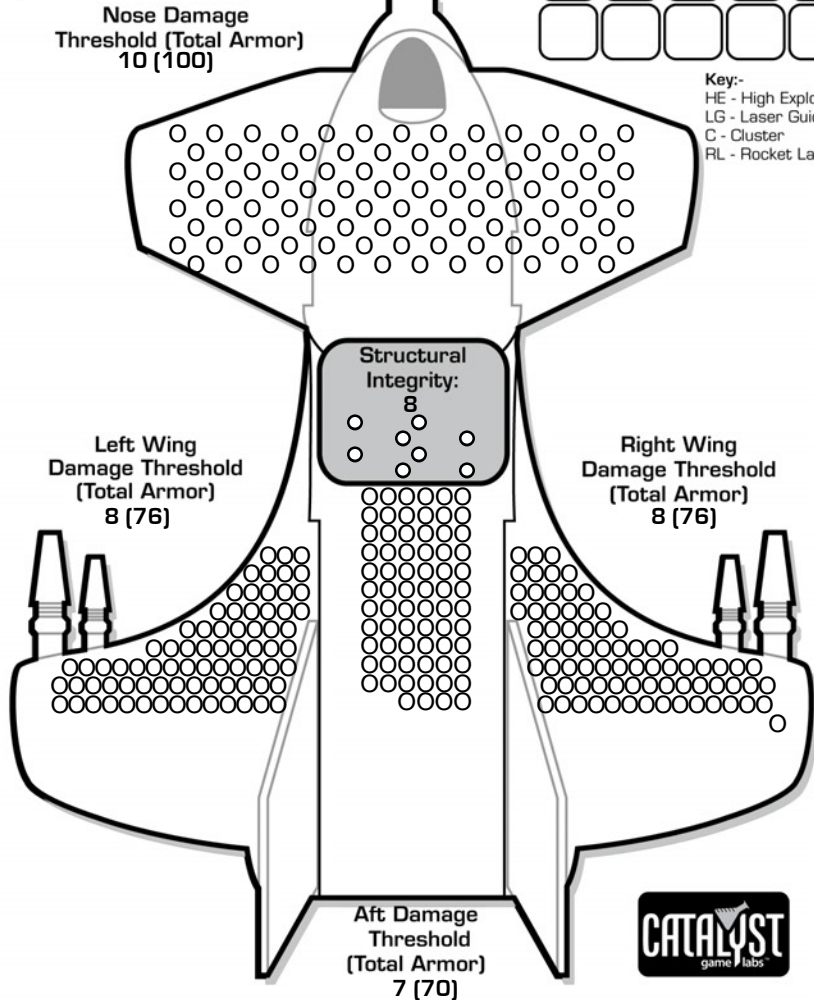
Small Cockpit

Ammo (CASE): [RAC/5] 120, [Streak SRM 4] 25
 Fuel: 400 Points

BV: 2,535



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*

29

28*

27*

26*

25*

24*

23*

22*

21*

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 (26)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OB Infernus

Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced) Jihad
 Era:

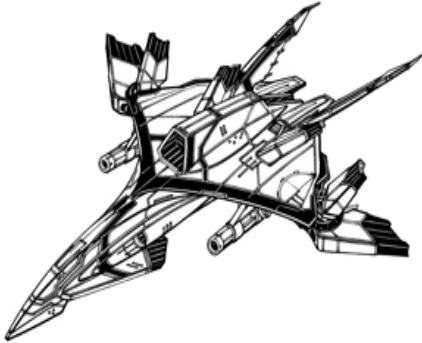
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Large VSP Laser [P,V]	N	10	10	7	-	-
1	Medium VSP Laser [P,V]	N	7	7	-	-	-
1	ER Large Laser [DE]	LW	12	8	8	8	-
1	ER Large Laser [DE]	RW	12	8	8	8	-
1	ER Small Laser [DE]	A	2	3	-	-	-
2	Medium Pulse Laser [P]	A	4	6	-	-	-

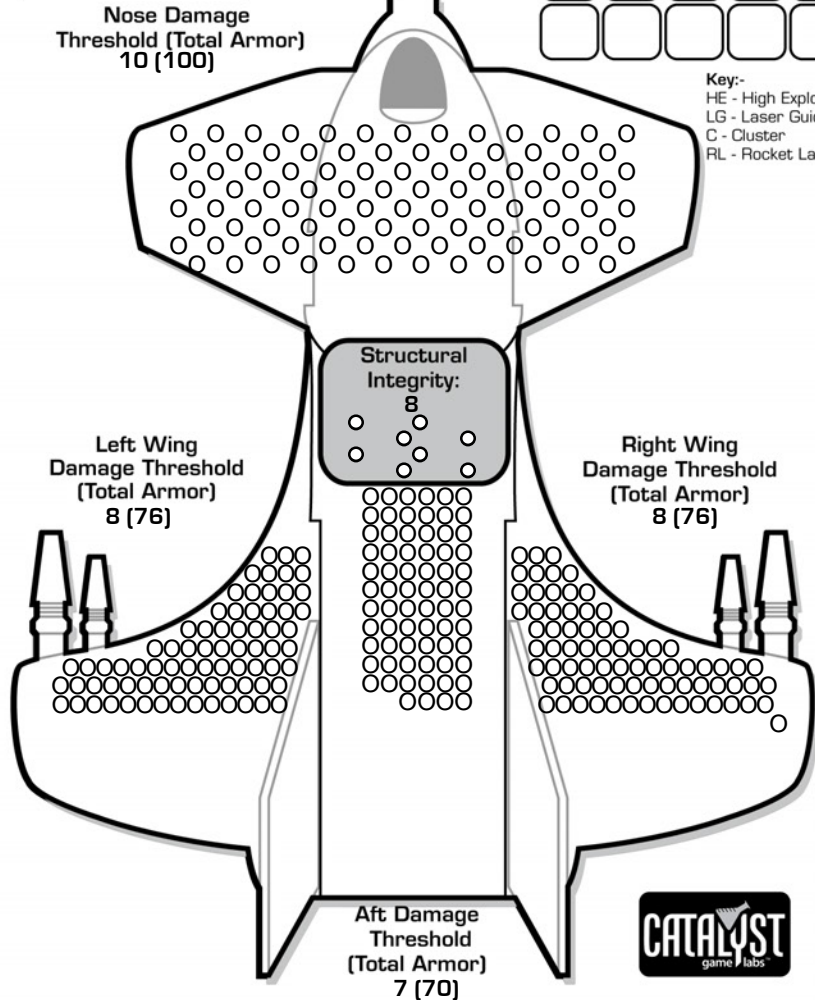
Small Cockpit

Fuel: 400 Points

BV: 1,871



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*

29

28*

27*

26*

25*

24*

23*

22*

21*

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Gear +5

Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (40)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Striga S-STR-OC Comminus**

Thrust:
 Safe Thrust: 6
 Maximum Thrust: 9
 Tonnage: 85
 Tech Base: Inner Sphere (Advanced)
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc. Ht	SRV	MRV	LRV	ERV
4	ER Medium Laser [DE]	N 5	5	5	-	-
3	Streak SRM 6 [M,C]	LW 4	12	-	-	-
3	Streak SRM 6 [M,C]	RW 4	12	-	-	-
2	ER Medium Laser [DE]	A 5	5	5	-	-

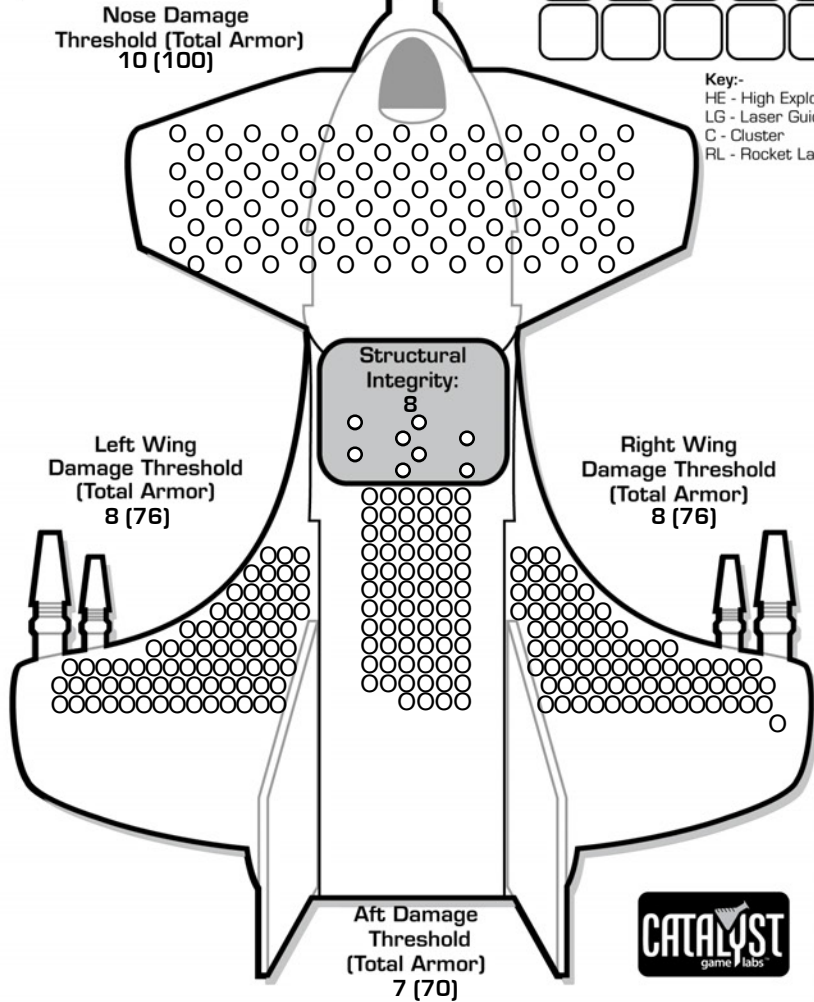
Small Cockpit

Ammo (CASE): [Streak SRM 6] 60
 Fuel: 400 Points

BV: 2,201



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

 Modifier: +1 +2 +3 +4 +5

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19 (38)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OD Luminos

Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale			(0-5)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	ER PPC [DE]	N	15	10	10	10	—
1	ER PPC [DE]	LW	15	10	10	10	—
1	ER PPC [DE]	RW	15	10	10	10	—
2	ER Medium Laser [DE]	A	5	5	5	—	—
1	ER Small Laser [DE]	A	2	3	—	—	—
1	Targeting Computer [E]	A	0	—	—	—	—

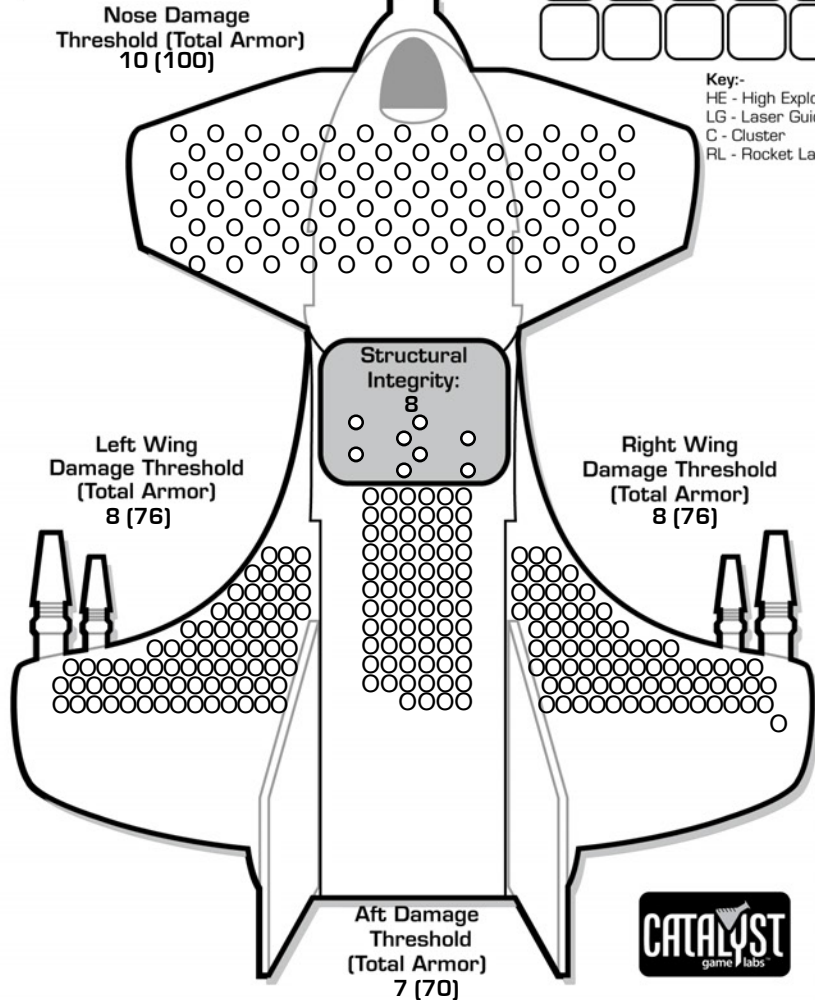
Small Cockpit

Fuel: 400 Points

BV: 2,443



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	24 (48)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0 0
26	Shutdown, avoid on 10+	0 0 0
25	Random Movement, avoid on 10+	0 0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Striga S-STR-OE Eminus**

Thrust: _____ Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Era: (Advanced) Jihad

Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)		
Qty Type	Loc.	Ht	SRV	MRV	LRV	ERV
3 Light Gauss Rifle [DB,X]	N	1	8	8	8	8
2 ER Medium Laser [DE]	LW	5	5	5	-	-
2 ER Medium Laser [DE]	RW	5	5	5	-	-

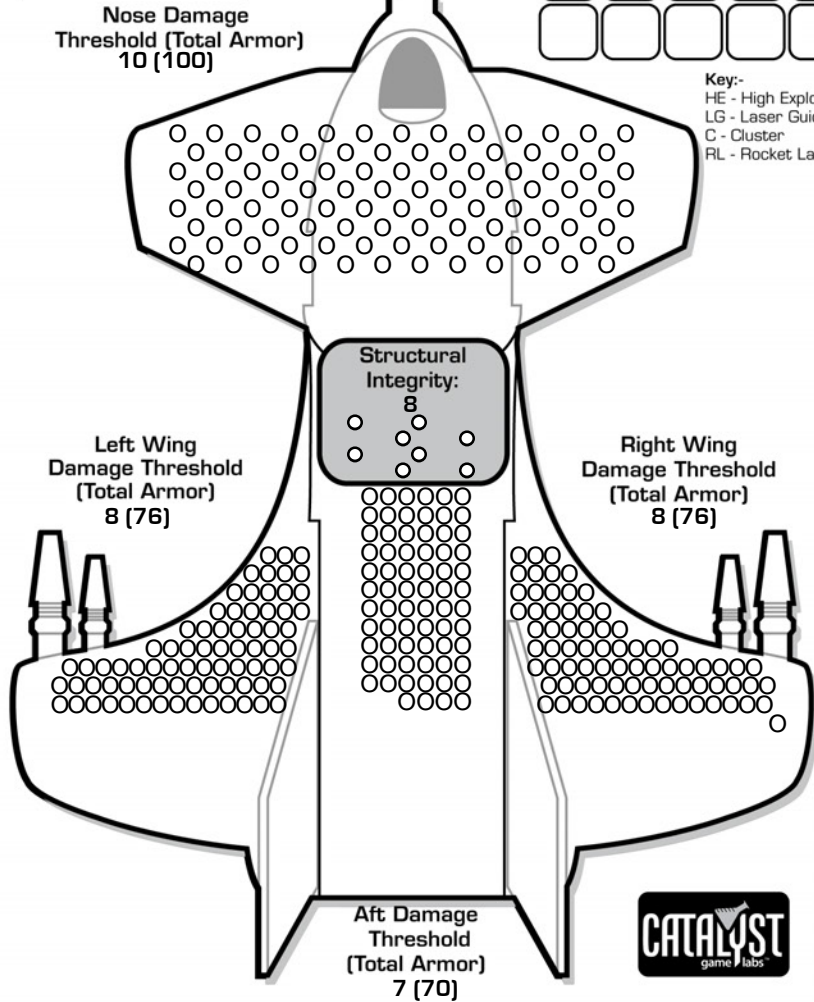
Small Cockpit

Ammo (CASE): (Light Gauss) 48
 Fuel: 400 Points

BV: 2,055



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

Heat Scale

Overflow

30*

29

28*

27*

26*

25*

24*

23*

22*

21*

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 (26)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora

Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 1,600
 Tech Base: Inner Sphere
 Era: Civil War

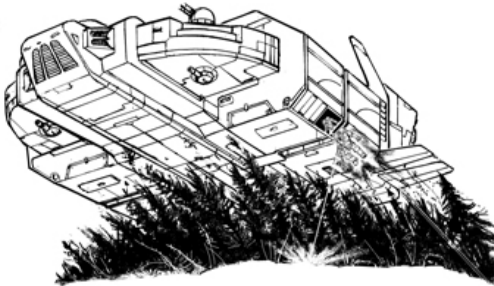
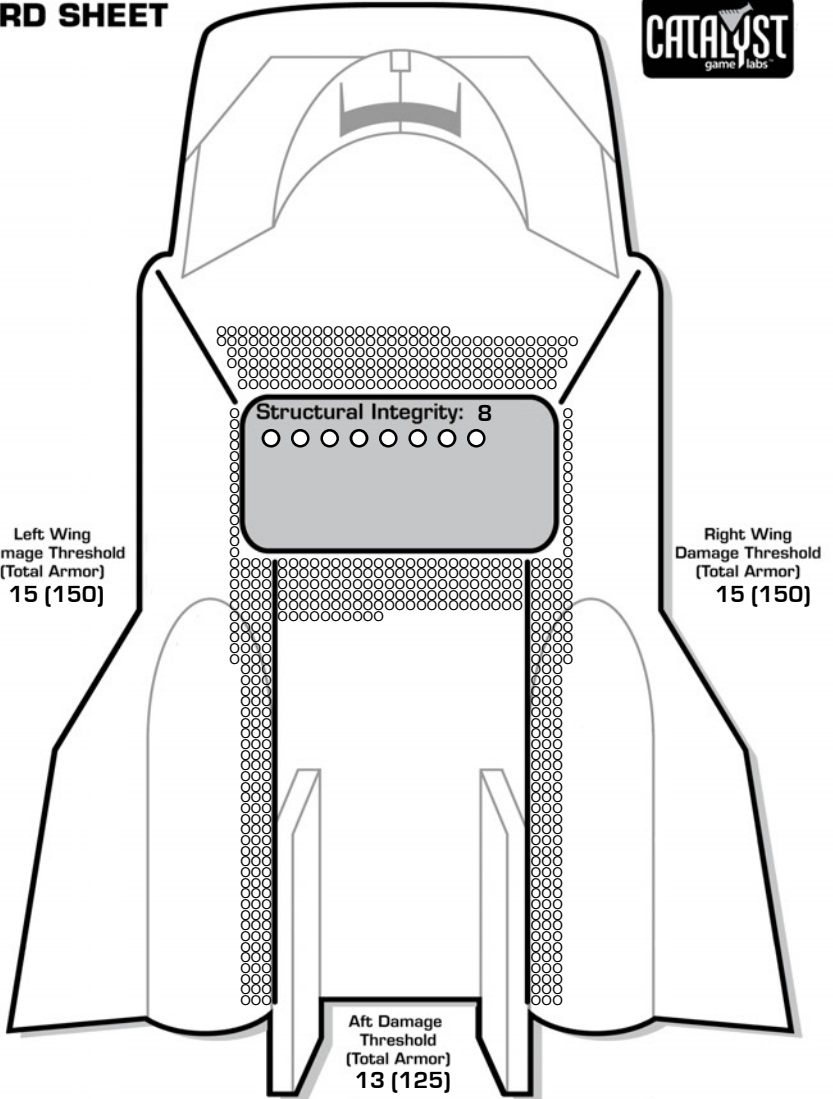
Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:

- Bay 1: Mech - 1 unit (1 door)
- Bay 2: Mech - 1 unit (1 door)
- Bay 3: Mech - 1 unit (1 door)
- Bay 4: Mech - 1 unit (1 door)
- Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0

Passengers: 0

Other: 8 Battle Armor: 0

Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (BA)

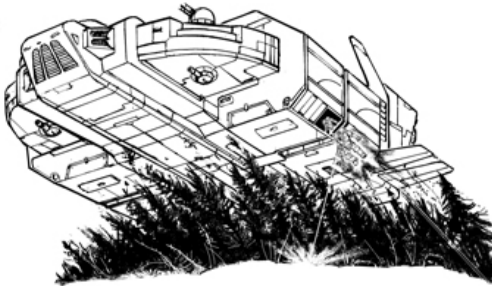
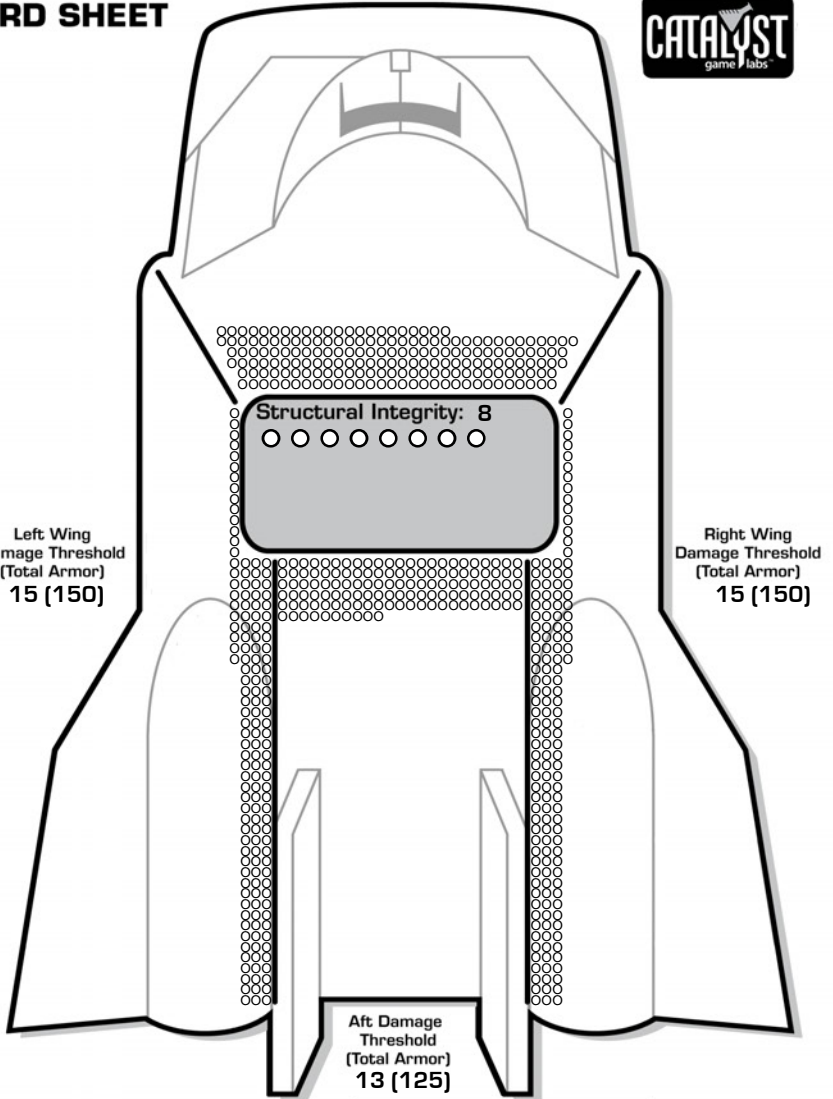
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 1,600
 Tech Base: Inner Sphere
 Era: Jihad

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Light Vehicle Bay - 3 units (1 door)
 Bay 2: Light Vehicle Bay - 3 units (1 door)
 Bay 3: Light Vehicle Bay - 1 unit (1 door)
 Battle Armor Bay - 12 Squads
 Cargo Space - 4 tons
 Bay 4: Light Vehicle Bay - 1 unit (1 door)
 Battle Armor Bay - 12 Squads
 Cargo Space - 4 tons
 Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0
 Passengers: 0
 Other: 184 Battle Armor: 0
 Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double
 Heat Generation Per Arc
 Nose: 12 Aft: 22
 Left Wing: Fwd: 30 Aft: 0
 Right Wing: Fwd: 30 Aft: 0

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (Cargo)

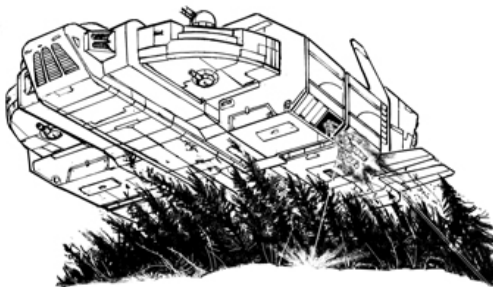
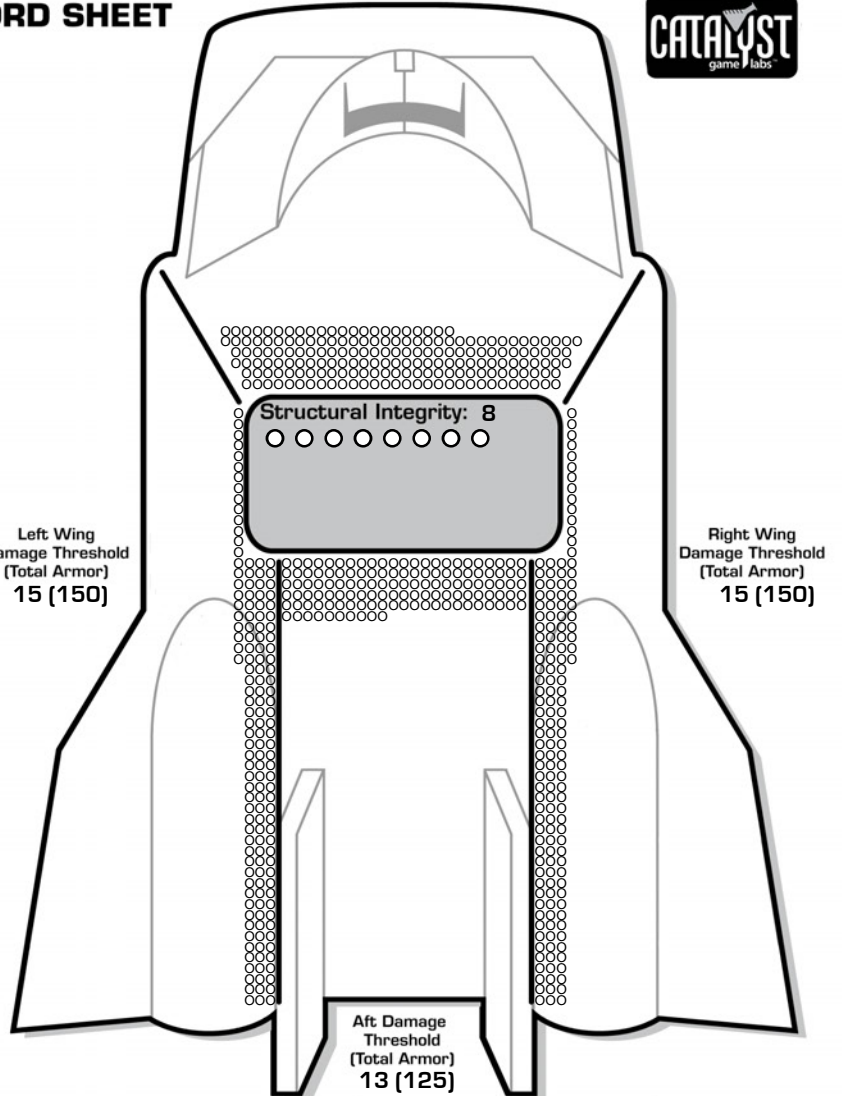
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 1,600
 Tech Base: Inner Sphere
 Era: Civil War

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Cargo Space - 150 tons (1 door)
 Bay 2: Cargo Space - 150 tons (1 door)
 Bay 3: Cargo Space - 150 tons (1 door)
 Bay 4: Cargo Space - 150 tons (1 door)
 Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc

Nose:	12	Aft:	22
Left Wing:		Right Wing:	
Fwd:	30	Fwd:	30
Aft:	0	Aft:	0

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (Combined Arms)

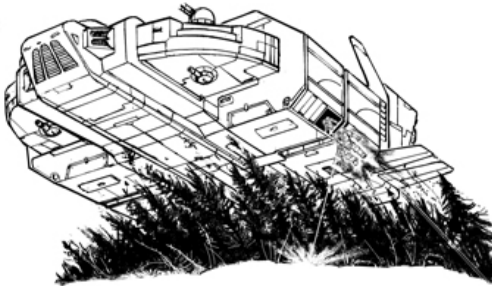
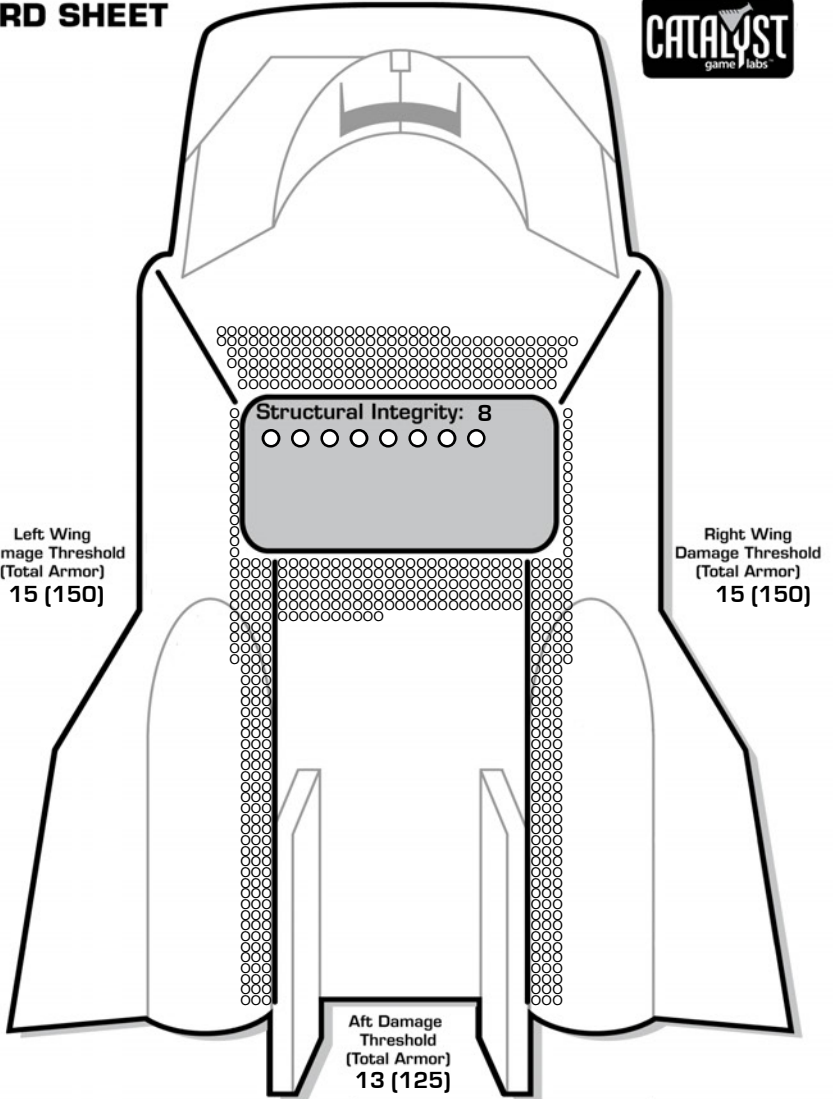
Name: **Tonnage:** 1,600
 Thrust: **Tech Base:** Inner Sphere
 Safe Thrust: 4 **Era:** Jihad
 Maximum Thrust: 6

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Light Vehicle Bay - 3 units (1 door)
 Bay 2: Light Vehicle Bay - 3 units (1 door)
 Bay 3: Light Vehicle Bay - 2 units (1 door)
 Infantry Bay - 24 tons
 Cargo Space - 26 tons
 Bay 4: Light Vehicle Bay - 2 units (1 door)
 Infantry Bay - 24 tons
 Cargo Space - 26 tons
 Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0
 Passengers: 0
 Other: 218 Battle Armor: 0
 Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc	Nose: 12	Aft: 22
	Left Wing: Fwd: 30	Right Wing: Fwd: 30
	Aft: 0	Aft: 0

BATTLETECH

Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora CV

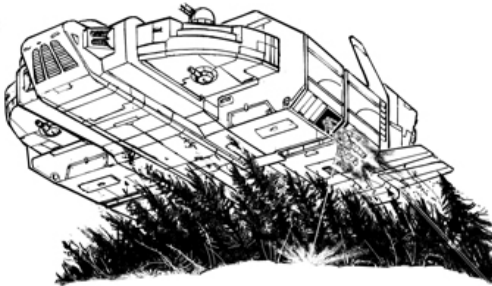
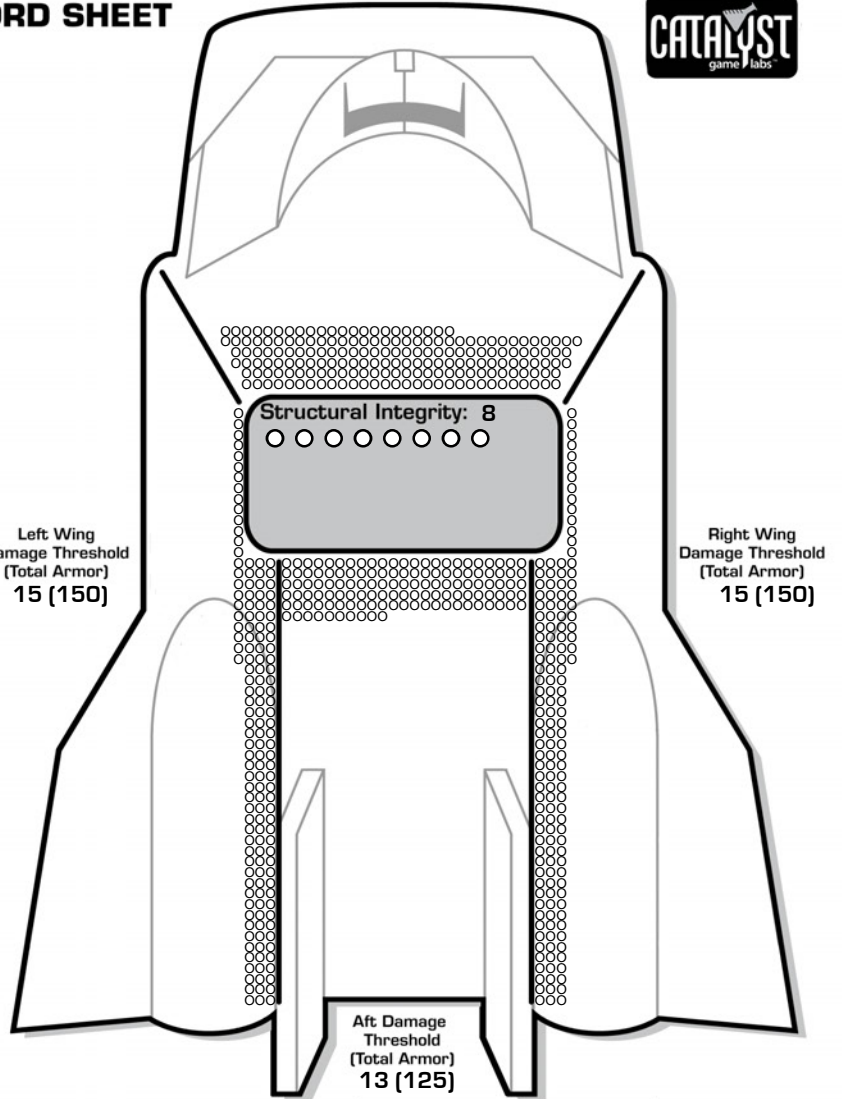
Name: Tonnage: 1,600
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 4 Era: Civil War
 Maximum Thrust: 6

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Aerospace Fighter Bay - 1 unit (1 door)
 Bay 2: Aerospace Fighter Bay - 1 unit (1 door)
 Bay 3: Aerospace Fighter Bay - 1 unit (1 door)
 Bay 4: Aerospace Fighter Bay - 1 unit (1 door)
 Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0
 Passengers: 0
 Other: 8 Battle Armor: 0
 Life Boats/Escapes Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc	Nose: 12	Aft: 22
	Left Wing: 30	Right Wing: 30
	Fwd: 0	Fwd: 0
	Aft: 0	Aft: 0

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (Gunship)

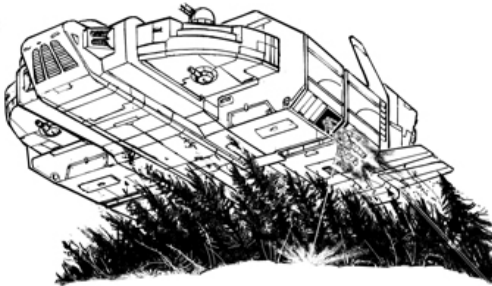
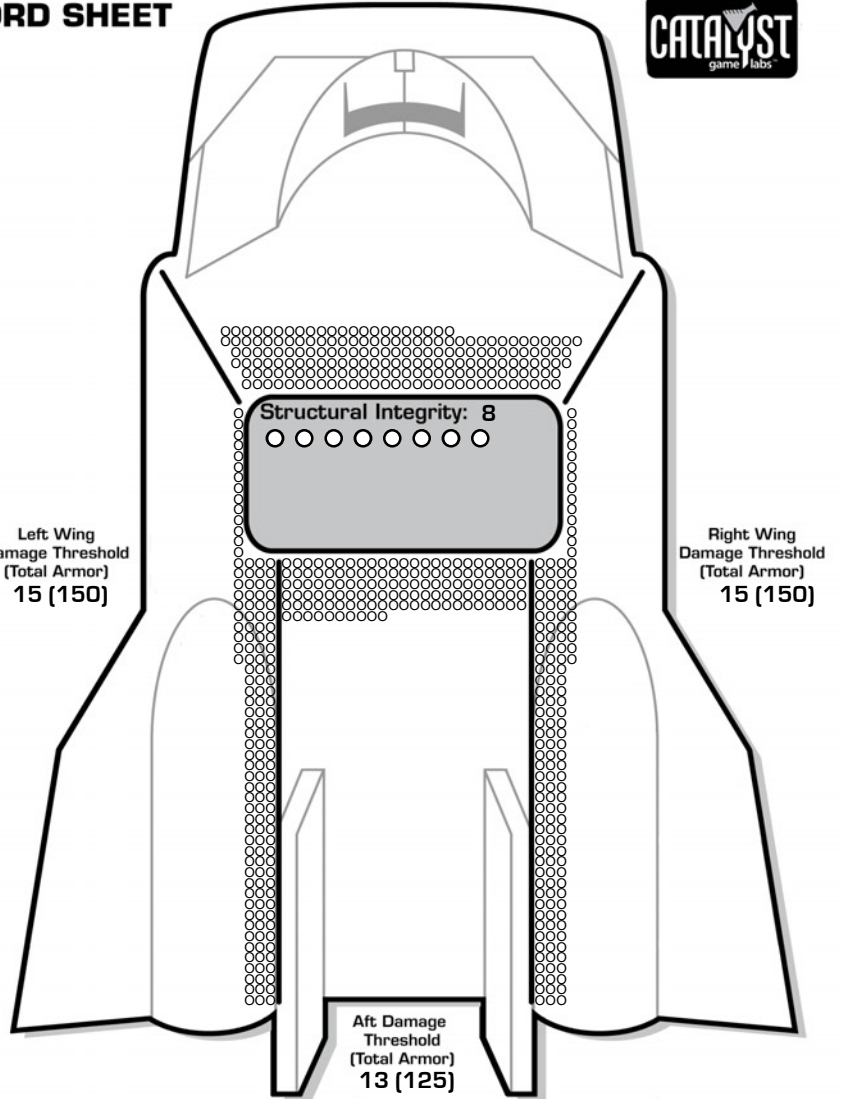
Name: **Tonnage:** 1,600
Thrust: **Tech Base:** Inner Sphere
Safe Thrust: 4 **Era:** Jihad
Maximum Thrust: 6

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle	N	2	3 (30)	3 (30)	3 (30)	—
[40 rnds]							
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	Heavy Gauss Rifle	FL/FR	4	5 (50)	4 (40)	2 (20)	—
[40 rnds]							
4	ER PPC	FL/FR	60	4 (40)	4 (40)	4 (40)	—
3	LRM 20 w/ Artemis IV FCS	FL/FR	18	5 (48)	5 (48)	5 (48)	—
[96 rnds]							
1	AMS	FL/FR	1	0 (3)	Point Defense		
[72 rnds]							
2	Gauss Rifle	A	2	3 (30)	3 (30)	3 (30)	—
[40 rnds]							
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Cargo Space - 9.50 tons (1 door)
 Bay 2: Cargo Space - 9.50 tons (1 door)
 Bay 3: Aerospace Fighter Bay - 1 unit (1 door)
 Bay 4: Aerospace Fighter Bay - 1 unit (1 door)
 Bay 5: Cargo Space - 119 tons

BV: 7,319 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 12 Marines: 0
 Passengers: 0
 Other: 4 Battle Armor: 0
 Life Boats/Escapes Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 100 (200) Double

Heat Generation Per Arc	Nose: 12	Aft: 22
	Left Wing: 83	Right Wing: 83
	Fwd: 83	Fwd: 83
	Aft: 0	Aft: 0

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (Tanker)

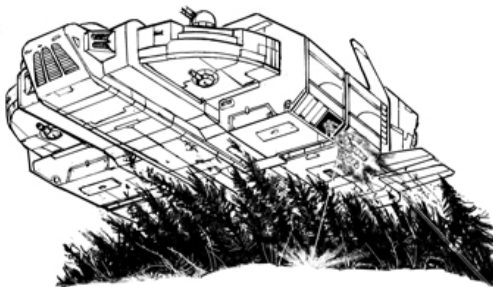
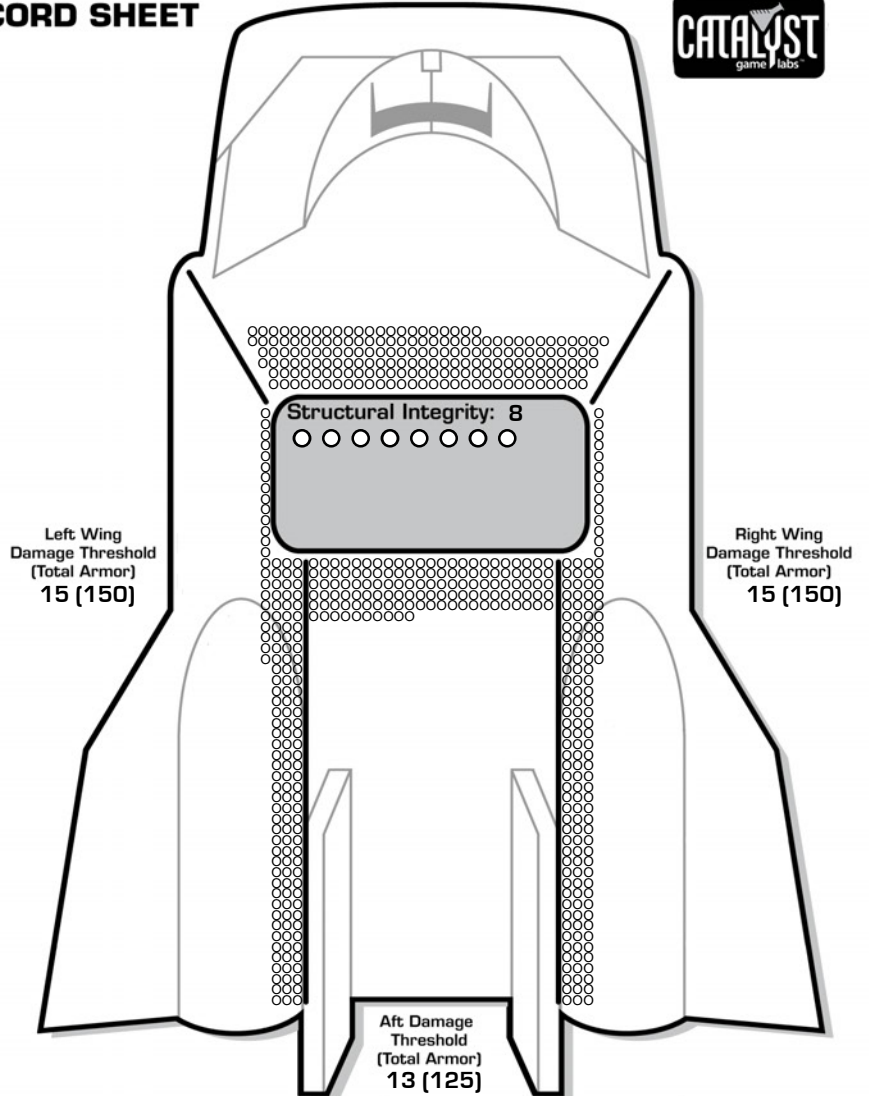
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 1,600
 Tech Base: Inner Sphere
 Era: Civil War

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Liquid Cargo Space - 136.50 tons (1 door)
 Bay 2: Liquid Cargo Space - 136.50 tons (1 door)
 Bay 3: Liquid Cargo Space - 136.50 tons (1 door)
 Bay 4: Liquid Cargo Space - 136.50 tons (1 door)
 Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double
 Heat Generation Per Arc
 Nose: 12 Aft: 22
 Left Wing: Fwd: 30 Aft: 0
 Right Wing: Fwd: 30 Aft: 0

BATTLETECH



Nose Damage Threshold (Total Armor) **18 (180)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Aurora (Vehicle)

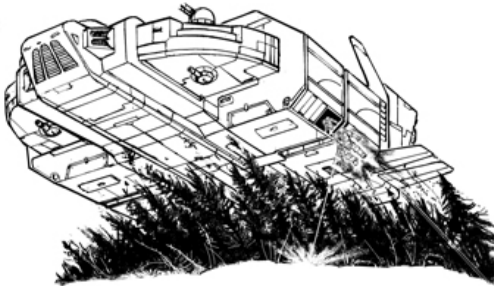
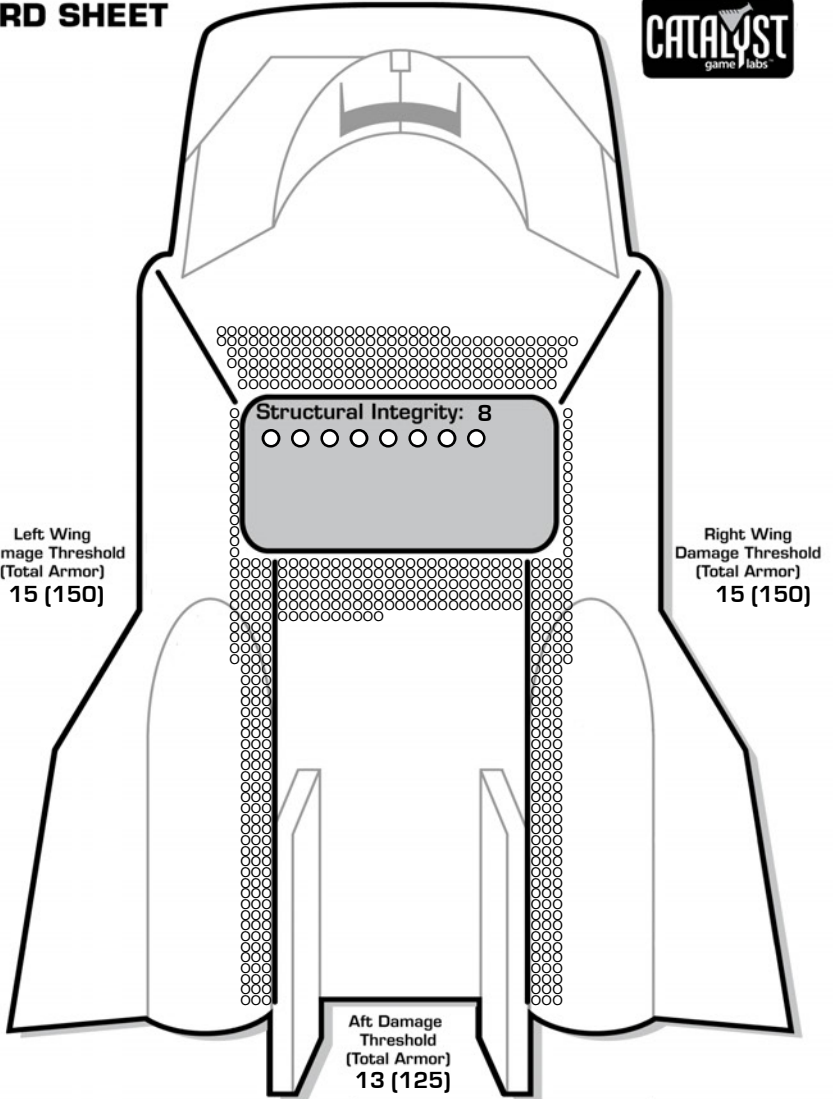
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 1,600
 Tech Base: Inner Sphere
 Era: Civil War

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	Gauss Rifle [40 rnds]	N	2	3 (30)	3 (30)	3 (30)	—
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	ER PPC	FL/FR	30	2 (20)	2 (20)	2 (20)	—
2	Gauss Rifle [40 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
2	Large Pulse Laser	A	20	2 (18)	2 (18)	—	—

Cargo:
 Bay 1: Light Vehicle Bay - 3 units (1 door)
 Bay 2: Light Vehicle Bay - 3 units (1 door)
 Bay 3: Light Vehicle Bay - 3 units (1 door)
 Bay 4: Light Vehicle Bay - 3 units (1 door)
 Bay 5: Cargo Space - 154 tons

BV: 3,262 Fuel: 5,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 7 Marines: 0
 Passengers: 0
 Other: 60 Battle Armor: 0
 Life Boats/Escape Pods: 0/3

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 50 (100) Double

Heat Generation Per Arc	Nose: 12	Aft: 22
	Left Wing: Fwd: 30	Right Wing: Fwd: 30
	Aft: 0	Aft: 0

BATTLETECH



Nose Damage Threshold (Total Armor) 34 (339)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Leopard "Pocket WarShip"

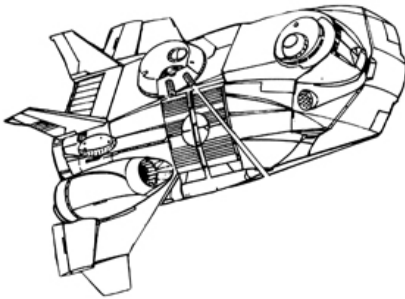
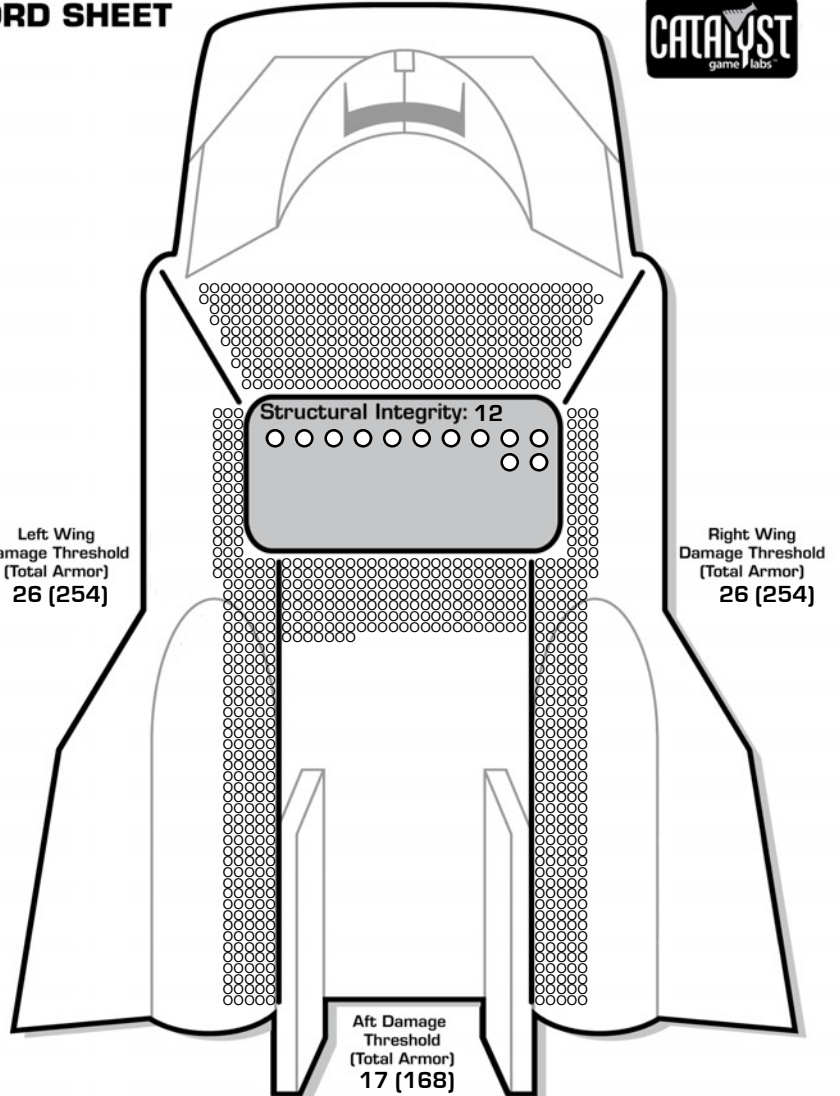
Name: Tonnage: 1,900
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 5 Era: Jihad
 Maximum Thrust: 8

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24] [25-40] [41-50]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1	Killer Whale-T	N	20	4 [40]	4 [40]	4 [40]
[11 rnds]						
Standard Scale		[1-6] [7-12] [13-20] [21-25]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC	N	30	2 [20]	2 [20]	2 [20]
1	LRM 20 w/Artemis IV FCS	N	6	2 [16]	2 [16]	—
[12 rnds]						
3	Medium Pulse Laser	N	12	2 [18]	—	—
1	LRM 20 w/Artemis IV FCS	FL/FR	6	2 [16]	2 [16]	—
[12 rnds]						
2	ER Large Laser	FL/FR	24	2 [16]	2 [16]	—
1	Medium Pulse Laser	FL/FR	4	1 [6]	—	—
1	ER Large Laser	A	12	1 [8]	1 [8]	—
2	Medium Pulse Laser	A	8	1 [12]	—	—

Cargo:
 Bay 1: Cargo Space - 65.50 tons (1 door)

BV: 7,674 Fuel: 4,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 10 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 0/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 70 (140) Double

Heat Generation Per Arc

Nose:	68	Aft:	20
Left Wing:		Right Wing:	
Fwd:	34	Fwd:	34
Aft:	0	Aft:	0

BATTLETECH

Nose Damage Threshold
(Total Armor)
19 (182)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Union "Pocket WarShip"

Name: Tonnage: 3,600
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 3 Era: Jihad
 Maximum Thrust: 5

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24] [25-40] [41-50]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1	AR10	FL/FR				
	[5 Barracuda misl]	10	2 (20)	2 (20)	2 (20)	2 (20)
	[2 Killer Whale misl]	20	4 (40)	4 (40)	4 (40)	4 (40)
	[3 White Shark misl]	15	3 (30)	3 (30)	3 (30)	3 (30)
Standard Scale		[1-6] [7-12] [13-20] [21-25]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1	Gauss Rifle	N	2 (15)	2 (15)	2 (15)	—
	[24 rnds]					
1	ER PPC	N	1 (10)	1 (10)	1 (10)	—
2	LRM 20 w/Artemis IV FCS	N	3 (32)	3 (32)	3 (32)	—
	[24 rnds]					
2	ER Medium Laser	N	1 (10)	1 (10)	—	—
1	Gauss Rifle	FL/FR	2 (15)	2 (15)	2 (15)	—
	[24 rnds]					
1	ER PPC	FL/FR	1 (10)	1 (10)	1 (10)	—
2	LRM 20 w/Artemis IV FCS	FL/FR	3 (32)	3 (32)	3 (32)	—
	[24 rnds]					
1	ER Large Laser	FL/FR	2 (18)	2 (18)	1 (8)	—
2	ER Medium Laser	FL/FR	—	—	—	—
1	ER Large Laser	AL/AR	2 (18)	2 (18)	1 (8)	—
2	ER Medium Laser	AL/AR	—	—	—	—
1	ER Large Laser	A	2 (18)	2 (18)	1 (8)	—
2	ER Medium Laser	A	—	—	—	—

Cargo:
 Bay 1: Aerospace Fighter Bay - 2 units (2 doors)
 Bay 2: Small Craft - 2 units (2 doors)
 Bay 3: Cargo Space - 159.50 tons (4 doors)
 Battle Armor Bay - 4 Level I

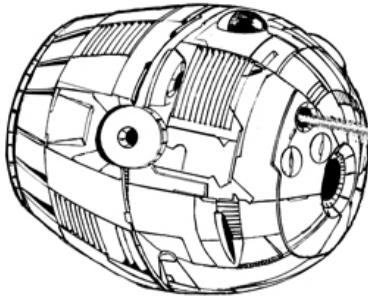
BV: 9,041 Fuel: 6,450

Left Damage Threshold
(Total Armor)
18 (171)

Right Damage Threshold
(Total Armor)
18 (171)

Structural Integrity: 11
 ○○○○○○○○○○

Aft Damage Threshold
(Total Armor)
12 (120)



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 16 Marines: 0
 Passengers: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 0/7

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 100 (200) Double
 Heat Generation Per Arc
 Nose: 38 Aft: 22
 Fore-Left: 60 Aft-Left: 22
 Fore-Right: 60 Aft-Right: 22

BATTLETECH

Nose Damage Threshold (Total Armor) 7 (70)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Mule "Q-Ship"

Name:
 Thrust:
 Safe Thrust: 3
 Maximum Thrust: 5
 Tonnage: 11,200
 Tech Base: Inner Sphere
 Era: Jihad

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24] [25-40] [41-50]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4	AR10	FL/FR				
	[20 Barracuda misl]	40	8 (80)	8 (80)	8 (80)	8 (80)
	[20 Killer Whale misl]	80	16	16	16	16
	[20 White Shark misl]	60	12	12	12	12
Standard Scale		[1-6] [7-12] [13-20] [21-25]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1	AC/5	N	1 (5)	1 (5)	—	—
	[40 rnds]					
1	Medium Laser	N	3	1 (5)	—	—
2	Small Laser	N	2	1 (6)	—	—
1	SRM 6	FL/FR	4	1 (8)	—	—
	[15 rnds]					
2	Medium Laser	FL/FR	6	1 (10)	—	—
1	Large Laser	AL/AR	11	1 (13)	1 (8)	—
1	Medium Laser	AL/AR				
1	Large Laser	A	11	1 (13)	1 (8)	—
1	Medium Laser	A				

Cargo:
 Bay 1: Aerospace Fighter Bay - 6 units (1 door)
 Bay 2: Cargo Space - 360.50 tons (1 door)

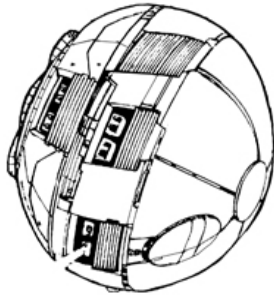
BV: 20,492 Fuel: 9,570

Left Damage Threshold (Total Armor) 8 (80)

Right Damage Threshold (Total Armor) 8 (80)

Structural Integrity: 10

Aft Damage Threshold (Total Armor) 6 (60)



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 18 Marines: 0
 Passengers: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 2/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 160 (320) Double
 Heat Generation Per Arc
 Nose: 6 Aft: 11
 Fore-Left: 50 Aft-Left: 11
 Fore-Right: 50 Aft-Right: 11

BATTLETECH

Nose Damage Threshold
(Total Armor)
18 (176)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Mule "Pocket WarShip"

Name: Tonnage: 11,200
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 3 Era: Jihad
 Maximum Thrust: 5

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24] [25-40] [41-50]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4	AR10	FL/FR				
	[20 Barracuda misl]	40	8 (80)	8 (80)	8 (80)	8 (80)
	[20 Killer Whale misl]	80	16	16	16	16
	[20 White Shark misl]	60	12	12	12	12
Standard Scale		[1-6] [7-12] [13-20] [21-25]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1	AC/5	N	1 (5)	1 (5)	—	—
	[40 rnds]					
1	Medium Laser	N	3	1 (5)	—	—
2	Small Laser	N	2	1 (6)	—	—
1	SRM 6	FL/FR	4	1 (8)	—	—
	[15 rnds]					
2	Medium Laser	FL/FR	6	1 (10)	—	—
1	Large Laser	AL/AR	11	1 (13)	1 (8)	—
1	Medium Laser	AL/AR	11	1 (13)	1 (8)	—
1	Large Laser	A	11	1 (13)	1 (8)	—
1	Medium Laser	A	11	1 (13)	1 (8)	—

Cargo:
 Bay 1: Aerospace Fighter Bay - 6 units (1 door)
 Bay 2: Cargo Space - 402.50 tons (1 door)

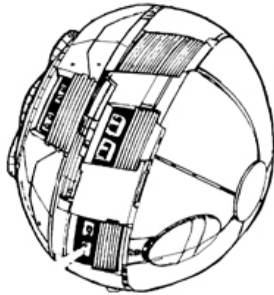
BV: 21,307 Fuel: 9,570

Left Damage Threshold
(Total Armor)
16 (154)

Right Damage Threshold
(Total Armor)
16 (154)

Structural Integrity: 10
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Aft Damage Threshold
(Total Armor)
14 (132)



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 18 Marines: 0
 Passengers: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 2/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 160 (320) Double
 Heat Generation Per Arc
 Nose: 6 Aft: 11
 Fore-Left: 50 Aft-Left: 11
 Fore-Right: 50 Aft-Right: 11

BATTLETECH

Nose Damage Threshold (Total Armor) **18 (176)**

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Mule "Pocket WarShip" (Star League)

Name:
 Thrust:
 Safe Thrust: 3
 Maximum Thrust: 5
 Tonnage: 11,200
 Tech Base: Inner Sphere
 Era: Star League

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24] [25-40] [41-50]					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
3	White Shark	FL/FR	45	9 (90)	9 (90)	9 (90)	9 (90)
[39 rnds]							
3	Barracuda	FL/FR	30	6 (60)	6 (60)	6 (60)	6 (60)
[39 rnds]							
Standard Scale		[1-6] [7-12] [13-20] [21-25]					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
1	AC/5	N	1	1 (5)	1 (5)	—	—
[40 rnds]							
1	Medium Laser	N	3	1 (5)	—	—	—
2	Small Laser	N	2	1 (6)	—	—	—
1	SRM 6	FL/FR	4	1 (8)	—	—	—
[15 rnds]							
2	Medium Laser	FL/FR	6	1 (10)	—	—	—
1	Large Laser	AL/AR	11	1 (13)	1 (8)	—	—
1	Medium Laser	AL/AR	—	—	—	—	—
1	Large Laser	A	11	1 (13)	1 (8)	—	—
1	Medium Laser	A	—	—	—	—	—

Cargo:
 Bay 1: Aerospace Fighter Bay - 6 units (1 door)
 Bay 2: Cargo Space - 454.50 tons (1 door)

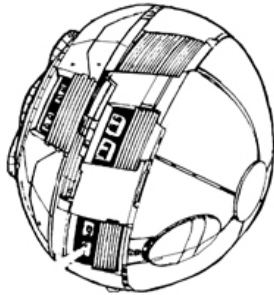
BV: 10,330 Fuel: 9,570

Left Damage Threshold (Total Armor) **16 (154)**

Right Damage Threshold (Total Armor) **16 (154)**

Structural Integrity: 10
 ○○○○○○○○○○

Aft Damage Threshold (Total Armor) **14 (132)**



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 22 Marines: 0
 Passengers: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 2/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 160 (320) Double
 Heat Generation Per Arc
 Nose: 6 Aft: 11
 Fore-Left: 85 Aft-Left: 11
 Fore-Right: 85 Aft-Right: 11

BATTLETECH™

Nose Damage Threshold (Total Armor) 20 (200)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Excalibur "Pocket WarShip"

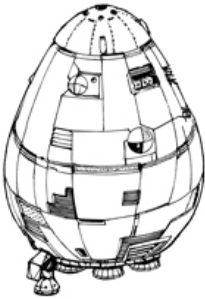
Name: Tonnage: 16,000
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 3 Era: Clan Invasion
 Maximum Thrust: 5

Weapons & Equipment Inventory

Capital Scale		(1-12) (13-24) (25-40) (41-50)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
2	N	100	20	20	20	20	
Kraken T (20 rnds)							
2	FL/FR						
AR10 (12 Barracuda misl) (8 Killer Whale misl) (8 White Shark misl)							
2	AL/AR						
AR10 (12 Barracuda misl) (8 Killer Whale misl) (8 White Shark misl)							
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
1	N	1	2 (15)	2 (15)	2 (15)	—	
Gauss Rifle (32 rnds)							
1	N	4	1 (8)	1 (8)	1 (8)	—	
LRM 10 w/Artemis IV FCS (24 rnds)							
1	N	5	1 (5)	1 (5)	—	—	
ER Medium Laser							
3	N	3	1 (9)	Point Defense			
AMS (72 rnds)							
1	FL/FR	15	1 (10)	1 (10)	1 (10)	—	
ER PPC							
2	FL/FR	8	2 (16)	2 (16)	2 (16)	—	
LRM 10 w/Artemis IV FCS (24 rnds)							
2	FL/FR	10	1 (10)	1 (10)	—	—	
ER Medium Laser							
3	FL/FR	3	1 (9)	Point Defense			
AMS (72 rnds)							
1	FL/FR	10	2 (15)	—	—	—	
Screen Launcher (20 Screens)							
3	AL/AR	3	1 (9)	Point Defense			
AMS (72 rnds)							
1	AL/AR	22	2 (18)	2 (18)	1 (8)	—	
ER Large Laser							
2	AL/AR						
ER Medium Laser							
1	A	22	2 (18)	2 (18)	1 (8)	—	
ER Large Laser							
2	A						
ER Medium Laser							
3	A	3	1 (9)	Point Defense			
AMS (72 rnds)							
1	A	10	2 (15)	—	—	—	
Screen Launcher (20 Screens)							

Cargo:
 Bay 1: Aerospace Fighter Bay - 6 units (2 doors)
 Bay 2: Cargo Space - 419 tons (1 door)

BV: 30,109 Fuel: 9,000



Left Damage Threshold (Total Armor) 18 (180)

Right Damage Threshold (Total Armor) 18 (180)

Structural Integrity: 14
 ○○○○○○○○○○○○○○○

Aft Damage Threshold (Total Armor) 15 (150)



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 50 Marines: 0
 Passengers: 0
 Other: 12 Battle Armor: 0
 Life Boats/Escapes Pods: 4/25

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 445 (445) Single
 Heat Generation Per Arc
 Nose: 113 Aft: 35
 Fore-Left: 66 Aft-Left: 45
 Fore-Right: 66 Aft-Right: 45



CLAN BATTLE ARMOR

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Aerie Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Extended Life Support [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 2

Type: Aerie Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Extended Life Support [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 3

Type: Aerie Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Extended Life Support [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 4

Type: Aerie Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Extended Life Support [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 5

Type: Aerie Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Extended Life Support [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Aerie (Salvage) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Salvage Arm [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 2

Type: Aerie (Salvage) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Salvage Arm [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 3

Type: Aerie (Salvage) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Salvage Arm [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 4

Type: Aerie (Salvage) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Salvage Arm [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

BATTLE ARMOR: SQUAD 5

Type: Aerie (Salvage) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Salvage Arm [E] - - - -
 Space Operations Adaptation [E] - - - -

Armor: Standard Stealth [+1/+1/+2]
 Mechanized: Swarm: Leg: AP:

1 ○○
 2 ○○
 3 ○○
 4 ○○
 5 ○○

BV: 37/5

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Afreet Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw [2] [E] - - - -
 Improved Sensors [E] - - - - 2
 Light Recoilless Rifle 2 [DB,S] - 2 4 6

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 292/42

BATTLE ARMOR: SQUAD 2

Type: Afreet Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw [2] [E] - - - -
 Improved Sensors [E] - - - - 2
 Light Recoilless Rifle 2 [DB,S] - 2 4 6

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 292/42

BATTLE ARMOR: SQUAD 3

Type: Afreet Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw [2] [E] - - - -
 Improved Sensors [E] - - - - 2
 Light Recoilless Rifle 2 [DB,S] - 2 4 6

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 292/42

BATTLE ARMOR: SQUAD 4

Type: Afreet Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw [2] [E] - - - -
 Improved Sensors [E] - - - - 2
 Light Recoilless Rifle 2 [DB,S] - 2 4 6

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 292/42

BATTLE ARMOR: SQUAD 5

Type: Afreet Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw [2] [E] - - - -
 Improved Sensors [E] - - - - 2
 Light Recoilless Rifle 2 [DB,S] - 2 4 6

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 292/42

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Afreet (Hells's Horses) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw (2) [E] - - - -
 Bearhunter Superheavy AC 3 [DB,S] - - 1 2
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 221/32

BATTLE ARMOR: SQUAD 2

Type: Afreet (Hells's Horses) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw (2) [E] - - - -
 Bearhunter Superheavy AC 3 [DB,S] - - 1 2
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 221/32

BATTLE ARMOR: SQUAD 3

Type: Afreet (Hells's Horses) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw (2) [E] - - - -
 Bearhunter Superheavy AC 3 [DB,S] - - 1 2
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 221/32

BATTLE ARMOR: SQUAD 4

Type: Afreet (Hells's Horses) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw (2) [E] - - - -
 Bearhunter Superheavy AC 3 [DB,S] - - 1 2
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 221/32

BATTLE ARMOR: SQUAD 5

Type: Afreet (Hells's Horses) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Vibro Claw (2) [E] - - - -
 Bearhunter Superheavy AC 3 [DB,S] - - 1 2
 SRM 3 (OS) (Body) 2/Msl [M,C,S] - 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 221/32

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Afreet (Jade Falcon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle 3 [S] - 3 6 9
 Battle Vibro Claw (2) [E] - - - -

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 2

Type: Afreet (Jade Falcon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle 3 [S] - 3 6 9
 Battle Vibro Claw (2) [E] - - - -

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 3

Type: Afreet (Jade Falcon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle 3 [S] - 3 6 9
 Battle Vibro Claw (2) [E] - - - -

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 4

Type: Afreet (Jade Falcon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle 3 [S] - 3 6 9
 Battle Vibro Claw (2) [E] - - - -

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 439/63

BATTLE ARMOR: SQUAD 5

Type: Afreet (Jade Falcon) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle 3 [S] - 3 6 9
 Battle Vibro Claw (2) [E] - - - -

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○

BV: 439/63

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Bär" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Micro Pulse Laser 3 [P,AI] - 1 2 3
 Searchlight [E] - - - 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 368/53

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Bär" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Micro Pulse Laser 3 [P,AI] - 1 2 3
 Searchlight [E] - - - 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 368/53

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Bär" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Micro Pulse Laser 3 [P,AI] - 1 2 3
 Searchlight [E] - - - 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 368/53

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Bär" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Micro Pulse Laser 3 [P,AI] - 1 2 3
 Searchlight [E] - - - 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 368/53

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Bär" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Heavy Battle Vibro Claw [E] - - - -
 Micro Pulse Laser 3 [P,AI] - 1 2 3
 Searchlight [E] - - - 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 368/53

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Rabid" Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator (2) [E] — — — — —
 Flamer 2 [DE,S] — 1 2 3
 Searchlight [E] — — — — 9
 SRM 2 [OS] 2/Msl [M,C,S] — 3 6 9
 SRM 2 [OS] (Body) 2/Msl [M,C,S] — 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 325/46

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Rabid" Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator (2) [E] — — — — —
 Flamer 2 [DE,S] — 1 2 3
 Searchlight [E] — — — — 9
 SRM 2 [OS] 2/Msl [M,C,S] — 3 6 9
 SRM 2 [OS] (Body) 2/Msl [M,C,S] — 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 325/46

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Rabid" Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator (2) [E] — — — — —
 Flamer 2 [DE,S] — 1 2 3
 Searchlight [E] — — — — 9
 SRM 2 [OS] 2/Msl [M,C,S] — 3 6 9
 SRM 2 [OS] (Body) 2/Msl [M,C,S] — 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 325/46

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Rabid" Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator (2) [E] — — — — —
 Flamer 2 [DE,S] — 1 2 3
 Searchlight [E] — — — — 9
 SRM 2 [OS] 2/Msl [M,C,S] — 3 6 9
 SRM 2 [OS] (Body) 2/Msl [M,C,S] — 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 325/46

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Rabid" Era: Civil War
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.
 Basic Manipulator (2) [E] — — — — —
 Flamer 2 [DE,S] — 1 2 3
 Searchlight [E] — — — — 9
 SRM 2 [OS] 2/Msl [M,C,S] — 3 6 9
 SRM 2 [OS] (Body) 2/Msl [M,C,S] — 3 6 9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○
 2 ○○○○○○○○○○
 3 ○○○○○○○○○○
 4 ○○○○○○○○○○
 5 ○○○○○○○○○○

BV: 325/46

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Right Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Rabid" (IS) Era: Civil War

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 241/46

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Rabid" (IS) Era: Civil War

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 241/46

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Rabid" (IS) Era: Civil War

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 241/46

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Rabid" (IS) Era: Civil War

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 241/46

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Rabid" (IS) Era: Civil War

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 1 Jump: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,S]	—	1	2	3
Searchlight	[E]	—	—	—	9
SRM 2 (OS)	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 241/46

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Right Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Medium "Volk" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 [OS] (Body)	2/Msl [M.C.S]	—	3	6	9

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 337/48

BATTLE ARMOR: SQUAD 2

Type: Clan Medium "Volk" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 [OS] (Body)	2/Msl [M.C.S]	—	3	6	9

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 337/48

BATTLE ARMOR: SQUAD 3

Type: Clan Medium "Volk" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 [OS] (Body)	2/Msl [M.C.S]	—	3	6	9

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 337/48

BATTLE ARMOR: SQUAD 4

Type: Clan Medium "Volk" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 [OS] (Body)	2/Msl [M.C.S]	—	3	6	9

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 337/48

BATTLE ARMOR: SQUAD 5

Type: Clan Medium "Volk" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 4
Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Heavy Battle Claw	[E]	—	—	—	—
Searchlight	[E]	—	—	—	9
SRM 3 [OS] (Body)	2/Msl [M.C.S]	—	3	6	9

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 337/48

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: **Corona** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Battle Claw [E] - - - -
 Medium Pulse Laser (Body) 7 [P] - 4 8 12

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 667/95

BATTLE ARMOR: SQUAD 2

Type: **Corona** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Battle Claw [E] - - - -
 Medium Pulse Laser (Body) 7 [P] - 4 8 12

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 667/95

BATTLE ARMOR: SQUAD 3

Type: **Corona** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Battle Claw [E] - - - -
 Medium Pulse Laser (Body) 7 [P] - 4 8 12

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 667/95

BATTLE ARMOR: SQUAD 4

Type: **Corona** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Battle Claw [E] - - - -
 Medium Pulse Laser (Body) 7 [P] - 4 8 12

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 667/95

BATTLE ARMOR: SQUAD 5

Type: **Corona** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Battle Claw [E] - - - -
 Medium Pulse Laser (Body) 7 [P] - 4 8 12

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 667/95

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: **Corona (SRM)** Era: **Jihad**
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Battle Claw [E] — — — —
Flamer 2 [DE,S] — 1 2 3
Heavy Recoilless Rifle 3 [DB,S] — 3 5 7
SRM 5 (Body) 2/Msl [M,C,S] — 3 6 9
Ammo 0 0 0

Mechanized: Swarm: Leg: AP:

1	●○○○○○○○○
2	●○○○○○○○○
3	●○○○○○○○○
4	●○○○○○○○○
5	●○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 2

Type: **Corona (SRM)** Era: **Jihad**
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Battle Claw [E] — — — —
Flamer 2 [DE,S] — 1 2 3
Heavy Recoilless Rifle 3 [DB,S] — 3 5 7
SRM 5 (Body) 2/Msl [M,C,S] — 3 6 9
Ammo 0 0 0

Mechanized: Swarm: Leg: AP:

1	●○○○○○○○○
2	●○○○○○○○○
3	●○○○○○○○○
4	●○○○○○○○○
5	●○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 3

Type: **Corona (SRM)** Era: **Jihad**
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Battle Claw [E] — — — —
Flamer 2 [DE,S] — 1 2 3
Heavy Recoilless Rifle 3 [DB,S] — 3 5 7
SRM 5 (Body) 2/Msl [M,C,S] — 3 6 9
Ammo 0 0 0

Mechanized: Swarm: Leg: AP:

1	●○○○○○○○○
2	●○○○○○○○○
3	●○○○○○○○○
4	●○○○○○○○○
5	●○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 4

Type: **Corona (SRM)** Era: **Jihad**
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Battle Claw [E] — — — —
Flamer 2 [DE,S] — 1 2 3
Heavy Recoilless Rifle 3 [DB,S] — 3 5 7
SRM 5 (Body) 2/Msl [M,C,S] — 3 6 9
Ammo 0 0 0

Mechanized: Swarm: Leg: AP:

1	●○○○○○○○○
2	●○○○○○○○○
3	●○○○○○○○○
4	●○○○○○○○○
5	●○○○○○○○○

BV: 502/72

BATTLE ARMOR: SQUAD 5

Type: **Corona (SRM)** Era: **Jihad**
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Battle Claw [E] — — — —
Flamer 2 [DE,S] — 1 2 3
Heavy Recoilless Rifle 3 [DB,S] — 3 5 7
SRM 5 (Body) 2/Msl [M,C,S] — 3 6 9
Ammo 0 0 0

Mechanized: Swarm: Leg: AP:

1	●○○○○○○○○
2	●○○○○○○○○
3	●○○○○○○○○
4	●○○○○○○○○
5	●○○○○○○○○

BV: 502/72

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rogue Bear Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Vibro Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 3 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0 0 0

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○

BV: 466/67

BATTLE ARMOR: SQUAD 2

Type: Rogue Bear Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Vibro Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 3 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0 0 0

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○

BV: 466/67

BATTLE ARMOR: SQUAD 3

Type: Rogue Bear Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Vibro Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 3 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0 0 0

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○

BV: 466/67

BATTLE ARMOR: SQUAD 4

Type: Rogue Bear Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Vibro Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 3 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0 0 0

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○

BV: 466/67

BATTLE ARMOR: SQUAD 5

Type: Rogue Bear Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Vibro Claw (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 3 (Body) 2/Msl [M,C,S] — 3 6 9
 Ammo 0 0 0 0

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○

BV: 466/67

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Golem Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Advanced SRM 5 (Body) 2/Msl [M.C.S] — 4 8 12
 Ammo 00
 Basic Manipulator (2) [E] — — — —
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 2

Type: Golem Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Advanced SRM 5 (Body) 2/Msl [M.C.S] — 4 8 12
 Ammo 00
 Basic Manipulator (2) [E] — — — —
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 3

Type: Golem Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Advanced SRM 5 (Body) 2/Msl [M.C.S] — 4 8 12
 Ammo 00
 Basic Manipulator (2) [E] — — — —
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 4

Type: Golem Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Advanced SRM 5 (Body) 2/Msl [M.C.S] — 4 8 12
 Ammo 00
 Basic Manipulator (2) [E] — — — —
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 875/125

BATTLE ARMOR: SQUAD 5

Type: Golem Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Advanced SRM 5 (Body) 2/Msl [M.C.S] — 4 8 12
 Ammo 00
 Basic Manipulator (2) [E] — — — —
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
 Bearhunter Superheavy AC 3 [DB,S] — — 1 2
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 875/125

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Golem (Fast Assault) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 5 (OS) (Body) 2/Msl [M,C,S] — 3 6 9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 494/71

BATTLE ARMOR: SQUAD 2

Type: Golem (Fast Assault) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 5 (OS) (Body) 2/Msl [M,C,S] — 3 6 9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 494/71

BATTLE ARMOR: SQUAD 3

Type: Golem (Fast Assault) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 5 (OS) (Body) 2/Msl [M,C,S] — 3 6 9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 494/71

BATTLE ARMOR: SQUAD 4

Type: Golem (Fast Assault) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 5 (OS) (Body) 2/Msl [M,C,S] — 3 6 9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 494/71

BATTLE ARMOR: SQUAD 5

Type: Golem (Fast Assault) Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3
 SRM 5 (OS) (Body) 2/Msl [M,C,S] — 3 6 9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: Swarm: Leg: AP:

BV: 494/71

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Golem "Rock Golem" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [2] [E] — — — —
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach DWP before moving full ground speed
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 2

Type: Golem "Rock Golem" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [2] [E] — — — —
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach DWP before moving full ground speed
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 3

Type: Golem "Rock Golem" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [2] [E] — — — —
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach DWP before moving full ground speed
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 4

Type: Golem "Rock Golem" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [2] [E] — — — —
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach DWP before moving full ground speed
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 693/99

BATTLE ARMOR: SQUAD 5

Type: Golem "Rock Golem" Era: Jihad
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [2] [E] — — — —
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 Heavy Recoilless Rifle [DWP] 3 [DB,S] — 3 5 7
 SRM 5 [OS] (Body) 2/Msl [M,C,S] — 3 6 9
 must detach DWP before moving full ground speed
Armor: Fire Resistant
 Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○○○○○

BV: 693/99

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units



CLAN VEHICLES

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bellona Hover Tank

Movement Points: **Tonnage:** 45
Cruising: 9 **Tech Base:** Clan
Flank: 14 **Era:** Jihad
Movement Type: Hover
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	-	2	4	6
1	Light Machine Gun	RS	1 [DB,AI]	-	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	-	2	4	6
2	Flamer	T	2 [DE,H,AI]	-	1	2	3
1	Ultra AC/10	T	10/Sht [DB,R/C]	-	6	12	18

Ammo (CASE): (Ultra AC/10) 20, (Light Machine Gun) 300

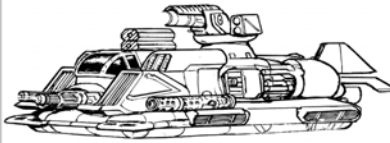
BV: 1,018

CREW DATA

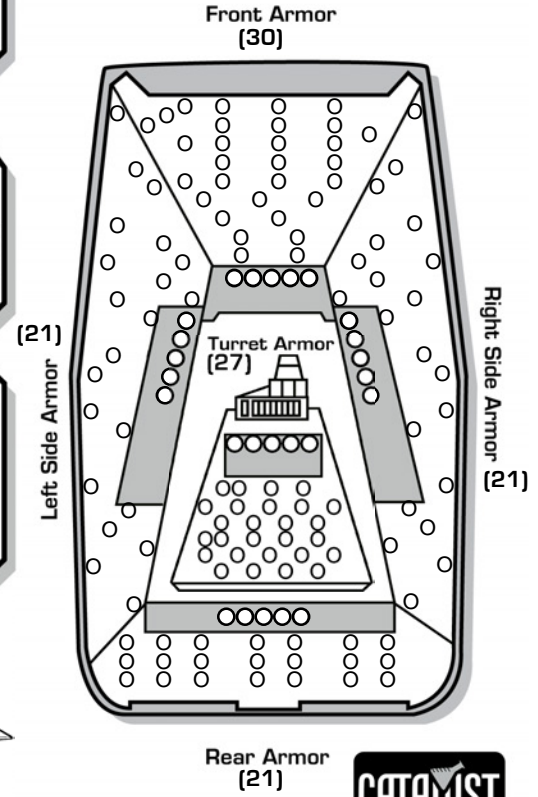
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit [+1] **Driver Hit** [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**



ARMOR DIAGRAM



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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 Vehicle 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	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bellona Hover Tank (Laser)

Movement Points: Tonnage: 45
 Cruising: 9 Tech Base: Clan
 Flank: 14 Era: Jihad
 Movement Type: Hover
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB,AI]	-	2	4	6
1	Light Machine Gun	RS	1 [DB,AI]	-	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	-	2	4	6
1	ER Large Laser	T	10 [DE]	-	8	15	25
1	Flamer	T	2 [DE,H,AI]	-	1	2	3
1	LRM 10	T	1/Msl [M.C.S]	-	7	14	21

Ammo (CASE): (LRM 10) 24, (Light Machine Gun) 300

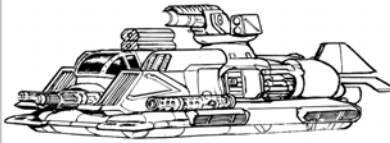
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CREW DATA

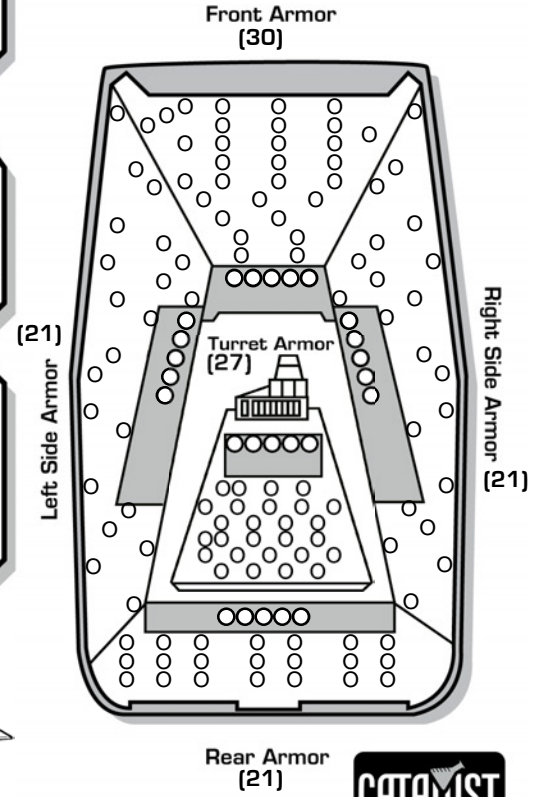
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



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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 Vehicle 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	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM1 Tank Destroyer

Movement Points: **Tonnage:** 50
 Cruising: 8 **Tech Base:** Clan
 Flank: 12 **Era:** Jihad
 Movement Type: Hover
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	FR	20/Sht	-	4	8	12
			[DB,R/C]				
4	Light Machine Gun	T	1	-	2	4	6
			[DB,AI]				

Ammo (CASE): (Ultra AC/20) 30, (Light Machine Gun) 100

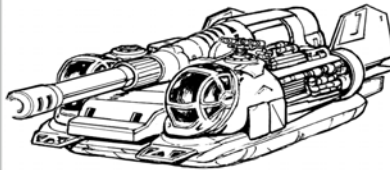
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CREW DATA

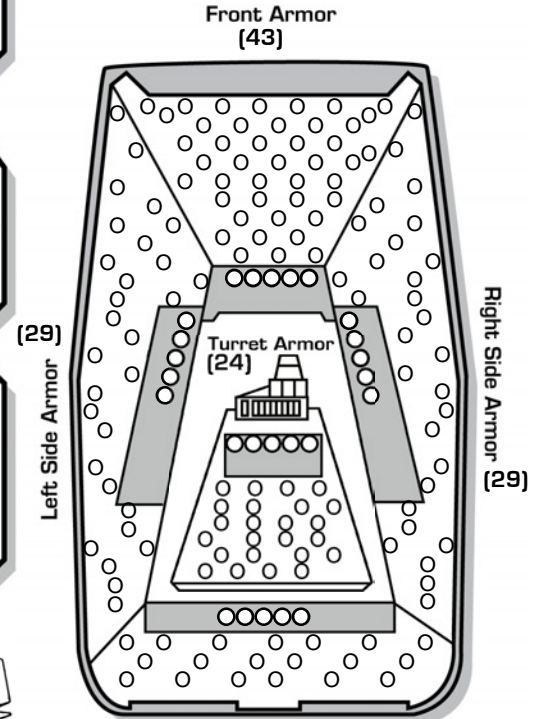
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



Rear Armor (19)



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM1A Tank Destroyer

Movement Points: **Tonnage:** 50
 Cruising: 8 **Tech Base:** Clan
 Flank: 12 **Era:** Jihad
 Movement Type: Hover
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng	
1	LB 20-X AC	FR	20	-	4	8	12	
			[D,B,C/F/S]					
1	Light Active Probe	FR	[E]	-	-	-	3	
4	Light Machine Gun	T	1	-	2	4	6	
			[D,B,A,I]					
1	Light Machine Gun Array	T	[T]	-	-	-	-	

Ammo (CASE): [LB-20X] 15, [LB-20X Cluster] 10
 [Light Machine Gun] 100

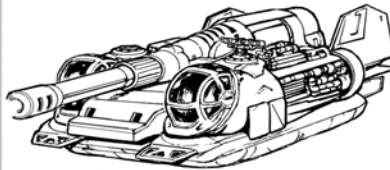
BV: 1,239

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

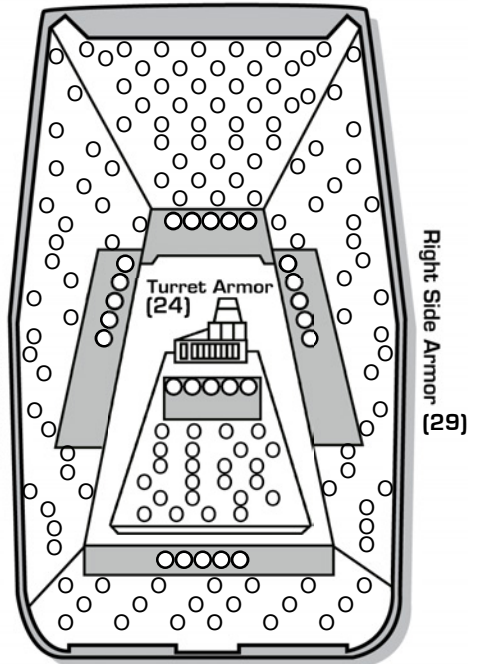
CRITICAL DAMAGE

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 (43)



Rear Armor (19)



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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 Vehicle 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
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM3 Tank Destroyer

Movement Points: **Tonnage:** 50
 Cruising: 8 **Tech Base:** Clan
 Flank: 12 **Era:** Jihad
Movement Type: Hover
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	FR	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	FR	7 [P]	-	4	8	12
4	Light Machine Gun	T	1 [DB,AI]	-	2	4	6

Ammo (CASE): (Gauss) 32, (Light Machine Gun) 100

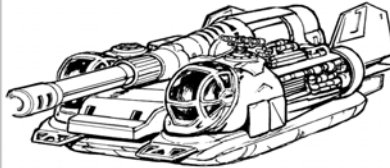
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CREW DATA

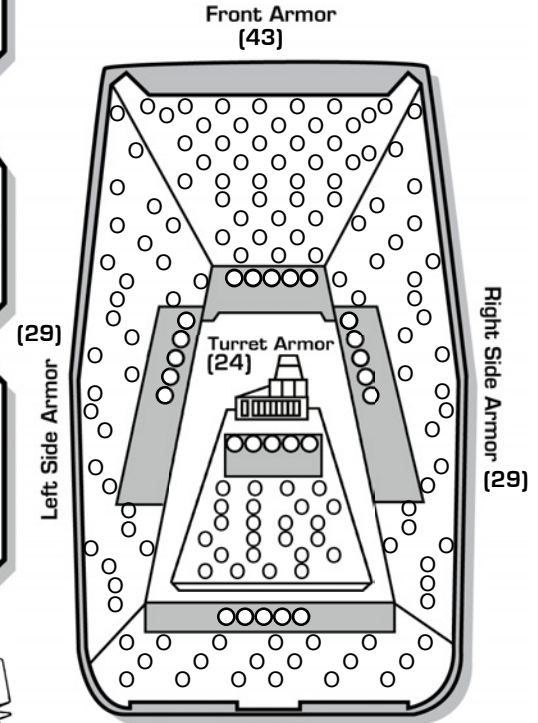
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



Rear Armor (19)



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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 Vehicle 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	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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CLAN BATTLEMECHS

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Bear Cub

Movement Points: **Tonnage:** 25
 Walking: 8 **Tech Base:** Clan
 Running: 12 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	-	2	4	6
1	SRM 4	RT	3	2/Msl [M.C.S]	-	3	6	9
1	LRM 5	LT	2	1/Msl [M.C.S]	-	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15

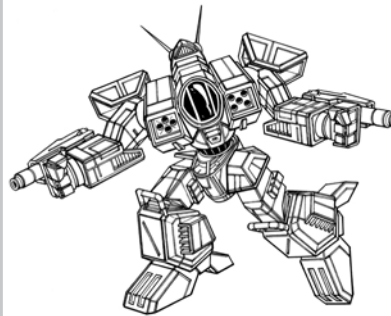
BV: 1,052

WARRIOR DATA

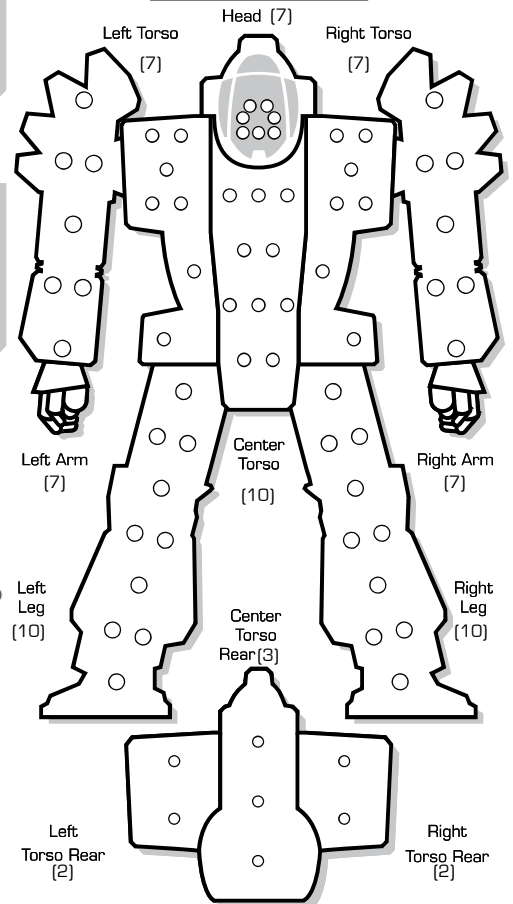
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 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
- Heat Sink
- LRM 5
- Ammo [LRM 5] 24
- 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
- Heat Sink
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

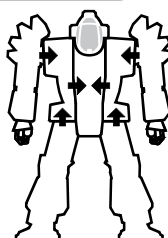
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- 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
- 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
- Heat Sink
- SRM 4
- Ammo [SRM 4] 25
- Roll Again

1-3

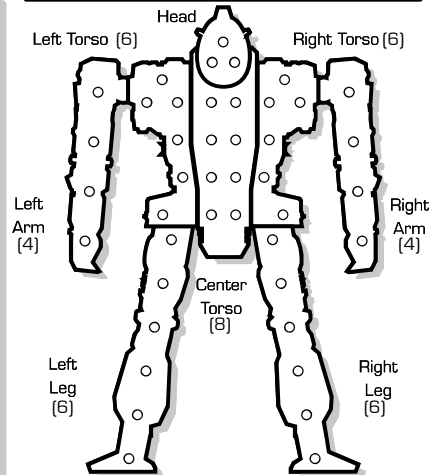
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 [12] Single
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
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

Heat Scale
30*
29
28*
27
26*
25*
24*
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: Bear Cub 2

Movement Points: **Tonnage:** 25
 Walking: 8 **Tech Base:** Clan
 Running: 12 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	-	2	4	6
1	SRM 4	RT	3	2/Msl [M.C.S]	-	3	6	9
1	SRM 4	LT	3	2/Msl [M.C.S]	-	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15

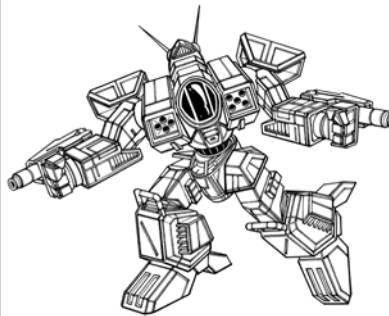
BV: 988

WARRIOR DATA

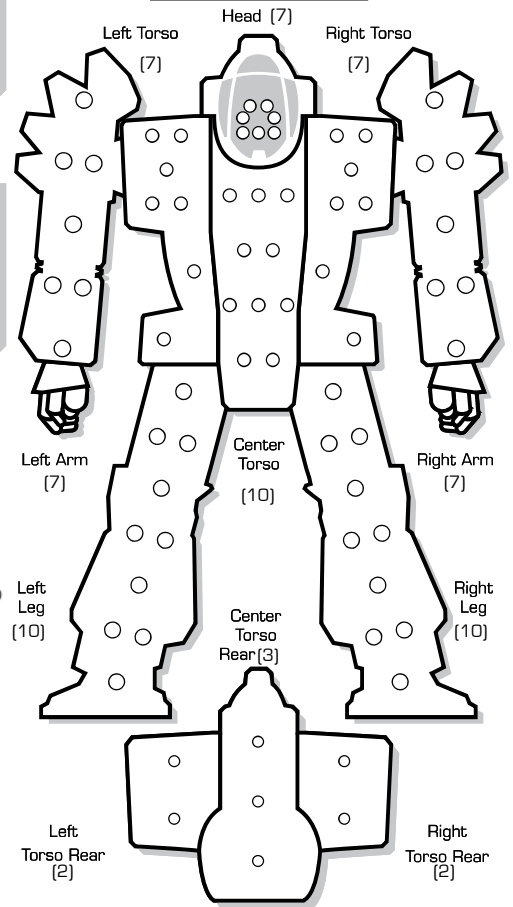
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. ER Medium Laser
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. ER Medium Laser
- 6. Roll Again

Center Torso

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Heat Sink
- 1-3 4. SRM 4
- 5. Ammo [SRM 4] 25
- 6. Roll Again

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
- 5. ER Small Laser
- 6. Roll Again

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Heat Sink
- 1-3 4. SRM 4
- 5. Ammo [SRM 4] 25
- 6. Roll Again

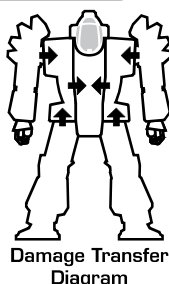
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

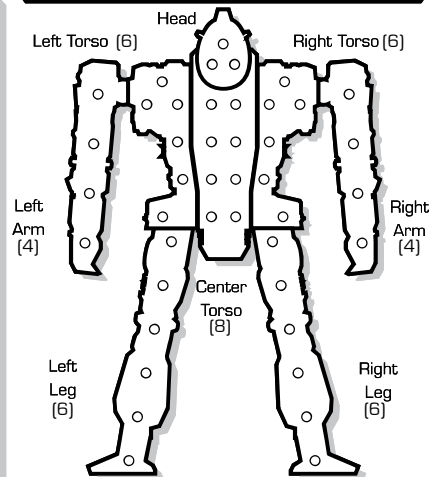
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 4-6 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 4-6 6. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 [12] Single
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
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

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
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: **Crimson Hawk**

Movement Points: **Tonnage:** 25
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25

BV: 1,285

WARRIOR DATA

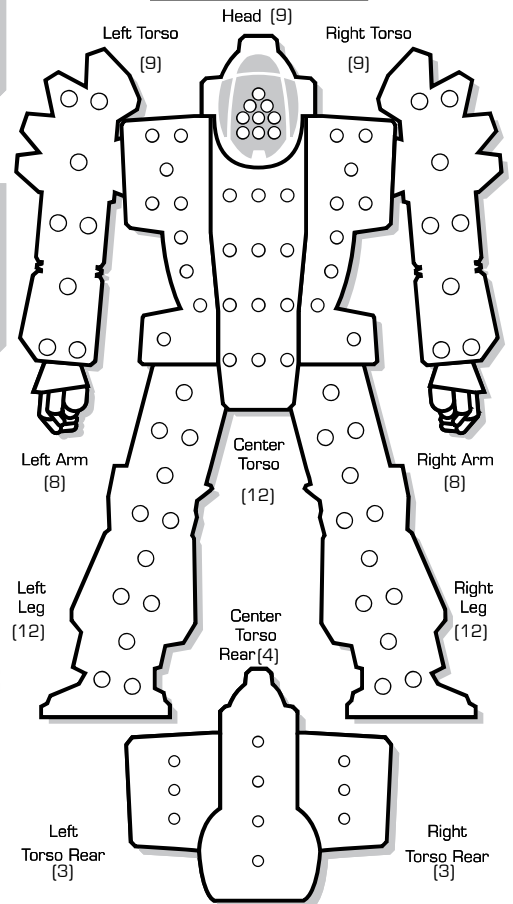
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. ER Large Laser
- 6. Ferro-Fibrous

Center Torso

- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 1-3 1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Torso

- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

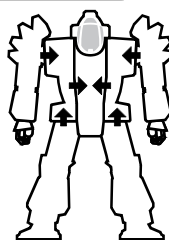
Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

Left Leg

- 1. Jump Jet
- 2. Jump Jet
- 3. Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

Right Torso

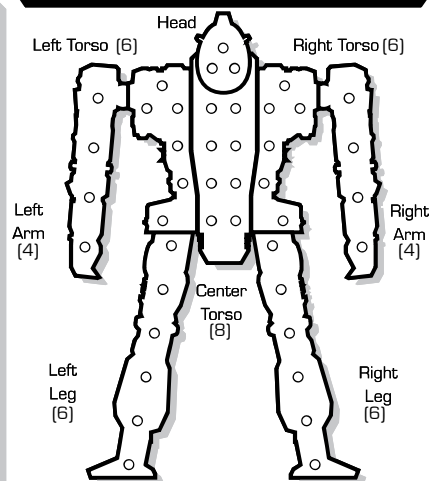
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Jump Jet
- 6. Jump Jet

- 1. ER Large Laser
- 2. Ferro-Fibrous
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: **Crimson Hawk 2**

Movement Points: **Tonnage:** 25
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	-	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	-	5	10	15

BV: 1,271

WARRIOR DATA

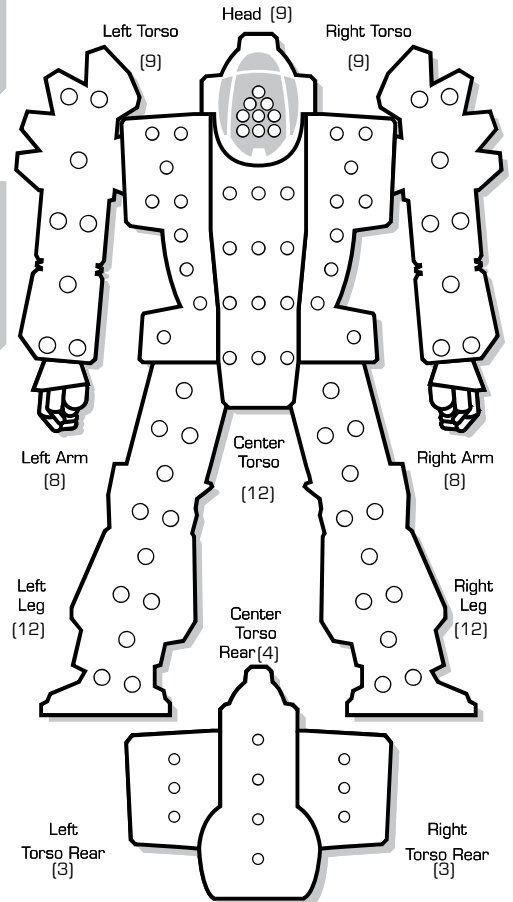
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

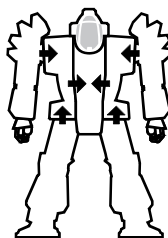
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Large Laser
- Heavy Large Laser

- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

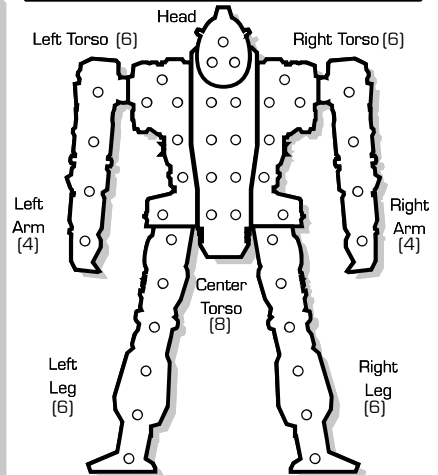
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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	Heat Scale
	30*
	29
	28*
	27
	26*
	25*
	24*
	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: **Crimson Hawk 3**

Movement Points: **Walking: 5** **Running: 8** **Jumping: 6**
 Tonnage: **25**
 Tech Base: **Clan**
 Era: **Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	-	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15

BV: 1,029

WARRIOR DATA

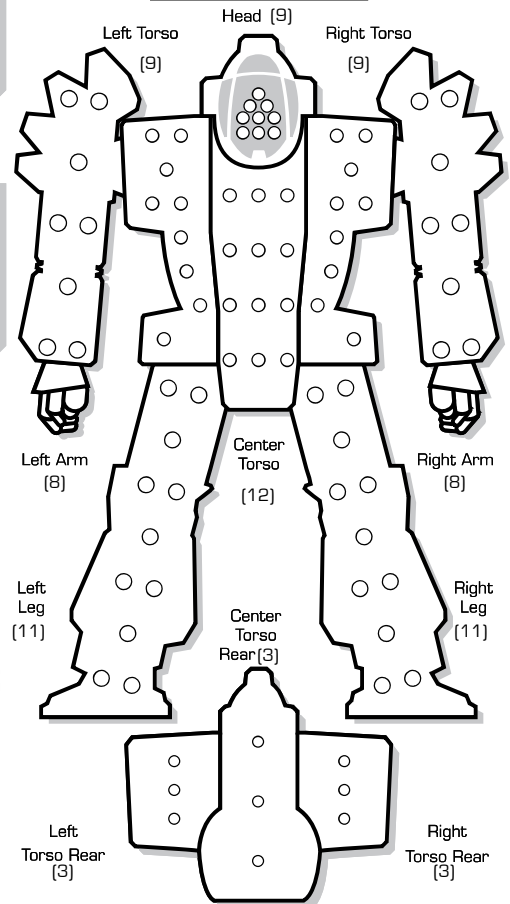
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

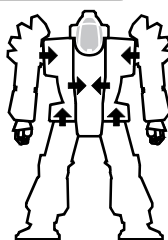
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

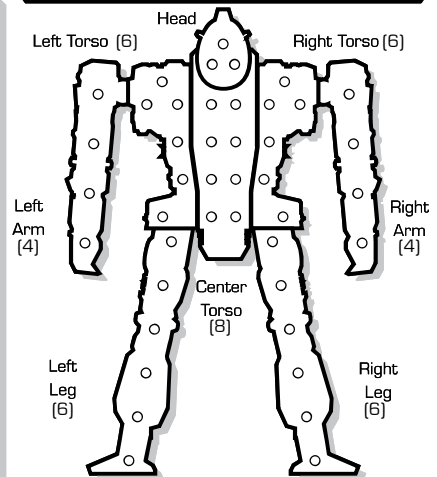
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- ER Large Laser
- Ferro-Fibrous

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	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

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: **Ocelot**

Movement Points: **Walking:** 6 **Tonnage:** 35
Running: 9 **Tech Base:** Clan
Jumping: 6 **Era:** Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	—
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

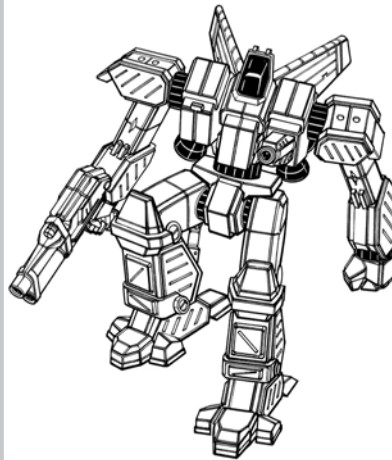
BV: 1,439

WARRIOR DATA

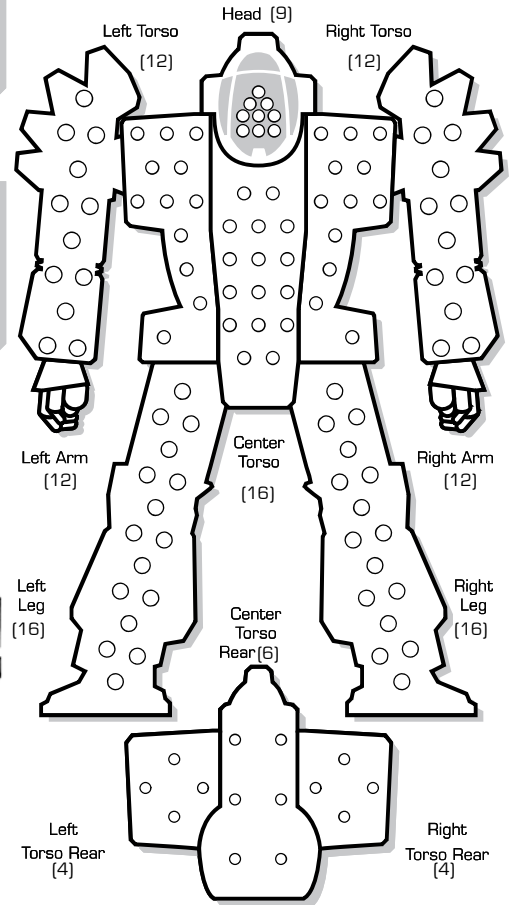
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



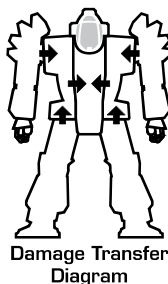
ARMOR DIAGRAM



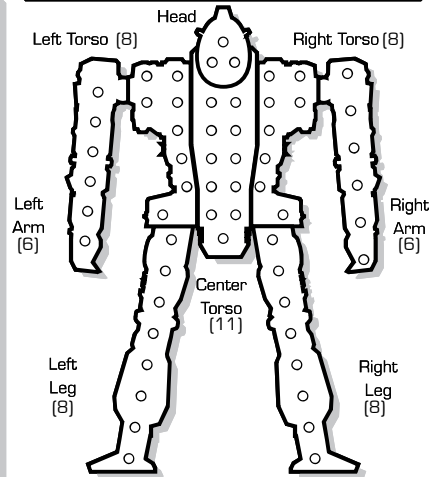
CRITICAL HIT TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Heavy Large Laser Heavy Large Laser Heavy Large Laser <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Light Active Probe Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine Double Heat Sink Double Heat Sink | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator ER Medium Laser ER Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Ferro-Fibrous Ferro-Fibrous Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink |
|--|--|---|

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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: Ocelot 2

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Era:** Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	15 [DE]	-	7	14	23
2	ER Medium Laser	RA	5	7 [DE]	-	5	10	15

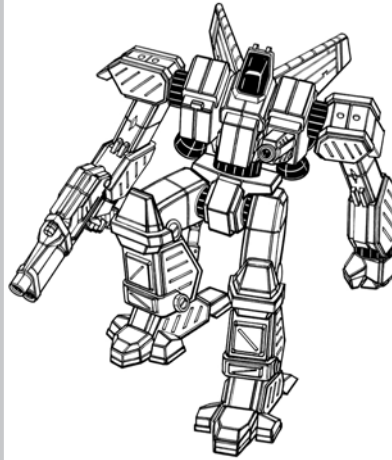
BV: 1,734

WARRIOR DATA

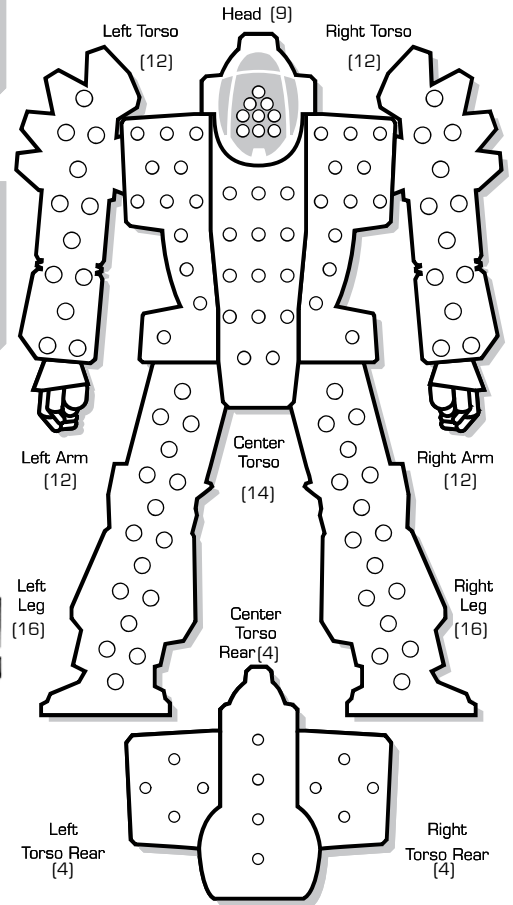
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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

- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC
- ER PPC
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

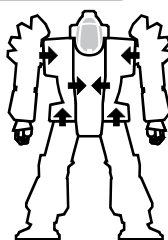
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

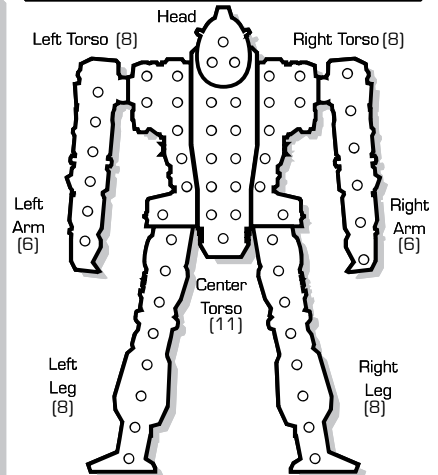
- Jump Jet
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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	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

Heat Scale
30*
29
28*
27
26*
25*
24*
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: **Ocelot 3**

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Era:** Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	—
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9

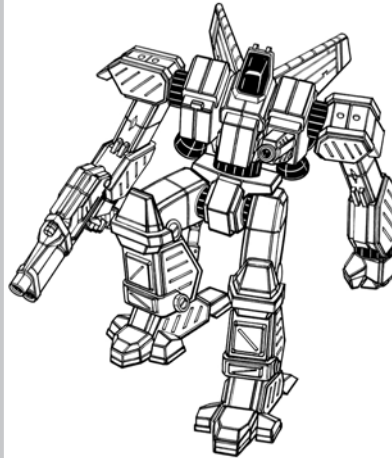
BV: 1,594

WARRIOR DATA

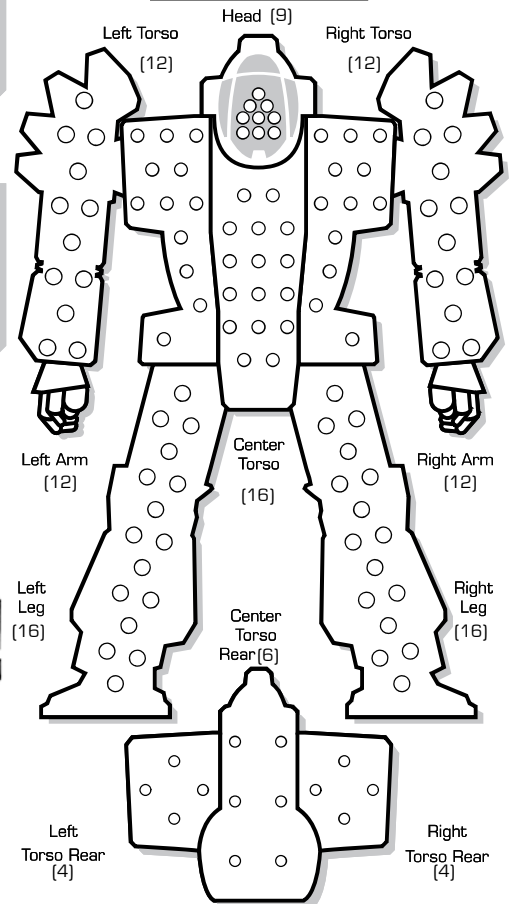
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Light Active Probe
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Heavy Medium Laser
- 6. Heavy Medium Laser

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. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Jump Jet
- 6. Jump Jet

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Jump Jet
- 6. Jump Jet

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 4-6 5. Targeting Computer
- 6. Targeting Computer

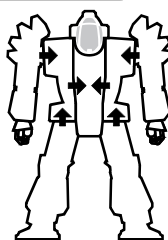
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 4-6 6. Double Heat Sink

Right Leg

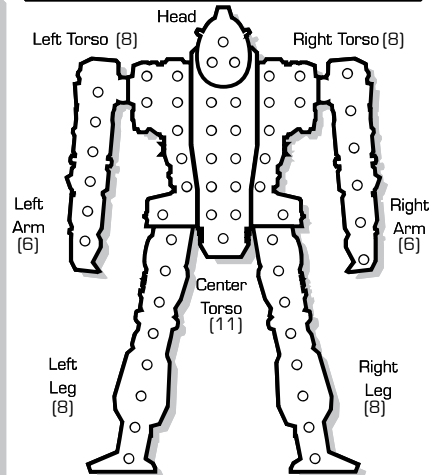
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 4-6 6. Double Heat Sink



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: "Pariah" Prime

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/40	RT	8	40 [C,F]	2	8	16	24
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25
1	Targeting Computer	LT	-	[E]	-	-	-	-

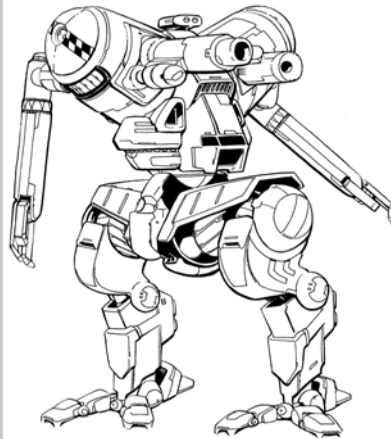
BV: 2,511

WARRIOR DATA

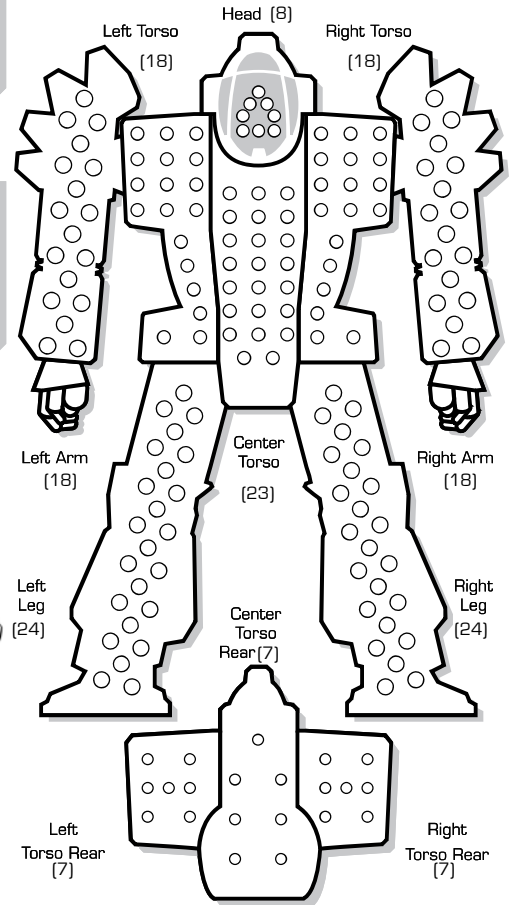
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

- XL Fusion Engine
- XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
- Gyro
- Gyro

Right Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. HAG/40
- HAG/40
- HAG/40
- HAG/40

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. ER Large Laser
- Ammo [HAG 40] 3
- Ammo [HAG 40] 3
- Ammo [HAG 40] 3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 4. XL Fusion Engine
- Roll Again
- Roll Again

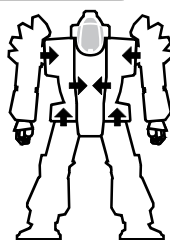
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

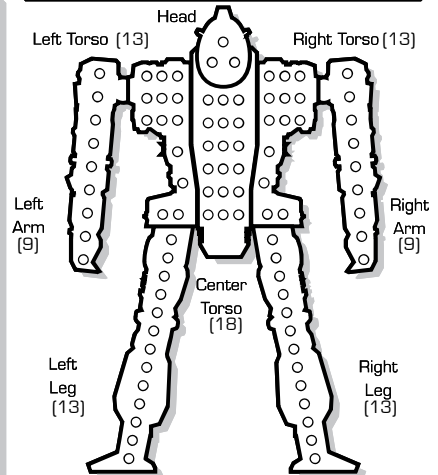
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	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: "Pariah" B

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad
 Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6

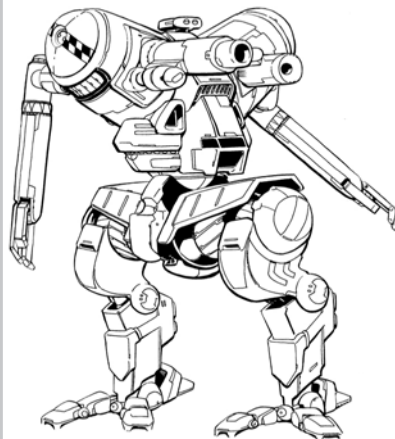
BV: 2,310

WARRIOR DATA

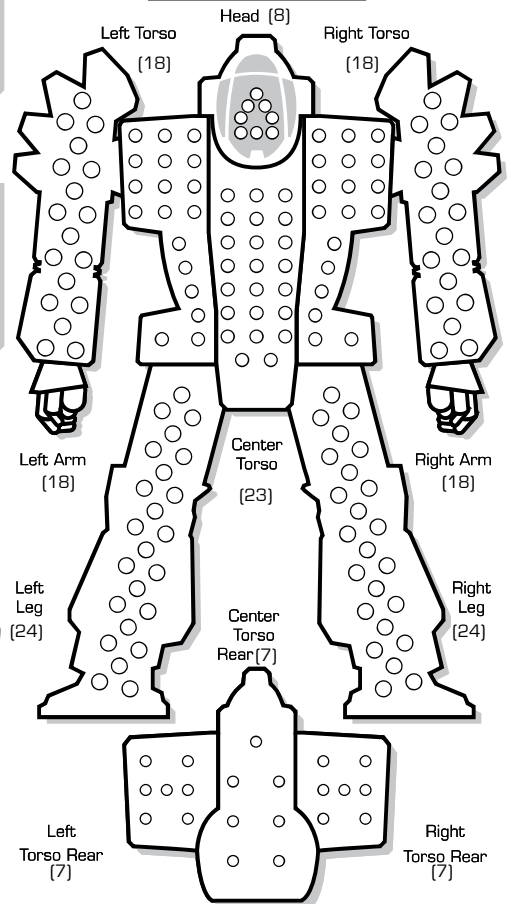
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM

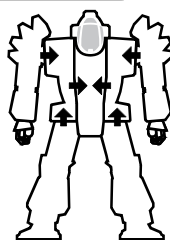


CRITICAL HIT TABLE

- Left Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 1-3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Small Pulse Laser
 - 6. Endo Steel
- Center Torso**
- 1. Endo Steel
 - 2. Endo Steel
 - 3. Endo Steel
 - 4-6. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- Left Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 1-3. Improved Jump Jet
 - 4. Improved Jump Jet
 - 5. Improved Jump Jet
 - 6. Improved Jump Jet
- Right Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 1-3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Improved Jump Jet
 - 6. Improved Jump Jet
- Left Leg**
- 1. Large Pulse Laser
 - 2. Large Pulse Laser
 - 3. Targeting Computer
 - 4. Targeting Computer
 - 5. Targeting Computer
 - 6. Roll Again

- Head**
- 1. Life Support
 - 2. Sensors
 - 3. Cockpit
 - 4. Small Pulse Laser
 - 5. Sensors
 - 6. Life Support
- Right Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 1-3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Small Pulse Laser
 - 6. Ferro-Fibrous
- Center Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 1-3. XL Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- Right Torso**
- 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
 - 3. Ferro-Fibrous
 - 4-6. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- Right Leg**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 1-3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Improved Jump Jet
 - 6. Improved Jump Jet

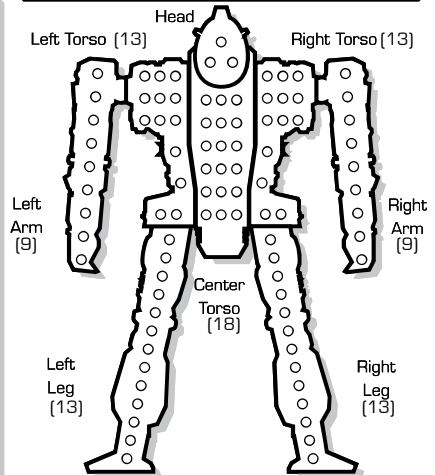
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	-4 Movement Points
20*	Ammo Exp. avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	Shutdown, avoid on 4+
15*	+2 Modifier to Fire
14*	-2 Movement Points
13*	+1 Modifier to Fire
12	-1 Movement Points
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: "Pariah" C

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	HD	7	[DE,H,A]	—	6	12	18
4	AP Gauss Rifle	RT	1	[DB,X] ³	—	3	6	9
4	Machine Gun	RT	0	[DB,AI] ²	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
4	AP Gauss Rifle	LT	1	[DB,X] ³	—	3	6	9
4	Machine Gun	LT	0	[DB,AI] ²	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Plasma Cannon	RA	7	[DE,H,A]	—	6	12	18
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Plasma Cannon	LA	7	[DE,H,A]	—	6	12	18

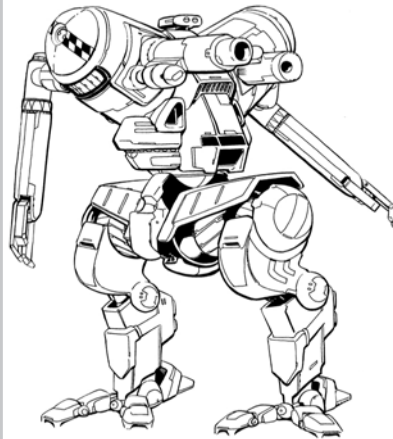
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WARRIOR DATA

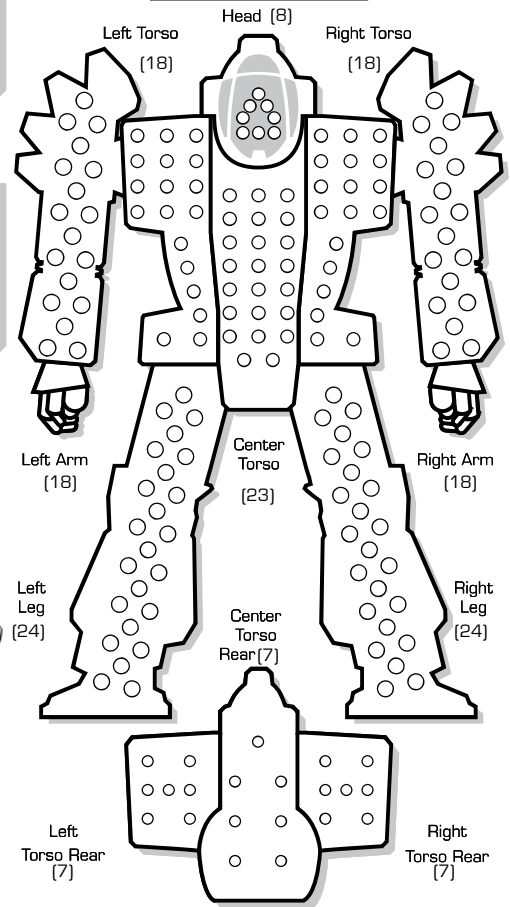
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Plasma Cannon
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array
- Ammo (Machine Gun) 100

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

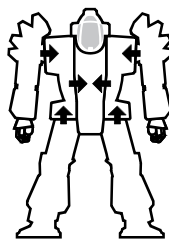
- Life Support
- Sensors
- Cockpit
- Plasma Cannon
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Plasma Cannon
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso(CASE)

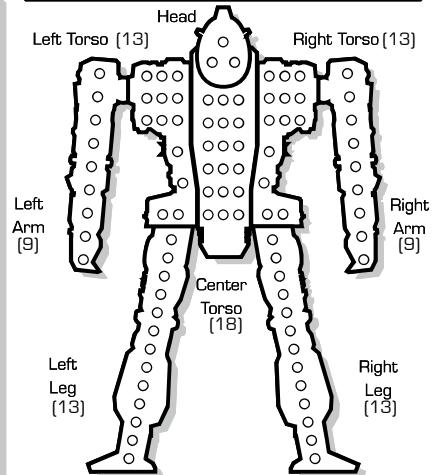
- XL Fusion Engine
- XL Fusion Engine
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array
- Ammo (AP Gauss) 40

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	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

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: "Pariah" D

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Clan
 Running: 8 Era: Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	-	4	8	12
1	ER PPC	LT	15	15 [DE]	-	7	14	23
3	ER Small Laser	LT	2	5 [DE]	-	2	4	6
1	Targeting Computer	LT	-	[E]	-	-	-	-

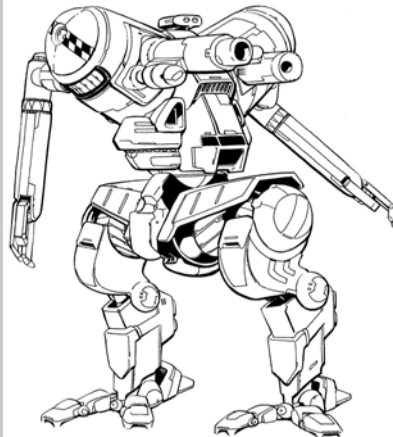
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WARRIOR DATA

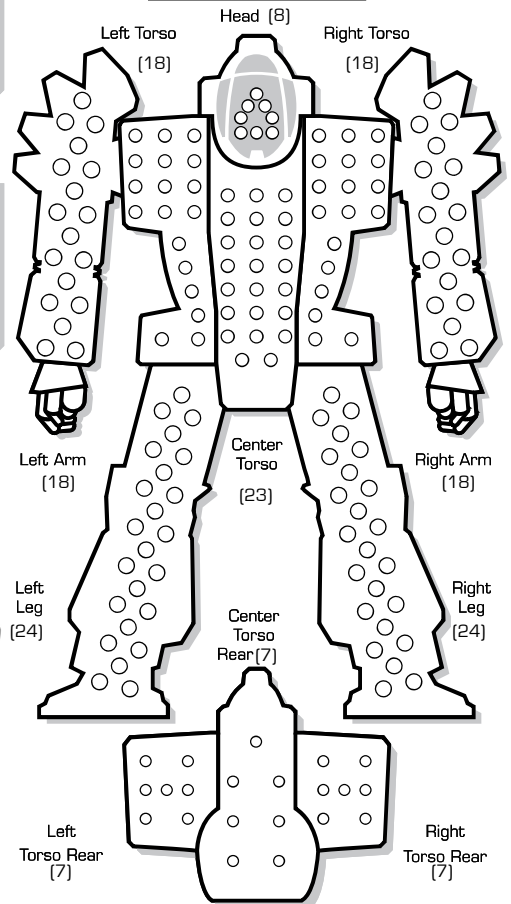
Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 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
- Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

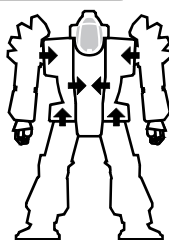
Right Torso(CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 1-3
- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ammo (Ultra AC/20) 5
 - Ammo (Ultra AC/20) 5

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - ER PPC
 - ER PPC
 - ER Small Laser
 - ER Small Laser
- 1-3
- ER Small Laser
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Roll Again
- 4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Leg

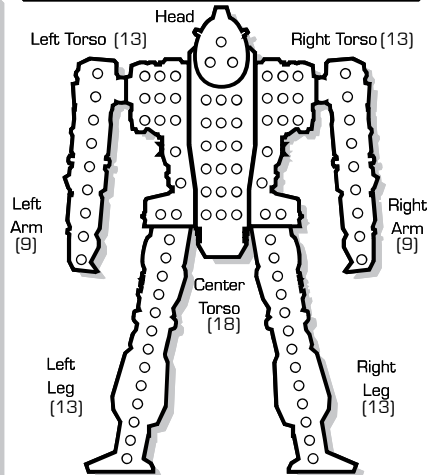
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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	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: Sun Cobra

Movement Points: **Tonnage:** 55
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Gauss Rifle	RA	1	15	2	7	15	22
				[DB,X]				
1	Gauss Rifle	LA	1	15	2	7	15	22
				[DB,X]				

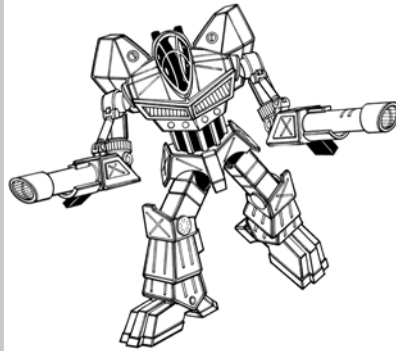
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WARRIOR DATA

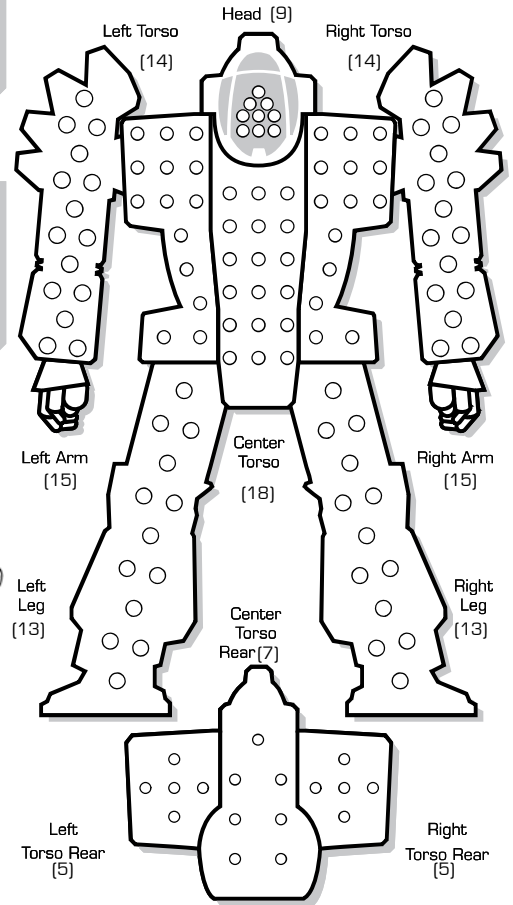
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle

- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 4-6 Ammo (Gauss) 8
- 4-6 Ammo (Gauss) 8
- 4-6 Endo Steel

Left Torso

- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Targeting Computer
- 1-3 Targeting Computer
- 1-3 Targeting Computer
- 1-3 Targeting Computer

- 4-6 Targeting Computer
- 4-6 Endo Steel
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

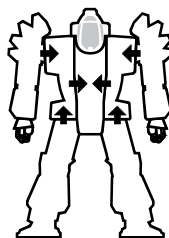
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

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

- 4-6 Gyro
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 Double Heat Sink
- 4-6 Double Heat Sink

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle

- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 4-6 Ammo (Gauss) 8
- 4-6 Ammo (Gauss) 8
- 4-6 Endo Steel

Right Torso

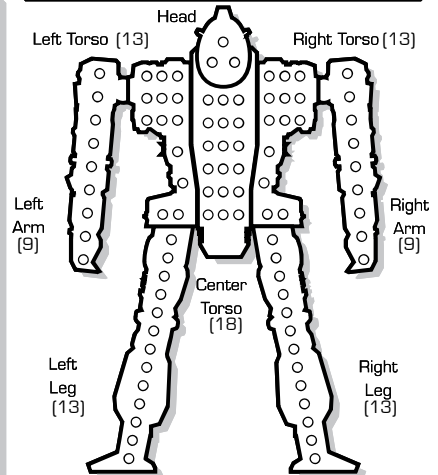
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Endo Steel
- 1-3 Roll Again

- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat Scale
30*	
29	
28*	
27	
26*	
25*	
24*	
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 Prime**

Movement Points:

Walking: 6
Running: 9
Jumping: 0

Tonnage: 65

Tech Base: Clan
Era: Jihad

WARRIOR DATA

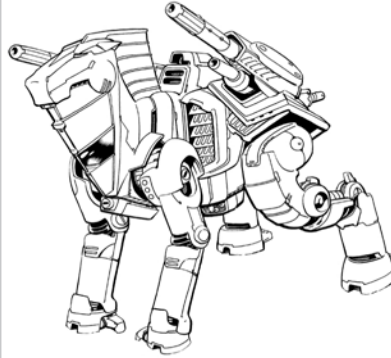
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

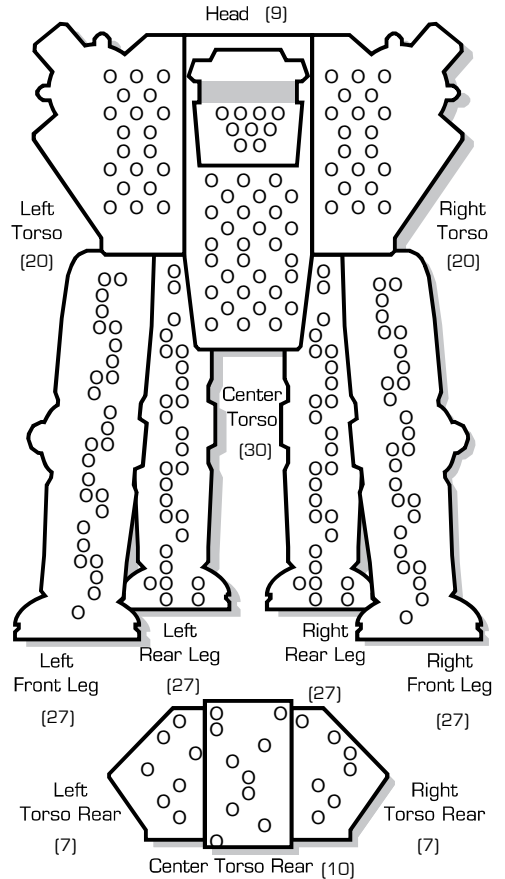
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD 3	2	[DE,HA]	-	1	2	3
2	Medium Pulse Laser(R)	CT 4	7 [P]	-	4	8	12	
1	ER Large Laser	RT 12	10 [DE]	-	8	15	25	
1	Medium Pulse Laser	RT 4	7 [P]	-	4	8	12	
1	ER Large Laser	LT 12	10 [DE]	-	8	15	25	
1	Medium Pulse Laser	LT 4	7 [P]	-	4	8	12	



BV: 2,157

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
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser (R)
 - Medium Pulse Laser (R)
- 4-6

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Large Laser
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Large Laser
 - Medium Pulse Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

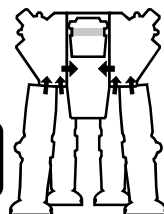
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Right Rear Leg

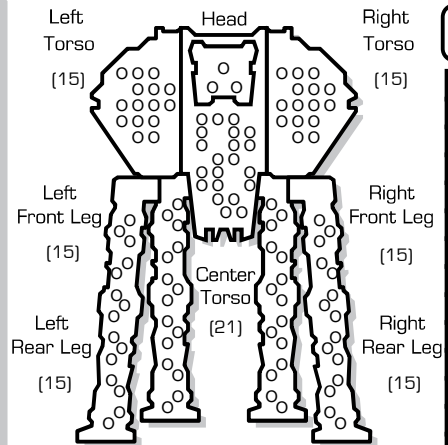
- Hip
- Upper Leg
- Lower Leg
- Foot
- Ferro-Fibrous
- Ferro-Fibrous



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow	
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○○
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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: **Balius A**

Movement Points:

Walking: 6
Running: 9
Jumping: 0

Tonnage: 65

Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD 3	2	[DE,H,A]	-	1	2	3
2	ER Medium Laser(R)	CT 5	7	[DE]	-	5	10	15
1	ER Large Laser	RT 12	10	[DE]	-	8	15	25
1	ER Medium Laser	RT 5	7	[DE]	-	5	10	15
1	HAG/20	LT 4	20	[C,F]	2	8	16	24

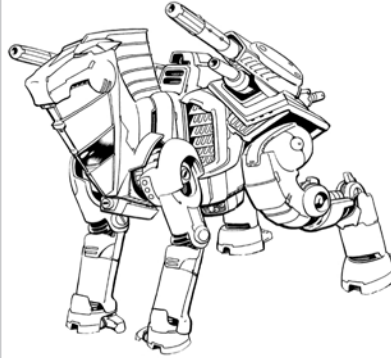
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WARRIOR DATA

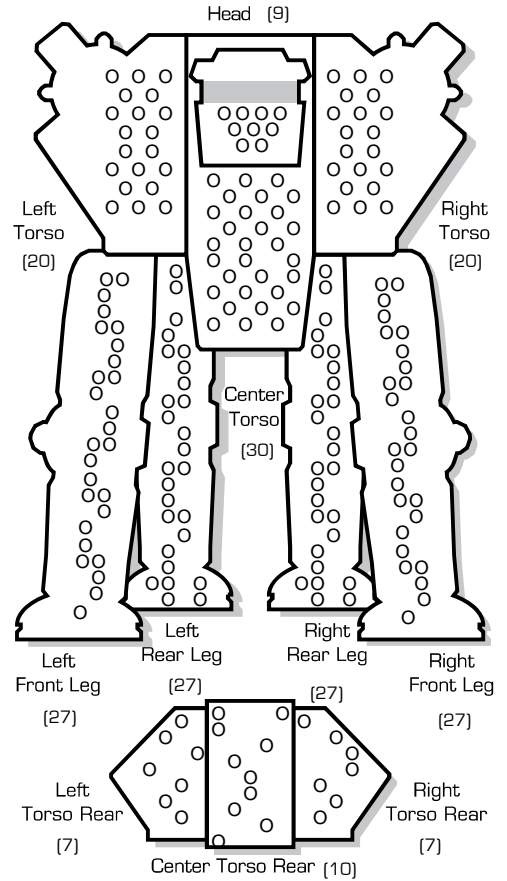
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- 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

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Medium Laser
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser (R)
- ER Medium Laser (R)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

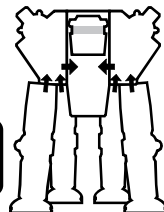
- Ammo (HAG 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Right Rear Leg

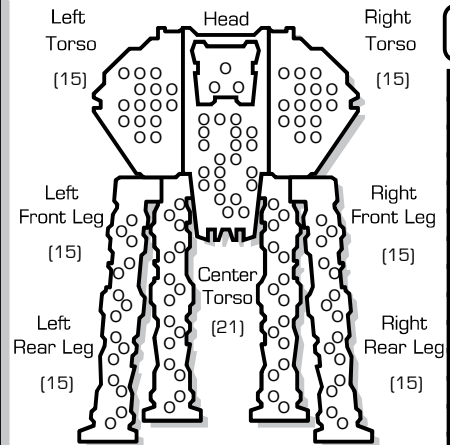
- Hip
- Upper Leg
- Lower Leg
- Foot
- Ferro-Fibrous
- Ferro-Fibrous



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 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

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
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 B**

Movement Points:

Walking: 6
Running: 9
Jumping: 0

Tonnage: 65

Tech Base: Clan
Era: Jihad

WARRIOR DATA

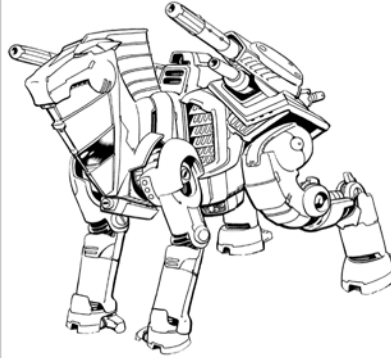
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

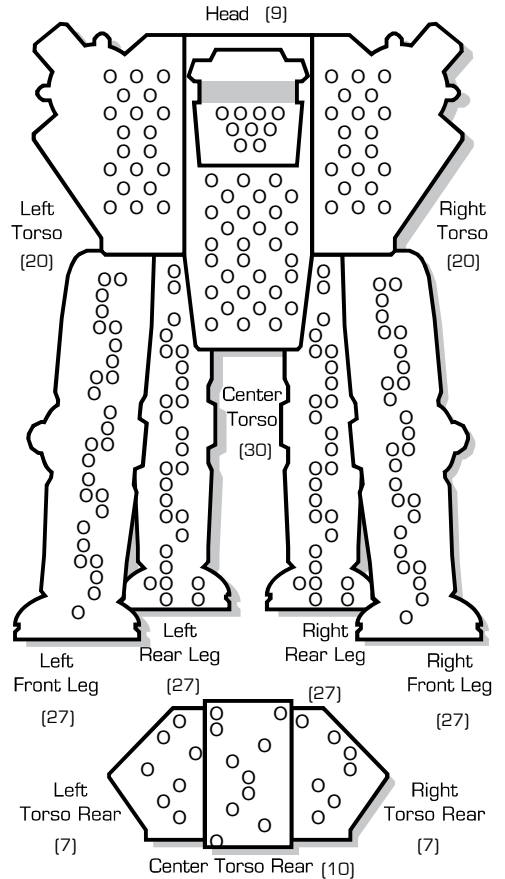
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD 3	2	[DE,S]	-	1	2	3
1	Large Pulse Laser(R)	CT 10	10 [P]	-	6	14	20	
1	ER Large Laser	RT 12	10 [DE]	-	8	15	25	
4	Heavy Small Laser	RT 3	6 [DE]	-	1	2	3	
1	ER Large Laser	LT 12	10 [DE]	-	8	15	25	
4	Heavy Small Laser	LT 3	6 [DE]	-	1	2	3	



BV: 2,029

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

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Heavy Small Laser

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Heavy Small Laser

1-3

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Rear Leg

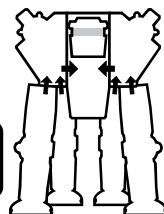
- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

4-6

Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Ferro-Fibrous
- Ferro-Fibrous

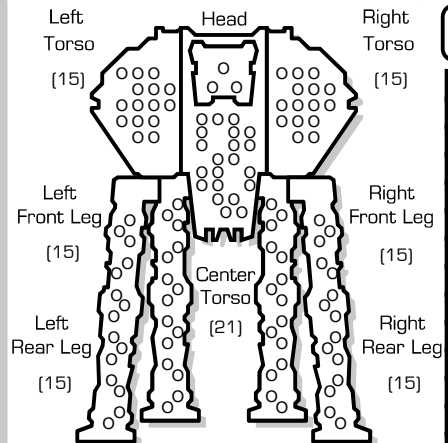
4-6



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○○○

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: **Balius C**

Movement Points:

Walking: 6
Running: 9
Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Jihad

WARRIOR DATA

Name: _____

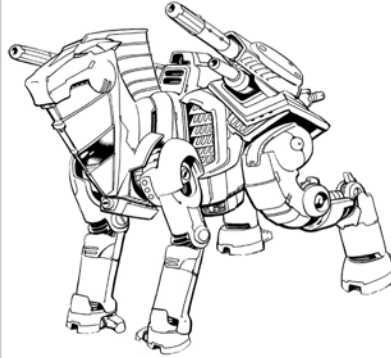
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

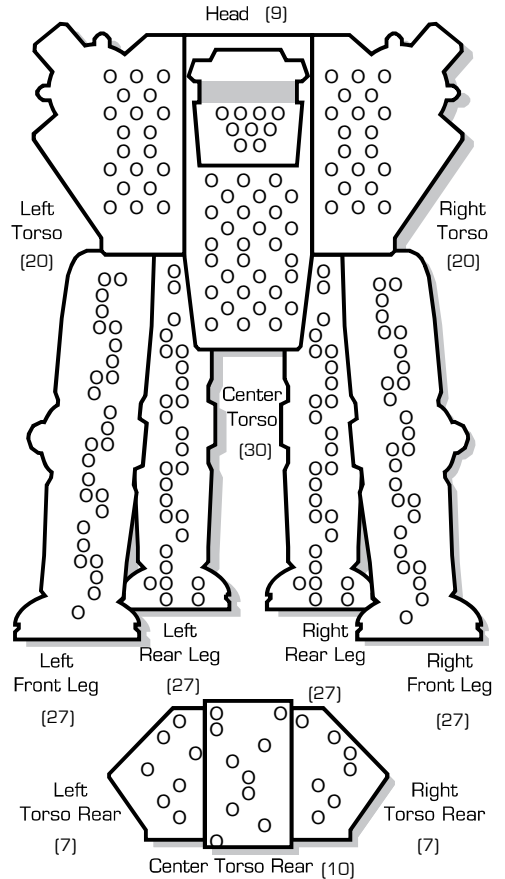
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD 3	2	[DE, HAI]	-	1	2	3
2	Medium Pulse Laser(R)	CT 4	7 [P]	-	4	8	12	
1	ATM 9 Standard	RT 6	2 [M, CS]	4	4	5	10	15
	Extended-Range High-Explosive		1 [M]	4	4	5	10	15
			3 [M]	-	-	-	6	9
1	ER Medium Laser	RT 5	7 [DE]	-	5	10	15	
1	ATM 9 Standard	LT 6	2 [M, CS]	4	4	5	10	15
	Extended-Range High-Explosive		1 [M]	4	4	5	10	15
			3 [M]	-	-	-	6	9
1	ER Medium Laser	LT 5	7 [DE]	-	5	10	15	

BV: 2,103



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
- ATM 9
- ATM 9
- ATM 9
- ATM 9

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 9
- ATM 9
- ATM 9
- ATM 9

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Torso (CASE)

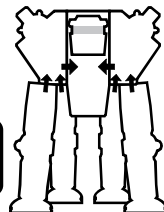
- XL Fusion Engine
- XL Fusion Engine
- ATM 9
- ATM 9
- ATM 9
- ATM 9

Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Right Rear Leg

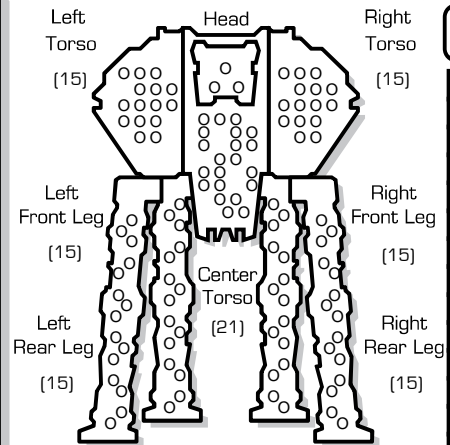
- Hip
- Upper Leg
- Lower Leg
- Foot
- Ferro-Fibrous
- Ferro-Fibrous



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale
Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: **Balius D**

Movement Points:

Walking: 6
Running: 9
Jumping: 6

Tonnage: 65

Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD 3	2	[DE, H, AI]	-	1	2	3
2	Medium Pulse Laser (R)	CT 4	7 [P]	-	4	8	12	
4	ER Medium Laser	RT 5	7 [DE]	-	5	10	15	
1	ER PPC	LT 15	15 [DE]	-	7	14	23	

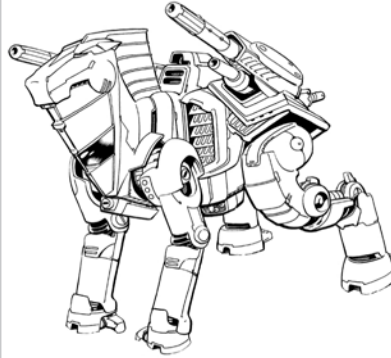
BV: 2,417

WARRIOR DATA

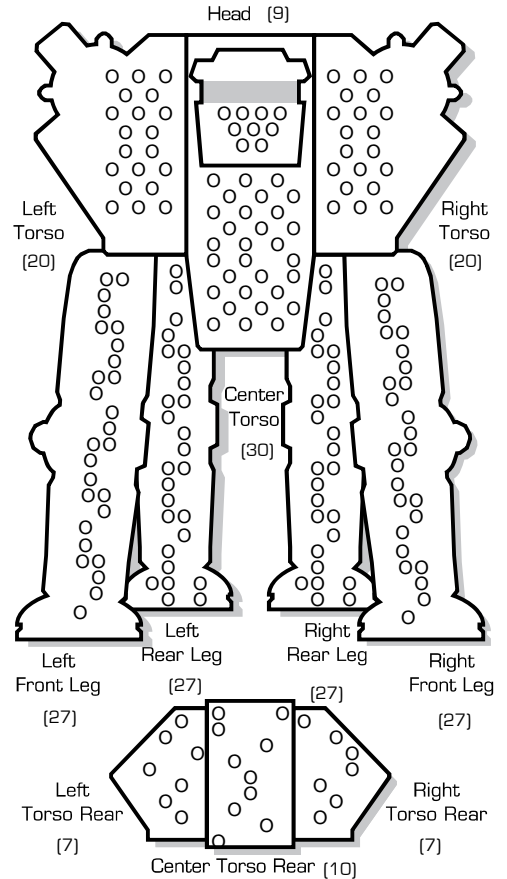
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- 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

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- ER Medium Laser

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

1-3

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

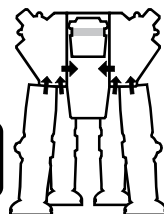
Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Ferro-Fibrous
- Ferro-Fibrous

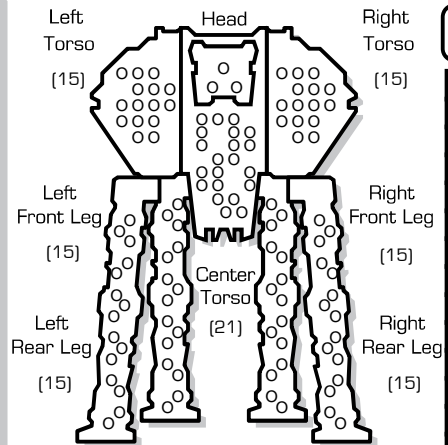
4-6



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale
Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken II

Movement Points: **Tonnage:** 75
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 2-X AC	RT	1	2 [DB,C/F/S]	4	10	20	30
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21
2	LB 2-X AC	LT	1	2 [DB,C/F/S]	4	10	20	30
1	LRM 15	LT	5	1/Msl [M,C,S]	-	7	14	21

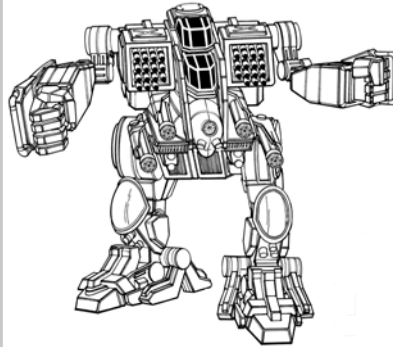
BV: 1,801

WARRIOR DATA

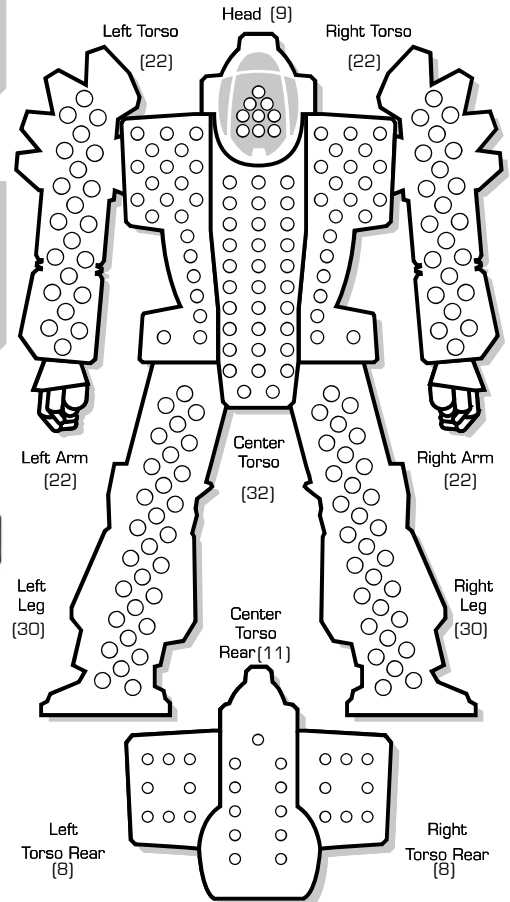
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3 Gyro
- Gyro
 - Gyro

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso(CASE)

- XL Fusion Engine
 - XL Fusion Engine
- 1-3 LRM 15
- LB 2-X AC
 - LB 2-X AC

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Right Torso(CASE)

- XL Fusion Engine
 - XL Fusion Engine
- 1-3 LRM 15
- LB 2-X AC
 - LB 2-X AC
- LB 2-X AC
 - LB 2-X AC
 - LB 2-X AC
 - LB 2-X AC
 - Ammo (LRM 15) 8
 - Ammo (LB-2X Cluster) 45

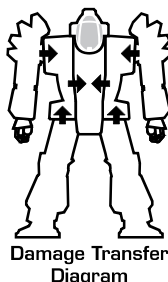
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

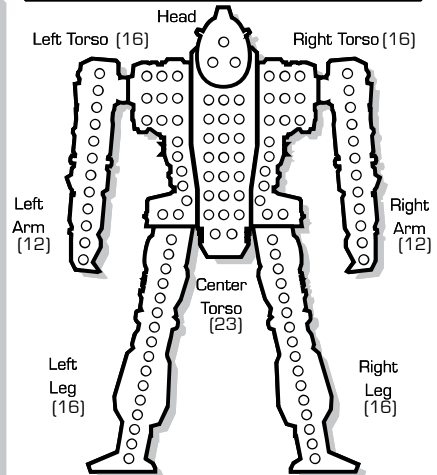
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Ryoken II 2

Movement Points: **Tonnage:** 75
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21
1	Ultra AC/10	RT	3	10/Sht [DB,R/C]	-	6	12	18
1	LRM 15	LT	5	1/Msl [M,C,S]	-	7	14	21
1	Ultra AC/10	LT	3	10/Sht [DB,R/C]	-	6	12	18

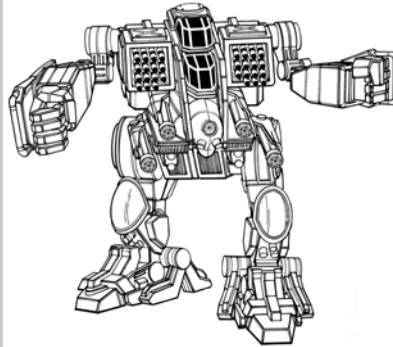
BV: 2,141

WARRIOR DATA

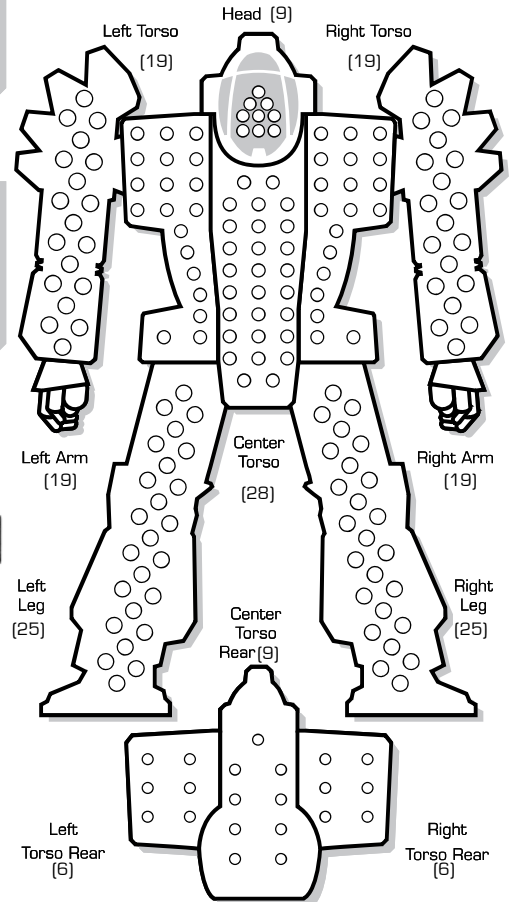
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Ultra AC/10
- 4. Ultra AC/10
- 5. Ultra AC/10
- 6. Ultra AC/10
- 1. LRM 15
- 2. LRM 15
- 3. Ammo (LRM 15) 8
- 4-6 4. Ammo (Ultra AC/10) 10
- 5. Ammo (Ultra AC/10) 10
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
- 5. Endo Steel
- 6. Endo Steel

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

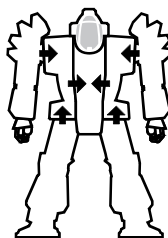
Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Ultra AC/10
- 4. Ultra AC/10
- 5. Ultra AC/10
- 6. Ultra AC/10
- 1. LRM 15
- 2. LRM 15
- 3. Ammo (LRM 15) 8
- 4-6 4. Ammo (Ultra AC/10) 10
- 5. Ammo (Ultra AC/10) 10
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

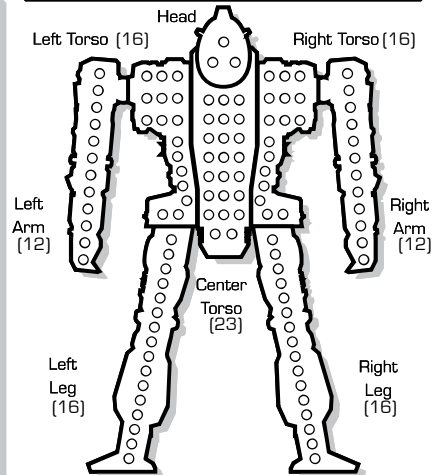
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Ryoken II 3

Movement Points: Tonnage: 75
 Walking: 5 Tech Base: Clan
 Running: 8 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C,F]	2	8	16	24
1	LRM 15	RT	5	1/Mel [M,C,S]	-	7	14	21
1	HAG/20	LT	4	20 [C,F]	2	8	16	24
1	LRM 15	LT	5	1/Mel [M,C,S]	-	7	14	21

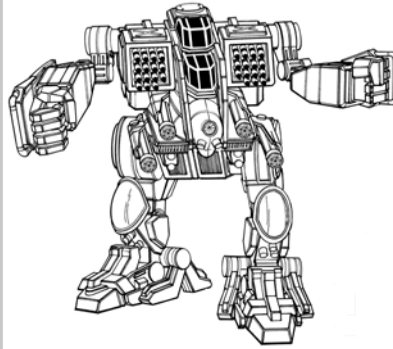
BV: 2,336

WARRIOR DATA

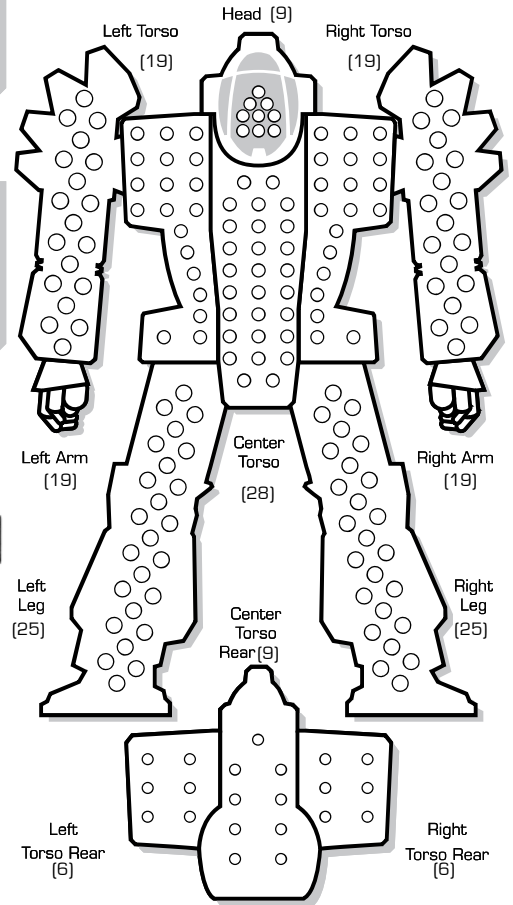
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 15) 8
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- LRM 15
- LRM 15
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

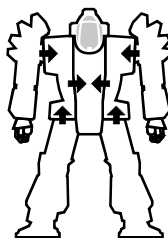
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 15) 8
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

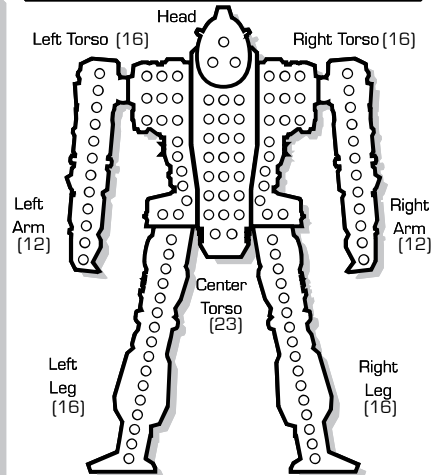
- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- LRM 15
- LRM 15
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	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: Cygnus

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

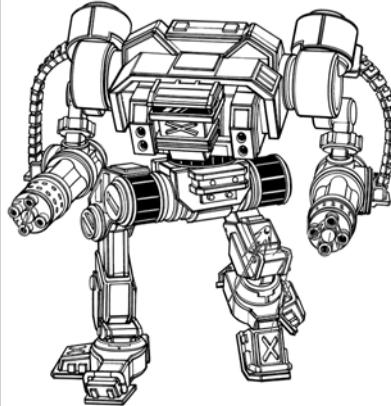
BV: 2,583

WARRIOR DATA

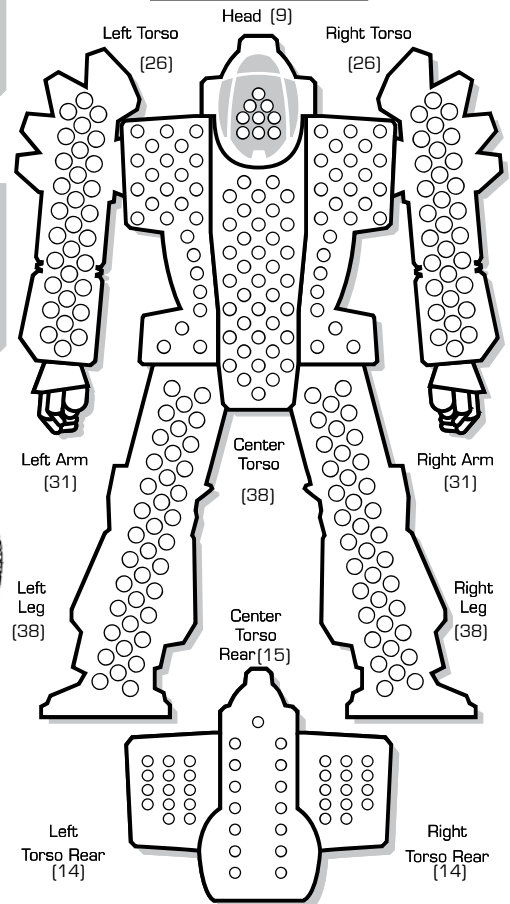
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- 4-6 Ammo (Ultra AC/10) 10
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

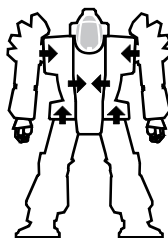
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- 4-6 Ammo (Ultra AC/10) 10
- Roll Again
- Roll Again

Right Torso

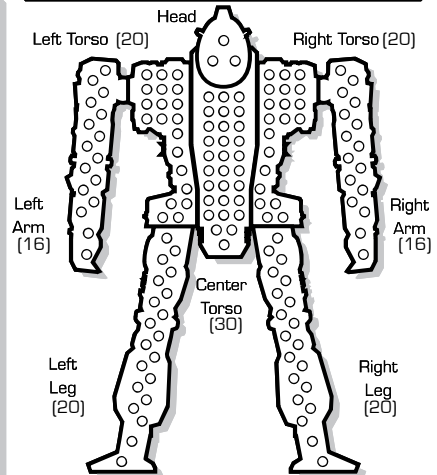
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Targeting Computer
- 4-6 Targeting Computer
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Cygnus 3**

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C,F]	2	8	16	24
1	HAG/20	LT	4	20 [C,F]	2	8	16	24
1	HAG/20	RA	4	20 [C,F]	2	8	16	24
1	HAG/20	LA	4	20 [C,F]	2	8	16	24

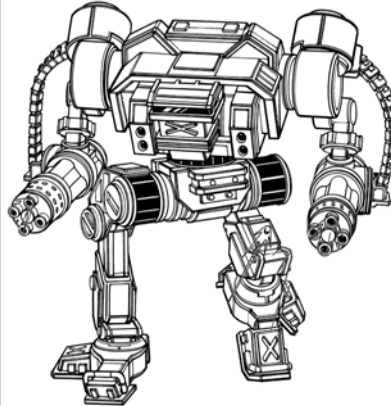
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WARRIOR DATA

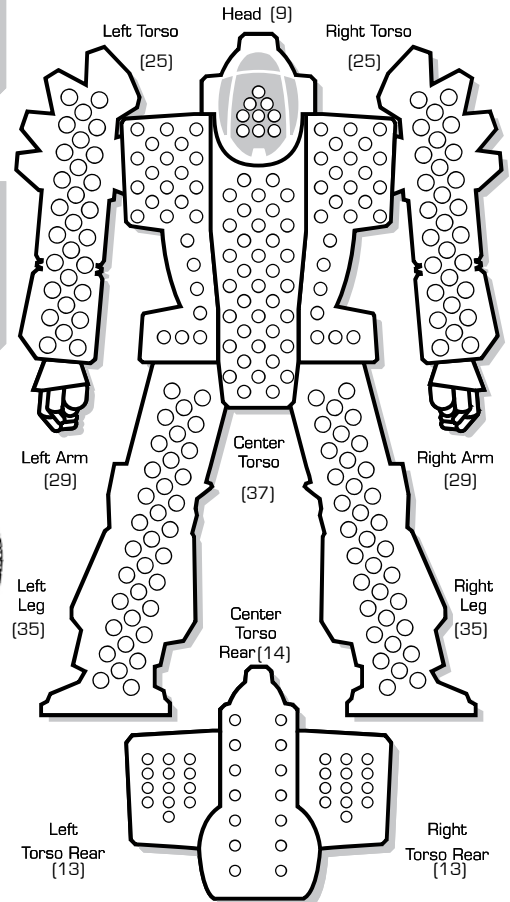
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- Ammo (HAG 20) 6
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

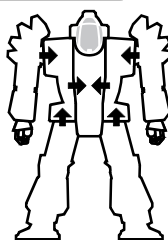
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Roll Again
- Roll Again

Right Torso (CASE)

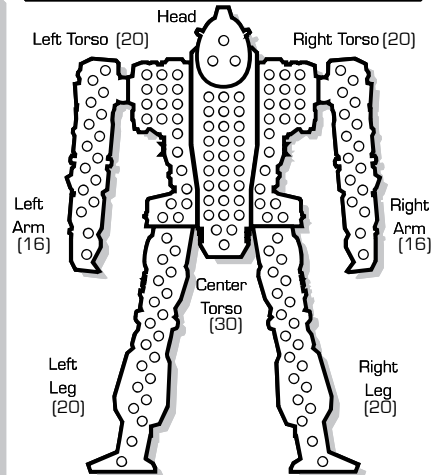
- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- Ammo (HAG 20) 6
- Endo Steel
- Endo Steel
- 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	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

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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: Jupiter 3

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Clan
 Running: 5 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	-	5	10	15
1	HAG/30	RT	6	30 [C,F]	2	8	16	24
1	HAG/30	LT	6	30 [C,F]	2	8	16	24
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	-	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	-	6	12	18

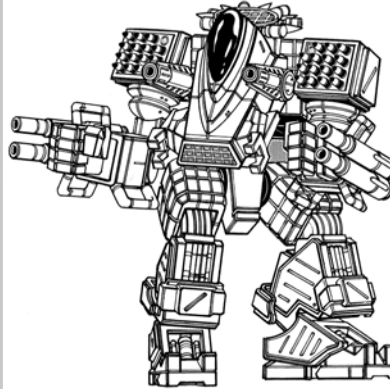
BV: 3,074

WARRIOR DATA

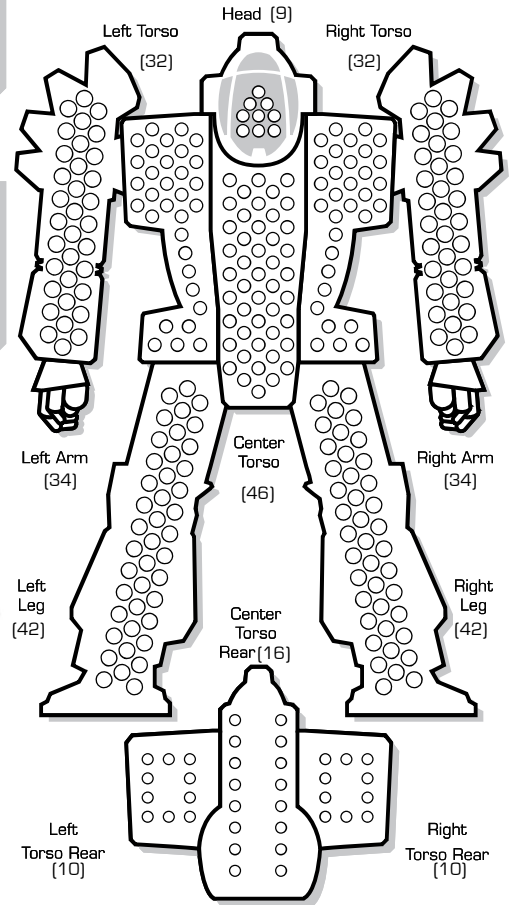
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- 4-6 Ammo (Ultra AC/10) 10
- 4-6 Ammo (Ultra AC/10) 10
- Endo Steel
- Endo Steel

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 HAG/30
- HAG/30
- HAG/30
- HAG/30

- HAG/30
- HAG/30
- HAG/30
- 4-6 HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Ammo (HAG 30) 4
6. Endo Steel

Head

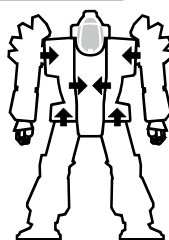
- Life Support
- Sensors
- Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- 4-6 3. Ammo (Ultra AC/10) 10
- 4-6 4. Ammo (Ultra AC/10) 10
- Endo Steel
- Endo Steel

Right Torso (CASE)

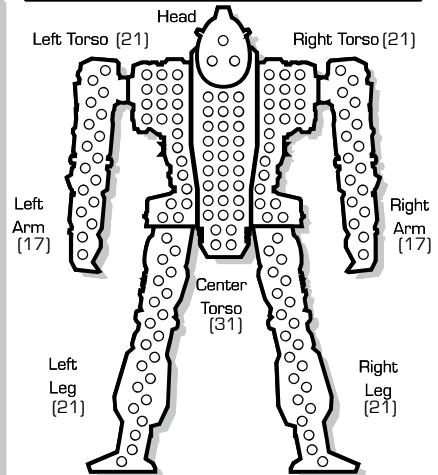
- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. HAG/30
- HAG/30
- HAG/30
- HAG/30

- HAG/30
- HAG/30
- HAG/30
- 4-6 4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Ammo (HAG 30) 4
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
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 PROTOMECHS

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Erinyes
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 / Msl [M.C.S]	-	3	6	9

Ammo: {SRM 1} 5

PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 67

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 2

Type: Erinyes
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 / Msl [M.C.S]	-	3	6	9

Ammo: {SRM 1} 5

PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 67

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 3

Type: Erinyes
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 / Msl [M.C.S]	-	3	6	9

Ammo: {SRM 1} 5

PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 67

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 4

Type: Erinyes
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 / Msl [M.C.S]	-	3	6	9

Ammo: {SRM 1} 5

PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 67

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 5

Type: Erinyes
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 / Msl [M.C.S]	-	3	6	9

Ammo: {SRM 1} 5

PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 67

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Erinyes 2
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	-	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 52

PROTOMECH 2

Type: Erinyes 2
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	-	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 52

PROTOMECH 3

Type: Erinyes 2
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	-	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 52

PROTOMECH 4

Type: Erinyes 2
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	-	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 52

PROTOMECH 5

Type: Erinyes 2
Tons: 2
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	-	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 52

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Erinyes 3

Tons: 2

Movement Points:

Walk/Run/Jump

5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1	-	2	4	6
		[DB, AI]				

Ammo: [Light Machine Gun] 10

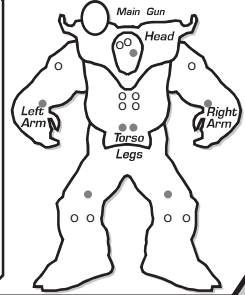
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Gunnery Skill: _____

BV: 64

PROTOMECH 2

Type: Erinyes 3

Tons: 2

Movement Points:

Walk/Run/Jump

5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1	-	2	4	6
		[DB, AI]				

Ammo: [Light Machine Gun] 10

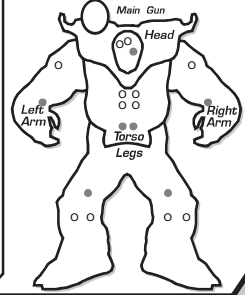
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Gunnery Skill: _____

BV: 64

PROTOMECH 3

Type: Erinyes 3

Tons: 2

Movement Points:

Walk/Run/Jump

5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1	-	2	4	6
		[DB, AI]				

Ammo: [Light Machine Gun] 10

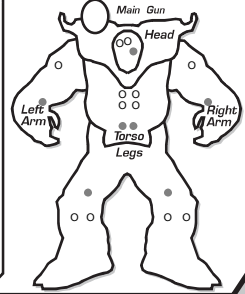
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Gunnery Skill: _____

BV: 64

PROTOMECH 4

Type: Erinyes 3

Tons: 2

Movement Points:

Walk/Run/Jump

5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1	-	2	4	6
		[DB, AI]				

Ammo: [Light Machine Gun] 10

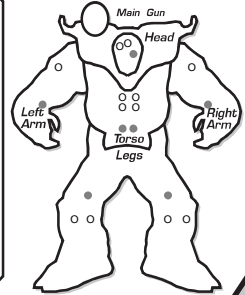
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Gunnery Skill: _____

BV: 64

PROTOMECH 5

Type: Erinyes 3

Tons: 2

Movement Points:

Walk/Run/Jump

5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1	-	2	4	6
		[DB, AI]				

Ammo: [Light Machine Gun] 10

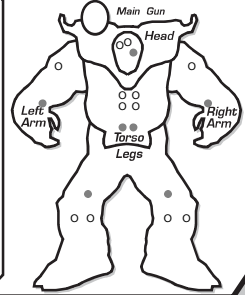
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Gunnery Skill: _____

BV: 64

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops**

Tons: 3

Movement Points:

Walk/Run/Jump

9 / 14

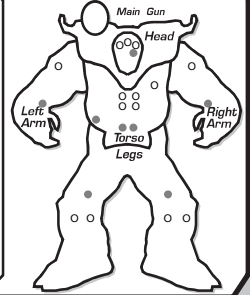
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 86

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 2

Type: **Cecerops**

Tons: 3

Movement Points:

Walk/Run/Jump

9 / 14

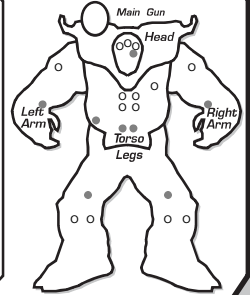
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 86

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 3

Type: **Cecerops**

Tons: 3

Movement Points:

Walk/Run/Jump

9 / 14

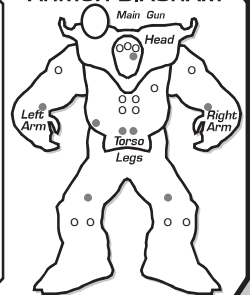
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 86

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 4

Type: **Cecerops**

Tons: 3

Movement Points:

Walk/Run/Jump

9 / 14

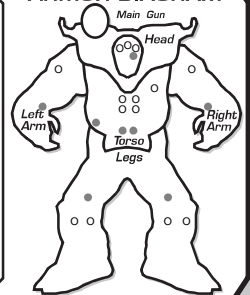
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 86

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 5

Type: **Cecerops**

Tons: 3

Movement Points:

Walk/Run/Jump

9 / 14

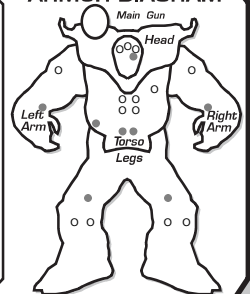
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 86

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed



BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops 2**

Tons: 3

Movement Points:

Walk/Run/Jump

8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2 / Msl [M,C]	-	4	8	12

Ammo: (Streak SRM 1) 10

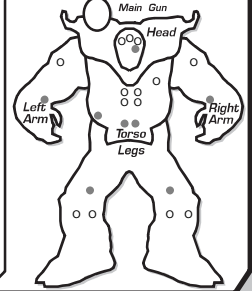
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 109

PROTOMECH 2

Type: **Cecerops 2**

Tons: 3

Movement Points:

Walk/Run/Jump

8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2 / Msl [M,C]	-	4	8	12

Ammo: (Streak SRM 1) 10

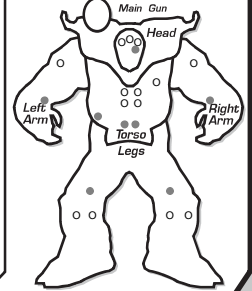
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 109

PROTOMECH 3

Type: **Cecerops 2**

Tons: 3

Movement Points:

Walk/Run/Jump

8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2 / Msl [M,C]	-	4	8	12

Ammo: (Streak SRM 1) 10

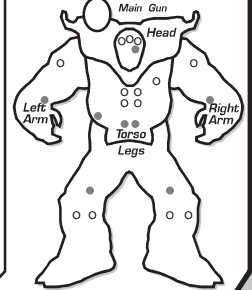
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 109

PROTOMECH 4

Type: **Cecerops 2**

Tons: 3

Movement Points:

Walk/Run/Jump

8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2 / Msl [M,C]	-	4	8	12

Ammo: (Streak SRM 1) 10

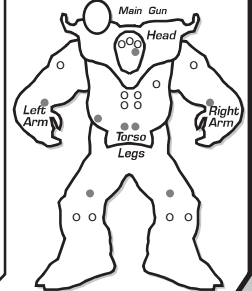
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 109

PROTOMECH 5

Type: **Cecerops 2**

Tons: 3

Movement Points:

Walk/Run/Jump

8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 1	2 / Msl [M,C]	-	4	8	12

Ammo: (Streak SRM 1) 10

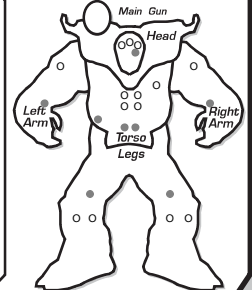
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 109

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops 3**

Tons: 3

Movement Points:

Walk/Run/Jump

7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9

Ammo: [SRM 2] 11

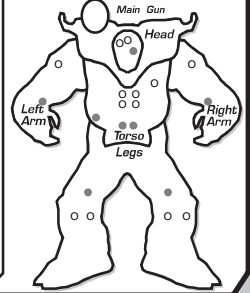
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 105

PROTOMECH 2

Type: **Cecerops 3**

Tons: 3

Movement Points:

Walk/Run/Jump

7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9

Ammo: [SRM 2] 11

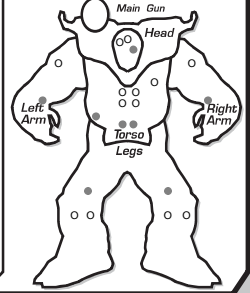
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 105

PROTOMECH 3

Type: **Cecerops 3**

Tons: 3

Movement Points:

Walk/Run/Jump

7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9

Ammo: [SRM 2] 11

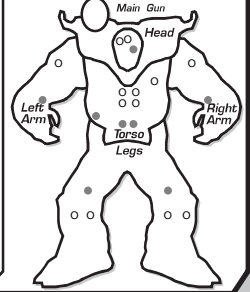
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 105

PROTOMECH 4

Type: **Cecerops 3**

Tons: 3

Movement Points:

Walk/Run/Jump

7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9

Ammo: [SRM 2] 11

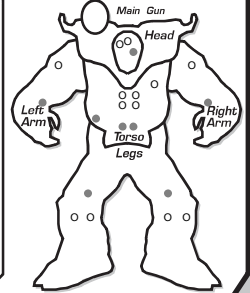
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 105

PROTOMECH 5

Type: **Cecerops 3**

Tons: 3

Movement Points:

Walk/Run/Jump

7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9

Ammo: [SRM 2] 11

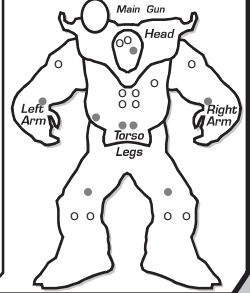
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 105

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Gunnery Skill: _____

BV: 82

PROTOMECH 2

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Gunnery Skill: _____

BV: 82

PROTOMECH 3

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Gunnery Skill: _____

BV: 82

PROTOMECH 4

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Gunnery Skill: _____

BV: 82

PROTOMECH 5

Type: **Cecerops 4**
Tons: 3
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Gunnery Skill: _____

BV: 82

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

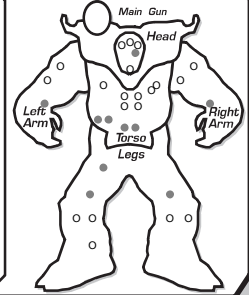
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Torso B:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Ammo: (SRM 1) 20						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 2

Type: **Orc**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

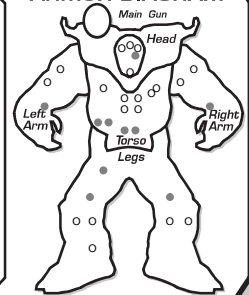
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Torso B:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Ammo: (SRM 1) 20						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 3

Type: **Orc**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

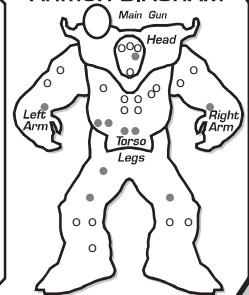
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Torso B:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Ammo: (SRM 1) 20						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 4

Type: **Orc**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

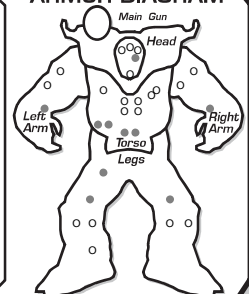
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Torso B:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Ammo: (SRM 1) 20						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 5

Type: **Orc**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

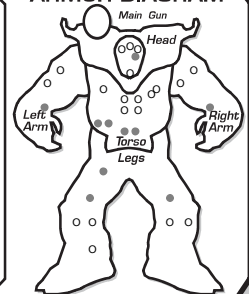
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Torso B:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 /Msl [M.C.S]	-	3	6	9
Ammo: (SRM 1) 20						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Torso B:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 10, [LRM 2] 6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 174

PROTOMECH 2

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Torso B:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 10, [LRM 2] 6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 174

PROTOMECH 3

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Torso B:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 10, [LRM 2] 6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 174

PROTOMECH 4

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Torso B:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 10, [LRM 2] 6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 174

PROTOMECH 5

Type: **Orc 2**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Torso B:	LRM 2	1/Msl [M.C.S]	-	7	14	21
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 10, [LRM 2] 6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 174

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc 3**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

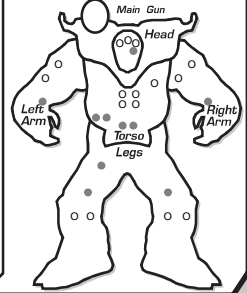
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Ammo: [SRM 3] 3, [SRM 1] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____ Consciousness #

BV: 168

PROTOMECH 2

Type: **Orc 3**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

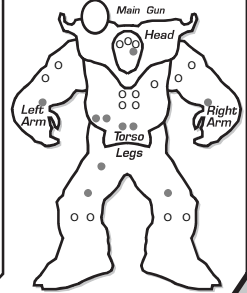
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Ammo: [SRM 3] 3, [SRM 1] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____ Consciousness #

BV: 168

PROTOMECH 3

Type: **Orc 3**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

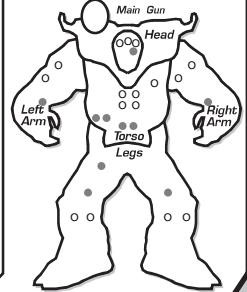
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Ammo: [SRM 3] 3, [SRM 1] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____ Consciousness #

BV: 168

PROTOMECH 4

Type: **Orc 3**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

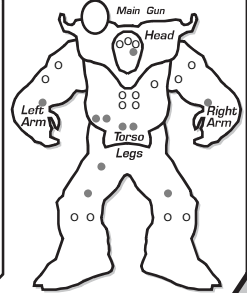
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Ammo: [SRM 3] 3, [SRM 1] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____ Consciousness #

BV: 168

PROTOMECH 5

Type: **Orc 3**

Tons: 4

Movement Points:

Walk/Run/Jump

6 / 9

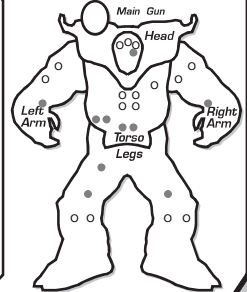
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Left Arm:	SRM 1	2 / Msl [M.C.S]	-	3	6	9
Ammo: [SRM 3] 3, [SRM 1] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____ Consciousness #

BV: 168



BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	Machine Gun	2 [DB, AI]	-	1	2	3
Left Arm:	Machine Gun	2 [DB, AI]	-	1	2	3

Ammo: {SRM 3} 3, {Machine Gun} 12

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 2

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	Machine Gun	2 [DB, AI]	-	1	2	3
Left Arm:	Machine Gun	2 [DB, AI]	-	1	2	3

Ammo: {SRM 3} 3, {Machine Gun} 12

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 3

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	Machine Gun	2 [DB, AI]	-	1	2	3
Left Arm:	Machine Gun	2 [DB, AI]	-	1	2	3

Ammo: {SRM 3} 3, {Machine Gun} 12

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 4

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	Machine Gun	2 [DB, AI]	-	1	2	3
Left Arm:	Machine Gun	2 [DB, AI]	-	1	2	3

Ammo: {SRM 3} 3, {Machine Gun} 12

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 5

Type: **Orc 4**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	Machine Gun	2 [DB, AI]	-	1	2	3
Left Arm:	Machine Gun	2 [DB, AI]	-	1	2	3

Ammo: {SRM 3} 3, {Machine Gun} 12

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 138

HIT LOCATIONS AND CRITICAL HITS

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Procyon

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

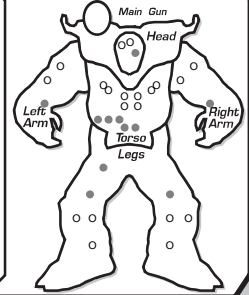
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 178

PROTOMECH 2

Type: Procyon

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

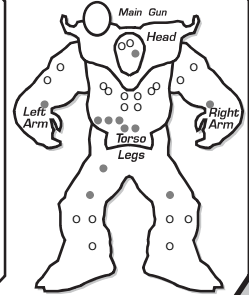
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 178

PROTOMECH 3

Type: Procyon

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

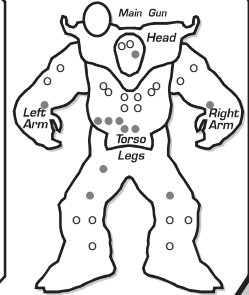
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 178

PROTOMECH 4

Type: Procyon

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

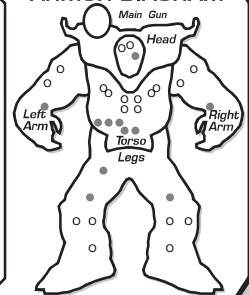
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 178

PROTOMECH 5

Type: Procyon

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

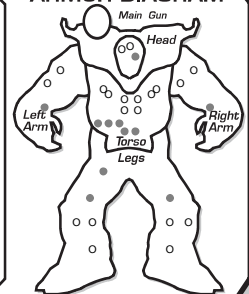
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	ER Small Laser	5 [DE]	—	2	4	6
Left Arm:	ER Small Laser	5 [DE]	—	2	4	6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 178



BATTLETECH



PROTOMECH RECORD SHEET

<p>PROTOMECH 1</p> <p>Type: Procyon 2 Tons: 5 Movement Points: Walk/Run/Jump 5 / 8</p>	<p>WEAPONS INVENTORY</p> <table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th>LOC.</th> <th>TYPE</th> <th>Dmg</th> <th>Min</th> <th>Sht</th> <th>Med</th> <th>Lng</th> </tr> </thead> <tbody> <tr> <td>Torso A:</td> <td>LRM 4</td> <td>1/Msl [M.C.S]</td> <td>-</td> <td>7</td> <td>14</td> <td>21</td> </tr> <tr> <td>Torso B:</td> <td>LRM 4</td> <td>1/Msl [M.C.S]</td> <td>-</td> <td>7</td> <td>14</td> <td>21</td> </tr> </tbody> </table> <p>Ammo: [LRM 4] 6</p>	LOC.	TYPE	Dmg	Min	Sht	Med	Lng	Torso A:	LRM 4	1/Msl [M.C.S]	-	7	14	21	Torso B:	LRM 4	1/Msl [M.C.S]	-	7	14	21	<p>HIT LOCATIONS AND CRITICAL HITS</p> <table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th>2D6</th> <th>LOCATION</th> <th>1st HIT</th> <th>2nd HIT</th> <th>3rd HIT</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>Main Gun</td> <td><input type="checkbox"/> Main Gun Destroyed</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>Right Arm</td> <td><input type="checkbox"/> +1 to Hit</td> <td><input type="checkbox"/> Right Arm Destroyed</td> <td></td> </tr> <tr> <td>5,9</td> <td>Legs</td> <td><input type="checkbox"/> -1 Walk MP</td> <td><input type="checkbox"/> 1/2 Walk MP</td> <td><input type="checkbox"/> No Move</td> </tr> <tr> <td>6,7,8</td> <td>Torso</td> <td><input type="checkbox"/> -1 Jump*</td> <td><input type="checkbox"/> 1/2 Jump*</td> <td><input type="checkbox"/> Proto Destroyed</td> </tr> <tr> <td>10</td> <td>Left Arm</td> <td><input type="checkbox"/> +1 to Hit</td> <td><input type="checkbox"/> Left Arm Destroyed</td> <td></td> </tr> <tr> <td>12</td> <td>Head</td> <td><input type="checkbox"/> +1 to Hit</td> <td><input type="checkbox"/> +2 to Hit no Long range shots</td> <td></td> </tr> </tbody> </table> <p>*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed</p>	2D6	LOCATION	1st HIT	2nd HIT	3rd HIT	2	Main Gun	<input type="checkbox"/> Main Gun Destroyed			4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed		5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move	6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed	10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed		12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots		<p>ARMOR DIAGRAM</p>
LOC.	TYPE	Dmg	Min	Sht	Med	Lng																																																					
Torso A:	LRM 4	1/Msl [M.C.S]	-	7	14	21																																																					
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BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Procyon 3

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

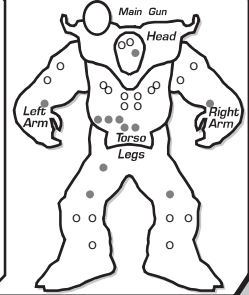
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1 [Msl] [M.C.S]	-	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	-	1	2	3
Ammo: [LRM 3] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 163

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 2

Type: Procyon 3

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

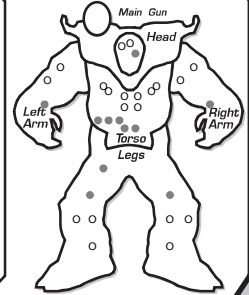
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1 [Msl] [M.C.S]	-	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	-	1	2	3
Ammo: [LRM 3] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 163

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 3

Type: Procyon 3

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

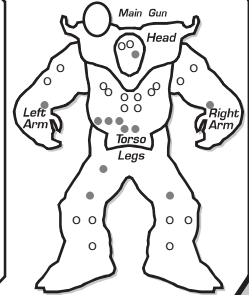
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1 [Msl] [M.C.S]	-	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	-	1	2	3
Ammo: [LRM 3] 6						

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10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 163

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 4

Type: Procyon 3

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

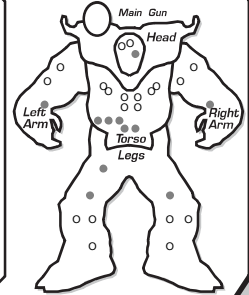
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1 [Msl] [M.C.S]	-	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	-	1	2	3
Ammo: [LRM 3] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
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ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 163

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 5

Type: Procyon 3

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

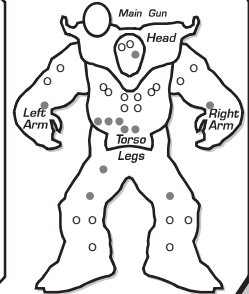
WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1 [Msl] [M.C.S]	-	7	14	21
Right Arm:	Heavy Small Laser	6 [DE]	-	1	2	3
Ammo: [LRM 3] 6						

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 163

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Procyon 4

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/[Msl [M,C]	-	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3
Ammo: (Streak SRM 3) 5, (Machine Gun) 20						

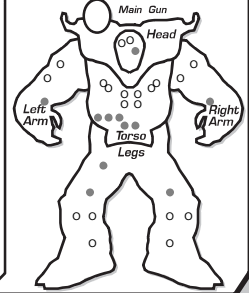
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Procyon 4

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/[Msl [M,C]	-	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3
Ammo: (Streak SRM 3) 5, (Machine Gun) 20						

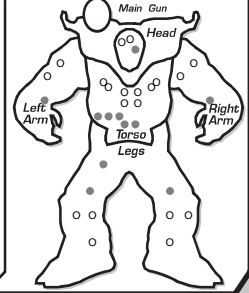
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Procyon 4

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/[Msl [M,C]	-	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3
Ammo: (Streak SRM 3) 5, (Machine Gun) 20						

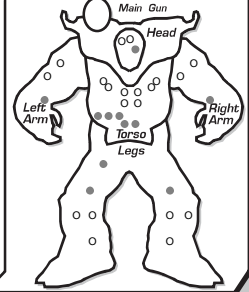
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Procyon 4

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/[Msl [M,C]	-	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3
Ammo: (Streak SRM 3) 5, (Machine Gun) 20						

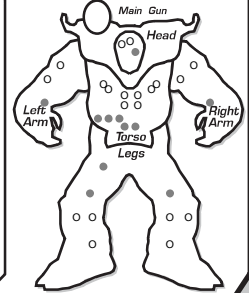
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Procyon 4

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 182

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 3	2/[Msl [M,C]	-	4	8	12
Right Arm:	Machine Gun	2 [DB,AI]	-	1	2	3
Ammo: (Streak SRM 3) 5, (Machine Gun) 20						

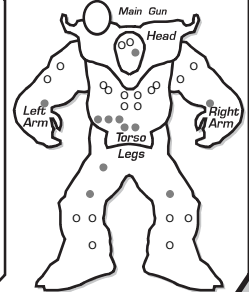
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Procyon 5

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8 / 5

WEAPONS INVENTORY

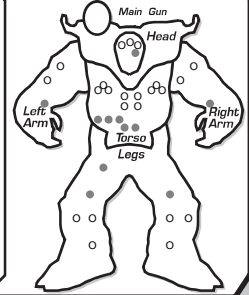
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Small Laser	5 [DE]	-	2	4	6

Ammo: {SRM 2} 5

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 196

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 2

Type: Procyon 5

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8 / 5

WEAPONS INVENTORY

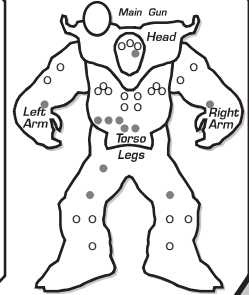
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Small Laser	5 [DE]	-	2	4	6

Ammo: {SRM 2} 5

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 196

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 3

Type: Procyon 5

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8 / 5

WEAPONS INVENTORY

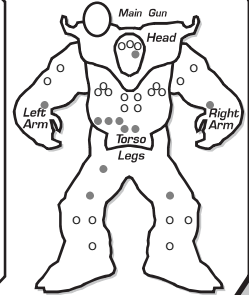
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Small Laser	5 [DE]	-	2	4	6

Ammo: {SRM 2} 5

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 196

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 4

Type: Procyon 5

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8 / 5

WEAPONS INVENTORY

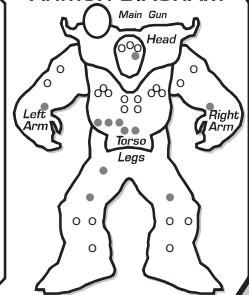
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Small Laser	5 [DE]	-	2	4	6

Ammo: {SRM 2} 5

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 196

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

PROTOMECH 5

Type: Procyon 5

Tons: 5

Movement Points:

Walk/Run/Jump

5 / 8 / 5

WEAPONS INVENTORY

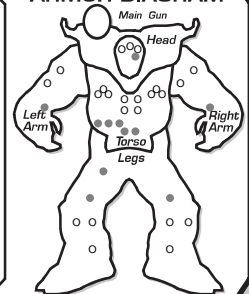
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Small Laser	5 [DE]	-	2	4	6

Ammo: {SRM 2} 5

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 196

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Chrysaor**

Tons: 6

Movement Points:

Walk/Run/Jump

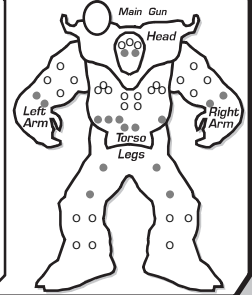
6 / 9

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS				
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 174

PROTOMECH 2

Type: **Chrysaor**

Tons: 6

Movement Points:

Walk/Run/Jump

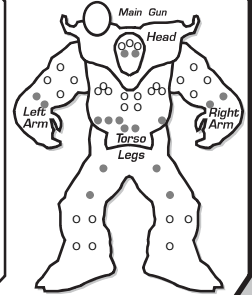
6 / 9

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS				
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 174

PROTOMECH 3

Type: **Chrysaor**

Tons: 6

Movement Points:

Walk/Run/Jump

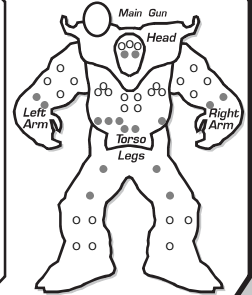
6 / 9

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS				
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 174

PROTOMECH 4

Type: **Chrysaor**

Tons: 6

Movement Points:

Walk/Run/Jump

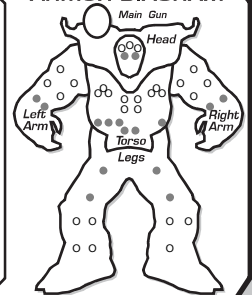
6 / 9

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS				
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 174

PROTOMECH 5

Type: **Chrysaor**

Tons: 6

Movement Points:

Walk/Run/Jump

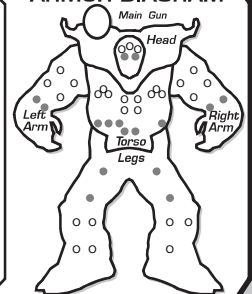
6 / 9

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS				
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 174



BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Chrysaor 2**

Tons: 6

Movement Points:

Walk/Run/Jump

6 / 9 / 5

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 177

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	-	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

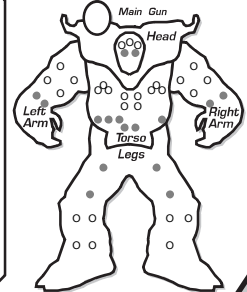
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Chrysaor 2**

Tons: 6

Movement Points:

Walk/Run/Jump

6 / 9 / 5

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 177

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	-	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

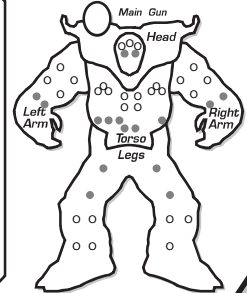
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Chrysaor 2**

Tons: 6

Movement Points:

Walk/Run/Jump

6 / 9 / 5

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 177

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	-	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

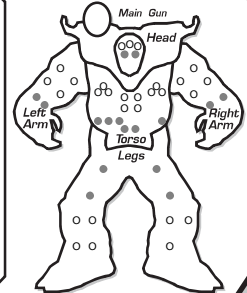
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Chrysaor 2**

Tons: 6

Movement Points:

Walk/Run/Jump

6 / 9 / 5

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 177

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	-	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

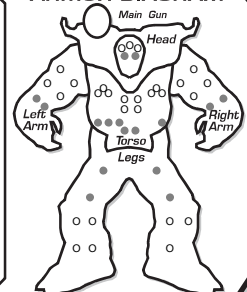
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Chrysaor 2**

Tons: 6

Movement Points:

Walk/Run/Jump

6 / 9 / 5

PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 177

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,A]	-	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

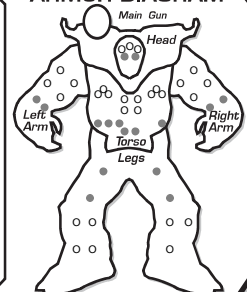
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Basilisk**

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Main Gun:	LRM 3	1/[Msl] [M.C.S]	-	7	14	21

Ammo: [LRM 3] 2

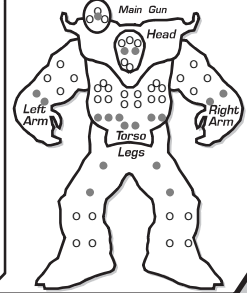
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 319

PROTOMECH 2

Type: **Basilisk**

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Main Gun:	LRM 3	1/[Msl] [M.C.S]	-	7	14	21

Ammo: [LRM 3] 2

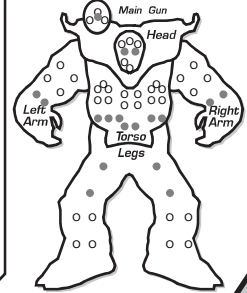
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 319

PROTOMECH 3

Type: **Basilisk**

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Main Gun:	LRM 3	1/[Msl] [M.C.S]	-	7	14	21

Ammo: [LRM 3] 2

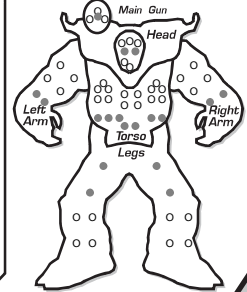
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 319

PROTOMECH 4

Type: **Basilisk**

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Main Gun:	LRM 3	1/[Msl] [M.C.S]	-	7	14	21

Ammo: [LRM 3] 2

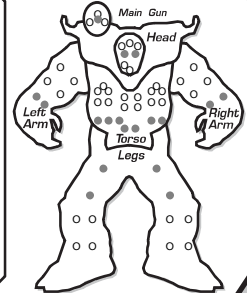
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 319

PROTOMECH 5

Type: **Basilisk**

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Main Gun:	LRM 3	1/[Msl] [M.C.S]	-	7	14	21

Ammo: [LRM 3] 2

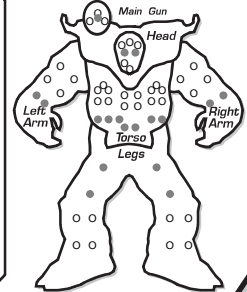
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 319

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Basilisk 2

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2 [Msl]	—	3	6	9

Ammo: {SRM 2} 10

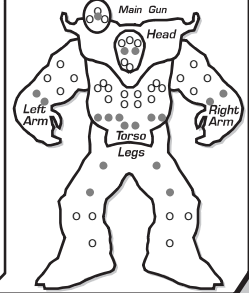
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 237

PROTOMECH 2

Type: Basilisk 2

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2 [Msl]	—	3	6	9

Ammo: {SRM 2} 10

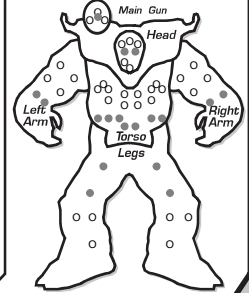
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 237

PROTOMECH 3

Type: Basilisk 2

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2 [Msl]	—	3	6	9

Ammo: {SRM 2} 10

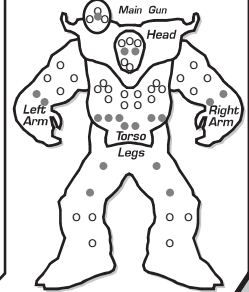
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 237

PROTOMECH 4

Type: Basilisk 2

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2 [Msl]	—	3	6	9

Ammo: {SRM 2} 10

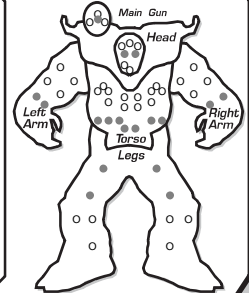
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 237

PROTOMECH 5

Type: Basilisk 2

Tons: 7

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	SRM 2	2 [Msl]	—	3	6	9

Ammo: {SRM 2} 10

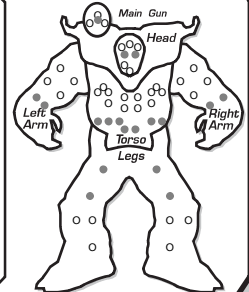
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 237

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

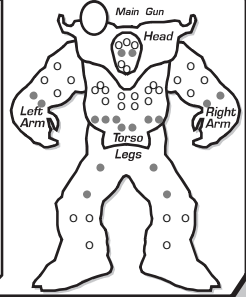
Type: **Basilisk 3**
 Tons: 7 (Experimental)
 Movement Points:
 Walk/Run/Jump
 4 / 6 / 5

WEAPONS INVENTORY					
LOC.	TYPE	Dmg	Min	Sht	Med Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10 15

HIT LOCATIONS AND CRITICAL HITS			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____

BV: 296

PROTOMECH 2

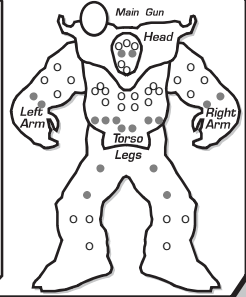
Type: **Basilisk 3**
 Tons: 7 (Experimental)
 Movement Points:
 Walk/Run/Jump
 4 / 6 / 5

WEAPONS INVENTORY					
LOC.	TYPE	Dmg	Min	Sht	Med Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10 15

HIT LOCATIONS AND CRITICAL HITS			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____

BV: 296

PROTOMECH 3

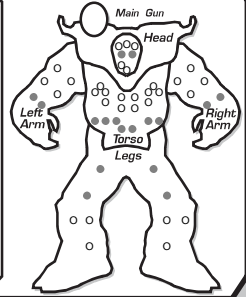
Type: **Basilisk 3**
 Tons: 7 (Experimental)
 Movement Points:
 Walk/Run/Jump
 4 / 6 / 5

WEAPONS INVENTORY					
LOC.	TYPE	Dmg	Min	Sht	Med Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10 15

HIT LOCATIONS AND CRITICAL HITS			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____

BV: 296

PROTOMECH 4

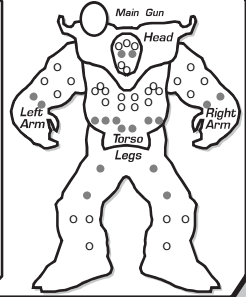
Type: **Basilisk 3**
 Tons: 7 (Experimental)
 Movement Points:
 Walk/Run/Jump
 4 / 6 / 5

WEAPONS INVENTORY					
LOC.	TYPE	Dmg	Min	Sht	Med Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10 15

HIT LOCATIONS AND CRITICAL HITS			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____

BV: 296

PROTOMECH 5

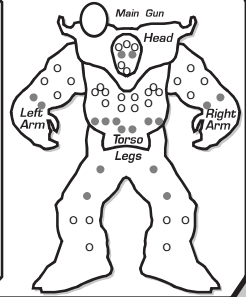
Type: **Basilisk 3**
 Tons: 7 (Experimental)
 Movement Points:
 Walk/Run/Jump
 4 / 6 / 5

WEAPONS INVENTORY					
LOC.	TYPE	Dmg	Min	Sht	Med Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10 15

HIT LOCATIONS AND CRITICAL HITS			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____

BV: 296

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Triton

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/[Msl] [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

 Gunnery Skill: _____

BV: 286

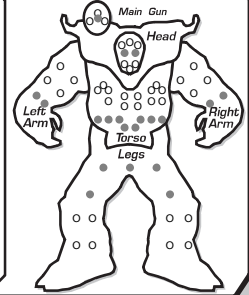
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Triton

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/[Msl] [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

 Gunnery Skill: _____

BV: 286

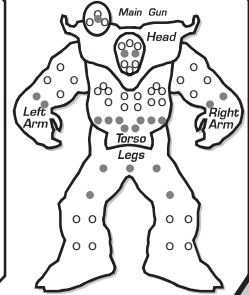
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Triton

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/[Msl] [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

 Gunnery Skill: _____

BV: 286

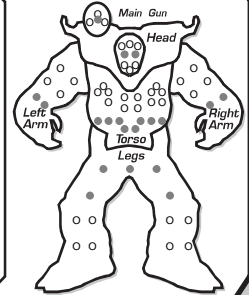
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Triton

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/[Msl] [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

 Gunnery Skill: _____

BV: 286

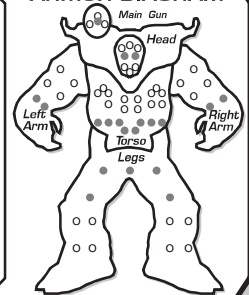
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Triton

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	Streak SRM 4	2/[Msl] [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 10

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

 Gunnery Skill: _____

BV: 286

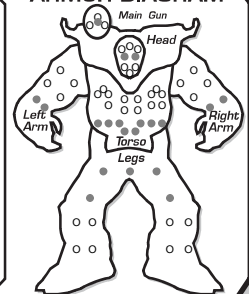
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Triton 2

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	-	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Main Gun:	LRM 3	1/[Msl] [M.C.S.]	-	7	14	21

Ammo: [LRM 3] 12

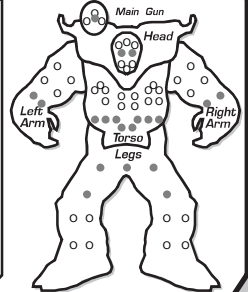
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 274

PROTOMECH 2

Type: Triton 2

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	-	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Main Gun:	LRM 3	1/[Msl] [M.C.S.]	-	7	14	21

Ammo: [LRM 3] 12

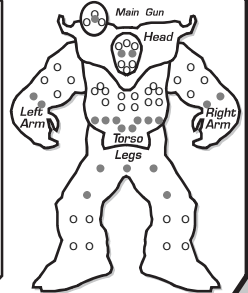
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 274

PROTOMECH 3

Type: Triton 2

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	-	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Main Gun:	LRM 3	1/[Msl] [M.C.S.]	-	7	14	21

Ammo: [LRM 3] 12

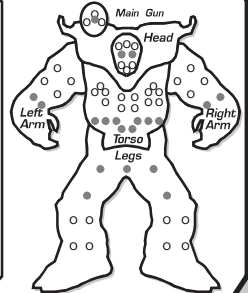
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 274

PROTOMECH 4

Type: Triton 2

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	-	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Main Gun:	LRM 3	1/[Msl] [M.C.S.]	-	7	14	21

Ammo: [LRM 3] 12

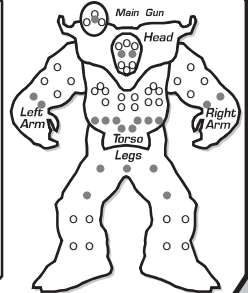
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 274

PROTOMECH 5

Type: Triton 2

Tons: 8

Movement Points:

Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	-	2	4	6
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Main Gun:	LRM 3	1/[Msl] [M.C.S.]	-	7	14	21

Ammo: [LRM 3] 12

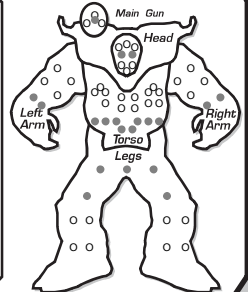
HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:

1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 274

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Triton 3
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 276

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	-	3	6	9

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 2

Type: Triton 3
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 276

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	-	3	6	9

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 3

Type: Triton 3
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 276

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	-	3	6	9

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 4

Type: Triton 3
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 276

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	-	3	6	9

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 5

Type: Triton 3
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6 / 4

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 276

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	-	3	6	9

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Triton 4

Tons: 8

Movement Points:

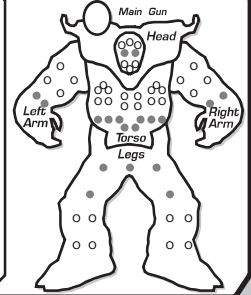
Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS			
2D6	LOCATION	1st HIT	2nd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed	
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump* <input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 205

PROTOMECH 2

Type: Triton 4

Tons: 8

Movement Points:

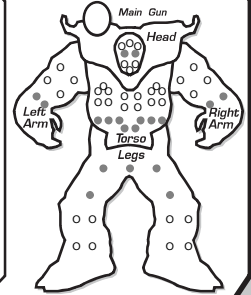
Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS			
2D6	LOCATION	1st HIT	2nd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed	
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump* <input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 205

PROTOMECH 3

Type: Triton 4

Tons: 8

Movement Points:

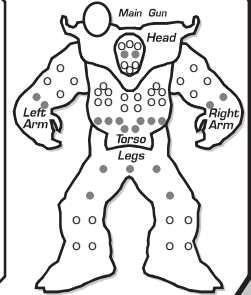
Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS			
2D6	LOCATION	1st HIT	2nd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed	
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump* <input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 205

PROTOMECH 4

Type: Triton 4

Tons: 8

Movement Points:

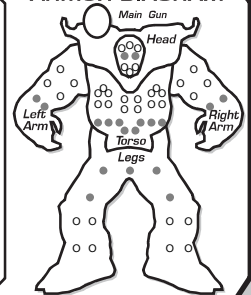
Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS			
2D6	LOCATION	1st HIT	2nd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed	
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump* <input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 205

PROTOMECH 5

Type: Triton 4

Tons: 8

Movement Points:

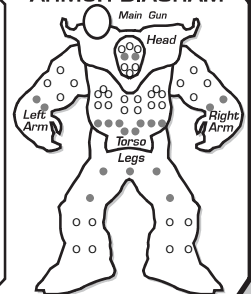
Walk/Run/Jump

4 / 6 / 4

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	Heavy Small Laser	6 [DE]	—	1	2	3
Left Arm:	Heavy Small Laser	6 [DE]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS			
2D6	LOCATION	1st HIT	2nd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed	
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump* <input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Gunnery Skill: _____ Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

BV: 205

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Delphyne
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	-	4	8	12

HIT LOCATIONS AND CRITICAL HITS						
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT		
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed				
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed			
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move		
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed		
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed			
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots			

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 384

PROTOMECH 2

Type: Delphyne
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	-	4	8	12

HIT LOCATIONS AND CRITICAL HITS						
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT		
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed				
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed			
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move		
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed		
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed			
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots			

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 384

PROTOMECH 3

Type: Delphyne
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	-	4	8	12

HIT LOCATIONS AND CRITICAL HITS						
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT		
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed				
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed			
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move		
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed		
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed			
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots			

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 384

PROTOMECH 4

Type: Delphyne
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	-	4	8	12

HIT LOCATIONS AND CRITICAL HITS						
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT		
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed				
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed			
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move		
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed		
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed			
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots			

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 384

PROTOMECH 5

Type: Delphyne
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Medium Pulse Laser	7 [P]	-	4	8	12

HIT LOCATIONS AND CRITICAL HITS						
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT		
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed				
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed			
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move		
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed		
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed			
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots			

PILOT DATA

Name: _____ Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

Gunnery Skill: _____

BV: 384

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BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Delphyne 2
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Torso B:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4

Ammo: {SRM 3} 20

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 316

PROTOMECH 2

Type: Delphyne 2
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Torso B:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4

Ammo: {SRM 3} 20

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 316

PROTOMECH 3

Type: Delphyne 2
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Torso B:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4

Ammo: {SRM 3} 20

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 316

PROTOMECH 4

Type: Delphyne 2
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Torso B:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4

Ammo: {SRM 3} 20

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 316

PROTOMECH 5

Type: Delphyne 2
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Torso B:	SRM 3	2 / Msl [M.C.S]	-	3	6	9
Right Arm:	ER Micro Laser	2 [DE]	-	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	-	1	2	4

Ammo: {SRM 3} 20

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PILOT DATA
Name: _____ Hits Taken
Gunnery Skill: _____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 316

BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Delphyne 3
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 2

Type: Delphyne 3
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 3

Type: Delphyne 3
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 4

Type: Delphyne 3
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM

PROTOMECH 5

Type: Delphyne 3
Tons: 9
Movement Points:
Walk/Run/Jump
5 / 8 / 5

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	-	5	10	15
Right Arm:	Micro Pulse Laser	3 [P,A]	-	1	2	3

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

BV: 400

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM